

CREATE A BASIC CORE DATA IPHONE APP USING XCODE AND IOS 8 SWIFT



GABRIEL SERRANO

GOODSTARTBOOKS

Create An Iphone App Like The Flappy Bird A Step By Step Guide Using Swift Goodstartbooks Swift Programming

Serhan Yamacli



Create An Iphone App Like The Flappy Bird A Step By Step Guide Using Swift Goodstartbooks Swift Programming:

Swift in 30 Days Gaurang Ratnaparkhi, 2021-09-03 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
[Beginner's Guide to IOS 14 App Development Using Swift 5, SwiftUI and UIKit](#)
Serhan Yamacli, 2020-10-30 This book covers iOS 14 app design fundamentals using the latest Swift 5 programming language Xcode 12 and iOS 14 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 5 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 8 complete apps including a 2D game in SpriteKit and a 3D game in SceneKit are developed in separate chapters Both the mature UIKit and the newest SwiftUI frameworks are used for developing these apps 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 on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter

1 Introduction General info and the steps of developing an iOS app Chapter 2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World app Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 5 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen Chapter 7 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 Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 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 Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 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 2D game Chapter 12 Blue Capsule Hunter game Basics of SceneKit that is used to develop 3D iOS games adding objects to the game moving objects sensing screen touches using score text and combining these concepts for developing a 3D game This book includes 218 figures and 108 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book's companion website www.yamaclis.com/ios14 **Learn Swift Programming from Scratch** RAFAEL.

SANDERS, 2025-05-22 Ready to build your first iOS app Swift is the programming language you need to create modern interactive and high performance mobile applications Whether you're a beginner or an experienced developer this step by step guide will teach you everything you need to know to start building iOS apps like a pro This comprehensive guide is designed to take you from scratch covering everything from the basics of Swift programming to creating fully functional iOS applications With practical examples and hands on projects you'll learn how to build apps troubleshoot common issues and make the most of Apple's Swift programming language What you'll learn Understand the core concepts of Swift programming including syntax variables and constants Work with Xcode and Playgrounds to develop iOS apps from scratch Build and manage user interfaces with SwiftUI and UIKit Handle user input and actions with buttons sliders and other interface elements Learn how to implement core functionalities like data storage networking and security Debug test and optimize your iOS applications Create and deploy real world apps on the App Store Integrate APIs and external services into your apps Learn best practices for building modern scalable and maintainable iOS apps By the end of this book you'll be able

to create your own iOS apps with confidence and understand the ins and outs of Swift programming for mobile development Perfect for beginners looking to learn Swift and build high quality iOS apps [iOS 15 Application Development for Beginners](#) Arpit Kulsreshtha,2021-12-31 Learn iOS App development with advanced Apple technology and developer centric tools 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 TABLE OF CONTENTS 1 Getting Started with Xcode 2 Swift Fundamentals 3 Classes Struct and Enumerations 4 Protocols Extensions and Error Handling 5 TabBar TableView and Collection View 6 User Interface Design with SwiftUI 7 Database with SQLite and Core Data 8 File Handling in iOS 9 App Gesture Recognizers in iOS 10 Core Location with MapKit 11 Camera And Photo Library 12 Machine Learning with Core ML 13 Networking in iOS Apps 14 Mobile App Patterns and Architectures 15 Publish iOS App on App Store **Beginner's Guide to iOS 13 App Development Using Swift 5. 1** Serhan Yamacli,2019-10-27 This book covers iOS 13 app design fundamentals using the latest Swift 5 1 programming language Xcode 11 and iOS 13 1 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 5 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 complete apps including a 2D game are developed in separate chapters 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 on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info and the steps of developing an iOS app Chapter 2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 5 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen Chapter 7 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 Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 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 Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 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 2D game This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book s companion website www.yamaclis.com/ios13swift5 *Anyone Can Create an App* Wendy Wise, 2017-03-10 Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life Great news With the right tools and a little practice anyone can create an app This book will get you started even if you ve never written a line of computer code Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Book *Anyone Can Create an App* begins with the basics by introducing programming concepts the Swift language and the tools you ll need to write iOS apps As you explore the interesting examples illuminating illustrations and crystal clear step by step instructions you ll learn to Get started programming no experience necessary Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not Lion app By the end you ll be able to create and run your own apps and you ll have the confidence to learn more on your own The book is updated for Swift 3

About the Reader This book is written especially for non programmers no experience needed About the Author Wendy Wise has an extensive background in mobile and application development and has worked with several Fortune 500 companies In her 17 year technical career Wendy has served as a senior director of software development a senior product manager for international mobile applications and a hands on developer for web and mobile technologies among many other technical roles Wendy fully embraces her nerd geek side as you ll find out as you read this book In her spare time she enjoys beer coffee photography camping and being outdoors Table of Contents PART 1 YOUR VERY FIRST APP Getting started Building your first app Your first app explained Learning more about your development tools Xcode Capturing users actions adding buttons The button app explained Capturing user input adding text boxes Playing on the Playground PART 2 THE KEYS TO THE CITY UNDERSTANDING KEY DEVELOPMENT CONCEPTS Go with the flow man Controlling the flow of your app While you re doing that Collections Telling stories with storyboards ViewControllers in depth Put it on my tab creating tab bars Table views more than a coffee table picture book Patterns learning to sew PART 3 CREATING THE LIKE IT OR NOT APP Putting it all together the LioN app Adding data to your LioN app Displaying details of your LioN Creating the details of the detail view The AddEditView scene Delegates are everywhere Editing LioNs Saving LioNs Making your LioN prettier Working with Auto Layout Search your LioNs

iOS Apps for Masterminds 4th Edition J.D Gauchat,2018-08-15 Learn how to create apps for iOS 12 before anyone else This is the first book to teach you how to work with Swift 4 2 Xcode 10 iOS 12 and the new APIs introduced by Apple iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads After reading this book you will know how to program in Swift how to design user interfaces and how to work with the most powerful frameworks available for the construction of modern applications This book is a complete course that will teach you how to build insanely great applications from scratch Every chapter explores both basic and complicated concepts of computer programming the Swift language and app development The information is supported by functional examples that guide beginners and experts through the most fundamental frameworks included in the iOS SDK The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development It was designed to prepare you for the future and was written for the genius inside you for Masterminds This book includes Introduction to Swift 4 2 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Stack Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud CloudKit Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photos Library Web Kit Views Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization and more iOS app development with iOS 12 Xcode 10 and Swift 4 2 App development Swift programming Create apps Create app iPhone apps Build app Swift language develop application

Objective C Apple development iOS development iOS Apps Program apps **Hello Swift!** Puneet Bakshi, Tanmay Bakshi, 2019-04-19 Summary Hello Swift is a how to guide to programming iOS Apps with the Swift language written from a kid's perspective. This approachable well illustrated step by step guide takes you from beginning programming concepts all the way through developing complete apps. Adults will like it too. Purchase of the print book includes a free eBook in PDF, Kindle and ePub formats from Manning Publications. About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own apps? With a little practice you can Apple's Swift language along with special coding playgrounds and an easy to use programming environment make it easier than ever. Take it from author Tanmay Bakshi who started programming when he was just five years old. About the Book His book Hello Swift iOS app programming for kids and other beginners teaches you how to write apps for iPhones and iOS devices step by step starting with your first line of Swift code. Packed with dozens of apps and special exercises the book will teach you how to program by writing games solving puzzles and exploring what your iPhone can do. Hello Swift gets you started. Where you go next is up to you. What's inside Crystal clear explanations anyone can understand. Kid friendly examples including games and puzzles. Learn by doing you'll build dozens of small apps. Exercises that encourage critical thinking. About the Reader Written for kids who want to learn how to program. Psst Adults like it too. About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker and Manning author. Table of Contents Get ready to build apps with Swift. Create your first app. Your first real Swift code using variables. I/O laboratory. Computers make decisions too. Let computers do repetitive work. Knitting variables into arrays and dictionaries. Reuse your code. Clean it with function detergent. Reduce your code. Use less, do more with class detergent. Reading and writing files. Frameworks. Bookshelves of classes. SpriteKit. Fun animation time. Time to watch your WatchKit code. Continuing your journey with Swift. SwiftUI Projects Craig Clayton, 2020-12-11 Learn SwiftUI by designing and building complex user interfaces for watchOS, iPadOS and iOS with the help of projects including a financial app, a sports news app and a POS system. Key Features Learn SwiftUI with the help of practical cross platform development projects. Understand the design considerations for building apps for different devices such as Apple Watch, iPhone and iPad using SwiftUI's latest features. Work with advanced SwiftUI layout features including SF Symbols, SwiftUI grids and forms in SwiftUIBook. Description Released by Apple during WWDC 2019, SwiftUI provides an innovative and exceptionally simple way to build user interfaces for all Apple platforms with the power of Swift. This practical guide involves six real world projects built from scratch with two projects each for iPhone, iPad and watchOS built using Swift programming and Xcode. Starting with the basics of SwiftUI you'll gradually delve into building these projects. You'll learn the fundamental concepts of SwiftUI by working with views, layouts and dynamic types. This SwiftUI book will also help you get hands on with declarative programming for building apps that can run on multiple platforms. Throughout the book you'll work on a chart app, watchOS

NBA draft app watchOS financial app iPhone Tesla form app iPhone sports news app iPad and shoe point of sale system iPad which will enable you to understand the core elements of a SwiftUI project By the end of the book you ll have built fully functional projects for multiple platforms and gained the knowledge required to become a professional SwiftUI developer What you will learn Understand the basics of SwiftUI by building an app with watchOS Work with UI elements such as text lists and buttons Create a video player in UIKit and import it into SwiftUI Discover how to leverage an API and parse JSON in your app using Combine Structure your app to use Combine and state driven features Create flexible layouts on iPad Who this book is for SwiftUI Projects is intended for anyone who is already comfortable with Swift We do not cover Swift topics in detail so you need to be familiar with these already All of the SwiftUI topics are taught as if this is the first time you ve learned them and will gradually get more difficult

Swift App Development Oliver Snowden, 2024-10-03

Swift App Development Your First iOS App from Start to Finish Transform your innovative ideas into stunning applications with Swift App Development Your First iOS App from Start to Finish This essential guide is perfect for beginners eager to dive into the world of iOS app development swift using Apple s powerful Swift programming language Whether you re starting from scratch or seeking to enhance your skills this book is your complete resource for mastering the fundamentals of app development with Swift

Why Choose Swift App Development Step by Step Guidance This book provides a thorough walkthrough of the entire swift app development process from the initial idea to app store submission You ll learn how to create your first app with clear detailed instructions that simplify the often daunting app development journey

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Access to Resources You ll find a wealth of resources and tips throughout the book including links to swift app development courses and community forums This book is designed to help you overcome challenges while providing insights into best practices for swiftui app development

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The Joy of Swift Alan Forbes, 2015-12-18 How to Program iOS Applications Using Apple Swift even if you've never programmed before Have you ever wanted to design your own iOS application but thought it would be too difficult or maybe you just don't know where to start Have you found the amount of information on the Internet either too daunting or not geared for your skill set or worse just plain boring Are you interested in learning to program your own apps and have some fun along the way If so then *The Joy of Swift* by Alan Forbes is the book for you *The Joy of Swift* teaches the total beginner how to build next generation iOS apps with Swift Apple's latest programming language If you've programmed with Xcode before or if you know some Objective C already this is probably not the book for you this book is for those who are just starting out and don't know where to begin This book's straightforward step by step approach helps you quickly master Swift's core concepts structure and syntax and use Swift to write safe powerful modern code In just a few hours you'll be building a user interface and programming code that interacts with it Most chapters stand alone and cover just one specific topic such as working with Maps keeping it as simple as possible so you get the basic idea not an exhaustive an exhausting examination of every detail This will not be the only book about Swift you'll ever need but it should be the first one Step by step instructions designed for beginners carefully walk you through the most common Swift development tasks Practical hands on examples show you how to apply what you learn Learn how to Set up your Swift development environment Master Swift's fundamental data types and operators Build a user interface visually Make the most of arrays and dictionaries Control program flow and modify execution paths Perform complex actions using functions Build a simple app that you can understand

Programming iOS 14 Using Swift 5.3 in 45 Minutes Dennis Howard, 2021-02-12 You are one step away from programming iOS 14 apps using Swift 5.3 and Xcode if you take the decision to purchase this book Have you ever wondered how iOS apps are built and designed If your answer is yes then you are in for a long and exciting journey with this guide Apps in the Apple Playstore are built with Swift which is a general purpose multi paradigm compiled programming language Swift is used with Xcode which is an Apple's integrated development environment IDE used for building software for devices using iOS Swift is similar to Python as it is also an object oriented programming language Apps built on this platform can be uploaded on the Apple Playstore by the developer *Programming iOS 14 using Swift and Xcode* A step by step beginners to pro guide to programming iOS 14 using Swift 5.2 and Xcode 12.2 provides both new and existing app developers a theoretical and practical approach to learning Apple's Swift programming language Several theories explained in this guide has a tutorial chapter attached to it for practical learning Topics covered in this guide include and are not limited to Swift Playgrounds Swift Data types Swift Operators and Expressions SwiftUI and UIKit Error Handling SwiftUI Stacks and Frames Uploading the App to the Apple Playstore These represent a few of the chapters covered in this simple and straightforward guide Start your journey of becoming an iOS app developer today Scroll up and click the BUY NOW

WITH 1 CLICK BUTTON **Swift** Daniel Bell,2019-10-10 Do you want to develop iPhone apps but don't know where to start If you want to learn Swift programming from Scratch this short book is for you Learn Swift for iPhone iOS development no programming development experience is required Download your copy NOW Book Objectives This book is about Swift programming The following are the objectives of the author To familiarize you with the basics of Swift programming language To equip you with Swift programming skills both beginner and advanced skills To help you understand the difference between Swift and Objective C To help you appreciate the power of Swift as a programming language for the development of mobile applications Who this Book is for The author intends to benefit any of the following groups of people Anybody who wants to learn basic Swift programming skills Anybody who needs to advance their Swift programming skills Anybody who needs to learn iOS app development for iOS 9 and above Professors lecturers or tutors who are looking to find better ways to explain Swift programming to their students in the simplest and easiest way Students and academicians especially those focusing on Swift programming computer science and software development Requirements The author expects you to have a computer installed with Mac OS X If you don't have a MacBook you can consider creating a Mac OS X virtual machine on your computer What is inside the book SWIFT BASICS SWIFT DATA TYPES SWIFT VARIABLES AND CONSTANTS SWIFT OPERATORS DECISION MAKING SWIFT LOOPS SWIFT FUNCTIONS SWIFT CLASSES SWIFT METHODS SWIFT ARRAYS SWIFT DICTIONARY SWIFT SETS SWIFT CLOSURES From the back cover The author begins by introducing the readers to the foundations of the Swift programming language The aim is to help them the individuals who developed the language how the Swift compiler works The reader has been guided on what they require so as to program in Swift The author has then discussed the basics of Swift including writing comments writing and running the first Swift program Swift syntax etc The various features provided by Swift have been discussed in depth including data types variables constants loops decision making functions operators object oriented programming features etc The author has organized the book into chapters with each chapter having many sub chapters Swift codes have been added alongside thorough explanations of the code and images showing the expected output upon the execution of every script The author begins with the basics of Swift and ends by discussing the complex features provided by the programming language A step by step approach has been employed in every chapter for ease of understanding [Ios Apps for Masterminds](#) J. D. Gauchat,2016-09-09 Get ahead of everyone else and learn the latest technologies introduced by Apple This is the first book to teach you how to work with Swift 3 Xcode 8 iOS 10 and the new APIs iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads After reading this book you will know how to program in Swift how to design user interfaces and how to work with the most powerful frameworks available for the construction of modern applications This book is a complete course that will teach you how to build insanely great applications from scratch Every chapter explores both basic and complicated concepts of computer programming the Swift

language and app development The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development It was designed to prepare you for the future and was written for the genius inside you for Masterminds This book includes Introduction to Swift 3 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photos Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization and more iOS app development with iOS 10 Xcode 8 and Swift 3 App development Swift programming Create apps Create app iPhone apps Build app Swift language develop application Objective C Apple development iOS development iOS Apps Program apps *iOS Apps for Masterminds, 2nd Edition* J.D Gauchat,2016-03-10 Get ahead of everyone else and learn the latest technologies introduced by Apple This is the first book to teach you how to work with Swift 3 Xcode 8 iOS 10 and the new APIs iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads After reading this book you will know how to program in Swift how to design user interfaces and how to work with the most powerful frameworks available for the construction of modern applications This book is a complete course that will teach you how to build insanely great applications from scratch Every chapter explores both basic and complicated concepts of computer programming the Swift language and app development The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development It was designed to prepare you for the future and was written for the genius inside you for Masterminds This book includes Introduction to Swift 3 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photo Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization and more iOS app development with iOS 10 Xcode 8 and Swift 3App development Swift programming Create apps Create app iPhone apps Build app Swift language develop application Objective C Apple development iOS development iOS Apps Program apps *SwiftUI Essentials - iOS 14 Edition* Neil Smyth,2020-12-07 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

Game Development with Swift
Stephen Haney, 2015-07-23 Apple's new programming language Swift is fast safe accessible the perfect choice for game development Packed with best practices and easy to use examples this book leads you step by step through the development of your first Swift game The book starts by introducing Swift's best features for game development Then you will learn how to animate sprites and textures Along the way you will master the physics framework add the player character and NPCs and implement controls Towards the end of the book you will polish your game with fun menus integrate with Apple Game Center for leaderboards and achievements and then finally learn how to publish your finished games to the App Store By the end of this book you will be able to create your own iOS games using Swift and SpriteKit

[Programming: Swift: Create A Fully Functioning App: Learn In A Day!](#) Os Swift, 2016-02 Learn to Create and Write Your Own Apps Do you have a great idea for an app or a game Would you like to make your dream a reality Do you need the tools and skills to start making your own apps When you purchase Swift Programming Guide Create a Fully Functioning App in a Day you'll learn how to make your own apps and programs right away These fun and easy tips transform the dreaded chore of learning programming code into a fun hobby You'll be proud to show off your creations to your friends coworkers and family Would you like to know more about Playgrounds Classes and Methods Arrays and For Loops Creating Your First iOS App Storyboards and Interface Builders This helpful book explains how to use Xcode and Apple's new coding language Swift to create amazing new products It takes you step by step through the process of writing your first app Download Swift Programming Guide Create a Fully Functioning

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