



Beginning iPhone Development with Swift 5

Exploring the iOS SDK

Fifth Edition

Wallace Wang

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Beginning Iphone Development Swift Exploring

G Orfield



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Beginning iPhone Development with Swift Kim Topley, Fredrik Olsson, Jack Nutting, David Mark, Jeff

LaMarche, 2015-06-03 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 is up to date with Apple's new Swift programming language and the latest and greatest iOS 8 SDK and Xcode 6.1 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 6.1 and the iOS 8 SDK and then guides you through the creation of your first simple application From there you'll learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You'll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be demystified and you'll learn how to save your data using the iPhone file system You'll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there's much more

Beginning iPhone Development with Swift 5 Wallace Wang, 2019 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 app You'll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers tab 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

[Beginning iPhone Development with SwiftUI](#) Wally Wang, 2022-01-02 Tame the power of Apple's new user interface toolkit SwiftUI Integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders with less effort and more efficiency You'll also learn about touch gestures lists and grids for displaying data on a user interface And you'll even go beyond those simple controls to

liven up any user interface with simple animation techniques Spice your designs up with movement scaling and resizing including spring and bounce effects You ll start with basic designs and then explore more sophisticated ones 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 though the creation of your first simple application You ll create user interfaces for that application using multiple screens in two different ways using Navigation View and Tab Bars Beginning iPhone Development with Swift UI covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps with stunningly interactive interfaces using SwiftUI Once you re ready move on to Pro iPhone Development with Swift UI to learn more of the unique aspects of iOS programming and the Swift language What You Will Learn Discover the basics of designing a user interface using SwiftUI Build cool crisp user interfaces that use animation Display data in lists and outlines Organize user interfaces in forms and groups 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 3 Molly Maskrey, Kim Topley, David Mark, Fredrik Olsson, JEFF LAMARCHE, 2016-11-17 Create your very own apps for the latest iOS devices You ll start with the basics and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK and then guides you though the creation of your first simple application Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming In this third edition of the best selling book 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 Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10 specific project templates and designed to take advantage of the latest Xcode features Discover brand new technologies as well as significant updates to existing tools 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 iOS file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad

Beginning iPhone Development with Swift 4 Molly K. Maskrey, 2017-10-26 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 will learn how to save your data using the iOS file system You will see how to create load and work with playgrounds as you develop an understanding of the Swift language 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 Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps Once you are 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 is 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 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 is coverage of brand new technologies including Swift playgrounds as well as significant updates to existing material You will have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64 bit iOS 8 specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 8 SDK and then guides you through the creation of your first simple application From there you 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 **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 will 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

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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. **More iPhone Development with Swift** Alex Horovitz, Kevin Kim, David Mark, Jeff LaMarche, Jayant Varma, 2015-03-31

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

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'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

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