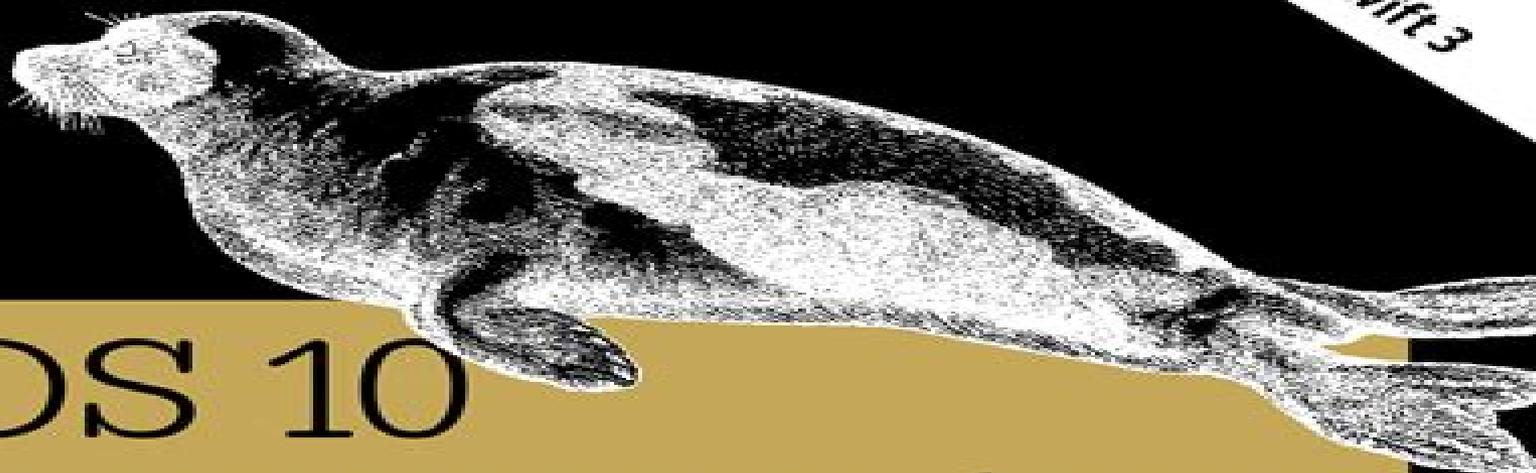


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controllers and add features from iOS frameworks All example code is available on GitHub for you to download study and run Create arrange draw layer and animate views that respond to touch Use view controllers to manage multiple interface screens Master 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 Understand further topics including files networking and threads *Programming iOS 10* Matt Neuburg,2016-11-09 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 Stay up to date on iOS 10 innovations such as property animators force touch speech recognition and the User Notification framework as well as Xcode 8 improvements for autolayout and asset catalogs All example code now rewritten in Swift 3 is available on GitHub for you to download study and run 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 Want to brush up on the basics Pick up *iOS 10 Programming Fundamentals with Swift* 978 1 491 97007 2 to learn about Swift Xcode and Cocoa Together with *Programming iOS 10* you ll gain a solid rigorous and practical understanding of iOS 10 development *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 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 *IOS 8 Programming*

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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. 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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