

iOS Animations by tutorials

Setting Swift in Motion



By Marin Todorov

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Marin Todorov



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Core Graphics and Core Animation JD Gauchat,2018-01-02 Learn how to use the Core Graphics and Core Animation frameworks to create and animate graphics in your iOS applications After reading this guide you will know how to generate custom graphics how to manipulate images and how to create animations Table of Contents CORE GRAPHICS FRAMEWORK Core Graphics Data Types Quartz 2D Context Paths Colors Configuration Saving the State Clipping Gradients Shadows

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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 11 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 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 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

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Game Development with Swift Stephen Haney, 2015-07-23 Apple s new programming language Swift is fast safe accessible the perfect choice for game development Packed with best practices and easy to use examples this book leads you step by step through the development of your first Swift game The book starts by introducing Swift s best features for game development Then you will learn how to animate sprites and textures Along the way you will master the physics framework add the player character and NPCs and implement controls Towards the end of the book you will polish your game with fun menus integrate with

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