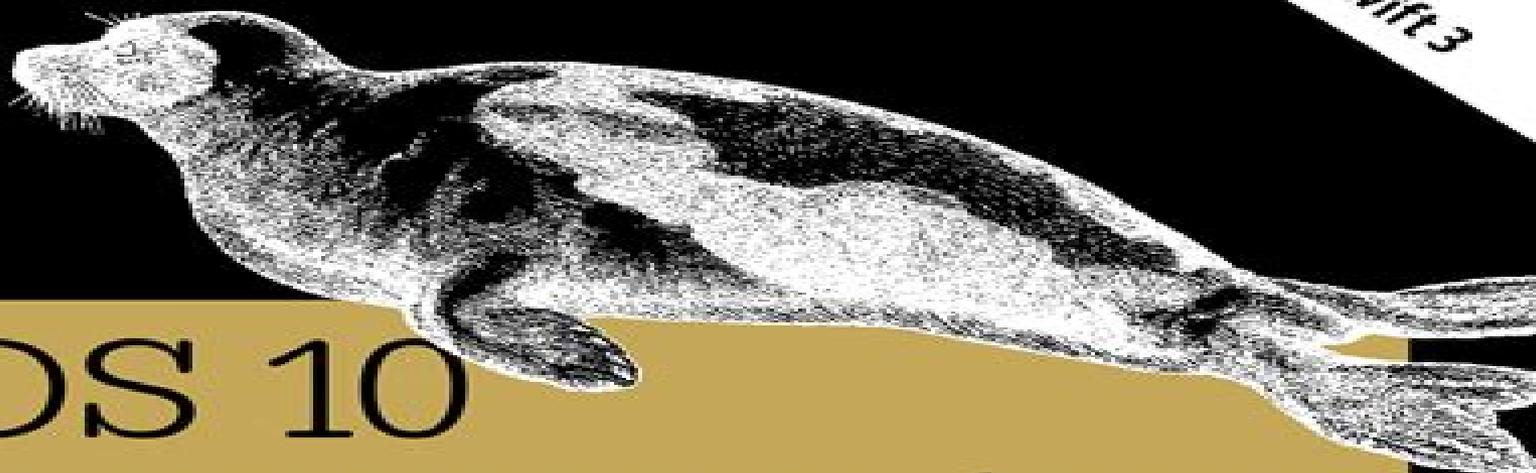


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Development Using Swift 4 Serhan Yamacli,2018-10-02 This book covers iOS 12 app design fundamentals using the latest Swift 4.2 programming language Xcode 10 and iOS 12 SDK The author assumes you have no experience in app development The book starts 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 **IOS 9 Programming**

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Table of Contents Ios 10 Programming Fundamentals Swift

1. Understanding the eBook Ios 10 Programming Fundamentals Swift
 - The Rise of Digital Reading Ios 10 Programming Fundamentals Swift
 - Advantages of eBooks Over Traditional Books
2. Identifying Ios 10 Programming Fundamentals Swift
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Ios 10 Programming Fundamentals Swift
 - User-Friendly Interface
4. Exploring eBook Recommendations from Ios 10 Programming Fundamentals Swift
 - Personalized Recommendations
 - Ios 10 Programming Fundamentals Swift User Reviews and Ratings
 - Ios 10 Programming Fundamentals Swift and Bestseller Lists
5. Accessing Ios 10 Programming Fundamentals Swift Free and Paid eBooks
 - Ios 10 Programming Fundamentals Swift Public Domain eBooks
 - Ios 10 Programming Fundamentals Swift eBook Subscription Services
 - Ios 10 Programming Fundamentals Swift Budget-Friendly Options

6. Navigating Ios 10 Programming Fundamentals Swift eBook Formats
 - ePub, PDF, MOBI, and More
 - Ios 10 Programming Fundamentals Swift Compatibility with Devices
 - Ios 10 Programming Fundamentals Swift Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Ios 10 Programming Fundamentals Swift
 - Highlighting and Note-Taking Ios 10 Programming Fundamentals Swift
 - Interactive Elements Ios 10 Programming Fundamentals Swift
8. Staying Engaged with Ios 10 Programming Fundamentals Swift
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Ios 10 Programming Fundamentals Swift
9. Balancing eBooks and Physical Books Ios 10 Programming Fundamentals Swift
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Ios 10 Programming Fundamentals Swift
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Ios 10 Programming Fundamentals Swift
 - Setting Reading Goals Ios 10 Programming Fundamentals Swift
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Ios 10 Programming Fundamentals Swift
 - Fact-Checking eBook Content of Ios 10 Programming Fundamentals Swift
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements

- Interactive and Gamified eBooks

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