Library

All Recipes

Favorites

Apple Cake
8 servings | 45 min

Chickpea Curry

Chocolate Peanut
Butter Truffles

Passion Fruit-
Mango Sorbet

Mushroom Tapioca

Spicy Tomato Sauce

Three Bean Salad

Vegetable Dumplings

Apple Cake
8 servings | 45 min

Ingredients

1 2/3 cups flour

1/2 cup brown sugar

1 tsp baking powder

1 tsp cinnamon powder

2/3 cup almond milk

1/3 cup canola oil

1 1/2 tsp vanilla

1 tbsp apple cider vinegar

2 apples, peeled and thinly sliced

canola oil spray

powdered sugar

Directions

Preheat oven to 360F. In large bowl mix together all dry ingredients. In a separate large bowl mix together all wet ingredients. Using a hand mixer or whisk, add dry ingredients to the wet ingredients and mix together well until you get a smooth batter.

Line a baking tin with baking paper and then spray the sides with oil. Pour batter into the cake tin and spread evenly. Place the apple slices on the batter in a star shape.

Bake the cake in the preheated oven for 35 minutes. Let cool, then sprinkle with powdered sugar and cinnamon.

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Julian Dolce

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    IOS 5 Programming Pushing the Limits Rob Napier,Mugunth Kumar,2011-12-20 Provides information on using iOS 5 to create applications for the iPhone iPad and iPod Touch   **The iOS Game Programming Collection (Collection)** Michael Daley,Rod Strougo,Ray Wenderlich,2011-12-09 The iOS Game Programming Collection consists of two bestselling eBooks Learning iOS Game Programming A Hands On Guide to Building Your First iPhone Game Learning Cocos2D A Hands on Guide to Building iOS Games with Cocos2D Box2D and Chipmunk Since the launch of the App Store games have been the hottest category of apps for the iPhone iPod touch and iPad That means your best chance of tapping into the iPhone iPad Gold Rush is to put out a killer game that everyone wants to play and talk about While many people think games are hard to build they actually can be quite easy and this collection is your perfect beginner s guide Learning iOS Game Programming walks you through every step as you build a 2D tile map game Sir Lamorak s Quest The Spell of Release which is free in the App Store You can download and play the game you re going to build while you learn about the code You learn the key characteristics of a successful iPhone game and important terminology and tools you will use Learning Cocos2D walks you through the process of building Space Viking which is free on the App Store a 2D scrolling game that leverages Cocos2D Box2D and Chipmunk As you build Space Viking you ll learn everything you need to know about Cocos2D so you can create the next killer iOS game This collection helps you Plan high level game design components and difficulty levels Use game loops to make sure the right events happen at the right time Render images create sprite sheets and build animations Use tile maps to build large game worlds from small reusable images Create fire explosions smoke sparks and other organic effects Deliver great sound via OpenAL and the iPhone s media player Provide game control via iPhone s touch and accelerometer features Craft an effective intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish test debug and performance tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game s main menu screen for accessing levels Use Cocos2D s Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion Cocos2D s sound engine Add gravity realistic collisions and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games   *Swift for Programmers* Paul J. Deitel,Harvey M. Deitel,2015 Swift for Programmers is a programming language focused book designed to get practicing programmers up to speed quickly in Swift programming The Deitels provide thousands of lines of proven Swift code in the book using a mix of code snippets and live code examples When they present code snippets rather than full length complete programs the snippet will be extracted from a Deitel created compiled live code example to ensure that the snippet is correct   **Cocoa Programming Developer's**

Handbook David Chisnall,2009-12-29 The Cocoa programming environment Apple s powerful set of clean object oriented APIs is increasingly becoming the basis of almost all contemporary Mac OS X development With its long history of constant refinement and improvement Cocoa has matured into a sophisticated programming environment that can make Mac OS X application development quick efficient and even fun Yet for all its refined elegance and ease of use the staggering size of the Cocoa family of APIs and the vast magnitude of the official documentation can be intimidating to even seasoned programmers To help Mac OS X developers sort through and begin to put to practical use Cocoa s vast array of tools and technologies Cocoa Programming Developer s Handbook provides a guided tour of the Cocoa APIs found on Mac OS X thoroughly discussing and showing in action Cocoa s core frameworks and other vital components as well as calling attention to some of the more interesting but often overlooked parts of the APIs and tools This book provides expert insight into a wide range of key topics from user interface design to network programming and performance tuning   **Apple Training Series** Robert Kite Ph.D.,Michele Hjorleifsson,Patrick Gallagher,2010-03-08 The follow on to Apple Training Series Mac OS X Deployment v10 6 and Apple Training Series Mac OS X Directory Services v10 6 this volume takes an in depth look at the many options provided to administrators to secure access to intranet services System administrators and other IT professionals will learn how to configure Mac OS X Server v10 6 to provide secure access to vital network services such as web mail and calendar from mobile devices such as the iPhone The Providing Network Services section covers establishing critical network services such as DNS DHCP and NAT Gateway services Systems Services focuses on connecting private and public networks securely using firewalls certificates and VPNs Finally the Working with Mobile Devices section teaches students how to successfully configure Snow Leopard Server s Mobile Access Server and securely deploy intranet services such as web mail and calendar services to mobile devices such as the iPhone without the need for VPN services   **IOS 8 for Programmers** Paul J. Deitel,Harvey M. Deitel,Abbey Deitel,2015 This tutorial employs the Deitels proven app driven approach to teaching mobile programming Each chapter is built around a single unique app The chapter begins with a detailed walk through of what the app does then dives into the underlying code By the end of the chapter the reader has not only learned key iOS programming principles but has actually built a working iOS app   *Mastering iOS Frameworks* Kyle Richter,Joe Keeley,2015-04-11 Apple s iOS SDK provides an amazingly powerful collection of frameworks But it has been difficult to find detailed and useful knowledge about them until now With this book s practical insights and tested code you can use Apple s frameworks to create apps that are more innovative and usable faster and more reliable more successful and profitable Kyle Richter and Joe Keeley focus on intermediate to advanced techniques that professional iOS developers can use every day Their far reaching coverage ranges from social support to security Core Data to iCloud even Apple Watch Organized as a convenient modular reference nearly every chapter contains a complete Objective C sample project A multi chapter Game Center case study shows how multiple iOS features can be combined to do even more All source code may be downloaded at https github com

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Xcode features Assuming only a minimal working knowledge of Objective C and written in a friendly easy to follow style Beginning iOS 5 Development offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 5 SDK and then guides you though the creation of your first simple application From there you ll learn how to integrate all the interface elements Apple touch users have come to know and love such as buttons switches pickers toolbars and sliders You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The confusing art of table building will be demystified and you ll learn how to save your data using the iPhone file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more You ll learn to draw using Quartz 2D and OpenGL ES add multitouch gestural support pinches and swipes to your applications and work with the camera photo library accelerometer and built in GPS You ll discover the fine points of application preferences and learn how to localize your apps for multiple languages The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks techniques and enthusiasm for the new SDK from a developer perspective Written in an accessible easy to follow style   iPhone SDK Application Development Jonathan Zdziarski,2009-01-21 This practical book offers the knowledge and code you need to create cutting edge mobile applications and games for the iPhone and iPod Touch using Apple s iPhone SDK iPhone SDK Application Development introduces you to this development paradigm and the Objective C language it uses with numerous examples and also walks you through the many SDK frameworks necessary for designing full featured applications This book will help you Design user interface elements with Interface Builder and the UI Kit framework Create application controls such as windows and navigation bars Build and manage layers and transformations using Core Graphics and Quartz Core Mix and play sound files using AVFoundation and record and play back digital sound streams using Audio Toolbox Handle network programming with the CFNetwork framework Use the Core Location framework to interact with the iPhone s GPS Add movie players to your application iPhone SDK Application Development will benefit experienced developers and those just starting out on the iPhone Important development concepts are explained thoroughly and enough advanced examples are provided to make this book a great reference once you become an expert   *Programming in Objective-C for IOS and MacOS* Beth Thompson,2025-06-19 Still trying to understand Objective C in an age dominated by Swift Wondering why Apple s original language still matters Curious about how to maintain legacy apps or build robust macOS tools from scratch You re not alone and this book has the answers you are seeking Programming in Objective C for iOS and macOS is your ultimate guide to mastering Objective C the powerful and enduring language behind thousands of Apple apps still running today Whether you re a complete beginner or an experienced Swift developer needing to maintain legacy codebases this guide walks you through everything you need to know without overwhelming jargon or outdated practices Inside you ll explore How Objective C really works in the Apple

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Engagement Letter between New Haven Savings Bank & ... This agreement sets forth the terms and conditions under which New Haven Savings Bank ("New Haven" or the "Company") has engaged the services of Ryan Beck & Co. Sample Engagement Letter | PDF | Investor | Due Diligence Kind Attention: Mr. _____ Managing Director. Dear Sir,. Sub: Strategic and Financial Advisory Services for sale of shareholder stake/ investment in XXXXXX. We, ... Engagement letters The detailed scope of the work (for example, involvement or not with due diligence, tax structure, regulatory clearances, drafting and negotiation) may be set ... 22-400 Engagement letter for vendor initiated due diligence [In respect of information to be contained in the report which has been extracted from audited financial statements, we would emphasise that the audit opinion ... Engagement Letter This letter agreement (the "Agreement") confirms that Telkonet, Inc. (together with its subsidiaries and affiliates the "Company") has engaged Bryant Park ... Appendix — Examples of Letters and Due Diligence ... This letter relates only to the financial statement items and other financial ... Example R — Engagement letter relating to a private placement or other exempt ... Sample Engagement Letter This sample engagement letter provides nonauthoritative guidance to assist with compliance with. Statement on Standards in Personal Financial Planning ... Sample engagement letters for an accounting practice Engagement letters are essential to successful practice management. They help improve client relations, avoid client misunderstandings, and reduce the risk ... Due diligence This letter shall confirm the engagement of CS Rao &Co. ("Advisor") as the exclusive financial advisor to Navtrix Corporation ("Company") to perform due ... Applied Mechanics for Engineering Technology Applied Mechanics for Engineering Technology (8th International Edition). Keith M. Walker. Applied Mechanics for Engineering Technology Keith M. ... ... Keith M. Walker. 543. Index. Page 6. Introduction. OBJECTIVES. Upon ... text,. From Chapter 1 of Applied Mechanics for Engineering Technology Eighth Edition. Applied Mechanics for Engineering Technology (8th ... Walker Applied Mechanics for Engineering Technology (8th International ... ... Keith M. Walker. Published by Pearson, 2007. International Edition. ISBN 10 ... Applied Mechanics for Engineering Technology - Hardcover Walker, Keith ... Featuring a non-calculus approach, this introduction to applied mechanics book combines a straightforward, readable foundation in underlying ... Applied Mechanics for Engineering Technology 8th Edition ... Walker Applied Mechanics for Engineering Technology (8th Edition)Keith M. ... Walker Doc Applied Mechanics for Engineering Technology (8th Edition) by Keith M. Applied Mechanics for Engineering Technology |

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