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Beginning
Xcode

SWIFT EDITION

Matthew Knott

apress®

Beginning Xcode Swift Edition

Kim Topley,Fredrik Olsson,Jack Nutting,David Mark,Jeff LaMarche

Beginning Xcode Swift Edition:

    Beginning Xcode: Swift Edition Matthew Knott,2014-12-27 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 **Program the Internet of Things with Swift for iOS** Ahmed Bakir,Manny de la Torriente,Gheorghe Chesler,2015-12-30 Program the Internet of Things with Swift and iOS is a detailed tutorial that will teach you how to build apps using Apple s native APIs for the Internet of Things including the Apple Watch HomeKit and Apple Pay This is the second book by Ahmed Bakir author of Beginning iOS Media App Development and his team at devAtelier LLC who have been involved in developing over 20 mobile projects Written like a code review this book presents a detailed how and why for each topic explaining Apple specific design patterns as they come up and pulling lessons from other popular apps To help you getting up and running quickly each chapter is framed within a working project allowing you to use the sample code directly in your apps The Internet of Things is not limited to Apple devices alone so this book also explains how to interface with popular third party hardware devices such as the Fitbit and Raspberry Pi and generic interfaces like Restful API s and HTTPS The Internet of Things is waiting be a part of it **SwiftUI Essentials - iOS Edition** Neil Smyth,2019-11-26 The goal of this book is to teach the 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 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 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 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 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 **SwiftUI Essentials - iOS 15 Edition** Neil Smyth,2022-04-21 The goal of this book is to teach the skills necessary to build iOS 15 applications using SwiftUI Xcode 13 and the Swift 5 5 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment 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 5 programming language including data types control flow functions object oriented programming property wrappers structured concurrency 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 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 in addition to observable state and environment objects as are key user interface design concepts such as modifiers lists tabbed views context menus user interface navigation and outline groups The book also includes chapters covering graphics drawing user interface animation view transitions and gesture handling WidgetKit document based apps Core Data CloudKit and SiriKit integration 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 15 using SwiftUI Assuming you are ready to download the iOS 15 SDK and Xcode 13 and have an Apple Mac system you are ready to get started **Swift Apprentice (Seventh Edition)** Eli Ganim,Pup&,Cosmin Pup?z?,Matt Galloway,2021-10-26 Learn How to Program with Swift 5 5 Swift is the easiest way to get started developing on Apple s platforms iOS iPadOS macOS watchOS and tvOS In this book you ll learn the basics of Swift from getting started with playgrounds to simple operations to building your own types Everything you ll learn is platform neutral you ll have a firm understanding of Swift by the end of this book and you ll be ready to move on to whichever app platform you re interested in Who This Book Is For This book is for complete beginners to Swift No prior programming experience is necessary Topics Covered in The Swift ApprenticePlayground basics Learn about the coding environment where you can quickly and easily try out your code as you learn Basic types Numbers and strings are the basic kinds of data in any app learn how to use them in Swift Flow control Your code doesn t always run straight through learn how to use conditions and decide what to do Functions Group your code together into reusable chunks to run and pass around Collection types Discover the many ways Swift offers to store and organize data into collections Protocols protocol

oriented programming Define protocols to make your code more interface based and compositional Advanced topics Learn how to create custom operators organize your code write tests manage memory serialize your types concurrency and so much more After reading this book and completing your Swift apprenticeship by working through the included exercises and challenges you ll be ready to take on app development on the platform of your choice *Beginning iPhone Development with Swift* Kim Topley,Fredrik Olsson,Jack Nutting,David Mark,Jeff LaMarche,2014-11-19 The team that brought you the bestselling Beginning iPhone Development the book that taught the world how to program on the iPhone is back again for Beginning iPhone Development with Swift This definitive guide to the Swift programming language and the iOS 8 SDK and the source code has been updated to reflect Xcode 6 3 1 and Swift 1 2 There s coverage of brand new technologies including Swift playgrounds as well as significant updates to existing material 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 the latest Xcode and the latest 64 bit iOS 8 specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book 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 and the iOS 8 SDK and then guides you though 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 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 What you ll learn Everything you need to know to develop your own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences What data persistence is and why it s important Get started with building cool crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who this book is for This book is for aspiring iPhone app developers new to the Apple Swift programming language and or the iOS SDK Table of Contents1 Welcome to the Swift Jungle 2 Appeasing the Tiki Gods 3 Handling Basic Interaction 4 More User Interface Fun 5 Rotation and Adaptive Layout 6 Multiview Applications 7 Tab Bars and Pickers 8 Introduction to Table Views 9 Navigation Controllers and Table Views 10 Collection Views 11 iPad Considerations 12 Application Settings and User Defaults 13 Basic Data Persistence 14 Hey You Get onto iCloud 15 Grand Central Dispatch Background Processing and You 16 Core Graphics Drawing with Quartz 17 Getting Started with Sprite Kit 18 Taps Touches and Gestures 19 Where Am I Finding Your Way with Core Location and Map Kit 20 Whee Gyro and Accelerometer 21 The Camera and Photo Library 22 Application Localization 23 Appendix A Swift Introduction to

Swift **Beginning iPhone Development with Swift 3** Molly Maskrey,Kim Topley,David Mark,Fredrik Olsson,JEFF LAMARCHE,2016-11-17 Create your very own apps for the latest iOS devices You ll start with the basics and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK and then guides you though 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 existingtools 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 **iOS 8 App Development Essentials - Second Edition** Neil Smyth,2014-12-16 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 **The IOS Apprentice (Fourth Edition)** Matthijs

Hollemans,2015-09-16 Completely up to date for iOS 9 Xcode 7 and Swift 2 0 Learn iPhone and iPad Programming via Tutorials If you re new to iOS and Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through a series of four epic length hands on tutorials These hands on tutorials describe in full detail how to build a new app from scratch Four tutorials four apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store Tutorial 1 Bull s Eye In the first tutorial in the book you ll start off by building a simple but fun game to learn the basics of iPhone programming In the process you ll get familiar with Xcode Interface Builder and Swift in an easygoing manner Tutorial 2 Checklists In the second tutorial in the series you ll create your own to do list app In the process you ll learn about the fundamental design patterns that all iOS apps use and about table views navigation controllers and delegates Now you re making apps for real Tutorial 3 MyLocations In the third tutorial you ll develop a location aware app that lets you keep a list of spots that you find interesting In the process you ll learn about Core Location Core Data Map Kit and much more Tutorial 4 StoreSearch Mobile apps often need to talk to web services and that s what you ll do in this final tutorial of the book You ll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer but you do have to put in the time and effort By writing this book I ve done my part now it s up to you   UIKit Apprentice (Second Edition) raywenderlich Tutorial Team,Fahim Farook,Matthijs Hollemans,2021-09-22 Learn iPhone and iPad Programming via Tutorials If you re new to iOS or Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through four engaging epic length tutorials These hands on tutorials describe in full detail how to build a new app from scratch Four tutorials four apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store Tutorial 1 Bull s Eye In the first tutorial in the book you ll start off by building a simple but fun game to learn the basics of iPhone programming In the process you ll get familiar with Xcode UIKit and Swift in an easygoing manner Tutorial 2 Checklists In the second tutorial in the series you ll create your own to do list app In the process you ll learn about the fundamental design patterns that all iOS apps use and about table views navigation controllers and delegates Now you re making apps for real Tutorial 3 MyLocations In the third tutorial you ll develop a location aware app

that lets you keep a list of spots that you find interesting In the process you ll learn about Core Location Core Data Map Kit and much more Tutorial 4 StoreSearch Mobile apps often need to talk to web services and that s what you ll do in this final tutorial of the book You ll make a stylish app which supports both Dark and Light appearances for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON **Swift Programming** Nln Lnc,Alexander Aronowitz,2021-04-29 You ll begin with Swift programming basics including guidelines for making your code Swifty and learn how to work with Xcode and its built in Interface Builder Then you ll dive step by step into building and customizing a basic app for taking editing and deleting selfies You ll also tune and test the app for performance and manage the app s presence in the App Store Swift is a general purpose multi paradigm object oriented functional imperative and block structured language It is the result of the latest research on programming languages and is built using a modern approach to safety software design patterns by Apple Inc It is the brand new programming language for iOS application macOS application watchOS application tvOS application Soon it became one of top 5 programming language and gained popularity among Apple developer community over the few years of time replacing the old school Objective C What you will learn Understand core Swift components such as operators collections control flows and functions Learn how and when to use classes structures and enumerations Understand how to use protocol oriented design with extensions to write easier to manage code Use design patterns with Swift to solve commonly occurring design problems Apply copy on write for your custom value types to improve performance Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics to write flexible and reusable code Who this book is forThis book is for developers who want to delve into the latest version of Swift If you are a developer looking to learn in a practical way by working with code then this book is for you A basic understanding of Apple s tools will be beneficial but not mandatory All examples should work on the Linux platform as well Want To Know More Scroll to the top and select buy *IOS Apprentice (Eighth Edition): Beginning IOS Development with Swift and UIKit* Joey Devilla,Eli Ganem,Matthijs Hollemans,2019-12-12 Learn iPhone and iPad Programming via Tutorials If you re new to iOS or Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through four engaging epic length tutorials These hands on tutorials describe in full detail how to build a new app from scratch Five tutorials five apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store *Beginning IPhone Development with Swift 5* Wallace Wang,2019 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you ll also learn about touch

gestures table views and collection views for displaying data on a user interface Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with a gentle introduction to using Xcode and then guides you though the creation of your first simple app You ll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers tab bars page views and split views that are particularly useful on the larger screens of the iPad and certain iPhone models And there s much more Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps Once you re ready move on to Pro iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the Swift language   **Swift Apprentice (Sixth Edition)** raywenderlich Tutorial Team,Ehab Amer,Alexis Gallagher,Matt Galloway,Eli Ganim,Ben Morrow,Cosmin Pup?z?,2020-10 DescriptionLearn How to Program with Swift Swift is the easiest way to get started developing on Apple s platforms iOS iPadOS macOS watchOS and tvOS In this book you ll learn the basics of Swift from getting started with playgrounds to simple operations to building your own types Everything you ll learn is platform neutral you ll have a firm understanding of Swift by the end of this book and you ll be ready to move on to whichever app platform you re interested in Who This Book Is For This book is for complete beginners to Swift No prior programming experience is necessary Topics Covered in The Swift ApprenticePlayground basics Learn about the coding environment where you can quickly and easily try out your code as you learn Basic types Numbers and strings are the basic kinds of data in any app learn how to use them in Swift Flow control Your code doesn t always run straight through learn how to use conditions and decide what to do Functions Group your code together into reusable chunks to run and pass around Collection types Discover the many ways Swift offers to store and organize data into collections Protocols protocol oriented programming Define protocols to make your code more interface based and compositional Advanced topics Learn how to create custom operators organize your code write tests manage memory serialize your types and so much more After reading this book and completing your Swift apprenticeship by working through the included exercises and challenges you ll be ready to take on app development on the platform of your choice   **Swift Programming** Nln Lnc,Alexander Aronowitz,2020-10-14 You ll begin with Swift programming basics including guidelines for making your code Swifty and learn how to work with Xcode and its built in Interface Builder Then you ll dive step by step into building and customizing a basic app for taking editing and deleting selfies You ll also tune and test the app for performance and manage the app s presence in the App Store Swift is a general purpose multi paradigm object oriented functional imperative and block structured language It is the result of the latest research on programming languages and is built using a modern approach to safety software design patterns by Apple Inc It is the brand new programming language for iOS application macOS application watchOS application tvOS application Soon it became one of top 5 programming language and gained popularity

among Apple developer community over the few years of time replacing the old school Objective C What you will learn Understand core Swift components such as operators collections control flows and functions Learn how and when to use classes structures and enumerations Understand how to use protocol oriented design with extensions to write easier to manage code Use design patterns with Swift to solve commonly occurring design problems Apply copy on write for your custom value types to improve performance Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics to write flexible and reusable code Who this book is forThis book is for developers who want to delve into the latest version of Swift If you are a developer looking to learn in a practical way by working with code then this book is for you A basic understanding of Apple s tools will be beneficial but not mandatory All examples should work on the Linux platform as well Want To Know More Scroll to the top and select buy **Beginning iPhone Development with Swift 2** David Mark,Kim Topley,Jack Nutting,Fredrik Olsson,JEFF LAMARCHE,2015-12-18 This is the definitive guide to the Swift programming language and the iOS 9 SDK and the source code has been updated to reflect Xcode 7 and Swift 2 There s up to date coverage of new Apple technologies as well as significant updates to existing material 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 the latest Xcode and the latest 64 bit iOS 9 specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book 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 and the iOS 9 SDK and then guides you though 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 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 What You Will Learn Everything you need to know to develop your own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences li What data persistence is and why it s important Get started with building cool crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who This Book is For *Beginner's Guide to IOS 12 App Development Using Swift 4* Serhan Yamacli,2018-10-02 This book covers iOS 12 app design fundamentals using the latest Swift 4 2 programming language Xcode 10 and iOS 12 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the

Swift 4 2 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 real world apps are developed again by step by step instructions Each code line is explained As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app in simulators and real devices Sample apps developed in this book are as follows 1 Disco lights app Learn the basics of app development and use buttons in your code 2 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen 3 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code 4 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls 5 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map 6 SOS sender app Adding SMS functionality setting required permissions and sending real time location using SMS 7 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete ball bouncing game This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files can be viewed and downloaded from the the book s website www yamaclis com ios12 *Beginning iPhone Development with Swift 4* Molly K. Maskrey,2017-10-24 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 11 SDK and then guides you though the creation of your first simple application The art of table building will be demystified and you ll learn how to save your data using the iOS file system You ll see how to to create load and work with playgrounds as you develop an understanding of the Swift language You ll also learn how to save and retrieve your data using a varietyof persistence techniques including Core Data and SQLite And there s much more Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps Once you re ready move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language What You Will Learn Discover what data persistence is and why it s important Build cool crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and or the iOS SDK IOS Apprentice Fifth Edition Raywenderlich Com Team,Matthijs Hollemans,2016-12-14 Learn iPhone and iPad Programming via

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input boxes performing calculations and displaying the results on the screen Chapter 7 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete 2D game This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book s companion website www yamaclis com ios13swift5

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