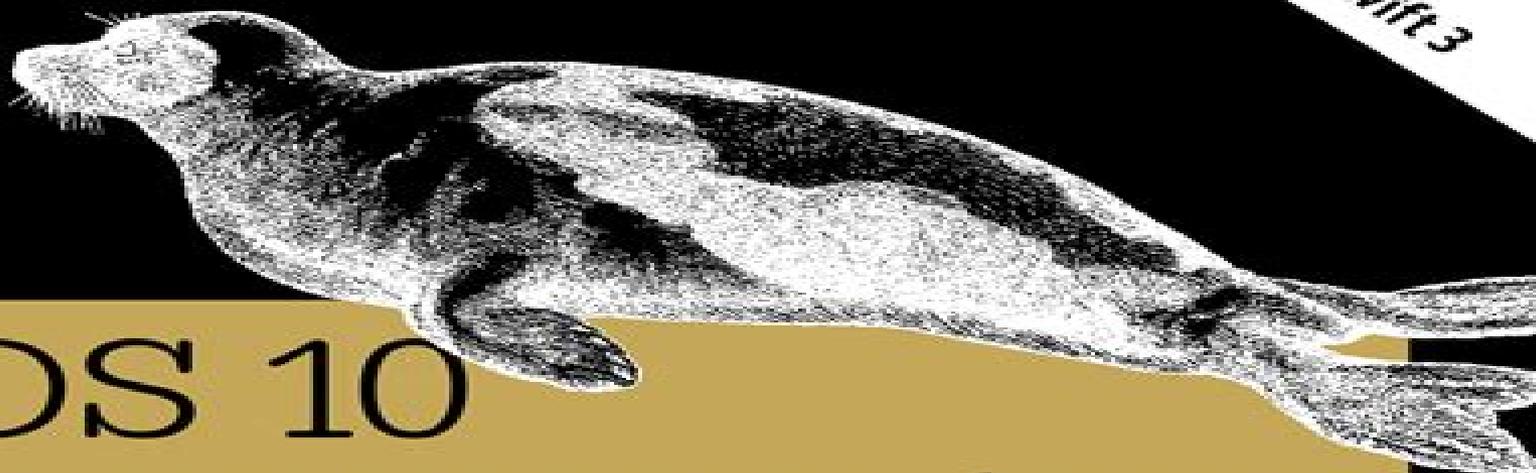


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controllers and add features from iOS frameworks All example code is available on GitHub for you to download study and run Create arrange draw layer and animate views that respond to touch Use view controllers to manage multiple interface screens Master 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 Understand further topics including files networking and threads

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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 the book s website www.yamaclis.com/ios12

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And ConclusionChapter 2 Functions Function Parameters and Return Value Void Return Type and Parameters Function Signature External Parameter Names Overloading Default Parameter Values Variadic Parameters Ignored Parameters Modifiable Parameters Function In Function Recursion Function As Value Anonymous Functions Define and Call Closures How Closures Improve Code Function Returning Function Closure Setting a Captured Variable Closure Preserving Its Captured Environment Curried Functions Chapter 3 Variables and Simple Types Variable Scope and Lifetime

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you'll be ready to create your own apps for submission to the App Store. We'll overview the submission process including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet, public relations, and more.

iOS 15 Application Development for Beginners Arpit Kulsreshtha, 2021-12-31

Learn iOS App development with advanced Apple technology and developer-centric tools. KEY FEATURES: Loaded with core developer tools including SwiftUI, Xcode, and CoreML. Covers app architecture, design patterns, and mobile hardware use in app development. Numerous examples covering database, GPS, image recognition, and ML.

DESCRIPTION: This book is a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps.

WHAT YOU WILL LEARN: Develop practical skills in Swift programming, Xcode, and SwiftUI. Learn to work around the database, file handling, and networking while building apps. Utilize the capabilities of mobile hardware to include sound, images, and videos. Bring machine learning capabilities using the Core ML framework. Integrate features such as App Gestures and Core Location into iOS applications. Utilize mobile design patterns and maintain a clean coding style.

WHO THIS BOOK IS FOR: This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required.

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