

A Guide to iOS App Development & Crafting Stunning iPhone Applications



Ios Development Guide

Narendar Singh Saini



Ios Development Guide:

Learning IOS Development Maurice Sharp,Rod Strougo,Erica Sadun,2014 This book offers the perfect hands on introduction to iOS development covering everything your students need to know about Objective C XCode and modern iOS user interface development With sample projects and end of chapter exercises this book is ideal for classroom instruction The authors get started fast with Objective C covering basic syntax memory management Foundation Classes development paradigms blocks threads and more Next they show how to use XCode and related tools to build projects instrument and efficiently debug code and deploy apps In the next part hey turn to interfaces covering design content construction View Controllers Views Animations Touch Table Views and even a taste of Core Data

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viewing adding simulators and real devices Chapter 3 Test drive the Hello World Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 5 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6 Body mass index BMI calculator app Using 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

iOS Development with Swift Craig Grummitt, 2017-11-13 Summary iOS Development with Swift is a hands on guide to creating apps for iPhone and iPad using the Swift language Inside you ll be guided through every step of the process for building an app from first idea to App Store This book fully covers Swift 4 Xcode 9 and iOS 11 Our video course iOS Development with Swift in Motion is the perfect companion to this book featuring even more projects and examples for you to dig into in the exciting world of iOS development Find out more at our website www.manning.com/livevideo/ios-development-with-swift-lv Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology One billion iPhone users are waiting for the next amazing app It s time for you to build it Apple s Swift language makes iOS development easier than ever offering modern language features seamless integration with all iOS libraries and the top notch Xcode development environment And with this book you ll get started fast About the Book iOS Development with Swift is a hands on guide to creating iOS apps It takes you through the experience of building an app from idea to App Store After setting up your dev environment you ll learn the basics by experimenting in Swift playgrounds Then you ll build a simple app layout adding features like animations and UI widgets Along the way you ll retrieve format and display data interact with the camera and other device features and touch on cloud and networking basics What s Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4 Xcode 9 and iOS 11 About the Reader Written for intermediate web or mobile developers No prior

experience with Swift assumed About the Author Craig Grummitt is a successful developer instructor and mentor His iOS apps have had over 100 000 downloads combined Table of Contents PART 1 INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 BUILDING YOUR INTERFACE View controllers views and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications animation and scrolling PART 3 BUILDING YOUR APP Tables and navigation Collections searching sorting and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 FINALIZING YOUR APP Distributing your app What s next

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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

Learning Mobile App Development Jakob Iversen,Michael Eierman,2014 This book is unique in two ways First it is specifically designed to meet the needs of students in a classroom setting making it ideal for use in college technical and advanced high school computer science programs that are rapidly incorporating mobile development into their curricula Second it offers insightful parallel coverage of both iOS and Android helping students achieve mastery of either or both platforms as they gain a deeper comparative understanding of mobile development Students are guided through developing an actual working app on both platforms they learn about the entire mobile app development lifecycle including issues associated with licensing and both public and enterprise distribution This guide s tutorials have been extensively tested in developer training courses and are designed to support individuals coming to mobile development with widely varying backgrounds For those new to iOS the authors also provide an introduction to Objective C the iOS platform s native language

Head First iPhone and iPad Development Dan Pilone,Tracey Pilone,2011-06-20 Pilone delivers a learner s guide to creating Objective C applications for the iPhone and iPad

[HTML5 Mobile Websites](#) Matthew David,2013-05-02 Build HTML5 powered mobile web experiences with the aid of development frameworks that speed the development of Native App like experiences Build on your foundation of HTML and JavaScript with a complete understanding of the different mobile Web browser technologies You get carefully detailed techniques that are illustrated in full color so you can leverage the Web technologies unique to each mobile browser apply frameworks such as Sencha Touch to rapidly build out your designs and design techniques expressly suited for tablet devices Projects provide hands on practice and code is provided on the companion website www.visualizetheweb.com

iPhone and iPad App 24-Hour Trainer Abhishek Mishra, Gene Backlin, 2012-04-13 An all in one tutorial for planning developing and launching iPhone and iPad apps The number of applications in the Apple app store is growing at a staggering rate Want to get in the game but don't know iOS This book and DVD package will help With even little or no prior programming experience you can learn the code necessary to build an app by following the how to instructions in this book and video combo Comprised of clear no nonsense lessons the book walks you through each tutorial and then encourages you to work through simple exercises so that you can immediately apply what you just learned These lessons are backed by video demonstrations on the accompanying DVD to further illustrate the instruction and drive home the main points In addition the book's appendices contain helpful information such as obtaining a device UDID testing and distributing an app and also lists common reasons why applications are rejected so you can prepare to take precautionary measures to avoid these instances Introduces iOS and helps you set up a development environment Highlights the basics of object oriented programming principles as well as key objective C concepts Examines Cocoa touch and the Cocoa touch framework including using various classes in the UIKit and Foundation frameworks Looks at advanced concepts such as tab bars web views the Accelerometer Google maps Core Location and more With this book and video package you'll learn how to plan create and launch apps for the iPhone and iPad that are ready for submission to the App Store Note As part of the print version of this title video lessons are included on DVD For e book versions video lessons can be accessed at wrox.com using a link provided in the interior of the e book

Building Websites with HTML5 to Work with Mobile Phones Matthew David, 2013-02-11 The goal of this ebook is to introduce you to mobile Web development In many ways it is very similar to desktop Web site development HTML5 is HTML5 no matter what device you install it on What is different is how you use and interface with the device Smartphones and tablets like the iPad iPhone and android devices are just very different than laptops and desktops Find out how to work within mobile versions of popular web browsers while maximizing your design with HTML5 and CSS3 basics Discover how to place items work with fonts and control color detail as well as other critical yet simple design elements Work on graphical control with Bitmap SVG and Canvas elements

iOS 9 Andrew Johansen, 2016-02-10 iOS 9 Master It Today This book is written for people who want to become a great app developer for the iOS 9 platform If you're looking for a resource material that not only introduces you to iOS 9 app development but also contains sufficient theory and practical exercises this is the book you need to have This book will explain important ideas and concepts related to iOS 9 and Swift the programming language used in developing apps It will also teach you how to create different kinds of apps and design various user interfaces Just by reading this material you'll be an effective iOS 9 app developer in no time

Beginning Xcode Matthew Knott, **iOS Developer Solutions Guide** Narendar Singh Saini, 2023-01-31 Get solutions to the most common problems faced by developers in iOS app development **KEY FEATURES** Understand how to select the right application architecture for your iOS app Learn how to modularize your iOS application from scratch Automate small

complex and repetitive development tasks in iOS DESCRIPTION Facing roadblocks while developing an iOS app There are many challenges that every iOS developer faces during the app development phase While these challenges can be difficult to overcome here s a one stop solution guide for all your problems iOS Developer Solutions Guide will help you with the tips to circumvent all the challenges to prevent your app from getting off track The book will help you to get familiar with the complex and advanced parts of the Swift programming language You will understand why test driven development is so advantageous You will then learn to build an iOS framework which will let you modularize your code Lastly you will see how tasks can be automated by writing scripts which will save a lot of your time By the end of the book you will be able to build high quality iOS apps with ease WHAT YOU WILL LEARN Develop a test driven development mindset to write maintainable and sustainable apps Understand the importance of design patterns and design principles Build an interface with XIB Storyboard Dynamic Code or via SwiftUI Create build and link a framework into an iOS project Learn how to implement server driven UI WHO THIS BOOK IS FOR App developers who are looking for solution of problems they face while developing iOS applications will find this book useful TABLE OF CONTENTS 1 Roadblocks in Developing iOS Applications 2 Advanced Architectural Topics 3 Swift Programming Language 4 Which Pattern is Better MVC or MVVM Part I 5 Which Pattern is Better MVC or MVVM Part II 6 Test Driven Development 7 XIB Storyboard Code SwiftUI 8 Creating Frameworks 9 Terminal and Scripts 10 Backend Driven UI

Xcode 4 iOS Development Steven F. Daniel,2011 This step by step book guides you through the process of creating awesome iPhone apps using Xcode 4 As a beginner s guide it focuses on getting you through all the major learning points in a smooth logical order while showing you how to avoid some common pitfalls If you want to learn how to build iPhone applications that compete with the rest and make your mark within the iPhone industry this book is for you You should have some basic programming experience with Objective C and a good understanding of OOP as well as some knowledge of database design No knowledge of Xcode 4 is required [Xcode 4](#) Richard Wentk,2011-06-01 Everything you need to know to design code and build amazing apps Xcode 4 is Apple s newest version of the popular development suite for creating bleeding edge OS X and iOS apps Written by an experienced developer and Apple focused journalist this book not only covers developing for OS X but also for the entire family of iOS devices including the iPhone iPad and iPod touch You ll explore the newest tools for compiling debugging and finding and fixing common code errors so that you can look forward to improved smooth running code that is developed more efficiently than ever Takes you step by step through the process of developing OS X and iOS applications using Xcode 4 Examines the benefits of Xcode 4 Apple s updated free object oriented programming environment Helps you tame the complex Xcode environment so you can develop amazing apps This book gets you up to speed on all the remarkable new features and redesigned user interface of Xcode 4 so you can get started creating phenomenal apps today **Swift for Beginners** BOOKER. BLUNT,Boozman Richard,2025-04-22 Start building mobile experiences that stand out no experience required This

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Ios Development Guide Book Review: Unveiling the Power of Words

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