

IOS Developer

Maurice Sharp,Rod Strougo,Erica Sadun

iOS Developer Solutions Guide Narendar Singh Saini, 2023-01-31 Get solutions to the most common problems faced by developers in iOS app development

KEY FEATURES

- Understand how to select the right application architecture for your iOS app.
- Learn how to modularize your iOS application from scratch.
- Automate small, complex and repetitive development tasks in iOS.

DESCRIPTION Facing roadblocks while developing an iOS app? There are many challenges that every iOS developer faces during the app development phase. While these challenges can be difficult to overcome, here's a one stop solution guide for all your problems. "iOS Developer Solutions Guide" will help you with the tips to circumvent all the challenges to prevent your app from getting off track. The book will help you to get familiar with the complex and advanced parts of the Swift programming language. You will understand why test driven development is so advantageous. You will then learn to build an iOS framework, which will let you modularize your code. Lastly, you will see how tasks can be automated by writing scripts which will save a lot of your time. By the end of the book, you will be able to build high-quality iOS apps with ease.

WHAT YOU WILL LEARN

- Develop a test driven development mindset to write maintainable and sustainable apps.
- Understand the importance of design patterns and design principles.
- Build an interface with XIB, Storyboard, Dynamic Code or via SwiftUI.
- Create, build and link a framework into an iOS project.
- Learn how to implement server-driven UI.

WHO THIS BOOK IS FOR App developers who are looking for solutions they face while developing iOS applications, will find this book useful.

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Creating Frameworks 9. Terminal and Scripts 10. Backend Driven UI

Learning iOS Development Maurice Sharp, Rod Strougo, Erica Sadun, 2014 Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Test-Driven iOS Development Graham Lee, 2012-04-12 As iOS apps become increasingly complex and business-critical, iOS developers must ensure consistently superior code quality. This means adopting best practices for creating and testing iOS apps. Test-Driven Development (TDD) is one of the most powerful of these best practices. Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your existing processes using Apple's Xcode 4 and the OUnit unit testing framework. He guides you through constructing an entire Objective-C iOS app in a test-driven manner, from initial specification to functional product. Lee also introduces powerful patterns for applying TDD in iOS development, and previews powerful automated testing capabilities that will soon arrive on the iOS platform. Coverage includes Understanding the purpose, benefits, and costs of unit testing in iOS environments Mastering the principles of TDD, and applying them in areas from app design to refactoring Writing usable, readable, and repeatable iOS unit tests Using OUnit to set up your Xcode project for TDD Using domain analysis to identify the classes and interactions your app needs, and designing it accordingly Considering third-party tools for iOS unit testing Building networking code in a test-driven manner Automating testing of view controller code that interacts with users Designing to interfaces, not implementations Testing concurrent code that typically runs in the background Applying TDD to existing apps Preparing for Behavior Driven Development (BDD) The only iOS-specific guide to TDD and unit testing, Test-Driven iOS Development covers both essential concepts

and practical implementation.

Producing iOS 6 Apps UnknownCom Inc., 2012 Effectively several books bundled into one, written by the entire team of a long-standing app development company, Producing iOS 6 Apps: The Ultimate Roadmap for Both Non-Programmers and Existing Developers makes every effort to provide most anyone with the understanding, recommended tools, and easy to follow step-by-step examples, to learn how to take your app idea from the start to Apple's iTunes App Store. Originally generated from an existing app company's internal and highly-confidential training guide, containing closely guarded app business secrets teaching new employees the business of app design, development lifecycles and methodology. Updated contributions are from the entire staff; development as well as considerable contributions from marketing, management, and even the legal dept. Due to its very nature, this book contains many commonplace and relevant topics to today's app-related business issues, such as the latest legal landmines to avoid, modern app design, the latest in code development, and even avoiding programming altogether for app development - all specific to iOS and the App Store. This fully updated, multi-section book spans many chapters covering the relevant topics, including but not limited to the following: The latest software updates: Apple iOS 6 SDK, Xcode 4.5, and many other third-party development alternatives - some of which require simple scripting or no coding at all! The latest hardware updates: Apple iPhone 5, New iPad (3rd gen), and iPod touch (5th gen). Performing market research and analysis for a successful app with a solid business plan, specific to the App Store. Monetizing apps using Ad Networks and Aggregators, such as: Apple's iAd, Google's Admob, and Millennial Media, Jumptap, Smaato, Greystripe, AdWhirl, and MobClix. Authoring apps in both Apple's Xcode 4.5, iOS 6, and Objective-C for iPhone, iPod touch, iPad, as well as Third-Party tools for app creation such as Unity 3D, ShiVa3D,

PhoneGap, MonoTouch, Marmalade, Adobe Flash Professional, Adobe Flash Builder (Formerly Flex Builder), Cocos2D, Corona SDK, GameSalad, Titanium Studio, and MoSync - complete with walkthroughs on how to build an app from scratch with optional app-making environments! Learn how to create an app once, and have it simultaneously work on iPhone's iOS, Android, and more! Includes a BONUS detailed Objective-C jumpstart guide, written by our development staff! It provides existing programmers who are familiar with C++, Java, C#, or other languages, with relevant topics such as: designing views, interfaces, images, controls, objects, classes, user input and touch gestures, important frameworks, managing memory, dealing with data types, databases, storage, and more - complete with free example sourcecode! A monster of a book with exceptional value, containing over 500 pages, spanning 40 chapters, split into 6 sections, with 6 appendices! Over 10 pages of detailed ToC, including all of the above, plus: Apple iOS developer program and App Store account creation walkthroughs, cross-platform app development for iOS, Android, Blackberry and many more, app promotion and monetization techniques, pre/post-upload marketing, and suggestions on avoiding real-life App Store GOTCHAS to help save time, money, and effort! This Tome of Knowledge is a combined effort from an existing iOS development company's entire team who has been in the App Store trenches for years. In effect, it contains hard-learned experiences and previously detailed secret app production information, evolved into this complete guide and reference to all things required to deliver apps through the App Store as quickly, painlessly, and profitably, as possible. Both Paperback and eBook editions are available.

Complete IOS 12 Development Guide Craig Clayton, Donny Wals, 2019-03-20 Learn to create professional-grade iOS applications for the App Store using the latest iOS 12 features and other helpful tools Key Features Explore the distinctive design principles that define the iOS user

experience Train and use machine learning models with Core ML 2 and Create ML Delve into advanced animations with UIViewPropertyAnimator and UIKitDynamics Book Description With Apple users spending more money in the App Store, there are plenty of development opportunities for professional iOS developers. This Learning Path is a direct route to iOS development, which will take you through the basics and help you put principles into practice. For experienced programmers, this book will help you gain insights into the latest iOS 12 features. This book is also useful for beginners who want to gain expertise in iOS development. You'll start with an introduction to iOS development, Xcode, and Swift. To give your app the edge, you'll get up to speed with advanced iOS topics, such as gestures and animations. Next, you will understand the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in notifications, custom-UI notifications, maps, and recent additions in SiriKit. With these tools, you'll be able to write efficient, readable, and maintainable Swift code that maintains industry best practices. By the end of the book, you will have the confidence to build iOS 12 applications that harness advanced techniques and make the best use of the latest features. This Learning Path includes content from the following Packt products: iOS 12 Programming for Beginners - Third Edition by Craig Clayton Mastering iOS 12 Programming - Third Edition by Donny Wals What you will learn Build a responsive user interface (UI) and add privacy to your custom-rich notifications Set up SiriKit to add voice for Siri shortcuts Integrate iMessage, Siri, and more in your app through app extensions Use TestFlight to collect feedback before releasing your apps on the App Store Use Auto Layout to create complex layouts that look visually appealing on any device Enhance your app by building your own profiling tools Create engaging augmented reality experiences with ARKit 2 Who this book is for If you are completely new to Swift, iOS, or programming and want to become an expert in developing iOS

applications, this Learning Path is for you. You'll also find this Learning Path useful if you're an experienced programmer looking to explore the latest iOS 12 features.

Mastering iOS 14 Programming Mario Eguiluz Alebicto,Chris Barker,Donny Wals,2021-03-19
Become a professional iOS developer with the most in-depth and advanced guide to Swift 5.3, Xcode 12.4, ARKit 4, Core ML, and iOS 14's new features Key FeaturesExplore the world of iOS app development through practical examplesUnderstand core iOS programming concepts such as Core Data, networking, and the Combine frameworkExtend your iOS apps by adding augmented reality and machine learning capabilities, widgets, App Clips, Dark Mode, and animationsBook Description Mastering iOS 14 development isn't a straightforward task, but this book can help you do just that. With the help of Swift 5.3, you'll not only learn how to program for iOS 14 but also be able to write efficient, readable, and maintainable Swift code that reflects industry best practices. This updated fourth edition of the iOS 14 book will help you to build apps and get to grips with real-world app development flow. You'll find detailed background information and practical examples that will help you get hands-on with using iOS 14's new features. The book also contains examples that highlight the language changes in Swift 5.3. As you advance through the chapters, you'll see how to apply Dark Mode to your app, understand lists and tables, and use animations effectively. You'll then create your code using generics, protocols, and extensions and focus on using Core Data, before progressing to perform network calls and update your storage and UI with the help of sample projects. Toward the end, you'll make your apps smarter using machine learning, streamline the flow of your code with the Combine framework, and amaze users by using Vision framework and ARKit 4.0 features. By the end of this iOS development book, you'll be able to build apps that harness advanced techniques and make the best use of iOS 14's features. What you will learnBuild a

professional iOS application using Xcode 12.4 and Swift 5.3
Create impressive new widgets for your apps with iOS 14
Extend the audience of your app by creating an App Clip
Improve the flow of your code with the Combine framework
Enhance your app by using Core Location
Integrate Core Data to persist information in your app
Train and use machine learning models with Core ML
Create engaging augmented reality experiences with ARKit 4 and the Vision framework
Who this book is for
This book is for developers with some experience in iOS programming who want to enhance their application development skills by unlocking the full potential of the latest iOS version with Swift.

iOS 10 SDK Development Chris Adamson, Janie Clayton, 2017-03-24
All in on Swift! iOS 10 and Xcode 8 make it clearer than ever that Swift is Apple's language of the future. Core frameworks have been redesigned to work better with Swift, and the language itself continues to evolve quickly. iOS 10 SDK Development is the pure-Swift approach to developing for the iOS platform. This completely revised and updated edition of the bestselling iOS guide shows you how to pull in the SDK's enormous feature set and deliver powerful, real-world apps for iPhone and iPad using modern Swift programming techniques. Swift is the language of the future for iOS development, and this completely revised and updated book is your guide. From the community-driven changes in Swift 3 to the overhaul of iOS' Foundation framework to make it more Swifty, iOS 10 and Xcode 8 mark an all in commitment to Swift, and this new edition matches that commitment. Learn not just the syntax of the Swift language but also stylish Swift, the idiomatic uses of the language, and best practices you'll find in the wild. From there, move into developing a complete, real-world podcast client sample application-completely new for this edition-featuring Internet access, tables, navigation, and media playback, all with the most modern approaches provided by Apple's iOS 10 frameworks and tools. Go beyond code to master the practices that professional developers rely on: testing,

debugging, publishing on the App Store, and managing your app over the long haul. As a bonus, you'll get a taste of cutting-edge iOS 10 features, such as the new Siri voice-command API. Swift's time is here. Whether you're new to Swift or just catching up on iOS' latest features, iOS 10 SDK Development will help you master the language and the platform.

The Core iOS Developer's Cookbook Erica Sadun, Rich Wardwell, 2014-03-04 The best place to start iOS application development The Core iOS Developer's Cookbook provides ready-to-use code solutions for common iOS challenges, providing recipes that help you master the core technology at the heart of iOS. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover the topics you need to create successful mobile applications that take full advantage of iOS graphics, touches, and views. As in all of Sadun's iOS bestsellers, The Core iOS Developer's Cookbook translates modern best practices into working code, distilling key concepts into concise recipes you can easily understand and apply to your own projects. This isn't just cut-and-paste; using examples, Sadun and Wardwell fully explain both the "how" and "why" that underscore effective and successful iOS development. Coverage includes Creating direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful ways Adding novel motion effects Alerting users via pop-ups, progress bars, local notifications, popovers, audio cues, and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation, organizing view hierarchies, and understanding how views work together Supporting multiple screen geometries with the breakthrough Auto Layout constraints system Controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos, videos, email, and text messages Leveraging enhanced iOS support for social media activities, including Flickr and

Vimeo Implementing VoiceOver accessibility, including text-to-speech Getting started with Core Data-managed data stores Leveraging powerful networking and web services support Using APIs to enhance the user experience

100 Questions and Answers to Help You Land Your Dream iOS Job Enrique López

Mañas,2018-12-12 Are you an iOS developer, looking forward to your next career move? Or are you interviewing for positions at your company or start-up? Either way, this book provides the right questions and answers to help you in the review process. If you are an interviewer, this book can guide you on which questions are the most useful to ask to find the perfect candidate. Generic interview questions found online are repetitive and often unrelated to the day-to-day tasks of an iOS developer. If you are looking to hire a professional programmer you should consider more advanced questions about architecture, patterns or frameworks such as those included in this book. All questions are answered clearly and comprehensively and each one is categorized and reviewed by some of the top iOS engineers worldwide. Some of the questions provide quick follow-ups, which might make the difference between a good enough answer and a stellar one. Questions are divided into three different levels, so whether you are a beginner or an advanced iOS developer, this book will help you to land your dream iOS development Job! What You'll Learn Answer interview questions flawlessly with just the right response to convey your skillset Practice interviews to make yourself more comfortable during the process Discover what sets a generic coder and an experienced iOS developer apart Who This Book Is For Experienced iOS developers seeking a new employer or promotion within their current company. It also serves as a great tool for someone in human resources or another hiring position trying to identify the right candidate for an iOS development position.

More iPhone Development with Swift Alex Horovitz, Kevin Kim, David Mark, Jeff LaMarche, Jayant Varma, 2015-03-31 Interested in iPhone and iPad apps development? Want to learn more? Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons, we have the perfect Swift-flavored book for you. The update to the bestselling *More iPhone Development* by Dave Mark and Jeff LaMarche, *More iPhone Development with Swift* digs deeper into the new Apple Swift programming language and iOS 8 SDK, explaining complex concepts and techniques in the same friendly, easy-to-follow style you've come to expect. *More iPhone Development with Swift* covers topics like Swift, Core Data, peer-to-peer networking using Multipeer Connectivity, working with data from the web, MapKit, in-application e-mail, Camera Live-Previews integration, Barcode scanning, Face recognition and more. All the concepts and APIs are clearly presented with code snippets you can customize and use, as you like, in your own apps. You'll journey through coverage of concurrent programming and some advanced techniques for debugging your applications.

iOS in Practice Bear P. Cahill, 2012-10-18 Summary *iOS in Practice* is a hands-on guide with 98 specific techniques to help solve the specific problems you'll encounter over and over as you work on your iPhone and iPad apps. You'll dig into the practical nuts and bolts of applying views, view controllers, table views and cells, audio, images, graphics, file structure—and more. Examples written for iOS 6. About this Book When you are building an iOS app, you want more than basic concepts—you want real answers to practical problems. You want *iOS in Practice*. This book distills the hard-won experience of iOS developer Bear Cahill into 98 specific iOS techniques on key topics including managing data, using media, location awareness, and many more. And the sample apps are wonderful! As you pull them apart, you'll see two things: experienced app development and

creative design savvy in action. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside WhereIsMyCar drives you through maps, CoreLocation, and camera access. PlayMyLists tunes in on settings, audio, and shake detection. Rock, Paper, Scissors explores networking, voice, in-app purchase, push notification, and invitations. Examples written for iOS 6 using Xcode 4.5. Written for readers who know the basics of Objective-C and are interested in practical app development. Table of Contents PART 1 GETTING STARTED Getting started with iOS development Creating an iOS application PART 2 PUTTING iOS INTO PRACTICE Using view controllers and images in PicDecor Accessing the address book/contacts in Dial4 MapKit and the camera in WhereIsMyCar Settings, audio, and shake detection in TimeDown CoreData, iPod access, and playing music—PlayMyLists Push notification and in-app purchase—Rock, Paper, Scissors GameCenter leaderboards and achievements—Rock, Paper, Scissors iTunes API, iPad, and iAd—MusicSearch Collection view, social, reminders, and state restoration—MeetSocial

Creating iOS Apps Richard Warren, 2014 With more than 600 million iOS devices sold, Apple's booming mobile platform provides a immense and continuously growing app market for developers. And with each update to the iOS SDK, Apple offers the richest set of additional developer tools. iOS 7.0 is no exception. iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps. You will hone your development skills by creating a complete, full-featured mobile application. You'll learn to build an intuitive and beautiful user interface, beginning with linking View Controllers in the Storyboard and then adding custom drawn views. Next, you will learn how to use iCloud storage and Core Data to manage an app's data model, synchronizing data across multiple devices. Then you will learn ways to make your app stand

out, using more advanced iOS techniques like UIKit Dynamics and UIMotionEffects. Finally, Richard shows you how to prepare your app for submission to the App Store, getting it in front of iOS users around the world. This book includes: Real-world guidance and advice Insight into the current best practices from an iOS programming expert An essential introduction to the Objective-C language and Cocoa design patterns Coverage of key iOS 7.0 technologies, including the asset catalog, dynamic fonts, UIKit Dynamics, UIMotionEffects, Sprite Kit, and more.

Foundation iPhone App Development Nick Kuh, 2012-12-30 Taking a hands-on learning approach, *Foundation iPhone App Development: Build An iPhone App in 5 Days with iOS 6 SDK* quickly enables existing programmers to become familiar and comfortable coding Objective-C using Xcode 4.5, Storyboarding and the iOS 6 SDK to create apps for the iPhone. Nick Kuh, an experienced, Apple award-winning developer, will teach readers how to build an iOS 6 iPhone app from start to finish in 5 days. During a 5-day process you will learn how to build a professional, custom-designed, object-oriented iPhone App. You'll start with a PhotoShop PSD design and an app idea. Then, throughout the remainder of the book, Nick will guide you through each stage of building the app. But it's you who will build the app. You will learn how to think like an app developer, how to turn an idea into a beautiful iPhone app. In addition to the code and programming practices introduced, the book includes numerous tips, tricks and lessons learned to help new iPhone App developers succeed on the App Store: SEO, in-app marketing approaches and how to win more 5 star reviews. The 5-day learning process is divided into the following key stages: Day 1 begins with the initial planning, paper prototyping and Photoshop design phases of an app idea. You'll learn how to provision your iOS apps for deployment to your iPhone. By the end of your first day you'll get to learn on the job, creating an Object-Oriented Black Jack Game that implements the

Model View Controller paradigm in Objective C. Day 2 is all about Storyboarding: creating and connecting all of the user interface views of our app. Day 3 begins with table views and data population. By the end of the third day you'll be knee-deep in Core Data: building a data model and creating an editable, persistent data storage solution for your app. By Day 4 you'll be learning how to communicate with Facebook using Apple's new Social framework introduced in iOS 6. Day 5 kicks off with code and methods to add in-app social network marketing to your app. With your completed app you'll then learn how to submit an App to Apple alongside numerous tips and tricks to improve your chances of success and visibility in this unique marketplace. From start to finish, this book inherits Nick's tried and tested methods to build beautiful native iPhone Apps efficiently. After reading and using this book, you'll come away with a core iOS development process and coding concepts that can be re-used and applied to your own iPhone app projects. Moreover, you'll gain an understanding of how to architect your own apps, write reusable code and implement best practices for faster productivity and maybe even make some money, too.

iOS Application Development with OpenCV 3 Joseph Howse, 2016-06-30 Create four mobile apps and explore the world through photography and computer vision About This Book- Efficiently harness iOS and OpenCV to capture and process high-quality images at high speed- Develop photographic apps and augmented reality apps quickly and easily- Detect, recognize, and morph faces and objects Who This Book Is For If you want to do computational photography and computer vision on Apple's mobile devices, then this book is for you. No previous experience with app development or OpenCV is required. However, basic knowledge of C++ or Objective-C is recommended. What You Will Learn- Use Xcode and Interface Builder to develop iOS apps- Obtain OpenCV's standard modules and build extra modules from source- Control all the parameters of the iOS device's

camera- Capture, save, and share photos and videos- Analyze colors, shapes, and textures in ordinary and specialized photographs- Blend and compare images to create special photographic effects and augmented reality tools- Detect faces and morph facial features- Classify coins and other objects

In Detail iOS Application Development with OpenCV 3 enables you to turn your smartphone camera into an advanced tool for photography and computer vision. Using the highly optimized OpenCV library, you will process high-resolution images in real time. You will locate and classify objects, and create models of their geometry. As you develop photo and augmented reality apps, you will gain a general understanding of iOS frameworks and developer tools, plus a deeper understanding of the camera and image APIs. After completing the book's four projects, you will be a well-rounded iOS developer with valuable experience in OpenCV.

Style and approach The book is practical, creative, and precise. It shows you the steps to create and customize five projects that solve important problems for beginners in mobile app development and computer vision. Complete source code and numerous visual aids are included in each chapter. Experimentation is an important part of the book. You will use computer vision to explore the real world, and then you will refine the projects based on your findings.

The Gourmet iOS Developer's Cookbook Erica Sadun, 2015-05-08

The Gourmet iOS Developer's Cookbook offers a fresh banquet of delicious cutting-edge iOS programming recipes for projects both big and small. Renowned iOS programming expert Erica Sadun brings together reliable, proven code for creating today's richest, most robust apps. Sadun presents innovative ways to make the most of AVFoundation, Text Kit, animation, adaptive interface programming, and much more. As in all of her iOS best-sellers, this pragmatic guide translates modern best practices into working code, distilling key concepts into recipes you can understand and build on. This is more

than just cut-and-paste; using examples, Sadun offers a deep dive into the “how” and “why” of advanced iOS development. The code reflects iOS’s latest capabilities, and every chapter groups related tasks together, so you can jump straight to your solution. Coverage includes Providing advanced speech generation and barcode recognition features through AVFoundation Automatically updating app text presentation based on user preferences and expectations Extending rich, flexible text throughout your apps with UIKit and Text Kit Seamlessly migrating text designs between iOS screens and other destinations Generating attributed text strings from HTML sources Integrating real-world physics for exciting animations and interactions Creating better interfaces with dynamic animators--and overcoming their pitfalls Achieving greater visual impact with improved user alerts and popovers Implementing clever and compelling effects with non-rectangular views Building adaptive apps that gracefully respond to any iOS display, orientation, or screen Streamlining development with expert methods, functions, and techniques Exploring the core concepts you’ll need to migrate successfully to Swift This book’s source code is frequently updated by the author and can be downloaded at <https://github.com/erica/iOS-Gourmet-Cookbook>.

iOS Development with Swift Craig Grummitt, 2017-11-13 Summary iOS Development with Swift is a hands-on guide to creating apps for iPhone and iPad using the Swift language. Inside, you'll be guided through every step of the process for building an app, from first idea to App Store. This book fully covers Swift 4, Xcode 9, and iOS 1. Our video course, iOS Development with Swift in Motion, is the perfect companion to this book, featuring even more projects and examples for you to dig into in the exciting world of iOS development. Find out more at our website: www.manning.com/livevideo/ios-development-with-swift-lv Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology One

billion iPhone users are waiting for the next amazing app. It's time for you to build it! Apple's Swift language makes iOS development easier than ever, offering modern language features, seamless integration with all iOS libraries, and the top-notch Xcode development environment. And with this book, you'll get started fast. About the Book iOS Development with Swift is a hands-on guide to creating iOS apps. It takes you through the experience of building an app—from idea to App Store. After setting up your dev environment, you'll learn the basics by experimenting in Swift playgrounds. Then you'll build a simple app layout, adding features like animations and UI widgets. Along the way, you'll retrieve, format, and display data; interact with the camera and other device features; and touch on cloud and networking basics. What's Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4, Xcode 9, and iOS 11 About the Reader Written for intermediate web or mobile developers. No prior experience with Swift assumed. About the Author Craig Grummitt is a successful developer, instructor, and mentor. His iOS apps have had over 100,000 downloads combined! Table of Contents PART 1 - INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 - BUILDING YOUR INTERFACE View controllers, views, and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications, animation, and scrolling PART 3 - BUILDING YOUR APP Tables and navigation Collections, searching, sorting, and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 - FINALIZING YOUR APP Distributing your app What's next?

Beginning iOS 5 Development David Mark, Jack Nutting, Jeff LaMarche, 2012-01-24 The team that brought you the bestselling Beginning iPhone 4 Development is back again for Beginning iOS 5 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS SDK, as

well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iOS 5 Development* offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 5 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. 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! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers *Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective* Written in an accessible, easy-to-follow style

Learn Design for iOS Development Sian Morson, 2014-02-28 *Learn Design for iOS Development* is for you if you're an iOS developer and you want to design your own apps to look great and be in tune with the latest Apple guidelines. You'll learn how to design your apps to work with the exciting new iOS 7 look and feel, which your users expect within their latest apps. *Learn Design for iOS Development* guides you through the design processes that you can apply to design your own apps brilliantly. We'll start at the idea stages of your apps, and you'll see how you can analyze and apply the right design patterns for every app you are coding, use wireframing tools to take your ideas forward, and use Photoshop to create the visual assets you want to look great in your app. You'll understand why Apple have made the decisions they've made with the new iOS 7 interface and new HIG guidelines, and from that insight you'll be able to vision and create your own apps, on iPhones and iPads, that work perfectly within the new iOS 7 interface.

Hello! iOS Development Eitan Mendelowitz, 2013-07-28 Summary *Hello! iOS Development* is a tutorial designed for novice iOS developers. Using the Hello! style of User Friendly cartoons and illustrations, this entertaining book will guide you step-by-step as you write your first apps for the iPhone and iPad and add them to the App Store. About This Book To create a successful iPhone or iPad app you need a great idea, serious commitment, and some programming know-how. If you supply the idea and the commitment, this entertaining and easy-to-read book will help you pick up the coding skills you need to bring your app to life. *Hello! iOS Development* is a tutorial designed for new iOS developers. It builds on your existing programming knowledge to create apps for the iPhone and iPad using the Objective-C language and Apple's free Xcode tools. Characters from the User Friendly cartoon series guide you as you write your first apps and add them to the App Store. Written for readers with beginning-level programming skills. No prior experience with iOS

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Test-Driven iOS Development with Swift Dr. Dominik Hauser, 2016-02-22 Create fully-featured and highly functional iOS apps by writing tests first About This Book Learn test-driven principles to help you build apps with fewer bugs and better designs Become more efficient while working with Swift to move on to your next project faster! Learn how to incorporate all of the principles of test-driven development (TDD) in to your daily programming workflow Who This Book Is For If debugging iOS apps is a nerve-racking task for you and you are looking for a fix, this book is for you. What You Will Learn Implement TDD in swift application development/span Get to know the fundamentals, life cycle, and benefits of TDD/span Explore the tools and frameworks to effectively use TDD/span Develop models and controllers driven by tests/span Construct the network layer using stubs/span Use functional tests to ensure the app works as planned/span Automate and streamline the building, analysing, testing, and archiving of your iOS apps In Detail Test-driven

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