Swift Tip Calculator

Steve Derico

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IOS 8 for Programmers Paul J. Deitel,Harvey M. Deitel,Abbey Deitel,2014-12-16 A guide to app development with iOS 8 using Swift, an Apple programming language, covering such topics as storyboards, view controllers, game templates, animation graphics, user defaults, motion event handling, and app pricing.

Introducing iOS 8 Steve Derico,2014-12-03 Learn to make iOS apps even if you have absolutely no programming experience. This hands-on book takes you from idea to App Store, using real-world examples—such as driving a car or eating at a restaurant—to teach programming and app development. You'll learn concepts through clear, concise, jargon-free language. This book focuses on Apple's new programming language, Swift. Each lesson is divided into two parts: the lecture portion explains the terms and concepts through examples, and the exercise portion helps you apply these concepts while building real-world apps, like a tip calculator. Learn how to think differently—and see the world from a whole new perspective. Learn the basic building blocks of programming Dive into the Swift programming language Make apps for iPhone and iPad Use GPS in your app to find a user's location Take or select photos with your app Integrate your app with Facebook and Twitter Submit your app to the App Store Manage and market your app on the App Store

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Swift: Novice to Ninja Brett Romero,2016-07-25 Have an idea for the next all-conquering iOS app? Swift: Novice to Ninja is the ideal book for you. Aimed at developers with some programming experience in another language , this step-by-step, practical book will show you how to use Apple's Xcode and Swift 2 programming language to build snappy, powerful iOS apps in no time at all! Install all the developer tools you'll need Learn Swift basics: variables, string manipulation, arrays, dictionaries Get to grips with Swift's object oriented programming features Master the Interface Builder Understand you local storage options: NSUserDefaults, Core Data, and plist files Build a fully functional iOS app: a tip calculator

Swift for Programmers Paul Deitel,Harvey Deitel,2015-01-16 The professional programmer's Deitel® guide to Apple's new Swift programming language for the iOS® and OS X® platforms ¿ Written for programmers with a background in object-oriented programming in a C-based language like Objective-C, Java, C# or C++, this book applies the Deitel signature live-code approach with scores of complete, working, real-world programs to explore the new Swift language in depth. The code examples feature syntax shading, code highlighting, rich commenting, line-by-line code walkthroughs and live program outputs. The book features thousands of lines of proven Swift code, and tips that will help you build robust applications. ¿ Start with an introduction to Swift using an early classes and objects approach, then rapidly move on to more advanced topics. When you master the material, you'll be ready to build industrial-strength object-oriented Swift applications. About This Book ¿ The Swift™ programming language was arguably the most significant announcement at Apple's 2014 Worldwide Developers Conference. Although apps can still be developed in Objective-C®, Apple says that Swift is its applications programming and systems programming language of the future. ¿ Swift is a contemporary language with simpler syntax than Objective-C. Because Swift is new, its designers were able to include popular programming language features from languages such as Objective-C, Java™, C#, Ruby, Python® and many others. These features include automatic reference counting (ARC), type inference, optionals, String interpolation, tuples, closures (lambdas), extensions, generics, operator overloading, functions with multiple return values, switch statement enhancements and more. We've been able to develop apps more quickly in Swift than with Objective-C and the code is shorter, clearer and runs faster on today's multi-core architectures. ¿ Swift also eliminates the possibility of many errors common in other languages, making your code more robust and

secure. Some of these error-prevention features include no implicit conversions, ARC, no pointers, required braces around every control statement's body, assignment operators that do not return values, requiring initialization of all variables and constants before they're used, array bounds checking, automatic checking for overflow of integer calculations, and more. You can combine Swift and Objective-C in the same app to enhance existing Objective-C apps without having to rewrite all the code. Your apps will easily be able to interact with the Cocoa®/Cocoa Touch® frameworks, which are largely written in Objective-C. ¿ You can also use the new Xcode playgrounds with Swift. A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it. This allows you to see and hear your code's results as you write it, quickly find and fix errors, and conveniently experiment with features of Swift and the Cocoa/Cocoa Touch frameworks. ¿ Practical, Example-Rich Coverage of: Classes, Objects, Methods, Properties Initializers, Deinitializers, Bridging Tuples, Array and Dictionary Collections Structures, Enumerations, Closures, ARC Inheritance, Polymorphism, Protocols Type Methods, Type Properties Generics; Strings and Characters Operator Overloading, Operator Functions, Custom Operators, Subscripts Access Control; Type Casting and Checking Nested Types, Nested Methods Optionals, Optional Chaining, Extensions Xcode, Playgrounds, Intro to Cocoa Touch® with a Fully Coded iOS® 8 Tip Calculator App Overflow Operators, Attributes, Patterns More topics online ¿ IMPORTANT NOTE ABOUT XCODE AND SWIFT: With Xcode 6.3 and Swift 1.2, Apple introduced several changes in Swift that affect the book's source code. Please visit www.deitel.com/books/iOS8FP1 for updated source code. The changes do not affect Xcode 6.2 users. You can download Xcode 6.2 from developer.apple.com/downloads/index.action (you'll have to log in with your Apple developer account to see the list of downloads). ¿ Visit www.deitel.com Download code examples For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or to deitel@deitel.com Join the Deitel social networking communities on Facebook® at facebook.com/DeitelFan, Twitter® at @deitel, Google+™ at google.com/+DeitelFan, LinkedIn® at bit.ly/DeitelLinkedIn, YouTube™ at youtube.com/user/DeitelTV and subscribe to the Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/ subscribe.html ¿

Pro Design Patterns in Swift Adam Freeman,2015-01-17 The Swift programming language has transformed the world of iOS development and started a new age of modern development. Pro Design Patterns in Swift shows you how to harness the power and flexibility of Swift to apply the most important and enduring design patterns to your applications, taking your development projects to master level. This book will teach you those design patterns that have always been present at some level in your code, but may not have been recognized, acknowledged, or fully utilized. Implementation of specific pattern approaches will prove their value to any Swift developer. Best-selling author Adam Freeman explains how to get the most from design patterns. He starts with the nuts-and-bolts and shows you everything through to advanced features, going in-depth to give you the knowledge you need. Pro Design Patterns in Swift brings design patterns to life and shows you how to bring structure and scale to your Swift code with a practical, no-nonsense approach.

Race to the Swift Richard E. Simpkin,1985 This reprint of the 1994 edition looks at the possibilities for warfare in the 21st century.

Kid-ventors Kailei Pew,2024-04-23 What do swim fins, Popsicles®, Infection-Detecting Stitches, the Braille alphabet, and Taco vs. Burrito all have in common? They were all invented by kids! When Remya Jose had to spend many hours washing her family's laundry by hand, she invented a pedal powered washing machine that could finish the chore in only 20 minutes! When Tripp Phillips' Lego creations kept

falling apart, he developed a glue strong enough to hold his creations together that would wash off when he was ready to build something new! And when Fatima Al Kaabi didn't have anyone willing to teach her about robotics, she turned to the internet to teach herself all the skills she needed—and created multiple crowd-pleasing robots in the process! From Popsicles® and swim fins to robots and glitter shooting prosthetics, Kailei Pew's middle grade nonfiction debut is full of fun and inspiring stories, illustrated by Shannon Wright, about real kid inventors who proved that even the youngest people can change the world.

IOS 8 App Development I and II Paul Deitel,2015 Overview The professional programmer's Deitel® video guide to iPhone® and iPad®app development using iOS® 8, SwiftTM, Xcode® 6, and Cocoa Touch®. Description Billions of apps have been downloaded from Apple's App Store! This LiveLesson gives you everything you'll need to start developing great iOS 8 apps quickly using Swift Apple's programming language of the future. The video uses an app-driven approach each new technology is discussed in the context of seven fully tested iOS 8 apps (three apps in Part I and four apps in Part II). This LiveLesson has two parts: • iOS 8 App Development Fundamentals with Swift LiveLessons Part I • iOS 8 App Development Fundamentals with Swift LiveLessons Part II About the Instructor Paul J. Deitel , CEO and Chief Technical Officer of Deitel & Associates, Inc., is a graduate of MIT, where he studied Information Technology. He holds the Sun (now Oracle) Certified Java Programmer and Certified Java Developer certifications, and is an Oracle Java Champion. Through Deitel & Associates, Inc., he has delivered Java, C#, Visual Basic, C++, C and Internet programming courses to industry clients, including Cisco, IBM, Sun Micro systems, Dell, Siemens, Lucent Technologies, Fidelity, NASA at the Kennedy Space Center, the National Severe Storm Laboratory, White Sands Missile Range, Rogue Wave Software, Boeing, SunGard Higher Education, Stratus, Cambridge Technology Partners, One Wave, Hyperion Software, Adra Systems, Entergy, CableData Systems, Nortel Networks, Puma, iRobot, Invensys and many more. He and his co-author, Dr. Harvey M. Deitel, are the world's best-selling programming-language textbook/professional book authors. Skill Level Beginner-to-intermediate app developers who are familiar with a C-based object-oriented programming language What You'll Learn Begin by setting up your Mac for iOS app development with the Swift programming language. Next, you'll get an overview of the Xcode IDE as you test-drive the Tip Calculator app (which you'll build in Lesson 3). In Lesson 2, without writing any code, you'll build a universal app using Xcode's Interface Builder and drag-and-drop UI design; then you'll make the app accessible for people with visual impairments and localize it to display text in English or Spanish. In Lesson 3 you'll build the interactive Tip Calculator app, using Apple's new Swift programming language to write the code that responds to user interactions and programmatically updates the user interface (U...

Hands-On Design Patterns with Swift Florent Vilmart,Giordano Scalzo,Sergio De Simone,2018-12-24 From learning about the most sought-after design patterns to a comprehensive coverage of architectural patterns and code testing, this book is all you need to write clean, reusable code Key FeaturesWrite clean, reusable and maintainable code, and make the most of the latest Swift version.Analyze case studies of some of the popular open source projects and give your workflow a huge boostChoose patterns such as MVP, MVC, and MVVM depending on the application being builtBook Description Swift keeps gaining traction not only amongst Apple developers but also as a server-side language. This book demonstrates how to apply design patterns and best practices in real-life situations, whether that's for new or already existing projects. You'll begin with a quick refresher on Swift, the compiler, the standard library, and the foundation, followed by the Cocoa design patterns – the ones at the core of many cocoa libraries – to follow up with the

creational, structural, and behavioral patterns as defined by the GoF. You'll get acquainted with application architecture, as well as the most popular architectural design patterns, such as MVC and MVVM, and learn to use them in the context of Swift. In addition, you'll walk through dependency injection and functional reactive programming. Special emphasis will be given to techniques to handle concurrency, including callbacks, futures and promises, and reactive programming. These techniques will help you adopt a test-driven approach to your workflow in order to use Swift Package Manager and integrate the framework into the original code base, along with Unit and UI testing. By the end of the book, you'll be able to build applications that are scalable, faster, and easier to maintain. What you will learnWork efficiently with Foundation and Swift Standard libraryUnderstand the most critical GoF patterns and use them efficientlyUse Swift 4.2 and its unique capabilities (and limitations) to implement and improve GoF patternsImprove your application architecture and optimize for maintainability and performanceWrite efficient and clean concurrent programs using futures and promises, or reactive programming techniquesUse Swift Package Manager to refactor your program into reusable componentsLeverage testing and other techniques for writing robust codeWho this book is for This book is for intermediate developers who want to apply design patterns with Swift to structure and scale their applications. You are expected to have basic knowledge of iOS and Swift.

Anyone Can Create an App Wendy Wise,2017-03-10 Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life? Great news! With the right tools and a little practice, anyone can create an app. This book will get you started, even if you've never written a line of computer code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Anyone Can Create an App begins with the basics by introducing programming concepts, the Swift language, and the tools you'll need to write iOS apps. As you explore the interesting examples, illuminating illustrations, and crystal-clear step-by-step instructions, you'll learn to: Get started programming, no experience necessary! Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not (LioN) app By the end, you'll be able to create and run your own apps, and you'll have the confidence to learn more on your own. The book is updated for Swift 3. About the Reader This book is written especially for non programmers - no experience needed! About the Author Wendy Wise has an extensive background in mobile and application development and has worked with several Fortune 500 companies. In her 17-year technical career, Wendy has served as a senior director of software development, a senior product manager for international mobile applications, and a hands-on developer for web and mobile technologies, among many other technical roles. Wendy fully embraces her nerd/geek side, as you'll find out as you read this book. In her spare time, she enjoys beer, coffee, photography, camping, and being outdoors. Table of Contents PART 1 - YOUR VERY FIRST APP Getting started Building your first app Your first app, explained Learning more about your development tools: Xcode Capturing users' actions: adding buttons The button app, explained Capturing user input: adding text boxes Playing on the Playground PART 2 - THE KEYS TO THE CITY: UNDERSTANDING KEY DEVELOPMENT CONCEPTS Go with the flow, man! Controlling the flow of your app While you're doing that... Collections Telling stories with storyboards ViewControllers in depth Put it on my tab: creating tab bars Table views: more than a coffee table picture book Patterns: learning to sew PART 3 - CREATING THE LIKE IT OR NOT APP Putting it all together: the LioN app Adding data to your LioN app Displaying details of your LioN Creating the details of the detail view The AddEditView scene Delegates are everywhere Editing LioNs Saving LioNs Making your LioN prettier Working with Auto Layout Search your LioNs

The Business of iOS App Development Dave Wooldridge,Taylor Pierce,2014-10-29 Updated and expanded for the new Apple iOS8, The Business of iOS App Development, Third Edition shows you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. This book is written by experienced developers with business backgrounds, taking you step-by-step through cost-effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. The phenomenal success of the iPhone, iPad and the iPod touch have ushered in a gold rush for developers, but with well over a million apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning. This is the book you wish you had read before you launched your first app!

OS X Mountain Lion Tips and Tricks Jason R. Rich,2012-09-11 Discover hundreds of tips, tricks, and shortcuts for doing more, sharing more, and having more fun with your Mac that's running Mountain Lion! This easy, nontechnical tutorial brings together powerful new ways to use OS X 10.8's coolest features and hottest new innovations! Perfect for Mac beginners, Windows® refugees, and long-time Mac users upgrading to Mountain Lion, it's packed with great ideas and solutions you would never discover on your own–all explained simply, step-by-step, with full-color pictures. Whether you're running a desktop iMac, a MacBook, or MacBook Air notebook computer, this book will make you even happier with your Apple computer than you already are! Here's just a sampling of what you'll learn how to do: • Make the most of Mountain Lion's new and revamped iPad-style apps • Share content on Facebook or Twitter instantly, without switching apps • Painlessly sync all your Apple devices (including your Macs, iPhone, iPad, or iPod touch) • Communicate more efficiently with Messages • Compete against other gamers online from your Mac • Get access to iCloud's any time/any where free storage • Use Apple's "Find My Mac" service to find and remotely password-protect your Mac if it's lost or stolen • Get Notification Center to show you what you want–and only what you want • Transcribe voice dictation straight into your apps • Discover great shortcuts for apps like Contacts, Calendar, and Mail • Automatically back up your stuff with Time Machine • Organize your life with Reminders and create detailed To Do lists that sync with all of your computers and Apple mobile devices • Wirelessly simulcast presentations, home videos, and iTunes content to your TV (using Apple TV) • Use iPhoto's Faces tool to sort images based on who's in them, and then edit, print, and share them with ease • Hold free real-time videoconferences with other Apple users using FaceTime or anyone using Skype • Transition painlessly from any version of Windows®

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