Xcode 7 Essentials
Second Edition

Step up your iOS development with the power and wealth of features of Xcode 7

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   iOS 8 App Development Essentials - Second Edition Neil Smyth,2014-12-16 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   **SwiftUI Essentials - iOS 15 Edition** Neil Smyth,2022-04-21 The goal of this book is to teach the skills necessary to build iOS 15 applications using SwiftUI Xcode 13 and the Swift 5 5 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 5 programming language including data types control flow functions object oriented programming property wrappers structured concurrency 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 Core Data CloudKit 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 15 using SwiftUI Assuming you are ready to download the iOS 15 SDK and Xcode 13 and have an Apple Mac system you are ready to get started *SwiftUI Essentials - iOS Edition* Neil Smyth,2019-11-26 The goal of this book is to teach the skills necessary to build iOS 13 applications using SwiftUI Xcode 11 and the Swift 5 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 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 and both observable and environment objects as are key user interface design concepts such as modifiers lists tabbed views context menus and user interface navigation The book also includes chapters covering graphics drawing user interface animation view transitions and gesture handling 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 13 using SwiftUI Assuming you are ready to download the iOS 13 SDK and Xcode 11 and have an Intel based Mac you are ready to get started C++ Essentials For Dummies John Paul Mueller,2025-01-22 The quick and crystal clear guide to C programming C Essentials For Dummies is your useful reference to the key concepts of C the popular general purpose language utilized everywhere from building games to writing parts of operating systems With minimal review and background material and absolutely no fluff this book gets straight to the essential topics you need to know to ramp up brush up or level up Get a helpful intro to the basic concepts of coding in C Review what you already know or pick up essential new skills Create projects that run smoothly with the C language Keep this concise reference book handy for jogging your memory as you work Great for supplementing classroom learning reviewing for a certification or staying knowledgeable on the job C Essentials For Dummies is a fantastic refresher guide that you can always turn to for answers **IPad IOS 5 Development Essentials** Neil Smyth,2011-12-12 This iOS 5 edtion of iPad Development Essentials contains 58 chapters of in depth information on the development of apps for the iPad fully updated for use with the iOS 5 SDK The aim of this book is to teach you the skills necessary to build your own apps for the iPad Beginning with the basics this book provides an overview of the iPad hardware and the architecture of

iOS 5 An introduction to programming in Objective C is provided followed by an in depth look at the design of iPad applications and user interfaces More advanced topics such as file handling database management graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking iAds integration location management local notifications maps split views camera access and video playback support New iOS 5 specific features are also covered in detail including page view controller implementation the UIDocument class iCloud based storage Storyboard user interface design automatic reference counting Twitter integration and image filtering with Core Image iPad iOS 5 Development Essentials takes a modular approach to the subject of iPad application development with each chapter covering a self contained topic area This makes the book both an easy to follow learning aid and an excellent reference resource

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the synergy of design and computer engineering using tools that allow developers to take a game idea from concept to application in record time Whether you are new to iOS and game development as a whole or are an experienced programmer wanting to learn the latest features of the platform iOS 9 Game Development Essentials will provide you with crucial insight into this widely used platform Starting with the Swift programming language this book gets the ball rolling with code concepts and game centric code samples right from the get go giving you get a solid understanding of Apple s cutting edge programming language The book takes you through iOS game development concepts and introduces the various frameworks that allow you to develop robust reusable and intelligent game components in both 2D and 3D game environments Style and approach This book is a step by step guide into the code and concepts of iOS apps Each chapter contains diagrams that showcase the features of the platform along with code samples from Apple and code samples exclusive to this book *Pro Core Data for iOS, Second Edition* Robert Warner,Michael Privat,2012-02-02 Fully updated for Xcode 4 2 Pro Core Data for iOS explains how to use the Core Data framework for iOS SDK 5 using Xcode 4 2 The book explains both how and why to use Core Data from simple to advanced techniques Covering common and advanced persistence patterns this book prepares any iOS developer to store and retrieve data accurately and efficiently This book starts by giving you a solid grounding in Core Data providing a foundation for the rest of the book With this knowledge you ll have all you need to master Core Data and power your data driven applications You ll see how to work with SQLite and how to create an efficient data model to represent your data Once you ve established your data model you ll learn how to work with data objects and refine result sets to get the most out of the stored data The advanced portions of the book begin by showing you how to tune your apps performance and memory usage to give you a truly professional edge You ll see how to version and migrate your data as well to ensure your data stays organized and efficient Finally the book covers managing table views with NSFetchedResultsController Swift Essentials Dr Alex Blewitt,2016-01-27 Discover how to build iOS and watchOS applications in Swift 2 using Xcode About This Book Gets you up and running with Swift programming without any prior iOS development experience A fast paced guide showing best practices and lets you get up to speed with Swift to quickly build your own iOS applications A unique practical approach to make your life with Swift easy Who This Book Is For Are you interested in learning Swift Do you want to write iOS applications in Swift If yes then this is the book for you No prior iOS programming experience is assumed however having some experience with any programming language will be beneficial What You Will Learn Dive into Swift and explore its innovative and powerful syntax Work with Swift in Xcode to get a unique and productive approach to development Find out how to create complete iOS applications Discover rapid prototyping with a Swift playground Get to know how to use the Swift storyboard to develop multi page applications Get to grips with parsing JSON and XML data from network sources Build a network client for GitHub repositories with full source code on GitHub In Detail Swift was considered one of the biggest innovations last year and certainly with Swift 2 announced at WWDC in 2015

this segment of the developer space will continue to be hot and dominating This is a fast paced guide to provide an overview of Swift programming and then walks you through in detail how to write iOS applications Progress through chapters on custom views networking parsing and build a complete application as a Git repository all by using Swift as the core language Style and approach This fast paced practical guide will quickly give you hands on experience with all the features of Swift programming Following the practical examples in the book will help you successfully create your own iOS applications

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 *PhoneGap Essentials* John M. Wargo,2012 Using PhoneGap developers can build native mobile apps using standard HTML5 JavaScript and CSS and then deploy those apps to every leading mobile platform with little or no recoding Up to now though PhoneGap was lacking complete practical documentation PhoneGap Essentials fills that void It s the first concise yet complete tutorial for succeeding with PhoneGap in real world development Experienced mobile developer John M Wargo thoroughly introduces the PhoneGap platform explaining what it is what it does and how it works He then guides through configuring PhoneGap environments creating complete mobile apps and building them for the Google Android tm Samsung bada Apple iOS BlackBerry devices Symbian tm OS and Windows Phone **Learn cocos2d Game Development with iOS 5** Steffen Itterheim,Andreas Lw,2011-12-14 Create compelling 2D games with Learn cocos2d Game Development with iOS 5 This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps virtual joypads Game Center and more It teaches you The process and best practices of mobile

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