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[IOS 11 Programming Fundamentals with Swift](#) Apr 20 2022 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. 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 lifecycle of an Xcode project; learn how nibs are loaded; understand Cocoa's event-driven design; and communicate with C and Objective-C. In this edition, catch up on the latest iOS programming features: Multiline strings and improved dictionaries, object serialization, key paths and key-value observing, expanded git integration, code refactoring, 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 11.

*Beginner's Guide to IOS 13 App Development Using Swift 5. 1* Dec 04 2020 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: [www.yamaclis.com/ios13swift5](http://www.yamaclis.com/ios13swift5)

**IOS 9 Programming Fundamentals with Swift** Mar 19 2022 Move into iOS 9 development by getting a firm grasp of its fundamentals, including Xcode 7, the Cocoa Touch framework, and Apple's Swift programming language. With this thoroughly updated guide, you'll learn

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Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift's object-oriented concepts: variables and functions, scopes and namespaces, object types and instances Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, and dictionaries Learn how to declare, instantiate, and customize Swift object types—enums, structs, and classes Discover powerful Swift features such as protocols and generics Tour the lifecycle of an Xcode project from inception to App Store Create app interfaces with nibs and the nib editor, Interface Builder Understand Cocoa's event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa's C and Objective-C APIs

*Learn SwiftUI* Mar 27 2020 Get to grips with Apple's new SwiftUI framework for creating robust UIs for iOS and iPadOS using Swift programming Key Features Use SwiftUI for building dynamic apps for Apple devices from scratch Understand declarative syntax in cross-platform development and how states work within SwiftUI Learn to develop watchOS apps by reusing SwiftUI code Book Description SwiftUI is the new and powerful interface toolkit that lets you design and build iOS, iPadOS, and macOS apps using declarative syntax. It is a powerful way to develop the UI elements of applications, which would normally be tightly coupled to application logic. Learn SwiftUI will get you up to speed with the framework and cross-device UI development in no time. Complete with detailed explanations and practical examples, this easy-to-follow guide will teach you the fundamentals of the SwiftUI toolkit. You'll learn how to build a powerful iOS and iPadOS application that can be reused for deployment on watchOS. As you progress, you'll delve into UI and unit testing in iOS apps, along with learning how to test your SwiftUI code for multiple devices. The book will also show you how to integrate SwiftUI features such as data binding and network requests into your current application logic. By the end of this book, you will have learned how to build a cross-device application using the SwiftUI framework and Swift programming. What you will learn Explore the fundamentals of

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SwiftUI and compare it with existing UI frameworks Write SwiftUI syntax and understand what should and shouldn't be included in SwiftUI's layer Add text and images to a SwiftUI view and decorate them using SwiftUI's modifiers Create basic forms, and use camera and photo library functions to add images to them Understand the core concepts of Maps in iOS apps and add a MapView in SwiftUI Design extensions within your existing apps to run them on watchOS Handle networking calls in SwiftUI to retrieve data from external sources Who this book is for This SwiftUI book helps any mobile app developer looking to understand the fundamentals of the new SwiftUI framework along with the benefits of cross-device development. A solid understanding of iOS and macOS app development, along with some knowledge of the Swift programming language, will be beneficial. Basic programming knowledge is essential to grasp the concepts covered in the book effectively.

### **Beginner's Guide to iOS 11 App Development Using Swift 4** Jan 25 2020

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

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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: [www.yamaclis.com/ios11](http://www.yamaclis.com/ios11). **IOS 14 Programming Fundamentals with Swift: Swift, Xcode, and Cocoa Basics** Oct 26 2022

**IOS 15 Programming Fundamentals with Swift** Sep 25 2022 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and Swift 5.5, the latest version of Apple's acclaimed programming language. 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 lifecycle 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: Swift 5.5 structured concurrency (async/await, actors) More powerful collections with the Swift Algorithms package Xcode project window interface tweaks, including column breakpoints Git integration improvements Better unit testing And more!

[Application Development with Swift](#) Aug 20 2019 Develop highly efficient and appealing iOS applications by using the Swift language About This Book- Develop a series of applications with Swift using the development kits and new/updated APIs- Use the new features of iOS 8 to add new

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flavor to your applications- A hands-on guide with detailed code snippets to aid you in developing powerful Swift applications

**Who This Book Is For** If you are an iOS developer with experience in Objective-C, and wish to develop applications with Swift, then this book is ideal for you.

**Familiarity with the fundamentals of Swift is an added advantage but not a necessity.**

**What You Will Learn-** Use playgrounds in Xcode to make the writing of Swift code productive and easy- Get acquainted with the advanced features of Swift and make complete use of them in your code- Add a new method for authentication to your app using Touch ID- Develop health-related apps using HealthKit- Take your apps to the next level of performance and capability using Metal- Develop applications for wearables using WatchKit- Use Notification Center to easily access all your notifications- Make your users devices more stylish by using Apple's built-in Quick Type keyboard, instead of the native one

**In Detail** After years of using Objective-C for developing apps for iOS/Mac OS, Apple now offers a new, creative, easy, and innovative programming language for application development, called Swift. Swift makes iOS application development a breeze by offering speed, security and power to your application development process. Swift is easy to learn and has awesome features such as being open source, debugging, interactive playgrounds, error handling model, and so on. Swift has simplified its memory management with Automatic Reference Counting (ARC) and it is compatible with Objective-C.

**This book has been created to provide you with the information and skills you need to use the new programming language Swift.** The book starts with an introduction to Swift and code structure. Following this, you will use playgrounds to become familiar with the language in no time. Then the book takes you through the advanced features offered by Swift and how to use them with your old Objective-C code or projects. You will then learn to use Swift in real projects by covering APIs such as HealthKit, Metal, WatchKit, and Touch ID in each chapter. The book's easy to follow structure ensures you get the best start to developing applications with Swift.

**Style and approach** The book achieves its end goal by dividing its content into two parts. Part 1 will take the readers, who are new to Swift, through its

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architecture and basics. Part 2 of the book will cover content on application development with Swift.

**Android-Programmierung** Dec 24 2019

**IOS 11 Programming Fundamentals with Swift** Oct 14 2021 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. 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 lifecycle of an Xcode project; learn how nibs are loaded; understand Cocoa's event-driven design; and communicate with C and Objective-C. In this edition, catch up on the latest iOS programming features: Multiline strings and improved dictionaries, object serialization, key paths and key-value observing, expanded git integration, code refactoring, 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 11*.

**Swift** Aug 12 2021 Do you ever want to develop iOS applications and you don't know where to start? Are you tired of going through blog posts about Swift concepts? Well, *A Comprehensive Intermediate Guide to Learn and Master the Concept of Swift Programming* is a masterpiece into iOS app development. It takes you through the fundamentals of Swift app design and helps you realize how to put the principles into practice. 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. *A Comprehensive Intermediate Guide to Learn and Master the Concept of Swift Programming* focuses on complex topics of iOS design such as

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animations and gestures so that your app can stand out from the rest. It explores some of the recent developments in Swift 4 and iOS 11. It integrates new features that every experienced developer will want to learn. What you will learn Discover major design principles that define iOS user experience Manage data and manipulate images using effects and filters Learn how to send SMS and MMS in using the Message Framework Discover how to build classic animations and the best way to animate Table View in Cells Learn how you can get social in your app using Facebook and Twitter Find out how to handle JSON and Codable in Swift Figure out why interactive views are important and how you can use it in your app And many more... This book is for Intermediate Programmers in Swift language who are interested in enhancing the user design of their apps. However, for those with some experience in programming, this book will help them develop a complete understanding of how to build elegant iOS applications from scratch. Get your copy today!

*Learn iOS 11 Programming with Swift 4* Oct 02 2020 Begin your iOS development journey using Swift 4 and Xcode 9 with this easy to learn, practical guide. Key Features Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Book Description You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and

animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! What you will learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on the App Store Who this book is for This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming experience. However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store [Swift Cookbook](#) Jul 31 2020 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 Features Understand how closures work and make use of generics with protocols to write flexible code Discover the fundamentals of Swift and build apps with frameworks such as Foundation, Networking, and UIKit Get to grips with the new features of Swift 5.3, including SwiftUI, CoreML and the Vision Framework Book 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.

**Python von Kopf bis Fuß** May 09 2021 Was lernen Sie in diesem Buch? Haben Sie sich schon einmal gewünscht, Sie könnten mit nur einem Buch Python richtig lernen? Mit Python von Kopf bis Fuß schaffen Sie es! Durch die ausgefeilte Von-Kopf-bis-Fuß-Didaktik, die viel mehr als die bloße Syntax und typische How-to-Erklärungen bietet, wird es sogar zum Vergnügen. Python-Grundlagen wie Datenstrukturen und Funktionen verstehen Sie hier schnell, und dann geht es auch schon weiter: Sie programmieren Ihre eigene Web-App, erkunden Datenbank-Management, Ausnahmebehandlung und die Verarbeitung von Daten. Da Python häufig im Data-Science-Umfeld eingesetzt wird, haben in der 2.

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Auflage diejenigen Techniken ein stärkeres Gewicht bekommen, die in der Welt der Big Data genutzt werden. Wieso sieht dieses Buch so anders aus? In diesem Buch sind die neuesten Erkenntnisse der Kognitionswissenschaft und der Lerntheorie eingeflossen, um Ihnen das Lernen so einfach wie möglich zu machen. Statt einschläfernder Bleiwüsten verwendet dieses Buch eine Vielzahl von Abbildungen und Textstilen, die Ihnen das Wissen direkt ins Hirn spielen - und zwar so, dass es sitzt.

*Bulletproof WebDesign* Jun 29 2020

[IOS 14 Programming Fundamentals with Swift](#) Jul 23 2022 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. Explore Swift's object-oriented concepts

Become familiar with built-in Swift types

Dive deep into Swift objects, protocols, and generics

Tour the lifecycle 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 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* .

**IOS 8 Programming Fundamentals with Swift** Feb 18 2022 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift, Apple's new programming language. Learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have.

*Programming IOS 14* Jun 10 2021 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

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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 additional topics, including files, networking, and threads Stay up-to-date on iOS 14 innovations, such as: Multicolor symbol images Control action closures and menus Table view cell configuration objects Collection view lists and outlines New split view controller architecture Pointer customization on iPad 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 in 30 Days* Jan 17 2022 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

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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

*JavaScript* Dec 16 2021

*Beginning Swift* Jan 05 2021 Swift greatly simplifies the process of developing applications for Apple devices. This course helps you develop client-side and server-side applications, as well as web services 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

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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.

**Cocoa Design Patterns für Mac und iPhone** Feb 06 2021 Mit diesem Buch lernt der Leser zahlreiche Patterns kennen, die ihm die Programmierung mit dem Mac oder dem iPhone wesentlich vereinfachen werden. Anstatt ein Problem von Grund auf neu zu lösen, kann er auf Lösungsbausteine und bewährte Strategien zurückgreifen, so dass sich die Entwicklungszeit dadurch wesentlich verkürzen wird. In diesem Buch findet der Leser die wichtigsten Patterns für den Programmieralltag.

**Cocoa** Jun 17 2019 Diese deutsche Übersetzung des Bestsellers von Aaron Hillegass ist das Standardwerk zur Mac-Programmierung. Hillegass behandelt alle Grundlagen, die Sie zur Programmierung für den Mac mit Cocoa brauchen, um featurereiche Anwendungen für OS X zu entwickeln. Das Buch ist eine wertvolle Ressource für jeden Mac-Programmierer!

**grep kurz & gut** Sep 01 2020 grep kurz & gut ist die erste deutschsprachige Befehlsreferenz zu grep, dem mächtigen Such- und Filterungswerkzeug unter Unix. Jeder, der sich ausführlich zu den Möglichkeiten, die in grep stecken, informieren möchte, ist mit diesem Buch bestens bedient. Er erfährt, wie viele alltägliche Aufgaben mit grep ausgeführt werden können, von der Mail-Filterung über geschicktes Log-Management bis hin zur Malware-Analyse. Der Befehl grep stellt viele verschiedene Möglichkeiten bereit, Textstrings in einer Datei oder einem Ausgabestream zu finden. Diese Flexibilität macht grep zu einem mächtigen Tool, um das Vorhandensein von Informationen in Dateien zu ermitteln. Im Allgemeinen ist der Befehl grep nur dafür gedacht, Textausgaben oder Textdateien zu durchsuchen. Sie können auch Binärdateien (oder andere Nicht-Textdateien) durchsuchen, aber das Tool ist in dem Fall eingeschränkt. Tricks zum Durchsuchen von Binärdateien mit grep (also die Verwendung von String-Befehlen) werden ebenso in grep kurz & gut aufgezeigt. Sollte der Leser bereits mit der Arbeit mit grep vertraut sein, hilft ihm grep kurz & gut dabei,

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seine Kenntnisse aufzufrischen und mit grep besonders effizient zu arbeiten. Für grep-Einsteiger ist das vorliegende Buch eine hervorragende Möglichkeit, grep von Grund auf zu lernen und klug anzuwenden.

JavaScript-Programmierung von Kopf bis Fuß Nov 22 2019 JavaScript-Programmierung von Kopf bis Fuß zeigt Ihnen alles — von den JavaScript-Grundlagen bis hin zu fortgeschrittenen Themen, wie Objekten, Funktionen und dem Document Object Model des Browsers. Sie werden nicht nur lesen. Sie werden spielen, Rätsel lösen, über Geheimnisse nachdenken und mit JavaScript auf unvorstellbare Weise interagieren. Und Sie werden echten Code schreiben, sehr viel sogar, damit Sie bald anfangen können, Ihre eigenen Web-Applikationen zu bauen. In diesem Buch sind die neuesten Erkenntnisse der Kognitionswissenschaft und der Lerntheorie eingeflossen, um Ihnen das Lernen so einfach wie möglich zu machen. Statt einschläfernder Bleiwüsten verwendet dieses Buch eine Vielzahl von Abbildungen und Textstilen, die Ihnen das Wissen direkt ins Hirn spielen — und zwar so, dass es sitzt.

Programming for Beginners Sep 20 2019 Are you looking forward to learning Computer Programming? No matter your skill level, this powerful blueprint 6 Books in 1 will get the ball rolling to help you begin and start up with "Basic Fundamental Guide for Beginners" SWIFT is designed to help new starters to Swift programming build a strong foundation in fundamentals of using Swift. In this book, you will get a practical experience of how to code in Swift language, techniques, tools and concepts to help you obtain the basic skills Swift. PHP is a fast-paced book perfect for PHP beginners who want to master the art of writing quality PHP code. Have a close look at the loops, decisions, functions, and a whole lot more. You will also discover the basic syntax that's applied when writing PHP applications. Are you curious to learn how PHP works? Fortunately, this book is designed for beginners like you. JAVA: you will develop knowledge about object-oriented programming, data types, and how to use control statements in Java. You will learn more than what you need to code in Java. JAVASCRIPT it's an extremely

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popular language that's used in most web applications. JavaScript is one of the best possible things you can learn in the age of the modern internet, and you're inevitably going to end up using the knowledge constantly. HTML: Using the internet would be a vastly different experience, so it's no wonder that so many people opt to learn the markup language. Whether you decide to explore HTML as a hobby or for use in a more professional setting, you'll soon gain a deep appreciation for the language and its applications. CSS: Whether you're exploring CSS to complement a hobby or to further your career, this book will allow you to gain a deeper understanding and appreciation for its applications. So pick up and grab your copy today, so you can finally polish your programming skills.

*IOS 8 Programming Fundamentals with Swift* Nov 15 2021 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift, Apple's new programming language. Learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have.

**iOS 15 Application Development for Beginners** Nov 03 2020 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

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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. **TABLE OF CONTENTS** 1. Getting Started with Xcode 2. Swift Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store

*Programming iOS 12* May 29 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

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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 additional topics, including files, networking, and threads Stay up-to-date on iOS 12 innovations, such as User Notification framework improvements, as well as changes in Xcode 10 and Swift 4.2. All example code is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up iOS 12 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 12, you'll gain a solid, rigorous, and practical understanding of iOS 12 development.

[IOS 10 Programming Fundamentals with Swift](#) Jun 22 2022 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3—the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift's object-oriented concepts: variables and functions, scopes and namespaces, object types and instances Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and sets Learn how to declare, instantiate, and customize Swift object types: enums, structs, and classes Discover powerful Swift features such as protocols and generics Catch up on Swift 3 innovations: revised APIs, new Foundation bridged types, and more Tour the lifecycle of an Xcode project from inception to App Store—including Xcode's new automatic code signing and debugging features Construct app interfaces with the nib editor, Interface Builder Understand Cocoa's event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa's C and Objective-C APIs Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide,

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Programming iOS 10.

**iOS 12 Programming Fundamentals with Swift** Aug 24 2022 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. 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 lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C 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 12.

[Einstieg in SwiftUI](#) Jul 19 2019 • Der umfangreiche Einstieg in SwiftUI • Detaillierte Beschreibungen zum Einsatz von Views, Controls und Status • Aktuell zu Xcode 12 • Mit Update inside: Erhalten Sie aktuelle Infos zu kommenden SwiftUI-Updates und weiteren SwiftUI-Funktionen. Lernen Sie Apples neues SwiftUI-Framework kennen und erfahren Sie, wie Sie plattformübergreifende Nutzeroberflächen für Mac, iPhone, iPad, Apple Watch und Apple TV erstellen. Das Framework vereinfacht den Prozess der UI-Erstellung deutlich, damit Sie sich als Entwickler primär auf die Kernfunktionen Ihrer Apps konzentrieren können. SwiftUI funktioniert gänzlich anders als die bisherigen Mechanismen zur Gestaltung von Views für Apple-Plattformen. Es ist zudem tief in die Entwicklungsumgebung Xcode integriert. Für Entwickler ergeben sich so eine Vielzahl an Neuerungen, die es langfristig in der UI-Erstellung zu beachten gilt und die in diesem Buch ausführlich und detailliert beschrieben werden. Dazu gehören die grundlegende Funktionsweise von SwiftUI, das Vorgehen beim Erstellen von Views, der Austausch von Daten und Best Practices beim Einsatz des Frameworks. Auch die Integration von SwiftUI in bereits bestehende Projekte ist ein Thema. Aus dem Inhalt: • Funktionsweise von SwiftUI • Views und Controls • View-Hierarchien mit Stacks, Listen und Grids • Navigationsstrukturen •

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Status mittels State, Binding, ObservedObject und mehr • Integration in bestehende Projekte mittels Representable und Hosting • Effizienter Einsatz der Preview

**IOS 13 Programming for Beginners - Fourth Edition** Feb 24 2020 A step-by-step guide to learning iOS app development and exploring the latest Apple development tools Key Features Explore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and more Book Description iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS, covering the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app, using the latest version of Xcode, and also implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learn Get to grips with the fundamentals of Xcode 11 and Swift 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 the app Implement the latest iOS features such as Dark Mode and Sign

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In with Apple Understand how to convert an existing iPad app into a Mac app Design, deploy, and test your iOS applications with industry patterns and practices Who this book is for This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will...

*Swift Cookbook - Second Edition* Oct 22 2019 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 Features Learn Swift 5.3 programming techniques to write robust and efficient code Discover the fundamentals of Swift and build apps with frameworks such as Foundation, Networking, and UIKit Get to grips with the new features of Swift 5.3, including SwiftUI, CoreML and the Vision Framework Book 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

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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 If you are lo ...

*Swift* Sep 13 2021 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? That said, *Swift: Basic Fundamental Guide For Beginners* is designed to help new starters to Swift programming build a strong foundation in fundamentals of using Swift. In this book, you will get a practical experience of how to code in Swift language, techniques, tools and concepts to help you obtain the basic skills Swift. You will learn a few concepts of how to build better iOS apps and so forth. Swift language is one of the best to get started in building apps. In this book, you will learn: Step by step instructions on building apps Sample XCode projects Basic Introduction to Swift A study of Swift Arrays A tour of Swift Classes, Structures and Enumeration The power of Swift functions Implementation of Control Statements in Swift If you have been looking forward to learning how to write apps for the Apple OS, grab a copy of this book today to help you begin your journey. What are you waiting for?

*Swift iOS 24-Hour Trainer* Apr 08 2021 Jump into the app development world with confidence! *iOS Swift 24-Hour Trainer* combines book and

video lessons in Apple's Swift programming language to prepare you to build iPhone and iPad apps—and distribute them through the Appstore. First, this approachable text covers the fundamentals of Swift by introducing you to iOS development in this language, and presenting best practices for setting up a development environment and using variables, statements, expressions, operators, functions, and closures. Next, you explore common tasks, such as alert views, table views, and collection views. You then deepen your knowledge of Swift by considering network programming and local data storage. Finally, this engaging resource dives into slightly more advanced concepts, such as tab bars, web views, the accelerometer, camera, photo library, Google maps, and core location. Swift was designed by Apple to incorporate modern scripting features while offering simpler, cleaner syntax than Objective-C to maintain a minimal and easy to read style. This more expressive code offers numerous key features, such as closures unified with function pointers, tuples and multiple value returns, generics, and functional programming patterns. Learn how to obtain a device UDID Test your applications on an actual device, so you can see your work in action Distribute your applications outside of the App store, allowing you to test your work with real users Review common reasons why apps are rejected by Apple to strengthen your case when submitting your apps for distribution *iOS Swift 24-Hour Trainer* is an essential guide to Apple's Swift programming language for beginning programmers.

**Swift** Jul 11 2021 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.

**Beginner's Guide to iOS 10 App Development Using Swift 3** Apr 27 2020 This book covers iOS 10 app design fundamentals using the latest Swift 3 programming language, Xcode 8 and iOS 10 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 3 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" app: Creating a new Xcode project, adding and positioning user interface objects, building the project, running the

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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 3. 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 the book's companion website: ios-swift.net.

**IOS 13 Programming Fundamentals with Swift** May 21 2022 Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 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 lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-

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driven design Communicate with C and Objective-C 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 13.

**Swift Fundamentals** Mar 07 2021 Have you been wanting to develop Apps for iOS but don't have the prerequisite language skills? Have you tried other iOS books and the code just went over your head? Do you feel like you need a little more coding experience before tackling mobile? Do you want to get a head start on iOS8 development? There is no mobile platform that has proved more dominant-- or more lucrative than iOS! If

you're planning on creating native iOS apps, you must know Swift. Swift is an easy-to-learn and powerful language that is used to create iOS8 and OSX apps in the very near future. Companies are scrambling to hire Swift developers and those with aspirations to create iOS apps are learning it as fast as they can. Author Mark Lassoﬀ is a master-instructor with years of teaching experience. You'll master the Swift programming language as you complete the multiple lab exercises that are both interesting and engaging. Dozens and dozens of code examples are available for you to load up and study. Over 150,000 people have learned programming from Mark Lassoﬀ-- this book is one of his best. If you want to learn Swift and become an iOS8 developer, this is your book.