Xcode Learn Xcode Fast A Beginners Guide To Programming In Xcode How To Program Series Get Started With Xcode The Easy Way

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.

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779. LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this handson guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language concepts-including variables, constants, types, arrays, and dictionaries-before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE: www.peachpit.com/swiftbeginners includes additional resources.

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 8 App Development Essentials is latest edition of this popular book series and has now been fully updated for the Swift 1.2 programming language, the iOS 8 SDK and Xcode 6.3. 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 8 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, collection views, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. The key new features of the iOS 8 SDK and Xcode 6 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 aim of this book is to teach the range of skills necessary to build apps for iOS 8. iOS 8 App Development Essentials takes a modular approach to the subject of iOS 8 application development for both the iPhone and iPad, with each chapter covering a self contained topic area consisting of detailed explanations, examples and step-by-step tutorials. This makes the book both an easy to follow learning aid and an excellent reference resource.

***** WAGmob: Over One million paying customer ***** WAGmob brings you Simple 'n Easy, on-the-go learning book for "Learn Xcode 101". The book provides: Snack sized chapters for easy learning. Designed for both students and adults. This book provides a quick summary of essential concepts in Learn Xcode 101 by following snack sized chapters: Xcode Introduction, • Introduction to Xcode • History • Composition • IOS • Xcode IDE Installing Xcode, • Installing XCODE • Steps for Installing Xcode Features in Xcode 4.1-4.5 , • New Features in XCODE 4.1-4.5 Removing Xcode, • Removing XCODE • Why Uninstall Xcode? • Uninstall Xcode’s Unix Development • Uninstall the Xcode Developer Folder and Contents Only • Uninstall Xcode System Support Starting a Project, • Starting a Project • Create a Git Repository for Your New Project • Checking Out the Project: • Modernizing the Project: • Adding Automatic Reference Counting • Closing the Project or Workspace Configuring the Project, • Configuring the Project Creating User Interface, • Creating User Interface for App • Layout UI controls using content Driven Rules • Design the UI of your iOS App using Storyboards Editing Source Code, • Editing Source Code • Customizing Source Editor with Xcode Preferences • Entering Code Quickly and Automatically • Finding And Displaying related Content • Including Other Features into your Workflow Building and Running the app, • Building and Running the App • Creating Scheme • Editing Scheme • Managing Schemes • Configuring and Executing Actions • Customizing the Build and Running the Workflow • Fine Tune Your Builds Debugging the App, • Debugging the App • Selecting a Debugger • Finding Coding Mistakes • Managing Breakpoints • Customizing the Debug Area • Controlling Program Execution Making Projectwide Changes, • Making

Project wide Changes • Replacing Text Strings • Improving code through refactoring Managing Devices, • Managing Devices Demo, • Example: Hello World • Implementation File: Hello World Distributing your App, • How to Submit Apps on Apple Market place • Creating and Installing a Distribution Profile • Steps to create an application ID and a distribution profile • Publishing your Application to the App Store • Validation • Distribution • iTunes Connect • Errors Xcode Troubleshooting and Help, • You Can Encounter Following Issues Which You Need To Troubleshoot • To Avoid the necessity For Troubleshooting • Xcode Help About WAGmob books: 1) A companion book for on-the-go, bite-sized learning. 2) Offers value for money (a lifetime of free updates). 3) Over One million paying customers from 175+ countries. WAGmob Vision : Simple 'n easy books for a lifetime of on-the-go learning. Visit us : www.wagmob.com Please write to us at Team@WAGmob.com. We would love to improve this book.

In just 24 sessions of one hour or less, Sams Teach Yourself Xcode 4 in 24 Hours will help you achieve breakthrough productivity with Apple’s new Xcode 4.3+ development environment for OS X and iOS devices. Every lesson introduces new concepts and builds on what you’ve already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Xcode 4 development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color–figures and code appear as they do in Xcode 4.3+ Master the MVC design pattern at the heart of iOS and OS X development Use Xcode project templates to get a head start on advanced application features Efficiently use the Xcode Code Editor and get fast, contextually-aware answers with the built-in help system Use iOS Storyboards to visually describe an application’s workflow Get started with Core Data to simplify data management and data-driven user interfaces Use frameworks and libraries to package functionality and promote time-saving code reuse Use Git and Subversion source control for managing distributed projects Prepare Unit tests and use the Xcode debugger to keep your projects error free Package your apps for the App Store Use the command-line Xcode tools for scripting and build automation

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 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 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 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 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.

Apple Watch is the sort of science-fiction gadget that people used to dream about as kids. What kinds of apps do you envision for this new device? If you’re comfortable using OS X, Xcode, and iOS—and familiar with Swift—this concise book shows you the basics of building your own apps for this wrist-mounted computer with Apple’s WatchKit framework. You’ll learn what an Apple Watch is, what it isn’t, and how and why people might interact with apps you build for it. This practical guide also examines the type of apps most suitable for this device, and shows you how to be a good citizen in the iOS/Watch ecosystem. Learn the Watch app lifecycle, and understand how these apps interact with the user’s iPhone Build a Watch app and its iOS counterpart by adding controls, working with multiple screens, and sharing data Design a simple glance, the non-interactive Watch component that provides quick-look information Add functionality to the notification system, including actionable items, and display them on the Watch face Design and build complications, Watch-face gadgets that can display quick snapshots of information, including future events with Time Travel

Swift greatly simplifies the process of developing applications for Apple devices. This book provides you with the essential skills to help you get started with developing applications using Swift. Key Features Teaches you how to correctly structure and architect software using Swift Uses real-world examples to connect the theory to a professional setting Imparts expertise in the core Swift standard library Book Description Take your first foray into programming for Apple devices with Swift.Swift is fundamentally different from Objective-C, as it is a protocol-oriented language. While you can still write normal object-oriented code in Swift, it requires a new way of thinking to take advantage of its powerful features and a solid understanding of the basics to become productive. What you will learn Explore the fundamental Swift programming concepts, language structure, and the Swift programming syntax Learn how Swift compares to other computer languages and how to transform your thinking to leverage new concepts such as optionals and protocols Master how to use key language elements, such as strings and collections Grasp how Swift supports modern application development using advanced features, such as built-in Unicode support and higher-order functions Who this book is for If you are seeking fundamental Swift programming skills, in preparation for learning to develop native applications for iOS or macOS, this book is the best for you. You don’t need to have any prior Swift knowledge; however, object-oriented programming experience is desired.

Mastering XcodeDevelop and DesignPeachpit Press

This book is a beginners guide that teaches the topic using a learn by example method. This book is for people who are programming beginners and have a great idea for a Mac OS X app and need to get started.

Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes.

iOS 13 Programming for Beginners is a popular introductory guide on 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 of iOS 13, you will be up to speed with writing your first iOS app with this practical guide.

Everything you need to know to design, code, and build amazing apps Xcode 4 is Apple’s newest version of the popular development suite for creating bleeding-edge OS X and iOS apps. Written by an experienced developer and Apple-focused journalist, this book not only covers developing for OS X but also for the entire family of iOS devices, including the iPhone, iPad, and iPod touch. You’ll explore the newest tools for compiling, debugging, and finding and fixing common code errors so that you can look forward to improved, smooth-running code that is developed more efficiently than ever. Takes you step-by-step through the process of developing OS X and iOS applications using Xcode 4 Examines the benefits of Xcode 4, Apple’s updated, free, object oriented programming environment Helps you tame the complex Xcode environment so you can develop amazing apps This book gets you up to speed on all the remarkable new features and redesigned user interface of Xcode 4 so you can get started creating phenomenal apps today.

Mastering Swift 5.3, Sixth Edition will enable you to grasp the Swift basic concepts as well as explore the key features of Swift 5.3 with easy explanations and complete sets of examples

Learn how to use the power of Xcode to turn your next great app idea into a reality About This Book Learn the theory and tools behind app development using Swift 3 and Xcode 8 Build a fully featured iOS app, including a companion app for the Apple Watch Optimize, debug, and ultimately release your app on Test Flight and the App Store Who This Book Is For This book is intended for programmers looking to get a jump-start into the world of iOS development. Whether you're a young student who has only spent a few months with Java, or a seasoned developer who has spent their career developing for a different platform, all that is expected is a basic understanding of a programming language such as C++, C#, or Java. What You Will Learn Understand the most important features of the Xcode IDE Write Swift 3 code for application data models and view controllers Prepare visual layouts for an iOS application using storyboards, size classes, and auto-layout Integrate many common technologies into an app, such as multi-touch gestures, CoreData, and notifications Build companion applications for the Apple Watch with watchOS 3 Debug applications using Xcode's suite of debugging tools, and prevent bugs with unit testing Optimize an application using Xcode 8's profiling tools and asset catalogs Distribute a beta application through TestFlight, and a finished application through the App Store In Detail Over the last few years, we've seen a breakthrough in mobile computing and the birth of world-changing mobile apps. With a reputation as one of the most user-centric and developer-friendly platforms, iOS is the best place to launch your next great app idea. As the official tool to create iOS applications, Xcode is chock full of features aimed at making a developer's job easier, faster, and more fun. This book will take you from complete novice to a published app developer, and covers every step in between. You'll learn the basics of iOS application development by taking a guided tour through the Xcode software and Swift programming language, before putting that knowledge to use by building your first app called “Snippets.” Over the course of the book, you will continue to explore the many facets of iOS development in Xcode by adding new features to your app, integrating gestures and sensors, and even creating an Apple Watch companion app. You'll also learn how to use the debugging tools, write unit tests, and optimize and distribute your app. By the time you make it to the end of this book, you will have successfully built and published your first iOS application. Style and approach This easy-to-follow guide presents topics in a hands-on lecture format where concepts are introduced and explained, then used in an example as reinforcement. The first third of the book covers the separate building blocks of development, while the second two thirds cover the development of an app from start to finish.

Based on Big Nerd Ranch’s popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and 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 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 web services ALocalization/Internationalization "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

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.

This step-by-step book guides you through the process of creating awesome iPhone apps using Xcode 4. As a beginner's guide, it focuses on getting you through all the major learning points in a smooth, logical order while showing you how to avoid some common pitfalls. If you want to learn how to build iPhone applications that compete with the rest and make your mark within the iPhone industry, this book is for you. You should have some basic programming experience with Objective-C, and a good understanding of OOP, as well as some knowledge of database design. No knowledge of Xcode 4 is required.

This book will give you a thorough grounding in the principal and supporting tools and technologies that make up the Xcode developer tools suite. Apple has provided a comprehensive collection of developer tools, and this is the first book to examine the

complete Apple programming environment for both Mac OS X and iPhone. Comprehensive coverage of all the Xcode developer tools Additional coverage of useful third-party development tools Not just a survey of features, but a serious examination of the complete development process for Mac OS X and iPhone applications

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple’s documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

Designing iOS mobile apps using simple Swift codes and libraries. KEY FEATURES ? Combines the fundamentals of Swift and power-packed libraries, including SwiftUI. ? Includes graphical illustrations and step-by-step instructions on coding your first iOS application. ? Covers end-to-end iOS app development with code debugging and best practices. DESCRIPTION 'Swift in 30 Days' teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified, pragmatic, and quick programming learning without much theory. The book examines the basics of Swift programming, fundamental Swift building blocks, how to write syntax, constructs, define classes, arrays, model data with interfaces, and several examples of Swift programming. The book will help you to create the environment for app development, including tools and libraries like Xcode and SwiftUI. You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application. You will have access to design patterns and learn how to handle errors, debug, and work with protocols. By the end of this book, you will become a trusted Swift programmer and a successful iOS developer who will dive deeper into Apple's intelligent app programming challenge. WHAT YOU WILL LEARN ? Create an iOS app from scratch and learn fundamental Swift concepts such as operators and control flow. ? Create intuitive and intelligent user interfaces with an understanding of self-design and constraints. ? Recap OOP concepts and Swift protocol-based programming. ? Work with design patterns, write clean codes, and build expert tables and navigations. ? Work with Xcode and SwiftUI 2.0. WHO THIS BOOK IS FOR This book is for students, graduates, and entry-level coders who want to learn iOS app development without prior Swift or mobile app development experience. TABLE OF CONTENTS Week 1 (Beginner) 1. Building Your First App 2. Swift Programming Basics 3. Auto Layout 4. Types and Control Flow Week 2 (Intermediate) 5. Optional Type and More 6. Code Structuring Week 3 (Advanced) 7. OOP in Swift 8. Protocols and Delegates Week 4 (Bonus) 9. Error handling and Debugging 10. SwiftUI

Learn iOS app development and work with the latest Apple development tools Key features Explore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 14 such as Mac Catalyst, SwiftUI, widgets and App Clips Book Description If you're a beginner 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 learn Get to grips with the fundamentals of Xcode 12 and Swift 5.3, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features, such as widgets and App Clips Convert an existing iPad app into an Apple Silicon Mac app Design, deploy, and test your iOS applications with design patterns and best practices Who 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.

Anyone with programming experience can learn how to write an iPhone app. But if you want to build a great app, there's a lot more to it than simple coding: you also need to know how design and market your creation. This easy-to-follow guide walks you through the entire process, from sketching out your idea to promoting the finished product. Get to know the tools for developing your iPhone app Design a great app before you start coding Build a complex app with Xcode and Interface Builder Decide how to brand your app-then beta-test that brand in the real world Learn the inside scoop on how to get your app into the App Store Promote your product, track sales, and build a strong customer following

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

Learn the critical tips and techniques to make using Xcode for the iPhone, iPad, or Mac easier, and even fun. Explore the features and functionality of Xcode you may not have heard of. Go under the hood to discover how projects really work, so when they stop working, you'll know how to fix them. Explore the common problems developers face when using Xcode, and find out how to get the most out of your IDE. Dig into Xcode, and you'll discover it's richer and more powerful than you might have thought. Get a huge productivity boost by working with Xcode instead of against it. Instead of hacky code fixes and manual processes, once you know the the why and how of Xcode's process, you'll discover that doing things Xcode's way makes your app development more elegant and less aggravating. Explore the major features of Xcode: project management, building UIs with storyboards, code editing, compiling apps, fixing bugs and performance problems, unit- and UI testing, and source code management. Go beyond the basics and explore tasks that professionals

deal with when they're working on big projects. Create storyboards that many developers can work on at once, even as projects grow to hundreds or thousands of files. Find the tools that make the code editor pleasant to work with, even in long coding sessions. Discover the right way to find and fix bugs when you have lots of code that's not always playing nicely together.Dig into specific and little-discussed features that help developers on Apple's other platforms: macOS, watchOS, and tvOS. When you're ready to distribute your app, learn how Apple's code-signing system really works. Find out when to let Xcode handle it automatically, and how to do it manually when needed. Discover how much easier and more fun iOS development is when you know the secrets of the tools. What You Need: This book requires Xcode 9 and a Mac running macOS High Sierra (10.13.2) or later. Additionally, an iOS device is recommended for on-device testing but not required.

Learn iOS App Development is both a rapid tutorial and a useful reference. You'll quickly get up to speed with Objective-C, Cocoa Touch, and the iOS 7 SDK. It's an all-in-one getting started guide to building your first iPhone or iPad app. You'll learn best practices that ensure your code will be efficient and perform well, earning positive reviews on the iTunes App Store, and driving better search results and more revenue. The iOS 7 SDK offers powerful new features, and this book is the fastest path to mastering them—and the rest of the iOS SDK —for programmers with some experience who are new to iPhone and iPad app development. Many books introduce the iOS SDK, but few explain how to develop apps optimally and soundly. This book teaches both core Objective-C language concepts and how to exploit design patterns and logic with the iOS SDK, based on Objective-C and the Cocoa Touch framework. Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start? Get an accelerated treatment of the core fundamentals of Objective-C. Develop your first app using Xcode's advanced interface design tools. Build your first iPhone app using the code that you're given as you walk through this book. Finally, debug and distribute your first app on Apple's iTunes App Store. Learn how to create apps for any model of iPhone, the iPod Touch, the iPad, or build universal apps that run on all of them. After reading this book, you'll be creating professional quality apps, ready to upload to the app store, making you the prestige and the money you seek! What you'll learn Develop simple to moderately complex iOS apps. Add sound and iPod music playback, the camera, and photos to your app. Connect your app to the world through internet services, peer-to-peer networking, social networking, and cloud synchronization. Plug into the latest mobile technologies: maps, GPS, accelerometer, gyroscope, and compass. Polish your apps with elegant animation and effortless navigation. Improve your app's quality with core design patterns and best programming practices. Who this book is for This book requires no prior iPhone or iOS app coding experience, but some comfort with programming in general is assumed. Table of Contents Getting Your Tools Boom, App! Spin a Web Coming Events Table Manners Object Lesson Smile! Model Citizen Sweet, Sweet, Music Got Tools? Draw Me a Picture There and Back Again Networking, the Nerdy Kind Networking, the Social Kind Build It and They Will Come Wheeeeeee! Where Am I? Remember Me? Document This Being Objective The Elephant in the Room Êtes-vous polyglotte? Faster, Faster! Twice as Nice

Learn How to Make 2D iOS and tvOS Games! Updated for Xcode 7.3 and Swift 2.2. Learn how to make iOS and tvOS games in Swift, using Apple's built-in 2D game framework: Sprite Kit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own game! [Screenshots of 6 games: Zombie Conga, Cat Nap, Drop Charge, Dino Defense, Delve, and Circuit Racer] By the time you're finished reading this book, you will have made 5 complete mini-games, from an action game to a puzzle game to a tower defense game! Topics Covered in 2D iOS & tvOS Games by Tutorials Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the "easy way" using Sprite Kit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Camera: Use Sprite Kit's built-in camera to control your view. Labels: Learn how to display text for lives, score and more in your game. tvOS: Learn how to port your game to the Apple TV and work with the remote. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. State Machines: Learn about GameplayKit's state machine support in iOS 9. Particle Systems: Add explosions, star fields, and other special effects. Adding "Juice" Take your game from good to great by polishing it until it shines. Entity-Component System: Use GameplayKit's new architecture for max reusability. Pathfinding: Make your characters move using GameplayKit's new pathfinding support. Tile Maps: Make games that use tile maps. And much more, including: Randomization, procedural levels, game controllers, and 5 downloadable chapters!

Learn iOS Development Using SwiftUIYou've heard about Apple's hot new declarative user interface SDK - SwiftUI - and are ready to try your hand at iOS development. But, you have no idea where to begin.SwiftUI Apprentice to the rescue! This book will guide you through the first steps of your journey as you learn to build beautiful iOS apps.Who This Book is ForThis book for developers who are new to iOS and SwiftUI who are looking for a step-by-step path to learning.Topics Covered in SwiftUI ApprenticeUsing Xcode: Learn how to use Xcode - Apple's integrated development environment - to code, build and debug your iOS apps.Planning and Prototyping: Learn how to plan and prototype apps using SwiftUI. Once you're happy with the prototype, you'll fill out the implementation into a full-featured app with a beautiful, professionally-designed user interface.Managing Assets: Discover how to manage app assets, such as colors and images, so your app looks good on all iOS devices from the smallest iPod Touch to the largest iPad.SwiftUI Data Flow: See how to manage data within a SwiftUI app so the user interface updates automatically as that data changes.Data Persistence: Explore multiple strategies for persisting an app's data. Understand the pros and cons of several approaches so you can decide the best solution for your own apps.Networking: Learn to access REST APIs so your app can use internet resources to enhance your app's user experience.One thing you can count on: After reading this book, you'll be prepared to create your own iOS apps using SwiftUI.

Swift OS X Programming for Absolute Beginners is your step-by-step guide to learning how to code using Swift, Apple's hottest new programming language. This book will not only teach complete programming novices how to write OS X programs, but it can also help experienced programmers moving to the Macintosh for the first time. You will learn to understand the principles of programming, how to use Swift and Xcode, and how to combine your knowledge into writing OS X programs. If you've always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages, then you'll want to learn Swift. Swift is your gateway to both Macintosh and iOS app development while being powerful and easy to learn at the same time, and Swift OS X Programming for Absolute Beginners is the perfect place to start - add it to your library today.

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.

Xcode is the flagship application of Apple’s suite of developer tools. In this book, Xcode experts Maurice Kelly and Joshua Nozzi show you how to use Apple’s powerful developer tools to start writing iOS and OS X apps. You’ll learn what Xcode can do and gain a deep understanding of how Xcode works so you can create and maintain great apps of your own. After a tour of the Xcode tools suite, you’ll jump in by creating a basic Cocoa app and exploring the Xcode interface. You’ll learn how to manage your project, write and debug code, build user interfaces, and use version control. You’ll also learn to customize the build process, write and run unit tests, profile your code, and deploy your apps. This book includes: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Insight into best practices from two Xcode experts Emphasis on using Xcode’s streamlined interface for UI design, coding, testing, and debugging

Provides information on using Xcode to build applications with Macintosh languages and technology.

Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple’s Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you’ll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By the time you’re finished, you’ll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views Designing UI views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server’s sleek continuous integration system Register your book at www.informit.com/register for access to this title’s downloadable code.

Provides a step-by-step introduction to the process of developing OS X and iOS applications using the latest version of the programming environment, including such topics as Xcode 5's interface, new features, templates, and code snippets.

This first book in the series from Kevin McNeish is specifically designed to teach non-programmers how to create Apps for the iPhone and iPad.

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? There's a new language in town. Swift is Apple's new, native, fast, and easy to learn programming language for iOS and OS X app development. It's their "Objective-C without the C". If you are an iOS developer or planning to become one, learning Swift is your #1 priority, and Learn Swift on the Mac tells you everything you need to get up to speed, well, swiftly. You'll start with the Swift

Playground and an introduction to object-oriented programming so you can immediately see Swift in action. You then learn about all of the key language features like functions and closures, classes, methods, extensions, and how Swift works just as well as Objective-C when it comes to easy memory management with ARC. Finally you'll learn how to use Swift alongside Objective-C as well as with Core Data, and you'll learn how to put all of the pieces together with a health app using Apple's new HealthKit framework.

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.