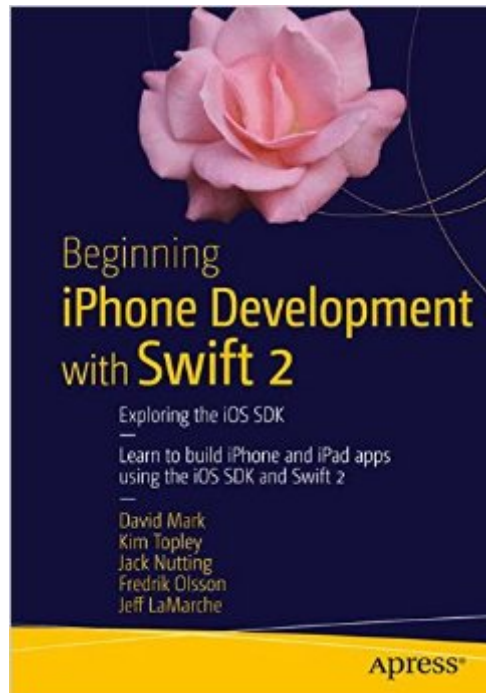


The book was found

Beginning iPhone Development With Swift 2: Exploring The IOS SDK



Synopsis

This is the definitive guide to the Swift programming language and the iOS 9 SDK, and the source code has been updated to reflect Xcode 7 and Swift 2. There's up-to-date coverage of new Apple technologies as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 9-specific project templates, and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book 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 9 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 iOS 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 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!

What You Will Learn: Everything you need to know to develop your own bestselling iPhone and iPad apps
Utilizing Swift playgrounds
Best practices for optimizing your code and delivering great user experiences

Book Information

Paperback: 854 pages

Publisher: Apress; 2nd ed. edition (December 16, 2015)

Language: English

ISBN-10: 1484217535

ISBN-13: 978-1484217535

Product Dimensions: 7 x 1.7 x 10 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #310,089 in Books (See Top 100 in Books) #29 in [Books > Computers &](#)

[Technology > Programming > Languages & Tools > Swift](#) #35 in [Books > Computers &](#)

[Technology > Programming > Apple Programming](#) #60 in [Books > Computers & Technology >](#)

[Mobile Phones, Tablets & E-Readers > iPhone](#)

Customer Reviews

This second edition provides a comprehensive introduction to Xcode and the major types of apps for the iPhone and iPad. It includes an appendix on using the Swift language, which is a good review or introduction to Swift for experienced developers. The app examples are designed to illustrate the use of Xcode and Swift for common features such as using multiple platforms and adaptive layout, table views, data persistence, background processing, touches and gestures, graphics and animation, device motion and maps, using the camera, and localization. I used Xcode 7.3.1, with Swift 2. The book needs better editing. I kept notes of errors in iBooks for all chapters, and ended up with 114 errors. Errors include: -- Problems in formatting (for example, some new code is not shown in a bold font). -- Wrong keypress instructions, such as Command-3 instead of Option-Command-3 to bring up the Identity Inspector in Xcode. -- Use of `println()` instead of `print()` in some cases. Swift no longer uses `println()`. -- General typos, missing parenthesis or brace, and run-on words -- Several language operators and syntax expressions will be deprecated in Swift 3, but still work in Swift 2. These may not have been deprecated for the early Swift 2 version that the authors used. For example: ..The `--` operator should be changed to `==` 1, and the `++` operator should be changed to `+=` 1 .. No longer use strings for an action argument, such as: `action: "showLanguagePopover"`. Instead, use: `action: #selector(showLanguagePopover)` .. No strings for selector argument, such as `selector: "applicationWillEnterForeground:"`, Instead, use: `selector: #selector(UINavigationController.applicationWillEnterForeground(_:))`, ..

[Download to continue reading...](#)

Tkinter GUI Application Development Blueprints SQL: Learn SQL In A DAY! - The Ultimate Crash Course to Learning the Basics of SQL In No Time (SQL, SQL Course, SQL Development, SQL Books, SQL for Beginners) Beginning Oracle Application Express 5 Understanding Oracle APEX 5 Application Development NoSQL Web Development with Apache Cassandra Unity in Action: Multiplatform Game Development in C# with Unity 5 Apple Watch and iPhone Fitness Tips and Tricks (includes Content Update Program) How To Program -- Echo: Design, Development and Testing Alexa Skills iPad and iPhone For Musicians For Dummies Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Edition) Designing the User Experience of Game Development Tools My iPad for Seniors (Covers iOS 9 for iPad Pro, all models of iPad Air and iPad mini, iPad 3rd/4th generation, and iPad 2) (3rd Edition) Beginning Design for 3D Printing C: Learn C In A DAY! - The Ultimate Crash Course to Learning the Basics of C In No Time (C, C Course, C Development, C Books, C for Beginners) Cisco Networks: Engineers Handbook of Routing,

Switching, and Security with IOS, NX-OS, and ASA Make Money Repairing iPhones: A Guide for Today's Hustler on How to Start and Grow a Successful iPhone Repair Business PHP: 20 Lessons to Successful Web Development Learning iOS Forensics Professional WordPress: Design and Development Swift: Programming, Master's Handbook: A TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms (Code like a PRO in ... mining, software, software engineering,)

[Dmca](#)