

**Ios 9**  
**Programming**  
**Fundamentals**  
**With Swift**  
**Swift Xcode**  
**And Cocoa**  
**Basics**

And

ConclusionChapter

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2. Functions;  
Function Parameters  
and Return Value;  
Void Return Type  
and Parameters;  
Function Signature;  
External Parameter  
Names;  
Overloading;  
Default Parameter  
Values; Variadic  
Parameters; Ignored

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Parameters;  
Modifiable  
Parameters;  
Function In  
Function; Recursion;  
Function As Value;  
Anonymous  
Functions; Define-  
and-Call; Closures;  
How Closures  
Improve Code;  
Function Returning

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Function; Closure  
Setting a Captured  
Variable; Closure  
Preserving Its  
Captured  
Environment;  
Curried Functions;  
Chapter 3. Variables  
and Simple Types;  
Variable Scope and  
Lifetime.  
Learn iOS app

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development and  
work with Xcode 13  
and Apple's iOS 15  
simulators Key  
Features: Explore  
the latest features of  
Xcode 13 and the  
Swift 5.5  
programming  
language in this  
updated sixth edition  
Start your iOS

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programming career  
and have fun  
building your own  
iOS apps Discover  
the new features of  
iOS 15 such as Mac  
Catalyst, SwiftUI,  
Swift Concurrency,  
and SharePlay Book  
Description: With  
almost 2 million  
apps on the App

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Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store.

iOS 15

Programming for Beginners is a comprehensive

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introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store.

Complete with hands-on tutorials, projects, and self-

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assessment  
questions, this easy-  
to-follow guide will  
help you get well-  
versed with the Swift  
language to build  
your apps and  
introduce exciting  
new technologies  
that you can  
incorporate into  
your apps. You'll

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learn how to publish iOS apps and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and

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more importantly, to use the online resources available to enhance your app development journey. What You Will Learn: Get to grips with the fundamentals of Xcode 13 and Swift 5.5, the building blocks of iOS

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development  
Understand how to  
prototype an app  
using storyboards  
Discover the Model-  
View-Controller  
design pattern and  
how to implement  
the desired  
functionality within  
an app Implement  
the latest iOS

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features such as  
Swift Concurrency  
and SharePlay  
Convert an existing  
iPad app into a Mac  
app with Mac  
Catalyst Design,  
deploy, and test your  
iOS applications  
with design patterns  
and best practices  
Who this book is for:

*Page 13/265*

This book is for anyone who has programming experience but is new to Swift and iOS app development. Basics knowledge of programming, including loops, boolean, and so on, is necessary.

*Page 14/265*

The free book  
"Fundamentals of  
Computer  
Programming with  
C#" is a  
comprehensive  
computer  
programming  
tutorial that teaches  
programming,  
logical thinking, data  
structures and

*Page 15/265*

algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops

*Page 16/265*



and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more

*Page 17/265*

advanced  
programming topics  
like recursion, data  
structures (lists, trees,  
hash-tables and  
graphs), high-quality  
code, unit testing  
and refactoring,  
object-oriented  
principles  
(inheritance,  
abstraction,

*Page 18/265*

encapsulation and polymorphism) and their implementation in the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving.

*Page 19/265*

The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a

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team of developers  
lead by Svetlin  
Nakov who has 20+  
years practical  
software  
development  
experience. It  
teaches the major  
programming  
concepts and way of  
thinking needed to  
become a good

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software engineer  
and the C#  
language in the  
meantime. It is a  
great start for  
anyone who wants to  
become a skillful  
software engineer.  
The books does not  
teach technologies  
like databases,  
mobile and web

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development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base

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for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C#

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programming book,  
videos, presentations  
and other resources  
from [http://intropro  
gramming.info](http://introprogramming.info).

Title: Fundamentals  
of Computer  
Programming with  
C# (The Bulgarian  
C# Programming  
Book) ISBN:  
9789544007737

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ISBN-13:

978-954-400-773-7

(9789544007737)

ISBN-10:

954-400-773-3

(9544007733)

Author: Svetlin

Nakov & Co. Pages:

1132 Language:

English Published:

Sofia, 2013

Publisher: Faber

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Publishing, Bulgaria  
Web site: <http://www.introprogramming.info>  
License: CC-Attribution-Share-Alike  
Tags: free, programming, book, computer programming, programming fundamentals, ebook, book

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programming, C#,  
CSharp, C# book,  
tutorial, C# tutorial;  
programming  
concepts,  
programming  
fundamentals,  
compiler, Visual  
Studio, .NET, .NET  
Framework, data  
types, variables,  
expressions,

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conditional  
statements, control-  
flow logic, loops,  
arrays, numeral  
systems, methods,  
strings, text  
processing,  
StringBuilder,  
exceptions,  
exception handling,  
stack trace, streams,

files, text files, linear  
data structures, list,  
linked list, stack,  
queue, tree,  
balanced tree,  
graph, depth-first  
search, DFS,  
breadth-first search,  
BFS, dictionaries,  
hash tables,  
associative arrays,  
sets, algorithms,

sorting algorithm,  
searching  
algorithms,  
recursion,  
combinatorial  
algorithms,  
algorithm  
complexity, OOP,  
object-oriented  
programming,  
classes, objects,  
constructors, fields,

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properties, static  
members,  
abstraction,  
interfaces,  
encapsulation,  
inheritance, virtual  
methods,  
polymorphism,  
cohesion, coupling,  
enumerations,  
generics,  
namespaces, UML,

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design patterns,  
extension methods,  
anonymous types,  
lambda expressions,  
LINQ, code quality,  
high-quality code,  
high-quality classes,  
high-quality  
methods, code  
formatting, self-  
documenting code,  
code refactoring,

problem solving,  
problem solving  
methodology,  
9789544007737,  
9544007733  
Move into iOS  
development by  
getting a firm grasp  
of its fundamentals,  
including the Xcode  
12 IDE, Cocoa  
Touch, and the

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latest version of  
Apple ' s acclaimed  
programming  
language, Swift 5.3.  
With this thoroughly  
updated guide,  
you ' ll learn the  
Swift language,  
understand Apple ' s  
Xcode development  
tools, and discover  
the Cocoa

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framework. Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa ' s event-driven design

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Communicate with  
C and Objective-C  
In this edition, catch  
up on the latest iOS  
programming  
features: Multiple  
trailing closures  
Code editor  
document tabs New  
Simulator features  
Resources in Swift  
packages Logging

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and testing  
improvements And  
more! Once you  
master the  
fundamentals,  
you ' ll be ready to  
tackle the details of  
iOS app  
development with  
author Matt  
Neuburg ' s  
companion guide,

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Programming iOS

14.

C# 9 and .NET 5 –

Modern Cross-

Platform

Development

iOS 15 Application

Development for

Beginners

Programming in

Objective-C

Learning IOS

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Development  
iOS 9 App  
Development  
Essentials  
Dive Deep Into  
Views, View  
Controllers, and  
Frameworks  
Ready to build  
truly stunning  
apps for  
iPhone, iPad,

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and Apple  
Watch? This cookbook—written  
exclusively in  
Swift  
3—provides more  
than 120 proven  
solutions for  
tackling the  
latest features  
in iOS 10 and  
watchOS 3. With  
these code-rich

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recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking

functionality,  
the UI Testing  
framework, and  
many other  
features. This  
cookbook is  
ideal for  
intermediate  
and advanced  
iOS developers  
looking to work  
with the newest  
versions of

Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and

services  
through Siri  
Write your own  
iMessage  
extensions that  
allow added  
interactivity  
Work with  
features in  
Swift 3, Xcode  
8, and  
Interface  
Builder Build

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standalone apps  
for Apple Watch  
Create vibrant  
user interfaces  
with new UIKit  
features Use  
Spotlight APIs  
to make your  
app content  
searchable Add  
Picture in  
Picture  
playback

functionality  
to iPad apps  
Take advantage  
of MapKit and  
Core Location  
updates Use  
Apple's new UI  
Testing  
framework Liven  
up your UI with  
gravity and  
turbulence  
fields

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Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming

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language, Swift  
5. With this  
thoroughly  
updated guide,  
you'll learn  
the Swift  
language,  
understand  
Apple's Xcode  
development  
tools, and  
discover the  
Cocoa

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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

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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

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to tackle the  
details of iOS  
app development  
with author  
Matt Neuburg's  
companion  
guide,  
Programming iOS  
13.

If you're  
grounded in the  
basics of  
Swift, Xcode,

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and the Cocoa  
framework, this  
book provides a  
structured  
explanation of  
all essential  
real-world iOS  
app components.  
Through deep  
exploration and  
copious code  
examples,  
you'll learn

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how to create  
views,  
manipulate view  
controllers,  
and add  
features from  
iOS frameworks.  
Stay up-to-date  
on iOS 9  
innovations,  
such as the new  
layout  
constraint

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notation,  
expanded UIKit  
dynamics,  
revised unwind  
segues, iPad  
multitasking,  
and the  
Contacts  
framework. All  
example code is  
available on  
GitHub for you  
to download,

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study, and run.  
Create,  
arrange, draw,  
layer, and  
animate views  
that respond to  
touch Use view  
controllers to  
manage multiple  
interface  
screens Master  
interface  
classes for



scroll views,  
table views,  
text, popovers,  
split views,  
web views, and  
controls Dive  
into frameworks  
for sound,  
video, maps,  
and sensors  
Access user  
libraries:  
music, photos,

contacts, and  
calendar  
Understand  
further topics,  
including  
files,  
networking, and  
threads  
iOS 11, Swift  
4, and Xcode 9  
provide many  
new APIs for  
iOS developers.

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With this  
cookbook,  
you'll learn  
more than 170  
proven  
solutions for  
tackling the  
latest features  
in iOS 11 and  
watchOS 4,  
including new  
ways to use  
Swift and Xcode

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to make your  
day-to-day app  
development  
life easier.  
This collection  
of code-rich  
recipes also  
gets you up to  
speed on  
continuous  
delivery and  
continuous  
integration

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systems. Ideal  
for  
intermediate  
and advanced  
iOS developers  
looking to work  
with the newest  
version of iOS,  
these recipes  
include  
reusable code  
on GitHub, so  
you can put

them to work in  
your project  
right away.

Among the  
topics covered  
in this book:  
New features in  
Swift 4 and  
Xcode 9 Tools  
for continuous  
delivery and  
continuous  
integration

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Snapshot  
testing and  
test automation  
Creating  
document-based  
applications  
Updated Map  
view and Core  
Location  
features iOS  
11's Security  
and Password  
Autofill Data

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storage with  
Apple's Core  
Data Creating  
lively user  
interfaces with  
UI Dynamics  
Building  
iMessage  
applications  
and sticker  
packages  
Integrating  
Siri into your

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apps with Siri  
Kit Creating  
fascinating  
apps for Apple  
Watch

IOS 10

Programming  
Fundamentals  
with Swift

Programming IOS  
9

Programming iOS  
14

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The Bulgarian  
C# Book  
Objective-C,  
Xcode, and  
Cocoa Basics  
Programming iOS  
13

Move into iOS  
development by  
getting a firm grasp of  
its fundamentals,  
including the Xcode

IDE, the Cocoa Touch framework, and Swift 2.0—the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift 's object-oriented concepts, understand how to

use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift 's object-oriented concepts: variables and functions, scopes and namespaces,

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object types and  
instances Become  
familiar with built-in  
Swift types such as  
numbers, strings,  
ranges, tuples,  
Optionals, arrays,  
dictionaries, and sets  
Learn how to declare,  
instantiate, and  
customize Swift  
object types—enums,

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structs, and classes  
Discover powerful  
Swift features such as  
protocols and  
generics Catch up on  
Swift 2.0 innovations:  
option sets, protocol  
extensions, error  
handling, guard  
statements,  
availability checks,  
and more Tour the

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lifecycle of an Xcode  
project from  
inception to App  
Store Create app  
interfaces with nibs  
and the nib editor,  
Interface Builder  
Understand  
Cocoa ' s event-  
driven model and its  
major design patterns  
and features Find out

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how Swift  
communicates with  
Cocoa ' s C and  
Objective-C APIs  
Once you master the  
fundamentals, you'll  
be ready to tackle the  
details of iOS app  
development with  
author Matt  
Neuburg's  
companion guide,

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Programming iOS 9.  
If you 're grounded  
in the basics of Swift,  
Xcode, and the  
Cocoa framework,  
this book provides a  
structured  
explanation of all  
essential real-world  
iOS app components.  
Through deep  
exploration and

*Page 73/265*

copious code  
examples, you ' ll  
learn how to create  
views, manipulate  
view controllers, and  
add features from iOS  
frameworks. Create,  
arrange, draw, layer,  
and animate views  
that respond to touch  
Use view controllers  
to manage multiple

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screens of interface  
Master interface  
classes for scroll  
views, table views,  
collection views, text,  
popovers, split views,  
web views, and  
controls Dive into  
frameworks for  
sound, video, maps,  
and sensors Access  
user libraries: music,

photos, contacts, and  
calendar Explore  
additional topics,  
including files,  
networking, and  
threads Stay up-to-  
date on iOS 14  
innovations, such as:  
Control action  
closures and menus  
Table view cell  
configuration objects

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Collection view lists  
and outlines New  
split view controller  
architecture Pointer  
customization on  
iPad New photo  
picker and limited  
photos authorization  
Reduced accuracy  
location Color  
picker, new page  
control behavior,

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revised date pickers,  
and more! Want to  
brush up on the  
basics? Pick up iOS  
14 Programming  
Fundamentals with  
Swift to learn about  
Swift, Xcode, and  
Cocoa. Together with  
Programming iOS 14,  
you ' ll gain a solid,  
rigorous, and

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practical  
understanding of iOS  
14 development.  
Provides information  
on using iOS 4 to  
create applications  
for the iPhone, iPad,  
and iPod Touch.  
If you 're grounded  
in the basics of Swift,  
Xcode, and the  
Cocoa framework,

*Page 79/265*

this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you 'll learn how to create views, manipulate view controllers, and

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add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch. Use view controllers to manage multiple screens of interface. Master interface classes for scroll views, table views, text, popovers, split

views, web views, and  
controls Dive into  
frameworks for  
sound, video, maps,  
and sensors Access  
user libraries: music,  
photos, contacts, and  
calendar Explore files,  
networking, and  
threads Stay up-to-  
date on iOS 13  
innovations, such as:

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Symbol images Light  
and dark mode Sheet  
presentation Diffable  
data sources and  
compositional layout  
Context menus and  
previews Window  
scene delegates and  
multiple windows on  
iPad Want to brush  
up on the basics? Pick  
up iOS 13

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Programming  
Fundamentals with  
Swift to learn about  
Swift, Xcode, and  
Cocoa. Together with  
Programming iOS 13,  
you ' ll gain a solid,  
rigorous, and  
practical  
understanding of iOS  
13 development.

IOS 15 Programming

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for Beginners - Sixth  
Edition

IOS 9 Programming  
Fundamentals with  
Swift

iOS 12 Programming  
Fundamentals with  
Swift

Programming iOS 12

IOS 7 Programming  
Fundamentals

The Rust

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# Programming Language (Covers Rust 2018)

The official book on  
the Rust  
programming  
language, written  
by the Rust  
development team  
at the Mozilla  
Foundation, fully  
updated for Rust  
2018. The Rust

Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in

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combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages.

The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show

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you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

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- Ownership and borrowing, lifetimes, and traits
  - Using Rust's memory safety guarantees to build fast, safe programs
  - Testing, error handling, and effective refactoring
  - Generics, smart pointers, multithreading, trait

objects, and  
advanced pattern  
matching • Using  
Cargo, Rust's built-  
in package  
manager, to build,  
test, and document  
your code and  
manage  
dependencies •  
How best to use  
Rust's advanced  
compiler with  
compiler-led

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programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a

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command line tool,  
and a multithreaded  
server. New to this  
edition: An  
extended section on  
Rust macros, an  
expanded chapter  
on modules, and  
appendixes on Rust  
development tools  
and editions.

THE #1  
BESTSELLING  
BOOK ON

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## OBJECTIVE-C 2.0

Programming in

Objective-C 2.0

provides the new

programmer a

complete, step-by-

step introduction to

Objective-C, the

primary language

used to develop

applications for the

iPhone, iPad, and

Mac OS X

platforms. The book

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does not assume  
previous  
experience with  
either C or object-  
oriented  
programming  
languages, and it  
includes many  
detailed, practical  
examples of how to  
put Objective-C to  
use in your  
everyday  
iPhone/iPad or Mac

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OS X programming tasks. A powerful yet simple object-oriented programming language that 's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform but across

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many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take

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advantage of the Foundation framework ' s rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for the iPhone/iPad platform. Table of Contents 1 Introduction Part I: The Objective-C

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2.0 Language 2  
Programming in  
Objective-C 3  
Classes, Objects,  
and Methods 4 Data  
Types and  
Expressions 5  
Program Looping 6  
Making Decisions 7  
More on Classes 8  
Inheritance 9  
Polymorphism,  
Dynamic Typing,  
and Dynamic

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Variables and Data  
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Underlying C  
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Part II: The  
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Framework 14  
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Management 18  
Copying Objects 19  
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iPhone SDK 20  
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Cocoa 21 Writing  
iPhone Applications  
Part IV: Appendixes  
A Glossary B

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Objective-C 2.0  
Language Summary  
C Address Book  
Source Code D  
Resources  
Start building apps  
for iOS 9 with  
Apple's Swift  
programming  
language. If you're  
grounded in the  
basics of Xcode and  
the Cocoa  
framework, this

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book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and use iOS

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frameworks for adding features such as audio and video, access to user calendars and photos, and tracking the device's location.

Presents an introduction to Objective-C, covering such topics as classes and objects, data



types, program  
looping, inheritance,  
polymorphism,  
variables, memory  
management, and  
archiving.

Solutions and  
Examples for IOS  
Apps

Learn to develop  
iOS 9 apps using  
Xcode 7 and Swift 2  
Programming iOS 9  
Build iOS Apps by

*Page 105/265*

Learning Swift,  
Xcode, and SwiftUI  
in Just Four Weeks  
(English Edition)  
iOS and OS X  
Development  
Kickstart Your  
Mobile App  
Development  
Journey by Building  
IOS Apps with Swift  
5.5 and Xcode 13  
The goal of this  
book is to teach the

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skills necessary to build iOS 13 applications using SwiftUI, Xcode 11 and the Swift 5 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment

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together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in depth chapters introducing the Swift 5 programming language including data types, control

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flow, functions,  
object-oriented  
programming,  
property wrappers  
and error handling.  
An introduction to  
the key concepts of  
SwiftUI and project  
architecture is  
followed by a guided  
tour of Xcode in  
SwiftUI  
development mode.

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The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered include data handling using

state properties and both observable and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus and user interface navigation. The book also includes chapters covering

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graphics drawing,  
user interface  
animation, view  
transitions and  
gesture handling.  
Chapters are also  
provided explaining  
how to integrate  
SwiftUI views into  
existing UIKit-based  
projects and  
explains the  
integration of UIKit



code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source

code for which is also available for download. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 13 using SwiftUI. Assuming you are ready to download the iOS 13 SDK and Xcode

11 and have an Intel-based Mac you are ready to get started. Features hands-on sample projects and exercises designed to help programmers create iOS applications. If you're grounded in the basics of Objective-C and Xcode, this practical

guide takes you through the components you need for building your own iOS apps. With examples from real apps and programming situations, you'll learn how to create views, manipulate view controllers, and use iOS frameworks

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for adding features such as audio and video. Learn how to create, arrange, draw, layer, and animate views—and make them respond to touch Use view controllers to manage multiple screens of material in a way that's understandable to

users Explore UIKit interface widgets in-depth, such as scroll views, table views, text, web views, and controls Delve into Cocoa frameworks for sensors, maps, location, sound, and video Access user libraries: music, photos, address book, and calendar

Examine additional topics including files, threading, and networking New iOS 7 topics covered include asset catalogs, snapshots, template images, keyframe and spring view animation, motion effects, tint color, fullscreen views and bar

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underlapping,  
background  
downloading and  
app refresh, Text  
Kit, Dynamic Type,  
speech synthesis,  
and many others.  
Example projects  
are available on  
GitHub. Want to  
brush up on the  
basics? Pick up iOS  
7 Programming

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Fundamentals to learn about Objective-C, Xcode, and Cocoa language features such as notifications, delegation, memory management, and key-value coding. Together with Programming iOS 7, you'll gain a solid,

*Page 121/265*

rigorous, and  
practical  
understanding of  
iOS 7 development.  
Begin your iOS  
development  
journey using Swift  
4 and XCode 9 with  
this easy to learn,  
practical guide. Key  
Features Explore  
the latest features of  
iOS 11 and Swift 4

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to build robust  
applications  
Kickstart your iOS  
development career  
by building your first  
application from  
scratch Manage  
databases and  
integrate standard  
elements such as  
photos and GPS  
into your app Book  
Description You

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want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. So

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take advantage of  
this developer-  
friendly guide and  
start building  
applications that  
may just take the  
App Store by storm!  
Whether you're an  
experienced  
programmer or a  
complete novice,  
this book guides you  
through every facet

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of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey.

Experienced programmers can

*Page 126/265*

jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating

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new features,  
custom-rich  
notifications, drag  
and drop features,  
and the latest  
developments in  
SiriKit. With further  
guidance on beta  
testing with  
TestFlight, you'll  
quickly learn  
everything you need  
to get your project



on the App Store!  
What you will learn  
Get to grips with  
Swift 4 and Xcode  
9, the building  
blocks of Apple  
development Get to  
know the  
fundamentals of  
Swift 4, including  
strings, variables,  
constants, and  
control flow

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Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in

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SiriKit to create  
payment requests  
inside your app  
Collect valuable  
feedback with  
TestFlight before  
you release your  
apps on the App  
Store Who this book  
is for This book is  
for beginners who  
want to be able to  
create iOS

*Page 131/265*

applications. You do not need any knowledge of Swift or any prior programming experience. However, if you have some programming experience, this book is a great way to get a full understanding of

how to create an  
iOS application from  
scratch and submit  
it to the App Store

Cisco IOS XR  
Fundamentals

Learn the  
Fundamentals of  
IOS App

Development with  
Swift 4 and Xcode 9  
IOS 7 Programming  
Cookbook

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Swift in 30 Days  
Build intelligent  
apps, websites, and  
services with Blazor,  
ASP.NET Core, and  
Entity Framework  
Core using Visual  
Studio Code  
A Complete Guide  
to Programming in  
C++  
Designing iOS mobile  
apps using simple

*Page 134/265*

Swift codes and libraries. KEY FEATURES ? Combines the fundamentals of Swift and power-packed libraries, including SwiftUI. ? Includes graphical illustrations and step-by-step instructions on coding your first iOS application. ? Covers end-to-end iOS app

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development with code debugging and best practices.

DESCRIPTION 'Swift in 30 Days' teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified, pragmatic, and quick programming learning without much theory.

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The book examines the basics of Swift programming, fundamental Swift building blocks, how to write syntax, constructs, define classes, arrays, model data with interfaces, and several examples of Swift programming. The book will help you to create the

*Page 137/265*

environment for app development, including tools and libraries like Xcode and SwiftUI. You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application. You will have access to design patterns and learn

how to handle errors, debug, and work with protocols. By the end of this book, you will become a trusted Swift programmer and a successful iOS developer who will dive deeper into Apple's intelligent app programming challenge. WHAT YOU WILL LEARN ? Create an iOS app

*Page 139/265*

from scratch and learn fundamental Swift concepts such as operators and control flow. ? Create intuitive and intelligent user interfaces with an understanding of self-design and constraints. ? Recap OOP concepts and Swift protocol-based programming. ? Work with design patterns,

*Page 140/265*

write clean codes,  
and build expert  
tables and  
navigations. ? Work  
with Xcode and  
SwiftUI 2.0. WHO  
THIS BOOK IS FOR  
This book is for  
students, graduates,  
and entry-level coders  
who want to learn iOS  
app development  
without prior Swift or  
mobile app

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development  
experience. TABLE  
OF CONTENTS  
Week 1 (Beginner) 1.  
Building Your First  
App 2. Swift  
Programming Basics  
3. Auto Layout 4.  
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(Intermediate) 5.  
Optional Type and  
More 6. Code  
Structuring Week 3

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(Advanced) 7. OOP in  
Swift 8. Protocols and  
Delegates Week 4  
(Bonus) 9. Error  
handling and  
Debugging 10.  
SwiftUI  
Learn iOS App  
development with  
advanced Apple  
technology and  
developer-centric  
tools. KEY  
FEATURES ? Loaded

*Page 143/265*

with core developer tools, including SwiftUI, Xcode, and CoreML. ? Covers app architecture, design patterns, and mobile hardware use in app development. ? Numerous examples covering database, GPS, image recognition, and ML.

**DESCRIPTION** This book is a step-by-

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step, hands-on guide  
for Apple developers  
to build iOS apps  
using Swift  
programming with  
minimal effort. This  
book will help develop  
the knowledge and  
skills necessary to  
program Apple  
applications  
independently. This  
book introduces you  
to Swift, SwiftUI,

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MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user

interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core

*Page 147/265*

Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices

*Page 148/265*

in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ? Develop practical skills in Swift

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programming, Xcode,  
and SwiftUI. ? Learn  
to work around the  
database, file  
handling, and  
networking while  
building apps. ?  
Utilize the capabilities  
of mobile hardware to  
include sound,  
images, and videos. ?  
Bring machine  
learning capabilities  
using the Core ML

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framework. ?  
Integrate features  
such as App Gestures  
and Core Location  
into iOS applications.  
? Utilize mobile  
design patterns and  
maintain a clean  
coding style. WHO  
THIS BOOK IS FOR  
This book is ideal for  
beginners in  
programming,  
students, and

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professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required.

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1. Getting Started with Xcode

2. Swift

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Enumerations 4.  
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and Error Handling 5.  
TabBar, TableView,  
and CollectionView 6.  
User Interface Design  
with SwiftUI 7.  
Database with SQLite  
and Core Data 8. File  
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Learning with Core  
ML 13. Networking in  
iOS Apps 14. Mobile  
App Patterns and  
Architectures 15.  
Publish iOS App on  
App Store  
Move into iOS  
development by  
getting a firm grasp of

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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

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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

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and Objective-C In this edition, catch up on the latest iOS programming features. Multiline strings and improved dictionaries Object serialization Key paths and key–value observing Expanded git integration Code refactoring And more! Overcome the vexing issues you're likely to

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face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK--including ways to store and protect data, send and receive notifications,

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enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

Learn Swift  
Programming and  
Build iPhone Apps  
with SwiftUI and  
Xcode 13 (English  
Edition)  
IOS 10 Swift  
Programming  
Cookbook

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Programming IOS 11  
Learn IOS 11  
Programming with  
Swift 4  
Programming IOS 4  
iOS 11 Swift  
Programming  
Cookbook  
Cisco IOS XR  
Fundamentals is a  
systematic,  
authoritative guide  
to configuring



routers with Cisco  
IOS® XR, the next-  
generation flagship  
Cisco® Internet  
operating system. In  
this book, a team of  
Cisco experts brings  
together quick,  
authoritative, and  
example-rich  
reference  
information for all  
the commands most

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frequently used to configure and troubleshoot Cisco IOS XR-based routers in both service provider and enterprise environments. The authors walk you through the details of the Cisco IOS XR architecture and explain commands

in the new Cisco  
IOS XR CLI  
wherever required.  
They present  
concise  
explanations of  
service provider  
requirements and  
internetwork theory,  
backed by proven  
sample  
configurations for  
IOS XR services,

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MPLS, multicast,  
system  
management,  
system security,  
routing, and  
interfaces. Cisco  
IOS XR

Fundamentals is an  
indispensable  
resource for  
designing,  
implementing,  
troubleshooting,

*Page 164/265*

administering, or  
selling networks  
containing Cisco  
IOS XR–supported  
routers. This is the  
only Cisco IOS XR  
book that: Clearly  
explains how Cisco  
IOS XR meets the  
emerging  
requirements of  
both current and  
future networks

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Gives network professionals extensive information for simplifying migration and taking full advantage of Cisco IOS XR's new power Presents detailed, tested configuration examples that network

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professionals can  
apply in their own  
networks Walks  
through using new  
Cisco IOS XR  
features and the In-  
Service Software  
Upgrade (ISSU)  
process to minimize  
downtime and cost  
Use Cisco IOS XR  
to deliver superior  
scalability,

*Page 167/265*

availability, security,  
and service  
flexibility

Understand the  
Cisco IOS XR  
distributed, modular  
architecture Design,  
implement, and  
troubleshoot  
networks containing  
Cisco IOS  
XR-supported  
routers Configure

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Cisco IOS XR  
routing, including  
RIP, IS-IS, OSPF,  
and EIGRP Learn  
BGP  
implementation  
details specific to  
Cisco IOS XR and  
using RPL to  
influence policies  
Manage IP  
addresses and  
Cisco IOS XR

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services Secure  
Cisco IOS XR using  
standard and  
extended ACLs,  
prefix lists, and  
uRPF Master all  
facets of MPLS  
configuration,  
including LDP,  
L3VPN, and TE  
Configure PIM,  
IGMP, and static RP  
multicast Optimize

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networks using  
advanced Cisco IOS  
XR features,  
including secure  
domain routers  
Learn building  
blocks of Multishelf,  
and understand  
configurations and  
migration  
techniques This  
book is part of the  
Cisco Press®

*Page 171/265*

Fundamentals  
Series. Books in this  
series introduce  
networking  
professionals to new  
networking  
technologies,  
covering network  
topologies, sample  
deployment  
concepts, protocols,  
and management  
techniques.

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Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK. You'll learn to avoid the most common

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pitfalls, while exploring the expressive Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C

*Page 174/265*

language is the key to unlocking its awesome potential as a mobile computing platform. Objective C's concise, rich syntax and feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from

any background a smooth transition into mobile app development for the iPhone. About the Book Objective-C Fundamentals guides you gradually from your first line of Objective-C code through the process of building native apps for the

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iPhone. Starting with chapter one, you'll dive into iPhone development by building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By

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working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is

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required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

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What's Inside  
Objective-C from  
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Xcode 4 Examples  
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iPhone Table of  
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Building your first

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iOS application Data  
types, variables,  
and constants An  
introduction to  
objects Storing data  
in collections PART  
2 BUILDING YOUR  
OWN OBJECTS  
Creating classes  
Extending classes  
Protocols Dynamic  
typing and runtime  
type information

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Memory  
management PART  
3 MAKING  
MAXIMUM USE OF  
FRAMEWORK  
FUNCTIONALITY  
Error and exception  
handling Key-Value  
Coding and  
NSPredicate  
Reading and writing  
application data  
Blocks and Grand

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Central Dispatch

Debugging

techniques

This guide was

written for readers

interested in

learning the C++

programming

language from

scratch, and for both

novice and

advanced C++

programmers

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wishing to enhance  
their knowledge of  
C++. The text is  
organized to guide  
the reader from  
elementary  
language concepts  
to professional  
software  
development, with in  
depth coverage of  
all the C++  
language elements

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en route.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3-the latest version of Apple's acclaimed programming language. With this

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thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Once you master

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the fundamentals,  
you'll be ready to  
tackle the details of  
iOS app

development with  
author Matt

Neuburg's

companion guide,

Programming iOS

10 .

Programming iOS 7

Xcode 5 Start to

Finish

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Fundamentals of  
iPhone, iPad, and  
iPod Touch  
Development  
Fundamentals of  
Computer  
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Dive Deep into  
Views, View  
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Frameworks  
Use Xcode 5 to  
Write Great iOS  
and OS X Apps!  
Xcode 5 Start to  
Finish will help you  
use the tools in  
Apple's Xcode 5  
to improve  
productivity, write  
great code, and  
leverage the

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newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice

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Xcode workflow.  
Through three full  
sample projects,  
you'll learn to  
integrate testing,  
source control,  
and other key skills  
into a high-  
efficiency process  
that works.

Anderson shows  
you better ways to

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storyboard,  
instrument, build,  
and compile code,  
and helps you  
apply innovations  
ranging from Quick  
Look to Preview  
Assistant. By the  
time you're  
finished, you'll  
have the advanced  
Xcode skills to

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develop  
outstanding  
software.

Coverage includes

Setting

breakpoints and  
tracing execution  
for active

debugging

Creating libraries  
by adding and  
building new

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targets Integrating  
Git or Subversion  
version control  
Creating iOS  
projects with MVC  
design Designing  
Core Data  
schemas for iOS  
apps Linking data  
models to views  
Designing UI views  
with Interface

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Builder Using the  
improved Xcode 5  
Autolayout editor  
Improving  
reliability with unit  
testing Simplifying  
iOS provisioning  
Leveraging  
refactoring and  
continual error  
checking Using OS  
X bindings,

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bundles,  
packages,  
frameworks, and  
property lists  
Localizing your  
apps Controlling  
how Xcode builds  
source code into  
executables  
Analyzing  
processor and  
memory usage

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with Instruments  
Integrating with  
Mavericks  
Server's sleek  
continuous  
integration system  
Register your book  
at [www.informit.com/register](http://www.informit.com/register) for  
access to this  
title's  
downloadable

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code.

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components.

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Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and

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animate views that  
respond to touch  
Use view  
controllers to  
manage multiple  
screens of  
interface Master  
interface classes  
for scroll views,  
table views, text,  
popovers, split  
views, web views,

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and controls Dive  
into frameworks for  
sound, video,  
maps, and sensors  
Access user  
libraries: music,  
photos, contacts,  
and calendar  
Explore additional  
topics, including  
files, networking,  
and threads Stay

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up-to-date on iOS  
12 innovations,  
such as User  
Notification  
framework  
improvements, as  
well as changes in  
Xcode 10 and  
Swift 4.2. All  
example code is  
available on  
GitHub for you to

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download, study,  
and run. Want to  
brush up on the  
basics? Pick up  
iOS 12

Programming  
Fundamentals with  
Swift to learn  
about Swift,  
Xcode, and  
Cocoa. Together  
with Programming

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iOS 12, you'll gain a solid, rigorous, and practical understanding of iOS 12 development. Move into iOS development by getting a firm grasp of its fundamentals, including the

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Xcode 13 IDE,  
Cocoa Touch, and  
the latest version  
of Apple's  
acclaimed  
programming  
language, Swift  
5.5. With this  
thoroughly  
updated guide,  
you'll learn the  
Swift language,

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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,

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and generics  
Tour the life cycle of an Xcode project  
Learn how nibs are loaded  
Understand Cocoa's event-driven design  
Communicate with C and Objective-C  
In this edition, catch up on the

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latest iOS  
programming  
features:  
Structured  
concurrency:  
async/await, tasks,  
and actors Swift  
native formatters  
and attributed  
strings Lazy locals  
and throwing  
getters Enhanced

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collections with the  
Swift Algorithms  
and Collections  
packages Xcode  
tweaks: column  
breakpoints,  
package  
collections, and  
Info.plist build  
settings  
Improvements in  
Git integration,

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localization, unit  
testing,  
documentation,  
and distribution  
And more!  
Swift is very easy  
to learn and it's  
more readable  
than most  
programming  
languages. It  
allows you to build

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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

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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

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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.

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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

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anyone seeking to  
discover the  
easiest way to  
create apps for  
Apple devices.  
Covers iOS 12 and  
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Development Swift  
Playgrounds User  
Interaction Camera

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& Photo Library  
Location & Table  
Views Firebase:  
Login & Database  
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IOS 15  
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Swift  
SwiftUI Essentials  
- iOS Edition  
Swift Programming  
in easy steps  
A Hands-on Guide  
to the  
Fundamentals of  
IOS Programming  
iOS 14  
Programming  
Fundamentals with

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# Swift Swift, Xcode, and Cocoa Basics

Publisher's Note:

Microsoft will stop supporting .NET 5 in early May 2022. A new edition of this book is available that uses .NET 6 (an LTS release with support up until

November 2024),  
C# 10, and Visual  
Studio 2022, as well  
as Visual Studio  
Code. Key Features

- Explore the  
newest additions to  
C# 9, the .NET 5  
class library, Entity  
Framework Core  
and Blazor •

Strengthen your  
command of

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ASP.NET Core 5.0  
and create  
professional  
websites and  
services • Build  
cross-platform apps  
for Windows,  
macOS, Linux, iOS,  
and Android Book  
Description In C# 9  
and .NET 5 –  
Modern Cross-  
Platform

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Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating

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systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features

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such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving

performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or

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mobile apps using Xamarin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the

C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Mo

del-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn

- Build your own

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types with object-oriented programming • Query and manipulate data using LINQ • Build websites and services using ASP.NET Core 5 • Create intelligent apps using machine learning • Use Entity Framework

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Core and work with relational databases

- Discover Windows app development using the Universal Windows Platform and XAML
- Build rich web experiences using the Blazor framework
- Build mobile applications for iOS and Android

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using  
Xamarin.Forms  
Who this book is for  
This book is best for  
C# and .NET  
beginners, or  
programmers who  
have worked with  
C# in the past but  
feel left behind by  
the changes in the  
past few years. This  
book doesn't

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expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics

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(STEM) background can certainly benefit from this book.

Table of Contents •  
Hello, C#! Welcome, .NET Core! •  
Speaking C# •  
Controlling Flow and  
Converting Types •  
Writing, Debugging,  
and Testing  
Functions • Building  
Your Own Types

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with Object-Oriented  
Programming •  
Implementing  
Interfaces and  
Inheriting Classes •  
Understanding and  
Packaging .NET  
Types • Working  
with Common .NET  
Types • Working  
with Files, Streams,  
and Serialization  
(N.B. Please use

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the Look Inside  
option to see further  
chapters) Review  
"Mark Price's  
extraordinary book  
covers every aspect  
of C# 9 and .NET 5.  
It is filled with step-  
by-step  
demonstrations and  
will be of  
tremendous value  
both to those who

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want to learn C#  
and to more  
experienced C#  
programmers  
making the  
transition to C# 9.  
Highly  
recommended!" --  
Jesse Liberty -  
author of  
Programming C#  
and Learning C#  
(O'Reilly Media)

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If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code

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examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface

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Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore

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additional topics,  
including files,  
networking, and  
threads Stay up-to-  
date on iOS 11  
innovations, such  
as: Drag and drop  
Autolayout changes  
(including the new  
safe area)  
Stretchable  
navigation bars  
Table cell swipe

buttons Dynamic  
type improvements  
Offline sound file  
rendering, image  
picker controller  
changes, new map  
annotation types,  
and more All  
example code (now  
rewritten in Swift 4)  
is available on  
GitHub for you to  
download, study,

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and run. Want to brush up on the basics? Pick up iOS 11 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 11, you'll gain a solid, rigorous, and practical understanding of

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iOS 11  
development.  
iOS 9 App  
Development  
Essentials is latest  
edition of this  
popular book series  
and has now been  
fully updated for the  
iOS 9 SDK, Xcode 7  
and the Swift 2  
programming  
language. Beginning

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with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 9 and programming in Swift is provided, followed by an in-depth look at the design of iOS

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applications and user interfaces. More advanced topics such as file handling, database management, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition,

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multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, App

Store hosted in-app purchase content, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Additional features of iOS development using Xcode 7 are also covered, including Swift

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playgrounds,  
universal user  
interface design  
using size classes,  
app extensions,  
Interface Builder  
Live Views,  
embedded  
frameworks,  
CloudKit data  
storage and  
TouchID  
authentication. The

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key new features of iOS 9 and Xcode 7 are also covered in detail, including new error handling in Swift 2, designing Stack View based user interfaces, multiple storyboard support, iPad multitasking, map flyover support, 3D Touch and Picture-

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in-Picture media playback. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 9. Assuming you are ready to download the iOS 9 SDK and Xcode 7, have an Intel-based Mac and ideas for

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some apps to develop, you are ready to get started. "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

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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 9 Programming  
Fundamentals with  
Swift  
Programming IOS 6  
Master the  
fundamentals of  
programming in  
Swift 4  
iOS 11

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# Programming Fundamentals with Swift

Programming in  
Objective-C 2.0

Beginning Swift

Provides information  
on using iOS 6 to  
create applications  
for the iPhone, iPad,  
and iPod Touch.

Swift greatly  
simplifies the

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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

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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

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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

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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

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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

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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

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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.

Move into iOS  
development by

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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

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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

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development with  
author Matt  
Neuburg's  
companion guide,  
Programming iOS  
12.

IOS Development  
with Swift  
iOS 13  
Programming  
Fundamentals with  
Swift  
Solutions and

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# Examples for iOS Apps