Ios 11 Programming Fundamentals With Swift

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 13.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift—Apple's new programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift's object-oriented concepts: variables and functions, scopes and namespaces, object types and instances Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, and dictionaries Learn how to declare, instantiate, and customize Swift object types—enums, structs, and classes Discover powerful Swift features such as protocols and generics Tour the lifecycle of an Xcode project from inception to App Store Create app interfaces with nibs and the nib editor, Interface Builder Understand Cocoa's event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa's C and Objective-C APIs Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 8.

This book constitutes the refereed proceedings of the 18th International Symposium Fundamentals of Computation Theory, FCT 2011, held in Oslo, Norway, in August 2011. The 28 revised full papers presented were carefully reviewed and selected from 78 submissions. FCT 2011 focused on algorithms, formal methods, and emerging fields, such as ad hoc, dynamic and evolving systems; algorithmic game theory; computational biology; foundations of cloud computing and ubiquitous systems; and quantum computation.

Open the door to endless new app development possibilities Pushing the Limits with iOS 5 Programming is an expert guide for developers aiming to create unique applications for Apple's iPad 2, iPhone, and the iPod Touch, which includes the latest version of the Apple iPhone SDK, iOS 5. This text goes beyond the basics to keep you ahead of the technology curve and spark your innovative nature to create seamless, functional, and fun apps. With a focus on advanced techniques for app development, you will learn to differentiate your apps from all the rest. With this must-have book, you'll explore advanced coverage of a variety of development topics, such as developing with deep Objective-C, while you learn to create amazing applications for Apple's iPad 2, iPhone, and iPod touch. Veteran mobile developers and authors guide you through maximizing your programs as they delve into

topics not commonly found elsewhere. Provides a solid foundation in the patterns of iOS Shares tips for running on multiple platforms and best using security services Discusses topics such as controlling multitasking, advanced text layout and more Demonstrates how to think differently with blocks and functional programming Teaches table view, performance, and money-making optimization Eliminates common challenges with memory management and iOS information flow Pushing the Limits with iOS 5 Programming allows you to take on the future with confidence in your new, stand-out app design skills.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 12.

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 11 innovations, such as: Drag and drop Autolayout changes (including the new safe area) Stretchable navigation bars Table cell swipe buttons Dynamic type improvements Offline sound file rendering, image picker controller changes, new map annotation types, and more All example code (now rewritten in Swift 4) is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up iOS 11 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 11, you'll gain a solid, rigorous, and practical understanding of iOS 11 development.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 13.

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.

Provides information on using iOS 5 to create applications for the iPhone, iPad, and iPod Touch.

And ConclusionChapter 2. Functions; Function Parameters and Return Value; Void Return Type and Parameters; Function Signature; External Parameter Names; Overloading; Default Parameter Values; Variadic Parameters; Ignored Parameters; Modifiable Parameters; Function In Function; Recursion; Function As Value; Anonymous Functions; Define-and-Call; Closures; How Closures Improve Code; Function Returning Function; Closure Setting a Captured Variable; Closure Preserving Its Captured Environment; Curried Functions; Chapter 3. Variables and Simple Types; Variable Scope and Lifetime.

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Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3—the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift's object-oriented concepts: variables and functions, scopes and namespaces, object types and instances Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and sets Learn how to declare, instantiate, and customize Swift object types: enums, structs, and classes Discover powerful Swift features such as protocols and generics Catch up on Swift 3 innovations: revised APIs, new Foundation bridged types, and more Tour the lifecycle of an Xcode project from inception to App Store—including Xcode's new automatic code signing and debugging features Construct app interfaces with the nib editor, Interface Builder Understand Cocoa's event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa's C and Objective-C APIs Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 10.

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

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

The professional programmer's Deitel® guide to iPhone® and iPad® app development using iOS® 8, Swift™, Xcode® 6, and Cocoa Touch® This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel "app-driven approach"– a variant of Deitel's live-code approach–concepts are presented in the context of complete working iOS apps, rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book's source code is available at: www.deitel.com/books/iOS8FP1. ¿ You'll quickly learn everything you need to start building iOS 8 apps–beginning with a test-drive of the Tip Calculator app in Chapter 1, then building your first apps in Chapter 2 with visual programming and in Chapter 3 with Swift. By the time you reach Chapter 9, you'll be ready to create your own apps for submission to the App Store. We'll overview the submission process, including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet public relations and more. ¿

IOS 11 Programming Fundamentals with SwiftIOS 11 Programming Fundamentals with SwiftSwift, Xcode, and Cocoa Basics"O'Reilly Media, Inc."

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This book covers iOS 14 app design fundamentals using the latest Swift 5 programming language, Xcode 12 and iOS 14 SDK.The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest Hello World app is developed step by step. In the next chapter, basics of the Swift 5 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 8 complete apps (including a 2D game in SpriteKit and a 3D game in SceneKit) are developed in separate chapters. Both the mature UIKit and the newest SwiftUI frameworks are used for developing these apps. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app on simulators and real devices.Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction:

General info and the steps of developing an iOS app.Chapter 2. Setting up your development environment: Installing Xcode, setting up signing identities, viewing/adding simulators and real devices.Chapter 3. Test drive - the "Hello World" app: Creating a new Xcode project, adding and positioning user interface objects, building the project, running the developed app on the simulator and on the real device.Chapter 4. Swift programming language: Variables, constants, optionals, arrays, dictionaries, sets, if-else and switch-case decision making statements, for and while loops, functions, classes, objects and inheritance in Swift 5. Each concept is clearly explained step by step with code examples and screenshots.Chapter 5. Disco lights app: Using buttons and connecting actions to buttons in the code.Chapter 6. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen.Chapter 7. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code.Chapter 8. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls.Chapter 9. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map.Chapter 10. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS.Chapter 11. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete 2D game.Chapter 12. Blue Capsule Hunter game: Basics of SceneKit that is used to develop 3D iOS games, adding objects to the game, moving objects, sensing screen touches, using score text and combining these concepts for developing a 3D game.This book includes 218 figures and 108 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the book's companion website: www.yamaclis.com/ios14.

Are you searching for the fast track in learning iPhone programming? Do you have an iPhone or iPad app idea that you know will change the world, but you don't know where to get started in the code?Do you look at iPhone code and feel that it boggles your mind?I can help you! This book, along with the companion screencast videos and source code will accelerate you faster and farther than any other iPhone learning material available!Do not wait a moment longer. Download the screencast videos, instantly available to you at: http://iPhoneYo.com Get started tonight in your adventure to Change the World!About the AuthorGreg Wientjes, Ph.D., was awarded his Stanford doctoral degree in 2010, along with his Master's of Science in Electrical Engineering (2006) and his Bachelor of Science degree in Mathematics (2004), both from Stanford. Dr. Wientjes learned iPhone programming through coursework at Stanford University and reading books. Wientjes discovered that a much faster way to learn iPhone programming is watching and mimicking expert developers coding on screencast videos. Wientjes launched his own screencast videos at:http://iPhoneYo.comPlease do purchase the companion screencasts and source code associated with this book. Your contributions will deeply assist my ability to provide future content and knowledge resources. Purchase the Screencasts at:http://gum.co/oXXr Starting Content; 26 videos, 6 hourshttp://gum.co/nRJo Advanced Content; 11 videos, about 2 hours Download the Source Code at: http://gum.co/Iqgx Visit http://www.iPhoneYo.com for updates on the screencast videos. Content covered in this book and companion screencast videos:- Xcode and the iPhone and iPad Simulator- Objective-C programming fundamentals- Programming with objects, variables, properties, and custom classes- Linking User Interface components to code, e.g., date picker- Delegation- Troubleshooting your code- Debugging on Xcode- Table Views, including display of an image and cell customization- Data saving and loading within an app-iPad application creation- Developing iPad applications with popovers and split views- Building app icons and starting imagesProduct Information: http://iPhoneYo.com iPhone Programming Screencasts + Advanced Screencasts.Author: Greg Wientjes, PhDSubject: iPhone

and iPad Mobile App Software DevelopmentSoftware: iOS 6, Xcode 4Level: NoviceDuration: 8:26:55Videos: 35Released: March 29, 2013 This book covers iOS 10 app design fundamentals using the latest Swift 3 programming language, Xcode 8 and iOS 10 SDK. The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest Hello World app is developed step by step. In the next chapter, basics of the Swift 3 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 complete apps (including a 2D game) are developed in seperate chapters. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app on simulators and real devices. Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction: General info and the steps of developing an iOS app. Chapter 2. Setting up your development environment: Installing Xcode, setting up signing identities, viewing/adding simulators and real devices. Chapter 3. Test drive - the "Hello World" app: Creating a new Xcode project, adding and positioning user interface objects, building the project, running the developed app on the simulator and on the real device. Chapter 4. Swift programming language: Variables, constants, optionals, arrays, dictionaries, sets, if-else and switch-case decision making statements, for and while loops, functions, classes, objects and inheritance in Swift 3. Each concept is clearly explained step by step with code examples and screenshots. Chapter 5. Disco lights app: Using buttons and connecting actions to buttons in the code. Chapter 6. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. Chapter 7. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code. Chapter 8. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls. Chapter 9. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map. Chapter 10. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. Chapter 11. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete 2D game. This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's companion website: ios-swift.net.
Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features. Multiline strings and improved dictionaries Object serialization Key paths and key–value observing Expanded git integration Code refactoring And more!
Begin your iOS development journey using Swift 4 and XCode 9 with this easy to learn, practical guide. About This Book Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Who This Book Is For This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience.

However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store What You Will Learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on the App Store In Detail You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! Style and approach Step by step pr ...

This book covers iOS 11 app design fundamentals using the latest Swift 4 programming language, Xcode 9 and iOS 11 SDK. The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Swift 4 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 real world apps are developed again by step by step instructions. Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app in simulators and real devices. Sample apps developed in this book are as follows: 1. Disco lights app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code. 4. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls. 5. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map. 6. SOS sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. 7. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete ball bouncing game. This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and complete project files can be viewed

and downloaded from the the book's website: www.yamaclis.com/ios11.

Programming in Objective-C, Fifth Edition Updated for OS X Mountain Lion, iOS 6, and Xcode 4.5 Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. The book makes no assumptions about prior experience with object-oriented programming languages or with the C language (which Objective-C is based upon). Because of this, both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of Objective-C. Readers can also learn the concepts of object-oriented programming without having to first learn all of the intricacies of the underlying C programming language. This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes Programming in Objective-C ideally suited for either classroom use or self-study. This edition has been fully updated to incorporate new features in Objective-C programming introduced with Xcode 4.4 (OS X Mountain Lion) and Xcode 4.5 (iOS 6.) "The best book on any programming language that I've ever read. If you want to learn Objective-C, buy it."–Calvin Wolcott "An excellent resource for a new programmer who wants to learn Objective-C as their first programming language–a woefully underserved market."–Pat Hughes Contents at a Glance 1 Introduction Part I The Objective-C Language 2 Programming in Objective-C 3 Classes, Objects, and Methods 4 Data Types and Expressions 5 Program Looping 6 Making Decisions 7 More on Classes 8 Inheritance 9 Polymorphism, Dynamic Typing, and Dynamic Binding 10 More on Variables and Data Types 11 Categories and Protocols 12 The Preprocessor 13 Underlying C Language Features Part II The Foundation Framework 14 Introduction to the Foundation Framework 15 Numbers, Strings, and Collections 16 Working with Files 17 Memory Management and Automatic Reference Counting (ARC) 18 Copying Objects 19 Archiving Part III Cocoa, Cocoa Touch, and the iOS SDK 20 Introduction to Cocoa and Cocoa Touch 21 Writing iOS Applications Appendixes A Glossary B Address Book Program Source Code

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

setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learn Get to grips with the fundamentals of Xcode 11 and Swift 5, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern, and how to implement the desired functionality within the app Implement the latest iOS features such as Dark Mode and Sign In with Apple Understand how to convert an existing iPad app into a Mac app Design, deploy, and test your iOS applications with industry patterns and practices Who this book is for This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will also find this book useful.

OS X and iOS Kernel Programming combines essential operating system and kernel architecture knowledge with a highly practical approach that will help you write effective kernel-level code. You'll learn fundamental concepts such as memory management and thread synchronization, as well as the I/O Kit framework. You'll also learn how to write your own kernel-level extensions, such as device drivers for USB and Thunderbolt devices, including networking, storage and audio drivers. OS X and iOS Kernel Programming provides an incisive and complete introduction to the XNU kernel, which runs iPhones, iPads, iPods, and Mac OS X servers and clients. Then, you'll expand your horizons to examine Mac OS X and iOS system architecture. Understanding Apple's operating systems will allow you to write efficient device drivers, such as those covered in the book, using I/O Kit. With OS X and iOS Kernel Programming, you'll: Discover classical kernel architecture topics such as memory management and thread synchronization Become well-versed in the intricacies of the kernel development process by applying kernel debugging and profiling tools Learn how to deploy your kernel-level projects and how to successfully package them Write code that interacts with hardware devices Examine easy to understand example code that can also be used in your own projects Create network filters Whether you're a hobbyist, student, or professional engineer, turn to OS X andiOS Kernel Programming and find the knowledge you need to start developing

Objective-C Programmer's Reference provides the tools necessary to write software in Objective-C—the language of choice for developing iOS and OS X applications. Author Carlos Oliveira begins from the basic building blocks of the language. He shows how to create correct and efficient applications by applying your knowledge of object-oriented and structured programming. This book: Takes you quickly through fundamental concepts such as interfaces and class implementations. Provides a concise reference to the Foundation Framework that is all-important when programming in Objective-C. Highlights key differences between Objective-C and other popular languages such as Java or Python. Provides the fundamentals of Cocoa and Cocoa Touch, which are the standard for OS X and iOS development. Objective-C Programmer's Reference makes extensive use of concepts already mastered by developers who are fluent in other languages such as C++, Java, Perl, and Python. The author's approach is logical and structured, and even novice developers will have an easy time absorbing the most important topics necessary to program in Objective-C. Objective-C Programmer's Reference is a book for professional developers in Objective-C, or those who are moving

to Objective-C from other languages. The book is written for readers who lack the time to invest in more traditional books, which usually spend hundreds of pages to explain concepts that are part of the working programmer's standard vocabulary. What you'll learn Grasp the basic syntax of the Objective-C language. Create classes and methods in Objective-C. Apply Objective-C's message-passing mechanism to simplify your code and avoid deep class hierarchies. Store and access dynamic data through Objective-C's built-in, key-value system. Make effective use of container classes such as arrays and dictionaries with their immutable and mutable versions. Create simple applications for iPhones, iPads, Macbooks, and other iOS and Mac OS X devices. Who this book is for Objective-C Programmer's Reference is for programmers in Objective-C who are looking for a handy reference to keep them on top of their game. The book is also designed for programmers moving to Objective-C from some other language, especially from another C-like language such as Java or C#, providing just that additional bit that is needed to transfer their expertise into Objective-C and get a leg up on creating applications for the iOS and OS X platforms underlying Apple's hugely successful devices such as the iPhone, iPad, and Macbook. Table of ContentsPart I: The Language 1. The C in Objective-C 2. Classes 3. Strings and Container Classes 4. Protocols and Categories 5. Inheritance 6. Block Syntax 7. Dynamic Binding 8. Memory Management 9. Key-Value Programming 10. The Filesystem Part II: Reference 11. The Foundation Framework Part III: The Tools 12. The Compiler 13. The Preprocessor 14. Unit Test 15. Debugging Part IV: Writing Apps for OS X and iOS 16. Cocoa Framework Example 17. Cocoa Touch Example

This book shares insights into the various ways technology can be used for educational purposes, utilizing an approach suitable for both novice and advanced practitioners in this niche area. It features selected papers presented at the International Conference on e-Learning 2015 (ICeL 2015), where professionals discussed how technology can not only serve as a tool in the classroom, but as the classroom itself. As the title "Envisioning the Future of Online Learning" suggests, this book showcases current best practices in the field of e-learning, where technology has been leveraged to re-engineer the landscape of education, particularly in the context of Malaysia.

An insider's guide to programming distributed objects using all of CORBA 3's powerful new services and facilities Building on a new component-based architecture, more robustJava and Internet integration, asynchronous invocation modes, and quality-of-service control, CORBA 3 makes distributed programming more powerful and productive than ever before. In this Second Edition of the bestselling guide to CORBA programming, an OMG insider shows architects and programmers how to make the most of all of these features. Author and editor Jon Siegel: * Starts with an overview of CORBA, including all of the features added * with details of the Object Management Architecture's CORBAservices and CORBAfacilities, including specifications in the CORBAdomains * Walks you through a tutorial presentation of a real-world distributed CORBA application working the same example on 11 ORBs in the key enterprise programming languages C++, Java, and COBOL On the CD-ROM you'll find almost everything you need to build and run the example (except a computer, of course): * The IDL files (identical for all ORBs and languages) * All source code in C++ , Java, and COBOL * Makefiles for every ORB discussed * Sample ORBs and development

environments Contributors include: Dan Frantz, BEA Systems, Inc. Patrick Ryan, Expersoft Corp. Virgil Albaugh, IBM Corp. Michael Cheng, IBM Corp. Alan Conway, IONA Technologies PLC Jim O'Leary, IONA Technologies PLC Frederic Desjarlais, Inprise Corp. David Gamble, MERANT plc Martin Tonge, Peerlogic, Inc. UML chapter contributed by Cris Kobryn, a coauthor of the UML specification and co-chair of the UML Revision Task Force. MOF chapter contributed by Sridhar Iyengar, the principal author of the MOF specification. Visit our Web site at www.wiley.com/ compbooks/

This book covers iOS 13 app design fundamentals using the latest Swift 5.1 programming language, Xcode 11 and iOS 13.1 SDK.The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest Hello World app is developed step by step. In the next chapter, basics of the Swift 5 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 complete apps (including a 2D game) are developed in separate chapters. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app on simulators and real devices.Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction: General info and the steps of developing an iOS app.Chapter 2. Setting up your development environment: Installing Xcode, setting up signing identities, viewing/adding simulators and real devices.Chapter 3. Test drive - the Hello World: Creating a new Xcode project, adding and positioning user interface objects, building the project, running the developed app on the simulator and on the real device.Chapter 4. Swift programming language: Variables, constants, optionals, arrays, dictionaries, sets, if-else and switch-case decision making statements, for and while loops, functions, classes, objects and inheritance in Swift 5. Each concept is clearly explained step by step with code examples and screenshots.Chapter 5. Disco lights app: Using buttons and connecting actions to buttons in the code.Chapter 6. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen.Chapter 7. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code.Chapter 8. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls.Chapter 9. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map.Chapter 10. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS.Chapter 11. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete 2D game.This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the book's companion website: www.yamaclis.com/ios13swift5 ???C++11??Bjarne Stroustrup?C++????????????????????????????C++??????????????????????? ?The C++ Programming Language, Fourth Edition??C++??(??????????????????????)??????????????????????Stroustrup?????????C++11????????????????????????????????C++???????????ISO???????? ???????

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If you're getting started with iOS development, or want a firmer grasp of the basics, this practical guide provides a clear view of its fundamental building blocks—Objective-C, Xcode, and Cocoa Touch. You'll learn object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Dozens of example projects are available at GitHub. Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide Programming iOS 7. Explore the C language to learn how Objective-C works Learn how instances are created, and why they're so important Tour the lifecycle of an Xcode project, from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa's use of Objective-C linguistic features Use Cocoa's event-driven model and major design patterns Learn the role of accessors, key-value coding, and properties Understand the power of ARC-based object memory management Send messages and data between Cocoa objects

Begin your iOS development journey using Swift 4 and XCode 9 with this easy to learn, practical guide. Key Features Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Book Description You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! What you will learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on

the App Store Who this book is for This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience. However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store

Do you ever want to develop iOS applications and you don't know where to start? Are you tired of going through blog posts about Swift concepts? Well, A Comprehensive Intermediate Guide to Learn and Master the Concept of Swift Programming is a masterpiece into iOS app development. It takes you through the fundamentals of Swift app design and helps you realize how to put the principles into practice. Whether you are an experienced programmer or just starting out in iOS app design, this book takes you through all the steps of designing an iOS app. If you want to learn how to create outstanding apps that will beat your competitor, this book helps you discover the secret. From Xcode and Swift, the foundation of modern iOS development, you will learn the building blocks of designing a great app so that you can dig deep into the app development. A Comprehensive Intermediate Guide to Learn and Master the Concept of Swift Programming focuses on complex topics of iOS design such as animations and gestures so that your app can stand out from the rest. It explores some of the recent developments in Swift 4 and iOS 11. It integrates new features that every experienced developer will want to learn. What you will learn Discover major design principles that define iOS user experience Manage data and manipulate images using effects and filters Learn how to send SMS and MMS in using the Message Framework Discover how to build classic animations and the best way to animate Table View in Cells Learn how you can get social in your app using Facebook and Twitter Find out how to handle JSON and Codable in Swift Figure out why interactive views are important and how you can use it in your app And many more... This book is for Intermediate Programmers in Swift language who are interested in enhancing the user design of their apps. However, for those with some experience in programming, this book will help them develop a complete understanding of how to build elegant iOS applications from scratch. Get your copy today!

Get a solid grounding in all the fundamentals of Cocoa Touch, and avoid problems during iPhone and iPad app development. With Programming iOS 4, you'll dig into Cocoa and learn how to work effectively with Objective-C and Xcode. This book covers iOS 4 in a rigorous, orderly fashion—ideal whether you're approaching iOS for the first time or need a reference to bolster existing skills. Learn Objective-C language details and object-oriented programming concepts Understand the anatomy of an Xcode project and all the stages of its lifecycle Grasp key Cocoa concepts such as relationships between classes, receiving events, and model-view-controller architecture Know how views are managed, drawn, composited, and animated Delve into Cocoa frameworks for sound, video, sensors, maps, and more Touch on advanced topics such as threading and networking Obtain a thorough grounding for exploring advanced iOS features on your own

"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.

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