

Read Book IOS 10 Swift Programming Cookbook Solutions And Examples For IOS Apps Pdf For Free

iOS 11 Swift Programming Cookbook iOS 11 Swift Programming Cookbook iOS 10 Swift Programming Cookbook iOS 10 Swift Programming Cookbook iOS 8 Swift Programming Cookbook iOS 9 Swift Programming Cookbook iOS 8 Swift Programming Cookbook Swift 4 Programming Cookbook iOS 9 Swift Programming Cookbook Swift Cookbook Swift 3 Programming Cookbook iOS Programming Cookbook iOS Swift Game Development Cookbook Swift Programming Cookbook Swift Recipes The Swift Developer's Cookbook (includes Content Update Program) Swift Cookbook Swift Programming Mastering Swift Beginning Swift Mastering Swift 5 iOS 7 Programming Cookbook RxSwift (Fourth Edition) SwiftUI Cookbook iOS 15 Programming Fundamentals with Swift SwiftUI Cookbook Swift Cookbook Swift For Dummies iOS 15 Programming for Beginners Swift 2 Cookbook Mastering Swift 5.3 SwiftUI Cookbook Swift for Beginners iOS 14 Programming Fundamentals with Swift Programming iOS 13 Mastering iOS 14 Programming Unity Game Development Cookbook Swift Game Development Programming iOS 14 Learning Swift

Programming iOS 14 Jan 23 2020 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, collection 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 14 innovations, such as: Control action closures and menus Table view cell configuration objects Collection view lists and outlines New split view controller architecture Pointer customization on iPad New photo picker and limited photos authorization Reduced accuracy location Color picker, new page control behavior, revised date pickers, and more! Want to brush up on the basics? Pick up iOS 14 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 14, you'll gain a solid, rigorous, and practical understanding of iOS 14 development.

Swift for Beginners Jul 31 2020 NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779. LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this hands-on guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language concepts-including variables, constants, types, arrays, and dictionaries-before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE: www.peachpit.com/swiftbeginners includes additional resources.

Mastering Swift Oct 14 2021 Swift is Apple's new innovative and user-friendly development language, which is packed with modern features to make programming

easier, fun, and flexible. This book begins by giving you a solid Introduction to the Swift programming language so you can quickly begin developing applications using this interesting language. It also covers advanced topics such as Objective-C interoperability, ARC, closures, and concurrency. Each concept covered is backed up with example code and demonstrates how to properly execute it. Next, you will be taught about all of the advanced features of Swift, and its interaction with Apple's APIs and libraries. You'll then learn to interact with REST-based web services using Swift. We will conclude the book by getting equipped to design and build applications using established design patterns.

Swift Cookbook Feb 03 2021

Swift Programming Cookbook Mar 19 2022 Thought-provoking and accessible in approach, this updated and expanded second edition of the Swift Programming Cookbook: Learning Swift VS Objective-c provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press

Swift 3 Programming Cookbook Jun 21 2022 Over 75 recipes to help you quickly and efficiently build applications with Swift About This Book* Write robust and efficient code, and avoid common pitfalls using Swift* Get a comprehensive coverage of the tools and techniques needed to create high-performance apps* Packed with easy-to-follow recipes, this book will help you develop code using the latest version of Swift Who This Book Is For If you are looking for a book to help you learn about the diverse features offered by Swift 3.0 along with tips and tricks to efficiently code and build applications, then this book is for you. Basic knowledge of Swift will be beneficial. What you will learn* Use protocol extensions to provide default behavior for your protocols* Use Swift with multiple programming styles and paradigms* Define flexible classes and structs using Generics* Use OperationQueues to execute and prioritize work* Create higher-order functions that take functions as parameters* Take your work mobile with Playgrounds on iOS* Import your own custom functionality into Swift Playgrounds* Use Swift Package Manager to package your Swift modules for others to use In Detail Swift is an exciting, general purpose programming language. It's open sourcing and porting to Linux present many opportunities to use Swift outside of iOS and OSX app development. As a result, it's a great time to become a Swift developer! This book begins with Swift Constructs and moves on to Data Wrangling. You will then learn how to use Swift with other languages. Also look at how to perform object-oriented programming, Functional Reactive programming, and Protocol Oriented Programming with Swift. Finally, you will get to grips with server-side Swift, its performance, and responsiveness in Swift. With this recipe-based book, you will look at Swift's merits and benefits by covering the problem and solutions on it. This collection of concise, task-oriented recipes immediately makes you productive with Swift, with solutions ranging from core programming topics such as functions, protocol, error handling, and generics to advanced topics such as memory management and concurrency. Finally, you will learn how to improve code efficiency and enhance your application's performance.

Swift 4 Programming Cookbook Sep 24 2022 Over 50 recipes to help you quickly and efficiently build applications with Swift 4 and Xcode 9 About This Book Write robust and efficient code and avoid common pitfalls using Swift 4 Get a comprehensive coverage of the tools and techniques needed to create multi-platform apps with Swift 4 Packed with easy-to-follow recipes, this book will help you develop code using the latest version of Swift Who This Book Is For If you are

looking for a book to help you learn about the diverse features offered by Swift 4 along with tips and tricks to efficiently code and build applications, then this book is for you. Basic knowledge of Swift or general programming concepts will be beneficial. What You Will Learn Explore basic to advanced concepts in Swift 4 Programming Unleash advanced features of Apple's Xcode 9 IDE and Swift Playgrounds Learn about the conditional statements, loops, and how to handle errors in Swift Define flexible classes and structs using Generics, and learn about the advanced operators, and create custom operators Explore functionalities outside of the standard libraries of Swift Import your own custom functionality into Swift Playgrounds Run Swift on Linux and investigate server-side programming with the server side framework Vapor In Detail Swift 4 is an exciting, multi-platform, general-purpose programming language. Being open source, modern and easy to use has made Swift one of the fastest growing programming languages. If you interested in exploring it, then this book is what you need. The book begins with an introduction to the basic building blocks of Swift 4, its syntax and the functionalities of Swift constructs. Then, introduces you to Apple's Xcode 9 IDE and Swift Playgrounds, which provide an ideal platform to write, execute, and debug the codes thus initiating your development process. Next, you'll learn to bundle variables into tuples, set order to your data with an array, store key-value pairs with dictionaries and you'll learn how to use the property observers. Later, explore the decision-making and control structures in Swift and learn how to handle errors in Swift 4. Then you'll, examine the advanced features of Swift, generics and operators, and then explore the functionalities outside of the standard library, provided by frameworks such as Foundation and UIKit. Also, you'll explore advanced features of Swift Playgrounds. At the end of the book, you'll learn server-side programming aspect of Swift 4 and see how to run Swift on Linux and then investigate Vapor, one of the most popular server-side frameworks for Swift. Style and approach Each recipe addresses a specific problem, with a detailed discussion that explains the solution and offers insight into how it works.

Swift 2 Cookbook Nov 02 2020 Over 50 hands-on recipes to help you create apps and build your portfolio of projects in Swift 2>About 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 Swift2.0- 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 approach This 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.

iOS 9 Swift Programming Cookbook Nov 26 2022 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

Swift Game Development Feb 24 2020 Embrace the mobile gaming revolution by creating popular iOS games with Swift 4.2 Key Features Learn to create games for iPhone and iPad with the latest Swift Programming language Understand the fundamental concepts of game development like game physics, camera action, sprites, controls, among others Build Augmented reality games using ARKit for true performance Book Description Swift is the perfect choice for game development. Developers are intrigued by Swift and want to make use of new features to develop their best games yet. Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features – including its new ones for game development. Using SpriteKit, you will learn how to animate sprites and textures. Along the way, you will master physics, animations, and collision effects and how to build the UI aspects of a game. You will then work on creating a 3D game using the SceneKit framework. Further, we will look at how to add monetization and integrate Game Center. With iOS 12, we see the introduction of ARKit 2.0. This new version allows us to integrate shared experiences such as multiplayer augmented reality and persistent AR that is tied to a specific location so that the same information can be replicated on all connected devices. In the next section, we will dive into creating Augmented Reality games using SpriteKit and SceneKit. Then, finally, we will see how to create a Multipeer AR project to connect two devices, and send and receive data back and forth between those devices in real time. By the end of this book, you will be able to create your own iOS games using Swift and publish them on the iOS App Store. What you will learn Deliver powerful graphics, physics, and sound in your game by using SpriteKit and SceneKit Set up a scene using the new capabilities of the scene editor and custom classes Maximize gameplay with little-known tips and strategies for fun, repeatable action Make use of animations, graphics, and particles to polish your game Understand the current mobile monetization landscape Integrate your game with Game Center Develop 2D and 3D Augmented Reality games using Apple's new ARKit framework Publish your game to the App Store Who this book is for If you wish to create and publish iOS games using Swift, then this book is for you. No prior game development or experience with Apple ecosystem is needed.

iOS 10 Swift Programming Cookbook Jan 29 2023 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

iOS 14 Programming Fundamentals with Swift Jun 29 2020 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 12 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.3. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle 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: Multiple trailing closures Code editor document tabs New Simulator features Resources in Swift packages Logging and testing improvements And more! 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 14*.

Swift Programming Nov 14 2021 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

Swift Cookbook Dec 16 2021 If you are an experienced Objective-C programmer and are looking for quick solutions to many different coding tasks in Swift, then this book is for you. You are expected to have development experience, though not necessarily with Swift.

iOS 10 Swift Programming Cookbook Feb 27 2023 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

Programming iOS 13 May 28 2020 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 files, networking, and threads Stay up-to-date on iOS 13 innovations, such as: Symbol images Light and dark mode Sheet presentation Diffable data sources and compositional layout Context menus and previews Window scene delegates and multiple windows on iPad Want to brush up on the basics? Pick up iOS 13 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 13, you'll gain a solid, rigorous, and practical understanding of iOS 13 development.

Swift Recipes Feb 15 2022 Swift Recipes provides a problem solution approach for dealing with key aspects of the Swift programming language (covering version 1.2), ensuring you have the indispensable reference you need to successfully execute common programming tasks. You'll learn how to use the unique features of the Swift programming language as well as its use with Cocoa and Cocoa touch frameworks and libraries. Solutions are available for a range of problems, including application development with Xcode; working with strings, numbers, and object collections; dealing with threads, multi-core processing, and asynchronous processing; and building applications that take advantage of dates and timers and memory management. This book is an essential core reference for every Swift programmer and offers solutions in a concise and easy-to-follow manner. T. Michael Rogers has developed iOS applications for Fortune 100 brands and startups, and has trained new and experienced iOS developers via the iOS Boot Camp in New York City, online courses, and in private settings. He brings his expertise to offer you the ability to use and exploit Swift to get the most out of all your projects for your app creations, whether you use iOS or Mac OS X.

iOS Swift Game Development Cookbook Apr 19 2022 Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

SwiftUI Cookbook May 09 2021 SwiftUI is an innovative new framework for building UI for all Apple platforms. This recipe-based guide covers the new features of SwiftUI 3 introduced in iOS 15 and helps you migrate from UIKit with a simple learning curve through practical solutions. You'll learn how SwiftUI combines with Apple dev tools to build truly cross-platform Apple apps.

Mastering Swift 5.3 Oct 02 2020 A comprehensive guide for programming enthusiasts who wish to gain a firm command of the fundamentals and advanced Swift concepts Key Features Sixth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5.3 programming language Get to grips with popular and modern design techniques to write easy-to-manage Swift code Use core Swift features such as concurrency, generics, and copy-on-write in your code Book Description Over

the years, *Mastering Swift* has proven itself among developers as a popular choice for an in-depth and practical guide to the Swift programming language. This sixth edition comes with the latest features, an overall revision to align with Swift 5.3, and two new chapters on building Swift from source and advanced operators. From the basics of the language to popular features such as concurrency, generics, and memory management, this in-depth guide will help you develop your expertise and mastery of the language. As you progress, you will gain practical insights into some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. The book will also show you how to use and apply them in your own projects. In later chapters, you will understand how to use the power of protocol-oriented programming to write flexible and easier-to-manage code in Swift. Finally, you will learn how to add the copy-on-write feature to your custom value types, along with understanding how to avoid memory management issues caused by strong reference cycles. By the end of this Swift book, you will have mastered the Swift 5.3 language and developed the skills you need to effectively use its features to build robust applications. What you will learn

- Understand core Swift components, such as operators, collections, control flows, and functions
- Identify how and when to use classes, structures, and enumerations
- Use protocol-oriented design with extensions to write easy-to-manage code
- Leverage design patterns with Swift to solve commonly occurring design problems
- Apply copy-on-write for your custom value types to improve performance
- Add concurrency to your applications using Grand Central Dispatch and operation queues
- Implement generics to write flexible and reusable code

Who this book is for
This book is for beginners with a basic understanding of programming and experienced developers looking to learn Swift programming. Familiarity with Apple's tools will be beneficial but not mandatory. All examples should also work on the Linux and Windows platforms

iOS 15 Programming for Beginners Dec 04 2020 Learn iOS app development and work with Xcode 13 and Apple's iOS 15 simulators

Key Features Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 15 such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay

Book Description With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store. iOS 15 Programming for Beginners is a comprehensive introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. Complete with hands-on tutorials, projects, and self-assessment questions, this easy-to-follow guide will help you get well-versed with the Swift language to build your apps and introduce exciting new technologies that you can incorporate into your apps. You'll learn how to publish iOS apps and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance your app development journey. What you will learn

- Get to grips with the fundamentals of Xcode 13 and Swift 5.5, 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 an app
- Implement the latest iOS features such as Swift Concurrency and SharePlay
- Convert an existing iPad app into a Mac app with Mac Catalyst
- Design, deploy, and test your iOS applications with design patterns and best practices

Who this book is for
This book is for anyone who has programming experience but is new to Swift and iOS app development. Basics knowledge of programming, including loops, boolean, and so on, is necessary.

Mastering iOS 14 Programming Apr 27 2020 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 Features Explore the world of iOS app development through practical examples

Understand core iOS programming concepts such as Core Data, networking, and the Combine framework

Extend your iOS apps by adding augmented reality and machine learning capabilities, widgets, App Clips, Dark Mode, and animations

Book 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 learn

Build 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.

The Swift Developer's Cookbook (includes Content Update Program) Jan 17 2022 In *The Swift Developer's Cookbook*, renowned author Erica Sadun joins powerful strategies with ready-to-use Swift code for solving everyday development challenges. As in all of Sadun's programming best-sellers, *The Swift Developer's Cookbook* translates modern best practices into dozens of well-tested, easy-to-apply solutions. This book's code examples were created in response to real-world questions from working developers to reflect Swift's newest capabilities and best practices. Each chapter groups related tasks together. You can jump straight to your solution without having to identify the right class or framework first. Sadun covers key Swift development concepts, shows you how to write robust and efficient code, and helps you avoid common pitfalls other developers struggle with. She offers expert strategies for working with this immensely powerful language, taking into account Swift's rapid evolution and its migration tools. Whether you're moving to modern Swift from Objective-C, from older versions of the Swift language, or from the world of non-Apple languages, this guide will help you master both the "how" and "why" of effective Swift development. Industry recruiters are scrambling to find Swift developers who can solve real problems and produce effective working code. Get this book, and you'll be ready. Coverage includes Writing effective Swift code that communicates clearly and coherently to the compiler, your team, and to "future you," who will be maintaining this code Using Xcode to handle changes in Swift's language constructs as the language evolves Building feedback, documentation, and output to meet your development and debugging needs Making the most of optionals and their supporting constructs Using closures to encapsulate state and functionality and treat actions as variables for later execution

Leveraging control flow with innovative Swift-specific statements Working with all Swift types: classes, enumerations, and structures Using generics and protocols to build robust code that expands functionality beyond single types Making the most of the powerful Swift error system Working with innovative features such as array indexing, general subscripting, statement labels, custom operators, and more This book is part of the Pearson Content Update Program (CUP). As the technology changes, sections of this book will be updated or new sections will be added. The updates will be delivered to you via a free Web Edition of this book, which can be accessed with any Internet connection.

iOS 11 Swift Programming Cookbook May 01 2023 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

iOS 15 Programming Fundamentals with Swift Apr 07 2021 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. 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 life cycle 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: Structured concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

SwiftUI Cookbook Aug 31 2020 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.

SwiftUI Cookbook Mar 07 2021 SwiftUI is an innovative new framework to build UI for all Apple platforms using Swift. This recipe-based guide covers the new features of SwiftUI 2 introduced on iOS14 and helps you migrate from UIKit with a simple learning curve through practical solutions. Learn how SwiftUI combines with Apple dev tools to build truly cross-platform Apple apps.

iOS 8 Swift Programming Cookbook Oct 26 2022 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

iOS 9 Swift Programming Cookbook Aug 24 2022

iOS 7 Programming Cookbook Jul 11 2021 Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK--including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

Swift Cookbook Jul 23 2022 Discover recipes for building feature-rich, reliable iOS native apps and explore the latest features in Swift 5.3 with the help of proven industry standard recipes, modern design techniques, and popular strategies Key FeaturesUnderstand how closures work and make use of generics with protocols to write flexible codeDiscover the fundamentals of Swift and build apps with frameworks such as Foundation, Networking, and UIKitGet to grips with the new features of Swift 5.3, including SwiftUI, CoreML and the Vision FrameworkBook Description Swift is an exciting, multi-platform, general-purpose programming language, and with this book, you'll explore the features of its latest version,

Swift 5.3. The book begins with an introduction to the basic building blocks of Swift 5.3, its syntax, and the functionalities of Swift constructs. You'll then discover how Swift Playgrounds provide an ideal platform to write, execute, and debug your Swift code. As you advance through the chapters, the book will show you how to bundle variables into tuples or sets, order your data with an array, store key-value pairs with dictionaries, and use property observers. You'll also get to grips with the decision-making and control structures in Swift, examine advanced features such as generics and operators, and explore functionalities outside of the standard library. Once you've learned how to build iOS applications using UIKit, you'll find out how to use Swift for server-side programming, run Swift on Linux, and investigate Vapor. Finally, you'll discover some of the newest features of Swift 5.3 using SwiftUI and Combine to build adaptive and reactive applications, and find out how to use Swift to build and integrate machine learning models along with Apple's Vision Framework. By the end of this Swift book, you'll have discovered solutions to boost your productivity while developing code using Swift 5.3.

What you will learn

- Explore basic to advanced concepts in Swift 5.3 programming
- Understand conditional statements, loops, and how to handle errors in Swift
- Define flexible classes and structs using generics
- Use advanced operators and create custom ones
- Build iOS apps using the powerful features of UIKit or the new SwiftUI framework
- Import your own custom functionality into Swift Playgrounds
- Run Swift on Linux and investigate server-side programming with the server-side framework Vapor
- Use Swift to implement machine learning models using CoreML and Vision

Who this book is for

This book is for experienced iOS developers looking to learn about the diverse features offered by Swift 5.3, along with tips and tricks to efficiently code and build applications. Knowledge of general programming concepts will assist in understanding key concepts.

RxSwift (Fourth Edition) Jun 09 2021 Learn Reactive Programming in Swift with RxSwift!

The popularity of reactive programming continues to grow on an every-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms. Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps.

This book is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift.

Topics Covered in RxSwift:

- Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects.
- Event Management: Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers.
- Being Selective: See how to work with various events using concepts such as filtering, transforming, combining, and time operators.
- UI Development: RxSwift makes it easy to work with UI of your apps using RxCocoa, which provides integration of both UIKit and Cocoa.
- Intermediate Topics: Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling. And much, much more!

By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions!

Learning Swift Dec 24 2019 Get valuable hands-on experience with Swift, the open source programming language developed by Apple. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with the latest version of Swift by developing a working iOS app from start to finish. You'll begin with Swift programming basics—including guidelines for making your code "Swiftly"—and learn how to work with Xcode and its built-in Interface Builder. Then you'll dive step-by-step into building and customizing a basic app

for taking, editing, and deleting selfies. You'll also tune and test the app for performance and manage the app's presence in the App Store. Divided into four parts, this book includes: Swift 4 basics: Learn Swift's basic building blocks and the features of object-oriented development Building the Selfiegram app: Build model objects and the UI for your selfie app and add location support, user settings, and notifications Polishing Selfiegram: Create a theme and support for sharing and add custom views, image overlays, and localization Beyond app development: Debug and performance test with Xcode, automate chores with Fastlane, and user-test the app with TestFlight

Unity Game Development Cookbook Mar 26 2020 Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race Using our cookbook format, we pinpoint the problem, set out the solution, and discuss how to solve your problem in the best and most straightforward way possible so you can move onto the next step in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

Mastering Swift 5 Aug 12 2021 Harness the power of the latest edition with this in-depth and comprehensive guide to the Swift language Key FeaturesFifth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5 programming languageGet to grips with popular and modern design techniques to write easy-to-manage Swift codeLearn how to use core Swift features such as concurrency, generics, and copy-on-write in your codeBook Description Over the years, the Mastering Swift book has established itself amongst developers as a popular choice as an in-depth and practical guide to the Swift programming language. The latest edition is fully updated and revised to cover the new version: Swift 5. Inside this book, you'll find the key features of Swift 5 easily explained with complete sets of examples. From the basics of the language to popular features such as concurrency, generics, and memory management, this definitive guide will help you develop your expertise and mastery of the Swift language. Mastering Swift 5, Fifth Edition will give you an in-depth knowledge of some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. It will guide you on how to use and apply them in your own projects. Later, you'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code. You will also see how to add the copy-on-write feature to your custom value types and how to avoid memory management issues caused by strong reference cycles. What you will learnUnderstand core Swift components, including operators, collections, control flows, and functionsLearn how and when to use classes, structures, and enumerationsUnderstand how to use protocol-oriented design with extensions to write easier-to-manage codeUse design patterns with Swift, to solve commonly occurring design problemsImplement copy-on-write for you custom value types to improve performanceAdd concurrency to your applications using Grand Central Dispatch and Operation QueuesImplement generics to write flexible and reusable codeWho this book is for This book is for developers who want to delve into the newest version of Swift. If you are a developer and learn best by looking at and working with code, then this book is for you. A basic understanding of Apple's tools would be beneficial but not mandatory. All examples should work on the Linux platform as well.

Beginning Swift Sep 12 2021 Swift greatly simplifies the process of developing applications for Apple devices. This book provides you with the essential skills to help you get started with developing applications using Swift. Key Features Teaches you how to correctly structure and architect software using Swift Uses real-world examples to connect the theory to a professional setting Imparts expertise in the core Swift standard library Book Description Take your first foray into programming for Apple devices with Swift. Swift is fundamentally different from Objective-C, as it is a protocol-oriented language. While you can still write normal object-oriented code in Swift, it requires a new way of thinking to take advantage of its powerful features and a solid understanding of the basics to become productive. What you will learn Explore the fundamental Swift programming concepts, language structure, and the Swift programming syntax Learn how Swift compares to other computer languages and how to transform your thinking to leverage new concepts such as optionals and protocols Master how to use key language elements, such as strings and collections Grasp how Swift supports modern application development using advanced features, such as built-in Unicode support and higher-order functions Who this book is for If you are seeking fundamental Swift programming skills, in preparation for learning to develop native applications for iOS or macOS, this book is the best for you. You don't need to have any prior Swift knowledge; however, object-oriented programming experience is desired.

iOS 11 Swift Programming Cookbook Mar 31 2023 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

iOS Programming Cookbook May 21 2022 Over 50 exciting and powerful recipes to help you unearth the promise of iOS programming About This Book Create high performance iOS apps with a focus on application development APIs and techniques Enrich your UI skills with UIStoryboard, Autolayout, Size classes, and Container view Produce enhanced results with iOS 10 as a result of learning and implementing pro-level practices, techniques, and solutions Who This Book Is For If you are an iOS developer on a quest to develop your perfect iOS app, then this book is for you. It would also prove to be a valuable resource for those who want to get up and running with iOS development through a clear, practical approach. In order to unleash the full potential of this book, basic Swift programming knowledge is necessary. What You Will Learn Build your own custom UIViews through code or the interface builder Implement a dynamic and interactive interface in an iOS app Work on various graphics related elements and the process of using them together to make meaningful shapes. Use the side over and split view to interact with multiple apps concurrently Encrypt JSON calls to make the app more secure Work on web markup feature to enhance search optimization In Detail Do you want to understand all the facets of iOS programming and build complex iOS apps? Then you have come to the right place. This problem-solution guide will help you to eliminate expensive learning curves and focus on specific issues to make you proficient at tasks and the speed-up time involved. Beginning with some advanced UI components such as

Stack Views and UICollectionView, you will gradually move on to building an interface efficiently. You will work through adding gesture recognizer and touch elements on table cells for custom actions. You will work with the Photos framework to access and manipulate photos. You will then prepare your app for multitasking and write responsive and highly efficient apps. Next, you will integrate maps and core location services while making your app more secure through various encryption methods. Finally, you will dive deep into the advanced techniques of implementing notifications while working with memory management and optimizing the performance of your apps. By the end of the book, you will master most of the latest iOS 10 frameworks. Style and approach This is the best practical resource on iOS 10 development. This book, with its no nonsense approach and a clear practical focus, will be your best friend on your quest to develop your perfect iOS app. The best thing about this book is that in addition to recipes on iOS programming techniques and app development essentials, it will take you on a complete guided tour of all the new app development APIs that are shipped with iOS 10.

Swift For Dummies Jan 05 2021 Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, Swift For Dummies shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and social media Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

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