

Beginning Ios 5 Application Development

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 app. You'll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers, tab 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. *Beginning iOS Apps with Facebook and Twitter APIs* shows you how to add the power of social networking to your mobile apps on iPhone, iPad, and iPod touch. With this book as your guide, you can write apps that connect to Facebook and Twitter quickly, securely, and discreetly. Instead of starting from scratch, you will build on the vast resources, data storage capacity, and familiar features of these platforms which have become part of everyday life for hundreds of millions of users worldwide. *Beginning iOS Apps with Facebook and Twitter APIs* introduces you to the development tools, techniques, and design practices you will need to work with the APIs. It helps you decide whether to use Facebook, Twitter, or both, and explains the important issues of design, branding, and permissible use

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guidelines. You will learn how to guarantee privacy and use OAuth for authentication and single sign-on. Create news apps, shopping apps, contact apps, GPS apps, guides, and more, that let users transparently: Sign on once, then freely work with and manage their Facebook and Twitter accounts Publish game high scores, post likes, links, and status updates Send messages, share pictures, and forward Tweets Tweet a link to an event, show themselves as attending, and see who else is there Show Tweets that are relevant to a topic within a news app Show Tweets about a restaurant Organize a group or community From time to time, new forms of communication come along that make it easier for people to communicate and manage their social lives. Like phone calls and SMS before them, Facebook and Twitter have, in a short time, become essential parts of the social fabric of life for an ever-growing number of people throughout the world. The knowledge you'll gain from Beginning iOS Apps with Facebook and Twitter APIs will help you create exciting and popular iOS apps that your users will rely on every day to help make their lives more meaningful and connected.

Summary Hello! iOS Development is a tutorial designed for novice iOS developers. Using the Hello! style of User Friendly cartoons and illustrations, this entertaining book will guide you step-by-step as you write your first apps for the iPhone and iPad and add them to the App Store. About This Book To create a successful iPhone or iPad app you need a great idea, serious commitment, and some programming know-how. If you supply the idea and the commitment, this entertaining and easy-to-read book will help you pick up the coding skills you need to bring your app to life. Hello! iOS Development is a tutorial designed for new iOS developers. It builds on your existing programming knowledge to create apps for the iPhone and iPad using the Objective-C language and Apple's free Xcode tools. Characters from the User Friendly cartoon series guide you as you write your first apps and add them to the App Store. Written for readers with beginning-level programming skills. No prior experience with

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iOS development is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside No iPhone or iPad development experience required Go from napkin sketch to finished app Publish your apps in the App Store Easy writing style with visual learning aids About the Authors Lou Franco is an iOS developer with over a decade of iOS experience. Eitan Mendelowitz teaches computing and the arts at Smith College. Table of Contents
PART 1 HELLO! IPHONE Hello! iPhone Thinking like an iPhone developer Coding in Objective-C
PART 2 IPHONE APPLICATIONS: STEP BY STEP Writing an app with multiple views Polishing your app Working with databases and table views Creating a photo-based application Moving, rotating, editing, and animating images Working with location and maps Accessing the internet
PART 3 GOING FROM XCODE TO THE APP STORE Debugging and optimizing your application Building for the device and the App Store

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

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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.

A Hands On Guide to App Development

for iPhone, iPad, and iPod touch

Programming iOS 14

iOS 14 Programming for Beginners

Beginning iPhone Development with Swift 3

Using the iOS SDK for iPad, iPhone and iPod touch

Augmented Reality App Development for iOS

Presents information on how to program software for iOS applications, covering such topics as object-oriented design principles, using Xcode, developing an Apps user interface, and harnessing iOS device capabilities.

The team that brought you the bestselling Beginning iPhone 4 Development is back again for Beginning iOS 5 Development, bringing this definitive guide up-to-

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date with Apple's latest and greatest iOS SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 5 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 5 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save

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and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style

Apple Watch is the sort of science-fiction gadget that people used to dream about as kids. What kinds of apps do you envision for this new device? If you're comfortable using OS X, Xcode, and iOS—and familiar with Swift—this concise book shows you the basics of building your own apps for this wrist-mounted computer with Apple's WatchKit framework. You'll learn what an Apple Watch is, what it isn't, and how and why people might interact with apps you build for it. This practical guide also examines the type of apps most suitable for this device, and shows you how to be a good citizen in the iOS/Watch ecosystem. Learn the Watch app lifecycle, and understand how these apps interact with the user's iPhone Build a Watch app and its iOS counterpart by adding controls, working

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with multiple screens, and sharing data Design a simple glance, the non-interactive Watch component that provides quick-look information Add functionality to the notification system, including actionable items, and display them on the Watch face Design and build complications, Watch-face gadgets that can display quick snapshots of information, including future events with Time Travel

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 -

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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 IOS 14 & Swift App Development

Beginning IOS 13 & Swift App Development: Develop IOS Apps with Xcode 11, Swift 5, Core ML, ARKit and More

Learn to Develop Apps for iOS

iPhone and iPad Apps for Absolute Beginners

Beginning Swift

Cross-Platform Apps with Ionic, Angular, and Cordova

React Native for Mobile Development

Swift greatly simplifies the process of developing applications for

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Apple devices. This book provides you with the essential skills to help you get started with developing applications using Swift. Key Features Teaches you how to correctly structure and architect software using Swift Uses real-world examples to connect the theory to a professional setting Imparts expertise in the core Swift standard library Book Description Take your first foray into programming for Apple devices with Swift. Swift is fundamentally different from Objective-C, as it is a protocol-oriented language. While you can still write normal object-oriented code in Swift, it requires a new way of thinking to take advantage of its powerful features and a solid understanding of the basics to become productive. What you will learn Explore the fundamental Swift programming concepts, language structure, and the Swift programming syntax Learn how Swift compares to other computer languages and how to transform your thinking to leverage new concepts such as optionals and protocols Master how to use key language elements, such as strings and collections Grasp how Swift supports modern application development using advanced features, such as built-in Unicode support and higher-order functions Who this book is for If you are seeking fundamental Swift programming skills, in preparation for learning to develop native applications for iOS or macOS, this book is the best for you. You don't need to have any prior Swift knowledge; however, object-oriented programming experience is

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desired.

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

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developing iOS applications with Swift.

Game apps on iPhone and now The New iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? Now, you can learn to build game apps for the iPhone 5 and The New iPad using the new iOS 6 SDK. Beginning iOS 6 Games Development provides a clear path for you to learn and create iPhone and iPad game apps using the iOS 6 SDK platform. You'll learn how to use the core classes to create rich and dynamic games apps, including graphics, animations, and sound. The latest version of Xcode 4.5 will be used in parts of the book to guide you along the way of building your iPhone or iPad game apps. Other topics include iOS 6 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store. *** NOTE: This book is an update of Beginning iOS 5 Games Development (ISBN-13: 978-1430237105) and Beginning iPhone Games Development (ISBN-10: 1430225998).

Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? What you were once able to do just for the iPhone (and iPod touch) is now possible for the popular iPad, using the new iOS 5 SDK. Beginning

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iOS 5 Games Development provides a clear path for you to create games using the iOS 5 SDK platform for the iPad, iPhone, and iPad touch. You'll learn how to use classes to create game apps, including graphics, and animations. The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps. Other topics include iOS 5 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store.

Create Cross-Platform Mobile Apps

Learn to Develop iOS Apps Using SwiftUI, Swift 5 and Xcode 12

Learn Swift Programming and Build iPhone Apps with SwiftUI and Xcode 13 (English Edition)

Beginning App Development with Flutter

Beginning iPhone Development with Swift 5

iPhone Application Development For Dummies

Beginning iOS Application Development with HTML and JavaScript

Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, is perfect for

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

Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

Create HTML5, JQuery, and CSS3-based hybrid applications and deploy them on multiple mobile devices, including on Android, iOS and Windows Phone. This kind of application development has the edge over native application development. Beginning Hybrid Mobile Application Development shows you how you can convert existing web application into mobile applications with minimal effort. You'll see how hybrid applications can give many web applications a larger audience by making them available as mobile applications. What You Will Learn Understand the basics of hybrid application development Discover the platforms and frameworks used for hybrid application development Master hybrid application development using the available APIs Access data in hybrid application See the role of JSON versus XML in hybrid applications Secure your code Who This Books Is For Mobile and web application developers.

Beginning iPhone Development with Swift 3 Exploring the iOS SDK
press

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

coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile development career a big head start.

Beginning iPhone 3 Development

Exploring the IOS SDK

Beginning iPhone Development with Swift 5

Beginning iOS Apps with Facebook and Twitter APIs

Swift Development for the Apple Watch

Beginning iPhone and iPad programming

Beginning IOS Programming For Dummies

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,

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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 SwiftUI 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.

iOS 15 Programming for Beginners is an introductory guide to learning the essentials of Swift

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programming and iOS development for building your first iOS app and publishing it on the App Store. Fully updated to cover the latest features in iOS 15, this practical guide will help you get up to speed with writing iOS apps from scratch.

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

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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.

A guide to successful business communication describes how to draft effective letters, emails, and proposals; adapt one's writing style to an audience; and self-edit and troubleshoot documents.

Beginners Guide

iOS App Development For Dummies

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Beginning iPhone Development with SwiftUI

Mobile App Development with Ionic, Revised Edition

Develop IOS Apps with Xcode 11, Swift 5, Core ML, ARKit and More

Beginning iOS 6 Games Development

SwiftUI Essentials - iOS 14 Edition

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

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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

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If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more There's no time like now to tap into the power of iOS - start building the next big app today with help from iOS App Development For Dummies!

This book is a beginners guide that teaches the topic using a learn by example method. This book is for people who are programming beginners and have a great idea for a Mac OS X app and need to get started.

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Develop native iOS and Android apps with ease using React Native. Learn by doing through an example-driven approach, and have a substantial running app at the end of each chapter. This second edition is fully updated to include ES7 (ECMAScript 7), the latest version of React Native (including Redux), and development on Android. You will start by setting up React Native and exploring the anatomy of React Native apps. You'll then move on to Redux data flow, how it differs from flux, and how you can include it in your React Native project to solve state management differently and efficiently. You will also learn how to boost your development by including popular packages developed by the React Native community that will help you write less; do more. Finally, you'll learn to how write test cases using Jest and submit your application to the App Store. React Native challenges the status quo of native iOS and Android development with revolutionary components, asynchronous execution, unique methods for touch handling, and much more. This book reveals the the path-breaking concepts of React.js and acquaints you with the React way of thinking so you can learn to create stunning user interfaces. What You'll Learn Build stunning iOS and Android applications Understand the Redux design pattern and use it in your project Interact with iOS and android device capabilities such as addressbook, camera, GPS and more with your apps Test and launch your application to the App StoreWho

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This Book Is For Anyone with JavaScript experience who wants to build native mobile applications but dreads the thought of programming in Objective-C or Java. Developers who have experience with JavaScript but are new or not acquainted to React Native or ReactJS.

Beginning iOS 5 Development

Get started with building iOS apps with Swift 5.3 and Xcode 12, 5th Edition

Beginning Hybrid Mobile Application Development

Develop iOS Apps with Xcode 12, Swift 5, SwiftUI, MLKit, ARKit and More

Master the fundamentals of programming in Swift 4

Beginning Android Application Development

An Intro to the WatchKit Framework, Glances, and Notifications

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.

The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for

iPhone applications. Over 1 billion apps have been downloaded in the 9 months the App Store has been open, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—presumably that’s why you’re reading this now. And with the release of the iPad, this demand will just continue to grow. So how do you build an application for the iPhone and iPad? Don’t you need to spend years learning complicated programming languages? What about Objective-C, Cocoa Touch, and the software development kit (SDK)? The answer is that you don’t need to know any of those things. Anybody can start building simple applications for the iPhone and iPad, and this book will show you how. This book takes you to getting your first applications up and running using plain English and practical examples. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad application development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad application development in language anyone can understand Provides simple, step-by-step examples that make learning easy Offers videos that enable you to follow along with the author—it’s like your own private classroom Create iOS and Android apps with Flutter using just one codebase. App

development on multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the Dart programming language; the entire Flutter development toolchain; the differences between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with themes and styles. Develop custom widgets. Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus, and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both. You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget about it! You had to be familiar with Swift, Java/Kotlin, Xcode, Eclipse, and a bunch of other technologies simultaneously. Beginning App Development with Flutter simplifies the entire process. What You'll Learn Get the most out of great Flutter widgets Create custom widgets, both stateless and statefulExercise

expert control over your Flutter layouts Make your app respond to gestures like swiping, pinching and tapping Initiate async Ajax calls to RESTful APIs — including Google Firebase! Who This Book Is For Developers who have coded in Java, C#, C++, or any similar language. It brings app development within the reach of younger developers, so STEM groups are likely to pick up the technology. Managers, product owners, and business analysts need to understand Flutter's capabilities.

Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a

Firestore-enabled to-do application that stores data across multiple clients
Build a tab-based National Park explorer app with Google Map integration
Develop a weather app with the Darksky weather API and Google's
GeoCode API Debug and test your app to resolve issues that arise during
development Walk through steps for deploying your app to native app
stores Learn how Ionic can be used to create Progressive Web Apps
Beginning ARKit for iPhone and iPad
Beginning IOS 13 & Swift App Development
Beginning iOS 5 Application Development
Harness the Power of React Native to Create Stunning iOS and Android
Applications
iOS 15 Programming for Beginners
Exploring the iOS SDK
iOS 15 Application Development for Beginners

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

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

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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

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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.

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,

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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

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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.

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

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

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style, Beginning iOS 6 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 6 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine

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points of application preferences and learn how to localize your apps for multiple languages. The iOS 6 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style

Hello! iOS Development

Beginning iOS 5 Games Development

Business Writing For Dummies

Swift 5 for Absolute Beginners

Beginning Flutter

A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Seventh Edition and The Standard for Project Management (BRAZILIAN PORTUGUESE)

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PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project

management and the PMBOK® Guide – Seventh Edition is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide:

- Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.);*
- Provides an entire section devoted to tailoring the development approach and processes;*
- Includes an expanded list of models, methods, and artifacts;*
- Focuses on not just delivering project outputs but also enabling outcomes; and*
- Integrates with PMI standards+™ for information and standards application content based on project type, development approach, and industry sector.*

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

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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...

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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

This book covers the various aspects of developing web-based applications for iOS. Over the past four years, the iPhone and iPad have been amazingly successful. Because of this success, application developers are entering a world of sophisticated, multifunctional mobile applications. Now mobile web-based applications can bring together web apps, native apps, multimedia video and audio, and the mobile device itself. By using this book you will learn how to create a mobile application from beginning to end, utilizing open source frameworks to speed up development times, emulate the look and feel of built-in Apple applications, capture finger touch interactions, and optimize applications for Wi-Fi and wireless networks. The book introduces you to the web application platform for iOS. It also guides you through the process of building new applications from scratch as well as migrating existing web applications to this

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new mobile platform. By doing this, the book helps readers design a user interface that is optimized for iOS touch-screen displays and integrate their applications with iPhone services, including Phone, Mail, Google Maps, and GPS. This book is aimed at beginning and intermediate web developers who want to learn how to build new applications for iOS or migrate existing web apps to this platform. In general, you will find it helpful if you have a working knowledge of these technologies: HTML/XHTML CSS JavaScript Ajax

The team that brought you the bestselling Beginning iPhone Development, the book that taught the world to program on the iPhone, is back again, bringing this definitive guide up-to-date with Apple's latest and greatest new iOS 8 and its SDK, as well as with the latest version of Xcode (6.1). You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using Xcode 6.1 and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iPhone Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode 6.1 and the iOS 8 SDK, and then guides you

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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 confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

Kickstart your mobile app development journey by building iOS apps with Swift 5.5 and Xcode 13, 6th Edition

Mac Application Development by Example

Anyone Can Create an App

Exploring the iPhone SDK

Beginning iOS 6 Development

In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS13 application development using Swift. You'll start building your first iOS app within minutes. Every section is in a bite-sized manner and straight to the point as I don't want to waste your time (and most mine) on the content you don't need. In the end, you will have the skills to create an app and

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the app store. In the course of this book, we will cover: Chapter 1 - Working with Xcode and build a BMI calculator app. Chapter 2 - Build a Quotes app using Table View Chapter 3 - Create Do List app where we create, read, update and delete to-do items Chapter 4 - Implement data persistency to our To Do List app using Core Data Chapter 5 - Improve our To Do List app by images and implementing swipe deletion Chapter 6 - Build a cryptocurrency price tracker app that retrieves prices via an API Chapter 7 - Build a image detection app using machine learning with ML 2 and Create ML 2 Chapter 8 - Create an Augmented Reality app with ARKit Chapter 9 - Launch our app on to the App store Chapter 10 - SwiftUI Chapter 11 - Dark Mode Chapter 12 - Porting iOS App to the Mac with Project Catalyst Chapter 13 - 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.

Create must-have applications for the latest Android OS The Android OS is a popular and flexible platform for many of today's most in-demand mobile devices. This full-color guide offers you an introduction to creating Android applications for the latest mobile devices. Veteran author Wesley Lee accompanies each lesson with real-world examples to drive home the content he covers. Starting with an overview of core Android features and tools, he moves at a steady pace while teaching everything you need to know to successfully develop your own Android applications. Explains how activity is and reviews its lifecycle Zeroes in on customizing activities by applying styles and t

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Looks at the components of a screen, including LinearLayout, AbsoluteLayout, and RelativeLayout among others Details ways to adapt to different screen sizes and adjust display orientation R variety of views such as TextView, ProgressBar, TimePicker, and more Beginning Android Appli Development pares down the most essential steps you need to know so you can start creati applications today.

In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS13 applicat development using Swift. You'll start building your first iOS app within minutes. Every section in a bite-sized manner and straight to the point as I don't want to waste your time (and mos mine) on the content you don't need. In the end, you will have the skills to create an app and the app store. In the course of this book, we will cover: Chapter 1 - Working with Xcode and build a BMI calculator app. Chapter 2 - Build a Quotes app using Table View Chapter 3 - Creat Do List app where we create, read, update and delete to-do items Chapter 4 - Implement dat persistency to our To Do List app using Core Data Chapter 5 - Improve our To Do List app by images and implementing swipe deletion Chapter 6 - Build a cryptocurrency price tracker app retrieves prices via an API Chapter 7 - Build a image detection app using machine learning with ML 2 and Create ML 2 Chapter 8 - Create an Augmented Reality app with ARKit Chapter 9 - I our app on to the App store Chapter 10 - SwiftUI Chapter 11 - Dark Mode Chapter 12 - Porti iOS App to the Mac with Project Catalyst The goal of this book is to teach you iOS developme manageable way without overwhelming you. We focus only on the essentials and cover the m hands-on practice manner for you to code along. About the Reader No previous knowledge on development required, but you should have basic programming knowledge. About the Author C is a technologist and author of several programming books. Greg has many years in teaching

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programming in tertiary institutions and he places special emphasis on learning by doing.