Programming IOS 11 Dive Deep Into Views View Controllers And Frameworks

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The Rust Programming Language (Covers Rust 2018) - Steve Klabnik 2019-09-03
The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

RxSwift (Fourth Edition) - raywenderlich Tutorial Team 2020-08-11
Learn Reactive Programming in Swift with RxSwift!The popularity of reactive programming continues to grow on an every-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms.Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how

to easily solve common application design issues by using RxSwift. Finally you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps.This books is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift.Topics Covered in RxSwift:- Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects.- Event Management: Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers.- Being Selective: See how to work with various events using concepts such as filtering, transforming, combining, and time operators.- UI Development: RxSwift makes it easy to work with UI of your apps using RXCocoa, which provides integration of both UIKit and Cocoa.- Intermediate Topics: Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling.And much, much more!By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'l be well on your way to coming up with your own Rx patterns and solutions!

IOS 13 & Swift 5 Programming - Mark Wahlbeck 2019-12-14
Learning to code can be tough, let alone figuring out how to build and publish iOS apps. iOS 13 & Swift 5 Programming is designed to be the ultimate beginner programming guide. We take you from knowing absolutely nothing about code and iOS development, and turn you into an app developer. You'll start off by learning the basics of the Swift programming language. Then you will move on to more complex topics such as Object-oriented Programming and Model View Controller.After you have learned the basics of programming, you will dive in to iOS development by building your very first app. As the chapters progress you will build more complex iPhone and iPad apps, working with tools and frameworks such as Maps, Core Data, Networking, Gestures, and more.The book is rich with projects and exercises to help you reinforce what you have learned. By the end of the book you will have built multiple apps and you will have to skills to develop and publish your very own iOS apps to the Apple App Store.This book is based on the highly popular courses created by Devslopes that have been watched by over 350,000 students worldwide. The need for iOS developers has never been greater and this book could help you build your first app or land your dream job.

Programming iOS 13 - Matt Neuburg 2019-12-05
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 respondto 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 files, networking, and threads Stay up-to-date on iOS 13 innovations, such as: Symbol images Light and dark mode Sheet presentation Diffable data sources and compositional layout Context menus and previews Window scene delegates and multiple windows on iPad Want to brush up on the basics? Pick up iOS 13 Programming Fundamentals with Swiftto learn about Swift, Xcode, and Cocoa. Together with Programming iOS 13, you'll gaina solid, rigorous, and practical understanding of iOS 13 development.

Programming iOS 12 - Matt Neuburg 2018-10-04
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, 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 12 innovations, such as User Notification framework improvements, as well as changes in Xcode 10 and Swift 4.2. All example code is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up iOS 12 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 12, you'll gain a solid, rigorous, and practical understanding of iOS 12 development.
Programming IOS 11 - Matt Neuburg 2017-12-07
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, 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 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.
IOS 9 Programming Fundamentals with Swift - Matt Neuburg 2015-09-28
And ConclusionChapter 2. Functions; Function Parameters and Return Value; Void Return Type and Parameters; Function Signature; External Parameter Names; Overloading; Default Parameter Values; Variadic Parameters; Ignored Parameters; Modifiable Parameters; Function In Function; Recursion; Function As Value; Anonymous Functions; Define-and-Call; Closures; How Closures Improve Code; Function Returning Function; Closure Setting a Captured Variable; Closure Preserving Its Captured Environment; Curried Functions; Chapter 3. Variables and Simple Types; Variable Scope and Lifetime.
High Performance Android Apps - Doug Sillars 2015-09-09
Annotation In a virtual sea of Android apps, the key to survival in the form of user engagement, referrals and purchases is simple: performance and perceived speed. But building a high performance app isn't easy in a fast-paced and rapidly changing environment where new devices, platforms and development tools are announced almost daily.

This practical guide provides tools and tips that will help you take app performance to a new level.

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 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.

The Core iOS 6 Developer's Cookbook - Erica Sadun 2012-11-30
The Core iOS 6 Developer's Cookbook brings together reliable, proven solutions for the heart of day-to-day iOS 6 development. World-renowned iOS programming expert Erica Sadun covers all the classes you'll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics, touches, and views. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut-and-paste; using her examples, Sadun fully explains both the "how" and "why" of effective iOS 6 development. All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes Supporting direct user input through multitouch and gestures, including custom gesture recognizers Building, customizing, and using iOS 6 controls Alerting users via popup dialogs, progress bars, local notifications, popovers, audio pings, and other techniques Assembling views and animation, organizing view hierarchies, and understanding how views work together Using iOS 6's breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Using view controllers to organize your users' workspaces Managing photos, videos, email, text messages, and iOS 6-enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6's brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6's powerful networking and web services support

Advanced Swift - Chris Eidhof 2016-03-18
Advanced Swift takes you through Swift's features, from low-level programming to high-level abstractions. In this book, we'll write about advanced concepts in Swift programming. If you have read the Swift Programming Guide, and want to explore more, this book is for you. Swift is a great language for systems programming, but also lends itself for very high-level programming. We'll explore both high-level topics (for example, programming with generics and protocols), as well as low-level topics (for example, wrapping a C library and string internals).

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.

SwiftUI for Absolute Beginners - Jayant Varma 2019-11-12
Dive into the world of developing for all of Apple platforms with SwiftUI, Apple's new framework that makes writing applications faster and easier with fewer lines of code. This book teaches the basics of SwiftUI to help you write amazing native applications using XCode. For developers already familiar with ReactNative, this book reviews the declarative, state-based DSL that manages the UI and updates it automatically will feel just like what they're used to. You'll see how SwiftUI reduces the number of lines of code required to achieve the same effects by over 60% and provides a much better experience. Like the announcement of Swift in 2014, SwiftUI is expected to fundamentally change the way developing programmers approach coding iPhone and iPad applications. This book examines how SwiftUI lowers the entry barrier for developers to write amazing cross-platform applications for iOS and iPadOS as well as WatchOS, Mac OS, and TVOS. What You'll LearnWrite code in the new SwiftUI syntax Combine views to arrange them for an application Add gestures and controls to an applicationWho This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

IOS 10 Swift Programming Cookbook - Vandad Nahavandipoor

2016-12-25
Completely rewritten in Swift and with more than 50 new recipes, this new edition presents dozens of solutions to common problems that face iOS developers. Thoroughly updated for the iOS 10 SDK, each recipe in the book starts with a problem and offers solutions with example code. You'll also get a comprehensive discussion on how to apply the solutions, including the tradeoffs involved. The recipes in the third edition provide solutions to problems faced by beginners, as well as intermediate and advanced iOS developers.

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 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.

Programming iOS 13 - Matt Neuburg 2019-12-05
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 respondto 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 files, networking, and threads Stay up-to-date on iOS 13 innovations, such as: Symbol images Light and dark mode Sheet presentation Diffable data sources and compositional layout Context menus and previews Window scene delegates and multiple windows on iPad Want to brush up on the basics? Pick up iOS 13 Programming Fundamentals with Swiftto learn about Swift, Xcode, and Cocoa. Together with Programming iOS 13, you'll gaina solid, rigorous, and practical understanding of iOS 13 development.
Essential IOS Build and Release - Ron Roche 2012
"A comprehensive guide to building, packaging, and distribution"--Cover.
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 be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 11.

Mastering Swift 5 - Jon Hoffman 2019-04-30
Harness the power of the latest edition with this in-depth and comprehensive guide to the Swift language Key FeaturesFifth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5 programming languageGet to grips with popular and modern design techniques to write easy-to-manage Swift codeLearn how to use core Swift features such as concurrency, generics, and copy-on-write in your codeBook Description Over the years, the Mastering Swift book has established itself amongst developers as a popular choice as an in-depth and practical guide to the Swift programming language. The latest edition is fully updated and revised to cover the new version: Swift 5. Inside this book, you'll find the key features of Swift 5 easily explained with complete sets of examples. From the basics of the language to popular features such as concurrency, generics, and memory management, this definitive guide will help you develop your expertise and mastery of the Swift language. Mastering Swift 5, Fifth Edition will give you an in-depth knowledge of some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. It will guide you on how to use and apply them in your own projects. Later, you'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code. You will also see how to add the copy-on-write feature to your custom value types and how to avoid memory management issues caused by strong reference cycles. What you will learnUnderstand core Swift components, including operators, collections, control flows, and functionsLearn how and when to use classes, structures, and enumerationsUnderstand how to use protocol-oriented design with extensions to write easier-to-manage codeUse design patterns with Swift,

to solve commonly occurring design problemsImplement copy-on-write for you custom value types to improve performanceAdd concurrency to your applications using Grand Central Dispatch and Operation QueuesImplement generics to write flexible and reusable codeWho this book is for This book is for developers who want to delve into the newest version of Swift. If you are a developer and learn best by looking at and working with code, then this book is for you. A basic understanding of Apple's tools would be beneficial but not mandatory. All examples should work on the Linux platform as well.

Programming IOS 9 - Matt Neuburg 2015-11-05
Start building apps for iOS 9 with Apple's Swift programming language. If you're grounded in the basics of 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 use iOS frameworks for adding features such as audio and video, access to user calendars and photos, and tracking the device's location.

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

Xcode 5 Start to Finish - Fritz Anderson 2014-05-03
Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple's Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you'll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By the time you're finished, you'll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views Designing UI views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server's sleek continuous integration system Register your book at www.informit.com/register for access to this title's downloadable code.

IOS Animations by Tutorials (Seventh Edition) - raywenderlich Tutorial Team 2022-03-22
Make Delightful Animations with Swift!There's no denying it: creating animations is one of the most enjoyable parts of iOS

development.Animations are fun to create, they breathe life into your user interface, and they make your app a delight to use.In this book, you'll learn about iOS animation in Swift from beginning to advanced through a series of hands-on tutorials and challenges, that make your app look and feel great.Who This Book Is ForThis book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations.Topics Covered in iOS Animations by Tutorials:SwiftUI: Learn how to bring this exciting new technology to life.View Animations: Learn how to animate views: size, position, color, and more.Springs: Make your animations bounce with realistic spring behavior.Transitions: Add subtle transitions when you add or remove subviews.Keyframe Animations: Learn how to make complex animations with precise multi-stage timing.Animation and Auto Layout: Learn how to animate with Auto Layout by animating constraints.Layer Animations: Dive deeper and use layer animation for more advanced techniques.Shapes and Masks: Learn how to use shapes and layer masks for cool effects.Gradient Animations: Make moving gradients like the "slide to unlock" screen.Stroke and Path Animations: Animate lines moving over time along a path.3D Animations: Rotate, translate, and scale your layers over time in three dimensions.

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 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

SwiftUI by Tutorials (Fourth Edition) - raywenderlich Tutorial Team 2021-11-11
Learn & Master SwiftUI!?Every developer wants to build the most fluid and engaging declarative UI for their apps with as little code as possible. SwiftUI will help you do just that. Learn all the main concepts through an easy-to-follow tutorials where you'll build apps that teach you to create modern, responsive UI and animations that look great on iOS, iPadOS, watchOS, tvOS, and even macOS.?Who This Book Is For?This book is for intermediate iOS developers who already know the basics of iOS, and who wish to know everything there is to know about SwiftUI.?Topics Covered in SwiftUI by Tutorials?SwiftUI Overview: Learn SwiftUI features, as well as the differences between Apple´s platforms with SwiftUI. Customize your apps for AppKit, UIKit, WatchKit, tvOS, iPadOS and even Catalyst.Testability: See how to apply UI Testing to your SwiftUI apps in this very simple, yet powerful course.Controls & User Input: Learn about controls such as TextField, Button, Toggle, Slider, Stepper, pickers and many more.State & Data Flow: Learn how to bind data to the UI, about reactive updates to the UI through state management, and in-depth usage of the attributes related to SwiftUI.Accessibility: Learn how to navigate your app with VoiceOver on an iOS device and use the SwiftUI Accessibility API attributes to improve your app's accessible UI.Drawing Custom Graphics & Animations: Create drawings, graphics, animations and even view transitions in SwiftUI.macOS: Learn how to create a document-based Mac app and later start with an existing iOS app and learn how to re-use code, views and assets for creating a macOS app.One thing you can count on: After you finish reading this book, you'll be able to take advantage of the latest and greatest features of SwiftUI to bring modern declarative UX to your apps.

Objective-C Fundamentals - Collin Ruffenach 2011-09-12
Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK. You'll learn to avoid the most common pitfalls, while exploring the expressive Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C language is the key to unlocking its awesome potential as a mobile computing platform. Objective C's concise, rich syntax and feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from any background a smooth transition into mobile app development for the iPhone. About the Book Objective-C Fundamentals guides you gradually from your first line of Objective-C code through the process of building native apps for the iPhone. Starting with chapter one, you'll dive into iPhone development by building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Objective-C from the ground up Developing with Xcode 4 Examples that work unmodified on iPhone Table of Contents PART 1 GETTING STARTED WITH OBJECTIVE-C Building your first iOS application Data types, variables, and constants An introduction to objects Storing data in collections PART 2 BUILDING YOUR OWN OBJECTS Creating classes Extending classes Protocols Dynamic typing and runtime type information Memory management PART 3 MAKING MAXIMUM USE OF FRAMEWORK FUNCTIONALITY Error and exception handling Key-Value Coding and NSPredicate Reading and writing application data Blocks and Grand Central Dispatch Debugging techniques

Programming IOS 12 - Matt Neuburg 2018-11
Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks.
Programming iOS 12 - Matt Neuburg 2018-10-04
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, 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 12 innovations, such as User Notification framework improvements, as well as changes in Xcode 10 and Swift 4.2. All example code is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up iOS 12 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 12, you'll gain a solid, rigorous, and practical understanding of iOS 12 development.
iOS Drawing - Erica Sadun 2013-10-15
Covers iOS 7 and Xcode 5 Apple lavished iOS with a rich and evolving library of resolution-independent 2D drawing utilities. Its APIs include powerful features such as transparency, path-based drawing, anti-aliasing, and more. Harness these low-level, lightweight drawing routines in your apps to build images, to create PDFs, to display views, and to print. 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 explore iOS drawing through an abundance of examples alongside plenty of explanations and tips. This short work provides the basic how-to developers need to get started. You will learn

about these specific topics: The basic concepts of Quartz (Core Graphics) and UIKit drawing The coordinate system, paths, masking, and clipping Text drawing Transparency and alpha channels, drawing modes, blending, colors, and spaces Transforms and geometry Patterns, shadows, and gradients Bitmaps and pixels Approximately 311 pages. For related content by author Erica Sadun, see iOS Auto Layout Demystified, The Core iOS 6 Developer's Cookbook, and The Advanced iOS 6 Developer's Cookbook. informit.com/sadun To access the code samples, visit https://github.com/erica/iOS-Drawing.

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!

IOS Development with Swift - Craig Grummit 2017-12
"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.

Pro iOS Table Views - Tim Duckett 2012-06-12
If you're an iOS app developer, chances are you'll be using table views in your development projects. Table views are the bread and butter of iOS apps. With them, you can create everything from the simplest of lists to fully tricked-out user interfaces. Table views are also one of the most complex components found in UIKit. While using them for boring standard user interfaces is quite simple, customizing them can become really challenging. Pro iOS Table Views takes a task-oriented focus to assist you when implementing customized table views. Although it delves deeply into the Table View API, you can always decide in which level of detail you want to dive in. It's aimed to be a great reference and customization cookbook at the same time, useful for beginners as well as intermediate developers. Covers the entire Table View API in depth Covers customization and performance topics in depth Task-oriented reference with multiple levels of detail Note: source code for this title is currently available for download at: https://github.com/timd/Pro-iOS-TableViews

IOS 8 Swift Programming Cookbook - Vandad Nahavandipoor 2014-11-21
Entirely rewritten for Apple's Swift programming language, this updated cookbook helps you overcome the vexing issues you're likely to face when creating apps for iOS devices. You'll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit APIs to store information in the cloud with ease Create custom keyboards and extensions Access users' health-related information with HealthKit Interact with accessories inside the user's home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app's data Develop location-aware and multitasking-aware apps Work with iOS 8's audio and video APIs Use

Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera's availability and access the Photo Library

Introducing iOS 8 - Steve Derico 2014-12-03
Learn to make iOS apps even if you have absolutely no programming experience. This hands-on book takes you from idea to App Store, using real-world examples—such as driving a car or eating at a restaurant—to teach programming and app development. You'll learn concepts through clear, concise, jargon-free language. This book focuses on Apple's new programming language, Swift. Each lesson is divided into two parts: the lecture portion explains the terms and concepts through examples, and the exercise portion helps you apply these concepts while building real-world apps, like a tip calculator. Learn how to think differently—and see the world from a whole new perspective. Learn the basic building blocks of programming Dive into the Swift programming language Make apps for iPhone and iPad Use GPS in your app to find a user's location Take or select photos with your app Integrate your app with Facebook and Twitter Submit your app to the App Store Manage and market your app on the App Store

Head First C - David Griffiths 2012-04-03
Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

Swift in Depth - Tjeerd in 't Veen 2018-12-10
Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! 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 create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

Hands-On Design Patterns with Swift - Florent Vilmart 2018-12-24
From learning about the most sought-after design patterns to a comprehensive coverage of architectural patterns and code testing, this book is all you need to write clean, reusable code Key Features Write clean, reusable and maintainable code, and make the most of the latest Swift version. Analyze case studies of some of the popular open source

projects and give your workflow a huge boost Choose patterns such as MVP, MVC, and MVVM depending on the application being built Book Description Swift keeps gaining traction not only amongst Apple developers but also as a server-side language. This book demonstrates how to apply design patterns and best practices in real-life situations, whether that's for new or already existing projects. You'll begin with a quick refresher on Swift, the compiler, the standard library, and the foundation, followed by the Cocoa design patterns – the ones at the core of many cocoa libraries – to follow up with the creational, structural, and behavioral patterns as defined by the GoF. You'll get acquainted with application architecture, as well as the most popular architectural design patterns, such as MVC and MVVM, and learn to use them in the context of Swift. In addition, you'll walk through dependency injection and functional reactive programming. Special emphasis will be given to techniques to handle concurrency, including callbacks, futures and promises, and reactive programming. These techniques will help you adopt a test-driven approach to your workflow in order to use Swift Package Manager and integrate the framework into the original code base, along with Unit and UI testing. By the end of the book, you'll be able to build applications that are scalable, faster, and easier to maintain. What you will learn Work efficiently with Foundation and Swift Standard library Understand the most critical GoF patterns and use them efficiently Use Swift 4.2 and its unique capabilities (and limitations) to implement and improve GoF patterns Improve your application architecture and optimize for maintainability and performance Write efficient and clean concurrent programs using futures and promises, or reactive programming techniques Use Swift Package Manager to refactor your program into reusable components Leverage testing and other techniques for writing robust code Who this book is for This book is for intermediate developers who want to apply design patterns with Swift to structure and scale their applications. You are expected to have basic knowledge of iOS and Swift.

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 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.