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## ***Ios 11 Programming Fundamentals With Swift***

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

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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. The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures

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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-

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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

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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

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Title: Fundamentals of Computer Programming with C# (The Bulgarian C#

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9789544007737 ISBN-13:

978-954-400-773-7

(9789544007737) ISBN-10:

954-400-773-3 (9544007733)

Author: Svetlin Nakov & Co.

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Pages: 1132 Language: English

Published: Sofia, 2013

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quality methods, code  
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latest Swift 4 programming language, Xcode 9 and iOS 11 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 4 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 real world apps are developed again by step by

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step instructions. Each code line is explained. 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 in simulators and real devices. Sample apps developed in this book are as follows: 1. Disco lights app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple die roller app: Using random number

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generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code.

4. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls.

5. 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.

6. SOS sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS.

7. Bounce the ball game: Basics

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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 ball bouncing game. This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and complete project files can be viewed and downloaded from the the book's website:

[www.yamaclis.com/ios11](http://www.yamaclis.com/ios11).

A Complete Guide to  
Programming in C++  
The Language of IOS

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Development

IOS 13 Programming

Fundamentals with Swift

Learning IOS Development

IOS 10 Swift Programming

Cookbook

Swift Apprentice (Seventh  
Edition)

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language

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elements en route.

Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

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Resources

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the tradeoffs involved. The recipes in the third edition provide solutions to problems faced by beginners, as well as intermediate and advanced iOS developers. 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

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fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 14*. 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

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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



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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 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

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*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*

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*senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents*

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*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.*



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*including loops, boolean, and so on, is necessary.*

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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

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**Playground 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:**

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If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a

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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



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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.

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a

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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.

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with Swift: Swift, Xcode, and Cocoa  
Basics

Kickstart Your Mobile App

Development Journey by Building

IOS Apps with Swift 5.5 and Xcode 13

Learn to Develop iOS Apps Using

SwiftUI, Swift 5 and Xcode 12

iOS App Development For Dummies

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

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applications.

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

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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

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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

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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

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**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.**

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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 Lassooff is a master-instructor with years of teaching experience. You'll master the Swift programming language as

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techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach

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**delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered:**

- Dynamic interfaces with animation**
- Using the camera and photo library**
- User location and mapping services**
- Accessing accelerometer data**
- Handling multi-touch gestures**
- Navigation and tabbed applications**
- Tables and creating custom rows**
- Multiple ways of storing and loading data: archiving, Core Data, SQLite**
- Communicating with**

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**"After many 'false starts'  
with other iPhone  
development books, these**

**clear and concise  
tutorials made the  
concepts gel for me. This**

**book is a definite must  
have for any budding  
iPhone developer." –Peter**

**Watling, New Zealand,  
Developer of BubbleWrap  
Dive Deep Into Views, View  
Controllers, and**

**Frameworks**

**Programming iOS 4**

**Dive Deep into Views, View  
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Development  
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