

## Document Outline Xcode

iOS 6 Foundations iPhone Programming Swift for Beginners Swift Programming Mac Application Development by Example Beginning iPhone Development with Swift 5 Swift 5 for Absolute Beginners Learn Xcode Tools for Mac OS X and iPhone Development iOS 8 for Programmers Cocoa Programming for OS X Beginning iPhone Development iOS 8 App Development Essentials - Second Edition Objective-C Programming iOS 9 Programming Fundamentals with Swift macOS Programming for Absolute Beginners iOS 8 Application Development in 24 Hours, Sams Teach Yourself Beginning Xcode: Swift Edition iOS 7 Programming Fundamentals Xcode 5 Start to Finish iOS App Development For Dummies iOS 14 Programming Fundamentals with Swift iOS 11 App Development Essentials Swift in 24 Hours, Sams Teach Yourself iOS Core Animation Cocoa and Objective-C: Up and Running Xcode 6 Start to Finish Beginning Xcode Mastering Xcode Beginning iPhone Development with Swift 3 Swift for Beginners Xcode 6 Essentials Building Cocoa Applications Beginning iPad Development for iPhone Developers iOS Apps for Masterminds 3rd Edition Objective-C for Absolute Beginners Ubuntu 20.04 Essentials Creating iOS Apps Mastering iOS 12 Programming Objective-C Programming For Dummies Beginning ARKit for iPhone and iPad

### iOS 6 Foundations

It's in magazines and newspapers, it's on television and radio, it's on buses and billboards and pretty much everywhere you look. The iPad is the touchscreen tablet from Apple, representing the next generation of mobile computing. Packed with dozens of new features, the iOS 3.2 SDK enables you to build sophisticated, desktop-quality apps for this exciting new platform. Every iPhone and iPod touch app developer looking to take the next step and move into the iPad arena will want to read this book from cover to cover. Beginning iPad Development for iPhone Developers: Mastering the iPad SDK has all the answers, and you'll find them presented with the same easy-to-follow style and thorough coverage you've come to expect from titles like Beginning iPhone 3 Development—everything an aspiring iPad developer needs to know to create great apps. Best-selling authors Jack Nutting, Dave Wooldridge, and Dave Mark show iPhone developers how to master all of the iPad-exclusive frameworks and features, which are explained, demonstrated in action, and put through their paces in this comprehensive programming guide. You'll get a detailed understanding of the new feature set and gain every possible advantage in the iTunes App Store.

### iPhone Programming

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 hands-on 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](http://www.peachpit.com/swiftbeginners) includes additional resources.

### **Swift for Beginners**

You have a great idea for an app, but where do you begin? Objective-C is the universal language of iPhone, iPad, and Mac apps, and Objective-C for Absolute Beginners, Second Edition starts you on the path to mastering this language and its latest release. Using a hands-on approach, you'll learn how to think in programming terms, how to use Objective-C to construct program logic, and how to synthesize it all into working apps. Gary Bennett, an experienced app developer and trainer, will guide you on your journey to becoming a successful app developer. If you're looking to take the first step towards App Store success, Objective-C for Absolute Beginners is the place to start.

### **Swift Programming**

The professional programmer's Deitel® guide to iPhone® and iPad® app development using iOS® 8, Swift™, Xcode® 6, and Cocoa Touch® This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel “app-driven approach”—a variant of Deitel's live-code approach—concepts are presented in the context of complete working iOS apps, rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book's source code is available at: [www.deitel.com/books/iOS8FP1](http://www.deitel.com/books/iOS8FP1). You'll quickly learn everything you need to start building iOS 8 apps—beginning with a test-drive of the Tip Calculator app in Chapter 1, then building your first apps in Chapter 2 with visual programming and in Chapter 3 with Swift. By the time you reach Chapter 9, you'll be ready to create your own apps for submission to the App Store. We'll overview the submission process, including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet public relations and more.

### **Mac Application Development by Example**

Arguably one of the most highly regarded and widely used enterprise level operating systems available today is the Ubuntu 20.04 distribution. Not only is it considered to be among the most stable and reliable operating systems, it is also backed by the considerable resources and technical skills of Canonical, Ltd. Ubuntu 20.04 Essentials is designed to provide detailed information on the installation, use and administration of the Ubuntu 20.04 distribution. For beginners, the book covers topics such as operating system installation, the basics of the GNOME desktop environment, configuring email and web servers and installing packages and system updates. Additional installation topics such as dual booting with Microsoft Windows are also covered, together with all important security topics such as configuring a firewall and user and group administration. For the experienced user, topics such as remote desktop access, the Cockpit web interface, logical volume management (LVM), disk partitioning, swap management, KVM virtualization, Secure Shell (SSH), Linux Containers and file sharing using both Samba and NFS are covered in detail to provide a thorough overview of this enterprise class operating system.

### **Beginning iPhone Development with Swift 5**

Become a professional iOS developer with the most in-depth and advanced guide to Swift, Xcode 10, ARKit, and Core ML Key Features Explore the extensive world of iOS development through practical examples Gain detailed insights into core iOS programming concepts such as app extensions and performance Extend your iOS apps by adding augmented reality and machine learning capabilities Book Description The iOS development environment has significantly matured, and with Apple users spending more money in the App Store, there are plenty of development opportunities for professional iOS developers. However, the journey to mastering iOS development and the new features of iOS 12 is not straightforward. This book will help you make that transition smoothly and easily. With the help of Swift 4.2, you'll not only learn how to program for iOS 12, but also how to write efficient, readable, and maintainable Swift code that maintains industry best practices. Mastering iOS 12 Programming will help you build real-world applications and reflect the real-world development flow. You will also find a mix of thorough background information and practical examples, teaching you how to start implementing your newly gained knowledge. By the end of this book, you will have got to grips with building iOS applications that harness advanced techniques and make best use of the latest and greatest features available in iOS 12. What you will learn Build a professional iOS application using Xcode 10 and Swift 4.2 Use AutoLayout to create complex layouts that look great on every device Delve into advanced animations with UIViewPropertyAnimator and UIKit Dynamics Enhance your app by using instruments and building your own profiling tools Integrate iMessage, Siri, and more in your app through app extensions Train and use machine learning models with Core ML 2 and Create ML Create engaging augmented reality experiences with ARKit 2 Who this book is for If you're a developer with some experience in iOS programming and want to enhance your skills by unlocking the full potential of the latest iOS version with Swift to build great applications, this book is for you.

## **Swift 5 for Absolute Beginners**

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you through the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, *Beginning iPhone Development with Swift 3* offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

**What You Will Learn**  
Develop your own bestselling iPhone and iPad apps  
Utilize Swift playgrounds  
Display data in Table Views  
Draw to the screen using Core Graphics  
Use iOS sensor capabilities to map your world  
Get your app to work with iCloud and more

**Who This Book is For**  
Anyone who wants to start developing for iPhone and iPad.

## **Learn Xcode Tools for Mac OS X and iPhone Development**

The team that brought you the bestselling *Beginning iPhone Development*, the book that taught the world to program on the iPhone, is back again, bringing this definitive guide up-to-date with Apple's latest and greatest new iOS 8 and its SDK, as well as with the latest version of Xcode (6.1). You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using Xcode 6.1 and the latest 64-bit iOS 8-specific project templates, and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, *Beginning iPhone Development* offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode 6.1 and the iOS 8 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

## **iOS 8 for Programmers**

Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll also learn about touch gestures, table views, and collection views for displaying data on a user interface. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple application. You'll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers, tab bars, tool bars, page views, and split views that are particularly useful on the larger screens of the iPad and certain iPhone models. And there's much more! Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps. Once you're ready, move on to Pro iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the Swift language. What You Will Learn Discover what data persistence is, and why it's important Build cool, crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.

## **Cocoa Programming for OS X**

In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color—figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables,

Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

### **Beginning iPhone Development**

Build solid applications for Mac OS X, iPhone, and iPod Touch, regardless of whether you have basic programming skills or years of programming experience. With this book, you'll learn how to use Apple's Cocoa framework and the Objective-C language through step-by-step tutorials, hands-on exercises, clear examples, and sound advice from a Cocoa expert. Cocoa and Objective-C: Up and Running offers just enough theory to ground you, then shows you how to use Apple's rapid development tools -- Xcode and Interface Builder -- to develop Cocoa applications, manage user interaction, create great UIs, and more. You'll quickly gain the experience you need to develop sophisticated Apple software, whether you're somewhat new to programming or just new to this platform. Get a quick hands-on tour of basic programming skills with the C language Learn how to use Interface Builder to quickly design and prototype your application's user interface Start using Objective-C by creating objects and learning memory management Learn about the Model-View-Controller (MVC) method of sharing data between objects Understand the Foundation value classes, Cocoa's robust API for storing common data types Become familiar with Apple's graphics frameworks, and learn how to make custom views with AppKit

### **iOS 8 App Development Essentials - Second Edition**

### **Objective-C Programming**

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 hands-on 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](http://www.peachpit.com/swiftbeginners) includes additional resources.

### **iOS 9 Programming Fundamentals with Swift**

A step-by-step guide to understanding object-oriented programming with Objective-C As the primary programming language for iPhone, iPad, and Mac OS X applications, Objective-C is a reflective, object-oriented language that all programmers must know before creating apps. Assuming no prior programming language experience, this fun-and-friendly book provides you with a solid understanding of Objective-C. Addressing the latest version of Xcode, debugging, code completion, and more, veteran author Neal Goldstein helps you gain a solid foundation of this complex topic, and filters out any unnecessary intricate technical jargon. Assumes no prior knowledge of programming and keeps the tone clear and entertaining Explains complicated topics regarding Objective-C with clarity and in a straightforward-but-fun style that has defined the For Dummies brand for 20 years Features all material completely compliant with the latest standards for Objective-C and Apple programming Objective-C Programming For Dummies is the ideal beginner book if your objective is to venture into iPhone, iPad, and Mac OS X development for the first time!

### **macOS Programming for Absolute Beginners**

This book will give you a thorough grounding in the principal and supporting tools and technologies that make up the Xcode developer tools suite. Apple has provided a comprehensive collection of developer tools, and this is the first book to examine the complete Apple programming environment for both Mac OS X and iPhone. Comprehensive coverage of all the Xcode developer tools Additional coverage of useful third-party development tools Not just a survey of features, but a serious examination of the complete development process for Mac OS X and iPhone applications

### **iOS 8 Application Development in 24 Hours, Sams Teach Yourself**

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 12 IDE, Cocoa Touch, and the 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 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 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 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, Programming iOS 14.

### **Beginning Xcode: Swift Edition**

This book is aimed at developers who want to make applications for Apple devices with Xcode. iOS developers who have experience using other frameworks and languages can now migrate to Xcode and build creative, native apps.

### **iOS 7 Programming Fundamentals**

Core Animation is the technology underlying Apple's iOS user interface. By unleashing the full power of Core Animation, you can enhance your app with impressive 2D and 3D visual effects and create exciting and unique new interfaces. In this in-depth guide, iOS developer Nick Lockwood takes you step-by-step through the Core Animation framework, building up your understanding through sample code and diagrams together with comprehensive explanations and helpful tips. Lockwood demystifies the Core Animation APIs, and teaches you how to make use of Layers and views, software drawing and hardware compositing Layer geometry, hit testing and clipping Layer effects, transforms and 3D interfaces Video playback, text, tiled images, OpenGL, particles and reflections Implicit and explicit animations Property animations, keyframes and transitions Easing, frame-by-frame animation and physics Performance tuning and much, much more! Approximately 356 pages.

### **Xcode 5 Start to Finish**

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

## **iOS App Development For Dummies**

### **iOS 14 Programming Fundamentals with Swift**

Explore how to use ARKit to create iOS apps and learn the basics of augmented reality while diving into ARKit specific topics. This book reveals how augmented reality allows you to view the screen on an iOS device, aim the camera at a nearby scene, and view both the real items in that scene as well as a graphic image overlaid on to that scene. You'll start by accessing the camera and teaching your app to track the world around its device. You'll then see how to position nodes and create augmented reality shapes and textures. Next you'll have your creations interact with their environment by programming workable physics, detecting planes, measuring distance, and applying virtual force. Finally you'll learn how to hit test and troubleshoot your applications to ensure they interact with the real world around them seamlessly. ARKit is Apple's software framework for creating augmented reality apps on iOS devices such as the iPhone and iPad. Unlike virtual reality that creates an entirely artificial world for the user to view and explore, Beginning ARKit for iPhone and iPad will show you how augmented reality places artificial items in an actual scene displayed by an iOS device's camera. What You'll Learn Access the camera Use ARKit's hit testing for tracked geometry Apply and combine real world and virtual physics Who This Book Is For Programmers familiar with the basics of Swift programming who want to dive into developing iOS applications with Swift.

### **iOS 11 App Development Essentials**

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, 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, 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 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 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, Programming iOS 9.

## **Swift in 24 Hours, Sams Teach Yourself**

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

## **IOS Core Animation**

Get up and running with Apple's latest version of Xcode, and see how to use Swift in Xcode to build a variety of projects. 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 8, to complement the latest iOS 10. 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. What You'll learn Use Swift and new Swift-related features in Xcode Get started with Xcode, using Workspaces, Interface Builder, storyboarding, tables/collection views and more Take advantage of Xcode's vast libraries, frameworks and bundles Create exciting interactive apps for iPhone or iPad using Sprite Kit, Map Kit, and other Apple technologies Share your app using organizer, localization, auto layout, and more Who this book is for Those with some Objective-C/Cocoa and/or iOS SDK app development experience, but want to be more efficient in writing and testing their code, and people who want to know in-depth examples of Swift in Xcode.

## **Cocoa and Objective-C: Up and Running**

Learn how to code for the iMac, Mac mini, Mac Pro, and MacBook using Swift, Apple's hottest programming language. Fully updated to cover the new MacBook Touch Bar, macOS Programming for Absolute Beginners will not only teach complete programming novices how to write macOS programs, but it can also help experienced programmers moving to the Mac for the first time. You will learn the principles of programming, how to use Swift and Xcode, and how to combine your

knowledge into writing macOS programs. If you've always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages, then you'll want to learn Swift. Swift is your gateway to both Mac and iOS app development while being powerful and easy to learn at the same time, and macOS Programming for Absolute Beginners is the perfect place to start - add it to your library today. What You'll Learn/div Master the basic principles of object-oriented programming Use Xcode, the main programming tool used for both macOS and iOS development See what makes Swift unique and powerful as a programming language and why you should learn it Create macOS programs using Swift and Xcode Apply interface principles that follow Apple's Human Interface Guidelines Take advantage of the new Touch Bar Who This Book Is For People who want to learn programming for the first time and for experienced programmers wanting to learn Xcode and the Mac for the first time.

### **Xcode 6 Start to Finish**

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 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 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 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 develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new 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 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, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage 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 code.

### **Beginning Xcode**

With more than 600 million iOS devices sold, Apple's booming mobile platform provides a immense and continuously growing app market for developers. And with each update to the iOS SDK, Apple offers the richest set of additional developer tools. iOS 7.0 is no exception. iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps. You will hone your development skills by creating a complete, full-

featured mobile application. You'll learn to build an intuitive and beautiful user interface, beginning with linking View Controllers in the Storyboard and then adding custom drawn views. Next, you will learn how to use iCloud storage and Core Data to manage an app's data model, synchronizing data across multiple devices. Then you will learn ways to make your app stand out, using more advanced iOS techniques like UIKit Dynamics and UIMotionEffects. Finally, Richard shows you how to prepare your app for submission to the App Store, getting it in front of iOS users around the world. This book includes: Real-world guidance and advice Insight into the current best practices from an iOS programming expert An essential introduction to the Objective-C language and Cocoa design patterns Coverage of key iOS 7.0 technologies, including the asset catalog, dynamic fonts, UIKit Dynamics, UIMotionEffects, Sprite Kit, and more.

### **Mastering Xcode**

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.

### **Beginning iPhone Development with Swift 3**

iOS 8 App Development Essentials is latest edition of this popular book series and has now been fully updated for the Swift 1.2 programming language, the iOS 8 SDK and Xcode 6.3. Beginning 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 8 and programming in Swift is provided, followed by an in-depth look at the design of iOS 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, 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, collection views, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. The key new features of the iOS 8 SDK and Xcode 6 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The aim of this book is to teach the range of skills necessary to build apps for iOS 8. iOS 8 App Development Essentials takes a modular approach to

the subject of iOS 8 application development for both the iPhone and iPad, with each chapter covering a self contained topic area consisting of detailed explanations, examples and step-by-step tutorials. This makes the book both an easy to follow learning aid and an excellent reference resource.

### **Swift for Beginners**

A practical introduction for using iOS 6 to create universalapps If you have prior experience programming in an object-orientedlanguage and are eager to start building universal apps for iPadand iPhone (including the iPod touch), then this is the book foryou! Using the latest version of iOS (iOS 6) along with the latestversion of Xcode (Xcode 4.5), this book is a practical introductionrather than just a catalog of components. Full-color and packedwith groundbreaking, innovative designs, this book teaches you howto create eye-catching, unique apps. Teaches you the various aspects of iOS development, beginningwith getting started with iOS 6, getting Up to Speed with Xcode,and learning the tools and Objective-C Reviews building the user interface with Xcode and InterfaceBuilder Details how to set up your app in iTunes connect and distributeit through the app store Walks you through adding features like geo-location and twittersharing Helps you avoid common pitfalls and design decisions related touser experience and iOS programming iOS 6 Foundations is organized so that each chapterbuilds on the previous, providing you with a finished app by theend of the book.

### **Xcode 6 Essentials**

This book is a beginners guide that teaches the topic using a learn by example method. This book is for people who are programming beginners and have a great idea for a Mac OS X app and need to get started.

### **Building Cocoa Applications**

In just 24 lessons of one hour or less, Sams Teach Yourself Swift in 24 Hours helps you build next-generation OS X and iOS apps with Apple's new Swift programming language. This book's straightforward, step-by-step approach helps you quickly master Swift's core concepts, structure, and syntax and use Swift to write safe, powerful, modern code. In just a few hours you'll be applying advanced features such as extensions, closures, protocols, and generics. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Swift development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to Set up your Swift development environment Master Swift's fundamental data types and operators Make the most of arrays and dictionaries Control program flow, modify execution paths, and iterate code Perform complex

actions with functions Work with higher-order functions and closures Harness the power of structs, enums, classes, and class inheritance Customize initializers of classes, structs, and enums Implement instance methods, type methods, and advanced type functionality Take full advantage of Swift's advanced memory allocation Extend type functionality with protocols and extensions Leverage the power of generics, chaining, and other advanced features Interoperate with Objective-C code Interact with user interfaces Take advantage of Swift's Standard Library features and functions Who Should Read this Book Beginner-intermediate level programmers Advanced programmers who are not yet familiar with Swift can benefit

### **Beginning iPad Development for iPhone Developers**

Use Xcode 6 to Craft Outstanding iOS and OS X Apps! Xcode 6 Start to Finish will help you use Apple's Xcode 6 tools to improve productivity, write great code, and leverage the newest iOS 8 and OS X Yosemite features, including Apple's new Swift programming language. Drawing on more than thirty years of experience developing for Apple platforms, and helping others do so, Fritz Anderson presents a complete best-practice workflow that reflects Xcode's latest innovations. Through three full, sample projects, you'll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. And all sample code has been completely written in Swift, with figures and descriptions that reflect Xcode's radically new interface. This is the only Xcode 6 book focused on deep mastery of the tools you'll be living with every day. Anderson reveals better ways to storyboard, instrument, build, and compile code, and helps you apply new features, ranging from Interface Builder Live Rendering to View Debugging and XCTest Performance Testing. By the time you're finished, you'll have all the Xcode 6 skills you need in order to develop truly exceptional software. Coverage includes Working with iOS-side dynamic frameworks and iOS/OS X extension modules Streamlining Model, View, and Controller development with Swift Rewriting Objective-C functions in Swift Efficiently managing layouts and view hierarchies with size classes Inspecting and fixing interface issues with the new View Debugger Displaying and configuring custom views within Interface Builder via Live Rendering Benchmarking performance within the Xcode 6 unit test framework Leveraging Xcode 6 automated tools to simplify localization Creating new extensions to inject services and UI into other applications Mastering new Swift debugging techniques Register your book at [informit.com/register](http://informit.com/register) for access to this title's downloadable code.

### **iOS Apps for Masterminds 3rd Edition**

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.

### **Objective-C for Absolute Beginners**

### **Ubuntu 20.04 Essentials**

If you're getting started with iOS development, or want a firmer grasp of the basics, this practical guide provides a clear view of its fundamental building blocks—Objective-C, Xcode, and Cocoa Touch. You'll learn object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Dozens of example projects are available at GitHub. 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 7*. Explore the C language to learn how Objective-C works Learn how instances are created, and why they're so important Tour the lifecycle of an Xcode project, from inception to App Store Discover how to build interfaces with nibs and the nib editor Explore Cocoa's use of Objective-C linguistic features Use Cocoa's event-driven model and major design patterns Learn the role of accessors, key-value coding, and properties Understand the power of ARC-based object memory management Send messages and data between Cocoa objects

### **Creating iOS Apps**

Xcode is the flagship application of Apple's suite of developer tools. In this book, Xcode experts Maurice Kelly and Joshua Nozzi show you how to use Apple's powerful developer tools to start writing iOS and OS X apps. You'll learn what Xcode can do and gain a deep understanding of how Xcode works so you can create and maintain great apps of your own. After a tour of the Xcode tools suite, you'll jump in by creating a basic Cocoa app and exploring the Xcode interface. You'll learn how to manage your project, write and debug code, build user interfaces, and use version control. You'll also learn to customize the build process, write and run unit tests, profile your code, and deploy your apps. This book includes: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Insight into best practices from two Xcode experts Emphasis on using Xcode's streamlined interface for UI design, coding, testing, and debugging

### **Mastering iOS 12 Programming**

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

### **Objective-C Programming For Dummies**

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 ARKit for iPhone and iPad**

This is a step-by-step guide to developing applications for Apple's Mac OS X. It describes how to build object-oriented apps using Cocoa.

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