

Programming iOS 11

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[Programming iOS 11](#) - Matt Neuburg 2017

IOS 15 Programming Fundamentals with Swift - Matt Neuburg
2021-10

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. 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 life cycle 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: Structured concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

Programming iOS 11 - Matt Neuburg 2017-12-07

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 Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 11, you'll gain a solid, rigorous, and practical understanding of iOS 11 development.

Mastering iOS 11 Programming - Second Edition - Donny Wals
2017-10-27

Transition to a Professional iOS developer with the most in-depth and

advanced level guide on Swift 4 and Xcode 9 About This Book* Filled with practical examples, this comprehensive guide explores all aspects of iOS Development.* Learn powerful techniques and industry`s best practices to become pro iOS Developer.* Unlock the full potential of iOS 11 programming with Swift 4 to build rich and powerful applications* Gain detailed insights into core iOS Programming concepts such as Extensions, Performance, Animations, CoreData and lot more with examples* Extend your iOS apps to new level with ARKit and CoreML Who This Book Is For This book is for developers who have some experience with iOS programming, but want to take their skills to next level by unlocking the full potential of latest version of iOS with Swift to build great applications. What You Will Learn* Build a professional iOS application from scratch* Create adaptive, complex views with Auto-Layout* Writing flexible and reusable code with Protocol Oriented programming* Ensure code quality by using proper tests.* Measure and improve performance with the Instruments app* Integrate with iOS on a deep level with several App Extensions* Implement AI, Machine Learning, Augmented Reality and more iOS 11 sweetness In Detail With good pay for iOS developers, a mature development environment, and Apple users spending more money on the App store than Android users, becoming a professional iOS developer is a great move. The journey to master iOS development and the new features of iOS 11 is not straightforward, but this book will help you make that transition. Written for Swift 4 and following the latest Swift API design guidelines, you won't just learn how to program for iOS 11, you'll learn how to write great, readable, and maintainable Swift code that's in line with the industry's best-practices. The progression of this book reflects the real-world development flow. In the book, you will build real-world applications. You will find a mix of thorough background information and practical examples, so you'll know how to make use of a technique right away while you also get a great understanding of the how and why. By the end, you will be able to build iOS applications that harness advanced techniques and make the best use of the latest and greatest features available in iOS 11. Style and approach This book takes a no-frill approach and is very code-specific. The focus is on teaching

advanced concepts through a series of small projects and standalone examples that help you gain expertise with various aspects of iOS application development.

Advanced iOS 4 Programming - Maher Ali 2010-10-01

With Advanced iOS 4 Programming, developers have the expert guidance they need to create amazing applications for Apple's iPhone, iPad, and iPod touch. Inside, veteran mobile developer Dr. Maher Ali begins with a foundation introduction to Objective C and Cocoa Touch programming, and then guides readers through building apps with Apple's iPhone SDK 4 - including coverage of the major categories of new APIs and building apps for the new Apple iPad. This book concentrates on illustrating GUI concepts programmatically, allowing readers to fully appreciate the complete picture of iOS 4 development without relying on Interface Builder. In addition, Interface Builder is covered in several chapters. Advanced iOS 4 Programming delves into more advanced topics going beyond the basics of iOS 4 development, providing comprehensive coverage that will help you get your apps to the App Store quicker. Key features include: Objective-C programming language and runtime Interface Builder Building advanced mobile user interfaces Collections Cocoa Touch Core Animation and Quartz 2D Model-view-controller (MVC) designs Developing for the iPad Grand Central Dispatch Parsing XML documents using SAX, DOM, and TouchXML Working with the Map Kit API Remote and Local Push Notification Blocks (closures) in Objective-C Building advanced location-based applications Developing database applications using the SQLite engine GameKit framework

Learning iPad Programming - Kirby Turner 2013-05-13

“Not many books have a single project that lives and evolves through the entire narrative. The reason not many books do this is because it is difficult to do well. Important toolkit features get shoehorned in weird places because the author didn’t do enough up-front design time. This book, though, takes you from design, to a prototype, to the Real Deal. And then it goes further.” —Mark Dalrymple, cofounder of CocoaHeads, the international Mac and iPhone programmer community; author of Advanced Mac OS X Programming: The Big Nerd Ranch Guide Learning

iPad Programming, Second Edition, will help you master all facets of iPad programming with Apple's newest tools. Its in-depth, hands-on coverage fully addresses the entire development process, from installing the iOS SDK through coding, debugging, submitting apps for Apple's review, and deployment. Extensively updated for Apple's newest iOS features and Xcode 4.x updates, this book teaches iPad programming through a series of exercises centered on building PhotoWheel, a powerful personal photo library app. As you build PhotoWheel, you'll gain experience and real-world insights that will help you succeed with any iPad development project. Leading iOS developers Kirby Turner and Tom Harrington introduce the essentials of iOS development, focusing on features that are specific to iPad. You'll find expert coverage of key topics many iOS development books ignore, from app design to Core Data. You'll also learn to make the most of crucial iOS and Xcode features, such as Storyboarding and Automatic Reference Counting (ARC), and extend your app with web services and the latest iCloud syncing techniques. Learn how to Build a fully functional app that uses Core Data and iCloud syncing Use Storyboarding to quickly prototype a functional UI and then extend it with code Create powerful visual effects with Core Animation and Core Image Support AirPrint printing and AirPlay slideshows Build collection views and custom views, and use custom segues to perform custom view transitions Download the free version of PhotoWheel from the App Store today! Import, manage, and share your photos as you learn how to build this powerful app.

Learn IOS 11 Programming with Swift 4 - Craig Clayton 2018-01-31
Begin your iOS development journey using Swift 4 and XCode 9 with this easy to learn, practical guide. Key Features Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Book Description You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take

advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! What you will learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on the App Store Who this book is for This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience. However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store

View Controllers in iOS 11 - JD Gauchat 2018-01-02

Learn how to create and connect view controllers to define the user interface of your iOS applications. After reading this guide, you will know how to add views and create view controllers, how to use segues and unwind segues to connect them, and how to implement Navigation Controllers, Tab Bar Controllers, and Split View Controllers to create user interfaces for every device. Table of Contents VIEW CONTROLLERS

Storyboard View Controllers Orientation Object Library Guide Lines Properties Connections Outlets Connections in the Storyboard Actions Multiple View Controllers Segues Unwind Segues Segues in Code NAVIGATION CONTROLLERS Navigation Controllers in the Storyboard Navigation Bar Items Toolbar Custom Navigation Sharing Data TAB BAR CONTROLLERS Tabs Tab Bar Controller Tab Bar Controller Delegate Real-Life Application SPLIT VIEW CONTROLLERS Universal Container Split View Controller Object Split View Controller Delegate Implementing Split View Controllers Improving the Interface Item by Default Detail View by Default Display Mode Button Implementing the Split View Controller Delegate Expanding the Interface Modal Views Presentation Controller Popover Presentation Controller QUICK REFERENCE UIViewController UIStoryboard UIStoryboardSegue UINavigationController UINavigationController UINavigationController UIBarItem UIBarButtonItem UIToolbar UITabBarItem UITabBarController UITabBar UITabBarControllerDelegate UISplitViewController UISplitViewControllerDelegate UIStoryboard UIPresentationController UIAdaptivePresentationControllerDelegate UIPopoverPresentationController UIPopoverPresentationControllerDelegate This guide assumes that you have a basic knowledge of app development, Xcode, and the Swift language. If you don't know how to program in Swift or how to create an application with Xcode, download our guides Introduction to Swift and Interface Builder. For a complete course on app development for iOS, read our book iOS Apps for Masterminds. This guide is a collection of excerpts from the book iOS Apps for Masterminds. The information included in this guide will help you understand a particular aspect of app development in iOS, but it will not teach you everything you need to know to develop an app for Apple devices. If you need a complete course on app development for iOS, read our book iOS Apps for Masterminds. For more information, visit our website at www.formasterminds.com.

iOS 10 Programming Fundamentals with Swift - Matt Neuburg 2016-09-26 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3-the latest version of Apple's acclaimed programming language. With this

thoroughly updated guide, you'll 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. 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 10* .

Learn iOS 11 Programming with Swift 4 - Second Edition - Craig Clayton 2018

Begin your iOS development journey using Swift 4 and Xcode 9 with this easy to learn, practical guide. About This Book Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Who This Book Is For This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience. However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store What You Will Learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on the App Store In Detail You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS

development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! Style and approach Step by step pr ...
[Programming iOS 4](#) - Matt Neuburg 2011-05-23

Provides information on using iOS 4 to create applications for the iPhone, iPad, and iPod Touch.

iOS 14 Programming Fundamentals with Swift - Matt Neuburg
2020-09-23

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 12 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.3. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle 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: Multiple trailing closures Code editor document tabs New Simulator features Resources in Swift packages Logging and testing improvements And more! 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 14](#).

The Rust Programming Language (Covers Rust 2018) - Steve Klabnik 2019-09-03

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more

reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

iOS Apps for Masterminds 3rd Edition - J. Gauchat 2017-11-24

Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 4, Xcode 9, iOS 11 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through

every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 4 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Stack Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud CloudKit Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photos Library Web Kit Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 11, Xcode 9 and Swift 4 App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps.

[Programming for Non-Programmers: iOS 11 and Swift](#) - Todd Perkins 2018

[Programming iOS 6](#) - Matt Neuburg 2013

Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

Programming iOS 12 - Matt Neuburg 2018-11

Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks.

iOS 11 App Development Essentials - Neil Smyth 2018-02-15

iOS 11 App Development Essentials, the latest edition of this popular book series, has now been fully updated for the iOS 11 SDK, Xcode 9 and the Swift 4 programming language. This publication is available for purchase in print and Kindle editions. The print edition consists of 100 chapters and includes a free download of the color PDF of the book with 16 additional chapters. The Kindle edition contains all 116 chapters. 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 11 and programming in Swift 4 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, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, location management, local notifications, camera access and video playback support. Other features are also covered including Auto Layout, local map search, user interface animation using UIKit dynamics, Siri integration, iMessage app development, CloudKit sharing, biometric authentication, SpriteKit games development and audio to text transcription. Additional features of iOS development using Xcode are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, collection and stack layouts and CloudKit data storage. The key new features of iOS 11 and Xcode 9 are also covered in detail, including Swift 4, drag and drop integration and the document browser. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 11. Assuming you are ready to download the iOS 11 SDK and Xcode 9, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

iOS 11 Programming with Swift - Michael J. Huber 2017

"You want to build iOS applications for the iPhone and iPad, but where do you start? Forget sifting through tutorials and blog posts; this is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. The goal of this tutorial is to help you become a professional developer by unleashing the full potential of iOS 11 to build applications. This tutorial will cover the essentials of the Swift language, building flexible iOS user interfaces working on multiple devices, looking into how software patterns such as Target-Action and Model-View-Controller are implemented in iOS 11, and focusing on specific issues to make you proficient at tasks more rapidly."--Resource description page.

iOS 12 App Development Essentials - Neil Smyth 2018-10-31

iOS 12 App Development Essentials, the latest edition of this popular book series, has now been fully updated for the iOS 12 SDK, Xcode 10 and the Swift 4 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 12 and programming in Swift 4 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, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, location management, local notifications, camera access and video playback support. Other features are also covered including Auto Layout, local map search, user interface animation using UIKit dynamics, Siri integration, iMessage app development, CloudKit sharing and biometric authentication. Additional features of iOS development using Xcode are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, collection and stack layouts and CloudKit data storage in addition to drag and drop integration and the document browser. The key new features of iOS 12 and Xcode 10 are also covered in detail, including Siri shortcuts and the new iOS machine learning features. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 12. Assuming you are ready to download the iOS 12 SDK and Xcode 10, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

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 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.

Web Access in iOS 11 - JD Gauchat 2018-01-02

Learn how to access the Web from your iOS applications. After reading this guide, you will know how to incorporate links to external resources into your apps, how to create your own browser, how to access and process information from a server, and how to post messages to social networks, including Twitter and Facebook. Table of Contents WEB ACCESS Links Safari View Controller WebKit App Transport Security Web Content JSON XML Social Networks Activity View Controller QUICK REFERENCE URL UIApplication SFSafariViewController Configuration SFSafariViewControllerDelegate WKWebView URLRequest WKNavigationDelegate URLSession URLSessionDataTask, URLSessionDownloadTask, and URLSessionUploadTask

NSURLSessionConfiguration URLSessionDelegate URLSessionTaskDelegate
JSONDecoder JSONEncoder XMLParser XMLParserDelegate
UIActivityIndicatorView This guide assumes that you have a basic knowledge of app development, Xcode, and the Swift language. If you don't know how to program in Swift or how to create an application with Xcode, download our guides Introduction to Swift and Interface Builder. For a complete course on app development for iOS, read our book iOS Apps for Masterminds. This guide is a collection of excerpts from the book iOS Apps for Masterminds. The information included in this guide will help you understand a particular aspect of app development in iOS, but it will not teach you everything you need to know to develop an app for Apple devices. If you need a complete course on app development for iOS, read our book iOS Apps for Masterminds. For more information, visit our website at www.formasterminds.com.

Programming iOS 7 - Matt Neuburg 2013-12-10

If you're grounded in the basics of Objective-C and Xcode, this practical guide takes you through the components you need for building your own iOS apps. With examples from real apps and programming situations, you'll learn how to create views, manipulate view controllers, and use iOS frameworks for adding features such as audio and video. Learn how to create, arrange, draw, layer, and animate views—and make them respond to touch Use view controllers to manage multiple screens of material in a way that's understandable to users Explore UIKit interface widgets in-depth, such as scroll views, table views, text, web views, and controls Delve into Cocoa frameworks for sensors, maps, location, sound, and video Access user libraries: music, photos, address book, and calendar Examine additional topics including files, threading, and networking New iOS 7 topics covered include asset catalogs, snapshots, template images, keyframe and spring view animation, motion effects, tint color, fullscreen views and bar underlapping, background downloading and app refresh, Text Kit, Dynamic Type, speech synthesis, and many others. Example projects are available on GitHub. Want to brush up on the basics? Pick up iOS 7 Programming Fundamentals to learn about Objective-C, Xcode, and Cocoa language features such as notifications, delegation, memory

management, and key-value coding. Together with Programming iOS 7, you'll gain a solid, rigorous, and practical understanding of iOS 7 development.

iOS 12 Programming for Beginners - Craig Clayton 2018-12-24

Begin your iOS 12 app development journey with this practical guide Key Features Kick-start your iOS programming career and have fun building iOS apps of your choice Get to grips with Xcode 10 and Swift 4.2, the building blocks of iOS development Discover the latest features of iOS 12 - SiriKit, notifications, and much more Book Description Want to build iOS 12 applications from scratch with the latest Swift 4.2 language and Xcode 10 by your side? Forget sifting through tutorials and blog posts; this book is a direct route to iOS development, taking you through the basics and showing you how to put principles into practice. Take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! If you're already an experienced programmer, you can jump right in and learn the latest iOS 12 features. For beginners, this book starts by introducing you to iOS development as you learn Xcode and Swift. You'll also study advanced iOS design topics, such as gestures and animations, to give your app the edge. You'll explore the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in notifications, custom-UI notifications, maps, and the recent additions in SiriKit. The book will guide you in using TestFlight to quickly get to grips with everything you need to get your project on the App Store. By the end of this book, you'll be ready to start building your own cool iOS applications confidently. What you will learn Explore the distinctive design principles that define the iOS user experience Navigate panels within an Xcode project Use the latest Xcode asset catalogue of Xcode 10 Create a playgrounds project within your projects and understand how Ranges and Control flow work Study operations with integers and work your way through if statements Build a responsive UI and add privacy to your custom-rich notifications Set up SiriKit to add voice for Siri shortcuts Collect valuable feedback with TestFlight before releasing your apps on the App Store Who this book is for This book is for you if you are completely new to Swift, iOS, or programming and want to

make iOS applications. However, you'll also find this book useful if you're an experienced programmer looking to explore the latest iOS 12 features. *iOS 11 App Development Essentials* - Neil Smyth 2018-03-01

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

iOS 13 Programming for Beginners - Ahmad Sahar 2020-01-24

A step-by-step guide to learning iOS app development and exploring the latest Apple development tools **Key Features** Explore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and more **Book Description** iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS, covering the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app, using the latest version of Xcode, and also implement the code for views, view

controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learn

Get to grips with the fundamentals of Xcode 11 and Swift 5, the building blocks of iOS development

Understand how to prototype an app using storyboards

Discover the Model-View-Controller design pattern, and how to implement the desired functionality within the app

Implement the latest iOS features such as Dark Mode and Sign In with Apple

Understand how to convert an existing iPad app into a Mac app

Design, deploy, and test your iOS applications with industry patterns and practices

Who this book is for

This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will also find this book useful.

Programming iOS 14 - Matt Neuburg 2020-10-08

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, collection 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 14 innovations, such as:

- Control action closures and menus
- Table view cell configuration objects
- Collection view lists and outlines
- New split view controller architecture
- Pointer customization on iPad
- New photo picker and limited photos authorization
- Reduced accuracy location
- Color

picker, new page control behavior, revised date pickers, and more! Want to brush up on the basics? Pick up *iOS 14 Programming Fundamentals with Swift* to learn about Swift, Xcode, and Cocoa. Together with *Programming iOS 14*, you'll gain a solid, rigorous, and practical understanding of iOS 14 development.

Programming iOS 13 - Matt Neuburg 2019-12-05

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

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Dive into frameworks for sound, video, maps, and sensors

Access user libraries: music, photos, contacts, and calendar

Explore files, networking, and threads

Stay up-to-date on iOS 13 innovations, such as:

- Symbol images
- Light and dark mode
- Sheet presentation
- Diffable data sources and compositional layout
- Context menus and previews
- Window scene delegates and multiple windows on iPad

Want to brush up on the basics? Pick up *iOS 13 Programming Fundamentals with Swift* to learn about Swift, Xcode, and Cocoa. Together with *Programming iOS 13*, you'll gain a solid, rigorous, and practical understanding of iOS 13 development.

iOS 12 Programming Fundamentals with Swift - Matt Neuburg 2018-09-26

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

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 12*.

Programming iOS 13 - Matt Neuburg 2019-12-05

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 files, networking, and threads Stay up-to-date on iOS 13 innovations, such as: Symbol images Light and dark mode Sheet presentation Diffable data sources and compositional layout Context menus and previews Window scene delegates and multiple windows on iPad Want to brush up on the basics? Pick up *iOS 13 Programming Fundamentals with Swift* to learn about Swift, Xcode, and Cocoa. Together with *Programming iOS 13*, you'll gain a solid, rigorous, and practical understanding of iOS 13 development.

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; and 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! 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 11*.

iOS 7 Programming Cookbook - Vandad Nahavandipoor 2013-10-14

Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK--including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

iOS 13 Programming Fundamentals with Swift - Matt Neuburg 2019-11-09

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 13 Programming for Beginners - Fourth Edition - Ahmad Sahar 2020

A step-by-step guide to learning iOS app development and exploring the latest Apple development tools Key Features Explore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and more Book Description *iOS 13* comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS,

covering the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app, using the latest version of Xcode, and also implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learn Get to grips with the fundamentals of Xcode 11 and Swift 5, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern, and how to implement the desired functionality within the app Implement the latest iOS features such as Dark Mode and Sign In with Apple Understand how to convert an existing iPad app into a Mac app Design, deploy, and test your iOS applications with industry patterns and practices Who this book is for This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will...

Beginning iOS Programming - Nick Harris 2014-02-27

iOS 7 changed everything—get up to speed! iOS 7 is a major shift in the look and feel of apps—the first major sea change since the iPhone was first introduced. For apps to blend in with the new UI, each needs a complete redesign. Beginning iOS Programming: Building and Deploying iOS Applications starts at the beginning—including an introduction to Objective C—and gives you the skills you need to get your apps up and running. Author Nick Harris has extensive experience developing for iOS and provides a solid background for teaching the building blocks of app

development. Learn Objective-C and how it differs from other programming languages Turn your app idea into an actionable plan Build each feature with the help of standalone chapters Assemble your project into a real-world iOS app Throughout the book, you'll be able to experiment with dozens of recipes from real-life scenarios, creating an app as you learn. The book's website features download sample apps to follow along with the instruction, and sample code to illustrate ideas.

iPhone Programming - Aaron Hillegass 2010-04-13

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services

ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

Beginner's Guide to iOS 11 App Development Using Swift 4 - Serhan Yamacli 2017-10-06

This book covers iOS 11 app design fundamentals using the latest Swift 4 programming language, Xcode 9 and iOS 11 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 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/ios11.

Beginning iPhone Development with Swift 4 - Molly K. Maskrey 2017-10-26
Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 11 SDK, and then guides you through the creation of your first simple application. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll see how to create, load and work with playgrounds as you develop an understanding of the Swift language. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! *Beginning iPhone Development with Swift 4* covers the basic information you need to get up and running quickly with your iOS apps. Once you're ready, move on to *Professional iPhone Development with Swift 4* to learn more of the really unique aspects of the SDK and Swift language. **What You Will Learn**
Discover what data persistence is, and why it's important
Build cool, crisp user interfaces
Display data in Table Views
Work with all the most commonly used iOS Frameworks
Who This Book is For
Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.