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Acer Swift 3 Complete User Guide Sep 13 2022 This book is a complete Illustrated step by step guide with tips and tricks that will help you master your new Acer Swift 3 like a pro!

Cocoa Programming for OS X Jul 19 2020 Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md.

Beginning Swift Mar 07 2022 Swift greatly simplifies the process of developing applications for Apple devices. This book provides you with the essential skills to help you get started with developing applications 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 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.

Agile Swift Jul 31 2021 Make your Swift apps agile and sound with this short step by step guide. You'll learn about unit testing, mocking and continuous integration and how to get these key ingredients running in your Swift projects. This book also looks at how to write your Swift apps using test driven development (TDD). Agile practices have made major inroads in iOS development, however it's very unusual to see something as basic as unit testing on a Swift application. Done correctly, Agile development results in a significant increase in development efficiency and a reduction in the number of defects. Apple has released unit testing and code coverage frameworks for Swift development in XCode. Up until now getting unit testing up and running in Swift was not for the faint-hearted. Thankfully now, there is no excuse other than a lack of information on where to get started. iOS developers are faced with their own set of problems such as tightly coupled code, fragmentation, immature testing tools all of which can be solved using existing Agile tools and techniques. Swift Programming Using Agile Tools and Techniques is your solution to handling these tasks. What You Will Learn Write unit tests in Swift Write an application using test driven development Examine GUI testing, refactoring, and mocking frameworks Set up and configure a continuous integration server Measure code coverage Who This Book Is For Swift developers and would be mobile app testers will benefit from the guidance in this book.

iOS 12 Programming for Beginners Aug 20 2020 Begin your iOS 12 app development journey with this practical guide Key FeaturesKick-start your iOS programming career and have fun building iOS apps of your choiceGet to grips with Xcode 10 and Swift 4.2, the building blocks of iOS developmentDiscover the latest features of iOS 12 - SiriKit, notifications, and much moreBook Description Want to build iOS 12 applications from scratch with the latest Swift 4.2 language and Xcode 10 by your side? Forget sifting through tutorials and blog posts; this book is a direct route to iOS development, taking you through the basics and showing you how to put principles into practice. Take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! If you're already an experienced programmer, you can jump right in and learn the latest iOS 12 features. For beginners, this book starts by introducing you to iOS development as you learn Xcode and Swift. You'll also study advanced iOS design topics, such as gestures and animations, to give your app the edge. You'll explore the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in notifications, custom-UI notifications, maps, and the recent additions in Sirikit. The book will guide you in using TestFlight to quickly get to grips with everything you need to get your project on the App Store. By the end of this book, you'll be ready to start building your own cool iOS applications confidently. What you will learnExplore the distinctive design principles that define the iOS user experienceNavigate panels within an Xcode projectUse the latest Xcode asset catalogue of Xcode 10Create a playgrounds project within your projects and understand how Ranges and Control flow workStudy operations with integers and work your way through if statementsBuild a responsive UI and add privacy to your custom-rich notificationsSet up Sirikit to add voice for Siri shortcutsCollect valuable feedback with TestFlight before releasing your apps on the App StoreWho this book is for This book is for you if you are completely new to Swift, iOS, or programming and want to make iOS applications. However, you'll also find this book useful if you're an experienced programmer looking to explore the latest iOS 12 features.

Beginner's Guide to IOS 12 App Development Using Swift 4 Jul 11 2022 This book covers iOS 12 app design fundamentals using the latest Swift 4.2 programming language, Xcode 10 and iOS 12 SDK. The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Swift 4.2 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 real world apps are developed again by step by step instructions. Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app in simulators and real devices. Sample apps developed in this book are as follows: 1. Disco lights app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code. 4. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls. 5. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map. 6. SOS sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. 7. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete ball bouncing game. This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and complete project files can be viewed and downloaded from the the book's website: www.yamaclis.com/ios12.

Migrating to Swift from Android Jun 10 2022 In 250 pages, Migrating to Swift from Android gives you—as an experienced Android app developer—all you need to create native iOS apps using the latest Swift programming language. Starting with preparing your Xcode 6.1 IDE and introducing just enough iOS application framework fundamentals, you'll understand how to create meaningful Swift applications for iOS 8 immediately. After the short IDE setup guide, this book continues by providing guidance on how to translate your existing Android apps to iOS. Every topic comes with a tutorial project; you'll plan and structure your iOS apps following a typical top-down process using Xcode Storyboards. To implement use cases, you'll cover common mobile topics, including user interfaces, managing data, and networking with remote services. As you move through Part 2 of this book, you'll create simple and meaningful iOS apps with rich UI components to handle common CRUD operations locally and remotely. Part 3 demonstrates the whole porting process by translating a typical mobile app from Android to iOS 8 from start to finish. When you finish reading Migrating to Swift from Android, you'll be an iOS developer as well as an Android developer. And, you will be fully convinced you can create iOS apps just like you do in Android. In most cases, it is a waste not to port your native Android apps to iOS.

The iPhone Manual – Tips and Hacks Jan 17 2023 Discover customization and productivity tips with this quick guide for iPhone users Key FeaturesLearn everything about your iPhone quickly to use it as an effective tool for communication, entertainment, and workCustomize your phone's look and sound and modify the iOS's privacy settingsKeep your apps tidy and organized using the App LibraryBook Description The iPhone is the most popular smartphone available on the market, renowned for its sophisticated design, immersive UI, and user safety. And even if you've bought an iPhone for its impressive specifications, you may still be unaware of many of its features, which you'll discover with the help of this book! The iPhone Manual is your practical guide to uncovering the hidden potential of iPhones, and will leave you amazed at how productive you can be by learning tips and hacks for customizing your device as a communication, entertainment, and work tool. You'll unearth the complete range of iPhone features and customize it to streamline your day-to-day interaction with your device. This iPhone manual will help you explore your iPhone's impressive capabilities and fully understand all the features, functions, and settings that every iPhone owner should know. With this book, you'll get to grips with not only the basics of communication but also best practices for accessing photos, videos, and music to set up your entertainment using your iPhone. In addition to this, you'll learn about serious work tools that will make you productive in your everyday tasks. By the end of this iPhone book, you'll have learned how to use your iPhone to perform tasks and customize your experience in ways you probably didn't realize were possible. What you will learnUse touch gestures and understand the user interface to use any app on the iPhoneExplore the latest apps exclusive to iOS 14, such as the translate and magnifier appsFind out how to share data from your iPhone with other devicesSet up and customize Siri and learn how to give commandsDiscover different ways to capture and access pictures and videosSet up an email account and use multiple accounts on a single deviceSet up FaceTime on your iPhone and discover different ways to make a FaceTime callUse Apple Pay to shop online or send money to other usersWho this book is for The book is for iPhone users who want to get more out of their state-of-the-art iPhone device and the powerful iOS interface. If you are new to using smartphones or are an Android user new to iPhones, this book will help you migrate efficiently.

Swift Jul 23 2023 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.

Enter the Animal Jun 29 2021 Historically, grief and spirituality have been jealously guarded as uniquely human experiences. Although non-human animal grief has been acknowledged in recent times, its potency has not been recognised as equal to human grief. Anthropocentric philosophical questions still underpin both academic and popular discussions. In Enter the Animal, Teya Brooks Pribac examines what we do and don't know about grief and spirituality. She explores the growing body of knowledge about attachment and loss and how they shape the lives of both human and non-human animals. A valuable addition to the vibrant interdisciplinary conversation about animal subjectivity, Enter the Animal identifies conceptual and methodological approaches that have contributed to the prejudice against nonhuman animals. It offers a compelling theoretical base for the consideration of grief and spirituality across species and highlights important ethical implications for how humans treat other animals.

Mastering Swift 5 Dec 04 2021 Harness the power of the latest edition with this in-depth and comprehensive guide to the Swift language Key FeaturesFifth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5 programming languageGet to grips with popular and modern design techniques to write easy-to-manage Swift codeLearn how to use core Swift features such as concurrency, generics, and copy-on-write in your codeBook Description Over the years, the Mastering Swift book has established itself amongst developers as a popular choice as an in-depth and practical guide to the Swift programming language. The latest edition is fully updated and revised to cover the new version: Swift 5. Inside this book, you'll find the key features of Swift 5 easily explained with complete sets of examples. From the basics of the language to popular features such as concurrency, generics, and memory management, this definitive guide will help you develop your expertise and mastery of the Swift language. Mastering Swift 5, Fifth Edition will give you an in-depth knowledge of some of the most sophisticated elements of Swift development, including protocol extensions, error handling, and closures. It will guide you on how to use and apply them in your own projects. Later, you'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code. You will also see how to add the copy-on-write feature to your custom value types and how to avoid memory management issues caused by strong reference cycles. What you will learnUnderstand core Swift components, including operators, collections, control flows, and functionsLearn how and when to use classes, structures, and enumerationsUnderstand how to use protocol-oriented design with extensions to write easier-to-manage codeUse design patterns with Swift, to solve commonly occurring design problemsImplement copy-on-write for you custom value types to improve performanceAdd concurrency to your applications using Grand Central Dispatch and Operation QueuesImplement generics to write flexible and reusable codeWho this book is for This book is for developers who want to delve into the newest version of Swift. If you are a developer and learn best by looking at and working with code, then this book is for you. A basic understanding of Apple's tools would be beneficial but not mandatory. All examples should work on the Linux platform as well.

Swift Translation Guide for Objective-C Feb 23 2021 APPLE DESIGNED SWIFT SO YOU wouldn't need previous Apple programming experience, but many Apple developers will want to take advantage of Swift in existing projects—as well as start writing projects from scratch. In this compact, to-the-point guide, author and iOS developer Maurice Kelly steps existing Objective-C developers through the basics of the Swift language—including types, syntax, variables, strings, and classes—and explores how to use Swift with existing projects and create new apps written completely in Swift. THIS BOOK INCLUDES: Detailed instruction and clear examples Real-world guidance and advice Detailed directions for using Swift's playgrounds to experiment with your code with a minimum of hassle Emphasis on the core components of the language COMPANION WEBSITE: http://swift-translation.guide/ includes additional resources.

A Swift Guide to Butterflies of North America Jan 05 2022 A thoroughly revised edition of the most comprehensive and authoritative photographic field guide to North American butterflies This is a revised second edition of the most detailed, comprehensive, and user-friendly photographic field guide to the butterflies of North America. Written by Jeffrey Glassberg, the pioneering authority on the field identification of butterflies, the guide covers all known species, beautifully illustrating them with 3,500 large, gorgeous color photographs—the very best images available. This second edition includes more than 500 new photos and updated text, maps, and species names. For most species, there are photographs of topsides and undersides, males and females, and variants. All text is embedded in the photographs, allowing swift access in the field, and arrows point to field marks, showing you exactly what to look for. Detailed, same-page range maps include information about the number of broods in each area and where strays have been recorded. Color text boxes highlight information about habitat, caterpillar food plants, abundance and flight period, and other interesting facts. Also included are a quick visual index and a caterpillar food plant index. The result is an ideal field guide that will enable you to identify almost every butterfly you see. A revised second edition of the most comprehensive photographic field guide to North American butterflies, featuring more than 500 new photos and updated text, maps, and species names Written by the pioneering authority on the field identification of butterflies Beautifully illustrated with 3,500 color photographs that show all known species, including views of topsides and undersides, males and females, and variants for most species Authoritative text embedded in the photographs for swift access Detailed range maps Color text boxes that highlight information about habitat, food plants, abundance and flight period, and other interesting facts An invaluable tool for field identification

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IPhone 11 Series User Guide Nov 22 2020 Are you looking to tap into the hidden potential of the iPhone 11? The latest phone from Apple is loaded with tons of amazing features. In order to unlock its power, you need an informative book. That's where this guide comes in. With the swift changes in technology, you'll need a guide that can keep up with the times, is accurate, and one that can stand side by side with the devices/technologies that it explores. In this eBook, here's what you'll uncover: How the phone's durable, stunning and top-notch construction provides so many benefits Software & hardware features of iPhone 11 In-depth coverage of iOS 13 Detailed app tutorials The secrets of mastering mobile photography How to edit photos Essential Settings and configurations Troubleshooting tips Iphone 11 Vs Iphone 11 Pro Vs Iphone11 Promax Iphone 11 Tips And Tricks More about its powerful iOS platform And much more! With so many great features of this phone, you'll need a great resource in order to show you how to utilize so many of these enhancements. Let this book be your guide! Scroll up and click on the book's cover near the "Look Inside" text to get a sneak peek of what the book has to offer. Afterwards, go ahead and click "Buy" to learn how to unlock the great new features of this phone!

Swift Translation Guide for Objective-C Users Oct 02 2021 A guide for the Swift programming language for experienced Objective-C developers covers the language basics, including types, syntax, variables, strings, and classes, and explores how to introduce Swift into existing Objective-C projects.

Swift Programming Mar 19 2023 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

Beginner's Guide to IOS 13 App Development Using Swift 5. 1 Oct 14 2022 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

Swift Nov 03 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 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!

Coding iPhone Apps for Kids Jun 17 2020 Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: –Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! –Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer –Make a real, playable game with graphics and sound effects using SpriteKit –Challenge players by speeding up your game and adding a high-score systemWhy should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

Apple TV 4K 2021 User Guide Oct 22 2020 Apple TV may have begun as a hobby for its Cupertino-based designer, but it also marked the tech giant's entry into the smart home market. Apple has begun to take its streaming box much more seriously during the last couple of years. Discover a world of entertainment with the Apple TV 4K. With access to thousands of movies, TV shows, and music, you can enjoy endless entertainment possibilities. Experience the power of 4K HDR with stunning picture quality as well as Dolby Atmos sound. Plus, with Airplay support, you can easily share content from your iPhone or iPad to your Apple TV 4K. Are you looking for a manual to help you get the most out of your Apple TV 4K 2021? Look no further than the Apple TV 4K 2021 User Guide. This user-friendly guide provides detailed instructions and helpful tips to help you explore all the cool features, benefits, and hidden features your Apple TV 4K 2021 has to offer. The Apple TV 4K 2021 User Guide is the perfect companion for any Apple TV 4K owner. The guide breaks down the features into easy-to-understand language and provides step-by-step instructions for setting up and using your device. From connecting to your Wi-Fi network to streaming your favorite shows, this book has it all. You'll also discover hidden features, such as AirPlay, that can enhance your viewing experience. With detailed instructions and helpful screenshots, you can be sure that you're making the most of all its features. It's an essential resource that will help you unlock all the power of your device and make the most of its Don't miss out on the amazing features of your Apple TV 4K 2021. Get the Apple TV 4K 2021 User Guide and unlock its full potential today!

Professional Swift Nov 15 2022 Transition from Objective-C to the cleaner, more functional Swift quickly and easily Professional Swift shows you how to create Mac and iPhone applications using Apple's new programming language. This code-intensive, practical guide walks you through Swift best practices as you learn the language, build an application, and refine it using advanced concepts and techniques. Organized for easy navigation, this book can be read end-to-end for a self-paced tutorial, or used as an on-demand desk reference as unfamiliar situations arise. The first section of the book guides you through the basics of Swift programming, with clear instruction on everything from writing code to storing data, and Section II adds advanced data types, advanced debugging, extending classes, and more. You'll learn everything you need to know to make the transition from Objective-C to Swift smooth and painless, so you can begin building faster, more secure apps than ever before. Get acquainted with the Swift language and syntax Write, deploy, and debug Swift programs Store data and interface with web services Master advanced usage, and bridge Swift and Objective-C Professional Swift is your guide to the future of OS X and iOS development.

Swift Style May 21 2023 Discover the do's and don'ts involved in crafting readable Swift code as you explore common Swift coding challenges and the best practices that address them. From spacing, bracing, and semicolons to proper API style, discover the whys behind each recommendation, and add to or establish your own house style guidelines. This practical, powerful, and opinionated guide offers the best practices you need to know to work successfully in this equally opinionated programming language. Apple's Swift programming language has finally reached stability, and developers are demanding to know how to program the language properly. Swift Style guides you through the ins and outs of Swift programming best practices. This is the first best practices book for serious, professional Swift programmers and for programmers who want to shine their skills to be hired in this demanding market. A style guide offers a consistent experience of well-crafted code that lets you focus on the code's underlying meaning, intent, and implementation. This book doesn't offer canonical answers on Swift coding style. It explores the areas of Swift where structure comes into play. Whether you're developing a personal style or a house style, there are always ways to enhance your code choices. You'll find here the ideas and principles to establish or enhance your own best style practices. Begin with simple syntactical styling. Strengthen code bracing for easy readability. Style your closures for safety and resilience. Perfect spacing and layout. Master literal initialization and typing. Optimize control flow layout and improve conditional style choices. Transition from Objective-C and move code into Swift the right way. Boost API design using proper naming and labeling. Elevate defaulted arguments and variadics to their right places. Finally, Erica offers her own broad recommendations on good coding practice. What You Need: Recent version of the Swift programming language

Metal Programming Guide Dec 16 2022 Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal(R) Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get up a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available. Normal 0 false false false EN-US X-NONE X-NONE

Programming: Swift: Create A Fully Functioning App: Learn In A Day! May 29 2021 Learn to Create and Write Your Own Apps Do you have a great idea for an app or a game? Would you like to make your dream a reality? Do you need the tools and skills to start making your own apps? When you purchase Swift Programming Guide: Create a Fully Functioning App in a Day, you'll learn how to make your own apps and programs right away! These fun and easy tips transform the dreaded chore of learning programming code into a fun hobby. You'll be proud to show off your creations to your friends, coworkers, and family! Would you like to know more about: Playgrounds? Classes and Methods? Arrays and For Loops? Creating Your First iOS App? Storyboards and Interface Builders? This helpful book explains how to use Xcode and Apple's new coding language, Swift, to create amazing new products. It takes you step-by-step through the process of writing your first app! Download Swift Programming Guide: Create a Fully Functioning App in a Day now, and start making your own apps TODAY!

Swift for Beginners Apr 08 2022 NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779. LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this handson guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language concepts-including variables, constants, types, arrays, and dictionaries-before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE: www.peachpit.com/swiftbeginners includes additional resources.

AppleScript Language Guide Apr 27 2021 Apple's definitive guide to the powerful AppleScript scripting language, thisbook provides essential information for Macintosh power users and programmerswho want to use AppleScript to write new scripts, modify existing scripts, orwrite scriptable applications.

Beginning Xcode: Swift Edition Sep 20 2020 Beginning Xcode, Swift Edition will not only get you up and running with Apple's latest version of Xcode, but it also shows you how to use Swift in Xcode and includes a variety of projects to build. If you already have some programming experience with iOS SDK and Objective-C, but want a more in-depth tutorial on Xcode, especially Xcode with Apple's new programming language, Swift, then Beginning Xcode, Swift Edition is for you. The book focuses on the new technologies, tools and features that Apple has bundled into the new Xcode 6, to complement the latest iOS 8 SDK. By the end of this book, you'll have all of the skills and a variety of examples to draft from to get your Swift app from idea to App Store with all the power of Xcode.

IOS 9 Programming Apr 20 2023 IOS 9 Programming App Development with Swift Ultimate and Easy User Guide This book is an exploration of the programming features introduced in iOS 9. iOS 9 has introduced a number of frameworks to the iOS, and these frameworks were not available nor supported in the previous versions of iOS. The first part of the discussion is based on the Contacts framework which was introduced for the first time in iOS 9. This framework makes it easy for developers to manage applications. The process of creating contacts is discussed in this book, spelling out how to do that in iOS 9. The book also guides you on how to search for the Contacts which have been stored in the contacts database of your device. Different methods on how these contacts can be searched for, such as by use of predicates are discussed. You will also learn how to fetch contacts from the database and then display them in a table view. The output which you get can be formatted for a nice appearance. The book guides you on how to do this. The Core Spotlight framework is also explored, including how to use it so as to make apps more discoverable. App thinning is also explored, explaining how to create apps which can run on different Apple devices with different screen devices. The following topics are discussed in this book: The Contacts Framework Core Framework Spotlight in iOS 9 iOS 9 App Thinning Download your copy of IOS 9 Programming by scrolling up and clicking "Buy Now With 1-Click" button. The Contacts Framework - Core Framework Spotlight in iOS 9 iOS 9 App Thinning The following topics are discussed in this book: Introduction The Contacts Framework - Core Framework Spotlight in iOS 9 iOS 9 App Thinning

Mastering Swift Aug 24 2023 If you want to become an iOS developer, you have made an excellent choice with this book. Swift holds a significant position in the iOS industry because of the long list of features it serves. It is user-friendly, has great community support, and offers a greater extent of customization. As a result, we can observe a sharp increase in the market demand for developing Apple mobile applications, and with that, companies search for smart developers with the right skill set. Mastering Swift introduces Apple's excellent Swift standard library style and incorporates usage feedback across multiple Swift projects. However, it should be regarded as a living, changeable document and the basis upon which the programming language is implemented. Before going further into the details of the Swift programming language, the book briefly explains the basic information about the language. It is a high-level language created to develop multifaceted iOS applications that cater to diverse needs of different social and business domains. It is meant to develop high-end apps with multiple complexities. But since it is very close to Objective C, it is easy to code and understand. This feature also makes it incredibly friendly to beginners. Moreover, it is equally compatible with the iPhone, the iPad, Apple Watch, MacBook, and Apple TV, and it can be applied to develop equally efficient and scalable apps for them. This book in the Mastering series encircles all the essential aspects of Swift and explores why this programming language is the future for iOS app development. Different from other languages, it requires fewer lines to activate any feature. This paves the way for a shorter development cycle and saves a lot of precious resources. Further, as one of the most reliable iOS programming languages it supports dynamic libraries that indicate executable bits of code that you can link to an application. Because of such support, Swift apps can interoperate with the newest version of the language to make the app irreplaceable. Swift is a language that was not designed but deliberately made open source so as to invite community input, allowing the product to grow and to mature over the years. This could possibly be the most crucial aspect of Swift. As people become more aware of its potential to be used in servers, web frameworks were more willing to support the demand. Owing to its popularity and significance, its adoption rate in Apple's rivals remains very high. Whether you are a beginner or an advanced learner, if you are planning for iOS app development through Swift, this book can help with the high-domain expertise and experienced resources. Without a doubt, the developers that create native apps are not going to abandon Swift anytime soon. However, it seems like something must evolve for it to keep growing constantly. We believe that Swift is indeed the future for iOS app developers. And if you are convinced and want to start learning the programming language right away, then this book is what you're looking for. Learn more about our other Mastering titles at: https://www.routledge.com/Mastering-Computer-Science/book-series/MCS

The Swift Fat Man Diving Suit Operator's Guide Aug 12 2022 Way back when Tom Swift invented his Jetmarine submarine, he also came up with a combination escape and deep water exploration suit. Golden and egg-shaped it was soon dubbed the "Fat Man" suit. Entry was through a forward-facing round hatch/viewport that only allowed the occupant to see what was right in front of him or her. With the Model B, Tom reworked the configuration and made the suit more adaptable to a civilian user. This was all done with an eye toward selling the suits. And, sell they did, ultimately numbering over 3,900 before production was shut down. Like the original the suit provided a single operator a comfortable seat, propulsion to scoot around in great depths, and a pair of retractable arms and legs letting the user walk on the floor of the ocean and grab onto things. Unlike the original, Model B was capable of remaining underwater for more than a day and had an escape system in case of a crisis. This is the user's guide (or Owner's Manual if you will) for the suit as it was being finalized. The artwork was eventually replaced with photographs and the whole thing printed in full-color. Sadly, none of the original art still exists today, and so this reproduction of that nearly-complete manual is all that is possible to produce. Enjoy going through the guide and imagining yourself sitting inside one of these golden beauties.

Swift For Dummies Jan 25 2021 Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions,Swift For Dummies shows new and existing programmers how toquickly port existing Objective-C applications into Swift and getinto the swing of the new language like a pro. Designed from theground up to be a simpler programming language, it's never beeneasier to get started creating apps for the iPhone or iPad, orapplications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a newSwift application, use operators, objects, and data types, andcontrol program flow with conditional statements. You'll also getthe scoop on creating new functions, statements, and declarations,learn useful patterns in an object-oriented environment, and takeadvantage of frameworks to speed your coding along. Plus, you'llfind out how Swift does away with pointer variables and how toreference and dereference variables instead. Set up a playground development environment for Mac, iPhone,iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and socialmedia Whether you're an existing Objective-C programmer looking toport your code to Swift or you've never programmed for Apple in thepast, this fun and friendly guide gets you up to speed swiftly.

Learn SwiftUI Jun 22 2023 Get to grips with Apple's new SwiftUI framework for creating robust UIs for iOS and iPadOS, using Swift programming Key FeaturesUse SwiftUI for building dynamic apps for Apple devices from scratchUnderstand declarative syntax in cross-platform development and how states work within SwiftUI apps by reusing SwiftUI codeBook 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 learnExplore the fundamentals of SwiftUI and compare it with existing UI frameworksWrite SwiftUI syntax and understand what should and shouldn't be included in SwiftUI's layerAdd text and images to a SwiftUI view and decorate them using SwiftUI's modifiersCreate basic forms, and use camera and photo library functions to add images to themUnderstand the core concepts of Maps in iOS apps and add a MapView in SwiftUIDesign extensions within your existing apps to run them on watchOSHandle networking calls in SwiftUI to retrieve data from external sourcesWho 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.

Swift in Depth Sep 01 2021 Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

Learn Swift by Building Applications Feb 06 2022 Start building your very own mobile apps with this comprehensive introduction to Swift and object-oriented programming Key Features A complete beginner's guide to Swift programming language Understand core Swift programming concepts and techniques for creating popular iOS apps Start your journey toward building mobile app development with this practical guide Book Description Swift Language is now more powerful than ever; it has introduced new ways to solve old problems and has gone on to become one of the fastest growing popular languages. It is now a de-facto choice for iOS developers and it powers most of the newly released and popular apps. This practical guide will help you to begin your journey with Swift programming through learning how to build iOS apps. You will learn all about basic variables, if clauses, functions, loops, and other core concepts; then structures, classes, and inheritance will be discussed. Next, you'll dive into developing a weather app that consumes data from the internet and presents information to the user. The final project is more complex, involving creating an Instagram like app that integrates different external libraries. The app also uses CocoaPods as its package dependency manager, to give you a cutting-edge tool to add to your skillset. By the end of the book, you will have learned how to model real-world apps in Swift. What you will learn Become a pro at

iOS development by creating simple-to-complex iOS mobile applications Master Playgrounds, a unique and intuitive approach to teaching Xcode Tackle the basics, including variables, if clauses, functions, loops and structures, classes, and inheritance Model real-world objects in Swift and have an in-depth understanding of the data structures used, along with OOP concepts and protocols Use CocoaPods, an open source Swift package manager to ease your everyday developer requirements Develop a wide range of apps, from a simple weather app to an Instagram-like social app Get ahead in the industry by learning how to use third-party libraries efficiently in your apps Who this book is for This book is for beginners who are new to Swift or may have some preliminary knowledge of Objective-C. If you are interested in learning and mastering Swift in Apple's ecosystem, namely mobile development, then this book is for you.

Apple Swift Playground: A Beginner' Guide Feb 18 2023 Apple Swift is a programming language that was developed for Apple Inc. for use in some of their devices. It is built on an open source framework which makes it open to changes from all users and it also allows many different coding languages to be compiled and ran in a single program. It was made to be a resilient programming language that is safer than other languages and very concise. It was made to prevent some common issues in programming such as null pointer issues and other errors that coders usually experience. The Swift language was first introduced at Apple's 2014 conference. Since then, it went under multiple upgrades to be fully functional to users. This book will seek to cover all the features of the Apple Swift Playground which facilitates the user to generate Swift code as they need.

Beginner's Guide to IOS 14 App Development Using Swift 5, SwiftUI and UIKit Mar 27 2021 This book covers iOS 14 app design fundamentals using the latest Swift 5 programming language, Xcode 12 and iOS 14 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, 8 complete apps (including a 2D game in SpriteKit and a 3D game in SceneKit) are developed in separate chapters. Both the mature UIKit and the newest SwiftUI frameworks are used for developing these apps. 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 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.Chapter 12. Blue Capsule Hunter game: Basics of SceneKit that is used to develop 3D iOS games, adding objects to the game, moving objects, sensing screen touches, using score text and combining these concepts for developing a 3D game.This book includes 218 figures and 108 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/ios14.

IOS Development with Swift Dec 24 2020 "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.

IOS Apprentice Apr 15 2020 Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

Swift High Performance May 09 2022 Leverage Swift and enhance your code to take your applications to the next level About This Book Build solid, high performance applications in Swift Increase your efficiency by getting to grips with concurrency and parallel programming Use Swift to design performance-oriented solutions Who This Book Is For This book is aimed at experienced Swift developers wanting to optimize their programs on Apple platforms to optimize application performance. What You Will Learn Build solid, stable, and reliable applications using Swift Use REPL and Pl to manage and configure relational databases Explore Swift's features including its static type system, value objects, and functional programming Design reusable code for high performance in Swift Use to Xcode LLBD and REPL to debug commands Avoid sharing resources by using concurrency and parallel programming Understand the lazy loading pattern, lazy sequences, and lazy evolution. In Detail Swift is one of the most popular and powerful programming languages for building iOS and Mac OS applications, and continues to evolve with new features and capabilities. Swift is considered a replacement to Objective-C and has performance advantages over Objective-C and Python. Swift adopts safe programming patterns and adds modern features to make programming easier, more flexible, and more fun. Develop Swift and discover best practices that allow you to build solid applications and optimize their performance. First, a few of performance characteristics of Swift will be explained. You will implement new tools available in Swift, including Playgrounds and REPL. These will improve your code efficiency, enable you to analyse Swift code, and enhance performance. Next, the importance of building solid applications using multithreading concurrency and multi-core device architecture is covered, before moving on to best practices and techniques that you should utilize when building high performance applications, such as concurrency and lazy-loading. Finally, you will explore the underlying structure of Swift further, and learn how to disassemble and compile Swift code. Style and approach This is a comprehensive guide to enhancing Swift programming techniques and methodology to enable faster application development.