Learn Swift By Building Applications Explore Swift Programming Through Ios App Development

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I know you desire to learn Swift fast and build your app or game as soon as possible. However, the best way for you to learn Swift programming is dependent on how you desire to learn it. Here are four ways you can learn how to code using the Swift programming language. 1. Classroom or Bootcamp Learning. Some people learn better when they are in a classroom environment.

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Learn Swift by Building Applications [Book]
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.

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Learn Swift by Building Applications: Atanasov, Emil ...
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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 ...

Get valuable hands-on experience with Swift, the open source programming language developed by Apple. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with the latest version of Swift by developing a working iOS app from start to finish. You︎ll begin with Swift programming basics︎including guidelines for making your code "Swifty"︎and learn how to work with Xcode and its built-in Interface Builder. Then you︎ll dive step-by-step into building and customizing a basic app for taking, editing, and deleting selfies. You︎ll also tune and test the app for performance and manage the app︎s presence in the App Store. Divided into four parts, this book includes: Swift 4 basics: Learn Swift︎s basic building blocks and the features of object-oriented development Building the Selfiegram app: Build model objects and the UI for your selfie app and add location support, user settings, and notifications Polishing Selfiegram: Create a theme and support for sharing and add custom views, image overlays, and localization Beyond app development: Debug and

performance test with Xcode, automate chores with Fastlane, and user-test the app with TestFlight

Get hands-on experience with Apple's Swift programming language by building real working apps. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apple's platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes: Swift 2 basics: Learn Swift's features for object-oriented development, as well as various developer tools OS X app development: Set up your app, work with its documents, and build out its features iOS app development: Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app Advanced app extensions: Support Apple Watch and learn how to debug, monitor, and test all three of your Swift apps

Swift is very easy to learn and it's more readable than most programming languages. It allows you to build applications for iPhone, iPad, Apple Watch, Apple TV and Mac. Swift Programming in easy steps teaches you how to build iOS apps from scratch using Swift 4. Learn: · Xcode: the free software to write apps in Swift. · Swift Playgrounds: the experimenting environment that lets you write code and see results instantly. · Firebase: Google's mobile platform that lets you add functionality to your app. · SpriteKit: that gives you everything you'll need to build 2D games. · ARKit: that allows you to create Augmented Reality experiences for your app users. You don't need any prior programming knowledge. This book will walk you through the process of user interface design and coding, all the way to publishing your apps to the App Store! For anyone seeking to discover the easiest way to create apps for Apple devices. Covers iOS 12 and Swift 4 Table of Contents Introduction to iOS Development Swift Playgrounds User Interaction Camera & Photo Library Location & Table Views Firebase: Login & Database Game Development Advanced Swift Submitting your Apps

iOS 13 Programming for Beginners is a popular introductory guide on learning the essentials of Swift programming and iOS development for building your first iOS app and publishing it on the App Store. Fully updated to cover the latest features of iOS 13, you will be up to speed with writing your first iOS app with this practical guide.

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 1. Our video course, iOS Development with Swift in Motion, is the perfect companion to this book, featuring even more projects and examples for you to dig into in the exciting world of iOS development. Find out more at our website: www.manning.com/livevideo/ios-development-with-swift-lv Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology One billion iPhone users are waiting for the next amazing app. It's time for you to build it! Apple's Swift language makes iOS development easier than ever, offering modern language features, seamless integration with all iOS libraries, and the top-notch Xcode development environment. And with this book, you'll get started fast. About the Book iOS Development with Swift is a hands-on guide to creating iOS apps. It takes you through the experience of building an app—from idea to App Store. After setting up your dev environment, you'll learn the basics by experimenting in Swift playgrounds. Then you'll build a simple app layout, adding features like animations and UI widgets. Along the way, you'll retrieve, format, and display data; interact with the camera and other device features; and touch on cloud and networking basics. What's Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4, Xcode 9, and iOS 11 About the Reader Written for intermediate web or mobile developers. No prior experience with Swift assumed. About the Author Craig Grummitt is a successful developer, instructor, and mentor. His iOS apps have had over 100,000 downloads combined! Table of Contents PART 1 - INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 - BUILDING YOUR INTERFACE View controllers, views, and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications, animation, and scrolling PART 3 - BUILDING YOUR APP Tables and navigation Collections, searching, sorting, and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 - FINALIZING YOUR APP Distributing your app What's next?

Build full-stack shopping list applications from scratch for web and mobile platforms using Xcode, Vapor, and Swift Key Features Build, package, and deploy an end-to-end app solution for mobile and web with Swift 4 Increase developer productivity by creating reusable client and server components Develop backend services for your apps and websites using Vapor framework Book Description Making Swift an open-source language enabled it to share code between a native app and a server. Building a scalable and secure server backend opens up new possibilities, such as building an entire application written in one language—Swift. This book gives you a detailed walk-through of tasks such as developing a native shopping list app with Swift and creating a full-stack backend using Vapor (which serves as an API server for the mobile app). You'll also discover how to build a web server to support dynamic web pages in browsers, thereby creating a rich application experience. You'll begin by planning and then building a native iOS app using Swift. Then, you'll get to grips with building web pages and creating web views of your native app using Vapor. To put things into perspective, you'll learn how to build an entire full-stack web application and an API server for your native mobile app, followed by learning how to deploy the app to the cloud, and add registration and authentication to it. Once you get acquainted with creating applications, you'll build a tvOS version of the shopping list app and explore how easy is it to create an app for a different platform with maximum code shareability. Towards the end, you'll also learn how to create an entire app for different platforms in Swift, thus enhancing your productivity. What you will learn Get accustomed to server-side programming as well as the Vapor framework Learn how to build a RESTful API Make network requests from your app and handle error states when a network request fails Deploy your app to Heroku using the CLI command Write a test for the Vapor backend Create a tvOS version of your shopping list app and explore code-sharing with an iOS platform Add registration and authentication so that users can have their own shopping lists Who this book is for This book is for developers who are looking to build full-stack web and native mobile applications using Swift. An understanding of HTML, CSS, and JavaScript would be beneficial when building server-rendered pages with Vapor.

SwiftUI is a powerful interface toolkit that lets you design and build iOS, iPadOS and macOS apps using declarative syntax. This beginner's guide explores all the fundamentals components of the framework and presents them to you in an easy-to-follow manner to get you started with building apps using SwiftUI and Swift programming.

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.

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