

The
Pragmatic
Programmers

iOS 10 SDK Development

Creating iPhone and
iPad Apps with Swift



Chris Adamson
with Janie Clayton
edited by Rebecca Gulick

Ios Sdk Development Creating Iphone And Ipad

Chris Adamson. Janie Clayton



Ios Sdk Development Creating Iphone And Ipad:

IOS 10 SDK Development, 1st Edition Chris Adamson. Janie Clayton, 2017 **IOS 10 SDK Development** Chris Adamson, Janie Clayton, 2017 This completely revised and updated edition of the bestselling iOS guide shows you how to pull in the SDK's enormous feature set and deliver powerful real world apps for iPhone and iPad using modern Swift programming techniques **IOS 8 SDK Development** Chris Adamson. Janie Clayton, 2015 **IOS 9 SDK Development** Chris Adamson. Janie Clayton, 2016 *IOS 8 SDK Development* Chris Adamson, Janie Clayton, 2015 The iOS 8 SDK changes everything New programming language new ways to work with other apps new tools to do cool stuff In a world of iPhones and iPads it's a great time to make a fresh start developing apps for the platform This book guides you through the state of the art of iOS development including the radically overhauled Xcode 6 toolchain the iOS 8 SDK and the new iPhone 6 and iPhone 6 Plus Entirely rewritten to use Apple's new Swift programming language this book will take you through the fundamentals of writing apps that are responsive adaptive practical and exciting Whether you're starting out or starting over iOS 8 has set developers on a new path With a capable and practical new programming language a wide variety of new features and frameworks and a new spirit of openness and connectivity it's a long way from the locked down webapps only original iPhone iOS 8 SDK Development is a practical guide to the essentials of developing for iOS 8 You'll start building and revising a real app that's written entirely in Apple's new Swift programming language You'll send network requests and handle the responses build from one screen to many adapt from the close confines of the iPhone screen to the wide expanse of the iPad and accommodate the big iPhone 6 in between You'll master the fundamentals of keeping apps responsive with Grand Central Dispatch organize your logic into View Controllers delight users with multi touch gestures and photo manipulation and offer services to other apps through iOS 8 Extensions You'll also learn the fine arts of testing debugging and the care and feeding of your app before submitting to the App Store and after it's in the public's hands The iOS 8 SDK changes everything Change with it It's only getting better What You Need This title covers the iOS 8 SDK and Xcode 6 Readers will need a Mac with OS X 10.9 Mavericks or later and Xcode 6 free from the Mac App Store IOS 6 Application Development For Dummies Neal Goldstein, Dave Wilson, 2013-01-10 Create incredible apps for the iPhone and iPad using the latest features of iOS 6 You could be the one who creates the next super app one that is universal works for both the iPhone and iPad and is a top seller It's a great goal and the road starts here with this energizing guide Whether you're a budding programming hobbyist or a serious developer looking to hit it big the information in this book is what you need Learn how to join Apple's developer program understand key differences between iPad and iPhone apps download the latest SDK create great user experiences and build your very own app from the ground up You'll gain the valuable hands on experience you need to take your development skills to the next level by walking through the development process step by step and creating two applications Shows programming hobbyists and programming pros how to develop a universal app for the iPhone and

iPad in iOS 6 Explains the process of creating interfaces for each target device and how to merge your designs to create a killer universal app Walks you through the development of two applications side by side Covers nib files views view controllers interface objects gesture recognizers and much more iOS 6 Application Development For Dummies is your guide to bringing all your app ambitions to life Beginning iPhone Development with Swift 4 Molly K. Maskrey,2017-10-26 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 11 SDK and then guides you though the creation of your first simple application The art of table building will be demystified and you ll learn how to save your data using the iOS file system You ll see how to to create load and work with playgrounds as you develop an understanding of the Swift language You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps Once you re ready move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language What You Will Learn Discover what data persistence is and why it s important Build cool crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and or the iOS SDK iOS 9 SDK Development Chris Adamson,Janie Clayton,2016 iOS 9 gives developers new tools for creating apps for iPhone and iPad and our new edition of the classic iOS guide is updated to match In this completely revised edition you ll work through an app s entire lifecycle from creating the project to publishing on the App Store Starting with the basics see how Swift 2 0 offers more power with less boilerplate code bringing elegant error handling and functional programming concepts to your app development Then dig into the capabilities of the iOS frameworks by building a real world app from a simple button to a multi screen client that cleanly handles multi tasking networking touch gestures and more Adapt a user interface from the smallest iPhone to the biggest iPad multitask alongside other apps and see how extensions let an app spread its functionality throughout the system *Beginning iOS 5 Application Development* Wei-Meng Lee,2011-12-15 The ideal starting point for iPhone and iPad app development with iOS 5 If you want to develop apps for Apple s iPhone and iPad first you need to know how to use the tools iPhone s new iOS 5 operating system and SDK and the new xCode toolset that come with it This full color book is the perfect starting point Beginning developers you ll get a solid introduction to the new xCode 4 and Objective C and find everything you need to quickly build your first app The book thoroughly covers all the new iOS 5 features including new multitasking location based services notification system cloud

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iOS 6 Programming Pushing the Limits Rob Napier,Mugunth Kumar,2012-11-20 Learn to build extraordinary apps for iPhone iPad and iPod touch iOS is the hottest development platform around and iOS 6 adds a new and deeper dimension to explore This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS You ll learn to create killer apps for the iPad iPhone and iPod touch including how to maximize performance and make more money from your apps with in app purchases Topics covered include security multitasking running on multiple platforms blocks and functional programming advanced text layout and much more App development for iPhones and iPads is a lucrative and exciting venture books on this topic are steady bestsellers This advanced guide helps experienced developers take full advantage of the latest platform upgrade iOS 6 Provides in depth background on maximizing your apps with Apple s iPhone SDK 6 0 including the major new APIs and building applications for the new iPad Covers keeping control of multitasking increasing income with in app purchases key value observing with Cocoa running on multiple platforms advanced text layout building a Core foundation and more iOS 6 Programming Pushing the Limits gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform

iOS App Development For Dummies Jesse Feiler,2014-04-14 If you ve got incredible iOS ideas get this book and bring them to life iOS 7 represents the most significant update to Apple s mobile operating system since the first iPhone was released and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs That s where iOS App Development For Dummies comes in Whether you re a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd Walks you through joining Apple s developer program downloading the latest SDK and working with Apple s developer tools Explains the key differences between iPad and iPhone apps and how to use each device s features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files views view controllers interface objects gesture recognizers and much more There s no time like now to tap into the power of iOS start building the next big app today with help from iOS App Development For Dummies

Beginning iPhone Development with Swift 3 Molly Maskrey,Kim Topley,David Mark,Fredrik Olsson,JEFF LAMARCHE,2016-11-17 Create your very own apps for the latest iOS devices You ll start with the

basics and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK and then guides you through the creation of your first simple application Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming In this third edition of the best selling book you ll learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10 specific project templates and designed to take advantage of the latest Xcode features Discover brand new technologies as well as significant updates to existing tools You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be demystified and you ll learn how to save your data using the iOS file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad

Producing iOS 6 Apps UnknownCom Inc.,2012 Effectively several books bundled into one written by the entire team of a long standing app development company Producing iOS 6 Apps The Ultimate Roadmap for Both Non Programmers and Existing Developers makes every effort to provide most anyone with the understanding recommended tools and easy to follow step by step examples to learn how to take your app idea from the start to Apple s iTunes App Store Originally generated from an existing app company s internal and highly confidential training guide containing closely guarded app business secrets teaching new employees the business of app design development lifecycles and methodology Updated contributions are from the entire staff development as well as considerable contributions from marketing management and even the legal dept Due to its very nature this book contains many commonplace and relevant topics to today s app related business issues such as the latest legal landmines to avoid modern app design the latest in code development and even avoiding programming altogether for app development all specific to iOS and the App Store This fully updated multi section book spans many chapters covering the relevant topics including but not limited to the following The latest software updates Apple iOS 6 SDK Xcode 4 5 and many other third party development alternatives some of which require simple scripting or no coding at all The latest hardware updates Apple iPhone 5 New iPad 3rd gen and iPod touch 5th gen Performing market research and analysis for a successful app with a solid business plan specific to the App Store Monetizing apps using Ad Networks and Aggregators such as Apple s iAd Google s Admob and Millennial Media Jumptap Smaato Greystripe AdWhirl and MobClix Authoring apps in both Apple s Xcode 4 5 iOS 6 and Objective C for iPhone iPod touch iPad as well as Third Party tools for app creation such as Unity 3D ShiVa3D PhoneGap MonoTouch Marmalade Adobe Flash Professional Adobe Flash Builder Formerly Flex Builder

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right way from the start Get an accelerated treatment of the core fundamentals of Swift Develop your first app using Xcode s advanced interface design tools Build your first iPhone app using the code that you re given as you walk through this book Finally debug and distribute your first app on Apple s iTunes App Store Learn how to create apps for any model of iPhone the iPod Touch the iPad or build universal apps that run on all of them After reading this book you ll be creating professional quality apps ready to upload to the app store making you the prestige and the money you seek *Beginning iPhone Development with Swift 5* Wallace Wang,2019 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you ll also learn about touch gestures table views and collection views for displaying data on a user interface Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple app You ll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers tab bars page views and split views that are particularly useful on the larger screens of the iPad and certain iPhone models And there s much more *Beginning iPhone Development with Swift 5* covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps Once you re ready move on to *Pro iPhone Development with Swift 5* to learn more of the really unique aspects of iOS programming and the Swift language *iOS SDK Programming A Beginners Guide* James A. Brannan,Blake Ward,2011-01-31 Essential Skills Made Easy Develop test and debug iPhone iPad and iPod touch applications with help from this practical resource *iOS SDK Programming A Beginner s Guide* shows you how to use Objective C and Apple s new Xcode 4 development environment with an integrated easy to use Interface Builder You ll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls Setting application preferences and storing application data are also covered The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone iPod touch and iPad You ll learn how to take advantage of the iPad s larger display and the new features of iOS 4 2 By the end of this book you ll be ready to create the next bit hit in the iTunes App Store Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Cautions Errors and pitfalls to avoid Annotated Syntax Example code with commentary that describes the programming techniques being illustrated **More iPhone Development with Swift** Alex Horovitz,Kevin Kim,David Mark,Jeff LaMarche,Jayant Varma,2015-03-31 Interested in iPhone and iPad apps development Want to learn more Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons we have the perfect Swift flavored book for you The update to the bestselling *More iPhone Development* by Dave

Mark and Jeff LaMarche *More iPhone Development with Swift* digs deeper into the new Apple Swift programming language and iOS 8 SDK explaining complex concepts and techniques in the same friendly easy to follow style you've come to expect. *More iPhone Development with Swift* covers topics like Swift Core Data peer to peer networking using Multipeer Connectivity working with data from the web MapKit in application e mail Camera Live Previews integration Barcode scanning Face recognition and more. All the concepts and APIs are clearly presented with code snippets you can customize and use as you like in your own apps. You'll journey through coverage of concurrent programming and some advanced techniques for debugging your applications.

More iOS 6 Development David Mark, Jeff LaMarche, Alex Horovitz, Kevin Kim, 2013-04-03. Interested in iPhone and iPad apps development? Want to learn more? Whether you're a self-taught iPhone and iPad apps development genius or have just made your way through the pages of *Beginning iOS 6 Development*, we have the perfect book for you. *More iOS 6 Development: Further Explorations of the iOS SDK* digs deeper into Apple's latest iOS 6 SDK. Bestselling authors Dave Mark, Alex Horovitz, Kevin Kim, and Jeff LaMarche explain concepts as only they can, covering topics like Core Data, peer to peer networking using GameKit, and network streams working with data from the web, MapKit in application e mail, and more. All the concepts and APIs are clearly presented with code snippets you can customize and use as you like in your own apps. If you are going to write a professional iPhone or iPad app, you'll want to get your arms around Core Data, and there's no better place to do so than in the pages of this book. The book continues right where *Beginning iOS 6 Development* leaves off with a series of chapters devoted to Core Data, the standard for Apple persistence. Dave, Alex, Kevin, and Jeff carefully step through each Core Data concept and show techniques and tips specifically for writing larger apps, offering a breadth of coverage you won't find anywhere else. The Core Data coverage alone is worth the price of admission. But there's so much more. *More iOS 6 Development* covers a variety of networking mechanisms from GameKit's relatively simple Bluetooth peer to peer model to the addition of Bonjour discovery and network streams through the complexity of accessing files via the web. Dave, Alex, Kevin, and Jeff will also take you through coverage of concurrent programming and some advanced techniques for debugging your applications. The enhanced multitasking, threading, memory management, and more are important. Apps are getting more and more complex, including sophisticated game apps that offer virtual or augmented reality experiences and new mapping views that take advantage of sensors and other APIs in the newest iOS 6 SDK. Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons, there's something for everyone in *More iOS 6 Development*.

iPad Application Development For Dummies Neal Goldstein, Tony Bove, 2010-04-13. Turn your iPad ideas into amazing apps with this exciting new guide. Whether you're app development amateur or programming professional, you'll discover how to get in on the App Store development gold rush and start developing for the iPad with this fun and easy guide. The iPad offers developers of all levels more opportunities than ever before to be a part of the app development game, and this book is your ticket to joining in the fun. You'll learn the basics

of getting started downloading the SDK using context based design and filling your toolbox Then you ll move on to using Objective C and Xcode to program robust and vibrant apps and games specifically for the mobile platform Offers a plain English guide whether you re a novice or a seasoned developer who is interested in developing iPad applications Covers working with the multitouch interface and in split screen mode Provides useful advice on what applications thrive in the App Store and which have the most potential to turn a profit Includes a companion Web site with source code Packed with helpful advice on the ins and outs of developing great apps for mobile devices iPad Application Development For Dummies gets you started creating cool new apps right away Note Apple s iOS SDK tools are only accessible on Intel powered Mac and MacBook devices

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