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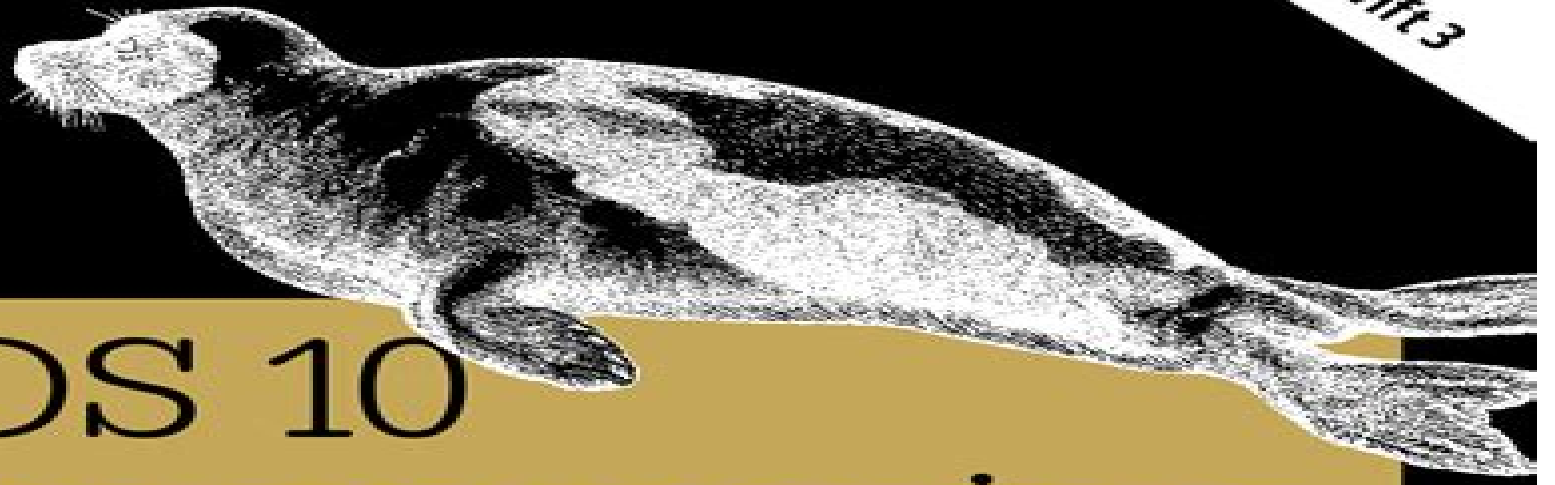

iOS 10 Programming Fundamentals with Swift

SWIFT, XCODE, AND COCOA BASICS

Matt Neuburg

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Albert A Gayle

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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 Programming iOS 10 Matt Neuburg,2016-11-09 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 Stay up to date on iOS 10 innovations such as property animators force touch speech recognition and the User Notification framework as well as Xcode 8 improvements for autolayout and asset catalogs All example code now rewritten in Swift 3 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 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 Want to brush up on the basics Pick up iOS 10 Programming Fundamentals with Swift 978 1 491 97007 2 to learn about Swift Xcode and Cocoa Together with Programming iOS 10 you ll gain a solid rigorous and practical understanding of iOS 10 development **iOS 13 Programming Fundamentals with Swift** Matt Neuburg,2019-10-03 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode 10 IDE Cocoa Touch and the latest version of Apple s acclaimed programming language Swift 5 With this thoroughly updated guide you ll learn the Swift language understand Apple s Xcode development tools and discover the Cocoa framework Explore Swift s object oriented concepts Become familiar with built in Swift types Dive deep into Swift objects protocols and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa s event driven design Communicate with C and Objective C Once you master the fundamentals you ll be ready to tackle the details of iOS app development with author Matt Neuburg s companion guide Programming iOS 13 *iOS 11 Programming Fundamentals with Swift* Matt Neuburg,2017-09-26 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode 9 IDE Cocoa Touch and the latest version of Apple s acclaimed programming language Swift 4 With this thoroughly updated guide you ll learn the Swift language understand Apple s Xcode development tools and discover the Cocoa framework Explore Swift s object oriented concepts Become familiar with built in Swift types Dive deep into Swift objects protocols and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa s event driven design Communicate with C and Objective C In this edition catch up on the latest iOS programming features Multiline strings and improved dictionaries Object serialization Key paths and key value observing Expanded git integration Code refactoring And more *Beginner's Guide to IOS 12 App*

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 the book s website www yamaclis com ios12 *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 8 Programming Fundamentals with Swift* Matt Neuburg,2015-03-13 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode IDE the Cocoa Touch framework and Swift Apple s new programming language Learn Swift 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 **IOS 13 Programming Fundamentals with Swift** Matt Neuburg,2019 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode 10 IDE Cocoa Touch and the latest version of Apple s acclaimed programming language Swift 5 With this thoroughly updated

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