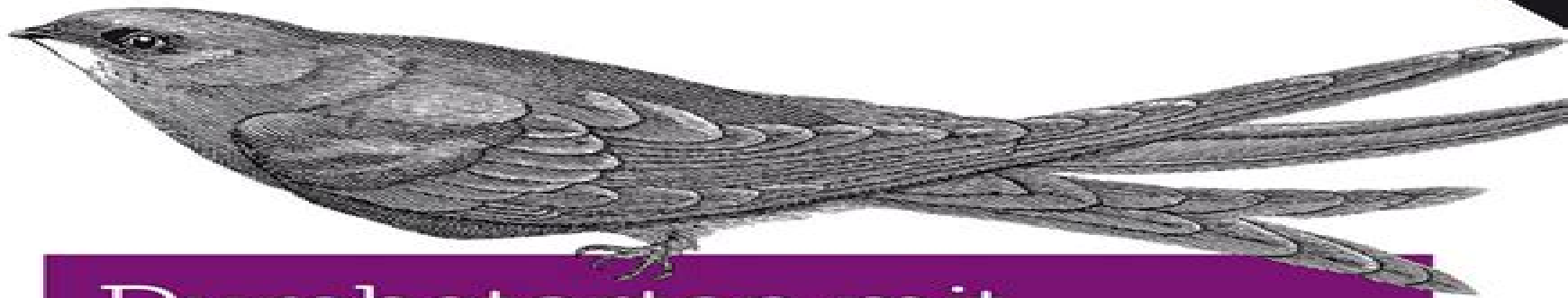


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Durchstarten mit

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Stefan Popp & Ralf Peters

Durchstarten Mit Swift Programmiersprache Verstdlich Ebook

Padhraic Smyth



Durchstarten Mit Swift Programmiersprache Verstdlich Ebook:

iOS Development with Swift Craig Grummitt, 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 11 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 www.manning.com/livevideo/ios-development-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

Mastering Swift 5 Jon Hoffman, 2019-04-30 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 learn Understand core Swift components including operators collections control flows and functions Learn how and when to use classes structures and enumerations Understand how to use protocol oriented design with extensions to write easier to manage code Use design patterns with Swift to solve commonly occurring design problems Implement copy on write for you 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 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 [Swift 5 for Absolute Beginners](#) Stefan Kaczmarek, Brad Lees, Gary Bennett, 2019-06-26 Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10 2 to become a great iOS developer This book fully updated for Swift 5 is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school Many people have a difficult time believing they can learn to write iOS apps Swift 5 for Absolute Beginners will show you how to do so You ll learn Object Oriented Programming OOP and be introduced to User Interface UI design following Apple s Human Interface Guidelines HIG using storyboards and the Model View Controller MVC pattern before moving on to write your own iPhone and Apple Watch apps from scratch What You ll Learn Work with Swift classes properties and functions Examine proper User Interface UI and User Experience UX design Understand Swift data types integers floats strings and booleans Use Swift data collections arrays and dictionaries Review Boolean logic comparing data and flow control Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone iPad and Apple Watch using the Swift programming language No previous programming experience is necessary [Swift](#) Daniel Bell, 2019-10-10 Do you want to develop iPhone apps but don t know where to start If you want to learn Swift programming from Scratch this short book is for you Learn Swift for iPhone iOS development no programming development experience is required Download your copy NOW Book Objectives This book is about Swift programming The following are the objectives of the author To familiarize you with the basics of Swift programming language To equip you with Swift programming skills both beginner and advanced skills To help you understand the difference between Swift and

Objective C To help you appreciate the power of Swift as a programming language for the development of mobile applications Who this Book is for The author intends to benefit any of the following groups of people Anybody who wants to learn basic Swift programming skills Anybody who needs to advance their Swift programming skills Anybody who needs to learn iOS app development for iOS 9 and above Professors lecturers or tutors who are looking to find better ways to explain Swift programming to their students in the simplest and easiest way Students and academicians especially those focusing on Swift programming computer science and software development Requirements The author expects you to have a computer installed with Mac OS X If you don't have a MacBook you can consider creating a Mac OS X virtual machine on your computer What is inside the book SWIFT BASICS SWIFT DATA TYPES SWIFT VARIABLES AND CONSTANTS SWIFT OPERATORS DECISION MAKING SWIFT LOOPS SWIFT FUNCTIONS SWIFT CLASSES SWIFT METHODS SWIFT ARRAYS SWIFT DICTIONARY SWIFT SETS SWIFT CLOSURES From the back cover The author begins by introducing the readers to the foundations of the Swift programming language The aim is to help them the individuals who developed the language how the Swift compiler works The reader has been guided on what they require so as to program in Swift The author has then discussed the basics of Swift including writing comments writing and running the first Swift program Swift syntax etc The various features provided by Swift have been discussed in depth including data types variables constants loops decision making functions operators object oriented programming features etc The author has organized the book into chapters with each chapter having many sub chapters Swift codes have been added alongside thorough explanations of the code and images showing the expected output upon the execution of every script The author begins with the basics of Swift and ends by discussing the complex features provided by the programming language A step by step approach has been employed in every chapter for ease of understanding

Head First Swift Paris Buttfield-Addison, Jon Manning, 2021-11-18 What will you learn from this book Swift is best known as Apple's programming language of choice for developing apps on iOS iPadOS macOS watchOS and tvOS But it's far more versatile than that Open source Swift is also gaining ground as a language for systems programming and server side code and it runs on Linux and Windows So where do you start With *Head First Swift* you'll explore from the ground up from collecting and controlling data to reusing code producing custom data types and structuring programs and user interfaces with SwiftUI by building safe protocol driven code With Swift under your belt you'll be ready to build everything from mobile and web apps to games frameworks command line tools and beyond What's so special about this book If you've read a *Head First* book you know what to expect a visually rich format designed for the way your brain works If you haven't you're in for a treat With this book you'll learn Swift through a multisensory experience that engages your mind rather than a text heavy approach that puts you to sleep

Swift Programming Nln Lnc, Alexander Aronowitz, 2021-04-29 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 Swift is a general purpose multi paradigm object oriented functional imperative and block structured language It is the result of the latest research on programming languages and is built using a modern approach to safety software design patterns by Apple Inc It is the brand new programming language for iOS application macOS application watchOS application tvOS application Soon it became one of top 5 programming language and gained popularity among Apple developer community over the few years of time replacing the old school Objective C What you will learn Understand core Swift components such as operators collections control flows and functions Learn how and when to use classes structures and enumerations Understand how to use protocol oriented design with extensions to write easier to manage code Use 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 developers who want to delve into the latest version of Swift If you are a developer looking to learn in a practical way by working with code then this book is for you A basic understanding of Apple s tools will be beneficial but not mandatory All examples should work on the Linux platform as well Want To Know More Scroll to the top and select buy Swift in 30 Days Gaurang Ratnaparkhi, 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 *Swift 2 for Absolute Beginners* Gary Bennett,Brad Lees,2015-10-14 Swift 2 for Absolute Beginners is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school and it is now updated for Swift 2 Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 12 years of writing apps teaching online iOS courses the experience from their first three iOS books along with their online instruction and free online forum at XcelMe com to create an excellent training book Many people have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process This book along with the free live online training sessions helps students stay motivated and overcome obstacles while they learn to be great iOS developers *Swift 4 Programming Cookbook* Keith Moon,2017-09-28 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 *iOS 15 Programming for Beginners* Ahmad Sahar,Craig Clayton,2021-12-24 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 DescriptionWith 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 [iOS 15 Application Development for Beginners](#) Arpit Kulsreshtha,2021-12-31 Learn iOS App development with advanced Apple technology and developer centric tools KEY FEATURES Loaded with core developer tools including SwiftUI Xcode and CoreML Covers app architecture design patterns and mobile hardware use in app development Numerous examples covering database GPS image recognition and ML DESCRIPTION This book is a step by step hands on guide for Apple developers to build iOS apps using Swift programming with minimal effort This book will help develop the knowledge and skills necessary to program Apple applications independently This book introduces you to Swift SwiftUI MapKit Xcode and Core ML and guides you through the process of creating a strong marketable iOS application The book begins with the fundamentals of Swift which will serve as the foundation for future app development This book will help readers to develop user interfaces for iOS applications using SwiftUI and Interface Builder as well as the code for views view controllers and data managers The

book teaches how to use Core Data and SQLite to store databases It will help you work with Apple technologies and frameworks including Core Location and MapKit for GPS tracking Camera and Photo Library for image storage Core ML for machine learning and implementations of artificial intelligence solutions By the end of this book you will have developed a solid foundation for writing Swift apps utilizing best practices in architecture and publishing them to the app store The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps

WHAT YOU WILL LEARN Develop practical skills in Swift programming Xcode and SwiftUI Learn to work around the database file handling and networking while building apps Utilize the capabilities of mobile hardware to include sound images and videos Bring machine learning capabilities using the Core ML framework Integrate features such as App Gestures and Core Location into iOS applications Utilize mobile design patterns and maintain a clean coding style

WHO THIS BOOK IS FOR This book is ideal for beginners in programming students and professionals interested in learning how to program in iOS use various developer tools and create Apple apps Working knowledge of any programming language is an advantage but not required

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The Swift Developer's Cookbook (includes Content Update Program) Erica Sadun, 2015-12-15 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

Swift in Depth Tjeerd in 't Veen, 2018-08-28 Swift is more than just a fun language to build iOS applications with It features a host of powerful tools that if you know how to effectively use them can help create even better apps with clean crystal clear code and awesome features Swift in Depth builds on the reader's core Swift language skills introducing them to powerful techniques like using higher order functions generics efficient error handling and protocol oriented programming Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications

[Learning Swift Programming](#) Jacob Schatz, 2014-12-09 Get started fast with Swift programming for iOS and OS X Learning Swift Programming is a fast paced hands on introduction to writing production quality iOS and OS X apps with Apple's new programming language Written for developers with previous experience in any other modern language this book explains Swift simply and clearly using relevant examples that solve realistic problems Author Jacob Schatz's popular Skip Wilson video tutorials on YouTube have already helped thousands of Apple developers get started with Swift Now he helps you take full advantage of Swift's advanced design remarkable performance and streamlined development techniques Step by step you'll move from basic syntax through advanced features such as closures and generics discovering helpful tips and tricks along the way After you've mastered Swift's building blocks and learned about its key innovations a full section of case studies walks you through building complete apps from scratch Compare Swift with Objective C JavaScript Python Ruby and C Collect data with arrays and dictionaries and store it with variables and constants Group commonly used code into functions for easy reuse Structure your code with enums structs and classes Use generics to get more done with less code Write closures to share small blocks of functionality Use optionals to write more robust crash resistant and cleaner code Integrate existing Objective C code into new Swift apps Program on the bit and byte level with advanced operators Implement efficient design patterns with protocols and delegates Create animated 2D games with SpriteKit and 3D games with SceneKit Contents at a Glance 1 Getting Your Feet Wet Building Blocks of Swift Optionals A Gift to Unwrap Tuples Number Types and Converting Between Them Coming to Swift from Objective C and C 2 Collecting Data Using Arrays Modifying Arrays Using Dictionaries 3 Making Things Happen Functions Defining Functions More on Parameters 4 Structuring Code Enums Structs and Classes Enums Structs 5 Making a Game Building a User Interface UI The

Action Packed View Controller 6 Reusable Code Closures What Are Closures Closures in Other Languages How Closures Work and Why They re Awesome 7 Subscripts and Advanced Operators Writing Your First Subscript Bits and Bytes with Advanced Operators Customizing Operators Making Your Own Operators Bits and Bytes in Real Life 8 Protocols Writing Your First Protocol Animizable and Humanizable Delegation Protocols as Types Protocols in Collections Optional Chaining 9 Becoming Flexible with Generics The Problem That Generics Solve 10 Games with SpriteKit Setting Up the Project The Start Screen Dangerous Ground A Hero to the Rescue Enemies in Motion Spawned Obstacles Smashing Physics 11 Games with SceneKit Creating DAE Files Creating a New SceneKit Project Your SceneKit Files Making the Game Bridging the Gap to Objective C 12 Apps with UIKit Application Types Loading a Table View Loading Data from a URL [SwiftUI For Dummies](#)

Wei-Meng Lee,2020-08-12 The simplest way to create world class apps Have a unique app idea but worried you don t quite have the coding skills to build it Good news You can stop fretting about someone beating you to market with the same idea and start work right now using SwiftUI SwiftUI is a gateway app development framework that has become one of the best ways for fledgling developers to get iOS apps off the ground without having to become a coding expert overnight SwiftUI For Dummies makes that process even faster providing a friendly introduction to the SwiftUI and Swift programming language and helping you feel right at home creating and building with playgrounds The book also covers the frameworks and APIs that make it so easy to create smooth intuitive interfaces just dive right in and have fun Combine projects into workspaces Employ Xcode editing tools Use constants and variables Test your code on iOS Simulator Time is of the essence and with SwiftUI For Dummies it s also on your side Get going with this friendly guide today and you ll be celebrating the successful launch of your app way before you thought possible **Learn Swift 2 on the Mac** Waqar Malik,2015-12-19 If you are an iOS developer or planning to become one learning Swift 2 is your 1 priority and this book tells you everything you need to get up to speed well swiftly You ll start with the Swift Playground and an introduction to object oriented programming so you can immediately see Swift in action You then learn about all of the key language features like functions and closures classes methods extensions and how Swift works just as well as Objective C when it comes to easy memory management with ARC Finally you ll learn how to use Swift alongside Objective C as well as with Core Data and you ll learn how to put all of the pieces together with a health app using Apple s HealthKit framework **Swift** Mg Martin,2019-05-02 Have you ever wanted to learn how to build IOS apps but don t know where to start Have you tried some of the IOS books and blogs but still you could not get to the end Do you feel like you need some fundamentals skills in Swift for you to get started Well Swift is the new language for you No need to struggle any more Swift will help you create both IOS8 and OSX apps in an intriguing and interesting way If you happen to have some experience working with Objective C you might be asking yourself why shift to Swift After all you have been creating better apps for OS X for some years But did you know that apple had something in store before they released Swift Whether you are an experienced programmer or just starting out in iOS app design this book

takes you through all the steps of designing an iOS app If you want to learn how to create outstanding apps that will beat your competitor this book helps you discover the secret From Xcode and Swift the foundation of modern iOS development you will learn the building blocks of designing a great app so that you can dig deep into the app development The Swift programming language is innovative safe and young So how do you stay updated with the latest information and avoid being left behind with the most recent developments Inside you will find from Beginners Intermediate and Advanced Principles of Swift Programming Step by step instructions on building apps Sample XCode projects Basic Introduction to Swift Discover major design principles that define iOS user experience Manage data and manipulate images using effects and filters Latest changes to Swift 5 0 The ABI stability And many more Don t wait Grab your copy today [Learning Swift 2 Programming](#) Jacob Schatz,2016 [Learn iOS Application Development](#) Rudra,2021-07-19 Explore the complex app development concepts for iOS application programming with fun and ease KEY FEATURES In depth knowledge with practical examples on how to develop professional iOS apps Includes coverage on the entire iOS application development right from designing the UI to application deployment Get to know more about machine learning and augmented reality and their impact on iOS apps DESCRIPTION Grab this book if you want to make Apps for Apple s iOS devices and that too efficiently like a skilled developer This book covers the complete development of iOS applications right from concepts of designing an application to adding machine learning capabilities in the applications You will learn and practice the App development environment with Xcode and Swift programming Concepts like different types of views and UI components data manipulations animations different iOS screen views and integrating web services are covered in detail with examples You will also learn the popular machine learning technology and fascinating features like Augmented Reality to be put into use in your app You will learn to run automated application testing use SwiftUI and deploy applications on the network WHAT YOU WILL LEARN Build strong familiarity with the entire application development environment Revive essential coding concepts and methods of Swift and Xcode Simplify integration of iOS apps with web services including JSON and XML decoding Learn to work with iOS ARKit and add the experience of augmented reality to applications Work with popular SwiftUI XCTest and a growing machine learning library CoreML WHO THIS BOOK IS FOR This book caters to mobile developers application developers and students who want to build sound proficiency in the entire process of iOS Application development Knowing basic programming concepts would be good although not mandatory TABLE OF CONTENTS 1 iOS App Development Environment 2 Swift Programming Language 3 User Interface and Data Handling 4 Different Views in iOS Devices 5 Image and Animation 6 Multi View Application and Navigation 7 Data Persistence for iOS Devices 8 Integration with Web Services 9 Augmented Reality 10 Machine Learning 11 App Testing and Deployment 12 SwiftUI **Swift Style** Erica Sadun,2017-03-30 Discover the do s and don ts involved in crafting readable Swift code as you explore common Swift coding challenges and the best practices that address them From spacing bracing and semicolons to proper API style discover the whys behind each recommendation and

add to or establish your own house style guidelines This practical powerful and opinionated guide offers the best practices you need to know to work successfully in this equally opinionated programming language Apple s Swift programming language has finally reached stability and developers are demanding to know how to program the language properly Swift Style guides you through the ins and outs of Swift programming best practices This is the first best practices book for serious professional Swift programmers and for programmers who want to shine their skills to be hired in this demanding market A style guide offers a consistent experience of well crafted code that lets you focus on the code s underlying meaning intent and implementation This book doesn t offer canonical answers on Swift coding style It explores the areas of Swift where structure comes into play Whether you re developing a personal style or a house style there are always ways to enhance your code choices You ll find here the ideas and principles to establish or enhance your own best style practices Begin with simple syntactical styling Strengthen code bracing for easy readability Style your closures for safety and resilience Perfect spacing and layout Master literal initialization and typing Optimize control flow layout and improve conditional style choices Transition from Objective C and move code into Swift the right way Boost API design using proper naming and labeling Elevate defaulted arguments and variadics to their right places Finally Erica offers her own broad recommendations on good coding practice What You Need Recent version of the Swift programming language

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