Ios 9 Programming Fundamentals With Swift Swift Xcode And Cocoa Basics

Swift
iOS 9 App Development Essentials
Python Crashkurs
IOS 11 Programming Fundamentals with Swift
Swift for Programmers
Beginning Swift Games Development for iOS
Beginner's Guide to IOS 14 App Development Using Swift 5, SwiftUI and UIKit
Beginner's Guide to IOS 10 App Development Using Swift 3
Ultimate SwiftUI Handbook for iOS Developers
iPhone For Dummies
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IOS 9 Programming Fundamentals with Swift
IOS Animations by Tutorials Second Edition
Beginning IPhone Development with Swift 2
Beginning IPhone Development with Swift 2
Programming iOS 9
The IOS Apprentice (Fourth Edition)
iOS Development with Swift
Beginner's Guide to IOS 13 App Development Using Swift 5. 1
Mastering Core Data with Swift: Updated for Xcode 9 and Swift 4

JavaScript
Wie ich die Dinge geregelt kriege
iOS 12 Programming Fundamentals with Swift
Learn IOS 11 Programming with Swift 4 - Second Edition
Learn IOS 11 Programming with Swift 4
Learn iOS Application Development
iOS 8 for Programmers
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From Zero to IOS Hero
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Beginner's Guide to IOS 11 App Development Using Swift 4
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Programming IOS 9

Ios 9 Programming Fundamentals With Swift Swift Xcode And Cocoa Basics *Downloaded from* ecobankpayservices.ecobank.com *by guest*

AMY SHERLYN

Swift Createspace Independent Publishing Platform
Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple’s acclaimed programming language, Swift 4. 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 lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa’s event-driven design Communicate with C and Objective-C Once you master the fundamentals, you’ll be ready to tackle the details of iOS app development with author Matt Neuburg’s companion guide, Programming iOS 12.

iOS 9 App Development Essentials BPB Publications
Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. 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 lifecycle of an Xcode project; learn how nibs are loaded; understand Cocoa's event-driven design; and communicate with C and Objective-C. In this edition, catch up on the latest iOS programming features: Multiline strings and improved dictionaries, object serialization, key paths and key-value observing, expanded git integration, code refactoring, and more! Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 11.

Python Crashkurs John Wiley & Sons

Learn iOS App development with advanced Apple technology and developer-centric tools. KEY FEATURES ● Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ● Covers app architecture, design patterns, and mobile hardware use in app development. ● Numerous examples covering database, GPS, image recognition, and ML. DESCRIPTION This book is a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ● Develop practical skills in Swift programming, Xcode, and SwiftUI. ● Learn to work around the database, file handling, and networking while building apps. ● Utilize the capabilities of mobile hardware to include sound, images, and videos. ● Bring machine learning capabilities using the Core ML framework. ● Integrate features such as App Gestures and Core Location into iOS applications. ● Utilize mobile design patterns and maintain a clean coding style. WHO THIS BOOK IS FOR This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. TABLE OF CONTENTS 1. Getting Started with Xcode 2. Swift Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine

Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store

IOS 11 Programming Fundamentals with Swift Prentice Hall

"Python Crashkurs" ist eine kompakte und gründliche Einführung, die es Ihnen nach kurzer Zeit ermöglicht, Python-Programme zu schreiben, die für Sie Probleme lösen oder Ihnen erlauben, Aufgaben mit dem Computer zu erledigen. In der ersten Hälfte des Buches werden Sie mit grundlegenden Programmierkonzepten wie Listen, Wörterbücher, Klassen und Schleifen vertraut gemacht. Sie erlernen das Schreiben von sauberem und lesbarem Code mit Übungen zu jedem Thema. Sie erfahren auch, wie Sie Ihre Programme interaktiv machen und Ihren Code testen, bevor Sie ihn einem Projekt hinzufügen. Danach werden Sie Ihr neues Wissen in drei komplexen Projekten in die Praxis umsetzen: ein durch "Space Invaders" inspiriertes Arcade-Spiel, eine Datenvisualisierung mit Pythons superpraktischen Bibliotheken und eine einfache Web-App, die Sie online bereitstellen können. Während der Arbeit mit dem "Python Crashkurs" lernen Sie, wie Sie: - leistungsstarke Python-Bibliotheken und Tools richtig einsetzen – einschließlich matplotlib, NumPy und Pygal - 2D-Spiele programmieren, die auf Tastendrücke und Mausklicks reagieren, und die schwieriger werden, je weiter das Spiel fortschreitet - mit Daten arbeiten, um interaktive Visualisierungen zu generieren - Web-Apps erstellen und anpassen können, um diese sicher online zu deployen - mit Fehlern umgehen, die häufig beim Programmieren auftreten Dieses Buch wird Ihnen effektiv helfen, Python zu erlernen und eigene Programme damit zu entwickeln. Warum länger warten? Fangen Sie an!

Swift for Programmers O'Reilly Media

Make Delightful Animations with Swift! There's no denying it: creating animations is one of the most enjoyable parts of iOS development. Animations are fun to create, they breathe life into your user interface, and they make your app a delight to use. In this book, you'll learn about iOS animation in Swift from beginning to advanced through a series of hands-on tutorials and challenges, that make your app look and feel great. Up to date with iOS 9, Xcode 7, and Swift 2. Who This Book Is For: This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations. Topics Covered in iOS Animations by Tutorials: View Animations: Start with the basics by learning how to animate views: size, position, color, and more. Springs: Make your animations bounce with realistic spring behavior. Transitions: Add subtle transitoins when you add or remove subviews. Keyframe Animations: Learn how to make complex animations with precise multi-stage timing. Animation and Auto Layout: Learn how to animate with Auto Layout by animating constraints. Layer Animations: Dive deeper and use layer animation for more advanced techniques. Shapes and Masks: Learn how to use shapes and layer masks for cool effects. Gradient Animations: Make moving gradients like the "slide to unlock" screen. Stroke and Path Animations: Animate lines moving over time along a path. 3D Animations: Rotate, translate, and scale your layers over time in three dimensions. And much more, including: Particle emitters, frame animations, and third-party animation libraries! The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards

of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. Beginning Swift Games Development for iOS IOS 9 Programming Fundamentals with SwiftMove into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 2.0{u2014}the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift{u2019}s object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift{u2019}s object-oriented concepts: variables and functions, scopes and namespaces, object types and instances Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and sets Learn how to declare, instantiate, and customize Swift object types{u2014}enums, structs, and classes Discover powerful Swift features such as protocols and generics Catch up on Swift 2.0 innovations: option sets, protocol extensions, error handling, guard statements, availability checks, and more Tour the lifecycle of an Xcode project from inception to App Store Create app interfaces with nibs and the nib editor, Interface Builder Understand Cocoa{u2019}s event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa{u2019}s C and Objective-C APIs Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 9.IOS 9 Programming Fundamentals with Swift This book covers iOS 10 app design fundamentals using the latest Swift 3 programming language, Xcode 8 and iOS 10 SDK. The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest Hello World app is developed step by step. In the next chapter, basics of the Swift 3 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 complete apps (including a 2D game) are developed in seperate chapters. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app on simulators and real devices. Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction: General info and the steps of developing an iOS app. Chapter 2. Setting up your development environment: Installing Xcode, setting up signing identities, viewing/adding simulators and real devices. Chapter 3. Test drive - the "Hello World" app: Creating a new Xcode project, adding and positioning user interface objects, building the project, running the developed app on the simulator and on the real device. Chapter 4. Swift programming language: Variables, constants, optionals, arrays, dictionaries, sets, if-else and switch-case decision making statements, for and while loops, functions, classes, objects and inheritance in Swift 3. Each concept is clearly explained step by step with code examples and screenshots. Chapter 5. Disco lights app: Using buttons and connecting actions to buttons in the code.

Chapter 6. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. Chapter 7. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code. Chapter 8. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls. Chapter 9. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map. Chapter 10. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. Chapter 11. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete 2D game. This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's companion website: ios-swift.net.

Beginner's Guide to IOS 14 App Development Using Swift 5, SwiftUI and UIKit "O'Reilly Media, Inc."

Zero to iOS Hero is an easy-to-read, fully comprehensive book aimed at helping students become iOS app developers, without any prior knowledge. With this book, anyone can go from having zero experience in computer science to programming noteworthy applications over the course of four simple sections. Along the way, you'll also get to build 6 brand-new apps, from the ground up. The simple and straightforward lessons in this book use Xcode 9, Swift 4, and iOS 12 to help you transform your idea to a fully-functional app. What you'll learn in Zero to iOS Hero: Explore the Xcode environment paired with the Swift language, Apply your knowledge in using some of Swift's intermediate and advanced features, Learn about fundamental computer science concepts, Employ data structures within Swift, Delve into object-oriented programming for iOS, and Create SIX New Apps! The mission of No Stoppin' is to empower students by promoting and enabling peer-to-peer education by authoring educational content students wouldn't have access to otherwise.

Beginner's Guide to IOS 10 App Development Using Swift 3 BPB Publications

Begin your iOS development journey using Swift 4 and XCode 9 with this easy to learn, practical guide. About This Book Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Who This Book Is For This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience. However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store What You Will Learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-

rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on the App Store In Detail You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! Style and approach Step by step pr ...

Ultimate SwiftUI Handbook for iOS Developers Orange Education Pvt Ltd

Explore the complex app development concepts for iOS application programming with fun and ease. KEY FEATURES ● In-depth knowledge with practical examples on how to develop professional iOS apps. ● Includes coverage on the entire iOS application development, right from designing the UI to application deployment. ● Get to know more about machine learning and augmented reality, and their impact on iOS apps. DESCRIPTION Grab this book if you want to make Apps for Apple’s iOS devices and that too efficiently like a skilled developer. This book covers the complete development of iOS applications, right from concepts of designing an application to adding machine learning capabilities in the applications. You will learn and practice the App development environment with Xcode and Swift programming. Concepts like different types of views and UI components, data manipulations, animations, different iOS screen views, and integrating web services are covered in detail with examples. You will also learn the popular machine learning technology and fascinating features like Augmented Reality to be put into use in your app. You will learn to run automated application testing, use SwiftUI, and deploy applications on the network. WHAT YOU WILL LEARN ● Build strong familiarity with the entire application development environment. ● Revive essential coding concepts and methods of Swift and Xcode. ● Simplify integration of iOS apps with web services, including JSON and XML decoding. ● Learn to work with iOS ARKit and add the experience of augmented reality to applications. ● Work with popular SwiftUI, XCTest, and a growing machine learning library, CoreML. WHO THIS BOOK IS FOR This book caters to mobile developers, application developers, and students who want to build sound proficiency in the entire process of iOS Application development. Knowing basic programming concepts would be good, although not mandatory. TABLE OF CONTENTS 1. iOS App Development Environment 2. Swift Programming Language 3.

User Interface and Data Handling 4. Different Views in iOS Devices 5. Image and Animation 6. Multi-View Application and Navigation 7. Data Persistence for iOS Devices 8. Integration with Web Services 9. Augmented Reality 10. Machine Learning 11. App Testing and Deployment 12. SwiftUI

iPhone For Dummies "O'Reilly Media, Inc."

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 though 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

Swift in 30 Days Simon and Schuster

The first time I came into contact with Core Data was more than ten years ago. I was immediately overwhelmed by the terminology, the complex setup, and the many rules I had to stick to.Does this sound familiar? I wondered if it was worth the hassle? And why did experienced developers swear by Core Data? How was I going to master Core Data and integrate it into an application without running into mysterious crashes?The solution was surprisingly simple. Whenever I teach developers Core Data, I emphasize how important it is to focus on the fundamentals first. The vast majority of issues developers run into are caused by a lack of knowledge about the ins and outs of the framework. Core Data isn't difficult if you understand how the framework works.Over the years, I've taught thousands of developers how to use Core Data. This has taught me what the common pitfalls are developers run into. In Mastering Core Data With Swift, I show you the pitfalls you need to avoid.The book follows a proven roadmap that starts with the fundamentals of the framework. We cover some theory, but, more importantly, you immediately apply what you learn to build a production application. Practice makes perfect. Right? This very much applies to any programming subject.In Mastering Core Data With Swift, you learn everything you need to know to integrate Core Data in a new or an existing Swift project. We focus on the key

players of the framework and build an application that takes advantage of the core features of the framework.We use the latest and greatest to build an application. Xcode 9 has many improvements that make working with Core Data fantastic. And the intuitive syntax of Swift adds the cherry on the cake. It has never been easier to get started with Core Data.

iOS 17 App Development for Beginners BPB Publications

Eigentlich sollte man längst bei einem Termin sein, doch dann klingelt das Handy und das E-Mail-Postfach quillt auch schon wieder über. Für Sport und Erholung bleibt immer weniger Zeit und am Ende resigniert man ausgebrannt, unproduktiv und völlig gestresst. Doch das muss nicht sein. Denn je entspannter wir sind, desto kreativer und produktiver werden wir. Mit David Allens einfacher und anwendungsorientierter Methode wird beides wieder möglich: effizient zu arbeiten und die Freude am Leben zurückzugewinnen.

IOS 9 SDK Development Createspace Independent Publishing Platform

Designing iOS mobile apps using simple Swift codes and libraries. KEY FEATURES ● Combines the fundamentals of Swift and power-packed libraries, including SwiftUI. ● Includes graphical illustrations and step-by-step instructions on coding your first iOS application. ● Covers end-to-end iOS app development with code debugging and best practices. DESCRIPTION 'Swift in 30 Days' teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified, pragmatic, and quick programming learning without much theory. The book examines the basics of Swift programming, fundamental Swift building blocks, how to write syntax, constructs, define classes, arrays, model data with interfaces, and several examples of Swift programming. The book will help you to create the environment for app development, including tools and libraries like Xcode and SwiftUI. You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application. You will have access to design patterns and learn how to handle errors, debug, and work with protocols. By the end of this book, you will become a trusted Swift programmer and a successful iOS developer who will dive deeper into Apple's intelligent app programming challenge. WHAT YOU WILL LEARN ● Create an iOS app from scratch and learn fundamental Swift concepts such as operators and control flow. ● Create intuitive and intelligent user interfaces with an understanding of self-design and constraints. ● Recap OOP concepts and Swift protocol-based programming. ● Work with design patterns, write clean codes, and build expert tables and navigations. ● Work with Xcode and SwiftUI 2.0. WHO THIS BOOK IS FOR This book is for students, graduates, and entry-level coders who want to learn iOS app development without prior Swift or mobile app development experience. TABLE OF CONTENTS Week 1 (Beginner) 1. Building Your First App 2. Swift Programming Basics 3. Auto Layout 4. Types and Control Flow Week 2 (Intermediate) 5. Optional Type and More 6. Code Structuring Week 3 (Advanced) 7. OOP in Swift 8. Protocols and Delegates Week 4 (Bonus) 9. Error handling and Debugging 10. SwiftUI

iOS 15 Application Development for Beginners "O'Reilly Media, Inc."

iOS 9 gives developers new tools for creating apps for iPhone and

iPad, and our new edition of the classic iOS guide is updated to match. In this completely revised edition, you'll work through an app's entire lifecycle, from creating the project to publishing on the App Store. Starting with the basics, see how Swift 2.0 offers more power with less boilerplate code, bringing elegant error handling and functional programming concepts to your app development. Then dig into the capabilities of the iOS frameworks by building a real-world app, from a simple button to a multi-screen client that cleanly handles multi-tasking, networking, touch gestures, and more. Adapt a user interface from the smallest iPhone to the biggest iPad, multitask alongside other apps, and see how extensions let an app spread its functionality throughout the system.

IOS 9 Programming Fundamentals with Swift Apress Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 2.0{u2014}the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift{u2019}s object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift{u2019}s object-oriented concepts: variables and functions, scopes and namespaces, object types and instances Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and sets Learn how to declare, instantiate, and customize Swift object types{u2014}enums, structs, and classes Discover powerful Swift features such as protocols and generics Catch up on Swift 2.0 innovations: option sets, protocol extensions, error handling, guard statements, availability checks, and more Tour the lifecycle of an Xcode project from inception to App Store Create app interfaces with nibs and the nib editor, Interface Builder Understand Cocoa{u2019}s event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa{u2019}s C and Objective-C APIs Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 9.

IOS Animations by Tutorials Second Edition "O'Reilly Media, Inc." The professional programmer’s Deitel® guide to Apple’s new Swift programming language for the iOS® and OS X® platforms ¿ Written for programmers with a background in object-oriented programming in a C-based language like Objective-C, Java, C# or C++, this book applies the Deitel signature live-code approach with scores of complete, working, real-world programs to explore the new Swift language in depth. The code examples feature syntax shading, code highlighting, rich commenting, line-by-line code walkthroughs and live program outputs. The book features thousands of lines of proven Swift code, and tips that will help you build robust applications. ¿ Start with an introduction to Swift using an early classes and objects approach, then rapidly move on to more advanced topics. When you master the material, you’ll be ready to build industrial-strength object-oriented Swift applications. About This Book ¿ The Swift™ programming language was arguably the most significant announcement at Apple’s 2014 Worldwide Developers Conference. Although apps can still be developed in Objective-C®, Apple says that Swift is its applications programming and systems programming language of

the future. ¿ Swift is a contemporary language with simpler syntax than Objective-C. Because Swift is new, its designers were able to include popular programming language features from languages such as Objective-C, Java™, C#, Ruby, Python® and many others. These features include automatic reference counting (ARC), type inference, optionals, String interpolation, tuples, closures (lambdas), extensions, generics, operator overloading, functions with multiple return values, switch statement enhancements and more. We've been able to develop apps more quickly in Swift than with Objective-C and the code is shorter, clearer and runs faster on today's multi-core architectures. ¿ Swift also eliminates the possibility of many errors common in other languages, making your code more robust and secure. Some of these error-prevention features include no implicit conversions, ARC, no pointers, required braces around every control statement's body, assignment operators that do not return values, requiring initialization of all variables and constants before they're used, array bounds checking, automatic checking for overflow of integer calculations, and more. You can combine Swift and Objective-C in the same app to enhance existing Objective-C apps without having to rewrite all the code. Your apps will easily be able to interact with the Cocoa®/Cocoa Touch® frameworks, which are largely written in Objective-C. ¿ You can also use the new Xcode playgrounds with Swift. A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it. This allows you to see and hear your code's results as you write it, quickly find and fix errors, and conveniently experiment with features of Swift and the Cocoa/Cocoa Touch frameworks. ¿ Practical, Example-Rich Coverage of: Classes, Objects, Methods, Properties Initializers, Deinitializers, Bridging Tuples, Array and Dictionary Collections Structures, Enumerations, Closures, ARC Inheritance, Polymorphism, Protocols Type Methods, Type Properties Generics; Strings and Characters Operator Overloading, Operator Functions, Custom Operators, Subscripts Access Control; Type Casting and Checking Nested Types, Nested Methods Optionals, Optional Chaining, Extensions Xcode, Playgrounds, Intro to Cocoa Touch® with a Fully Coded iOS® 8 Tip Calculator App Overflow Operators, Attributes, Patterns More topics online ¿ IMPORTANT NOTE ABOUT XCODE AND SWIFT: With Xcode 6.3 and Swift 1.2, Apple introduced several changes in Swift that affect the book's source code. Please visit www.deitel.com/books/iOS8FP1 for updated source code. The changes do not affect Xcode 6.2 users. You can download Xcode 6.2 from developer.apple.com/downloads/index.action (you'll have to log in with your Apple developer account to see the list of downloads). ¿ Visit www.deitel.com Download code examples For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or to deitel@deitel.com Join the Deitel social networking communities on Facebook® at facebook.com/DeitelFan, Twitter® at @deitel, Google+™ at google.com/+DeitelFan, LinkedIn® at bit.ly/DeitelLinkedIn, YouTube™ at youtube.com/user/DeitelTV and subscribe to the Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/ subscribe.html ¿ Beginning IPhone Development with Swift 2 Greg Lim Completely up to date for iOS 9, Xcode 7, and Swift 2.0. Learn

iPhone and iPad Programming via Tutorials! If you're new to iOS and 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 a series of four epic-length hands-on 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, Interface Builder, 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 for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

Beginning IPhone Development with Swift 2 Packt Publishing

Are you ready for a new iPhone or an upgrade to your old one? Start here! Do you have your eye on a brand new iPhone 6s or 6s Plus? Or do are you opting to make an older model run like new? Either way, iPhone For Dummies, 9th Edition is the place to start. This book has the step-by-step guidance you need to learn how to use your phone's many features and functions. Newly updated to cover both the latest features you'll find on the 6s and 6s Plus as well as perennial iPhone features that you'll find on all recent models, this revised text provides you with straightforward, yet fun instructions, tips, and advice to guide you in taking advantage of all that the iPhone's technology has to offer. You first get started with your iPhone by exploring its settings and features. Then you dive into specific topics that accumulate in a comprehensive understanding of how to navigate your new phone, such as using the multi-touch interface, synching your data, using iCloud, making phone calls, using FaceTime, taking photos and videos, and more. Since June of 2007, Apple has sold more than 500 million iPhones. The success of the iPhone is largely due to the technology that powers it—and it's important that you understand how to use this technology to navigate your phone (and get every penny's worth of functionality out of it). Explore the basics of your new iPhone, from using the interface to

organizing your schedule Discover multi-media capabilities of your phone, such as the ability to surf the web, watch videos, listen to music, etc. Keep your data organized and at your fingertips through iCloud and data synchronization Find and add the apps that make your iPhone your sidekick for all you do in a day iPhone For Dummies, 9th Edition, revised and ready to guide you through the latest technologies, is the perfect resource when you're ready to conquer your new or older iPhone's many features.

Programming iOS 9 "O'Reilly Media, Inc."

Learn iOS app development from scratch and build your dream app KEY FEATURES ● Experience the cutting-edge capabilities of Xcode 15 and Swift 5.9 with this enhanced edition, unraveling the latest features. ● Embark on an exciting journey into the world of iOS programming while enjoying the process of building your very own iOS apps. ● Uncover the exciting advancements in iOS 17, including SwiftData, ActivityKit, SwiftUI, CoreML, and the Symbol Framework. DESCRIPTION “iOS 17 App Development for Beginners” is a definitive guide to building iOS apps with Swift. This book teaches the fundamentals of Swift, laying the foundation for future app development. It covers how to develop user interfaces for iOS apps using SwiftUI and UIKit and how to write code for views, view controllers, and data managers. The book also teaches using Core Data, Swift Data, and SQLite for database storage. Additionally, it covers essential Apple technologies and frameworks, such as Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, CI/CD, and Core ML for machine learning and artificial intelligence solutions. After completing this book, you will have a solid grasp of Swift app development and successfully publish your apps to the App Store. WHAT YOU WILL LEARN ● Explore the enhancements in the Swift programming language. ● Discover how to seamlessly integrate and manage complex data models using SwiftData and Core Data. ● Take a deep dive into the declarative and intuitive SwiftUI framework. ● Learn how to integrate machine learning with Core ML into your apps. ● Integrate ActivityKit to create engaging and interactive experiences within your iOS 17 apps. WHO THIS BOOK IS FOR This book is an excellent resource for anyone who wants to learn how to program in Swift and develop applications for the iOS platform. Whether you are a beginner, a student, or a professional, this book will teach you the basics of Swift and how to use it to create your apps. No prior programming experience is necessary, but some familiarity with other programming languages will be helpful. TABLE OF CONTENTS 1. Getting Started with Xcode 2. Swift Fundamentals 3. Class, Structure, and Enumerations 4. Protocols, Extensions, and Error Handling 5. Automatic Reference Counting and Memory Safety 6. Implementing iOS 17 Architecture 7. User Interface Design with UIKit 8. User Interface Design with SwiftUI 9. Concurrency in Swift and SwiftUI 10. Storing Data with SQLite and Core Data 11. File Handling in iOS 12. Core Location with MapKit 13. Camera and Photo Library 14. Multithreading in iOS 15. Networking in iOS Apps 16. Mobile App Architectures, Patterns, and Anti-Patterns 17. Publish iOS App on the Apple App Store 18. Continuous Integration and Delivery with Xcode Cloud 19. Advance iOS with New Frameworks

The IOS Apprentice (Fourth Edition) BPB Publications

Summary iOS Development with Swift is a hands-on guide to creating apps for iPhone and iPad using the Swift language. Inside, you'll be guided through every step of the process for building an app, from first idea to App Store. This book fully covers Swift 4, Xcode 9, and iOS 1. Our video course, iOS Development with Swift in Motion, is the perfect companion to this book, featuring even more projects and examples for you to dig into in the exciting world of iOS development. Find out more at our website: www.manning.com/livevideo/ios-developmen t-with-swift-lv Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology One billion iPhone users are waiting for the next amazing app. It's time for you to build it! Apple's Swift language makes iOS development easier than ever, offering modern language features, seamless integration with all iOS libraries, and the top-notch Xcode development environment. And with this book, you'll get started fast. About the Book 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. What's Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4, Xcode 9, and iOS 11 About the Reader Written for intermediate web or mobile developers. No prior experience with Swift assumed. About the Author Craig Grummitt is a successful developer, instructor, and mentor. His iOS apps have had over 100,000 downloads combined! Table of Contents PART 1 - INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 - BUILDING YOUR INTERFACE View controllers, views, and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications, animation, and scrolling PART 3 - BUILDING YOUR APP Tables and navigation Collections, searching, sorting, and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 - FINALIZING YOUR APP Distributing your app What's next?

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