

Swift Development With Cocoa Developing For The Mac And IOS App Stores

Swift For Dummies Jesse Feiler 2015-02-24 Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, *Swift For Dummies* shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and social media Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

Swift OS X Programming for Absolute Beginners Wallace Wang 2015-08-11 *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.

Building Cocoa Applications Simson Garfinkel 2002 Applications developers will find step-by-step instruction for using Cocoa to build a series of graphics applications for Mac OS X in this tutorial featuring extended examples written in Objective-C. Following material on Cocoa, the Aqua interface, and Interface builder, the bulk of the book provides instructions for building a four-function calculator, a multiple-document, multiprocess application, and a multithreaded, mouse-tracking application. Familiarity with programming in general and with the ANSI C language is assumed. Annotation copyrighted by Book News, Inc., Portland, OR.

iOS 13 Programming for Beginners Ahmad Sahar 2020-01-24 A step-by-step guide to learning iOS app development and exploring the latest Apple development tools Key Features Explore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and more Book Description iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS, covering the entire

process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and 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 latest version of Xcode, and also implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learn

Get to grips with the fundamentals of Xcode 11 and Swift 5, 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 the app

Implement the latest iOS features such as Dark Mode and Sign In with Apple

Understand how to convert an existing iPad app into a Mac app

Design, deploy, and test your iOS applications with industry patterns and practices

Who this book is for This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will also find this book useful.

Using iPhones, iPads, and iPods Matthew Connolly 2014-10-28 Using iPhones and iPads: A Practical Guide for Librarians offers library professionals a clear path to Apple readiness. The authors combine their experience in library public services and mobile technology to provide easy-to-follow, step-by-step instructions to help you get up to speed.

Swift for Programmers Paul J. Deitel 2015 'Swift for Programmers' is a programming-language focused book designed to get practicing programmers up-to-speed quickly in Swift programming. The Deitels provide thousands of lines of proven Swift code in the book, using a mix of code snippets and live-code examples. When they present code snippets rather than full-length complete programs, the snippet will be extracted from a Deitel-created, compiled, live-code example to ensure that the snippet is correct

iOS 14 Programming Fundamentals with Swift Matt Neuburg 2020-09-23 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.

Learn Swift on the Mac Waqar Malik 2015-04-06 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.

Learning Swift Paris Buttfield-Addison 2017-03-30 Get valuable hands-on experience with Swift 3, the latest version of Apple's programming language. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 3 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apple's platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes: Swift 2 basics: Learn Swift's basic building blocks and features for object-oriented development OS X app development: Set up the document model, build out features, and sync data with iCloud iOS app development: Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app Advanced app extensions: Build an Apple Watch app, and learn how to debug, monitor, and test all three of your Swift apps

Learning Cocoa with Objective-C Apple Computer Inc 2002-09-20 Learning Cocoa with Objective-C is the "must-have" book for people who want to develop applications for Mac OS X, and is the only book approved and reviewed by Apple engineers. Based on the Jaguar release of Mac OS X 10.2, this edition of Learning Cocoa includes examples that use the Address Book and Universal Access APIs. Also included is a handy quick reference card, charting Cocoa's Foundation and AppKit frameworks, along with an Appendix that includes a listing of resources essential to any Cocoa developer--beginning or advanced. Completely revised and updated, this 2nd edition begins with some simple examples to familiarize you with the basic elements of Cocoa programming as well Apple's Developer Tools, including Project Builder and Interface Builder. After introducing you to Project Builder and Interface Builder, it brings you quickly up to speed on the concepts of object-oriented programming with Objective-C, the language of choice for building Cocoa applications. From there, each chapter presents a different sample program for you to build, with easy to follow, step-by-step instructions to teach you the fundamentals of Cocoa programming. The techniques you will learn in each chapter lay the foundation for more advanced techniques and concepts presented in later chapters. You'll learn how to: Effectively use Apple's suite of Developer Tools, including Project Builder and Interface Builder Build single- and multiple-window document-based applications Manipulate text data using Cocoa's text handling capabilities Draw with Cocoa Add scripting functionality to your applications Localize your application for multiple language support Polish off your application by adding an icon for use in the Dock, provide Help, and package your program for distribution Each chapter ends with a series of Examples, challenging you to test your newly-learned skills by tweaking the application you've just built, or to go back to an earlier example and add to it some new functionality. Solutions are provided in the Appendix, but you're encouraged to learn by trying. Extensive programming experience is not required to complete the examples in the book, though experience with the C programming language will be helpful. If you are familiar with an object-oriented programming language such as Java or Smalltalk, you will rapidly come up to speed with the Objective-C language. Otherwise, basic object-oriented and language concepts are covered where needed.

Swift Programming Matthew Mathias 2016-11-23 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.

[Swift For Dummies](#) Jesse Feiler 2015-02-24 Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, Swift

For Dummies shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers. Move an existing Objective-C program to Swift. Take advantage of framework components and subcomponents. Create an app that uses location, mapping, and social media. Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

Learn Cocoa Touch for iOS Jeff Kelley 2012-06-27 The Cocoa Touch frameworks and APIs are powerful tools for creating native iOS apps, and they're free with Xcode, Apple's development environment. If you've already gotten your feet wet with Objective-C, and you're ready to learn more about iOS development, then *Learn Cocoa Touch for iOS* is the book for you. You'll learn on the job - building cool apps as you read through the book that will teach you what you need to know to use Cocoa Touch and prepare you for creating your own apps. *Learn Cocoa Touch for iOS* shows you how to use frameworks like MapKit, Twitter, and MediaPlayer. You'll also learn about hardware APIs so you can get the most out of your accelerometer, camera, and more. You'll even learn about more advanced features like Grand Central Dispatch. A home inventory management system. A live-updating Twitter client. A photo browser with an animated slideshow. If you're ready for the next step toward becoming a Cocoa Touch master, this is the book for you. What you'll learn: Get up and running with Xcode and Apple's other development tools. Discover the Objective-C language and when to use the underlying C language. Use the Model-View-Controller (MVC) paradigm to create well-designed apps. Implement network services in your apps. Animate screen components with UIKit animations. Get awesome performance with multithreaded code. Who this book is for: Novice or intermediate programmers who want to create engaging iOS applications and get in-depth coverage of Cocoa Touch. Table of Contents: Getting Started: Xcode and Hello World. Objective-C in a Nutshell. Memory Management and ARC. Model-View-Controller Programming: Well-Designed Code. The Delegation Pattern. Managing On-Screen Content with View Controllers. Providing Lists of Content with Table Views. Nib Loading. In-Depth Parent and Child View Controllers. Handling User Touches. Saving Content in Your App. Moving Data Around. Core Data. Integrating Networking and Web Services. Writing Modern Code with Blocks. Managing What Happens When Timers Run. Loops. Grand Central Dispatch. User Interface Design. Custom UIView Subclasses. Creating Dynamic User Interfaces with CoreGraphics. Animation with UIKit and CoreAnimation. Hardware APIs: Accelerometer, Camera, etc. Media in Your App: Playing Audio and Video. Localization and Internationalization: Maximizing Your App's Reach.

Professional Swift Michael Dippery 2015-06-02 Transition from Objective-C to the cleaner, more functional Swift quickly and easily. *Professional Swift* shows you how to create Mac and iPhone applications using Apple's new programming language. This code-intensive, practical guide walks you through Swift best practices as you learn the language, build an application, and refine it using advanced concepts and techniques. Organized for easy navigation, this book can be read end-to-end for a self-paced tutorial, or used as an on-demand desk reference as unfamiliar situations arise. The first section of the book guides you through the basics of Swift programming, with clear instruction on everything from writing code to storing data, and Section II adds advanced data types, advanced debugging, extending classes, and more. You'll learn everything you need to know to make the transition from Objective-C to Swift smooth and painless, so you can begin building faster, more secure apps than ever before. Get acquainted with the Swift language and syntax. Write, deploy, and debug Swift programs. Store data and interface with web services. Master advanced usage, and

bridge Swift and Objective-C Professional Swift is your guide to the future of OS X and iOS development.

Swift Development with Cocoa Jonathon Manning 2014-12-10 Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world

Beginning iPhone Development with Swift Kim Topley 2014-11-19 The team that brought you the bestselling *Beginning iPhone Development*, the book that taught the world how to program on the iPhone, is back again for *Beginning iPhone Development with Swift*. This definitive guide to the Swift programming language and the iOS 8 SDK, and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2. There's coverage of brand-new technologies, including Swift playgrounds, as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 8 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What you'll learn Everything you need to know to develop your own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences What data persistence is, and why it's important Get started with building cool, crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who this book is for This book is for aspiring iPhone app developers, new to the Apple Swift programming language and/or the iOS SDK. Table of Contents 1. Welcome to the Swift Jungle 2. Appeasing the Tiki Gods 3. Handling Basic Interaction 4. More User Interface Fun 5. Rotation and Adaptive Layout 6. Multiview Applications 7. Tab Bars and Pickers 8. Introduction to Table Views 9. Navigation Controllers and Table Views 10. Collection Views 11. iPad Considerations 12. Application Settings and User Defaults 13. Basic Data Persistence 14. Hey! You! Get onto iCloud! 15. Grand Central Dispatch, Background Processing, and You 16. Core Graphics: Drawing with Quartz 17. Getting Started with Sprite Kit 18. Taps, Touches, and Gestures 19. Where Am I? Finding Your Way with Core Location and Map Kit 20. Whee! Gyro and Accelerometer! 21. The Camera and Photo Library 22. Application Localization 23. Appendix: A Swift Introduction to Swift

IOS 8 App Development I and II Paul Deitel 2015 Overview The professional programmer's Deitel® video guide to iPhone® and iPad® app

development using iOS® 8, Swift™, Xcode® 6, and Cocoa Touch®. Description Billions of apps have been downloaded from Apple's App Store! This LiveLesson gives you everything you'll need to start developing great iOS 8 apps quickly using Swift Apple's programming language of the future. The video uses an app-driven approach each new technology is discussed in the context of seven fully tested iOS 8 apps (three apps in Part I and four apps in Part II). This LiveLesson has two parts: • iOS 8 App Development Fundamentals with Swift LiveLessons Part I • iOS 8 App Development Fundamentals with Swift LiveLessons Part II About the Instructor Paul J. Deitel , CEO and Chief Technical Officer of Deitel & Associates, Inc., is a graduate of MIT, where he studied Information Technology. He holds the Sun (now Oracle) Certified Java Programmer and Certified Java Developer certifications, and is an Oracle Java Champion. Through Deitel & Associates, Inc., he has delivered Java, C#, Visual Basic, C++, C and Internet programming courses to industry clients, including Cisco, IBM, Sun Micro systems, Dell, Siemens, Lucent Technologies, Fidelity, NASA at the Kennedy Space Center, the National Severe Storm Laboratory, White Sands Missile Range, Rogue Wave Software, Boeing, SunGard Higher Education, Stratus, Cambridge Technology Partners, One Wave, Hyperion Software, Adra Systems, Entergy, CableData Systems, Nortel Networks, Puma, iRobot, Invensys and many more. He and his co-author, Dr. Harvey M. Deitel, are the world's best-selling programming-language textbook/professional book authors. Skill Level Beginner-to-intermediate app developers who are familiar with a C-based object-oriented programming language What You'll Learn Begin by setting up your Mac for iOS app development with the Swift programming language. Next, you'll get an overview of the Xcode IDE as you test-drive the Tip Calculator app (which you'll build in Lesson 3). In Lesson 2, without writing any code, you'll build a universal app using Xcode's Interface Builder and drag-and-drop UI design; then you'll make the app accessible for people with visual impairments and localize it to display text in English or Spanish. In Lesson 3 you'll build the interactive Tip Calculator app, using Apple's new Swift programming language to write the code that responds to user interactions and programmatically updates the user interface (U...

Hello Swift! Puneet 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

Programming the iPhone User Experience Toby Boudreaux 2009-08-05 Apple's iPhone and iPod Touch not only feature the world's most powerful

mobile operating system, they also usher in a new standard of human-computer interaction through gestural interfaces and multi-touch navigation. This book provides you with a hands-on, example-driven tour of UIKit, Apple's user interface toolkit, and includes common design patterns to help you create new iPhone and iPod Touch user experiences. Using Apple's Cocoa Touch framework, you'll learn how to build applications that respond in unique ways when users tap, slide, swipe, tilt, shake, or pinch the screen. Programming the iPhone User Experience is a perfect companion to Apple's Human Interface Guidelines, and provides the practical information you need to develop innovative applications for the iPhone and iPod Touch, whether you're a CTO, developer, or UI/UX designer. Understand the basics of the Cocoa Touch framework for building iPhone and iPod Touch applications Learn theory and best practices for using Cocoa Touch to develop applications with engaging and effective user interfaces Apply your knowledge of Objective-C to the iPhone/iPod Touch framework Customize standard UIKit views according to Apple's Human Interface Guidelines and usability principles Learn patterns for handling user experience concerns outside of the interface, such as network- and location-awareness

IOS 15 Programming Fundamentals with Swift Matt Neuburg 2021-10 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!

Swift Programming in easy steps Darryl Bartlett 2019-05-07 Swift is very easy to learn and it's more readable than most programming languages. It allows you to build applications for iPhone, iPad, Apple Watch, Apple TV and Mac. Swift Programming in easy steps teaches you how to build iOS apps from scratch using Swift 4. Learn: · Xcode: the free software to write apps in Swift. · Swift Playgrounds: the experimenting environment that lets you write code and see results instantly. · Firebase: Google's mobile platform that lets you add functionality to your app. · SpriteKit: that gives you everything you'll need to build 2D games. · ARKit: that allows you to create Augmented Reality experiences for your app users. You don't need any prior programming knowledge. This book will walk you through the process of user interface design and coding, all the way to publishing your apps to the App Store! For anyone seeking to discover the easiest way to create apps for Apple devices. Covers iOS 12 and Swift 4 Table of Contents Introduction to iOS Development Swift Playgrounds User Interaction Camera & Photo Library Location & Table Views Firebase: Login & Database Game Development Advanced Swift Submitting your Apps

Cocoa Programming for Mac OS X Aaron Hillegass 2004 Harness the power of Cocoa's object-oriented software development environment with this book that is completely updated for Mac OS X 10.2. Cocoa has quickly gained recognition as the leading development framework for building OS X applications. Users will understand the common features found in Cocoa's tools: InterfaceBuilder, ProjectBuilder, the GCC compiler and the GDB debugger.

iOS Development with Swift Craig Grummitt 2017-11-13 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-development-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? [iOS 15 Programming for Beginners](#) Ahmad Sahar 2021-12-24 Learn iOS app development and work with Xcode 13 and Apple's iOS 15 simulators Key Features Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 15 such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay Book Description With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store. iOS 15 Programming for Beginners is a comprehensive introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. Complete with hands-on tutorials, projects, and self-assessment questions, this easy-to-follow guide will help you get well-versed with the Swift language to build your apps and introduce exciting new technologies that you can incorporate into your apps. You'll learn how to publish iOS apps and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance your app development journey. What you will learn Get to grips with the fundamentals of Xcode 13 and Swift 5.5, 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 Swift Concurrency and SharePlay Convert an existing iPad app into a Mac app with Mac Catalyst 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. Basics knowledge of programming, including loops, boolean, and so on, is necessary. *SwiftUI Apprentice (First Edition)* Audrey Tam Tam 2021-05-26 Learn iOS Development Using SwiftUI You'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 For This 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 Apprentice Using 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.

iOS 14 Programming for Beginners Ahmad Sahar 2020-11-27 Publisher's note: This edition from 2020 is outdated and does not make use of the most recent iOS and swift features. A new sixth edition, updated for iOS 15 and including new advanced topics, such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay, has now been published 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 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.

Apple Watch App Development Steven F. Daniel 2016-04-29 Build real-world applications for the Apple Watch platform using the WatchKit framework and Swift 2.0 About This Book Find out how to download and install the Xcode development tools before learning about Xcode playgrounds and the Swift programming language Discover everything you need to know about the WatchKit platform architecture, its classes, as well its limitations This book introduces you to the very latest mobile platform with hands-on instructions so you can build your very own Apple Watch apps Who This Book Is For This book is for developers who are interested in creating amazing apps for the Apple Watch platform. Readers are expected to have no prior experience of programming. What You Will Learn Navigate within the WatchKit interface using the page-based, modal, and

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iOS 13 Programming Fundamentals with Swift Matt Neuburg 2019-10-03 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 13.

Swift for Beginners Boisy G. Pitre 2015 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 hands-on 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.

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Mastering macOS Programming Stuart Grimshaw 2017-05-31 Take your macOS Sierra to the next level using the latest tools, designs, and best coding practices while developing with Swift 3.0 About This Book Learn to harness the power of macOS with the elegance of the Swift programming language Become highly competent in building apps on the macOS platform Get the most in-depth guide with a hands-on approach on the latest version of macOS Who This Book Is For This book is for developers who have some experience with macOS and want to take their skills to next level by unlocking the full potential of latest version of macOS with Swift 3 to build impressive applications. Basic knowledge of Swift will be beneficial but

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Learning Swift Jonathon Manning 2018-03-27 Get valuable hands-on experience with Swift, the open source programming language developed by Apple. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with the latest version of Swift by developing a working iOS app from start to finish. You'll begin with Swift programming basics—including guidelines for making your code "Swiftly"—and learn how to work with Xcode and its built-in Interface Builder. Then you'll dive step-by-step into building and customizing a basic app for taking, editing, and deleting selfies. You'll also tune and test the app for performance and manage the app's presence in the App Store. Divided into four parts, this book includes: Swift 4 basics: Learn Swift's basic building blocks and the features of object-oriented development Building the Selfiegram app: Build model objects and the UI for your selfie app and add location support, user settings, and notifications Polishing Selfiegram: Create a theme and support for sharing and add custom views, image overlays, and localization Beyond app development: Debug and performance test with Xcode, automate chores with Fastlane, and user-test the app with TestFlight

[More iPhone Development with Swift](#) Alex Horovitz 2015-03-31 Interested in iPhone and iPad apps development? Want to learn more? Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons, we have the perfect Swift-flavored book for you. The update to the bestselling *More iPhone Development* by Dave Mark and Jeff LaMarche, *More iPhone Development with Swift* digs deeper into the new Apple Swift programming language and iOS 8 SDK, explaining complex concepts and techniques in the same friendly, easy-to-follow style you've come to expect. *More iPhone Development with Swift* covers topics like Swift, Core Data, peer-to-peer networking using Multipeer Connectivity, working with data from the web, MapKit, in-application e-mail, Camera Live-Previews integration, Barcode scanning, Face recognition and more. All the concepts and APIs are clearly presented with code snippets you can customize and use, as you like, in your own apps. You'll journey through coverage of concurrent programming and some advanced techniques for debugging your applications.

Cocoa Programming for OS X Aaron Hillegass 2015-04-16 Covering the bulk of what you need to know to develop full-featured applications for OS

X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>.

Swift Programming Matthew Mathias 2015-12-15 Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. Written for Swift 2.0, the book is also compatible with Swift 2.1. You will also learn how to navigate Xcode 7 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 this book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

iOS 12 Programming Fundamentals with Swift Matt Neuburg 2018-09-26 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C 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 12*.

Programming in Objective-C 2.0 Stephen G. Kochan 2008-12-29 THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0 Programming in Objective-C 2.0 provides the new programmer a complete, step-by-step introduction to Objective-C, the primary language used to develop applications for the iPhone, iPad, and Mac OS X platforms. The book does not assume previous experience with either C or object-oriented programming languages, and it includes many detailed, practical examples of how to put Objective-C to use in your everyday iPhone/iPad or Mac OS X programming tasks. A powerful yet simple object-oriented programming language that's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take advantage of the Foundation framework's rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for the iPhone/iPad platform. Table of Contents 1 Introduction Part I: The Objective-C 2.0 Language 2 Programming in Objective-C 3 Classes, Objects, and Methods 4 Data Types and Expressions 5 Program Looping 6 Making Decisions 7 More on Classes 8 Inheritance 9 Polymorphism, Dynamic Typing, and Dynamic Binding 10 More on Variables and Data Types 11 Categories and Protocols 12 The Preprocessor 13 Underlying C Language Features Part II: The Foundation Framework 14 Introduction to the Foundation Framework 15 Numbers, Strings, and Collections 16 Working with Files 17 Memory Management 18 Copying Objects 19 Archiving Part III: Cocoa and the iPhone SDK 20 Introduction to Cocoa 21 Writing iPhone Applications Part IV: Appendixes A Glossary B Objective-C 2.0 Language Summary C Address Book Source Code D Resources

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