

# Programming IOS 11

*Beginning iPhone Development with Swift 4* Molly K. Maskrey 2017-10-24 Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 11 SDK, and then guides you through the creation of your first simple application. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll see how to create, load and work with playgrounds as you develop an understanding of the Swift language. 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!

*Beginning iPhone Development with Swift 4* covers the basic information you need to get up and running quickly with your iOS apps. Once you're ready, move on to *Professional iPhone Development with Swift 4* to learn more of the really unique aspects of the SDK and Swift language.

**What You Will Learn**  
Discover what data persistence is, and why it's important  
Build cool, crisp user interfaces  
Display data in Table Views  
Work with all the most commonly used iOS Frameworks  
Who This Book is For  
Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.

*IOS Apps for Masterminds 3rd Edition* J. Gauchat 2017-11-24 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 4, Xcode 9, iOS 11 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 4 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 Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 11, Xcode 9 and Swift 4 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.

**Programming iOS 11** Matt Neuburg 2017-12-07 If you're

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grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 11 innovations, such as: Drag and drop Autolayout changes (including the new safe area) Stretchable navigation bars Table cell swipe buttons Dynamic type improvements Offline sound file rendering, image picker controller changes, new map annotation types, and more All example code (now rewritten in Swift 4) is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up iOS 11 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 11, you'll gain a solid, rigorous, and practical understanding of iOS 11 development.

**Programming iOS 6** Matt Neuburg 2013 Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

**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

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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,

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and Error Handling 5. TabBar, TableView, and CollectionView 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

[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 FeaturesExplore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth editionKick-start your iOS programming career and have fun building your own iOS appsDiscover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and moreBook 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

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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.

*IOS Auto Layout Demystified* Erica Sadun 2013 Auto Layout re-imagines the way developers create user interfaces. It provides a flexible and powerful system that describes how views and their content relate to each other and to the windows and superviews they occupy. In contrast to older design approaches, this technology offers incredible control over layout with a wider range of customization than frames, springs, and struts can express. In this guide, Erica Sadun, bestselling author of *The Core iOS 6 Developer's Cookbook* and *The Advanced iOS 6 Developer's Cookbook*, helps readers learn how to use Auto Layout effectively, even masterfully, by providing an abundance of examples alongside plenty of explanations and tips. Instead of struggling with class documentation, you learn in simple steps how the system works and why it's far more powerful than you first imagined. You read about common design scenarios and discover best practices that make Auto Layout a pleasure rather than a chore to use. Sadun includes examples of non-obvious ways to use Auto Layout to build interactive elements, animations, and other features beyond what you might normally

lay out in Interface Builder to help expand the reader's design possibilities. With this book you will learn The basic concepts that form the foundation of Auto Layout How to create clear and satisfiable rules of your layout, called constraints How to work effectively with the Interface Builder Layout What visual constraints look like, how to work with them, and how they are used in your projects How to debug constraints How to design interfaces when working with Auto Layout Effective solutions to the most common real-world problems and challenges Approximately 238 pages. For related content by author Erica Sadun, see *The Core iOS 6 Developer's Cookbook* , and *The Advanced iOS 6 Developer's Cookbook* .

**IOS App Development for Non-Programmers - Book 1** Kevin J. McNeish 2012-12 This first book in the series from Kevin McNeish is specifically designed to teach non-programmers how to create Apps for the iPhone and iPad.

**iOS 11 App Development Essentials** Neil Smyth 2018-03-01

*IOS 13 Programming Fundamentals with Swift* Matt Neuburg 2019-11-09 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*.

**Programming iOS 7** Matt Neuburg 2013-12-10 If you're grounded in the basics of Objective-C and Xcode, this practical guide takes you through the components you need for building

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your own iOS apps. With examples from real apps and programming situations, you'll learn how to create views, manipulate view controllers, and use iOS frameworks for adding features such as audio and video. Learn how to create, arrange, draw, layer, and animate views—and make them respond to touch. Use view controllers to manage multiple screens of material in a way that's understandable to users. Explore UIKit interface widgets in-depth, such as scroll views, table views, text, web views, and controls. Delve into Cocoa frameworks for sensors, maps, location, sound, and video. Access user libraries: music, photos, address book, and calendar. Examine additional topics including files, threading, and networking. New iOS 7 topics covered include asset catalogs, snapshots, template images, keyframe and spring view animation, motion effects, tint color, fullscreen views and bar underlapping, background downloading and app refresh, Text Kit, Dynamic Type, speech synthesis, and many others. Example projects are available on GitHub. Want to brush up on the basics? Pick up *iOS 7 Programming Fundamentals* to learn about Objective-C, Xcode, and Cocoa language features such as notifications, delegation, memory management, and key-value coding. Together with *Programming iOS 7*, you'll gain a solid, rigorous, and practical understanding of iOS 7 development.

*iOS Programming* Christian Keur 2020-04-29 Updated for Xcode 11, Swift 5, and iOS 13, *iOS Programming: The Big Nerd Ranch Guide* leads you through the essential concepts, tools, and techniques for developing iOS applications. After completing this book, you will have the know-how and the confidence you need to tackle iOS projects of your own. Based on Big Nerd Ranch's popular iOS training and its well-tested materials and methodology, this bestselling guide teaches iOS concepts and coding in tandem. The result is instruction that is relevant and useful. Throughout the book, the authors explain what's important and share their insights into the larger context of the

iOS platform. You get a real understanding of how iOS development works, the many features that are available, and when and where to apply what you've learned.

Programming iOS 14 Matt Neuburg 2020-10-08 If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, collection views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 14 innovations, such as: Control action closures and menus Table view cell configuration objects Collection view lists and outlines New split view controller architecture Pointer customization on iPad New photo picker and limited photos authorization Reduced accuracy location Color picker, new page control behavior, revised date pickers, and more! Want to brush up on the basics? Pick up *iOS 14 Programming Fundamentals with Swift* to learn about Swift, Xcode, and Cocoa. Together with *Programming iOS 14*, you'll gain a solid, rigorous, and practical understanding of iOS 14 development.

**Programming iOS 11** Matt Neuburg 2018 If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch

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Use view controllers to manage multiple screens of interface  
Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 11 innovations, such as: Drag and drop Autolayout changes (including the new safe area) Stretchable navigation bars Table cell swipe buttons Dynamic type improvements Offline sound file rendering, image picker controller changes, new map annotation types, and more All example code (now rewritten in Swift 4) is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up *iOS 11 Programming Fundamentals with Swift* to learn about Swift, Xcode, and Cocoa. Together with *Programming iOS 11*, you'll gain a solid, rigorous, and practical understanding of iOS 11 development.

**Mastering iOS 12 Programming** Donny Wals 2018-10-31  
Become a professional iOS developer with the most in-depth and advanced guide to Swift, Xcode 10, ARKit, and Core ML Key Features Explore the extensive world of iOS development through practical examples Gain detailed insights into core iOS programming concepts such as app extensions and performance Extend your iOS apps by adding augmented reality and machine learning capabilities Book Description The iOS development environment has significantly matured, and with Apple users spending more money in the App Store, there are plenty of development opportunities for professional iOS developers. However, the journey to mastering iOS development and the new features of iOS 12 is not straightforward. This book will help you make that transition smoothly and easily. With the help of Swift 4.2, you'll not only learn how to program for iOS 12, but also how to write efficient, readable, and maintainable Swift code that maintains industry best practices. *Mastering iOS 12 Programming* will help you build real-world applications and

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reflect the real-world development flow. You will also find a mix of thorough background information and practical examples, teaching you how to start implementing your newly gained knowledge. By the end of this book, you will have got to grips with building iOS applications that harness advanced techniques and make best use of the latest and greatest features available in iOS 12. What you will learn

- Build a professional iOS application using Xcode 10 and Swift 4.2
- Use AutoLayout to create complex layouts that look great on every device
- Delve into advanced animations with UIViewPropertyAnimator and UIKit Dynamics
- Enhance your app by using instruments and building your own profiling tools
- Integrate iMessage, Siri, and more in your app through app extensions
- Train and use machine learning models with Core ML 2 and Create ML
- Create engaging augmented reality experiences with ARKit 2

Who this book is for If you're a developer with some experience in iOS programming and want to enhance your skills by unlocking the full potential of the latest iOS version with Swift to build great applications, this book is for you.

Beginning iPhone SDK Programming with Objective-C Wei-Meng Lee 2010-01-07 Everything you need to know to start creating native applications for the iPhone and iPod Touch The iPhone SDK and the Xcode tools are the official Apple tools used for creating native iPhone applications. This information-packed book presents a complete introduction to the iPhone SDK and the Xcode tools, as well as the Objective-C language that is necessary to create these native applications. Solid coverage and real-world examples walk you through the process for developing mobile applications for the iPhone that can then be distributed through Apple's iTunes Application store. The hands-on approach shows you how to develop your first iPhone application while getting you acquainted with the iPhone SDK and the array of Xcode tools. A thorough tutorial on the features and syntax of the Objective-C language helps you get the most out of the iPhone SDK, and an in-

depth look at the features of the iPhone SDK enables you to maximize each of these features in your applications. Provides an introductory look at how the iPhone SDK and Xcode tools work with the Objective-C language to create native iPhone applications Familiarizes you with the latest version of the iPhone SDK and the newest Xcode tools that ship with Snow Leopard Walks you through developing your first iPhone applications Focuses on the features and syntax of the Objective-C language so that you can get the most out of the iPhone SDK With this hands-on guide, you'll quickly get started developing applications for the iPhone with both the iPhone SDK and the latest Xcode tools. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

iPhone SDK 3 Programming Maher Ali 2009-07-23 Get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch Apple's iPhone is the hottest mobile device on the planet. More than one million iPhone 3G phones were sold in the first three days of release and millions more are sure to be in the hands of iPhone fans each year. Apple's iPhone SDK has been updated and includes more than one thousand new APIs that developers will want to get their hands on. iPhone SDK 3 Programming shows you how to build great applications for the iPhone and iPod Touch. Inside, veteran mobile developer and Bell Labs scientist Maher Ali begins with a foundational introduction to Objective-C and Cocoa programming, and then guides you through building programs with Apple's iPhone SDK 3. Covers the complete application development process, and highlights all the key device features including the camera, location awareness, and more Completely revised and redesigned with more than 100 new pages of content iPhone's new SDK release contains more than one thousand new APIs you will want to use right away Includes a focused introduction to the Objective-C language and Cocoa frameworks that new iPhone developers need With this advanced resource, you'll get the

expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch.

## **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.

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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](http://www.yamaclis.com/ios13swift5)

**Learning iPad Programming** Kirby Turner 2013-05-13 “Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because the author didn’t do enough up-front design time. This book, though, takes you from design, to a prototype, to the Real Deal. And then it goes further.” —Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community; author of *Advanced Mac OS X Programming: The Big Nerd Ranch Guide Learning iPad Programming, Second Edition*, will help you master all facets of iPad programming with Apple’s newest tools. Its in-depth, hands-on coverage fully addresses the entire development process, from installing the iOS SDK through coding, debugging, submitting apps for Apple’s review, and deployment. Extensively updated for Apple’s newest iOS features and Xcode 4.x updates, this book

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teaches iPad programming through a series of exercises centered on building PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, you'll gain experience and real-world insights that will help you succeed with any iPad development project. Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development, focusing on features that are specific to iPad. You'll find expert coverage of key topics many iOS development books ignore, from app design to Core Data. You'll also learn to make the most of crucial iOS and Xcode features, such as Storyboarding and Automatic Reference Counting (ARC), and extend your app with web services and the latest iCloud syncing techniques. Learn how to Build a fully functional app that uses Core Data and iCloud syncing Use Storyboarding to quickly prototype a functional UI and then extend it with code Create powerful visual effects with Core Animation and Core Image Support AirPrint printing and AirPlay slideshows Build collection views and custom views, and use custom segues to perform custom view transitions Download the free version of PhotoWheel from the App Store today! Import, manage, and share your photos as you learn how to build this powerful app.

### **iOS Developer Solutions Guide** Narendar Singh Saini

2023-01-31 Get solutions to the most common problems faced by developers in iOS app development **KEY FEATURES** ●

Understand how to select the right application architecture for your iOS app. ● Learn how to modularize your iOS application from scratch. ● Automate small, complex and repetitive development tasks in iOS. **DESCRIPTION** Facing roadblocks while developing an iOS app? There are many challenges that every iOS developer faces during the app development phase. While these challenges can be difficult to overcome, here's a one stop solution guide for all your problems. "iOS Developer Solutions Guide" will help you with the tips to circumvent all the challenges to prevent your app from getting off track. The book will help you to get

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familiar with the complex and advanced parts of the Swift programming language. You will understand why test driven development is so advantageous. You will then learn to build an iOS framework, which will let you modularize your code. Lastly, you will see how tasks can be automated by writing scripts which will save a lot of your time. By the end of the book, you will be able to build high-quality iOS apps with ease. **WHAT YOU WILL LEARN** ● Develop a test driven development mindset to write maintainable and sustainable apps. ● Understand the importance of design patterns and design principles. ● Build an interface with XIB, Storyboard, Dynamic Code or via SwiftUI. ● Create, build and link a framework into an iOS project. ● Learn how to implement server-driven UI. **WHO THIS BOOK IS FOR** App

developers who are looking for solutions they face while developing iOS applications, will find this book useful. **TABLE OF CONTENTS** 1. Roadblocks in Developing iOS Applications 2. Advanced Architectural Topics 3. Swift Programming Language 4. Which Pattern is Better MVC or MVVM Part I 5. Which Pattern is Better MVC or MVVM Part II 6. Test Driven Development 7. XIB/Storyboard/Code/SwiftUI 8. Creating Frameworks 9. Terminal and Scripts 10. Backend Driven UI

*Programming for Non-Programmers: IOS 11 and Swift* Todd Perkins 2018

**IOS 10 Programming Fundamentals with Swift** Matt Neuburg 2016-09-26 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3-the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. 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 10* .

## **Learn iOS 11 Programming with Swift 4** Craig Clayton

2018-01-31 Begin your iOS development journey using Swift 4 and XCode 9 with this easy to learn, practical guide. Key Features Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Book Description You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! What you will learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before

you release your apps on the App Store Who this book is for This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience. However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store

**iOS 11 Programming Fundamentals with Swift** Matt Neuburg 2017-09-26 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features. Multiline strings and improved dictionaries Object serialization Key paths and key-value observing Expanded git integration Code refactoring And more!

**iPhone Programming** Aaron Hillegass 2010-04-13 Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build

real-world applications. Here are some of the topics covered:  
Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services

ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

### **Programming for Non-Programmers: iOS 11 and Swift 2018**

Take your first step into iOS app development. Learn how to build a complete iOS 11 app with Xcode and Swift. No programming experience required!

**More iOS 6 Development** David Mark 2013-04-03 Interested in iPhone and iPad apps development? Want to learn more? Whether you're a self-taught iPhone and iPad apps development genius or have just made your way through the pages of Beginning iOS 6 Development, we have the perfect book for you. More iOS 6 Development: Further Explorations of the iOS SDK digs deeper into Apple's latest iOS 6 SDK. Bestselling authors Dave Mark, Alex Horovitz, Kevin Kim and Jeff LaMarche explain concepts as only they can—covering topics like Core Data, peer-to-peer networking using GameKit and network streams, working with data from the web, MapKit, in-application e-mail, 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. If you are going to write a professional iPhone or iPad app, you'll want to get your arms around Core Data, and there's no better place to do so than in the pages of this book. The book continues right where Beginning iOS 6 Development leaves off, with a series of chapters devoted to Core Data, the standard for Apple

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persistence. Dave, Alex, Kevin and Jeff carefully step through each Core Data concept and show techniques and tips specifically for writing larger apps—offering a breadth of coverage you won't find anywhere else. The Core Data coverage alone is worth the price of admission. But there's so much more! More iOS 6 Development covers a variety of networking mechanisms, from GameKit's relatively simple Bluetooth peer-to-peer model, to the addition of Bonjour discovery and network streams, through the complexity of accessing files via the web. Dave, Alex, Kevin, and Jeff will also take you through coverage of concurrent programming and some advanced techniques for debugging your applications. The enhanced multitasking, threading, memory management and more are important. Apps are getting more and more complex, including sophisticated game apps that offer virtual or augmented reality experiences and new mapping views that take advantage of sensors and other APIs in the newest iOS 6 SDK. Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons, there's something for everyone in More iOS 6 Development.

**IOS Animations by Tutorials Fourth Edition** Raywenderlich Com Team 2017-11-16 "This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations"--Back cover.

*IOS 11 Swift Programming Cookbook* Vandad Nahavandipoor 2017-12-06 iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics

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covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

**Mastering iOS 14 Programming** Mario Eguiluz Alebicto  
2021-03-19 Become a professional iOS developer with the most in-depth and advanced guide to Swift 5.3, Xcode 12.4, ARKit 4, Core ML, and iOS 14's new features Key FeaturesExplore the world of iOS app development through practical examplesUnderstand core iOS programming concepts such as Core Data, networking, and the Combine frameworkExtend your iOS apps by adding augmented reality and machine learning capabilities, widgets, App Clips, Dark Mode, and animationsBook Description Mastering iOS 14 development isn't a straightforward task, but this book can help you do just that. With the help of Swift 5.3, you'll not only learn how to program for iOS 14 but also be able to write efficient, readable, and maintainable Swift code that reflects industry best practices. This updated fourth edition of the iOS 14 book will help you to build apps and get to grips with real-world app development flow. You'll find detailed background information and practical examples that will help you get hands-on with using iOS 14's new features. The book also contains examples that highlight the language changes in Swift 5.3. As you advance through the chapters, you'll see how to apply Dark Mode to your app, understand lists and tables, and use animations effectively. You'll then create your code using generics, protocols, and extensions and focus on using Core Data, before progressing to perform network calls and update your storage and UI with the help of sample projects. Toward the end,

you'll make your apps smarter using machine learning, streamline the flow of your code with the Combine framework, and amaze users by using Vision framework and ARKit 4.0 features. By the end of this iOS development book, you'll be able to build apps that harness advanced techniques and make the best use of iOS 14's features. What you will learn

- Build a professional iOS application using Xcode 12.4 and Swift 5.3
- Create impressive new widgets for your apps with iOS 14
- Extend the audience of your app by creating an App Clip
- Improve the flow of your code with the Combine framework
- Enhance your app by using Core Location
- Integrate Core Data to persist information in your app
- Train and use machine learning models with Core ML
- Create engaging augmented reality experiences with ARKit 4 and the Vision framework

Who this book is for This book is for developers with some experience in iOS programming who want to enhance their application development skills by unlocking the full potential of the latest iOS version with Swift.

### **Beginner's Guide to iOS 11 App Development Using Swift 4**

Serhan Yamacli 2017-10-06 This book covers iOS 11 app design fundamentals using the latest Swift 4 programming language, Xcode 9 and iOS 11 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 4 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 real world apps are developed again by step by step instructions. Each code line is explained. 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 in simulators and real devices. Sample apps developed in this book are as follows: 1. Disco lights app: Learn

the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. 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. 4. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls. 5. 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. 6. SOS sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. 7. 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 ball bouncing game. This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and complete project files can be viewed and downloaded from the the book's website: [www.yamaclis.com/ios11](http://www.yamaclis.com/ios11).

**IOS 11 Programming with Swift** Michael J. Huber 2017 "You want to build iOS applications for the iPhone and iPad, but where do you start? Forget sifting through tutorials and blog posts; this is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. The goal of this tutorial is to help you become a professional developer by unleashing the full potential of iOS 11 to build applications. This tutorial will cover the essentials of the Swift language, building flexible iOS user interfaces working on multiple devices, looking into how software patterns such as Target-Action and Model-View-Controller are implemented in iOS 11, and focusing on specific issues to make you proficient at tasks more rapidly."--Resource description page.

Advanced iOS 4 Programming Maher Ali 2010-10-01 With Advanced iOS 4 Programming, developers have the expert guidance they need to create amazing applications for Apple's iPhone, iPad, and iPod touch. Inside, veteran mobile developer Dr. Maher Ali begins with a foundation introduction to Objective C and Cocoa Touch programming, and then guides readers through building apps with Apple's iPhone SDK 4 - including coverage of the major categories of new APIs and building apps for the new Apple iPad. This book concentrates on illustrating GUI concepts programmatically, allowing readers to fully appreciate the complete picture of iOS 4 development without relying on Interface Builder. In addition, Interface Builder is covered in several chapters. Advanced iOS 4 Programming delves into more advanced topics going beyond the basics of iOS 4 development, providing comprehensive coverage that will help you get your apps to the App Store quicker. Key features include: Objective-C programming language and runtime Interface Builder Building advanced mobile user interfaces Collections Cocoa Touch Core Animation and Quartz 2D Model-view-controller (MVC) designs Developing for the iPad Grand Central Dispatch Parsing XML documents using SAX, DOM, and TouchXML Working with the Map Kit API Remote and Local Push Notification Blocks (closures) in Objective-C Building advanced location-based applications Developing database applications using the SQLite engine GameKit framework

IOS 7 Programming Cookbook Vandad Nahavandipoor 2013-10-14 Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK--including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

*Developing IOS 11 Applications Using Swift 4* Ignazio Calò 2017

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"Developing iOS 11 Applications with Swift will teach you how to start an app from scratch, complete your app, and deploy it to the App Store. If you've ever thought about creating your own iPhone App, this course is a good start! First, you learn how to install XCode9 and review some fundamental concepts of the Swift programming language. Using the new Contacts framework, you will create your own appealing UI and replace the previous framework. You will then create four apps, starting with a simple Apple Watch app. Then comes a Learning English Numbers game with voice responses; you will also learn different ways of storing data on a device using the new Swift 4 Codable protocols. Then we create an app that uses the user's location to list surrounding places and finally a communication app with the new Codable protocols of Swift 4. Each app will be developed step by step, explaining their concepts and ideas. Finally, you will learn how to deploy apps to the App Store, making them available for download on any device. After completing this course, you will be able to create your own apps by making the most of iOS 11 with Swift."--Resource description page.

IOS 11 Programming Fundamentals with Swift Matt Neuburg

2017-09-26 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts; become familiar with built-in Swift types; dive deep into Swift objects, protocols, and generics; tour the lifecycle of an Xcode project; learn how nibs are loaded; understand Cocoa's event-driven design; and communicate with C and Objective-C. In this edition, catch up on the latest iOS programming features: Multiline strings and improved dictionaries, object serialization, key paths and key-value observing, expanded git integration, code refactoring, and more! Once you master the fundamentals, you'll

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be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 11*.

[Learn iOS 11 Programming with Swift 4 - Second Edition](#) Craig Clayton 2018 Begin your iOS development journey using Swift 4 and Xcode 9 with this easy to learn, practical guide. About This Book Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Who This Book Is For This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience.

However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store What You Will Learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on the App Store In Detail You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development

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journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! Style and approach Step by step pr ...

### **Beginning iOS 13 & Swift App Development: Develop iOS Apps with Xcode 11, Swift 5, Core ML, ARKit and More** Greg

Lim 2020-09 In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS13 application development using Swift. You'll start building your first iOS app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1 - Working with Xcode and Swift to build a BMI calculator app. Chapter 2 - Build a Quotes app using Table View Chapter 3 - Create a To Do List app where we create, read, update and delete to-do items Chapter 4 - Implement data persistency to our To Do List app using Core Data Chapter 5 - Improve our To Do List app by adding images and implementing swipe deletion Chapter 6 - Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 7 - Build a image detection app using machine learning with Core ML 2 and Create ML 2 Chapter 8 - Create an Augmented Reality app with ARKit Chapter 9 - Publish our app on to the App store Chapter 10 - SwiftUI Chapter 11 - Dark Mode Chapter 12 - Porting your iOS App to the Mac with Project Catalyst Chapter 13 - In-App Purchases The goal of this book is to teach you iOS development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on

practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing.

**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](http://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

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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?

**Mastering iOS 11 Programming - Second Edition** Donny Wals 2017-10-27 Transition to a Professional iOS developer with the most in-depth and advanced level guide on Swift 4 and Xcode 9 About This Book\* Filled with practical examples, this comprehensive guide explores all aspects of iOS Development.\* Learn powerful techniques and industry`s best practices to become pro iOS Developer.\* Unlock the full potential of iOS 11 programming with Swift 4 to build rich and powerful applications\* Gain detailed insights into core iOS Programming concepts such as Extensions, Performance, Animations, CoreData and lot more with examples\* Extend your iOS apps to new level with ARKit and CoreML Who This Book Is For This book is for developers who have some experience with iOS programming, but want to take their skills to next level by unlocking the full potential of latest version of iOS with Swift to build great applications. What You Will Learn\* Build a professional iOS application from scratch\* Create adaptive, complex views with Auto-Layout\* Writing flexible and reusable code with Protocol Oriented programming\* Ensure code quality by using proper tests.\* Measure and improve performance with the Instruments

app\* Integrate with iOS on a deep level with several App Extensions\* Implement AI, Machine Learning, Augmented Reality and more iOS 11 sweetnessIn DetailWith good pay for iOS developers, a mature development environment, and Apple users spending more money on the App store than Android users, becoming a professional iOS developer is a great move.The journey to master iOS development and the new features of iOS 11 is not straightforward, but this book will help you make that transition.Written for Swift 4 and following the latest Swift API design guidelines, you won't just learn how to program for iOS 11, you'll learn how to write great, readable, and maintainable Swift code that's in line with the industry's best-practices.The progression of this book reflects the real-world development flow. In the book, you will build real-world applications. You will find a mix of thorough background information and practical examples, so you'll know how to make use of a technique right away while you also get a great understanding of the how and why.By the end, you will be able to build iOS applications that harness advanced techniques and make the best use of the latest and greatest features available in iOS 11.Style and approachThis book takes a no-frill approach and is very code-specific. The focus is on teaching advanced concepts through a series of small projects and standalone examples that help you gain expertise with various aspects of iOS application development.

## **Programming iOS 11 :**

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#### 2. MOBI (Mobipocket):

MOBI was originally developed for Mobipocket Reader but is also supported by Amazon Kindle devices.

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#### 3. PDF (Portable Document Format):

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various screen sizes.

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