

Xcode Learn Xcode Fast A Beginners Guide To Programming In Xcode How To Program Series Get Started With Xcode The Easy Way

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Xcode 4 - Richard Wentk
2011-06-01

Everything you need to know to design, code, and build amazing apps Xcode 4 is Apple's newest version of the popular development suite for creating bleeding-edge OS X and iOS apps. Written by an experienced developer and Apple-focused journalist, this book not only covers developing for OS X but also for the entire family of iOS devices, including the iPhone, iPad, and iPod touch. You'll explore the newest tools for compiling, debugging, and finding and fixing common code errors so that you can look forward to improved, smooth-running code that is developed more efficiently than ever. Takes you step-by-step through the process of developing OS X and iOS applications using Xcode 4 Examines the benefits of Xcode 4, Apple's updated, free, object oriented programming environment Helps you tame the complex Xcode environment so you can develop amazing apps This

book gets you up to speed on all the remarkable new features and redesigned user interface of Xcode 4 so you can get started creating phenomenal apps today.

Coding iPhone Apps for Kids

- Gloria Winquist 2017-05-15

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game

called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: -Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! -Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer -Make a real, playable game with graphics and sound effects using SpriteKit -Challenge players by speeding up your game and adding a high-score system Why should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

IOS 12 Programming for Beginners -Third Edition -

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.

Swift for Beginners - Boisy G. Pitre 2015

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779.

LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this hands-on guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work.

Author Boisy G. Pitre gives you

a solid grounding in key Swift language concepts-including variables, constants, types, arrays, and dictionaries-before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE: www.peachpit.com/swiftbeginners includes additional resources.

SwiftUI for Masterminds -

J.D Gauchat 2020-02-12

Learn how to develop applications with SwiftUI today! SwiftUI for Masterminds takes the reader step by step through the technologies required to develop applications for iPhones, iPads and Mac computers. After reading this book, you will know how to program in Swift, how to design user interfaces,

and how to combine traditional frameworks with the advanced features provided by SwiftUI to build modern applications. This book is a complete course on app development for Apple devices. Every chapter explores basic and advanced topics, from computer programming to graphics and databases. The information is supported by examples that guide beginners and experts through the development process and gradually introduce them to complex topics. The goal of SwiftUI for Masterminds is to familiarize you with the latest technologies introduced by Apple for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. Introduction to Swift 5.1 Swift Paradigm Declarative User Interfaces SwiftUI Framework Combine Framework Layout and Navigation Mac Catalyst UIKit in SwiftUI Collection Views Text Views MapKit Graphics and Animations Files Archiving Core Data iCloud CloudKit

AVFoundation Camera and
Photos Library WebKit Views
Gesture Recognizers Timers
Notifications Operation Queues
Error Handling ...and more!
iOS app development with iOS
13, Xcode 11 and Swift 5.1 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.

**Learning Cocoa with
Objective-C** - Apple Computer
Inc 2002-09-20

Learning Cocoa with Objective-
C is the "must-have" book for
people who want to develop
applications for Mac OS X, and
is the only book approved and
reviewed by Apple engineers.
Based on the Jaguar release of
Mac OS X 10.2, this edition of
Learning Cocoa includes
examples that use the Address
Book and Universal Access
APIs. Also included is a handy
quick reference card, charting
Cocoa's Foundation and AppKit
frameworks, along with an
Appendix that includes a listing
of resources essential to any

Cocoa developer--beginning or
advanced. Completely revised
and updated, this 2nd edition
begins with some simple
examples to familiarize you
with the basic elements of
Cocoa programming as well
Apple's Developer Tools,
including Project Builder and
Interface Builder. After
introducing you to Project
Builder and Interface Builder,
it brings you quickly up to
speed on the concepts of
object-oriented programming
with Objective-C, the language
of choice for building Cocoa
applications. From there, each
chapter presents a different
sample program for you to
build, with easy to follow, step-
by-step instructions to teach
you the fundamentals of Cocoa
programming. The techniques
you will learn in each chapter
lay the foundation for more
advanced techniques and
concepts presented in later
chapters. You'll learn how to:
Effectively use Apple's suite of
Developer Tools, including
Project Builder and Interface
Builder Build single- and
multiple-window document-

based applications Manipulate text data using Cocoa's text handling capabilities Draw with Cocoa Add scripting functionality to your applications Localize your application for multiple language support Polish off your application by adding an icon for use in the Dock, provide Help, and package your program for distribution Each chapter ends with a series of Examples, challenging you to test your newly-learned skills by tweaking the application you've just built, or to go back to an earlier example and add to it some new functionality. Solutions are provided in the Appendix, but you're encouraged to learn by trying. Extensive programming experience is not required to complete the examples in the book, though experience with the C programming language will be helpful. If you are familiar with an object-oriented programming language such as Java or Smalltalk, you will rapidly come up to speed with the Objective-C language. Otherwise, basic object-

oriented and language concepts are covered where needed.

SwiftUI Essentials - iOS 14 Edition - Neil Smyth
2020-12-07

The goal of this book is to teach the skills necessary to build iOS 14 applications using SwiftUI, Xcode 12 and the Swift 5.3 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.3 programming language including data types, control flow, functions, object-oriented programming, property wrappers and error handling. An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode. The book also covers the creation of custom SwiftUI views and explains how these views are

combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered include data handling using state properties in addition to observable, state and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also includes chapters covering graphics drawing, user interface animation, view transitions and gesture handling, WidgetKit, document-based apps and SiriKit integration. Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit-based projects and explains the integration of UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this

book, therefore, is to teach you the skills necessary to build your own apps for iOS 14 using SwiftUI. Assuming you are ready to download the iOS 14 SDK and Xcode 12 and have an Apple Mac system you are ready to get started.

Xcode 5 Start to Finish - Fritz Anderson 2014-05-03

Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple's Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you'll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By

the time you're finished, you'll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views Designing UI views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server's sleek continuous integration system Register your book at www.informit.com/register for

access to this title's downloadable code. *iOS SDK Programming A Beginners Guide* - James Brannan 2011-01-31 Essential Skills--Made Easy! Develop, test, and debug iPhone, iPad, and iPod touch applications with help from this practical resource. *iOS SDK Programming: A Beginner's Guide* shows you how to use Objective-C and Apple's new Xcode 4 development environment with an integrated, easy-to-use Interface Builder. You'll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls. Setting application preferences and storing application data are also covered. The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone, iPod touch, and iPad. You'll learn how to take advantage of the iPad's larger display and the new features of iOS 4.2. By the end of this book, you'll be ready to create the next bit hit in the iTunes

App Store! Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated

Programming in Objective-C

- Stephen G. Kochan 2012
Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

Mac Application Development by Example - Robert Wiebe
2012-01-01

This book is a beginners guide that teaches the topic using a learn by example method. This book is for people who are programming beginners and have a great idea for a Mac OS

X app and need 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
[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 FeaturesExplore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth editionKick-start your iOS programming career and have fun building your own iOS appsDiscover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and moreBook 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.

IOS 15 Programming for Beginners - Sixth Edition -

Ahmad Sahar 2021-12-24

Learn iOS app development and work with Xcode 13 and Apple's iOS 15 simulators Key Features: Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 15 such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay Book

Description: With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store. iOS 15 Programming for Beginners is a comprehensive introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. Complete with hands-on tutorials, projects, and self-assessment questions, this easy-to-follow guide will help you get well-versed with the Swift language to build

your apps and introduce exciting new technologies that you can incorporate into your apps. You'll learn how to publish iOS apps and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance your app development journey.

What You Will Learn: Get to grips with the fundamentals of Xcode 13 and Swift 5.5, 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 an app Implement the latest iOS features such as Swift Concurrency and SharePlay Convert an existing iPad app into a Mac app with Mac Catalyst Design, deploy, and test your iOS applications with design patterns and best practices Who this book is for:

This book is for anyone who has programming experience but is new to Swift and iOS app development. Basics knowledge of programming, including loops, boolean, and so on, is necessary.

IOS Development with Swift

- Craig Grummit 2017-12

"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.

Apple Game Frameworks and Technologies

- Tammy Coron 2021-05-11

Design and develop sophisticated 2D games that are as much fun to make as they are to play. From particle effects and pathfinding to

social integration and monetization, this complete tour of Apple's powerful suite of game technologies covers it all. Familiar with Swift but new to game development? No problem. Start with the basics and then layer in the complexity as you work your way through three exciting - and fully playable - games. In the end, you'll know everything you need to go off and create your own video game masterpiece for any Apple platform. Discover the power of Apple Game Frameworks, Xcode, and Swift by building three exciting games: Gloop Drop - a new twist on a classic arcade game, Val's Revenge - a roguelike dungeon crawler, and Hog - a social player vs. player mobile dice game. With Apple Game Frameworks, you can create high-performance, power-efficient games that work across all Apple platforms, including iOS, macOS, tvOS, and watchOS. In this book, you'll discover how to... Design and develop rich 2D gaming experiences using Apple's built-in game

frameworks. Harness the power of SpriteKit using Xcode and Swift to create engaging player experiences. Use the visual Scene Editor to build complete scenes. Unleash the power of the Particle Editor to create amazing effects. Use GameplayKit to add advanced features to your games like pathfinding, artificial intelligence, and complex rule systems. Build larger, more complex worlds with tile maps and Xcode's visual Tile Map editor. Bring people together using GameKit and Game Center, Apple's social gaming network. Increase revenue with third-party banner ads and rewarded ads using Google AdMob (tm). Monetize your games with StoreKit and in-app purchases. So, grab your gear and get your game on - it's time to level up your skills. What You Need: macOS Mojave 10.14.6 or newer Xcode 11.3 or newer Basic knowledge of Swift 5.1.4 or newer
Migrating to Swift from Flash and ActionScript - Radoslava Leseva Adams
2016-11-13

This book builds on your knowledge of ActionScript to take you on to the fast track developing iOS apps with Apple's latest language, Swift. Swift's syntax is easier to understand than Objective-C for people already familiar with ActionScript. At the same time it offers a number of new features and richer expressiveness than both ActionScript and Objective-C. Switching to a new platform usually involves migration on three levels: tools, workflow, and programming language. This book is structured as a guide that will help you on each level with step-by-step tutorials. Apart from the tutorials, it comes with recipes for some of the most popular mobile development topics: social network integration and messaging, taking advantage of device capabilities, networking and working with local and iCloud data, advertising in your app or game, and 2D and 3D graphics. The book also includes a final chapter that takes you through Apple's App Store submission process.

Don't just build your apps, sell them. What You Will Learn: Expand your development knowledge to native iOS programming with Swift Use the latest Xcode 7 IDE Migrate your existing ActionScript projects to Swift Create advanced UI, leverage the device hardware, integrate with social networks, take advantage of 2D and 3D graphics Diagnose your app quickly with Xcode's debugger and instruments Prepare and submit our iOS app in Apple's App Store Who This Book is For: Migrating to Swift from Flash and ActionScript is for Flash and Adobe AIR developers who want to move on to native iOS programming with the latest Apple Swift language. It's for the seasoned ActionScript programmer who is looking to add another language and platform to their tool belt quickly. Migrating to Swift from Flash and ActionScript is a good choice for developers who learn by doing and don't have time to read thick manuals and books for beginners in order to start

programming in a new language.

Step Into Xcode - Fritz Anderson 2006

Provides information on using Xcode to build applications with Macintosh languages and technology.

iOS 14 Programming for Beginners - Ahmad Sahar 2020-11-27

Publisher's note: This edition from 2020 is outdated and does not make use of the most recent iOS and swift features.

A new sixth edition, updated for iOS 15 and including new advanced topics, such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay, has now been published. Key Features: Explore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth edition. Kick-start your iOS programming career and have fun building your own iOS apps. Discover the new features of iOS 14 such as Mac Catalyst, SwiftUI, widgets and App Clips. Book Description: If you're looking to work and experiment with powerful iOS

14 features such as widgets and App Clips to create your own apps, this iOS programming guide is for you. The book offers a comprehensive introduction for experienced programmers who are new to iOS, taking you through the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. Fully updated to cover the new iOS 14 features, along with Xcode 12 and Swift 5.3, this fifth edition of iOS 14 Programming for Beginners starts with an introduction to the Swift programming language and shows you 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 storyboards feature in the latest version of Xcode and implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI, a new way to

build apps for all Apple devices. Finally, you'll set up testers for your app and understand what you need to do to publish your app on the App Store. By the end of this book, you'll not only be well versed in writing and publishing applications, but you'll also be able to apply your iOS development skills to enhance existing apps. What you will learn

Get to grips with the fundamentals of Xcode 12 and Swift 5.3, 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 an app

Implement the latest iOS features, such as widgets and App Clips

Convert an existing iPad app into an Apple Silicon Mac app

Design, deploy, and test your iOS applications with design patterns and best practices

Who this book is for

This book is for anyone who has programming experience but is new to Swift and iOS app development. Experienced

programmers looking to explore the latest iOS 14 features will also find this book useful.

Machine Learning with Core ML - Joshua Newnham
2018-06-28

Leverage the power of Apple's Core ML to create smart iOS apps

Key Features

Explore the concepts of machine learning and Apple's Core ML APIs

Use Core ML to understand and transform images and videos

Exploit the power of using CNN and RNN in iOS applications

Book Description

Core ML is a popular framework by Apple, with APIs designed to support various machine learning tasks. It allows you to train your machine learning models and then integrate them into your iOS apps.

Machine Learning with Core ML is a fun and practical guide that not only demystifies Core ML but also sheds light on machine learning. In this book, you'll walk through realistic and interesting examples of machine learning in the context of mobile platforms

(specifically iOS). You'll learn to implement Core ML for visual-based applications using the principles of transfer learning and neural networks. Having got to grips with the basics, you'll discover a series of seven examples, each providing a new use-case that uncovers how machine learning can be applied along with the related concepts. By the end of the book, you will have the skills required to put machine learning to work in their own applications, using the Core ML APIs What you will learn Understand components of an ML project using algorithms, problems, and data Master Core ML by obtaining and importing machine learning model, and generate classes Prepare data for machine learning model and interpret results for optimized solutions Create and optimize custom layers for unsupported layers Apply CoreML to image and video data using CNN Learn the qualities of RNN to recognize sketches, and augment drawing Use Core ML transfer

learning to execute style transfer on images Who this book is for Machine Learning with Core ML is for you if you are an intermediate iOS developer interested in applying machine learning to your mobile apps. This book is also for those who are machine learning developers or deep learning practitioners who want to bring the power of neural networks in their iOS apps. Some exposure to machine learning concepts would be beneficial but not essential, as this book acts as a launchpad into the world of machine learning for developers.

iOS Programming: Starter Guide: What Every Programmer Needs to Know About iOS Programming - Jason Scotts 2013-11-25

What Every Programmers Need To Know About iOS Programming Exposed! iOS Programming: Starter Guide: What Every Programmer Needs to Know About iOS Programming is a precise and concise book for any programmer to get a quick

grasp of the intricacies of iOS and how to master it quickly. The book covers:- Chapter 1- What is iOS SDK? Chapter 2- How Do You Get Started With ios- C Programming? Chapter 3- What is XCode? Chapter 4- How to Design Interfaces in iOS Chapter 5- How to Develop Animations and Views in iOS Chapter 6- iOS Programming- How to Create Images, Touches and Gestures Chapter 7- How to Build Text in iOS Programming So, if you are interested in mastering iOS programming quickly and easily, this book is for you. Get it now! Other books by Jason Scotts:- 1.Python Programming Reloaded: How To Code Python Fast In Just 24 Hours With 7 Simple Steps 2.Windows 8 User Guide Reloaded: The Complete Beginners Guide + 50 Bonus Tips To Be A Power User Now 3. Raspberry Pi: The Ultimate Step by Step Raspberry Pi User Guide (The Updated Version)
How to Build a Billion Dollar App - George Berkowski
2014-09-04
THE ULTIMATE GUIDE TO

BUILDING AN APP-BASED BUSINESS - NOW REVISED AND UPDATED FOR 2017 'A must read for anyone who wants to start a mobile app business' Riccardo Zacconi, founder and CEO King Digital (maker of Candy Crush Saga) 'A fascinating deep dive into the world of billion-dollar apps. Essential reading for anyone trying to build the next must-have app' Michael Acton Smith, Founder and CEO, Mind Candy Apps have changed the way we communicate, shop, play, interact and travel and their phenomenal popularity has presented possibly the biggest business opportunity in history. In *How to Build a Billion Dollar App*, serial tech entrepreneur George Berkowski gives you exclusive access to the secrets behind the success of the select group of apps that have achieved billion-dollar success. Berkowski draws exclusively on the inside stories of the billion-dollar app club members, including Instagram, Whatsapp, Snapchat, Candy Crush and Uber to provide all the information you need to

create your own spectacularly successful mobile business. He guides you through each step, from an idea scribbled on the back of an envelope, through to finding a cofounder, building a team, attracting (and keeping) millions of users, all the way through to juggling the pressures of being CEO of a billion-dollar company (and still staying ahead of the competition). If you've ever dreamed of quitting your nine to five job to launch your own company, you're a gifted developer, seasoned entrepreneur or just intrigued by mobile technology, *How to Build a Billion Dollar App* will show you what it really takes to create your own billion-dollar, mobile business.

Cocos2d-x by Example: Beginner's Guide - Second Edition - Roger Engelbert
2015-03-26

If you are a game enthusiast who would like to develop and publish your own game ideas onto different app stores, this is the book for you. Some knowledge of C++ or Java is helpful but not necessary.

[iOS 10 Programming for Beginners](#) - Craig Clayton
2016-12-30

Begin your iOS mobile application development journey with this accessible, practical guide *About This Book** Use Swift 3 and latest iOS 10 features to build awesome apps for iPhone and iPad* Explore and use a wide range of Apple development tools to become a confident iOS developer* From prototype to App Store-find out how to build an app from start to finish!*Who This Book Is For*This book is for beginners who want to be able to create iOS applications. 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. You do not need any knowledge of Swift or any prior programming experience.*What you will learn** Get to grips with Swift 3 and Xcode, the building blocks of Apple development* Get to know the fundamentals of Swift, including variables, constants,

and control flow* Discover the distinctive design principles that define the iOS user experience* See how to prototype your app with Swift's Playgrounds feature* Build a responsive UI that looks great on a range of devices* Find out how to use CoreLocation to add location services to your app* Add push notifications to your app* Make your app able to be used on both iPhone and iPad

In Detail You want to build iOS applications for 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. With every update, iOS has become more and more developer-friendly, so take advantage of it and begin building applications that might 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 Apple development-and Playgrounds for beginners, one of the most popular features of the iOS development experience, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. For the experienced programmer, jump right in and learn the latest iOS 10 features. You'll also learn the core elements of iOS design, from tables to tab bars, as well as more advanced topics such as gestures and animations that can give your app the edge. Find out how to manage databases, as well as integrating standard elements such as photos, GPS into your app. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store!

[IOS Apprentice](#) - Matthijs Hollemans 2014-12-01
Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you

need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store.

Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner.

Tutorial 2: Checklists. In the second tutorial in the series, you'll

create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real!

Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more!

Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

iOS 10 Programming for Beginners - Craig Clayton

2016-12-27

Begin your iOS mobile application development journey with this accessible, practical guide About This Book Use Swift 3 and latest iOS 10 features to build awesome apps for iPhone and iPad Explore and use a wide range of Apple development tools to become a confident iOS developer From prototype to App Store—find out how to build an app from start to finish! Who This Book Is For This book is for beginners who want to be able to create iOS applications. 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. You do not need any knowledge of Swift or any prior programming experience. What You Will Learn Get to grips with Swift 3 and Xcode, the building blocks of Apple development Get to know the fundamentals of Swift, including variables, constants, and control flow Discover the distinctive design principles

that define the iOS user experience See how to prototype your app with Swift's Playgrounds feature Build a responsive UI that looks great on a range of devices Find out how to use CoreLocation to add location services to your app Add push notifications to your app Make your app able to be used on both iPhone and iPad In Detail You want to build iOS applications for 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. With every update, iOS has become more and more developer-friendly, so take advantage of it and begin building applications that might 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 Apple development—and Playgrounds

for beginners, one of the most popular features of the iOS development experience, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. For the experienced programmer, jump right in and learn the latest iOS 10 features. You'll also learn the core elements of iOS design, from tables to tab bars, as well as more advanced topics such as gestures and animations that can give your app the edge. Find out how to manage databases, as well as integrating standard elements such as photos, GPS into your app. 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 Created for anyone that wants to build their first iOS application, this book offers practical, actionable guidance through iOS development. Combining engaging visuals with accessible, step-by-step instruction and explanation, this book will not only develop the your understanding, but

also show you how to put your knowledge to work.

[iPad Application Development For Dummies](#) - Neal Goldstein
2012-04-04

The fun and easy guide to creating iPad apps, updated for iOS 5! iPad app development is hot, with more than 140,000 apps available specifically for the device and that number growing every day. The introduction of iOS 5 and iCloud gives developers even more options to create incredible iPad apps. This fast and friendly guide to iPad app development is fully updated for the most recent upgrades and covers everything you need to know, starting with how to download the SDK and become an Apple developer all the way to finishing up your app and submitting it to the App Store. Zeroes in on essential concepts and tools including storyboard, segues, the ARC memory manager, what makes a great iPad app, and more Explains how the iPad offers development opportunities that go beyond the capabilities of the iPhone or iPod touch by

focusing exclusively on developing apps for the iPad Looks at how iOS 5 and iCloud brought many changes to the device and a wealth of new features for app developers to utilize in their apps Covers how to become a registered Apple developer, how to download and set up the SDK, and the details of how an iPad app runs Popular developer Neal Goldstein examines what goes into a great user experience and takes you step by step through the actual development of two apps, illustrating everything you need to know Whether you're looking for a new hobby or you want to build a business in app development, iPad Application Development For Dummies, 3rd Edition is the book you'll want in your developer's toolkit!

iOS 10 App Development Essentials - Neil Smyth
2016-10-28

Beginning Xcode: Swift Edition - Matthew Knott
2014-12-27

Beginning Xcode, Swift Edition

will not only get you up and running with Apple's latest version of Xcode, but it also shows you how to use Swift in Xcode and includes a variety of projects to build. If you already have some programming experience with iOS SDK and Objective-C, but want a more in-depth tutorial on Xcode, especially Xcode with Apple's new programming language, Swift, then Beginning Xcode, Swift Edition is for you. The book focuses on the new technologies, tools and features that Apple has bundled into the new Xcode 6, to complement the latest iOS 8 SDK. By the end of this book, you'll have all of the skills and a variety of examples to draft from to get your Swift app from idea to App Store with all the power of Xcode.

Beginning iOS Programming For Dummies - Rajiv Ramnath
2014-04-03

The ultimate beginner's guide to programming in the iOS environment The Apple App Store is a gold mine for developers, but with more apps for the iPhone, iPad, and iPod

touch being added every day, it's essential to have a solid programming foundation to create the best apps possible. If you're eager to learn the ins and outs of iOS programming, this is your book. It teaches object-oriented programming within the iOS framework from the ground up, preparing you to create the next super iPhone or iPad app. Get a handle on the iOS framework, object-oriented best practices, and the Xcode programming environment, then discover how to create simple interfaces, use libraries, create and extend objects, and more. Whether you're just starting out in programming or only new to iOS, For Dummies is the perfect beginning. Focuses on teaching object-oriented programming within the iOS framework and includes best practices for building apps that are easy to debug, evolve, and maintain Uses simple examples to demonstrate object-oriented programming output in the iPhone environment while teaching real-world programming concepts and

applications Provides a thorough understanding of the framework and object-oriented principles to help beginning programmers make optimum use of iOS Covers working with the Xcode environment and storyboards; creating simple interfaces; using libraries, functions, structures, arrays, and pointers; and creating and extending objects Beginning iOS Programming For Dummies is your straightforward guide to getting started with iOS programming.

Apple Augmented Reality by Tutorials (Second Edition) - raywenderlich Tutorial Team
2022-02-23

Learn Augmented Reality! Augmented reality is going to be the next big thing - there's absolutely no doubt about it. If you want to build realistic and immersive AR experiences for the Apple platform, this book is your golden ticket. Apple Augmented Reality by Tutorials is the easiest and fastest way to get hands-on experience using Apple frameworks and

technologies like Reality Composer, RealityKit, and ARKit. Who This Book Is For: This book is for beginner to intermediate iOS developers who already know the basics of Swift development and are looking to build immersive AR experiences for the Apple platform. Topics Covered in Apple AR by Tutorials: AR Quick Look: Discover how to integrate AR Quick Look into your apps to give them some cool AR superpowers. Reality Composer & Reality Files: Find out how to leverage the power of Reality Composer to create interactive AR-based experiences. Reality Converter & PBR Materials: Discover how PBR materials can add a level of realism to your AR objects, and how to use Reality Converter to convert, view, customize and create USDZ content. RealityKit: Learn to set up and use RealityKit to build a face-based augmented reality app. Facial Blend Shapes: Build a fully interactive augmented reality face mask that reacts to your facial expressions using blend shapes. ARKit: Get a

complete introduction to ARKit, Apple's framework for creating fully interactive augmented reality, and learn about the different types of rendering options available with ARKit. Raycasting & Physics: Learn about raycasting, 2D hit-testing and the SpriteKit physics engine as you add more features and functionality to your game. ECS & Collaborative Experiences: Build a collaborative AR experience and learn how to create and manage a multipeer connection. Object Capture: Learn how to create realistic 3D models from real-life objects with photogrammetry. After reading this book, you'll have a deep understanding of the technologies and frameworks used to create powerful, immersive AR experiences for the Apple platform. *Swift OS X Programming for Absolute Beginners* - Wallace Wang 2015-08-11 *Swift OS X Programming for Absolute Beginners* is your step-by-step guide to learning how to code using Swift,

Apple's hottest new programming language. This book will not only teach complete programming novices how to write OS X programs, but it can also help experienced programmers moving to the Macintosh for the first time. You will learn to understand the principles of programming, how to use Swift and Xcode, and how to combine your knowledge into writing OS X programs. If you've always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages, then you'll want to learn Swift. Swift is your gateway to both Macintosh and iOS app development while being powerful and easy to learn at the same time, and Swift OS X Programming for Absolute Beginners is the perfect place to start - add it to your library today.

Swift Programming -

Matthew Mathias 2016-11-23

This is the eBook of the printed book and may not include any

media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

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 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.

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 [iPhone and iPad Apps for Absolute Beginners, iOS 5 Edition](#) - Rory Lewis

2012-06-08

The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone applications. Over 1 billion apps were downloaded during the nine months following the launch of the App Store, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next bestselling iPhone app—presumably, that's why you're reading this now! And with the popularity of the iPad, this demand will just continue to grow. So how do you build an application for the iPhone and iPad? Don't you need to spend years learning complicated programming languages? What about Objective-C and Cocoa touch? The answer is that you don't need to know any of those things! Anybody can start building simple apps for the iPhone and iPad, and this book will show you how. This update of an Apress bestseller walks you through creating your first

app, using plain English and practical examples using the iOS 5 software development platform and more. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad application development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad apps development in language anyone can understand Provides simple, step-by-step examples that make learning easy, using iOS 5 Offers videos that enable you to follow along with the author—it's like your own private classroom

Swift For Dummies - Jesse Feiler 2015-02-24

Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, Swift For Dummies shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been

easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and social media Whether you're an existing Objective-C programmer looking to port your code to Swift or you've

never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

Swift 5 Cheat Sheet - Amit Chaudhary 2021-07-24

- This book has covered the latest Swift 5.3.
- Use this book as a quick reference guide (like a cheat sheet) for Swift programming language. Access any topic inside a chapter in just one tap.
- For beginners and for dummies, this book is a step-by-step guide to understanding object-oriented programming with Swift.
- If you are an experienced developer who knows at least one modern programming language well, then this book is designed to teach you how to think and program in Swift Programming language.
- Each topic is covered with clear and concise examples for Swift programming language using Playground. I hope you find this book to be a useful and worthy addition to your library. I've had a great time writing it. Hopefully you'll have a great time reading and learning the latest version of Swift 5.3. I will

keep updating this book to make it much simpler and more productive. Thank you for purchasing a copy! -Amit

Chaudhary, 10th January 2021

- Chapters Covered in this book: 1. Basics 2. Constants 3. Variables 4. Data Types 5. Operators 6. String and Characters 7. Control Flow 8. Collection Types (Arrays, Sets, and Dictionaries) 9. Functions 10. Closures 11. Enumerators 12. Structures 13. Classes 14. Properties 15. Subscripts 16. Methods 17. Inheritance 18. Initializers 19. De-Initializers/ Deallocation 20. Protocols 21. Extensions/ Categories 22. Automatic Reference Count 23. Type Casting/ Type Checking 24. Generics 25. Optional Chaining 26. Nested Types 27. Error Handling

Learning Objective-C 2.0 -

Robert Clair 2011

The perfect beginner's guide to Objective-C 2.0, the essential language for over 1,000,000 Mac OS X, iPhone, and iPod touch developers! • Concise, readable, and friendly: designed to get new Objective-C programmers up and running

fast! •Covers everything readers need to know, from basic Object-Oriented Programming to general C concepts. •Walks through code examples one line at a time, and also offers high-level explanations what's happening 'behind the scenes' of Objective-C programs. Long-time OS X and iPhone developer Robert Clair begins with a concise review of the object-oriented and C concepts that all Objective-C developers need to know. Next, he introduces the basics of the Objective-C language, walking through code examples one line at a time, and offering high-level explanations of what's happening 'behind the scenes.' Clair concludes with advanced topics carefully chosen for their real-world value - including detailed coverage of memory management and the

differences between 32-bit and 64-bit programs. Throughout, Learning Objective-C 2.0 focuses consistently on the features, concepts, and techniques that matter most in day-to-day programming - not complex 'edge cases' or abstract theory. The result: an outstanding first book for every beginner who wants to program for Apple's fast-growing iPhone and Mac OS X platforms. Note: This will be the entry-level book for Objective-C newcomers. Readers who complete it can move on to Stephen Kochan's highly-regarded Programming in Objective-C 2.0 and then to our more specialized Apple development titles, such as David Chisnall's Cocoa Developer's Handbook, Fritz Anderson Xcode 3.x Unleashed , and Aaron Hillegass's Cocoa Programming for Mac OS X Third Ed