

Ios 10 Programming Fundamentals With Swift Swift Xcode And Cocoa Basics

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 additional topics, including files, networking, and threads Stay up-to-date on iOS 11 innovations, such as: Drag and drop Autolayout changes (including the new safe area) Stretchable navigation bars Table cell swipe buttons Dynamic type improvements Offline sound file rendering, image picker controller changes, new map annotation types, and more All example code (now rewritten in Swift 4) is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up iOS 11 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 11, you'll gain a solid, rigorous, and practical understanding of iOS 11 development.

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!

This book covers iOS 10 app design fundamentals using the latest Swift 3 programming language, Xcode 8 and iOS 10 SDK. The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest Hello World app is developed step by step. In the next chapter, basics of the Swift 3 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 complete apps (including a 2D game) are developed in separate chapters. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app on simulators and real devices. Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction: General info and the steps of developing an iOS app. Chapter 2.

Setting up your development environment: Installing Xcode, setting up signing identities, viewing/adding simulators and real devices. Chapter 3. Test drive - the "Hello World" app: Creating a new Xcode project, adding and positioning user interface objects, building the project, running the developed app on the simulator and on the real device. Chapter 4. Swift programming language: Variables, constants, optionals, arrays, dictionaries, sets, if-else and switch-case decision making statements, for and while loops, functions, classes, objects and inheritance in Swift 3. Each concept is clearly explained step by step with code examples and screenshots. Chapter 5. Disco lights app: Using buttons and connecting actions to buttons in the code. Chapter 6. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. Chapter 7. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code. Chapter 8. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls. Chapter 9. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map. Chapter 10. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. Chapter 11. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete 2D game. This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's companion website: ios-swift.net.

A guide to Apple's Xcode 5, covering such topics as creating iOS projects with MVC design; designing Core Data schemas for iOS apps; linking data models to views; and creating libraries by adding and building new targets.

iOS 13 Programming for Beginners

A Playful Introduction to Swift

Programming IOS 12

Swift in Depth

Programming IOS 7

Programming in Objective-C

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 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 lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 13.

And ConclusionChapter 2. Functions; Function Parameters and Return Value; Void Return Type and Parameters; Function Signature; External Parameter Names; Overloading; Default Parameter Values; Variadic Parameters; Ignored Parameters; Modifiable Parameters; Function In Function; Recursion; Function As Value; Anonymous Functions; Define-and-Call; Closures; How Closures Improve Code; Function Returning Function; Closure Setting a Captured Variable; Closure Preserving Its Captured Environment; Curried Functions; Chapter 3. Variables and Simple Types; Variable Scope and Lifetime.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features. Multiline strings and improved dictionaries Object serialization Key paths and key-value observing Expanded git integration Code refactoring And more!

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.

iOS 11 Swift Programming Cookbook

iOS 13 Programming Fundamentals with Swift

Dive Deep into Views, View Controllers, and Frameworks

A Hands-on Guide to the Fundamentals of IOS Programming

Programming IOS 12

IOS 15 Programming for Beginners - Sixth Edition

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts; become familiar with built-in Swift types; dive deep into Swift objects, protocols, and generics; tour the lifecycle of an Xcode project; learn how nibs are loaded; understand Cocoa's event-driven design; and communicate with C and Objective-C. In this edition, catch up on the latest iOS programming features: Multiline strings and improved dictionaries, object serialization, key paths and key-value observing, expanded git integration, code refactoring, and more! Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 11.

Begin your iOS mobile application development journey with this accessible, practical guideAbout 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!

Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK—including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics. Swift, Xcode, and Cocoa Basics

Coding iPhone Apps for Kids

Get started with building iOS apps with Swift 5 and Xcode 11, 4th Edition

Programming IOS 13

IOS 14 Programming Fundamentals with Swift: Swift, Xcode, and Cocoa Basics

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 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 lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 13.

Get a solid grounding in all the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With Programming iOS 4, you'll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 4 in a rigorous, orderly fashion—ideal whether you're approaching iOS for the first time or need a reference to bolster existing skills. Learn Objective-C language details and object-oriented programming concepts Understand the anatomy of an Xcode project and all the stages of its lifecycle Grasp key Cocoa concepts such as relationships between classes, receiving events, and model-view-controller architecture Know how views are managed, drawn, composited, and animated Delve into Cocoa frameworks for sound, video, sensors, maps, and more Touch on advanced topics such as threading and networking Obtain a thorough grounding for exploring advanced iOS features on your own

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 12 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.3. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. 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: Multiple trailing closures Code editor document tabs New Simulator features Resources in Swift packages Logging and testing improvements And more! Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 14.

A step-by-step guide to learning iOS app development and exploring the latest Apple development tools Key FeaturesExplore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth editionKick-start your iOS programming career and have fun building your own iOS appsDiscover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and moreBook Description iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS, covering the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and 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 latest version of Xcode, and also implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learnGet to grips with the fundamentals of Xcode 11 and Swift 5, the building blocks of iOS developmentUnderstand how to prototype an app using storyboardsDiscover the Model-View-Controller design pattern, and how to implement the desired functionality within the appImplement the latest iOS features such as Dark Mode and Sign In with AppleUnderstand how to convert an existing iPad app into a Mac appDesign, deploy, and test your iOS applications with industry patterns and practicesWho this book is for This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will also find this book useful.

Programming IOS 14

IOS 7 Programming Cookbook

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

Programming IOS 4

IOS 13 Programming Fundamentals with Swift

Solutions and Examples for iOS Apps

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

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 12.

If you're grounded in the basics of Objective-C and Xcode, this practical guide takes you through the components you need for building your own iOS apps. With examples from real apps and programming situations, you'll learn how to create views, manipulate view controllers, and use iOS frameworks for adding features such as audio and video. Learn how to create, arrange, draw, layer, and animate views—and make them respond to touch Use view controllers to manage multiple screens of material in a way that's understandable to users Explore UIKit interface widgets in-depth, such as scroll views, table views, text, web views, and controls Delve into Cocoa frameworks for sensors, maps, location, sound, and video Access user libraries: music, photos, address book, and calendar Examine additional topics including files, threading, and networking New iOS 7 topics covered include asset catalogs, snapshots, template images, keyframe and spring view animation, motion effects, tint color, fullscreen views and bar underlapping, background downloading and app refresh, Text Kit, Dynamic Type, speech synthesis, and many others. Example projects are available on GitHub. Want to brush up on the basics? Pick up iOS 7 Programming Fundamentals to learn about Objective-C, Xcode, and Cocoa language features such as notifications, delegation, memory management, and key-value coding. Together with Programming iOS 7, you'll gain a

solid, rigorous, and practical understanding of iOS 7 development.

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 additional topics, including files, networking, and threads Stay up-to-date on iOS 12 innovations, such as User Notification framework improvements, as well as changes in Xcode 10 and Swift 4.2. All example code is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up iOS 12 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 12, you'll gain a solid, rigorous, and practical understanding of iOS 12 development.

IOS 9 Programming Fundamentals with Swift

Objective-C, Xcode, and Cocoa Basics

IOS 10 Programming for Beginners

Dive Deep Into Views, View Controllers, and Frameworks

Fundamentals of iPhone, iPad, and iPod touch Development

Swift,xcode

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

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 additional topics, including files, networking, and threads.

iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

Learn iOS app development and work with Xcode 13 and Apple's iOS 15 simulators Key Features: Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 15 such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay Book Description: With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store. iOS 15 Programming for Beginners is a comprehensive introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. Complete with hands-on tutorials, projects, and self-assessment questions, this easy-to-follow guide will help you get well-versed with the Swift language to build your apps and introduce exciting new technologies that you can incorporate into your apps. You'll learn how to publish iOS apps and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance your app development journey.

What You Will Learn: Get to grips with the fundamentals of Xcode 13 and Swift 5.5, 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 Swift Concurrency and SharePlay Convert an existing iPad app into a Mac app with Mac Catalyst 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. Basics knowledge of programming, including loops, boolean, and so on, is necessary. Kickstart Your Mobile App Development Journey by Building IOS Apps with Swift 5.5 and Xcode 13

Programming IOS 10

Learning IOS Development

Xcode, Swift and App Design Fundamentals

Fundamentals of Computer Programming with C#

Programming IOS 11

If you're getting started with iOS development, or want a firmer grasp of the basics, this practical guide provides a clear view of its fundamental building blocks—Objective-C, Xcode, and Cocoa Touch. You'll learn object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Dozens of example projects are available at GitHub. Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide Programming iOS 7. Explore the C language to learn how Objective-C works Learn how instances are created, and why they're so important Tour the lifecycle of an Xcode project, from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa's use of Objective-C linguistic features Use Cocoa's event-driven model and major design patterns Learn the role of accessors, key-value coding, and properties Understand the power of ARC-based object memory management Send messages and data between Cocoa objects

Completely rewritten in Swift and with more than 50 new recipes, this new edition presents dozens of solutions to common problems that face iOS developers. Thoroughly updated for the iOS 10 SDK, each recipe in the book starts with a problem and offers solutions with example code. You'll also get a comprehensive discussion on how to apply the solutions, including the tradeoffs involved. The recipes in the third edition provide solutions to problems faced by beginners, as well as intermediate and advanced iOS developers.

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.

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

SwiftUI Essentials - iOS 14 Edition

IOS 11 Programming Fundamentals with Swift

IOS 10 Swift Programming Cookbook

IOS 7 Programming Fundamentals

IOS 15 Programming Fundamentals with Swift

iOS 11 Programming Fundamentals with Swift

Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! 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 create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections

Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optional second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift, Apple's new programming language. Learn Swift's object-oriented concepts, understand how to use Apple's

development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have.

IOS 10 Programming Fundamentals with SwiftSwift, Xcode, and Cocoa Basics"O'Reilly Media, Inc."

IOS 12 Programming Fundamentals with Swift

iOS 14 Programming Fundamentals with Swift

IOS 10 Programming Fundamentals with Swift

The Bulgarian C# Book

Xcode 5 Start to Finish

ios 10 Programming Fundamentals With Swift

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, 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.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3—the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 10.

Have you been wanting to develop Apps for iOS but don't have the prerequisite language skills? Have you tried other iOS books and the code just went over your head? Do you feel like you need a little more coding experience before tackling mobile? Do you want to get a head start on iOS8 development? There is no mobile platform that has proved more dominant-- or more lucrative than iOS! If you're planning on creating native iOS apps, you must know Swift. Swift is an easy-to-learn and powerful language that is used to create iOS8 and OSX apps in the very near future. Companies are scrambling to hire Swift developers and those with aspirations to create iOS apps are learning it as fast as they can. Author Mark Lassoff is a master-instructor with years of teaching experience. You'll master the Swift programming language as you complete the multiple lab exercises that are both interesting and engaging. Dozens and dozens of code examples are available for you to load up and study. Over 150,000 people have learned programming from Mark Lassoff-- this book is one of his best. If you want to learn Swift and become an iOS8 developer, this is your book.

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.

IOS and OS X Development

IOS 10 PROGRAMMING FUNDAMENTALS WITH SWIFT

IOS 8 Programming Fundamentals with Swift

IOS 12 Programming Fundamentals with Swift

IOS 9 Programming Fundamentals with Swift

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

iOS is for developers looking to step into the sometimes frightening world of iPhone and iPad app development. Written as the companion to Objective-C , this e-book guides you from creating a simple, single page application to managing assets in a complex, multi-scene application. Advanced features such as localizing application UI, and working with the Audio Toolbox and AVAudioPlayer frameworks are also covered. If you're looking for the fastest way to get up and running with iOS development, forget about the 1,500+ pages of documentation in the iOS Developer Library. This is the only resource you need.This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject .We hope you find this book useful in shaping your future career & Business.

The Language of IOS Development

Swift Fundamentals

Solutions and Examples for IOS Apps