

Swift 4 For Absolute Beginners Develop Apps For Ios

When Apple announced Swift at the WWDC, the iOS developer community became excited about the opportunities to improve the way in which they build iOS apps. Swift is a user-friendly language with a smooth learning curve; it is safe, robust, and flexible, and it introduces new ways to solve old problems. Swift by Example is a fast-paced, practical guide that shows you how to develop iOS apps using Swift. Through the development of six different apps, you'll learn how to use either the right feature of the language or the right tool to solve a given problem. By the end of the book you will be able to build well-designed apps, effectively use AutoLayout, and develop a video game.

Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, 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. Many people have a difficult time believing they can learn to write iOS apps. Swift 5 for Absolute Beginners will show you how to do so. You'll learn Object-Oriented Programming (OOP) and be introduced to User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch. What You'll Learn Work with Swift classes, properties, and functions Examine proper User Interface (UI) and User Experience (UX) design Understand Swift data types: integers, floats, strings, and booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

Dive into the world of developing for all of Apple platforms with SwiftUI, Apple's new framework that makes writing applications faster and easier with fewer lines of code. This book teaches the basics of SwiftUI to help you write amazing native applications using XCode. For developers already familiar with ReactNative, this book reviews the declarative, state-based DSL that manages the UI and updates it automatically will feel just like what they're used to. You'll see how SwiftUI reduces the number of lines of code required to achieve the same effects by over 60% and provides a much better experience. Like the announcement of Swift in 2014, SwiftUI is expected to fundamentally change the way developing programmers approach coding iPhone and iPad applications. This book examines how SwiftUI lowers the entry barrier for developers to write amazing cross-platform applications for iOS and iPadOS as well as WatchOS, Mac OS, and TVOS. What You'll Learn Write code in the new SwiftUI syntax Combine views to arrange them for an application Add gestures and controls to an application Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

The World is changing rapidly and technology is at the very center of it. Technology is affecting our present. Technology drives and shapes our future. What better way to be part of that driving force than to learn the beating heart of all these computers and application? Coding. The Coding Languages for Absolute Beginners series aims to be The go-to-guide for beginners to get started on programming and learn the coding skills you need to build the technology and drive the future you want. And the best part about it, you'll learn from scratch not just 1, 2, 3 but 6 Programming Languages! In this series, you'll learn the basics, techniques and best practices for the following coding languages: Arduino C++ C# Powershell Python SQL This comprehensive beginners guide to these 6 Programming Languages gives you everything you need to know to get started on coding, and much much more! Before you know it, you'll start seeing results on screen and your on your way to mastering any, if not all, of these programming languages! Start your coding journey now!

Learn how to build apps using Apple's native APIs for the Internet of Things, including the Apple Watch, HomeKit, and Apple Pay. You'll also see how to interface with popular third-party hardware such as the Raspberry Pi, Arduino, and the FitBit family of devices. Program the Internet of Things with Swift and iOS is an update to the previous version and includes all new Swift 4 code. This book is a detailed tutorial that provides 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. You'll also review new API's like Face ID and new design considerations, and look more closely at SSL and how to make IoT connected apps more resistant to hackers. The coverage of Apple Watch has been expanded as well. The Internet of Things is waiting — be a part of it! What You'll Learn Use Apple's native IoT Frameworks, such as HealthKit, HomeKit, and FaceID Interact with popular third-party hardware, such as the Raspberry Pi, Arduino, and FitBit Work with real projects to develop skills based in experience Make a smarter IoT with SiriKit and CoreML Who This Book Is For The primary audience for this book are readers who have a grasp of the basics of iOS development and are looking to improve their Internet of Things-specific skills. Intermediate to Advanced level. The secondary audience would be business decision makers (managers, business analysts, executives) who are looking to gain a rough understanding of what is involved in Internet of Things development for iOS.

Swift OS X Programming for Absolute Beginners is your step-by-step guide to learning how to code using Swift, Apple's hottest new programming language. This book will not only teach complete programming novices how to write OS X programs, but it can also help experienced programmers moving to the Macintosh for the first time. You will learn to understand the principles of programming, how to use Swift and Xcode, and how to combine your knowledge into writing OS X 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 Macintosh and iOS app development while being powerful and easy to learn at the same time, and Swift OS X Programming for Absolute Beginners is the perfect place to start - add it to your library today.

Do you want to develop iPhone apps but don't know where to start? If you want to learn Swift programming from Scratch, this short book is for you. Learn Swift for iPhone iOS development, no programming development experience is required. Download your copy NOW!! Book Objectives This book is about Swift programming. The following are the objectives of the author: To familiarize

you with the basics of Swift programming language. To equip you with Swift programming skills, both beginner and advanced skills. To help you understand the difference between Swift and Objective-C. To help you appreciate the power of Swift as a programming language for the development of mobile applications. Who this Book is for? The author intends to benefit any of the following groups of people: Anybody who wants to learn basic Swift programming skills. Anybody who needs to advance their Swift programming skills. Anybody who needs to learn iOS app development for iOS 9 and above. Professors, lecturers or tutors who are looking to find better ways to explain Swift programming to their students in the simplest and easiest way. Students and academicians, especially those focusing on Swift programming, computer science and software development. Requirements The author expects you to have a computer installed with Mac OS X. If you don't have a MacBook, you can consider creating a Mac OS X virtual machine on your computer. What is inside the book? SWIFT BASICS SWIFT DATA TYPES SWIFT VARIABLES AND CONSTANTS SWIFT OPERATORS DECISION MAKING SWIFT LOOPS SWIFT FUNCTIONS SWIFT CLASSES SWIFT METHODS SWIFT ARRAYS SWIFT DICTIONARY SWIFT SETS SWIFT CLOSURES From the back cover The author begins by introducing the readers to the foundations of the Swift programming language. The aim is to help them the individuals who developed the language, how the Swift compiler works. The reader has been guided on what they require so as to program in Swift. The author has then discussed the basics of Swift including writing comments, writing and running the first Swift program, Swift syntax, etc. The various features provided by Swift have been discussed in depth, including data types, variables, constants, loops, decision making, functions, operators, object oriented programming features, etc. The author has organized the book into chapters, with each chapter having many sub-chapters. Swift codes have been added, alongside thorough explanations of the code and images showing the expected output upon the execution of every script. The author begins with the basics of Swift and ends by discussing the complex features provided by the programming language. A step-by-step approach has been employed in every chapter for ease of understanding.

Learn How To Program with Swift 2! Swift is the easiest way to get started developing on Apple's platforms: iOS, OS X, watchOS and tvOS. With the release of Swift 2 in 2015, the Swift language is packed with even more features and enhancements. 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 2. No prior programming experience is necessary! Topics Covered in The Swift Apprentice Playground basics: Learn about the coding environment where you can quickly and easily try out your code as you learn. Numbers and strings: These are the basic kinds of data in any app - learn how to use them in Swift. Making Decisions: 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. Building Your Own Types: Learn how to model elements in your app using classes, structures and enumerations. Protocols & Protocol-Oriented Programming: Define protocols to make your code more interface-based and compositional. Error Handling: Make your code more robust and flexible by signaling and handling error conditions gracefully. Functional Programming: Learn how to use Swift in a functional style and how this can make your code clearer and easier to reason about. 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!"

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.

Swift 5 for Absolute Beginners Learn to Develop Apps for iOS Apress

In just 24 lessons of one hour or less, Sams Teach Yourself Swift in 24 Hours, Second Edition helps you build next-generation OS X and iOS apps with Apple's the Swift 2.x 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

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.

Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer. This book 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 3. Many people have a difficult time believing they can learn to write iOS apps. Swift 3 for Absolute Beginners, along with the free, live online training sessions will show you how to do so. You'll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch. 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. What You'll Learn: · Work with Swift classes, properties, and functions · Examine proper user interface and user experience design · Understand Swift data types: integers, floats, strings, and booleans · Use Swift data collections: arrays and dictionaries · Review Boolean logic, comparing data, and flow control Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, and iPad, and Watch using the Swift programming language. No previous programming experience is necessary.

Have you ever wanted to learn how to build iOS apps but don't know where to start? Have you tried some of the iOS books and blogs but still you could not get to the end? Do you feel like you need some fundamentals skills in Swift for you to get started? Well, Swift is the new language for you. No need to struggle any more. Swift will help you create both iOS8 and OSX apps in an intriguing and interesting way. If you happen to have some experience working with Objective-C, you might be asking yourself why shift to Swift. After all, you have been creating better apps for OS X for some years. But, did you know that apple had something in store before they released Swift? Whether you are an experienced programmer or just starting out in iOS app design, this book takes you through all the steps of designing an iOS app. If you want to learn how to create outstanding apps that will beat your competitor, this book helps you discover the secret. From Xcode and Swift, the foundation of modern iOS development, you will learn the building blocks of designing a great app so that you can dig deep into the app development. The Swift programming language is innovative, safe and young. So, how do you stay updated with the latest information and avoid being left behind with the most recent developments? Inside you will find from Beginners, Intermediate and Advanced Principles of Swift Programming: Step by step instructions on building apps Sample XCode projects Basic Introduction to Swift Discover major design principles that define iOS user experience. Manage data and manipulate images using effects and filters Latest changes to Swift 5.0 The ABI stability And many more... Don't wait. Grab your copy today.

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.

Apple's new programming language, Swift, is fast, safe, accessible—the perfect choice for game development! Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features for game development. Then, you will learn how to animate sprites and textures. Along the way, you will master the physics framework, add the player character and NPCs, and implement controls. Towards the end of the book, you will polish your game with fun menus, integrate with Apple Game Center for leaderboards and achievements, and then finally, learn how to publish your finished games to the App Store. By the end of this book, you will be able to create your own iOS games using Swift and SpriteKit.

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.

Learn Objective-C and its latest release, and learn how to mix Swift with it. You have a great idea for an app, but how do you bring it to fruition? With Objective-C, the universal language of iPhone, iPad, and Mac apps. 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. Along the way you'll discover the flexibility of Apple's developer tools If you're looking to take the first step towards App Store success, Objective-C for Absolute Beginners, Fourth Edition is the place to start. What You'll Learn Understand the fundamentals of computer programming: variables, design data structures, and working with file systems Examine the logic of object-oriented programming: how to use classes, objects, and methods Install Xcode and write programs in Objective-C Who This Book Is For Anyone who wants to learn to develop apps for the iPhone, iPad, Mac, or Watch using the Objective-C programming language. No previous programming experience is necessary.

Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer. This book 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 4. Many people have a difficult time believing they can learn to write iOS apps. Swift 4 for Absolute Beginners will show you how to do so. You'll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch. 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 14 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. And the material in this book is supplemented by with the free, live online training sessions. What You'll Learn Work with Swift classes, properties, and functions Examine proper user interface and user experience design Understand Swift data types: integers, floats, strings, and Booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, and iPad, and Watch using the Swift programming language. No previous programming experience is necessary.

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.

Summary Hello Swift! is a how-to guide to programming iOS Apps with the Swift language, written from a kid's perspective. This approachable, well-illustrated, step-by-step guide takes you from beginning programming concepts all the way through developing complete apps. (Adults will like it too!) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own apps? With a little practice, you can! Apple's Swift language, along with special coding playgrounds and an easy-to-use programming environment, make it easier than ever. Take it from author Tanmay Bakshi, who started programming when he was just five years old. About the Book His book, Hello Swift! iOS app programming for kids and other beginners, teaches you how to write apps for iPhones and iOS devices step by step, starting with your first line of Swift code. Packed with dozens of apps and special exercises, the book will teach you how to program by writing games, solving puzzles, and exploring what your iPhone can do. Hello Swift! gets you started. Where you go next is up to you! What's inside Crystal-clear explanations anyone can understand Kid-friendly examples, including games and puzzles Learn by doing—you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program. (Psst! Adults like it, too.) About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker, and Manning author! Table of Contents Get ready to build apps with Swift! Create your first app Your first real Swift code using variables I/O laboratory Computers make decisions, too! Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code: Clean it with function detergent Reduce your code: Use less, do more with class detergent Reading and writing files Frameworks: Bookshelves of classes SpriteKit: Fun animation time Time to watch your WatchKit code Continuing your journey with Swift

Swift is the definitive language for Apple development today and it's a vital part of any iOS and macOS developer's skill set. The Mastering Swift book over the years has established itself as one of the popular choices for an in-depth and practical guide on Swift programming language amongst developers. The latest fifth edition is fully ...

Swift is very easy to learn and it's more readable than most programming languages. It allows you to build applications for iPhone, iPad, Apple Watch, Apple TV and Mac. Swift Programming in easy steps teaches you how to build iOS apps from scratch using Swift 4. Learn: · Xcode: the free software to write apps in Swift. · Swift Playgrounds: the experimenting environment that lets you write code and see results instantly. · Firebase: Google's mobile platform that lets you add functionality to your app. · SpriteKit: that gives you everything you'll need to build 2D games. · ARKit: that allows you to create Augmented Reality experiences for your app users. You don't need any prior programming knowledge. This book will walk you through the process of user interface design and coding, all the way to publishing your apps to the App Store! For anyone seeking to discover the easiest way to create apps for Apple devices. Covers iOS 12 and Swift 4 Table of Contents Introduction to iOS Development Swift Playgrounds User Interaction Camera & Photo Library Location & Table Views Firebase: Login & Database Game Development Advanced Swift Submitting your Apps

Swift greatly simplifies the process of developing applications for Apple devices. This book provides you with the essential skills to help you get started with developing applications using Swift. Key Features Teaches you how to correctly structure and architect software using Swift Uses real-world examples to connect the theory to a professional setting Imparts expertise in the core Swift standard library Book Description Take your first foray into programming for Apple devices with Swift. Swift is fundamentally different from Objective-C, as it is a protocol-oriented language. While you can still write normal object-oriented code in Swift, it requires a new way of thinking to take advantage of its powerful features and a solid understanding of the basics to become productive. What you will learn Explore the fundamental Swift programming concepts, language structure, and the Swift programming syntax Learn how Swift compares to other computer languages and how to transform your thinking to leverage new concepts such as optionals and protocols Master how to use key language elements, such as strings and collections Grasp how Swift supports modern application development using advanced features, such as built-in Unicode support and higher-order functions Who this book is for If you are seeking fundamental Swift programming skills, in preparation for learning to develop native applications for iOS or macOS, this book is the best for you. You don't need to have any prior Swift knowledge; however, object-oriented programming experience is desired.

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!

This book covers iOS 13 app design fundamentals using the latest Swift 5.1 programming language, Xcode 11 and iOS 13.1 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 5 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 complete apps (including a 2D game) are developed in separate chapters. 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 on simulators and real devices. Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction: General info and the steps of developing an iOS app. Chapter 2. Setting up your development environment: Installing Xcode, setting up signing identities, 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

It seems as if everyone is writing applications for Apple's iPhone and iPad, but how do they all do it? It's best to learn Objective-C, the native language of both the iOS and Mac OS X, but where to begin? Right here, even if you've never programmed before! Objective-C for Absolute Beginners will teach you how to write software for your Mac, iPhone, or iPad using Objective-C, an elegant and powerful language with a rich set of developer tools. Using a hands-on approach, you'll learn to think in programming terms, how to use Objective-C to build program logic, and how to write your own applications and apps. With over 50 collective years in software development and based on an approach pioneered at Carnegie Mellon University, the authors have developed a remarkably effective approach to learning Objective-C. Since the introduction of Apple's iPhone, the authors have taught hundreds of absolute beginners how to develop Mac, iPhone, and iPad apps, including many that became popular apps in the iTunes App Store.

Learn the fundamentals of modern web design, rather than relying on CMS programs, such as WordPress or Joomla!. You will be introduced to the essentials of good design and how to optimize for search engines. You will discover how to register a domain name and migrate a website to a remote host. Because you will have built the web pages yourself, you will know exactly how HTML and CSS work. You will have complete control over your websites and their maintenance. Practical Website Design for Absolute Beginners centers around introducing small amounts of new code in short practical chapters and provides many website templates that can be easily adapted for your own websites. Each chapter builds on the templates created in the previous chapter. You are provided with a practical project to complete in most chapters, and taught to produce practical web pages right from the start. In the first chapter you will install and configure a free text editor, then you will produce the structure for your first web page. You will then gradually learn to create more sophisticated and increasingly practical web pages and websites. In this book you will be encouraged by means of a series of achievable goals, and you will be rewarded by the knowledge that you are learning something valuable and really worthwhile. You will not have to plow through daunting chapters of disembodied code theory because the code is described and explained in context within each project. Because each project is fully illustrated, you will see clearly what you are expected to achieve as you create each web page.

What You'll Learn Provides instructions for installing a text editor for producing HTML and CSS Shows you step-by-step how to build and test web pages and websites Teaches you how to ensure that your websites are attractive and useful Describes how to make the most effective use of color and images Teaches you the essential features of search engine optimization Shows you how to migrate your website to a remote host Who This Book Is For Practical Website Design for Absolute Beginners is for people who want to begin designing their own websites. It uses a highly motivational, easily assimilated step-by-step approach where you will start learning practical skills from the very first chapter. The book is an excellent choice for people who have computer skills but would also like to learn HTML and CSS. For readers who have little or no knowledge of HTML and CSS, the book will teach enough to complete all the projects in the book.

Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, Swift For Dummies shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and social media Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

Have you been wanting to develop Apps for iOS but don't have the prerequisite language skills? Have you tried other iOS books and the code just went over your head? Do you feel like you need a little more coding experience before tackling mobile? Do you want to get a head start on iOS8 development? There is no mobile platform that has proved more dominant-- or more lucrative than iOS! If you're planning on creating native iOS apps, you must know Swift. Swift is an easy-to-learn and powerful language that is used to create iOS8 and OSX apps in the very near future. Companies are scrambling to hire Swift developers and those with aspirations to create iOS apps are learning it as fast as they can. Author Mark Lasso is a master-instructor with years of teaching experience. You'll master the Swift programming language as you complete the multiple lab exercises that are both interesting and engaging. Dozens and dozens of code examples are available for you to load up and study. Over 150,000 people have learned programming from Mark Lasso-- this book is one of his best. If you want to learn Swift and become an iOS8 developer, this is your book.

"Concepts of game programming are explained well, and no prior knowledge of Swift language programming is required. ... The images and audio provided are professional and clean." William Fahle, Computing Review, May 31, 2016

Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four, fun and colorful games. Learn the Swift 2.0 language, and learn to create game apps for iOS at the same time – a double win! The four games you'll develop while reading this book are: Painter Tut's Tomb Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, casual, puzzle, and platform styles of game play. Professionally developed game assets form part of the book download. You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family. The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects and game states, define levels for players to pass through, implement animations based upon realistic physics, and much more. Along the way you'll learn the language, but always in the context of fun and games. Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the main programming language for iOS devices and Mac OS X. Swift is a must learn language for anyone targeting Apple devices, and Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language.

Learn how to get started with robotics programming using Robot Operation System (ROS). Targeted for absolute beginners in ROS, Linux, and Python, this short guide shows you how to build your own robotics projects. ROS is an open-source and flexible framework for writing robotics software. With a hands-on approach and sample projects, Robot Operating System for Absolute Beginners will enable you to begin your first robot project. You will learn the basic concepts of working with ROS and begin coding with ROS APIs in both C++ and Python. What You'll Learn Install ROS Review fundamental ROS concepts Work with frequently used commands in ROS Build a mobile robot from scratch

using ROS Who This Book Is For Absolute beginners with little to no programming experience looking to learn robotics programming. iOS 13 Programming for Beginners is a popular introductory guide on learning the essentials of Swift programming and iOS development for building your first iOS app and publishing it on the App Store. Fully updated to cover the latest features of iOS 13, you will be up to speed with writing your first iOS app with this practical guide.

Description Learn 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 Apprentice Playground 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!

Dart for Absolute Beginners enables individuals with no background in programming to create their own web apps while learning the fundamentals of software development in a cutting edge language. Easily digested chapters, while comprehensive enough to explore the whole domain, are aimed at both hobbyists and professionals alike. The reader will not only gain an insight into Dart, but also the technologies behind the web. A firm foundation is laid for further programming studies. Dart is a new, innovative language developed by Google which is poised to take the web by storm. For client side web app development, Dart has many advantages over JavaScript. These include but are not limited to: improved speed, enforcement of programmatic structure, and improved facilities for software reuse. Best of all, Dart is automatically converted to JavaScript so that it works with all web browsers. Dart is a fresh start, without the baggage of the last two decades of the web. Why start learning to program with yesterday's technology? Teaches you the fundamentals of programming and the technologies behind the web. Utilizes the cutting edge, easy to learn, structured Dart programming language so that your first steps are pointed towards the future of web development. No prior knowledge is required to begin developing your own web apps.

Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. Summary Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. You'll work through a series of exercises based in computer science fundamentals that are designed to improve your software development abilities, improve your understanding of artificial intelligence, and even prepare you to ace an interview. As you work through examples in search, clustering, graphs, and more, you'll remember important things you've forgotten and discover classic solutions to your "new" problems! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Whatever software development problem you're facing, odds are someone has already uncovered a solution. This book collects the most useful solutions devised, guiding you through a variety of challenges and tried-and-true problem-solving techniques. The principles and algorithms presented here are guaranteed to save you countless hours in project after project. About the book Classic Computer Science Problems in Java is a master class in computer programming designed around 55 exercises that have been used in computer science classrooms for years. You'll work through hands-on examples as you explore core algorithms, constraint problems, AI applications, and much more. What's inside Recursion, memoization, and bit manipulation Search, graph, and genetic algorithms Constraint-satisfaction problems K-means clustering, neural networks, and adversarial search About the reader For intermediate Java programmers. About the author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. Table of Contents 1 Small problems 2 Search problems 3 Constraint-satisfaction problems 4 Graph problems 5 Genetic algorithms 6 K-means clustering 7 Fairly simple neural networks 8 Adversarial search 9 Miscellaneous problems 10 Interview with Brian Goetz 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 programming language for Cocoa and Cocoa Touch. Now in its second edition, Swift for Beginners has been updated to accommodate the evolving features of this rapidly adopted language. 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 Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE: www.peachpit.com/swiftbeginners2 includes additional resources.

The simplest way to create world-class apps Have a unique app idea but worried you don't quite have the coding skills to build it? Good news: You can stop fretting about someone beating you to market with the same idea and start work right now using SwiftUI. SwiftUI is a gateway app development framework that has become one of the best ways for fledgling developers to get iOS apps off the ground without having to become a coding expert overnight. SwiftUI For Dummies makes that process even faster, providing a friendly introduction to the SwiftUI and Swift programming language and helping you feel right at home creating and building with playgrounds. The book also covers the frameworks and APIs that make it so easy to create smooth, intuitive interfaces—just dive right in and have fun! Combine projects into workspaces Employ Xcode editing tools Use constants and variables Test your code on iOS Simulator Time is of the essence, and with SwiftUI For Dummies, it's also on your side. Get going with this friendly guide today, and you'll be celebrating the successful launch of your app way before you thought possible!

[Copyright: e33a0db09e55b3b0a2569bff8d18fa7e](http://www.peachpit.com/swiftbeginners2)