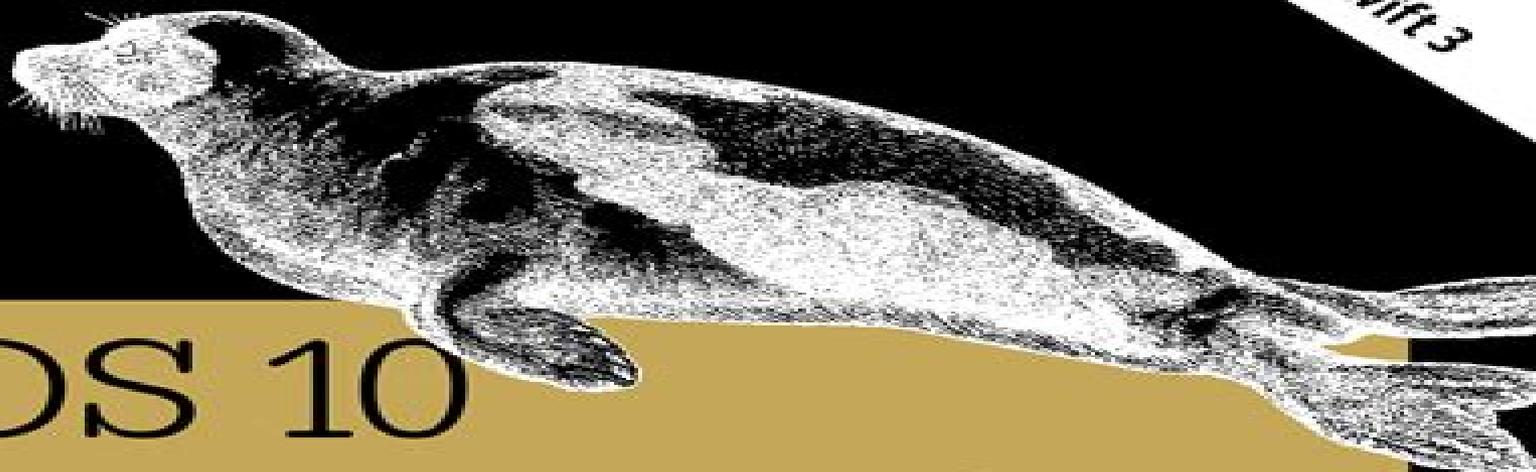


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# iOS 10 Programming Fundamentals with Swift

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*Fundamentals with Swift* Matt Neuburg, 2015-03-13 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode IDE the Cocoa Touch framework and Swift Apple's new programming language Learn Swift's object oriented concepts understand how to use Apple's development tools and discover how Cocoa provides the underlying functionality iOS apps need to have *Beginner's Guide to iOS 12 App Development Using Swift 4* Serhan Yamacli, 2018-10-02 This book covers iOS 12 app design fundamentals using the latest Swift 4.2 programming language Xcode 10 and iOS 12 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 4.2 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 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 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 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 book's website [www.yamaclis.com/ios12](http://www.yamaclis.com/ios12) *iOS 9 Programming Fundamentals with Swift* Matt Neuburg, 2015-09-28 And Conclusion Chapter 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 [iOS 13 Programming Fundamentals with Swift](#) Matt Neuburg, 2019 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

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Cocoa Touch framework and Swift 2.0 (2014) the latest version of Apple's acclaimed programming language. With this thoroughly updated guide you'll learn Swift (2019)'s object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift (2019)'s object-oriented concepts: variables and functions, scopes and namespaces, object types and instances. Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and sets. Learn how to declare, instantiate, and customize Swift object types (2014): enums, structs, and classes. Discover powerful Swift features such as protocols and generics. Catch up on Swift 2.0 innovations: option sets, protocol extensions, error handling, guard statements, availability checks, and more. Tour the lifecycle of an Xcode project from inception to App Store. Create app interfaces with nibs and the nib editor, Interface Builder. Understand Cocoa (2019)'s event-driven model and its major design patterns and features. Find out how Swift communicates with Cocoa (2019)'s C and Objective-C APIs. Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, **Programming iOS 9: iOS 8 for Programmers** (Paul Deitel, Harvey M. Deitel, Abbey Deitel, 2014-12-15). The professional programmer's Deitel guide to iPhone and iPad app development using iOS 8, Swift™, Xcode 6, and Cocoa Touch. This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel app-driven approach, a variant of Deitel's live code approach: concepts are presented in the context of complete working iOS apps rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book's source code is available at [www.deitel.com/books/iOS8FP1](http://www.deitel.com/books/iOS8FP1). You'll quickly learn everything you need to start building iOS 8 apps: beginning with a test drive of the Tip Calculator app in Chapter 1, then building your first apps in Chapter 2 with visual programming, and in Chapter 3 with Swift. By the time you reach Chapter 9, you'll be ready to create your own apps for submission to the App Store. We'll overview the submission process, including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet, public relations, and more.

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**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

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