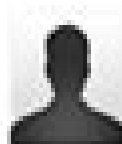


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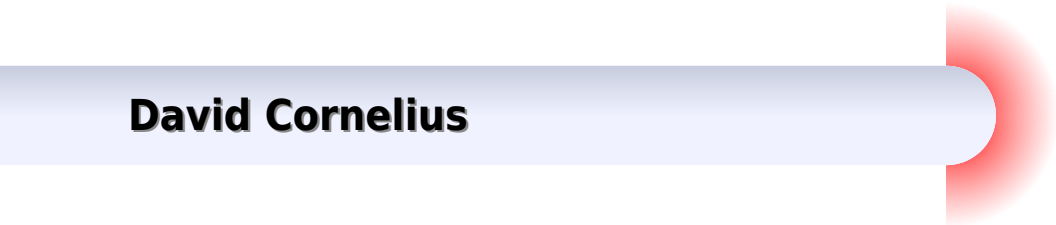
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iOS 14 Programming for Beginners Ahmad Sahar, 2020-11-27 Publisher's note This edition from 2020 is outdated and does not make use of the most recent iOS and Swift features A new sixth edition updated for iOS 15 and including new advanced topics such as Mac Catalyst SwiftUI Swift Concurrency and SharePlay has now been published Key Features Explore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth edition Kick start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 14 such as Mac Catalyst SwiftUI widgets and App Clips Book Description If you're looking to work and experiment with powerful iOS 14 features such as widgets and App Clips to create your own apps this iOS programming guide is for you The book offers a comprehensive introduction for experienced programmers who are new to iOS taking you through the entire process of learning the Swift language writing your own apps and publishing them on the App Store Fully updated to cover the new iOS 14 features along with Xcode 12 and Swift 5.3 this fifth edition of *iOS 14 Programming for Beginners* starts with an introduction to the Swift programming language and shows you how to accomplish common programming tasks with it You'll then start building the user interface UI of a complete real world app using the storyboards feature in the latest version of Xcode and implement the code for views view controllers data managers and other aspects of mobile apps The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI a new way to build apps for all Apple devices Finally you'll set up testers for your app and understand what you need to do to publish your app on the App Store By the end of this book you'll not only be well versed in writing and publishing applications but you'll also be able to apply your iOS development skills to enhance existing apps What you will learn Get to grips with the fundamentals of Xcode 12 and Swift 5.3 the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model View Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features such as widgets and App Clips Convert an existing iPad app into an Apple Silicon Mac app Design, deploy and test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development Experienced programmers looking to explore the latest iOS 14 features will also find this book useful [iOS 7 Programming Pushing the Limits](#) Rob Napier, Mugunth Kumar, 2014-01-08 Get ready to create killer apps for iPad and iPhone on the new iOS 7 With Apple's introduction of iOS 7 demand for developers who know the new iOS will be high You need in depth information about the new characteristics and capabilities of iOS 7 and that's what you'll find in this book If you have experience with C or C++ this guide will show you how to create amazing apps for iPhone iPad and iPod touch You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0 Advanced topics such as security services running on multiple iPlatforms and local networking with Core Bluetooth are also covered Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly

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The Complete Idiot's Guide to iPad and iPhone App Development Troy Brant,2010-09-07 Take a bite out of Apple s iPhoneTM success The Complete Idiot s Guide to Developing iPhoneTM Apps is the perfect introduction for aspiring iPhoneTM app creators offering a step by step approach exploring all of the tools and key aspects of programming

using the iPhone™ software development kit including getting the finished product distributed through the App Store Apple also reports more than one billion downloads of their more than 25 000 available applications and both the number of applications and the appetite for them keeps growing Of the more than 50 000 companies and individuals who have registered as program developers 60 percent have never before developed an Apple platform

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iOS 16 App Development Essentials - UIKit Edition Neil

Smyth, 2023-02-22 This book aims to teach the skills necessary to create iOS apps using the iOS 16 SDK UIKit Xcode 14 and the Swift programming language Beginning with the basics this book outlines the steps necessary to set up an iOS development environment Next an introduction to the architecture of iOS 16 and programming in Swift 5.7 is provided followed by an in depth look at the design of iOS apps and user interfaces More advanced topics such as file handling database management graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking location management local notifications camera access and video playback support Other features include Auto Layout local map search user interface animation using UIKit dynamics Siri integration iMessage app development and biometric authentication Additional features of iOS development using Xcode are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks collection and stack layouts CloudKit data storage and the document browser Other features of iOS 16 and Xcode 14 are also covered in detail including iOS machine learning features The aim of this book therefore is to teach you the skills necessary

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