INTERMEDIATE iOS 9 PROGRAMMING WITH SWIFT

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Jacob Schatz

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iOS 9 Swift Programming Cookbook Vandad Nahavandipoor,2015-12-09 Ready to build stunning apps for iPhone iPad and Apple Watch This cookbook completely rewritten with all new material provides 90 proven solutions for tackling the latest features in iOS 9 and watchOS 2 0 Written exclusively in Apple s Swift language these code rich recipes show you how to use dynamic user interfaces interactive maps multitasking functionality Apple s new UI Testing framework and many other features This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple s mobile operating systems Each recipe includes reusable code available on GitHub that you can put to work right away Work with new features in Swift 2 Xcode 7 and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Swift to connect with the iOS contacts database Block ads or obtrusive content with Safari Content Blockers Make your app content searchable with Spotlight APIs Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple s new UI Testing framework Liven up your UI with gravity and turbulence fields   *IOS 9 Programming Fundamentals with Swift* Matt Neuburg,2015-09-28 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   **IOS 9 Swift Programming Cookbook** Vandad Nahavandipoor,2015   **Intermediate IOS Programming with Swift** Simon Simon Ng,2017-06-22 Learn by DoingIt s not just about the theory or syntax of Swift Just like our beginner book this intermediate book over 450 pages will help you learn the new APIs introduced in iOS 8 9 10 in a practical way You will learn by writing code As you follow the book to build apps you will learn the new features of Swift and iOS SDK along the way

   Swift in 30 Days Gaurang Ratnaparkhi,2021-09-03 Designing iOS mobile apps using simple Swift codes and libraries KEY FEATURES Combines the fundamentals of Swift and power packed libraries including SwiftUI Includes graphical illustrations and step by step instructions on coding your first iOS application Covers end to end iOS app development with code debugging and best practices DESCRIPTION Swift in 30 Days teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified pragmatic and quick programming learning without much theory The book examines the basics of Swift programming fundamental Swift building blocks how to write syntax constructs define classes arrays model data with interfaces and several examples of Swift programming The book will help you to create the environment for app development including tools and libraries like Xcode and SwiftUI You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application You will have access to design patterns and

learn how to handle errors debug and work with protocols By the end of this book you will become a trusted Swift programmer and a successful iOS developer who will dive deeper into Apple s intelligent app programming challenge WHAT YOU WILL LEARN Create an iOS app from scratch and learn fundamental Swift concepts such as operators and control flow Create intuitive and intelligent user interfaces with an understanding of self design and constraints Recap OOP concepts and Swift protocol based programming Work with design patterns write clean codes and build expert tables and navigations Work with Xcode and SwiftUI 2 0 WHO THIS BOOK IS FOR This book is for students graduates and entry level coders who want to learn iOS app development without prior Swift or mobile app development experience TABLE OF CONTENTS Week 1 Beginner 1 Building Your First App 2 Swift Programming Basics 3 Auto Layout 4 Types and Control Flow Week 2 Intermediate 5 Optional Type and More 6 Code Structuring Week 3 Advanced 7 OOP in Swift 8 Protocols and Delegates Week 4 Bonus 9 Error handling and Debugging 10 SwiftUI   *IOS 11 Swift Programming Cookbook* Vandad Nahavandipoor,2017-12-06 iOS 11 Swift 4 and Xcode 9 provide many new APIs for iOS developers With this cookbook you ll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4 including new ways to use Swift and Xcode to make your day to day app development life easier This collection of code rich recipes also gets you up to speed on continuous delivery and continuous integration systems Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS these recipes include reusable code on GitHub so you can put them to work in your project right away Among the topics covered in this book New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document based applications Updated Map view and Core Location features iOS 11 s Security and Password Autofill Data storage with Apple s Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch   *iOS 9 App Development Essentials* Neil Smyth,2015-10-22 iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK Xcode 7 and the Swift 2 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment An introduction to the architecture of iOS 9 and programming in Swift is provided followed by an in depth look at the design of iOS applications and user interfaces More advanced topics such as file handling database management in app purchases graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking iAds integration location management local notifications camera access and video and audio playback support Other features are also covered including Auto Layout Twitter and Facebook integration App Store hosted in app purchase content Sprite Kit based game development local map search and user interface animation using UIKit dynamics Additional features of iOS development using Xcode 7 are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks CloudKit data storage

and TouchID authentication The key new features of iOS 9 and Xcode 7 are also covered in detail including new error handling in Swift 2 designing Stack View based user interfaces multiple storyboard support iPad multitasking map flyover support 3D Touch and Picture in Picture media playback The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 9 Assuming you are ready to download the iOS 9 SDK and Xcode 7 have an Intel based Mac and ideas for some apps to develop you are ready to get started **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 TABLE OF CONTENTS 1 Getting Started with Xcode 2 Swift Fundamentals 3 Classes Struct and Enumerations 4 Protocols Extensions and Error Handling 5 TabBar TableView and CollectionView 6 User Interface Design with SwiftUI 7 Database with SQLite and Core Data 8 File Handling in iOS 9 App Gesture Recognizers in iOS 10 Core Location with MapKit 11 Camera And Photo Library 12 Machine Learning with Core ML 13 Networking in iOS Apps 14 Mobile App Patterns and Architectures 15 Publish iOS App on App Store **Programming IOS 9** Matt Neuburg,2015

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 1 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 developmen t 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 Table of Contents PART 1 INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 BUILDING YOUR INTERFACE View controllers views and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications animation and scrolling PART 3 BUILDING YOUR APP Tables and navigation Collections searching sorting and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 FINALIZING YOUR APP Distributing your app What s next   IOS 9 Programming Fundamentals with Swift Matt Neuburg,2015 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode IDE the Cocoa Touch framework and Swift 2 0 u2014 the latest version of Apple s acclaimed programming language With this thoroughly updated guide you ll learn Swift u2019 s object oriented concepts understand how to use Apple s development tools and discover how Cocoa provides the underlying functionality iOS apps need to have Explore Swift u2019 s object oriented concepts variables and functions scopes and namespaces object types and instances Become familiar with built in Swift types such as numbers strings ranges tuples Optionals arrays dictionaries and sets Learn how to declare instantiate and customize Swift object types u2014 enums structs and classes Discover powerful Swift features such as protocols and generics Catch up on Swift 2 0 innovations option sets protocol extensions error handling guard statements availability checks and more Tour the lifecycle of an Xcode project from

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First Protocol Animizable and Humanizable Delegation Protocols as Types Protocols in Collections Optional Chaining 9 Becoming Flexible with Generics The Problem That Generics Solve 10 Games with SpriteKit Setting Up the Project The Start Screen Dangerous Ground A Hero to the Rescue Enemies in Motion Spawned Obstacles Smashing Physics 11 Games with SceneKit Creating DAE Files Creating a New SceneKit Project Your SceneKit Files Making the Game Bridging the Gap to Objective C 12 Apps with UIKit Application Types Loading a Table View Loading Data from a URL **Swift** Mg Martin,2019-05-02 Have you ever wanted to learn how to build IOS apps but don t know where to start Have you tried some of the IOS books and blogs but still you could not get to the end Do you feel like you need some fundamentals skills in Swift for you to get started Well Swift is the new language for you No need to struggle any more Swift will help you create both IOS8 and OSX apps in an intriguing and interesting way If you happen to have some experience working with Objective C you might be asking yourself why shift to Swift After all you have been creating better apps for OS X for some years But did you know that apple had something in store before they released Swift Whether you are an experienced programmer or just starting out in iOS app design this book takes you through all the steps of designing an iOS app If you want to learn how to create outstanding apps that will beat your competitor this book helps you discover the secret From Xcode and Swift the foundation of modern iOS development you will learn the building blocks of designing a great app so that you can dig deep into the app development The Swift programming language is innovative safe and young So how do you stay updated with the latest information and avoid being left behind with the most recent developments Inside you will find from Beginners Intermediate and Advanced Principles of Swift Programming Step by step instructions on building apps Sample XCode projects Basic Introduction to Swift Discover major design principles that define iOS user experience Manage data and manipulate images using effects and filters Latest changes to Swift 5 0 The ABI stability And many more Don t wait Grab your copy today **Intermediate IOS 10 Programming with Swift** Simon Ng,2017-04-08 It s not just about the theory or syntax of Swift Just like our beginner book this intermediate book over 450 pages will help you learn the new APIs introduced in iOS 8 9 10 in a practical way You will learn by writing code As you follow the book to build apps you will learn the new features of Swift and iOS SDK along the way **SwiftUI Projects** Craig Clayton,2020-12-11 Learn SwiftUI by designing and building complex user interfaces for watchOS iPadOS and iOS with the help of projects including a financial app a sports news app and a POS system Key FeaturesLearn SwiftUI with the help of practical cross platform development projectsUnderstand the design considerations for building apps for different devices such as Apple Watch iPhone and iPad using SwiftUI s latest featuresWork with advanced SwiftUI layout features including SF Symbols SwiftUI grids and forms in SwiftUIBook Description Released by Apple during WWDC 2019 SwiftUI provides an innovative and exceptionally simple way to build user interfaces for all Apple platforms with the power of Swift This practical guide involves six real world projects built from scratch with two projects each for iPhone iPad and watchOS built using Swift programming and Xcode Starting

with the basics of SwiftUI you ll gradually delve into building these projects You ll learn the fundamental concepts of SwiftUI by working with views layouts and dynamic types This SwiftUI book will also help you get hands on with declarative programming for building apps that can run on multiple platforms Throughout the book you ll work on a chart app watchOS NBA draft app watchOS financial app iPhone Tesla form app iPhone sports news app iPad and shoe point of sale system iPad which will enable you to understand the core elements of a SwiftUI project By the end of the book you ll have built fully functional projects for multiple platforms and gained the knowledge required to become a professional SwiftUI developer What you will learnUnderstand the basics of SwiftUI by building an app with watchOSWork with UI elements such as text lists and buttonsCreate a video player in UIKit and import it into SwiftUIDiscover how to leverage an API and parse JSON in your app using CombineStructure your app to use Combine and state driven featuresCreate flexible layouts on iPadWho this book is for SwiftUI Projects is intended for anyone who is already comfortable with Swift We do not cover Swift topics in detail so you need to be familiar with these already All of the SwiftUI topics are taught as if this is the first time you ve learned them and will gradually get more difficult   Programming for Non-Programmers with IOS 9 and Swift ,2015 IOS app development is easier than you might think Learn how to build a complete iOS 9 app with Xcode and Swift No programming experience required   IOS 9 Programming with Swift Alvin Brauer,2016-06-29 iOS 9 Programming with Swift Become a professional This book is an exploration of programming in iOS 9 This version of iOS was released recently and most people are not aware of how to develop apps which can run in it The book begins by explaining to the user what iOS 9 is where it is used and its release date The book then guides the user on how to implement an app search in iOS 9 The process of creating storyboards in iOS 9 is discussed putting you in a position to create these after reading the book Multitasking in which one can run two apps in iOS 9 at once is also explored show how to convert your app from a non multitasking one to a multitasking one The book also guides you on how to implement the auto scaling feature in which your app will scale automatically so as to fit the size of your screen The following topics are discussed in this book Introduction A Brief Overview of iOS 9 App Search Storyboards Multitasking Auto Layout Download your copy of iOS 9 by scrolling up and clicking Buy Now With 1 Click button   **Swift in 24 Hours, Sams Teach Yourself** BJ Miller,2014-11-26 In just 24 lessons of one hour or less Sams Teach Yourself Swift in 24 Hours helps you build next generation OS X and iOS apps with Apple s new Swift programming language This book s straightforward step by step approach helps you quickly master Swift s core concepts structure and syntax and use Swift to write safe powerful modern code In just a few hours you ll be applying advanced features such as extensions closures protocols and generics Every lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Swift development tasks Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to Set up your Swift

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