Ios 8 Swift Programming Cookbook Solutions Examples For Ios Apps

Develop games for iOS and Android using Cocos2d with the aid of over 70 step-by-step recipes About This Book Learn to efficiently use Cocos2d to develop cross-platform games, and have them work on iOS as well as Android Get acquainted with industry-wide professional tools such as Glyph Designer, Texture Packer, and Physics Editor, as well as using the Swift/ Sprite builder implementation of Cocos2d Use the easy-to-follow recipes to develop as well as deploy games to the Playstore and the App Store Who This Book Is For This book is for intermediate game developers and especially the ones who are generally curious to find out what's new in Cocos2d v 3.3. What You Will Learn Build custom sprites with custom animations for the game Build interactivity into your game by adding gestures and touch interactions Understand AI enemy programming and path finding to make games more exciting Add physics to your game to make it more lively and interactive Get familiar with the Swift and Sprite builder implementations along with Objective-C programming Perform hassle-free deployment of games built in iOS onto Android Add effects and particle systems to make the game more colorful In Detail Cocos2d is the world's leading game development framework for developing iOS games. With the introduction of Swift and Spritebuilder, it has become easier than ever to develop the games of your dreams without much effort. With Cocos2d, you can also deploy the game on Android, thereby maximizing profit and reducing development and porting costs. The book starts off with a detailed look at how to implement sprites and animations into your game to make it livelier. You will then learn to add scenes to the game such as the gameplay scene and options scene and create menus and buttons in these scenes, as well as creating transitions between them. From there on, you will get an understanding of how to program user interactions such as tapping, holding, and swiping. You'll then add accelerometer inputs and physics to the scene, and make objects respond back to the inputs. A game is practically incomplete without audio being added, so this will be covered next. The next section will include ways to add Artificial Intelligence to enemies in the game, allowing them to patrol, chase, and shoot in a projectile manner. You will then learn to use NSUserDefault to save and load game progress, and create and access files using JSON, Plist, and XML files for custom storage and retrieval of data. Then you will learn to add dynamic lighting to your game and will use industry-wide tools such as Texture Packer, Glyph Designer, Physics Editor, Particle Designer, and Sprite Illuminator to create more visually appealing and performance-optimized games. Towards the end of the book, we dive into Apple's latest programming language—Swift, highlighting the major differences between Objective C and Swift. The book culminates with taking your existing game developed for iOS and porting it to Android, showing you how to install the Android Xcode plugin as well. Style and approach The book is written in an extremely lucid and step-by-step manner; it can be understood easily by anyone. The topics included are broken down into individual chapters so you can refer to the specific chapter to get answers on the subject you are interested in.

Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity's advanced features such as artificial intelligence, high-end physics, and GUI transformations. Create amazing Graphical User Interfaces (GUIs) with Unity's new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high-end complex Android games, then this book is for you. Readers are expected to have a basic understanding of Unity 5, working with its environment, and its basic concepts. What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces (GUIs) with Unity's new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and best loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity's intuitive, easy-to-learn toolset and this book, it's never been easier to become a game developer. You will begin with the basic concepts of Android game development, a brief history of Android games, the building blocks of Android games in Unity 5, and the basic flow of games. You will configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, prefabs, animations, triggers, colliders, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and controlling them with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplays, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing the game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores. Style and approach A step-by-step and detailed guide to developing high-end complex Android games utilizing the advanced concepts of Unity.

Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal(R) Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find

valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available. Normal 0 false false false EN-US X-NONE X-NONE

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iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

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Ready to build stunning apps for iPhone, iPad, and Apple Watch? This cookbook—completely rewritten with all-new material—provides 90 proven solutions for tackling the latest features in iOS 9 and watchOS 2.0. Written exclusively in Apple's Swift language, these code-rich recipes show you how to use dynamic user interfaces, interactive maps, multitasking functionality, Apple's new UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code, available on GitHub, that you can put to work right away. Work with new features in Swift 2, Xcode 7, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Swift to connect with the iOS contacts database Block ads or obtrusive content with Safari Content Blockers Make your app content searchable with Spotlight APIs Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields

Over 50 hands-on recipes to help you create apps and build your portfolio of projects in Swift 2About This Book- Conceptualize and write effective applications for iOS/OS X using Swift 2- Make the most of Swift's diverse features, from configuring your projects to using design patterns and different types of databases- A fast-paced, comprehensive guide equipped with lots of tips and tricks to help you learn about Swift programming quicklyWho This Book Is ForIf you are an Apple developer who wants to use Swift to build your applications, this book is for you. With Swift 2 going open source, this book will also help web developers. Some understanding of Objective-C or Swift would be helpful but is not required.What You Will Learn- Install Xcode from the App Store- Upgrade your existing Swift 1.2 code to Swift 2.0- Use the standard Swift 2.0 library and collections- Work with structs, generics, and design patterns in Swift- Use the new markup language to provide rich documentation of code- Write a book using Playgrounds and Swift- Debug and test your code using Xcode- Integrate your code with Objective-C and use assembly code with Swift- Leverage the Objective-C runtime when compiling Swift using associated objectsIn DetailSwift is Apple's innovative development language that was introduced at the WWDC (WorldWide Developers Conference) 2014 alongside Xcode 6 and iOS 8. This user-friendly language is packed with modern features to make programming easier and fun, with a lot of flexibility. With Swift 2 comes even better performance, a new error handling API, protocol extensions, and super support for availability checking.This book will equip you with all the practical programming aspects of Swift 2. It covers the important features and paradigms that Swift provides to developers. You will begin by installing Xcode from the App Store and using Swift as an interpreter. Then, you will see how you can upgrade your existing Swift 1.2 code to Swift 2.0 with the help of Xcode. You will see how to use structs and generics, and work with different Design Patterns with Swift. Debug and test your code using Xcode and see how to use assembly code effectively with Swift.By the end of this book, you will have the necessary skills to get the most out of Swift to develop effective mobile and web applications.Style and approachThis book follows a problem-solution methodology using step-by-step recipes, and is filled with screenshots to help you create

samples and learn something new in every recipe.
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Ready to build truly stunning apps for iPhone, iPad, and Apple Watch? This cookbook—written exclusively in Swift 3—provides more than 120 proven solutions for tackling the latest features in iOS 10 and watchOS 3. With these code-rich recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking functionality, the UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and services through Siri Write your own iMessage extensions that allow added interactivity Work with features in Swift 3, Xcode 8, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Spotlight APIs to make your app content searchable Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields

Design, test, and debug your apps using Android Studio About This Book See what Material design is about and how to apply it your apps Explore the possibilities to develop apps that works on any type of device A step-by-step practical guide that will help you build improved applications, change their look, and debug them Who This Book Is For This book is for developers that are already familiar with programming concepts and have already started creating apps for the Android platform, for example, by using the Eclipse IDE. It is for developers who intend to use Android Studio as their primary IDE or want to use Android Studio more efficiently. What You Will Learn Develop Android Studio applications using Genymotion Apply the concepts of Material design to your applications Use memory monitoring tools to tweak performance Build applications for Android Wearable Capture images, video, or audio within your Android app Use content providers to display data Build apps with a cloud-based backend Create media-related apps that will run on phones, phablets, tablets, and TVs In Detail This book starts with an introduction of Android Studio and why you should use this IDE rather than Eclipse. Moving ahead, it teaches you to build a simple app that requires no backend setup but uses Google Cloud or Parse instead. After that, you will learn how to create an Android app that can send and receive text and images using Google Cloud or Parse as a backend. It explains the concepts of Material design and how to apply them to an Android app. Also, it shows you how to build an app that runs on an Android wear device. Later, it explains how to build an app that takes advantage of the latest Android SDK while still supporting older Android versions. It also demonstrates how the performance of an app can be improved and how memory management tools that come with the Android Studio IDE can help you achieve this. By the end of the book, you will be able to develop high quality apps with a minimum amount of effort using the Android Studio IDE. Style and approach This is a practical guide full of challenges and many real-world examples that demonstrate interesting development concepts. Besides smartphones and tablets, it also covers Android wearable devices and Android TV. Although strongly recommended, it is not necessary to own any Android device yourself.

IOS 8 Swift Programming CookbookSolutions & Examples for IOS AppsOreilly & Associates Incorporated

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Entirely rewritten for Apple's Swift programming language, this updated cookbook helps you overcome the vexing issues you're likely to face when creating apps for iOS devices. You'll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit APIs to store information in the cloud with ease Create custom keyboards and extensions Access users' health-related information with HealthKit Interact with accessories inside the user's home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app's data Develop location-aware and multitasking-aware apps Work with iOS 8's audio and video APIs Use Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera's availability and access the Photo Library

Exploit the advanced concepts of Unity to develop intriguing, high-end Android gamesAbout This Book* Develop complex Android games with the help of Unity's advanced features such as artificial intelligence, high-end physics, and GUI transformations.* Create amazing Graphical User Interfaces (GUIs) with Unity's new uGUI system* Unravel and deploy exciting games across Android devicesWho This Book Is ForIf you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high-end complex Android games, then this book is for you. Readers are expected to have a basic understanding of Unity 5, working

with its environment, and its basic concepts.What You Will Learn* Develop your own Jetpack Joyride clone game* Explore the advanced features of Unity 5 by building your own Action Fighting game* Develop remarkable Graphical User Interfaces (GUIs) with Unity's new uGUI system* Enhance your game by adding stunning particle systems and complex animations* Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras* Make your game more realistic by providing music and sound effects* Debug and deploy your games on different Android devicesIn DetailGame engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and best loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity's intuitive, easy-to-learn toolset and this book, it's never been easier to become a game developer.You will begin with the basic concepts of Android game development, a brief history of Android games, the building blocks of Android games in Unity 5, and the basic flow of games. You will configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, prefabs, animations, triggers, colliders, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and controlling them with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplays, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing the game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores.
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Use Xcode 6 to Craft Outstanding iOS and OS X Apps! Xcode 6 Start to Finish will help you use Apple’s Xcode 6 tools to improve productivity, write great code, and leverage the newest iOS 8 and OS X Yosemite features, including Apple’s new Swift programming language. Drawing on more than thirty years of experience developing for Apple platforms, and helping others do so, Fritz Anderson presents a complete best-practice workflow that reflects Xcode’s latest innovations. Through three full, sample projects, you’ll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. And all sample code has been completely written in Swift, with figures and descriptions that reflect Xcode’s radically new interface. This is the only Xcode 6 book focused on deep mastery of the tools you’ll be living with every day. Anderson reveals better ways to storyboard, instrument, build, and compile code, and helps you apply new features, ranging from Interface Builder Live Rendering to View Debugging and XCTest Performance Testing. By the time you’re finished, you’ll have all the Xcode 6 skills you need in order to develop truly exceptional software. Coverage includes Working with iOS-side dynamic frameworks and iOS/OS X extension modules Streamlining Model, View, and Controller development with Swift Rewriting Objective-C functions in Swift Efficiently managing layouts and view hierarchies with size classes Inspecting and fixing interface issues with the new View Debugger Displaying and configuring custom views within Interface Builder via Live Rendering Benchmarking performance within the Xcode 6 unit test framework Leveraging Xcode 6 automated tools to simplify localization Creating new extensions to inject services and UI into other applications Mastering new Swift debugging techniques Register your book at informit.com/register for access to this title’s downloadable code.
Find practical, logical, and efficient recipes for building cross-platform apps for iOS 15, macOS, and watchOS using Swift 5.5, Xcode 13, and SwiftUI 3.0 Key Features: Apply the declarative programming paradigm to build cross-platform UIs for Apple devices Learn to integrate UIkit, Core Data, Firebase, and Sign in with Apple with SwiftUI Adopt the new SwiftUI 3.0 features to build visually appealing UIs speedily Book Description: SwiftUI provides an innovative and simple way to build beautiful user interfaces (UIs) for all Apple platforms, from iOS and macOS through to watchOS and tvOS, using the Swift programming language. In this recipe-based cookbook, you'll cover the foundations of SwiftUI as well as the new SwiftUI 3 features introduced in iOS 15 and explore a range of essential techniques and concepts that will help you through the development process. The cookbook begins by explaining how to use basic SwiftUI components. Once you've learned the core concepts of UI development, such as Views, Controls, Lists, and ScrollViews, using practical implementations in Swift, you'll advance to adding useful features to SwiftUI using drawings, built-in shapes, animations, and transitions. You'll understand how to integrate SwiftUI with exciting new components in the Apple development ecosystem, such as Combine for managing events and Core Data for managing app data. Finally, you'll write iOS, macOS, and watchOS apps by sharing the same SwiftUI codebase. By the end of this SwiftUI book, you'll have discovered a range of simple, direct solutions to common problems encountered when building SwiftUI apps. What You Will Learn: Explore various layout presentations in SwiftUI such as HStack, VStack, LazyHStack, and LazyVGrid Create widgets to quickly display relevant content at glance Get up to speed with drawings in SwiftUI using built-in shapes, custom paths, and polygons Discover modern animation and transition techniques in SwiftUI Add user authentication using Firebase and Sign in with Apple Manage concurrency with Combine and async/await in SwiftUI Solve the most common SwiftUI problems, such as integrating a MapKit map, unit testing, snapshot testing, and previewing layouts Who this book is for: This book is for mobile developers who want to learn SwiftUI as well as experienced iOS developers transitioning from UIkit to SwiftUI. The book assumes knowledge of the Swift programming language. Knowledge of object-oriented design and data structures will be useful but not necessary. You'll also find this book to be a helpful resource if you're looking for reference material regarding the implementation of various features in SwiftUI.