

The
Pragmatic
Programmers

iOS 8 SDK Development

Creating iPhone
and iPad Apps
with Swift

Chris Adamson
Janie Clayton

edited by Rebecca Gulick



Ios 8 Sdk Development Creating Iphone And Ipad

John Thomas



IOS 8 Sdk Development Creating Iphone And Ipad:

IOS 8 SDK Development Chris Adamson, Janie Clayton, 2015 [IOS 8 SDK Development](#) Chris Adamson, Janie Clayton, 2015 The iOS 8 SDK changes everything New programming language new ways to work with other apps new tools to do cool stuff In a world of iPhones and iPads it s a great time to make a fresh start developing apps for the platform This book guides you through the state of the art of iOS development including the radically overhauled Xcode 6 toolchain the iOS 8 SDK and the new iPhone 6 and iPhone 6 Plus Entirely rewritten to use Apple s new Swift programming language this book will take you through the fundamentals of writing apps that are responsive adaptive practical and exciting Whether you re starting out or starting over iOS 8 has set developers on a new path With a capable and practical new programming language a wide variety of new features and frameworks and a new spirit of openness and connectivity it s a long way from the locked down webapps only original iPhone iOS 8 SDK Development is a practical guide to the essentials of developing for iOS 8 You ll start building and revising a real app that s written entirely in Apple s new Swift programming language You ll send network requests and handle the responses build from one screen to many adapt from the close confines of the iPhone screen to the wide expanse of the iPad and accommodate the big iPhone 6 in between You ll master the fundamentals of keeping apps responsive with Grand Central Dispatch organize your logic into View Controllers delight users with multi touch gestures and photo manipulation and offer services to other apps through iOS 8 Extensions You ll also learn the fine arts of testing debugging and the care and feeding of your app before submitting to the App Store and after it s in the public s hands The iOS 8 SDK changes everything Change with it It s only getting better What You Need This title covers the iOS 8 SDK and Xcode 6 Readers will need a Mac with OS X 10.9 Mavericks or later and Xcode 6 free from the Mac App Store **Learn iOS 8 App Development** James Bucanek, 2014-12-09 Learn iOS 8 App Development is both a rapid tutorial and a useful reference You ll quickly get up to speed with Swift Cocoa Touch and the iOS 8 SDK It s an all in one getting started guide to building useful apps You ll learn best practices that ensure your code will be efficient and perform well earning positive reviews on the iTunes App Store and driving better search results and more revenue The iOS 8 SDK offers powerful new features and this book is the fastest path to mastering them and the rest of the iOS SDK for programmers with some experience who are new to iPhone and iPad app development Many books introduce the iOS SDK but few explain how to develop apps optimally and soundly This book teaches both core Swift language concepts and how to exploit design patterns and logic with the iOS SDK based on Swift and the Cocoa Touch framework Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start Get an accelerated treatment of the core fundamentals of Swift Develop your first app using Xcode s advanced interface design tools Build your first iPhone app using the code that you re given as you walk through this book Finally debug and distribute your first app on Apple s iTunes App Store Learn how to create apps for any model of iPhone the iPod Touch the

iPad or build universal apps that run on all of them After reading this book you ll be creating professional quality apps ready to upload to the app store making you the prestige and the money you seek **IOS 10 SDK Development, 1st Edition** Chris Adamson, Janie Clayton,2017 **IOS 8 for Programmers** Paul J. Deitel,Harvey M. Deitel,Abbey Deitel,2015 This tutorial employs the Deitels proven app driven approach to teaching mobile programming Each chapter is built around a single unique app The chapter begins with a detailed walk through of what the app does then dives into the underlying code By the end of the chapter the reader has not only learned key iOS programming principles but has actually built a working iOS app **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 Controlllers 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 Wheel Gyro and Accelerometer 21 The Camera and Photo Library 22 Application Localization 23 Appendix A Swift Introduction to Swift *Swift iOS 24-Hour Trainer* Abhishek Mishra, 2016-01-06 Jump into the app development world with confidence iOS Swift 24 Hour Trainer combines book and video lessons in Apple's Swift programming language to prepare you to build iPhone and iPad apps and distribute them through the App Store First this approachable text covers the fundamentals of Swift by introducing you to iOS development in this language and presenting best practices for setting up a development environment and using variables statements expressions operators functions and closures Next you explore common tasks such as alert views table views and collection views You then deepen your knowledge of Swift by considering network programming and local data storage Finally this engaging resource dives into slightly more advanced concepts such as tab bars web views the accelerometer camera photo library Google maps and core location Swift was designed by Apple to incorporate modern scripting features while offering simpler cleaner syntax than Objective C to maintain a minimal and easy to read style This more expressive code offers numerous key features such as closures unified with function pointers tuples and multiple value returns generics and functional programming patterns Learn how to obtain a device UDID Test your applications on an actual device so you can see your work in action Distribute your applications outside of the App Store allowing you to test your work with real users Review common reasons why apps are rejected by Apple to strengthen your case when submitting your apps for distribution iOS Swift 24 Hour Trainer is an essential guide to Apple's Swift programming language for beginning programmers **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 *Swift 2 for Absolute Beginners* Gary Bennett,Brad Lees,2015-10-14 Swift 2 for Absolute Beginners is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school and it is now updated for Swift 2 Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 12 years of writing apps teaching online iOS courses the experience from their first three iOS books along with their online instruction and free online forum at XcelMe com to create an excellent training book Many people have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process This book along with the free live online training sessions helps students stay motivated and overcome obstacles while they learn to be great iOS developers **Swift for Absolute Beginners** Gary Bennett,Brad Lees,2015-01-02 The professional development team that brought you two editions of Objective C for the Absolute Beginners and have taught thousands of developers around the world to write some of the most popular iPhone apps in their categories on the app store have now leveraged their instruction for Swift Swift for Absolute Beginners is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 12 years of writing apps teaching online iOS courses the experience from their first two iOS books along with their free online instruction and free online forum to create an excellent training book Topics include How to be successful at learning Swift Using Swift Playgrounds to learn iOS development quickly What is Object Oriented Programming What are Swift classes properties and functions Proper user interface and user experience design Swift data types integers floats strings booleans How to use Swift data collections arrays and dictionaries Boolean logic comparing data and flow control Writing iPhone apps from scratch Avoiding Swift pitfalls Many students have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process This book along with the free live online training sessions helps students stay motivated and overcome obstacles while they learn to be great iOS developers *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

Beginning iOS Games Development Lucas Jordan, 2014-01-13 *Beginning iOS Games Development* provides a clear path for you to learn and create iPhone and iPad game apps using the iOS 8 SDK platform You ll learn how to use the core classes and Sprite Kit to create dynamic game apps with rich graphics animations and sound You ll see how to use the latest version of Xcode to build your iPhone or iPad game apps Other topics include iOS game apps development with the newest iOS Game Center update persisting user data and designing a compelling user experience After reading this book you ll come away with the skills and techniques for building a game app top to bottom ready for sale on the Apple iTunes App Store

Professional iOS Network Programming Jack Cox, Nathan Jones, John Szumski, 2012-10-23 Learn to develop iPhone and iPad applications for networked enterprise environments The iPhone and iPad have made a powerful impact on the business world Developers creating iOS apps for the enterprise face unique challenges involving networking system integration security and device management This Wrox guide provides everything you need to know to write iOS apps that integrate with enterprise network resources providing options for networking iOS devices to enterprise systems and to each other Offers a complete compendium of methods and techniques for networked communication between iOS applications and other platforms and devices Includes instruction on incorporating synchronous and asynchronous HTTP requests security communication issues and more Covers payload handling network security GameKit and Bonjour communications and low level network communications *Professional iOS Network Programming* focuses on the networking aspects of iOS and its relationship to remote data sources offering a truly unique approach

[Smartphone-Based Real-Time Digital Signal Processing, Third Edition](#) Abhishek Sehgal, Shane Parris, Arian Azarang, Nasser Kehtarnavaz, 2022-05-31 Real time or applied digital signal processing courses are offered as follow ups to conventional or theory oriented digital signal processing courses in many engineering programs for the purpose of teaching students the technical know how for putting signal processing algorithms or theory into practical use These courses normally involve access to a teaching laboratory that is equipped with hardware boards in particular DSP boards together with their supporting software A number of textbooks have been written discussing how to achieve real time implementation on these hardware boards This book discusses how to use smartphones as hardware boards for real time implementation of signal processing algorithms thus providing an alternative to the hardware boards that are used in signal processing laboratory courses The fact that mobile devices in particular smartphones have become powerful processing platforms led to the development of this book to enable students to use their own smartphones to run signal processing algorithms in real time considering that these days nearly all students possess smartphones Changing the hardware platforms that are currently used in applied or real time signal processing courses to smartphones creates a truly flexible laboratory experience or environment for students In addition it relieves the cost burden associated with using dedicated signal processing boards noting that the software development tools for

smartphones are free of charge and are well maintained by smartphone manufacturers This book is written in such a way that it can be used as a textbook for real time or applied digital signal processing courses offered at many universities Ten lab experiments that are commonly encountered in such courses are covered in the book It is written primarily for those who are already familiar with signal processing concepts and are interested in their real time and practical aspects Similar to existing real time courses knowledge of C programming is assumed This book can also be used as a self study guide for those who wish to become familiar with signal processing app development on either Android or iOS smartphones tablets

Beginning iOS 4 Application Development Wei-Meng Lee,2010-09-14 The ideal starting point for creating apps using iOS 4 Written by an experienced Apple developer and trainer this full color reference serves as an ideal jumping point for creating applications for Apple s iOS 4 that runs on the iPhone iPod Touch and iPad In addition to in depth coverage of the iOS SDK the book walks you through the various core aspects of iPhone and iPad development You ll learn how to take advantage of the tools provided by XCode and you ll benefit from a solid introduction to Objective C which allows you to have a smooth transition to iPhone development from another platform Offers a solid foundation for creating applications for Apple s iOS 4 Covers all the new features of iOS 4 and provides a new applications template for developing iPad and iPhone apps Addresses the new PopoverView for iPad apps Shows how to develop background applications which is one of the new features in iOS 4 Beginning iOS 4 Application Development is your ultimate resource for creating applications for Apple s iOS 4

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Beginning iPhone Development Jack Nutting,Fredrik Olsson,David Mark,Jeff LaMarche,Kim Topley,2014-11-17 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 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 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 [Professional Mobile Web Development with WordPress, Joomla! and Drupal](#) James Pearce,2011-04-12 Provides information on how to develop install configure test and integrate mobile content using WordPress Joomla and Drupal **Professional Flash Mobile Development** Richard Wagner,2010-12-21 Professional Flash Mobile Development Creating Android and iPhone Applications Everything Flash developers need to know to create native Android and iPhone apps This Wrox guide shows Flash developers how to create native applications for Android and iPhone mobile devices using Flash Packed with practical examples it shows how to build a variety of apps and integrate them with core mobile services such as Accelerometer GPS Photo Library and more Offers Flash developers the tools to create apps for the Android and iPhone mobile devices Shows how to design a user interface optimized for Android and iOS and offers plenty of examples for building native Android and iPhone apps with Flash migrating existing Flash media testing and debugging applications and more Helps you understand ways to work with files on Android and iOS Professional Flash Mobile Development Creating Android and iPhone Applications answers the demand for Flash capable Android and iPhone apps **Oracle Mobile Cloud Service Developer's Guide** John Thomas,2017-07-31 Create Modern Enterprise Mobile Apps with Oracle Mobile Cloud Service Create and deploy high performance enterprise mobile applications using the hands on information contained in this Oracle Press guide Written by a director of product management within Oracle s platform as a service group Oracle Mobile Cloud Service Developer s Guide features a start to finish case study application that clearly demonstrates key techniques and features Learn how to set up mobile back ends work with native SDKs build custom APIs and deliver best in class mobile services with Oracle Mobile Cloud Service Oracle Mobile Application Accelerator and enterprise mobile solutions are fully covered in this comprehensive resource Explore the features and benefits of Oracle Mobile Cloud Service Work from the command line within Oracle Mobile Cloud Service and native platform IDEs Visually describe business objects using REST API for Oracle Mobile Cloud Service Perform CRUD operations on the back end and client side Develop mobile applications using SDKs for iOS and Android Build a cross platform client with Oracle Mobile Application Accelerator Monitor and administer Oracle Mobile Cloud Service in enterprises of all sizes

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