

Ios 11 Swift Programming Cookbook

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iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

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.

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

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

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.

Learn reactive programming in Swift with RxSwift! The popularity of reactive programming continues to grow on an ever-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms. Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally, you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps. Who This Book Is For This book is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift. Topics Covered in RxSwift Getting Started Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects. Event Management Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers. Being Selective See how to work with various events using concepts such as filtering, transforming, combining, and time operators. UI Development RxSwift makes it easy to work with the UI of your apps using RxCocoa, which provides an integration of both UIKit and Cocoa. Intermediate Topics Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling. Advanced Topics Round out your RxSwift education by learning about MVVM app architecture, scene-based navigation, and exposing data via services. And much, much more! By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions!

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 11 innovations, such as: Drag and drop Autolayout changes (including the new safe area) Stretchable navigation bars Table cell swipe buttons Dynamic type improvements Offline sound file rendering, image picker controller changes, new map annotation types, and more All example code (now rewritten in Swift 4) is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up iOS 11 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 11, you'll gain a solid, rigorous, and practical understanding of iOS 11 development.

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore files, networking, and threads Stay up-to-date on iOS 13 innovations, such as: Symbol images Light and dark mode Sheet presentation Diffable data sources and compositional layout Context menus and previews Window scene delegates and multiple windows on iPad Want to brush up on the basics? Pick up iOS 13 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 13, you'll gain a solid, rigorous, and practical understanding of iOS 13 development.

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-4 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?