

Beginning iPhone Development With Swift Exploring The Ios Sdk

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Beginning iPhone Development with Swift 5 - Wallace Wang
2019-05-31

Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll also learn about touch gestures, table views, and collection views for displaying data on a user interface. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple application. You'll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers, tab bars, tool bars, page views, and split views that are particularly useful on the larger screens of the iPad and certain iPhone models. And there's much more! Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps. Once you're ready, move on to Pro iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the Swift language. What You Will Learn Discover what data persistence is, and why it's important Build cool, crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.

SwiftUI Essentials - iOS 14 Edition - Neil Smyth 2020-12-07

The goal of this book is to teach the skills necessary to build iOS 14 applications using SwiftUI, Xcode 12 and the Swift 5.3 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.3 programming language including data types, control flow, functions, object-oriented programming, property wrappers and error handling. An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode. The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered include data handling using state properties in addition to observable, state and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also includes chapters covering graphics drawing, user interface animation, view transitions and gesture handling, WidgetKit, document-based apps and SiriKit integration. Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit-based projects and explains the integration of UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 14 using SwiftUI. Assuming you are ready to download the iOS 14 SDK and Xcode 12 and have an Apple Mac system you are ready to get started.

Apple Game Frameworks and Technologies - Tammy Coron
2021-05-11

Design and develop sophisticated 2D games that are as much fun to make as they are to play. From particle effects and pathfinding to social integration and monetization, this complete tour of Apple's powerful suite of game technologies covers it all. Familiar with Swift but new to game development? No problem. Start with the basics and then layer in the complexity as you work your way through three exciting - and fully playable - games. In the end, you'll know everything you need to go off

and create your own video game masterpiece for any Apple platform. Discover the power of Apple Game Frameworks, Xcode, and Swift by building three exciting games: Gloop Drop - a new twist on a classic arcade game, Val's Revenge - a roguelike dungeon crawler, and Hog - a social player vs. player mobile dice game. With Apple Game Frameworks, you can create high-performance, power-efficient games that work across all Apple platforms, including iOS, macOS, tvOS, and watchOS. In this book, you'll discover how to... Design and develop rich 2D gaming experiences using Apple's built-in game frameworks. Harness the power of SpriteKit using Xcode and Swift to create engaging player experiences. Use the visual Scene Editor to build complete scenes. Unleash the power of the Particle Editor to create amazing effects. Use GameplayKit to add advanced features to your games like pathfinding, artificial intelligence, and complex rule systems. Build larger, more complex worlds with tile maps and Xcode's visual Tile Map editor. Bring people together using GameKit and Game Center, Apple's social gaming network. Increase revenue with third-party banner ads and rewarded ads using Google AdMob (tm). Monetize your games with StoreKit and in-app purchases. So, grab your gear and get your game on - it's time to level up your skills. What You Need: macOS Mojave 10.14.6 or newer Xcode 11.3 or newer Basic knowledge of Swift 5.1.4 or newer

Beginning iPhone Development - Jack Nutting 2014-11-17

The team that brought you the bestselling Beginning iPhone Development, the book that taught the world to program on the iPhone, is back again, bringing this definitive guide up-to-date with Apple's latest and greatest new iOS 8 and its SDK, as well as with the latest version of Xcode (6.1). You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using Xcode 6.1 and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iPhone 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 6.1 and the iOS 8 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS 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!

IOS Development with Swift - Craig Grummit 2017-12

"iOS development with Swift" is a hands-on guide to creating iOS apps. It takes you through the experience of building an app-- from idea to App store. After setting up your dev environment, you'll learn the basics by experimenting in Swift playgrounds. Then you'll build a simple app layout, adding features like animations and UI widgets. Along the way, you'll retrieve, format, and display data; interact with the camera and other device features; and touch on cloud and networking basics.

IOS 15 Programming Fundamentals with Swift - Matt Neuburg 2021-10

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Structured

concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

Swift For Dummies - Jesse Feiler 2015-02-24

Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, Swift For Dummies shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and social media Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

Beginning iPhone Development with Swift 3 - Molly Maskrey 2016-11-17

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you through the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS 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! What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad.

iOS 12 Programming for Beginners -Third Edition - Craig Clayton 2018-12-24

Begin your iOS 12 app development journey with this practical guide Key Features Kick-start your iOS programming career and have fun building iOS apps of your choice Get to grips with Xcode 10 and Swift 4.2, the building blocks of iOS development Discover the latest features of iOS 12 - SiriKit, notifications, and much more Book Description Want to build iOS 12 applications from scratch with the latest Swift 4.2 language and Xcode 10 by your side? Forget sifting through tutorials and blog posts; this book is a direct route to iOS development, taking you through the basics and showing you how to put principles into practice. Take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! If you're already an experienced programmer, you can jump right in and learn the latest iOS 12 features. For beginners, this book starts by introducing you to iOS development as you learn Xcode and Swift. You'll also study advanced iOS design topics, such as gestures and animations, to give your app the edge. You'll explore the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in notifications, custom-UI notifications, maps, and the recent additions in Sirikit. The book will guide you in using TestFlight to quickly get to grips with everything you need to get your project on the App Store. By the end of this book, you'll

be ready to start building your own cool iOS applications confidently. What you will learn Explore the distinctive design principles that define the iOS user experience Navigate panels within an Xcode project Use the latest Xcode asset catalogue of Xcode 10 Create a playgrounds project within your projects and understand how Ranges and Control flow work Study operations with integers and work your way through if statements Build a responsive UI and add privacy to your custom-rich notifications Set up Sirikit to add voice for Siri shortcuts Collect valuable feedback with TestFlight before releasing your apps on the App Store Who this book is for This book is for you if you are completely new to Swift, iOS, or programming and want to make iOS applications. However, you'll also find this book useful if you're an experienced programmer looking to explore the latest iOS 12 features.

Coding iPhone Apps for Kids - Gloria Winquist 2017-05-15

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: -Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! -Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer -Make a real, playable game with graphics and sound effects using SpriteKit -Challenge players by speeding up your game and adding a high-score system Why should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

Beginning iPhone 3 Development - David Mark 2017-01-11

Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken? If so, Beginning iPhone 3 Development: Exploring the iPhone SDK is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in the original book have been clarified to make some of the more complex topics easier to understand. In addition, all of the projects have been rebuilt from scratch using the SDK 3 templates. For the latest version of this book for Swift, see Beginning iPhone Development with Swift, ISBN 978-1-4842-0410-8. For the latest version of this book for Objective-C, see Beginning iPhone Development: Exploring the iOS SDK, ISBN 978-1-4842-0200-5. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone and iPod touch programming. The book starts with the basics, walking you through the process of downloading and installing Apple's free iPhone SDK, and then stepping you through the creation of your first simple iPhone application. From there, you'll learn to integrate all the interface elements iPhone 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 see how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using SQLite, iPhone's built-in database management system. In addition, you'll also learn about Core Data, an important persistence mechanism that has just been added with SDK 3. 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. You can discover more about this book, download source code, and find support forums at the book's companion site, at www.iphonedevbook.com. The iPhone 3 update to the best-selling and most recommended book for iPhone developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective The most complete, useful, and up-to-date guide to all things having to do with Apple's iPhone SDK

Game Development with Swift - Stephen Haney 2015-07-23

Apple's new programming language, Swift, is fast, safe, accessible—the

perfect choice for game development! Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features for game development. Then, you will learn how to animate sprites and textures. Along the way, you will master the physics framework, add the player character and NPCs, and implement controls. Towards the end of the book, you will polish your game with fun menus, integrate with Apple Game Center for leaderboards and achievements, and then finally, learn how to publish your finished games to the App Store. By the end of this book, you will be able to create your own iOS games using Swift and SpriteKit.

Programming iOS 14 - Matt Neuburg 2020-10-08

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, collection views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 14 innovations, such as: Control action closures and menus Table view cell configuration objects Collection view lists and outlines New split view controller architecture Pointer customization on iPad New photo picker and limited photos authorization Reduced accuracy location Color picker, new page control behavior, revised date pickers, and more! Want to brush up on the basics? Pick up iOS 14 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 14, you'll gain a solid, rigorous, and practical understanding of iOS 14 development.

Swift 5 for Absolute Beginners - Stefan Kaczmarek 2019-06-26

Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Many people have a difficult time believing they can learn to write iOS apps. Swift 5 for Absolute Beginners will show you how to do so. You'll learn Object-Oriented Programming (OOP) and be introduced to User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch. What You'll Learn Work with Swift classes, properties, and functions Examine proper User Interface (UI) and User Experience (UX) design Understand Swift data types: integers, floats, strings, and booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

iPhone Programming - Aaron Hillegass 2010-04-13

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of

BubbleWrap

Beginning iPhone Development with Swift - Kim Topley 2014-11-19

The team that brought you the bestselling Beginning iPhone Development, the book that taught the world how to program on the iPhone, is back again for Beginning iPhone Development with Swift. This definitive guide to the Swift programming language and the iOS 8 SDK, and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2. There's coverage of brand-new technologies, including Swift playgrounds, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book 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 8 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS 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 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! What you'll learn Everything you need to know to develop your own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences What data persistence is, and why it's important Get started with building cool, crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who this book is for This book is for aspiring iPhone app developers, new to the Apple Swift programming language and/or the iOS SDK. Table of Contents1. Welcome to the Swift Jungle 2. Appeasing the Tiki Gods 3. Handling Basic Interaction 4. More User Interface Fun 5. Rotation and Adaptive Layout 6. Multiview Applications 7. Tab Bars and Pickers 8. Introduction to Table Views 9. Navigation Controllers and Table Views 10. Collection Views 11. iPad Considerations 12. Application Settings and User Defaults 13. Basic Data Persistence 14. Hey! You! Get onto iCloud! 15. Grand Central Dispatch, Background Processing, and You 16. Core Graphics: Drawing with Quartz 17. Getting Started with Sprite Kit 18. Taps, Touches, and Gestures 19. Where Am I? Finding Your Way with Core Location and Map Kit 20. Whee! Gyro and Accelerometer! 21. The Camera and Photo Library 22. Application Localization 23. Appendix: A Swift Introduction to Swift

Learn SwiftUI - Chris Barker 2020-04-03

Get to grips with Apple's new SwiftUI framework for creating robust UIs for iOS and iPadOS using Swift programming Key FeaturesUse SwiftUI for building dynamic apps for Apple devices from scratchUnderstand declarative syntax in cross-platform development and how states work within SwiftUILearn to develop watchOS apps by reusing SwiftUI codeBook Description SwiftUI is the new and powerful interface toolkit that lets you design and build iOS, iPadOS, and macOS apps using declarative syntax. It is a powerful way to develop the UI elements of applications, which would normally be tightly coupled to application logic. Learn SwiftUI will get you up to speed with the framework and cross-device UI development in no time. Complete with detailed explanations and practical examples, this easy-to-follow guide will teach you the fundamentals of the SwiftUI toolkit. You'll learn how to build a powerful iOS and iPadOS application that can be reused for deployment on watchOS. As you progress, you'll delve into UI and unit testing in iOS apps, along with learning how to test your SwiftUI code for multiple devices. The book will also show you how to integrate SwiftUI features such as data binding and network requests into your current application logic. By the end of this book, you will have learned how to build a cross-device application using the SwiftUI framework and Swift programming. What you will learnExplore the fundamentals of SwiftUI and compare it with existing UI frameworksWrite SwiftUI syntax and understand what should and shouldn't be included in SwiftUI's layerAdd text and images to a SwiftUI view and decorate them using SwiftUI's modifiersCreate basic forms, and use camera and photo library functions to add images to themUnderstand the core concepts of Maps in iOS apps and add a MapView in SwiftUIDesign extensions within your existing apps to run

them on watchOSHandle networking calls in SwiftUI to retrieve data from external sourcesWho this book is for This SwiftUI book helps any mobile app developer looking to understand the fundamentals of the new SwiftUI framework along with the benefits of cross-device development. A solid understanding of iOS and macOS app development, along with some knowledge of the Swift programming language, will be beneficial. Basic programming knowledge is essential to grasp the concepts covered in the book effectively.

Anyone Can Create an App - Wendy Wise 2017-03-10

Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life? Great news! With the right tools and a little practice, anyone can create an app. This book will get you started, even if you've never written a line of computer code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Anyone Can Create an App begins with the basics by introducing programming concepts, the Swift language, and the tools you'll need to write iOS apps. As you explore the interesting examples, illuminating illustrations, and crystal-clear step-by-step instructions, you'll learn to: Get started programming, no experience necessary! Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not (LioN) app By the end, you'll be able to create and run your own apps, and you'll have the confidence to learn more on your own. The book is updated for Swift 3. About the Reader This book is written especially for non programmers - no experience needed! About the Author Wendy Wise has an extensive background in mobile and application development and has worked with several Fortune 500 companies. In her 17-year technical career, Wendy has served as a senior director of software development, a senior product manager for international mobile applications, and a hands-on developer for web and mobile technologies, among many other technical roles. Wendy fully embraces her nerd/geek side, as you'll find out as you read this book. In her spare time, she enjoys beer, coffee, photography, camping, and being outdoors. Table of Contents PART 1 - YOUR VERY FIRST APP Getting started Building your first app Your first app, explained Learning more about your development tools: Xcode Capturing users' actions: adding buttons The button app, explained Capturing user input: adding text boxes Playing on the Playground PART 2 - THE KEYS TO THE CITY: UNDERSTANDING KEY DEVELOPMENT CONCEPTS Go with the flow, man! Controlling the flow of your app While you're doing that... Collections Telling stories with storyboards ViewControllers in depth Put it on my tab: creating tab bars Table views: more than a coffee table picture book Patterns: learning to sew PART 3 - CREATING THE LIKE IT OR NOT APP Putting it all together: the LioN app Adding data to your LioN app Displaying details of your LioN Creating the details of the detail view The AddEditView scene Delegates are everywhere Editing LioNs Saving LioNs Making your LioN prettier Working with Auto Layout Search your LioNs

Pro iPhone Development with Swift 5 - Wallace Wang 2019

If you've already learned the basics of Swift and iOS programming, it's time to take your skills to the next level. In this follow up work to the best-selling Beginning iPhone Development with Swift, you'll learn tips for organizing and debugging Swift code, using multi-threaded programming with Grand Central Dispatch, passing data between view controllers, and designing apps for multiple languages. You'll also see how to play audio and video files, access the camera and save pictures to the Photos library, use location services to pinpoint your position on a map, display web pages, and create animation to spice up any user interface. Finally, you'll learn how to use Apple's advanced frameworks for machine learning, facial and text recognition, and creating augmented reality apps. Pro iPhone Development with Swift 5 provides insightful instruction on how to improve your existing apps or create powerful new iOS apps using the latest version of the Swift programming language.

Beginning iPhone Development with Swift - Kim Topley 2014-11-22

The team that brought you the bestselling Beginning iPhone Development, the book that taught the world how to program on the iPhone, is back again for Beginning iPhone Development with Swift. This definitive guide to the Swift programming language and the iOS 8 SDK, and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2. There's coverage of brand-new technologies, including Swift playgrounds, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features.

Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book 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 8 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS 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 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!

More iPhone Development with Swift - Alex Horovitz 2015-03-21

Interested in iPhone and iPad apps development? Want to learn more? Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons, we have the perfect Swift-flavored book for you. The update to the bestselling More iPhone Development by Dave Mark and Jeff LaMarche, More iPhone Development with Swift digs deeper into the new Apple Swift programming language and iOS 8 SDK, explaining complex concepts and techniques in the same friendly, easy-to-follow style you've come to expect. More iPhone Development with Swift covers topics like Swift, Core Data, peer-to-peer networking using Multipeer Connectivity, working with data from the web, MapKit, in-application e-mail, Camera Live-Previews integration, Barcode scanning, Face recognition and more. All the concepts and APIs are clearly presented with code snippets you can customize and use, as you like, in your own apps. You'll journey through coverage of concurrent programming and some advanced techniques for debugging your applications.

Head First Swift - Paris Buttfield-Addison 2021-11-18

What will you learn from this book? Swift is best known as Apple's programming language of choice for developing apps on iOS, iPadOS, macOS, watchOS, and tvOS. But it's far more versatile than that. Open source Swift is also gaining ground as a language for systems programming and server-side code, and it runs on Linux and Windows. So where do you start? With Head First Swift, you'll explore from the ground up: from collecting and controlling data to reusing code, producing custom data types, and structuring programs and user interfaces with SwiftUI by building safe, protocol-driven code. With Swift under your belt, you'll be ready to build everything from mobile and web apps to games, frameworks, command-line tools, and beyond. What's so special about this book? If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn Swift through a multisensory experience that engages your mind rather than a text-heavy approach that puts you to sleep.

Beginning iPhone Development with Swift 4 - Molly K. Maskrey 2017-10-26

Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 11 SDK, and then guides you through the creation of your first simple application. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll see how to to create, load and work with playgrounds as you develop an understanding of the Swift language. 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! Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps. Once you're ready, move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language. What You Will Learn Discover what data persistence is, and why it's important Build cool, crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.

iOS 14 Programming for Beginners - Ahmad Sahar 2020-11-27

Publisher's note: This edition from 2020 is outdated and does not make use of the most recent iOS and Swift features. A new sixth edition, updated for iOS 15 and including new advanced topics, such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay, has now been published.

Key Features Explore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth edition.

Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 14 such as Mac Catalyst, SwiftUI, widgets and App Clips.

Book Description If you're looking to work and experiment with powerful iOS 14 features such as widgets and App Clips to create your own apps, this iOS programming guide is for you. The book offers a comprehensive introduction for experienced programmers who are new to iOS, taking you through the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. Fully updated to cover the new iOS 14 features, along with Xcode 12 and Swift 5.3, this fifth edition of *iOS 14 Programming for Beginners* starts with an introduction to the Swift programming language and shows you how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app using the storyboards feature in the latest version of Xcode and implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI, a new way to build apps for all Apple devices. Finally, you'll set up testers for your app and understand what you need to do to publish your app on the App Store. By the end of this book, you'll not only be well versed in writing and publishing applications, but you'll also be able to apply your iOS development skills to enhance existing apps. What you will learn

Get to grips with the fundamentals of Xcode 12 and Swift 5.3, the building blocks of iOS development Understand how to prototype an app using storyboards

Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features, such as widgets and App Clips

Convert an existing iPad app into an Apple Silicon Mac app Design, deploy, and test your iOS applications with design patterns and best practices

Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 14 features will also find this book useful.

Pro iPhone Development with SwiftUI - Wallace Wang 2022-01-21

You know the basics. Your Swift code flows with logic and ease. This isn't your first time building a workable app for iOS platforms. Now, it's time to build a magical app for iOS platforms! Move beyond what you mastered in the best-selling *Beginning iPhone Development with SwiftUI*. Debug Swift code, use multi-threaded programming with Grand Central Dispatch, pass data between view controllers, and design apps functional in multiple languages. Not only will your apps run like magic under the hood but, with the new standard of SwiftUI, you'll add animations, scaling, multiscreen support, and so much more to your interfaces. You'll also see how to integrate audio and video files in your apps, access the camera and send pictures to and from the Photos library, use location services to pinpoint your user's position on a map, and display web pages in-app. Don't just stop at flawless code and stickily engaging interfaces. Give your apps a mind with Apple's advanced frameworks for machine learning, facial and text recognition, and augmented reality. *Pro iPhone Development with SwiftUI* enlightens you to the world of rich design, solid code, and thoughtful processing needed to make apps that wow. Integrate all these extraordinary iOS features and embrace the world of possibilities in the Swift programming language with SwiftUI. What You Will Learn

- Save and retrieve data when apps close or get pushed in the background
- Recognize speech with Apple's advanced frameworks
- Create augmented reality apps
- Understand spoken commands with Siri

Who This Book is For Aspiring iOS app developers familiar with the Apple Swift programming language and/or the iOS SDK, but ready to move to the next level.

UIKit Apprentice (Second Edition) - raywenderlich Tutorial Team 2021-09-22

Learn iPhone and iPad Programming via Tutorials! If you're new to iOS or Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that shows you how to write an app step-by-step. Has tons of illustrations and screenshots to make everything clear. Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through four engaging, epic-length tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the

one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store.

Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, UIKit and Swift in an easygoing manner.

Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real!

Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit and much more!

Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app, which supports both Dark and Light appearances, for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON.

Beginning ARKit for iPhone and iPad - Wallace Wang 2018-11-05

Explore how to use ARKit to create iOS apps and learn the basics of augmented reality while diving into ARKit specific topics. This book reveals how augmented reality allows you to view the screen on an iOS device, aim the camera at a nearby scene, and view both the real items in that scene as well as a graphic image overlaid on to that scene. You'll start by accessing the camera and teaching your app to track the world around its device. You'll then see how to position nodes and create augmented reality shapes and textures. Next you'll have your creations interact with their environment by programming workable physics, detecting planes, measuring distance, and applying virtual force. Finally you'll learn how to hit test and troubleshoot your applications to ensure they interact with the real world around them seamlessly. ARKit is Apple's software framework for creating augmented reality apps on iOS devices such as the iPhone and iPad. Unlike virtual reality that creates an entirely artificial world for the user to view and explore, *Beginning ARKit for iPhone and iPad* will show you how augmented reality places artificial items in an actual scene displayed by an iOS device's camera. What You'll Learn

- Access the camera
- Use ARKit's hit testing for tracked geometry
- Apply and combine real world and virtual physics

Who This Book Is For Programmers familiar with the basics of Swift programming who want to dive into developing iOS applications with Swift.

Learn C on the Mac - David Mark 2013-02-01

Considered a classic by an entire generation of Mac programmers, Dave Mark's *Learn C on the Mac* has been updated for you to include Mac OS X Mountain Lion and the latest iOS considerations. *Learn C on the Mac: For OS X and iOS, Second Edition* is perfect for beginners learning to program. It includes contemporary OS X and iOS examples! This book also does the following:

- Provides best practices for programming newbies
- Presents all the basics with a pragmatic, Mac OS X and iOS - flavored approach
- Includes updated source code which is fully compatible with latest Xcode

After reading this book, you'll be ready to program and build apps using the C language and Objective-C will become much easier for you to learn when you're ready to pick that up.

Learn Swift by Building Applications - Emil Atanasov 2018-05-25

Start building your very own mobile apps with this comprehensive introduction to Swift and object-oriented programming.

Key Features A complete beginner's guide to Swift programming language

Understand core Swift programming concepts and techniques for creating popular iOS apps Start your journey toward building mobile app development with this practical guide

Book Description Swift Language is now more powerful than ever; it has introduced new ways to solve old problems and has gone on to become one of the fastest growing popular languages. It is now a de-facto choice for iOS developers and it powers most of the newly released and popular apps. This practical guide will help you to begin your journey with Swift programming through learning how to build iOS apps. You will learn all about basic variables, if clauses, functions, loops, and other core concepts; then structures, classes, and inheritance will be discussed. Next, you'll dive into developing a weather app that consumes data from the internet and presents information to the user. The final project is more complex, involving creating an Instagram like app that integrates different external libraries. The app also uses CocoaPods as its package dependency manager, to give you a cutting-edge tool to add to your skillset. By the end of the book, you will have learned how to model real-world apps in Swift. What you will learn

- Become a pro at iOS development by creating simple-to-complex iOS mobile applications
- Master Playgrounds, a unique and intuitive approach

to teaching Xcode Tackle the basics, including variables, if clauses, functions, loops and structures, classes, and inheritance Model real-world objects in Swift and have an in-depth understanding of the data structures used, along with OOP concepts and protocols Use CocoaPods, an open source Swift package manager to ease your everyday developer requirements Develop a wide range of apps, from a simple weather app to an Instagram-like social app Get ahead in the industry by learning how to use third-party libraries efficiently in your apps Who this book is for This book is for beginners who are new to Swift or may have some preliminary knowledge of Objective-C. If you are interested in learning and mastering Swift in Apple's ecosystem, namely mobile development, then this book is for you.

Programming iOS 13 - Matt Neuburg 2019-12-05

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore files, networking, and threads Stay up-to-date on iOS 13 innovations, such as: Symbol images Light and dark mode Sheet presentation Diffable data sources and compositional layout Context menus and previews Window scene delegates and multiple windows on iPad Want to brush up on the basics? Pick up iOS 13 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 13, you'll gain a solid, rigorous, and practical understanding of iOS 13 development.

Beginning iPhone Development with SwiftUI - Wally Wang 2022-01-02

Tame the power of Apple's new user interface toolkit, SwiftUI. Integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders with less effort and more efficiency. You'll also learn about touch gestures, lists, and grids for displaying data on a user interface. And you'll even go beyond those simple controls to liven up any user interface with simple animation techniques. Spice your designs up with movement, scaling, and resizing, including spring and bounce effects! You'll start with basic designs and then explore more sophisticated ones. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple application. You'll create user interfaces for that application using multiple screens in two different ways—using Navigation View and Tab Bars. *Beginning iPhone Development with Swift UI* covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps with stunningly interactive interfaces using SwiftUI. Once you're ready, move on to *Pro iPhone Development with Swift UI* to learn more of the unique aspects of iOS programming and the Swift language. What You Will Learn Discover the basics of designing a user interface using SwiftUI Build cool, crisp user interfaces that use animation Display data in lists and outlines Organize user interfaces in forms and groups Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.

Swift for Beginners - Boisy G. Pitre 2015

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779. LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this hands-on guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language concepts—including variables, constants, types, arrays, and dictionaries—before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE:

www.peachpit.com/swiftbeginners includes additional resources.

Beginning iPhone Development with Swift 2 - David Mark 2015-12-18

This is the definitive guide to the Swift programming language and the iOS 9 SDK, and the source code has been updated to reflect Xcode 7 and Swift 2. There's up-to-date coverage of new Apple technologies as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 9-specific project templates, and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book 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 9 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS 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 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! What You Will Learn: Everything you need to know to develop your own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences What data persistence is, and why it's important Get started with building cool, crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who This Book is For:

Beginning iOS 6 Development - David Mark 2013-05-30

The team that brought you the bestselling *Beginning iPhone Development* is back again for *Beginning iOS 6 Development*, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 6 SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 6 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iOS 6 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 6 SDK, and then guides you through 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 6 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

Beginning Swift Programming - Wei-Meng Lee 2014-12-04

Enter the Swift future of iOS and OS X programming *Beginning Swift Programming* is your ideal starting point for creating Mac, iPhone, and iPad apps using Apple's new Swift programming language. Written by an experienced Apple developer and trainer, this comprehensive guide explains everything you need to know to jumpstart the creation of your app idea. Coverage includes data types, strings and characters, operators and functions, arrays and dictionaries, control flow, and looping, with expert guidance on classes, objects, class inheritance,

closures, protocols, and generics. This succinct — yet complete — overview provides a detailed introduction to the core features of Swift. Apple developed Swift to address the limitations of Objective-C, and add features found in more complex languages like Python. The results is simpler, cleaner, more expressive code with automatic memory management, functional programming patterns, and more, including built-in features that make Swift apps faster, scalable, and more secure. This book explains it all, helping developers master Apple's new language. Become fluent with syntax that's easier to read and maintain Understand inferred types for cleaner, less mistake-prone code Learn the key features that make Swift more expressive than Objective-C Learn the new optional types in Swift that make your code more resilient Understand the key design patterns in iOS and Mac OS programming using protocols and delegates Learn how to use generics to create highly reusable code Learn the new access controls mechanism in Swift Get up to speed quickly to remain relevant and ahead of the curve.

Hello Swift! - Puneet Bakshi 2019-04-19

Summary Hello Swift! is a how-to guide to programming iOS Apps with the Swift language, written from a kid's perspective. This approachable, well-illustrated, step-by-step guide takes you from beginning programming concepts all the way through developing complete apps. (Adults will like it too!) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own apps? With a little practice, you can! Apple's Swift language, along with special coding playgrounds and an easy-to-use programming environment, make it easier than ever. Take it from author Tanmay Bakshi, who started programming when he was just five years old. About the Book His book, Hello Swift! iOS app programming for kids and other beginners, teaches you how to write apps for iPhones and iOS devices step by step, starting with your first line of Swift code. Packed with dozens of apps and special exercises, the book will teach you how to program by writing games, solving puzzles, and exploring what your iPhone can do. Hello Swift! gets you started. Where you go next is up to you! What's inside Crystal-clear explanations anyone can understand Kid-friendly examples, including games and puzzles Learn by doing—you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program. (Psst! Adults like it, too.) About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker, and Manning author! Table of Contents Get ready to build apps with Swift! Create your first app Your first real Swift code using variables I/O laboratory Computers make decisions, too! Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code: Clean it with function detergent Reduce your code: Use less, do more with class detergent Reading and writing files Frameworks: Bookshelves of classes SpriteKit: Fun animation time Time to watch your WatchKit code Continuing your journey with Swift

Beginning Flutter - Marco L. Napoli 2019-09-17

Build your first app in Flutter—no experience necessary! Beginning Flutter: A Hands-On Guide to App Development is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This book walks you through the process step by step. In Flutter, you'll be working with Dart, the programming language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code

for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile development career a big head start.

Beginning iPhone Development with SwiftUI - Wally Wang 2022

Beginning iPhone Development with Swift UI covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps with stunningly interactive interfaces using SwiftUI. --

Swift iOS Programming for Kids - Steffen D. Sommer 2017-03-22

Unleash your child's developer potential through fun projects and help them learn how to create iOS apps in Swift About This Book Children can express their creativity while learning through interactive Swift Playgrounds Empower children to think critically about problems Learning programming basics can help children gain confidence in problem solving Help children put their imagination into action building their first iOS app Who This Book Is For Children who are curious about the technology we use in our daily lives and want to know how it works can use this book to learn about programming and building their first iOS app. No prior programming experience is necessary. What You Will Learn Basic programming and coding fundamentals Write code using the fun and interactive Swift Playgrounds app Make animations, including creating your own starry night Utilise functions by making pizza in code Create an interactive toy bin Learn how to use control flow statements to further enhance your toy bin Build a simple movie night app working with tableviews and arrays In Detail This book starts at the beginning by introducing programming through easy to use examples with the Swift Playgrounds app. Kids are regularly encouraged to explore and play with new concepts to support knowledge acquisition and retention - these newly learned skills can then be used to express their own unique ideas. Children will be shown how to create their first iOS application and build their very own movie night application. Style and approach This is a project-based guide with an engaging tone that uses a visually rich format. It explains the concepts in clear language and uses lots of pictures, cartoons, and examples. There is a set of practical exercises to be completed.

Beginning iOS 14 & Swift App Development - Greg Lim 2020-10-27

In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS 14 application development using Swift. You'll start building your first iOS app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1 & 2 - Working with Xcode and Swift to build a BMI calculator app. Chapter 3 - Build a Quotes app using Table View Chapter 4 - Create a To Do List app (create, read, update and delete to-do items) Chapter 5 - Implement data persistency to our To Do List app using Core Data Chapter 6 - Improve our To Do List app by adding images and swipe deletion Chapter 7 - Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 8 - Build a image detection app using machine learning Chapter 9 - Create an Augmented Reality app with ARKit Chapter 10 - Publish our app on to the App store Chapter 11 - SwiftUI Chapter 12 - Widgets Chapter 13 - App Clips Chapter 14 - Dark Mode Chapter 15 - Porting your iOS App to the Mac with Project Catalyst Chapter 16 - In-App Purchases The goal of this book is to teach you iOS development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing.