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Beginner's Guide to IOS 13 App Development Using Swift 5. 1

2019-10-27

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 yamaclis com ios13swift5

iOS Development with Swift

2017-11-13

summary ios development with swift is a hands on guide to creating apps for iphone and ipad using the swift language inside you ll be guided through every step of the process for building an app from first idea to app store this book fully covers swift 4 xcode 9 and ios 1 our video course ios development with swift in motion is the perfect companion to this book featuring even more projects and examples for you to dig into in the exciting world of ios development find out more at our website manning com livevideo ios developmen t with swift lv purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications about the technology one billion iphone users are waiting for the next amazing app it s time for you to build it apple s swift language makes ios development easier than ever offering modern language features seamless integration with all ios libraries and the top notch xcode development environment and with this book you ll get started fast about the book ios development with swift is a hands on guide to creating ios apps it takes you through the

experience of building an app from idea to app store after setting up your dev environment you ll learn the basics by experimenting in swift playgrounds then you ll build a simple app layout adding features like animations and ui widgets along the way you ll retrieve format and display data interact with the camera and other device features and touch on cloud and networking basics what s inside create adaptive layouts store and manage data learn to write and debug swift code publish to the app store covers swift 4 xcode 9 and ios 11 about the reader written for intermediate web or mobile developers no prior experience with swift assumed about the author craig grummitt is a successful developer instructor and mentor his ios apps have had over 100 000 downloads combined table of contents part 1 introducing xcode and swift your first ios application introduction to swift playgrounds swift objects part 2 building your interface view controllers views and outlets user interaction adaptive layout more adaptive layout keyboard notifications animation and scrolling part 3 building your app tables and navigation collections searching sorting and tab bars local data persistence data persistence in icloud graphics and media networking debugging and testing part 4 finalizing your app distributing your app what s next

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Swift in 30 Days

2021-09-03

designing ios mobile apps using simple swift codes and libraries key features combines the fundamentals of swift and power packed libraries including swiftui includes graphical illustrations and step by step instructions on coding your first ios application covers end to end ios app development with code debugging and best practices description swift in 30 days teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified pragmatic and quick programming learning without much theory the book examines the basics of swift programming fundamental swift building blocks how to write syntax constructs define classes arrays model data with interfaces and several examples of swift programming the book will help you to create the environment for app development including tools and libraries like xcode and swiftui you will learn to work with xcode and swift libraries and finally make an independently developed swift application you will have access to design patterns and learn how to handle errors debug and work with protocols by the end of this book you will become a trusted swift programmer and a successful ios developer who will dive deeper into apple s intelligent app programming challenge what you will learn create an ios app from scratch and learn fundamental swift concepts such as operators and control flow create intuitive and intelligent user interfaces with an understanding of self design and constraints recap oop concepts and swift protocol based programming work with design patterns write clean codes and build expert tables and navigations work with xcode and swiftui 2 0 who this book is for this book is for students graduates and entry level coders who want to learn ios app development without prior swift or mobile app development experience table of contents week 1 beginner 1 building your first app 2 swift programming basics 3 auto layout 4 types and control flow week 2 intermediate 5 optional type and more 6 code structuring week 3 advanced 7 oop in swift 8 protocols and delegates week 4 bonus 9 error handling and debugging 10 swiftui

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SwiftUI Projects

2020-12-11

learn swiftui by designing and building complex user interfaces for watchos ipados and ios with the help of projects including a financial app a sports news app and a pos system key featureslearn swiftui with the help of practical cross platform development projectsunderstand the design considerations for building apps for different devices such as apple watch iphone and ipad using swiftui s latest featureswork with advanced swiftui layout features including sf symbols swiftui grids and forms in swiftuibook description released by apple during wwdc 2019 swiftui provides an innovative and exceptionally simple way to build user interfaces for all apple platforms with the power of swift this practical guide involves six real world projects built from scratch with two projects each for iphone ipad and watchos built using swift programming and xcode starting with the basics of swiftui you ll gradually delve into building these projects you ll learn the

fundamental concepts of swiftui by working with views layouts and dynamic types this swiftui book will also help you get hands on with declarative programming for building apps that can run on multiple platforms throughout the book you ll work on a chart app watchos nba draft app watchos financial app iphone tesla form app iphone sports news app ipad and shoe point of sale system ipad which will enable you to understand the core elements of a swiftui project by the end of the book you ll have built fully functional projects for multiple platforms and gained the knowledge required to become a professional swiftui developer what you will learnunderstand the basics of swiftui by building an app with watchoswork with ui elements such as text lists and buttonscreate a video player in uikit and import it into swiftuidiscover how to leverage an api and parse json in your app using combinestructure your app to use combine and state driven featurescreate flexible layouts on ipadwho this book is for swiftui projects is intended for anyone who is already comfortable with swift we do not cover swift topics in detail so you need to be familiar with these already all of the swiftui topics are taught as if this is the first time you ve learned them and will gradually get more difficult

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Beginner's Guide to IOS 12 App Development Using Swift 4

2018-10-02

this book covers ios 12 app design fundamentals using the latest swift 4 2 programming language xcode 10 and ios 12 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 2 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 yamaclis com ios12

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Beginning IOS 13 & Swift App Development

2019-12-04

in this book we take you on a fun hands on and pragmatic journey to learning ios13 application development using swift you ll start building your first ios app within minutes every section is written in a bite sized manner and straight to the point as i don t want to waste your time and most certainly mine on the content you don t need in the end you will have the skills to create an app and submit it to the app store in the course of this book we will cover chapter 1 working with xcode and swift to build a bmi calculator app chapter 2 build a quotes app using table view chapter 3 create a to do list app where we create read update and delete to do items chapter 4 implement data persistency to our to do list app using core data chapter 5 improve our to do list app by adding images and implementing swipe deletion chapter 6 build a cryptocurrency price tracker app which retrieves prices via an api chapter 7 build a image detection app using machine learning with core ml 2 and create ml 2 chapter 8 create an augmented reality app with arkit chapter 9 publish our app on to the app store chapter 10 swiftui chapter 11 dark mode chapter 12 porting your ios app to the mac with project catalyst the goal of this book is to teach you ios development in a manageable way without overwhelming you we focus only on the essentials and cover the material in a hands on practice manner for you to code along about the reader no previous knowledge on ios development required but you should have basic programming knowledge about the author greg lim is a technologist and author of several programming books greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing

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IOS Apprentice

2014-12-01

learn iphone and ipad programming via tutorials if you re new to ios and swift or to programming in general learning how to write an app can seem incredibly overwhelming that s why you need a book that shows you how to write an app step by step has tons of illustrations and screenshots to make everything clear is written in a fun and easygoing manner in this book you will learn how to make your own iphone and ipad apps through a series of four epic length hands on tutorials these hands on tutorials describe in full detail how to build a new app from scratch four tutorials four apps each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps by the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the app store tutorial 1 bull s eye in the first tutorial in the book you ll start off by building a simple but fun game to learn the basics of iphone programming in the process you ll get familiar with xcode interface builder and swift in an easygoing manner tutorial 2 checklists in the second tutorial in the series you ll create your own to do list app in the process you ll learn about the fundamental design patterns that all ios apps use and about table views navigation controllers and delegates now you re making apps for real tutorial 3 mylocations in the third tutorial you ll develop a location aware app that lets you keep a list of spots that you find interesting in the process you ll learn about core location core data map kit and much more tutorial 4 storesearch mobile apps often need to talk to web services and that s what you ll do in this final tutorial of the book you ll make a stylish app for iphone and ipad that lets you search for products on the itunes store using http requests and json it is my sincere belief that this series can turn you from a complete newbie into an accomplished ios developer but you do have to put in the time and effort by writing this book i ve done my part now it s up to you

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Beginner's Guide to IOS 11 App Development Using Swift 4

2017-10-06

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 yamaclis com ios11

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IOS App Development (with Swift) Level 1

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