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concept and vision to code



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Using Xcode

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Beginning iPhone Development with Swift Kim Topley,Fredrik Olsson,Jack Nutting,David Mark,Jeff LaMarche,2014-11-22 The team that brought you the bestselling Beginning iPhone Development the book that taught the world how to program on the iPhone is back again for Beginning iPhone Development with Swift This definitive guide to the Swift programming language and the iOS 8 SDK and the source code has been updated to reflect Xcode 6 3 1 and Swift 1 2 There s coverage of brand new technologies including Swift playgrounds as well as significant updates to existing material You ll have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64 bit iOS 8 specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 8 SDK and then guides you though the creation of your first simple application From there you ll learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars

and sliders You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be demystified and you ll learn how to save your data using the iPhone file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more [Beginning iOS Game Development](#) Patrick Alessi,2011-11-21 Get in the game and start building games for the iPhone or iPad Whether you only have a little experience with iOS programming or even none at all this accessible guide is ideal for getting started developing games for the iPhone and iPad Experienced developer and author Patrick Alessi presents the iOS system architecture gives you the step by step of game development and introduces the languages used to develop games From the basic building blocks to including drawing responding to user interaction animation and sound this book provides a one stop shop for getting your game up and running Explores the tools and methodology used to develop games for the iPhone and iPad Requires no previous experience with building a game for the iOS platform Details how iOS games require different considerations than other applications Addresses working with the Xcode programming environment how to draw with the Quartz 2D API ways to handle user input and techniques for incorporating animation with Core Animation and sound with Core Audio If you re ready to jump on the gaming app bandwagon then this book is what you need to get started

[Beginning iPhone Development with Swift 5](#) Wallace Wang,2019-05-31 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 also learn about touch gestures table views and collection views for displaying data on a user interface 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 a gentle introduction to using Xcode and then guides you through the creation of your first simple application You ll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers tab bars tool bars page views and split views that are particularly useful on the larger screens of the iPad and certain iPhone models And there s much more Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps Once you re ready move on to Pro iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the 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 [Beginning iPhone Development with Swift 2](#) David Mark, Kim Topley, Jack Nutting, Fredrik Olsson, JEFF LAMARCHE,2015-12-18 This is the definitive guide to the Swift programming language and the iOS 9 SDK and the source code has been updated to reflect Xcode 7 and Swift 2 There s up to date coverage of new Apple technologies as well as significant updates to existing material You ll have everything you need to create your very own apps for the latest

iOS devices Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64 bit iOS 9 specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 9 SDK and then guides you through the creation of your first simple application From there you will learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You will master a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be demystified and you will learn how to save your data using the iPhone file system You will also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there is much more What You Will Learn Everything you need to know to develop your own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences What data persistence is and why it is important Get started with building cool crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who This Book is For

Beginning iOS 5 Application

Development Wei-Meng Lee, 2011-12-15 The ideal starting point for iPhone and iPad app development with iOS 5 If you want to develop apps for Apple's iPhone and iPad first you need to know how to use the tools iPhone's new iOS 5 operating system and SDK and the new xCode toolset that come with it This full color book is the perfect starting point Beginning developers you will get a solid introduction to the new xCode 4 and Objective C and find everything you need to quickly build your first app The book thoroughly covers all the new iOS 5 features including new multitasking location based services notification system cloud based features and much more Written by bestselling Wrox author Wei Meng Lee this is an ideal book for beginning developers Helps eager developers quickly start building apps for the iPhone iPad and iPod Touch Introduces iOS 5 xCode 4 Objective C and the basics you need to create your first Apple device app Covers a host of new iOS 5 capabilities including new multitasking new location based services and a new notification system Shows you how to work with iOS 5's cloud based features for online storage of music photos and video Full color and full of information Beginning iOS 5 Application Development is the ultimate guide for beginning Apple developers

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