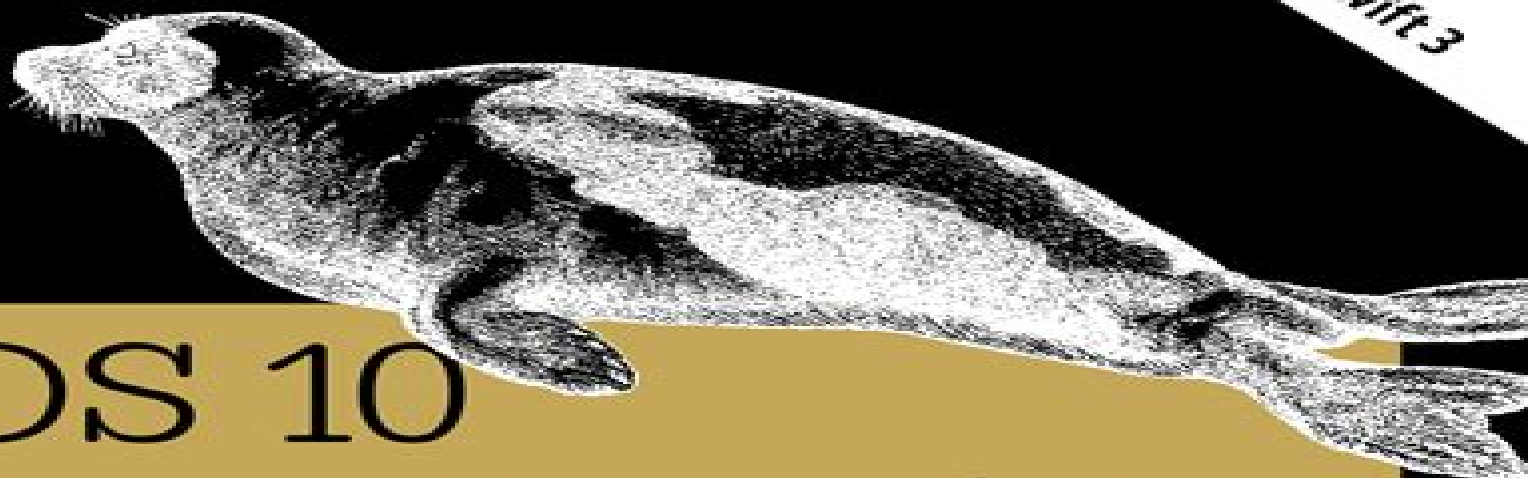


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Development Using Swift 4 Serhan Yamacli,2018-10-02 This book covers iOS 12 app design fundamentals using the latest Swift 4.2 programming language Xcode 10 and iOS 12 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 4.2 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 real world apps are developed again by step by step instructions Each code line is explained As the reader follows the development of the example apps he/she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app in simulators and real devices Sample apps developed in this book are as follows 1 Disco lights app Learn the basics of app development and use buttons in your code 2 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen 3 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code 4 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls 5 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map 6 SOS sender app Adding SMS functionality setting required permissions and sending real time location using SMS 7 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete ball bouncing game This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files can be viewed and downloaded from the book's website www.yamaclis.com/ios12

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[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](#).

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