Ios 9 Swift Programming Cookbook Solutions And Examples For Ios Apps

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RxSwift (Fourth Edition) raywenderlich Tutorial Team 2020-08-11 Learn Reactive Programming in Swift with RxSwift!The popularity of reactive programming continues to grow on an every-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms.Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps.This books is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift.Topics Covered in RxSwift:- Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects.- Event Management: Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers.- Being Selective: See how to work with various events using concepts such as filtering, transforming, combining, and time operators.- UI Development: RxSwift makes it easy to work with UI of your apps using RXCocoa, which provides integration of both UIKit and Cocoa.- Intermediate Topics: Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling.And much, much more!By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'l be well on your way to coming up with your own Rx patterns and solutions!

IOS 9 SWIFT PROGRAMMING COOKBOOK. SOLUTIONS AND EXAMPLES FOR IOS APPS. VANDAD. NAHAVANDIPOOR 2016
iOS Swift Game Development Cookbook Jonathon Manning 2018-10-02 Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

iOS 15 Programming Fundamentals with Swift Matt Neuburg 2021-10-01 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!
iOS 9 Swift Programming Cookbook Vandad Nahavandipoor 2015-12-09 Ready to build stunning apps for iPhone, iPad, and Apple Watch? This cookbook—completely rewritten with all-new material—provides 90 proven solutions for tackling the latest features in iOS 9 and watchOS 2.0. Written exclusively in Apple's Swift language, these code-rich recipes show you how to use dynamic user interfaces, interactive maps, multitasking functionality, Apple's new UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code, available on GitHub, that you can put to work right away. Work with new features in Swift 2, Xcode 7, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Swift to connect with the iOS contacts database Block ads or obtrusive content with Safari Content Blockers Make your app content searchable with Spotlight APIs Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields
iOS 14 Programming Fundamentals with Swift Matt Neuburg 2020-09-23 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.
Swift Fundamentals Mark Lassoff 2014-09-05 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.

iOS Development with Swift Craig Grummitt 2017-11-13 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-developmen t-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?

Mastering Swift 5.3 Jon Hoffman 2020-11-23 A comprehensive guide for programming enthusiasts who wish to gain a firm command of the fundamentals and advanced Swift concepts Key FeaturesSixth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5.3 programming languageGet to grips with popular and modern design techniques to write easy-to-manage Swift codeUse core Swift features such as concurrency, generics, and copy-on-write in your codeBook Description Over the years, Mastering Swift has proven itself among developers as a popular choice for an in-depth and practical guide to the Swift programming language. This sixth edition comes with the latest features, an overall revision to align with Swift 5.3, and two new chapters on building swift from source and advanced operators. From the basics of the language to popular features such as concurrency, generics, and memory management, this in-depth guide will help you develop your expertise and mastery of the language. As you progress, you will gain practical insights into some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. The book will also show you how to use and apply them in your own projects. In later chapters, you will understand how to use the power of protocol-oriented programming to write flexible and easier-to-manage code in Swift. Finally, you will learn how to add the copy-on-write feature to your custom value types, along with understanding how to avoid memory management issues caused by strong reference cycles. By the end of this Swift book, you will have mastered the Swift 5.3 language and developed the skills you need to effectively use its features to build robust applications. What you will learnUnderstand core Swift components, such as operators, collections, control flows, and functionsIdentify how and when to

use classes, structures, and enumerationsUse protocol-oriented design with extensions to write easy-to-manage codeLeverage design patterns with Swift to solve commonly occurring design problemsApply copy-on-write for your custom value types to improve performanceAdd concurrency to your applications using Grand Central Dispatch and operation queuesImplement generics to write flexible and reusable codeWho this book is for This book is for beginners with a basic understanding of programming and experienced developers looking to learn Swift programming. Familiarity with Apple's tools will be beneficial but not mandatory. All examples should also work on the Linux and Windows platforms

IOS 11 Programming Fundamentals with Swift Matt Neuburg 2017-09-26 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!

Swift in Depth Tjeerd in 't Veen 2018-12-10 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 optionals 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

iOS 9 App Development Essentials Neil Smyth 2015-10-22 iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK, Xcode 7 and the Swift 2 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 9 and programming in Swift 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, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, App Store hosted in-app purchase content, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Additional features of iOS development using Xcode 7 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The key new features of iOS 9 and Xcode 7 are also covered in detail, including new error handling in Swift 2, designing Stack View based user interfaces, multiple storyboard support, iPad multitasking, map flyover support, 3D Touch and Picture-in-Picture media playback. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 9. Assuming you are ready to download the iOS 9 SDK and Xcode 7, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

iOS 14 Programming for Beginners Ahmad Sahar 2020-11-27 Publisher's note: This edition from 2020 is outdated and does not make use of the most recent iOS and swift features. A new sixth edition, updated for iOS 15 and including new advanced topics, such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay, has now been published Key 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 developmentUnderstand 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 13 & Swift 5 Programming Mark Wahlbeck 2019-12-14 Learning to code can be tough, let alone figuring out how to build and publish iOS apps. iOS 13 & Swift 5 Programming is designed to be the ultimate beginner programming guide. We take you from knowing absolutely nothing about code and iOS development, and turn you into an app developer. You'll start off by learning the basics of the Swift programming language. Then you will move on to more complex topics such as Object-oriented Programming and Model View Controller.After you have learned the basics of programming, you will dive in to iOS development

by building your very first app. As the chapters progress you will build more complex iPhone and iPad apps, working with tools and frameworks such as Maps, Core Data, Networking, Gestures, and more.The book is rich with projects and exercises to help you reinforce what you have learned. By the end of the book you will have built multiple apps and you will have to skills to develop and publish your very own iOS apps to the Apple App Store.This book is based on the highly popular courses created by Devslopes that have been watched by over 350,000 students worldwide. The need for iOS developers has never been greater and this book could help you build your first app or land your dream job.

IOS 10 Swift Programming Cookbook Vandad Nahavandipoor 2016-12-05 Ready to build truly stunning apps for iPhone, iPad, and Apple Watch? This cookbook—written exclusively in Swift 3—provides more than 120 proven solutions for tackling the latest features in iOS 10 and watchOS 3. With these code-rich recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking functionality, the UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and services through Siri Write your own iMessage extensions that allow added interactivity Work with features in Swift 3, Xcode 8, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Spotlight APIs to make your app content searchable Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields

iOS 12 Programming Fundamentals with Swift Matt Neuburg 2018-09-26 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.

Graphics and Animation on IOS Vandad Nahavandipoor 2011-05-03 Jazz up your iPhone and iPad apps with some slick graphics and animation—and keep users from looking elsewhere. This short and concise book shows developers with even little Cocoa programming experience how to create impressive graphics and animation effects with relatively easy coding. Learn how to incorporate smooth animations and draw images in your apps to achieve the classy look you want. The recipes in this book include step-by-step instructions and simple code solutions that you can put to work right away. Learn basic concepts for adapting to different screen sizes Construct, set, and use colors Draw text, images, lines, and rectangles Add shadows to shapes Create and draw gradients Learn how to animate and scale, rotate, or move views

iOS 15 Programming for Beginners Ahmad Sahar 2021-12-24 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 13 Programming Fundamentals with Swift Matt Neuburg 2019-10-03 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.

iOS 11 Swift Programming Cookbook Vandad Nahavandipoor 2017-12-06 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

Beginning Swift Programming Wei-Meng Lee 2014-12-04 Enter the Swift future of iOS and OS X programming Beginning Swift Programming is your ideal starting point for creating Mac, iPhone, and iPad apps using Apple's new Swift programming language. Written by an experienced Apple developer and trainer, this comprehensive guide explains everything you need to know to jumpstart the creation of your app idea. Coverage includes data types, strings and characters, operators and functions, arrays and dictionaries, control flow, and looping, with expert guidance on classes, objects, class inheritance, closures, protocols, and generics. This succinct — yet complete — overview provides a detailed introduction to the core features of Swift. Apple developed Swift to address the limitations of Objective-C, and add features found in more complex languages like Python. The results is simpler, cleaner, more expressive code with automatic memory management, functional programming patterns, and more, including built-in features that make Swift apps faster, scalable, and more secure. This book explains it all, helping developers master Apple's new language. Become fluent with syntax that's easier to read and maintain Understand inferred types for cleaner, less mistake-prone code Learn the key features that make Swift more expressive than Objective-C Learn the new optional types in Swift that make your code more resilient Understand the key design patterns in iOS and Mac OS programming using protocols and delegates Learn how to use generics to create highly reusable code Learn the new access controls mechanism in Swift Get up to speed quickly to remain relevant and ahead of the curve.

Swift Essentials Dr Alex Blewitt 2014-12-26 Whether you are a seasoned Objective-C developer or new to the Xcode platform, Swift Essentials will provide you with all you need to know to get started with the language. Prior experience with iOS development is not necessary, but will be helpful to get the most out of the book.

Swift Recipes Mike Rogers 2015-07-11 Swift Recipes provides a problem solution approach for dealing with key aspects of the Swift programming language (covering version 1.2), ensuring you have the indispensable reference you need to successfully execute common programming tasks. You'll learn how to use the unique features of the Swift programming language as well as its use with Cocoa and Cocoa touch frameworks and libraries. Solutions are available for a range of problems, including application development with Xcode; working with strings, numbers, and object collections; dealing with threads, multi-core processing, and asynchronous processing; and building applications that take advantage of dates and timers and memory management. This book is an essential core reference for every Swift programmer and offers solutions in a concise and easy-to-follow manner. T. Michael Rogers has developed iOS applications

for Fortune 100 brands and startups, and has trained new and experienced iOS developers via the iOS Boot Camp in New York City, online courses, and in private settings. He brings his expertise to offer you the ability to use and exploit Swift to get the most out of all your projects for your app creations, whether you use iOS or Mac OS X.

iOS 15 Application Development for Beginners Arpit Kulsreshtha 2021-12-31 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

Professional Swift Michael Dippery 2015-05-07 Transition from Objective-C to the cleaner, more functionalSwift quickly and easily Professional Swift shows you how to create Mac and iPhoneapplications using Apple's new programming language. Thiscode-intensive, practical guide walks you through Swift bestpractices as you learn the language, build an application, andrefine it using advanced concepts and techniques. Organized foreasy navigation, this book can be read end-to-end for a self-pacedtutorial, or used as an on-demand desk reference as unfamiliarsituations arise. The first section of the book guides you throughthe basics of Swift programming, with clear instruction oneverything from writing code to storing data, and Section II addsadvanced data types, advanced debugging, extending classes, andmore. You'll learn everything you need to know to make thetransition from Objective-C to Swift smooth and painless, so youcan begin building faster, more secure apps than ever before. Get acquainted with the Swift language and syntax Write, deploy, and debug Swift programs Store data and interface with web services Master advanced usage, and bridge Swift and

Objective-C Professional Swift is your guide to the future of OS Xand iOS development.

Swift 4 Programming Cookbook Keith Moon 2017-09-28 Over 50 recipes to help you quickly and efficiently build applications with Swift 4 and Xcode 9 About This Book Write robust and efficient code and avoid common pitfalls using Swift 4 Get a comprehensive coverage of the tools and techniques needed to create multi-platform apps with Swift 4 Packed with easy-to-follow recipes, this book will help you develop code using the latest version of Swift Who This Book Is For If you are looking for a book to help you learn about the diverse features offered by Swift 4 along with tips and tricks to efficiently code and build applications, then this book is for you. Basic knowledge of Swift or general programming concepts will be beneficial. What You Will Learn Explore basic to advanced concepts in Swift 4 Programming Unleash advanced features of Apple's Xcode 9 IDE and Swift Playgrounds Learn about the conditional statements, loops, and how to handle errors in Swift Define flexible classes and structs using Generics, and learn about the advanced operators, and create custom operators Explore functionalities outside of the standard libraries of Swift Import your own custom functionality into Swift Playgrounds Run Swift on Linux and investigate server-side programming with the server side framework Vapor In Detail Swift 4 is an exciting, multi-platform, general-purpose programming language. Being open source, modern and easy to use has made Swift one of the fastest growing programming languages. If you interested in exploring it, then this book is what you need. The book begins with an introduction to the basic building blocks of Swift 4, its syntax and the functionalities of Swift constructs. Then, introduces you to Apple's Xcode 9 IDE and Swift Playgrounds, which provide an ideal platform to write, execute, and debug the codes thus initiating your development process. Next, you'll learn to bundle variables into tuples, set order to your data with an array, store key-value pairs with dictionaries and you'll learn how to use the property observers. Later, explore the decision-making and control structures in Swift and learn how to handle errors in Swift 4. Then you'll, examine the advanced features of Swift, generics and operators, and then explore the functionalities outside of the standard library, provided by frameworks such as Foundation and UIKit. Also, you'll explore advanced features of Swift Playgrounds. At the end of the book, you'll learn server-side programming aspect of Swift 4 and see how to run Swift on Linux and then investigate Vapor, one of the most popular server-side frameworks for Swift. Style and approach Each recipe addresses a specific problem, with a detailed discussion that explains the solution and offers insight into how it works.

Programming iOS 14 Matt Neuburg 2020-10-08 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.

Swift Cookbook Keith Moon 2021-02-26 Discover recipes for building feature-rich, reliable iOS native apps and explore the latest features in Swift 5.3 with the help of proven industry standard recipes, modern design techniques, and popular

strategies Key FeaturesUnderstand how closures work and make use of generics with protocols to write flexible codeDiscover the fundamentals of Swift and build apps with frameworks such as Foundation, Networking, and UIKitGet to grips with the new features of Swift 5.3, including SwiftUI, CoreML and the Vision FrameworkBook Description Swift is an exciting, multi-platform, general-purpose programming language, and with this book, you'll explore the features of its latest version, Swift 5.3. The book begins with an introduction to the basic building blocks of Swift 5.3, its syntax, and the functionalities of Swift constructs. You'll then discover how Swift Playgrounds provide an ideal platform to write, execute, and debug your Swift code. As you advance through the chapters, the book will show you how to bundle variables into tuples or sets, order your data with an array, store key-value pairs with dictionaries, and use property observers. You'll also get to grips with the decision-making and control structures in Swift, examine advanced features such as generics and operators, and explore functionalities outside of the standard library. Once you've learned how to build iOS applications using UIKit, you'll find out how to use Swift for server-side programming, run Swift on Linux, and investigate Vapor. Finally, you'll discover some of the newest features of Swift 5.3 using SwiftUI and Combine to build adaptive and reactive applications, and find out how to use Swift to build and integrate machine learning models along with Apple's Vision Framework. By the end of this Swift book, you'll have discovered solutions to boost your productivity while developing code using Swift 5.3. What you will learnExplore basic to advanced concepts in Swift 5.3 programmingUnderstand conditional statements, loops, and how to handle errors in SwiftDefine flexible classes and structs using genericsUse advanced operators and create custom onesBuild iOS apps using the powerful features of UIKit or the new SwiftUI frameworkImport your own custom functionality into Swift PlaygroundsRun Swift on Linux and investigate server-side programming with the server-side framework VaporUse Swift to implement machine learning models using CoreML and VisionWho this book is for This book is for experienced iOS developers looking to learn about the diverse features offered by Swift 5.3, along with tips and tricks to efficiently code and build applications. Knowledge of general programming concepts will assist in understanding key concepts.

IOS 11 Swift Programming Cookbook Vandad Nahavandipoor 2017-12-06 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 Game Programming Cookbook Bhanu Birani 2015-03-25 This book is for developers who are willing to explore iOS game programming in depth. Good knowledge level and understanding of iOS game development will be an added advantage. You should already have a working installation of Xcode and Sprite kit.

IOS 9 Programming Fundamentals with Swift Matt Neuburg 2015-09-28 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.

SwiftUI Cookbook Giordano Scalzo 2020-10-19 SwiftUI is an innovative new framework to build UI for all Apple platforms using Swift. This recipe-based guide covers the new features of SwiftUI 2 introduced on iOS14 and helps you migrate from UIkit with a simple learning curve through practical solutions. Learn how SwiftUI combines with Apple dev tools to build truly cross-platform Apple apps.

Swift iOS Programming for Kids Steffen D. Sommer 2017-03-22 Unleash your child's developer potential through fun projects and help them learn how to create iOS apps in Swift About This Book Children can express their creativity while learning through interactive Swift Playgrounds Empower children to think critically about problems Learning programming basics can help children gain confidence in problem solving Help children put their imagination into action building their first iOS app Who This Book Is For Children who are curious about the technology we use in our daily lives and want to know how it works can use this book to learn about programming and building their first iOS app. No prior programming experience is necessary. What You Will Learn Basic programming and coding fundamentals Write code using the fun and interactive Swift Playgrounds app Make animations, including creating your own starry night Utilise functions by making pizza in code Create an interactive toy bin Learn how to use control flow statements to further enhance your toy bin Build a simple movie night app working with tableviews and arrays In Detail This book starts at the beginning by introducing programming through easy to use examples with the Swift Playgrounds app. Kids are regularly encouraged to explore and play with new concepts to support knowledge acquisition and retention – these newly learned skills can then be used to express their own unique ideas. Children will be shown how to create their first iOS application and build their very own movie night application. Style and approach This is a project-based guide with an engaging tone that uses a visually rich format. It explains the concepts in clear language and uses lots of pictures, cartoons, and examples. There is a set of practical exercises to be completed.

SwiftUI Projects Craig Clayton 2020-12-11 Learn SwiftUI by designing and building complex user interfaces for watchOS, iPadOS, and iOS with the help of projects including a financial app, a sports news app, and a POS system Key Features Learn SwiftUI with the help of practical cross-platform development projects Understand the design considerations for building apps for different devices such as Apple Watch, iPhone, and iPad using SwiftUI's latest features Work with advanced SwiftUI layout features, including SF Symbols, SwiftUI grids, and forms in SwiftUI Book Description Released by Apple during WWDC 2019, SwiftUI provides an innovative and exceptionally simple way to build user interfaces for all Apple platforms with the power of Swift. This practical guide involves six real-world projects built from scratch, with two projects each for iPhone, iPad, and watchOS, built using Swift programming and Xcode. Starting with the basics of SwiftUI, you'll gradually delve into building these projects. You'll learn the fundamental concepts of SwiftUI by working with views, layouts, and dynamic types. This SwiftUI book will also help you get hands-on with declarative programming for building apps that can run on multiple platforms. Throughout the book, you'll work on a chart app (watchOS), NBA draft app (watchOS), financial app (iPhone), Tesla form app (iPhone), sports news app (iPad), and shoe point-of-sale system (iPad), which will enable you to understand the core elements of a SwiftUI project. By the end of the book, you'll have built fully functional projects for multiple platforms and gained the knowledge required to become a professional SwiftUI developer. What you will learn Understand the basics of SwiftUI by building an app with watchOS Work with UI elements such as text, lists, and buttons Create a video player in UIKit and import it into SwiftUI Discover how to leverage an API and parse JSON in your app using Combine Structure your app to use Combine and state-driven features Create flexible layouts on iPad Who this book is for SwiftUI Projects is intended for anyone who is already comfortable with Swift. We do not cover Swift topics in detail, so

you need to be familiar with these already. All of the SwiftUI topics are taught as if this is the first time you've learned them and will gradually get more difficult.

Swift 3 Programming Cookbook Keith Moon 2017-03-31 Over 75 recipes to help you quickly and efficiently build applications with SwiftAbout This Book* Write robust and efficient code, and avoid common pitfalls using Swift* Get a comprehensive coverage of the tools and techniques needed to create high-performance apps* Packed with easy-to-follow recipes, this book will help you develop code using the latest version of SwiftWho This Book Is ForIf you are looking for a book to help you learn about the diverse features offered by Swift 3.0 along with tips and tricks to efficiently code and build applications, then this book is for you. Basic knowledge of Swift will be beneficial.What you will learn* Use protocol extensions to provide default behavior for your protocols* Use Swift with multiple programming styles and paradigms* Define flexible classes and structs using Generics* Use OperationQueues to execute and prioritize work* Create higher-order functions that take functions as parameters* Take your work mobile with Playgrounds on iOS* Import your own custom functionality into Swift Playgrounds* Use Swift Package Manager to package your Swift modules for others to useIn DetailSwift is an exciting, general purpose programming language. It's open sourcing and porting to Linux present many opportunities to use Swift outside of iOS and OSX app development. As a result, it's a great time to become a Swift developer!This book begins with Swift Constructs and moves on to Data Wrangling. You will then learn how to use Swift with other languages. Also look at how to perform object-oriented programming, Functional Reactive programming, and Protocol Oriented Programming with Swift. Finally, you will get to grips with server-side Swift, its performance, and responsiveness in Swift.With this recipe-based book, you will look at Swift's merits and benefits by covering the problem and solutions on it. This collection of concise, task-oriented recipes immediately makes you productive with Swift, with solutions ranging from core programming topics such as functions, protocol, error handling, and generics to advanced topics such as memory management and concurrency. Finally, you will learn how to improve code efficiency and enhance your application's performance.

Programming IOS 13 Matt Neuburg 2019 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.

Data Structures & Algorithms in Swift (Fourth Edition) raywenderlich Tutorial Team 2021-09-15 Learn Data Structures & Algorithms in Swift!Data structures and algorithms form the basis of computer programming and are the starting point for anyone looking to become a software engineer. Choosing the proper data structure and algorithm involves understanding the many details and trade-offs of using them, which can be time-consuming to learn - and confusing.This is where this book, Data Structures & Algorithms in Swift, comes to the rescue! In this book, you'll learn the nuts and bolts of how fundamental data structures and algorithms work by using easy-to-follow tutorials loaded with illustrations; you'll also learn by working in Swift playground code.Who This Book Is ForThis book is for developers who know the basics of Swift syntax and want a better theoretical understanding of what data structures and algorithms are to build more complex programs or ace a whiteboard interview.Topics Covered in Data Structures & Algorithms in Swift*Basic data structures and algorithms, including stacks, queues and linked lists. *How protocols can be used to generalize algorithms. *How to leverage the algorithms of the Swift standard library with your own data structures. *Trees, tries and graphs. *Building algorithms on top of other primitives. *A complete

spectrum of sorting algorithms from simple to advanced. *How to think about algorithmic complexity. *Finding shortest paths, traversals, subgraphs and much more.After reading this book, you'll have a solid foundation on data structures and algorithms and be ready to solve more complex problems in your apps elegantly.

iOS 10 Swift Programming Cookbook Vandad Nahavandipoor 2016-12-05 Ready to build truly stunning apps for iPhone, iPad, and Apple Watch? This cookbook—written exclusively in Swift 3—provides more than 120 proven solutions for tackling the latest features in iOS 10 and watchOS 3. With these code-rich recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking functionality, the UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and services through Siri Write your own iMessage extensions that allow added interactivity Work with features in Swift 3, Xcode 8, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Spotlight APIs to make your app content searchable Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields

Hello Swift! Puneet Bakshi 2019-04-19 Summary Hello Swift! is a how-to guide to programming iOS Apps with the Swift language, written from a kid's perspective. This approachable, well-illustrated, step-by-step guide takes you from beginning programming concepts all the way through developing complete apps. (Adults will like it too!) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own apps? With a little practice, you can! Apple's Swift language, along with special coding playgrounds and an easy-to-use programming environment, make it easier than ever.

Take it from author Tanmay Bakshi, who started programming when he was just five years old. About the Book His book, Hello Swift! iOS app programming for kids and other beginners, teaches you how to write apps for iPhones and iOS devices step by step, starting with your first line of Swift code. Packed with dozens of apps and special exercises, the book will teach you how to program by writing games, solving puzzles, and exploring what your iPhone can do. Hello Swift! gets you started. Where you go next is up to you! What's inside Crystal-clear explanations anyone can understand Kid-friendly examples, including games and puzzles Learn by doing—you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program. (Psst! Adults like it, too.) About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker, and Manning author! Table of Contents Get ready to build apps with Swift! Create your first app Your first real Swift code using variables I/O laboratory Computers make decisions, too! Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code: Clean it with function detergent Reduce your code: Use less, do more with class detergent Reading and writing files Frameworks: Bookshelves of classes SpriteKit: Fun animation time Time to watch your WatchKit code Continuing your journey with Swift

Swift Programming Matthew Mathias 2016-11-23 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.