Beginning Xcode: Swift Edition: Swift Edition

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.

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 though the creation of your first simple application. You'll start with designing basic user interfaces and then explore more sophisticated ones that involve

multiple screens such as navigation controllers, tab bars, tool bars, page views, and split views that are particularly useful on the larger screens of the iPad and certain iPhone models. And there's much

more! Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps. Once you're ready, move on to Pro

iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the Swift language. What You Will Learn Discover what data persistence is, and why it's importantBuild

cool, crisp user interfacesDisplay data in Table ViewsWork 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. 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 though 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. NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out

the newer edition instead, which is ISBN 9780134289779. LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving

developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this

handson guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language c oncepts- including

variables, constants, types, arrays, and dicti onaries-before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK

INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how

to use Xcode, Playgrounds, and the REPL

COMPANION WEBSITE: www.peachpit.com/swiftbeginners

includes additional resources.

Exploring the iOS SDK

Pro Xcode

Beginning IOS 14

& Swift App Development Swift for Beginners Expert Swift (First Edition) The IOS Apprentice (Fourth Edition) Master the fundamentals of programming in Swift 4

Designing iOS

mobile apps using simple Swift codes and libraries. KEY FEATURES ? Combines the fundamentals of Swift and power-packed libraries, including SwiftUI. ? Includes graphical illustrations and step-by-step instructions

on coding your first iOS application. ? Covers end-to-end iOS app development with code debugging and best practices. DESCRIPTION 'Swift in 30 Days' teaches young graduates and coding applicants to enter

the field of rapid development of applications through simplified, pragmatic, and quick programming learning without much theory. The book examines the basics of Swift programming, fundamental Swift

building blocks, how to write syntax, constructs, define classes, arrays, model data with interfaces, and several examples of Swift programming. The book will help you to create the environment for app development,

including tools and libraries like Xcode and SwiftUI. You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application. You will have access to design patterns and

learn how to handle errors, debug, and work with protocols. By the end of this book, you will become a trusted Swift programmer and a successful iOS developer who will dive deeper into Apple's intelligent app programming

challenge. WHAT YOU WILL LEARN ? Create an iOS app from scratch and learn fundamental Swift concepts such as operators and control flow. ? Create intuitive and intelligent user interfaces with an understanding of self-

design and constraints. ? Recap OOP concepts and Swift protocol-based programming. ? Work with design patterns, write clean codes, and build expert tables and navigations. ? Work with Xcode and SwiftUI 2.0. WHO

THIS BOOK IS FOR This book is for students, graduates, and entry-level coders who want to learn iOS app development without prior Swift or mobile app development experience. TABLE OF CONTENTS

Week 1 (Beginner) 1. Building Your First App 2. Swift Programming Basics 3. Auto Layout 4. Types and Control Flow Week 2 (Intermediate) 5. Optional Type and More 6. Code Structuring Week 3 (Advanced) 7. OOP

in Swift 8. Protocols and Delegates Week 4 (Bonus) 9. Error handling and Debugging 10. SwiftUI

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 systemWhy 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.

Deep Dive Into Swift!Swift is a rich language with a plethora of features to offer. Reading the official documentation or entry-level books is important, but it's

not enough to grasp the true power of the language.Expert Swift is here to help, by showing you how to harness the full power of Swift. You'll learn about advanced usages of protocols, generics, functional reactive programming, API

design and more.Who This Book is ForThis book is for intermediate Swift developers who already know the basics of Swift and are looking to deepen their knowledge and understanding of the

language.Topics Covered in Expert SwiftProtocols and Generics: Learn how protocols and generics work, and how you can leverage them in your code to produce clean, long-lasting and easy-to-refactor APIs.Sequences and

Collections: Learn how to use Sequences and Collections to write generic algorithms that operate across type families.Unsafe: Understand the memory layout of types and how to use typed and untyped

pointers.Functional Reactive Programming: Explore the most important and refined concepts of functional reactive programming and how you can apply these concepts to your apps.Objective-C Interoperability:

Learn how to expose Objective-C code to Swift and vice versa.Library and API Design: Enhancing your skill set and intuition for designing great APIs.One thing you can count on: after reading this book, you'll be prepared to

use the advanced features of Swift and improve your existing code with the knowledge you'll acquire. Completely up to date for iOS 9, Xcode 7, and Swift 2.0. Learn iPhone and iPad Programming via

Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has

tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on

tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need

to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off

by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the

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

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

and much more!

Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products

on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book

I've done my part, now it's up to you...

An Opinionated Guide to an Opinionated Language

Explore Swift programming through iOS app development

An Advanced Exploration of the

Swift Language
Beginning iPhone Development with Swift 4
iOS 15 Application Development for Beginners
Xcode, Swift and App Design Fundamentals
Beginning iPhone Development with

Swift 3

Summary Hello Swift! is a how-to guide to programming iOS Apps with the Swift language, written from a kid's perspective. This approachable, well-illustrated, step-by-step guide takes you from beginning programming concepts all the way through developing

complete apps. (Adults will like it too!) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own

apps? With a little practice, you can! Apple's Swift language, along with special coding playgrounds and an easy-to-use programming environment, make it easier than ever. Take it from author Tanmay Bakshi, who started programming when he was just five

years old. About the Book His book, Hello Swift! iOS app programming for kids and other beginners, teaches you how to write apps for iPhones and iOS devices step by step, starting with your first line of Swift code. Packed with dozens of apps and special exercises, the book will teach you

how to program by writing games, solving puzzles, and exploring what your iPhone can do. Hello Swift! gets you started. Where you go next is up to you! What's inside Crystal-clear explanations anyone can understand Kid-friendly examples, including games and

puzzles Learn by doing—you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program. (Psst! Adults like it, too.) About the Author Tanmay Bakshi had his first app on the iOS App Store at the

age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker, and Manning author! Table of Contents Get ready to build apps with Swift! Create your first app Your first real Swift code using variables I/O laboratory Computers

make decisions, too! Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code: Clean it with function detergent Reduce your code: Use less, do more with class detergent Reading and writing files Frameworks:

Bookshelves of classes SpriteKit: Fun animation time Time to watch your WatchKit code Continuing your journey with Swift Summary iOS Development with Swift is a hands-on guide to creating apps for iPhone and iPad using the Swift language. Inside,

you'll be guided through every step of the process for building an app, from first idea to App Store. This book fully covers Swift 4, Xcode 9, and iOS 1. Our video course, iOS Development with Swift in Motion, is the perfect companion to this book, featuring even more projects

and examples for you to dig into in the exciting world of iOS development. Find out more at our website: www.manning.com/livevideo/ios-development-with-swift-lv Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About

the Technology One billion iPhone users are waiting for the next amazing app. It's time for you to build it! Apple's Swift language makes iOS development easier than ever, offering modern language features, seamless integration with all iOS libraries, and the top-notch Xcode

development environment. And with this book, you'll get started fast. About the Book iOS Development with Swift is a hands-on guide to creating iOS apps. It takes you through the experience of building an app—from idea to App Store. After setting up your dev

environment, you'll learn the basics by experimenting in Swift playgrounds. Then you'll build a simple app layout, adding features like animations and UI widgets. Along the way, you'll retrieve, format, and display data; interact with the camera and other device features; and

touch on cloud and networking basics. What's Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4, Xcode 9, and iOS 11 About the Reader Written for intermediate web or mobile developers.

No prior experience with Swift assumed. About the Author Craig Grummitt is a successful developer, instructor, and mentor. His iOS apps have had over 100,000 downloads combined! Table of Contents PART 1 - INTRODUCING XCODE AND SWIFT Your first iOS

application Introduction to Swift playgrounds Swift objects PART 2 - BUILDING YOUR INTERFACE View controllers, views, and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications, animation, and scrolling PART 3 -

BUILDING YOUR APP Tables and navigation Collections, searching, sorting, and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 - FINALIZING YOUR APP Distributing your

app What's next? Learn How to Program with Swift 5.5!Swift is the easiest way to get started developing on Apple's platforms: iOS, iPadOS, macOS, watchOS and tvOS. In this book, you'll learn the basics of Swift from getting started with playgrounds to simple operations to

building your own types. Everything you'll learn is platform-neutral; you'll have a firm understanding of Swift by the end of this book, and you'll be ready to move on to whichever app platform you're interested in.Who This Book Is For:This book is for complete beginners to Swift. No

prior programming experience is necessary!Topics Covered in The Swift ApprenticePlayground basics: Learn about the coding environment where you can quickly and easily try out your code as you learn.Basic types: Numbers and strings are the basic kinds of

data in any app - learn how to use them in Swift.Flow control: Your code doesn't always run straight through - learn how to use conditions and decide what to do.Functions: Group your code together into reusable chunks to run and pass around.Collection types: Discover the

many ways Swift offers to store and organize data into collections.Protocols & protocol-oriented programming: Define protocols to make your code more interface-based and c ompositional.Advance d topics: Learn how to create custom operators, organize your code, write tests,

manage memory, serialize your types, concurrency and so much more.After reading this book and completing your Swift apprenticeship by working through the included exercises and challenges, you'll be ready to take on app development on the platform of your choice!

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 FeaturesExplore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth editionKick-start your iOS programming career and have fun building your own iOS appsDiscover the new features of iOS 14

such as Mac Catalyst, SwiftUI, widgets and App ClipsBook Description If you're looking to work and experiment with powerful iOS 14 features such as widgets and App Clips to create your own apps, this iOS programming guide is for you. The book offers a

comprehensive introduction for experienced programmers who are new to iOS, taking you through the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. Fully updated to cover the new iOS 14 features, along

with Xcode 12 and Swift 5.3, this fifth edition of iOS 14 Programming for Beginners starts with an introduction to the Swift programming language and shows you how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a

complete real-world app using the storyboards feature in the latest version of Xcode and implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will also help you apply iOS 14 features to existing apps and introduce you to

SwiftUI, a new way to build apps for all Apple devices. Finally, you ' ll set up testers for your app and understand what you need to do to publish your app on the App Store. By the end of this book, you'll not only be well versed in writing and publishing applications, but you ' ll

also be able to apply your iOS development skills to enhance existing apps. What you will learnGet 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 storyboardsDiscover

the Model-View-Controller design pattern and how to implement the desired functionality within an appImplement the latest iOS features, such as widgets and App ClipsConvert an existing iPad app into an Apple Silicon Mac appDesign, deploy, and test your iOS applications with

design patterns and best practicesWho 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.

iOS 12 Programming for Beginners
Beginning iPhone Development with Swift 5
iOS 13 Programming for Beginners
Beginning Programming with Swift
Kickstart your mobile app development journey by building iOS apps with Swift

5.5 and Xcode 13, 6th Edition

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

The Big Nerd Ranch Guide

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 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 – Working with Xcode and Swift to build a BMI calculator app. Chapter 2 – Build a Quotes

app using Table View Chapter 3 – Create a To 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 adding images and implementing swipe deletion Chapter 6 – Build a cryptocurrency price tracker app which

retrieves prices via an API Chapter 7 – Build a image detection app using machine learning with Core ML 2 and Create ML 2 Chapter 8 – Create an Augmented Reality app

with ARKit Chapter 9 – Publish our app on to the App store Chapter 10 – SwiftUI Chapter 11 – Dark Mode Chapter 12 – Porting your 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.

Learn how to integrate all the interface elements iOS users have come to know and

love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll master a variety of design patterns, from

the simplest single view to complex hierarchical drill-downs. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-

to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with the basics, walking through the process of downloading and

installing Xcode and the iOS 11 SDK, and then guides you though the creation of your first simple application. The art of table building will be demystified,

and you'll learn how to save your data using the iOS file system. You'll see how to to create, load and work with playgrounds as you develop an understanding of the Swift

language. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much

more! Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps. Once you're ready, move on

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and why it's important Build cool, crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app

developers new to the Apple Swift programming language and/or the iOS SDK. iOS 15 Programming for Beginners is an introductory guide to learning the essentials of

Swift 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.
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

iOS 12 App Development Essentials

Beginner's Guide to IOS 13 App Development Using Swift 5. 1

IOS Apprentice

Learning Swift

SwiftUI Essentials – iOS 15 Edition

The iOS Apprentice Third Edition

Learn to Develop Apps for iOS

The team that brought you the bestselling Beginning iPhone Development, the book

that taught the world how to program on the iPhone, is back again for Beginning iPhone Development with Swift. This definitive guide to the Swift programming language and the iOS 8 SDK, and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2. There's coverage of brand-new technologies,

including Swift playgrounds, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 8-specific project

templates, and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the

basics, walking through the process of downloading and installing Xcode and the iOS 8 SDK, and then guides you though the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches,

pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using

a variety of persistence techniques, including Core Data and SQLite. And there's much more!

If you want to become an iOS developer, you have made an excellent choice with this book. Swift holds a significant position in the iOS industry because of the long list of features it serves. It is user-

friendly, has great community support, and offers a greater extent of customization. As a result, we can observe a sharp increase in the market demand for developing Apple mobile applications, and with that, companies search for smart developers with the right skill set. Mastering Swift introduces

Apple's excellent Swift standard library style and incorporates usage feedback across multiple Swift projects. However, it should be regarded as a living, changeable document and the basis upon which the programming language is implemented. Before going further into the details of the Swift

programming language, the book briefly explains the basic information about the language. It is a high-level language created to develop multifaceted iOS applications that cater to diverse needs of different social and business domains. It is meant to develop high-end apps with multiple complexities. But since

it is very close to Objective C, it is easy to code and understand. This feature also makes it incredibly friendly to beginners. Moreover, it is equally compatible with the iPhone, the iPad, Apple Watch, MacBook, and Apple TV, and it can be applied to develop equally efficient and scalable apps for them.

This book in the Mastering series encircles all the essential aspects of Swift and explores why this programming language is the future for iOS app development. Different from other languages, it requires fewer lines to activate any feature. This paves the way for a shorter development

cycle and saves a lot of precious resources. Further, as one of the most reliable iOS programming languages it supports dynamic libraries that indicate executable bits of code that you can link to an application. Because of such support, Swift apps can interoperate with the newest version of the language to make the

app irreplaceable. Swift is a language that was not designed but deliberately made open source so as to invite community input, allowing the product to grow and to mature over the years. This could possibly be the most crucial aspect of Swift. As people become more aware of its potential to be used in servers, web

frameworks were more willing to support the demand. Owing to its popularity and significance, its adoption rate in Apple's rivals remains very high. Whether you are a beginner or an advanced learner, if you are planning for iOS app development through Swift, this book can help with the high-

domain expertise and experienced resources. Without a doubt, the developers that create native apps are not going to abandon Swift anytime soon. However, it seems like something must evolve for it to keep growing constantly. We believe that Swift is indeed the future for iOS app developers. And if you

are convinced and want to start learning the programming language right away, then this book is what you’re looking for. Learn more about our other Mastering titles at: https ://www.routledge.com/ Mastering-Computer-Sc ience/book-series/MCS Learn iPhone and iPad Programming via Tutorials! If you're new

to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In

this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover

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much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can

turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

Learn iOS App development with advanced Apple technology and developer-centric tools.

KEY FEATURES ? Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ? Covers app architecture, design patterns, and mobile hardware use in app development. ? Numerous examples covering database, GPS, image recognition, and ML. DESCRIPTION This book is a step-by-

step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through

the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the

code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for

machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS

application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ? Develop practical skills in Swift programming, Xcode, and SwiftUI. ? Learn to work around the database, file handling, and networking while building apps. ? Utilize

the capabilities of mobile hardware to include sound, images, and videos. ? Bring machine learning capabilities using the Core ML framework. ? Integrate features such as App Gestures and Core Location into iOS applications. ? Utilize mobile design patterns and maintain a clean coding style. WHO

THIS BOOK IS FOR This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. TABLE OF

CONTENTS 1. Getting Started with Xcode 2. Swift Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture

Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store

Beginning iPhone Development with Swift

Updated for Swift 1.2:
Beginning IOS
Development with Swift
iOS 15 Programming
for Beginners
iOS 11 Swift
Programming Cookbook
iOS 14 Programming
for Beginners
iOS Development with
Swift
Swift For Dummies
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.

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 12 App Development Essentials, the latest edition of this popular book series,

has now been fully updated for the iOS 12 SDK, Xcode 10 and the Swift 4 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the

architecture of iOS 12 and programming in Swift 4 is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, graphics drawing

and animation are also covered, as are touch screen handling, gesture recognition, multitasking, location management, local notifications, camera access and video playback support. Other features are also covered

including Auto Layout, local map search, user interface animation using UIKit dynamics, Siri integration, iMessage app development, CloudKit sharing and biometric authentication. Additional features of iOS development using Xcode are also

covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, collection and stack layouts and CloudKit data

storage in addition to drag and drop integration and the document browser. The key new features of iOS 12 and Xcode 10 are also covered in detail, including Siri shortcuts and the new iOS machine learning features. The aim of this book, therefore, is to teach

you the skills necessary to build your own apps for iOS 12. Assuming you are ready to download the iOS 12 SDK and Xcode 10, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started. Begin your iOS 12

app development journey with this practical guide Key FeaturesKick-start your iOS programming career and have fun building iOS apps of your choiceGet to grips with Xcode 10 and Swift 4.2, the building blocks of iOS

developmentDiscover the latest features of iOS 12 - SiriKit, notifications, and much moreBook Description Want to build iOS 12 applications from scratch with the latest Swift 4.2 language and Xcode 10 by your side? Forget sifting

through tutorials and blog posts; this book is a direct route to iOS development, taking you through the basics and showing you how to put principles into practice. Take advantage of this developer-friendly guide and start building applications

that may just take the App Store by storm! If you're already an experienced programmer, you can jump right in and learn the latest iOS 12 features. For beginners, this book starts by introducing you to iOS development as you

learn Xcode and Swift. You'll also study advanced iOS design topics, such as gestures and animations, to give your app the edge. You'll explore the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in

notifications, custom-UI notifications, maps, and the recent additions in Sirikit. The book will guide you in using TestFlight to quickly get to grips with everything you need to get your project on the App Store. By the end of this book, you'll be ready to

start building your own cool iOS applications confidently. What you will learnExplore the distinctive design principles that define the iOS user experienceNavigate panels within an Xcode projectUse the latest Xcode asset

catalogue of Xcode 10Create a playgrounds project within your projects and understand how Ranges and Control flow workStudy operations with integers and work your way through if statementsBuild a responsive UI and add privacy to your

custom-rich notificationsSet up Sirikit to add voice for Siri shortcutsCollect valuable feedback with TestFlight before releasing your apps on the App StoreWho this book is for This book is for you if you are completely new to

Swift, iOS, or programming and want to make iOS applications. However, you'll also find this book useful if you're an experienced programmer looking to explore the latest iOS 12 features. Learn Swift by Building

Applications
Learn to Develop iOS Apps Using SwiftUI, Swift 5 and Xcode 12
Swift Style
Develop IOS Apps with Xcode 12, Swift 5, SwiftUI, MLKit, ARKit and More
Beginning Swift Programming iOS 14
iOS 14 Programming

Fundamentals with Swift

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.

The goal of

this book is to teach the skills necessary to build iOS 15 applications using SwiftUI, Xcode 13, and the Swift 5.5 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 5.5 programming language including data types, control flow, functions,

object-oriented programming, property wrappers, structured concurrency, 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, Core Data, CloudKit, 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 15 using SwiftUI. Assuming you are ready to download the iOS 15 SDK and

Xcode 13 and have an Apple Mac system you are ready to get started. Beginning Xcode, Swift Edition will not only get you up and running with Apple's latest version of

Xcode, but it also shows you how to use Swift in Xcode and includes a variety of projects to build. If you already have some programming experience with iOS SDK and

Objective-C, but want a more in-depth tutorial on Xcode, especially Xcode with Apple’s new programming language, Swift, then Beginning Xcode, Swift

Edition is for you. The book focuses on the new technologies, tools and features that Apple has bundled into the new Xcode 6, to complement the latest iOS 8

SDK. By the end of this book, you'll have all of the skills and a variety of examples to draft from to get your Swift app from idea to App Store with all the power of Xcode. This book

covers iOS 13 app design fundamentals using the latest Swift 5.1 programming language, Xcode 11 and iOS 13.1 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 5 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: 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 5. 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 book's companion website: www.ya

maclis.com/ios13swift5
A Beginner's Guide
Swift Programming
Swift 5 for Absolute Beginners
Swift in 30 Days
Beginning IOS 13 & Swift App

Development: Develop IOS Apps with Xcode 11, Swift 5, Core ML, ARKit and More
Learn to Develop IOS Apps Using SwiftUI, Swift 5.5 and Xcode 13
Learn to

Develop iOS 12 Apps with Xcode 10 and Swift 4

Pro Xcode is a complete Xcode reference for developers. While Apress' Beginning Xcode touched on some fairly advanced topics in a relaxed and

friendly manner, Apress' Pro Xcode is a more expansive and concise book, going into more detail about each area with a tone more appropriate to the audience. In this book, you'll learn and use unit testing,

instruments, core data, persistence and more. This book also includes in-app purchasing using Xcode, which few other books cover. While using this book, you'll get some cool projects to build. For

example, you'll learn how to create a ‘Charades’ or ‘Draw Something’ style app where you'll get exposure to iOS game center integration. This 'Charades' game app lets users draw a picture

describing a phrase and the other player has to guess what it is. Other projects include the following: Build a class for a person and set up unit tests to check the constructor works currently. Create an app

that plays music from a device's music collection. Build an electronic business card and make it available in multiple languages. Create a Sprite Kit app with some fun physics

effects such as walls that explode when contacted by another object. Develop an app with a dollar value displayed representing in-game credits that is altered through in-app purchases. After reading and

using this book, you'll be a proficient and productive iOS app developer using the Xcode IDE and framework. Swift is the future of Apple programming - the heir apparent to Objective-C,

and that's good news! Designed from the ground up to be a simpler programming language, it's now easier than ever to get started creating apps for iPhone or iPad, or applications for

Mac OS X! Trust Dummies to get you off to a strong start with Swift, whether you are an existing Objective-C programmer looking to port your code to Swift or even if you've never programmed for

Apple in the past. Find out how to set up Xcode for a new Swift applications, use operators, objects, and data types; control program flow with conditional statement; and create new functions,

statements, and declarations. Learn useful patterns in an object-oriented environment and take advantage of frameworks to speed your coding along. Find out how Swift does away with pointer

variables and how to reference and dereference variables instead. Existing programmers will find out how to quickly port existing objective-c applications into Swift and get into the swing of the new language

very ... swiftly. In the book, you'll find coverage of: -Moving existing Objective-C code to Swift -Operators -Collections and objects -Data types -Controlling data flow -Creating and using functions

-Expressions
-Statements
-Patterns, generic parameters, and arguments
-Initializing and deinitializing data
-Closures
-Classes
-Methods
-Memory management with automatic

reference counting -Casting and nesting types -Using extensions and protocols Swift greatly simplifies the process of developing applications for 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 desired.

In this book, we

take you on a fun, hands-on and pragmatic journey to learning iOS 14 application development using Swift. You'll start building your first iOS app within minutes. Every section is

written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it

to the app store. In the course of this book, we will cover: Chapter 1 & 2 - Working with Xcode and Swift to build a BMI calculator app. Chapter 3 - Build a Quotes app using Table View Chapter 4 - Create a To Do

List app (create, read, update and delete to-do items) Chapter 5 - Implement data persistency to our To Do List app using Core Data Chapter 6 - Improve our To Do List app by adding images and swipe

deletion Chapter 7 - Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 8 - Build a image detection app using machine learning Chapter 9 - Create an Augmented

Reality app with ARKit Chapter 10 - Publish our app on to the App store Chapter 11 - SwiftUI Chapter 12 - Widgets Chapter 13 - App Clips Chapter 14 - Dark Mode Chapter 15 - Porting your iOS App to the Mac

with Project Catalyst Chapter 16 - In-App Purchases The goal of this book is to teach you iOS development in a manageable way without overwhelming you. We focus only on the essentials and

cover the material in a hands-on practice manner for you to code along.

About the Reader

No previous knowledge on iOS development required, but you should have basic programming knowledge. About

the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on

learning by doing.

Develop and Design

Beginning IOS Development with Swift

Building Apps for macOS, iOS, and Beyond

Get started with building iOS apps with Swift 5.3

and Xcode 12, 5th Edition

Build iOS Apps by Learning Swift, Xcode, and SwiftUI in Just Four Weeks (English Edition)

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

Solutions and Examples for iOS Apps

Discover the do's and don'ts involved in crafting readable Swift code as you explore common Swift coding challenges and the best practices that address them. From spacing, bracing,

and semicolons to proper API style, discover the whys behind each recommendation, and add to or establish your own house style guidelines. This practical, powerful, and opinionated guide offers the best practices you need

to know to work successfully in this equally opinionated programming language. Apple's Swift programming language has finally reached stability, and developers are demanding to know how to program the language properly. Swift Style guides

you through the ins and outs of Swift programming best practices. This is the first best practices book for serious, professional Swift programmers and for programmers who want to shine their skills to be hired in this demanding market.

A style guide offers a consistent experience of well-crafted code that lets you focus on the code's underlying meaning, intent, and implementation. This book doesn't offer canonical answers on Swift coding style. It

explores the areas of Swift where structure comes into play. Whether you're developing a personal style or a house style, there are always ways to enhance your code choices. You'll find here the ideas and principles to establish or

enhance your own best style practices. Begin with simple syntactical styling. Strengthen code bracing for easy readability. Style your closures for safety and resilience. Perfect spacing and layout. Master literal initialization and

typing. Optimize control flow layout and improve conditional style choices. Transition from Objective-C and move code into Swift the right way. Boost API design using proper naming and labeling. Elevate defaulted arguments and

variadics to their right places. Finally, Erica offers her own broad recommendations on good coding practice. What You Need: Recent version of the Swift programming language

Get valuable hands-on experience with

Swift, the open source programming language developed by Apple. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with the latest version of Swift by

developing a working iOS app from start to finish. You'll begin with Swift programming basics—including guidelines for making your code "Swifty"—and learn how to work with Xcode and its built-in Interface Builder. Then you'll dive

step-by-step into building and customizing a basic app for taking, editing, and deleting selfies. You'll also tune and test the app for performance and manage the app's presence in the App Store. Divided into four parts, this book

includes: Swift 4 basics: Learn Swift's basic building blocks and the features of object-oriented development Building the Selfiegram app: Build model objects and the UI for your selfie app and add location support,

user settings, and notifications Polishing Selfiegram: Create a theme and support for sharing and add custom views, image overlays, and localization Beyond app development: Debug and performance test

with Xcode, automate chores with Fastlane, and user-test the app with TestFlight 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!

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app

components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that

respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, collection views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps,

and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 14 innovations, such as: Control action closures and menus

Table view cell configuration objects Collection view lists and outlines New split view controller architecture Pointer customization on iPad New photo picker and limited photos authorization Reduced accuracy location Color

picker, new page control behavior, revised date pickers, and more! Want to brush up on the basics? Pick up iOS 14 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming

iOS 14, you'll gain a solid, rigorous, and practical understanding of iOS 14 development.

iOS 15 Programming Fundamentals with Swift

SwiftUI Essentials - iOS 14 Edition

iOS app

programming for kids and other beginners

A Playful Introduction to Swift

Coding iPhone Apps for Kids

Beginning Xcode: Swift Edition

Hello Swift!

Start building your very own mobile apps with this

comprehensive introduction to Swift and object-oriented programming Key Features A complete beginner's guide to Swift programming language Understand core Swift programming concepts and techniques for creating popular iOS

apps Start your journey toward building mobile app development with this practical guide Book Description Swift Language is now more powerful than ever; it has introduced new ways to solve old problems and has gone on to become one of the fastest

growing popular languages. It is now a de-facto choice for iOS developers and it powers most of the newly released and popular apps. This practical guide will help you to begin your journey with Swift programming through learning how to build iOS apps. You will

learn all about basic variables, if clauses, functions, loops, and other core concepts; then structures, classes, and inheritance will be discussed. Next, you'll dive into developing a weather app that consumes data from the internet and presents information

to the user. The final project is more complex, involving creating an Instagram like app that integrates different external libraries. The app also uses CocoaPods as its package dependency manager, to give you a cutting-edge tool to add to your skillset.

By the end of the book, you will have learned how to model real-world apps in Swift. What you will learn Become a pro at iOS development by creating simple-to-complex iOS mobile applications Master Playgrounds, a unique and intuitive approach to teaching Xcode

Tackle the basics, including variables, if clauses, functions, loops and structures, classes, and inheritance Model real-world objects in Swift and have an in-depth understanding of the data structures used, along with OOP concepts and protocols Use

CocoaPods, an open source Swift package manager to ease your everyday developer requirements Develop a wide range of apps, from a simple weather app to an Instagram-like social app Get ahead in the industry by learning how to use third-party libraries efficiently in your

apps Who this book is for This book is for beginners who are new to Swift or may have some preliminary knowledge of Objective-C. If you are interested in learning and mastering Swift in Apple’s ecosystem, namely mobile

development, then this book is for you.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book.

Through the authors' carefully constructed explanations and

examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book,

the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own

solutions to a wide range of programming challenges using Swift.

An introductory guide to iOS app development with Swift 4.2 and Xcode 10, 3rd Edition

Beginning IOS Development with Swift 2

Swift Apprentice

(Seventh Edition) Mastering Swift