

Beginning iPhone Development With Swift 3 Exploring The IOS SDK

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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.

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.

Learning IOS Development - Maurice Sharp 2014

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Coding iPhone Apps for Kids - Gloria Winqvist 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

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.

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.

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“/li> 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:

iOS 8 Application Development in 24 Hours, Sams Teach Yourself - John Ray 2015-03-06

In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing

motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color—figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

More iPhone Development with Swift - Alex Horovitz 2015-03-31

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.

[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 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.

Mastering iOS 10 Programming - Donny Wals 2017-03-31

Unlock the full potential of iOS 10 programming with Swift 3.0 to build rich and powerful applications. About This Book* This practical guide will help you make the transition to professional iOS developer* Implement numerous powerful iOS 10 and Swift 3 techniques to build high-quality apps through this book* Get the most in-depth, advanced-level guide on the latest version of iOS and take a hands-on approach Who This Book Is For This book takes a no-frills approach and is very code-specific. The focus is on teaching advanced concepts through a series of small projects and standalone examples that help you gain expertise with various aspects of iOS application development. What you will learn* Write

beautiful Swift code with Protocol-Oriented Programming and best practices* Create rich views and layouts with responsive animations and transitions.* Handle data, both from the web and offline* Integrate with iOS and improve the user experience with app extensions* Make sure that your app is of outstanding quality with XCTest* Measure and improve performance by using Xcode Instruments* Embrace the latest extension features in iOS 10 such as the new rich notifications, SiriKit, and iMessage In Detail With usage of apps growing rapidly, mobile application development has become the most sought-after skill set. Within the mobile market, iOS commands a massive presence and is a highly lucrative platform. The goal of our book is to help you become a professional developer by unleashing the full potential of iOS 10 to build applications. Written with the latest Swift version and following the latest Swift API design guidelines, you won't just learn how to program for iOS 10-you'll also learn how to write beautiful, readable, and maintainable Swift code that's in line with the industry's best-practices. The progression of the book reflects the real-world development flow: it will quickly brush on the essentials at the beginning and then move on to the advanced concepts crucial to building powerful applications. Within the book, you will build a couple of small applications that resemble applications you might want to build in the real world. You will be reading a mix of thorough background information and practical examples, so you'll know how to make use of a certain technique right away while you also get a great understanding of the how and why.

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.

[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.

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 TableView 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.

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.

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 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.

Swift 3 Game Development - Stephen Haney 2017-02-07

Embrace the mobile gaming revolution by creating popular iOS games with Swift 3.0 About This Book Create and design games for iPhone and iPad using SpriteKit and Swift 3.0 Learn the core fundamentals of SpriteKit game development and mix and match techniques to customize your game This step-by-step practical guide will teach you to build games from scratch using little-known tips and strategies for maximum fun Who This Book Is For If you wish to create and publish fun iOS games using Swift, then this book is for you. You should be familiar with basic programming concepts. However, no prior game development or Apple ecosystem experience is required. What You Will Learn Deliver powerful graphics, physics, and sound in your game by using SpriteKit Set up the scene using the new capabilities of the scene editor and custom classes Maximize gameplay with little-known tips and strategies for fun and repeatable action Make use of animations, graphics, and particles to polish your game Understand the current mobile monetization landscape to choose the best option for your own situation Integrate your game with Game Center so that your players can share their high scores and achievements Publish your game to the App Store and enjoy people playing your games In Detail Swift is the perfect choice for game development. Developers are intrigued by Swift 3.0 and want to make use of new features to develop their best games yet. Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. This book starts by

introducing SpriteKit and Swift's new features that can be used for game development. After setting up your first Swift project, you will build your first custom class, learn how to draw and animate your game, and add physics simulations. Then, you will add the player character, NPCs, and powerups. To make your game more fun and engaging, you will learn how to set up scenes and backgrounds, build fun menus, and integrate with Apple Game Center to add leaderboards and achievements. You will then make your game stand out by adding animations when game objects collide, and incorporate proven techniques such as the advanced particle system and graphics. Finally, you will explore the various options available to start down the path towards monetization and 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. Style and approach This project-based guide is engaging with a visually-rich approach rather than a text-heavy approach. With every chapter containing practical examples, you will understand how Swift programming works and make the most of the new features in version 3.0.

Advances in Automation II - Andrey A. Radionov 2021-03-19

This book reports on innovative research and developments in automation. Spanning a wide range of disciplines, including communication engineering, power engineering, control engineering, instrumentation, signal processing and cybersecurity, it focuses on methods and findings aimed at improving the control and monitoring of industrial and manufacturing processes as well as safety. Based on the International Russian Automation Conference, held on September 6-12, 2020, in Sochi, Russia, the book provides academics and professionals with a timely overview of and extensive information on the state of the art in the field of automation and control systems, and fosters new ideas and collaborations between groups in different countries.

IOS 10 Programming for Beginners - Craig Clayton 2016-12-30

Begin your iOS mobile application development journey with this accessible, practical guide About This Book* Use Swift 3 and latest iOS 10 features to build awesome apps for iPhone and iPad* Explore and use

a wide range of Apple development tools to become a confident iOS developer* From prototype to App Store-find out how to build an app from start to finish!Who This Book Is ForThis book is for beginners who want to be able to create iOS applications. 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. You do not need any knowledge of Swift or any prior programming experience.What you will learn* Get to grips with Swift 3 and Xcode, the building blocks of Apple development* Get to know the fundamentals of Swift, including variables, constants, and control flow* Discover the distinctive design principles that define the iOS user experience* See how to prototype your app with Swift's Playgrounds feature* Build a responsive UI that looks great on a range of devices* Find out how to use CoreLocation to add location services to your app* Add push notifications to your app* Make your app able to be used on both iPhone and iPadIn DetailYou want to build iOS applications for iPhone and iPad-but where do you start? Forget sifting through tutorials and blog posts, this is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. With every update, iOS has become more and more developer-friendly, so take advantage of it and begin building applications that might 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 Apple development-and Playgrounds for beginners, one of the most popular features of the iOS development experience, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. For the experienced programmer, jump right in and learn the latest iOS 10 features.You'll also learn the core elements of iOS design, from tables to tab bars, as well as more advanced topics such as gestures and animations that can give your app the edge. Find out how to manage databases, as well as integrating standard elements such as photos, GPS into your app. With further guidance on beta testing with TestFlight, you'll quickly learn everything

you need to get your project on the App Store!

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.

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!

Mastering iOS 12 Programming - Donny Wals 2018-10-31

Become a professional iOS developer with the most in-depth and advanced guide to Swift, Xcode 10, ARKit, and Core ML Key Features Explore the extensive world of iOS development through practical examples Gain detailed insights into core iOS programming concepts such as app extensions and performance Extend your iOS apps by adding augmented reality and machine learning capabilities Book Description The iOS development environment has significantly matured, and with Apple users spending more money in the App Store, there are plenty of development opportunities for professional iOS developers. However, the journey to mastering iOS development and the new features of iOS 12 is not straightforward. This book will help you make that transition smoothly and easily. With the help of Swift 4.2, you'll not

only learn how to program for iOS 12, but also how to write efficient, readable, and maintainable Swift code that maintains industry best practices. Mastering iOS 12 Programming will help you build real-world applications and reflect the real-world development flow. You will also find a mix of thorough background information and practical examples, teaching you how to start implementing your newly gained knowledge. By the end of this book, you will have got to grips with building iOS applications that harness advanced techniques and make best use of the latest and greatest features available in iOS 12. What you will learn Build a professional iOS application using Xcode 10 and Swift 4.2 Use AutoLayout to create complex layouts that look great on every device Delve into advanced animations with UIViewPropertyAnimator and UIKit Dynamics Enhance your app by using instruments and building your own profiling tools Integrate iMessage, Siri, and more in your app through app extensions Train and use machine learning models with Core ML 2 and Create ML Create engaging augmented reality experiences with ARKit 2 Who this book is for If you're a developer with some experience in iOS programming and want to enhance your skills by unlocking the full potential of the latest iOS version with Swift to build great applications, this book is for you.

2D Apple Games by Tutorials Second Edition - Raywenderlich Com Team 2017-11-16

Learn How to Make 2D Games for iOS, tvOS, watchOS and macOS! Learn how to make games for all the major Apple platforms in Swift, using Apple's built-in 2D game framework: SpriteKit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own game! By the time you're finished reading this book, you will have made 6 complete mini-games, from an action game to a puzzle game to a racing game! Topics Covered in 2D Apple Games by Tutorials Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the "easy way" using SpriteKit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Camera: Use SpriteKit's

built-in camera to control your view. Labels: Learn how to display text for lives, score and more in your game. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. Particle Systems: Add explosions, star fields, and other special effects. Adding "Juice" Take your game from good to great by polishing it until it shines. Online Gaming: Add multiplayer features to your game with Apple's Game Center. Tile Maps: Make games that use tile maps with obstacles, power-ups, and more. tvOS: Learn how to port your game to the Apple TV and work with the remote. watchOS: Take advantage of the unique features of the Apple Watch. macOS: Learn how to bring 2D gaming to the desktop. And much more, including bonus chapters on augmented reality in ARKit and creating your own 2D game art!

iOS 9 Application Development in 24 Hours, Sams Teach Yourself - John Ray 2016-02-04

Covers iOS 9.1 and up, Xcode 7.x, iPhone, iPad, and More! In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. Notes present interesting information related to the discussion. Tips show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode 7.x • Learn to navigate the Xcode 7.x development environment and install apps on your iDevice • Get started quickly with Apple's Open Source language: Swift 2.0 • Test code and application logic using the iOS Playground • Understand the Model-View-Controller (MVC) development pattern • Visually design and code interfaces using Xcode Storyboards, Segues,

Exits, Image Slicing, and the iOS Object Library • Use Auto Layout and Size Classes to adapt to different screen sizes and orientations • Build advanced UIs with Tables, Split Views, Navigation Controllers, and more • Read and write preferences and data, and create System Settings plugins • Use iOS media playback and recording capabilities • Take photos and manipulate graphics with Core Image • Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS • Use 3D touch to add Peek, Pop, and Quick Actions to your apps • Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps • Create universal applications that run on both the iPhone and iPad • Write background-aware multitasking applications • Trace, debug, and monitor applications as they run • Additional files and updates available online

Programming iOS 10 - Matt Neuburg 2016-11-09

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. Stay up-to-date on iOS 10 innovations, such as property animators, force touch, speech recognition, and the User Notification framework, as well as Xcode 8 improvements for autolayout and asset catalogs. All example code (now rewritten in Swift 3) is available on GitHub for you to download, study, and run. 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 additional topics, including files, networking, and threads Want to brush up on the basics? Pick up *iOS 10 Programming Fundamentals with Swift* (978-1-491-97007-2) to learn about Swift, Xcode, and Cocoa. Together with *Programming iOS 10*, you'll gain a solid, rigorous, and practical understanding of iOS 10 development. *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.

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

IOS 10 in Swift 3 - MR Mark Price, (Ae 2017-02-11

iOS 10 in Swift 3 will take you from absolute beginner to functional iOS developer learning the concepts, techniques, and tools needed to build professional iOS applications using Xcode 8, iOS 10, and Swift 3. After completing this book, you will have the skills and confidence you need to build and design your own iOS apps and apply for jr. iOS development jobs. This book is patterned after the widely popular & fun hands-on training that Devslopes has provided to over 100,000 students worldwide. Unlike other books and training, this book teaches you through real-world app development - projects you would actually build in a job or startup, including learning UI/UX & app design with Sketch. You'll get different insights from each member of Team Devslopes that will help you become a lifelong programmer and amazing iOS app designer & developer.

Beginning iPhone Development with Swift 4 - Molly K. Maskrey 2017-10-24

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 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.

Build iOS Database Apps with Swift and SQLite - Kevin Languedoc

2016-11-15

Discover the essential concepts and new iOS 10 SDK and Swift 3 programming language APIs to build iPhone and iPad database driven applications using the defacto standard for data storage for mobile apps, SQLite. You will learn about SQL operations, such as selecting, inserting, updating and deleting data using various data types like text, numerical types, images and even audio/video data. After working through this book, you will gain an expert view of developing iOS apps using SQLite as a data storage using Objective-C and Swift. With Build iOS Database Apps with Swift and SQLite you will also gain expert knowledge on how to create databases at runtime, including creating or modifying indexes, triggers, tables, columns, and views. The examples use time-tested code from working applications. What You'll Learn: Create database and database applications using iOS and Swift Insert, select, edit, and delete records Extend SQLite Work with multi-database apps Use SQLite with Swift Backup online SQLite databases and more Who This Book Is For: Experienced Apple iOS, Swift programmers and developers.

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

Beginning iPhone Development with Swift 5 - Wallace Wang

2019-08-07

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.

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 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.

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 SwiftUI 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.

The Business of iPhone App Development - Dave Wooldridge 2010-08-26

The phenomenal success of the iPhone and the iPod touch has ushered in a "gold rush" for developers, but with well over 100,000 apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iPhone app requires a lot of organization and some strategic planning. This book will show you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. The Business of iPhone App Development was written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iPhone app creators—perfect for independent developers on shoestring budgets. Although there are a few iPhone app marketing books on the horizon, they appear to tackle the subject from purely a marketer's perspective. What makes this book unique is that it was written by developers for developers, showing you not only what to do, but also how to do it, complete with time-saving resources and ready-to-use code examples. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

Sams Teach Yourself iOS 8 Application Development in 24 Hours - John Ray 2015

In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad!

Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color-figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

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!