

Read Online Pro
iPhone
Development With
Swift 4: Design
And Manage
Top Quality
Apps

*Learn iPhone and iPad
Programming via*

Read Online Pro iPhone

Development With

Swift 4: Design

And Manage Top

Quality Apps

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

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Swift 4: Design
And Manage Top
Quality Apps*

easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through four engaging, epic-length tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together

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*they cover everything you
need to know to make
your own apps. By the
end of the series you'll be
experienced enough to
turn your ideas into real
apps that you can sell on
the App Store. Tutorial 1:
Bull's Eye. In the first
tutorial in the book,
you'll start off by
building a simple but fun
game to learn the basics
of iPhone programming.*

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In the process, you'll get familiar with Xcode, UIKit and Swift in an easygoing

manner. Tutorial 2:

Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation

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*Development With
controllers and delegates.*

*Swift 4: Design
Now you're making apps
for real! Tutorial 3:*

*MyLocations. In the third
tutorial, you'll develop a
location-aware app that
lets you keep a list of
spots that you find
interesting. In the*

*process, you'll learn
about Core Location,
Core Data, Map Kit and
much more! Tutorial 4:*

StoreSearch. Mobile apps

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often need to talk to web services and that's what you'll do in this final tutorial of the book.

You'll make a stylish app, which supports both Dark and Light appearances, for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON.

Move into iOS

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Development With
Swift 4: Design
development by getting a
firm grasp of its

fundamentals, including
the Xcode 13 IDE, Cocoa
Quality Apps Top

Touch, and the latest

version of Apple's

acclaimed programming
language, Swift 5.5.

With this thoroughly

updated guide, you'll

learn the Swift language,

understand Apple's

Xcode development tools,

and discover the Cocoa

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Development With

*framework. Explore
Swift's object-oriented*

concepts Become Top

familiar with built-in

Swift types Dive deep

into Swift objects,

protocols, and generics

Tour the life cycle of an

Xcode project Learn how

nibs are loaded

Understand Cocoa's

event-driven design

Communicate with C and

Objective-C In this

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And Manage Top
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*edition, catch up on the
latest iOS programming
features: Structured*

*concurrency:
async/await, tasks, and
actors Swift native*

*formatters and attributed
strings Lazy locals and
throwing getters*

*Enhanced collections
with the Swift Algorithms
and Collections packages*

*Xcode tweaks: column
breakpoints, package*

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*Development With
collections, and Info.plist
Swift 4: Design
build settings*

*Improvements in Git
integration, localization,
unit testing,*

*documentation, and
distribution And more!*

*Explore how to use
ARKit to create iOS apps
and learn the basics of
augmented reality while
diving into ARKit specific
topics. This book reveals
how augmented reality*

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allows you to view the screen on an iOS device, aim the camera at a nearby scene, and view both the real items in that scene as well as a graphic image overlaid on to that scene. You'll start by accessing the camera and teaching your app to track the world around its device. You'll then see how to position nodes and create

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*augmented reality shapes
and textures. Next you'll
have your creations
interact with their
environment by
programming workable
physics, detecting planes,
measuring distance, and
applying virtual force.
Finally you'll learn how
to hit test and
troubleshoot your
applications to ensure
they interact with the real*

Read Online Pro iPhone

Development With

*world around them
seamlessly. ARKit is*

Apple's software

framework for creating

augmented reality apps

on iOS devices such as

the iPhone and iPad.

Unlike virtual reality that

creates an entirely

artificial world for the

user to view and explore,

Beginning ARKit for

iPhone and iPad will

show you how

Read Online Pro iPhone

*Development With
augmented reality places
Swift 4: Design
artificial items in an
And Manage Top
actual scene displayed by
Quality Apps
an iOS device's camera.*

What You'll Learn

*Access the camera Use
ARKit's hit testing for
tracked geometry Apply
and combine real world
and virtual physics Who
This Book Is For*

*Programmers familiar
with the basics of Swift
programming who want*

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Development With
*to dive into developing
iOS applications with
Swift.*

Manage Top
Quality Apps
*Learn SwiftUI by
designing and building
complex user interfaces
for watchOS, iPadOS,
and iOS with the help of
projects including a
financial app, a sports
news app, and a POS
system*

*Key Features
Learn SwiftUI with the
help of practical cross-*

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*Development With
Swift 4: Design
And Manage Top
Quality Apps*

*platform development
projects Understand the
design considerations for
building apps for
different devices such as
Apple Watch, iPhone,
and iPad using SwiftUI's
latest features Work with
advanced SwiftUI layout
features, including SF
Symbols, SwiftUI grids,
and forms in SwiftUI
Book Description*

*Released by Apple during
Page 17/307*

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Development With

WWDC 2019, SwiftUI
Swift 4: Design
And Manage Top
Quality Apps

*provides an innovative
and exceptionally simple
way to build user
interfaces for all Apple
platforms with the power
of Swift. This practical
guide involves six real-
world projects built from
scratch, with two projects
each for iPhone, iPad,
and watchOS, built using
Swift programming and
Xcode. Starting with the*

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*Development With
Swift 4: Design
And Manage Top
Quality Apps*
*basics of SwiftUI, you'll
gradually delve into
building these projects.*

*You'll learn the
fundamental concepts of
SwiftUI by working with
views, layouts, and
dynamic types. This
SwiftUI book will also
help you get hands-on
with declarative
programming for
building apps that can
run on multiple*

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*Development With
Swift 4: Design
And Manage Top*
*platforms. Throughout
the book, you'll work on
a chart app (watchOS),*

*NBA draft app
(watchOS), financial app
(iPhone), Tesla form app
(iPhone), sports news
app (iPad), and shoe
point-of-sale system
(iPad), which will enable
you to understand the
core elements of a
SwiftUI project. By the
end of the book, you'll*

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Development With

have built fully

functional projects for

multiple platforms and

gained the knowledge

required to become a

professional SwiftUI

developer. What you will

learn Understand the

basics of SwiftUI by

building an app with

watchOS Work with UI

elements such as text,

lists, and buttons Create

a video player in UIKit

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Development With

and import it into

SwiftUI Discover how to

leverage an API and

parse JSON in your app

using Combine Structure

your app to use Combine

and state-driven features

Create flexible layouts on

iPad Who this book is

for SwiftUI Projects is

intended for anyone who

is already comfortable

with Swift. We do not

cover Swift topics in

Read Online Pro iPhone

detail, so you need to be familiar with these already. All of the

SwiftUI topics are taught as if this is the first time you've learned them and will gradually get more difficult.

*SwiftUI Essentials - iOS
14 Edition*

*Learn to Develop iOS
Apps Using SwiftUI,
Swift 5 and Xcode 12
Swift Programming in*

Read Online Pro
iPhone
Development With
easy steps

Head First Swift

Get started with building

iOS apps with Swift 5.3

and Xcode 12, 5th

Edition

Develop and Design

Real-World App

Architecture in Swift

Get to grips with

Apple's new

SwiftUI

framework for

Read Online Pro
iPhone

Development With
***creating robust
Swift 4: Design,
Uls for iOS and
And Manage Top
iPadOS using
Quality Apps
Swift***

***programming
Key Features Use
SwiftUI for
building dynamic
apps for Apple
devices from scr
atch Understand
declarative***

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iPhone

Development With
***syntax in cross-
platform
development and
how states work
within***

***SwiftUILearn to
develop watchOS
apps by reusing
SwiftUI codeBook
Description***

***SwiftUI is the new
and powerful***

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*Development With
Swift 4: Design
And Manage Top
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***interface toolkit
that lets you
design and build
iOS, iPadOS, and
macOS apps
using declarative
syntax. It is a
powerful way to
develop the UI
elements of
applications,
which would***

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Development With
Swift 4: Design
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***normally be
tightly coupled to
application logic.***

***Learn SwiftUI will
get you up to
speed with the
framework and
cross-device UI
development in
no time.***

***Complete with
detailed***

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iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

***explanations and
practical
examples, this
easy-to-follow
guide will teach
you the
fundamentals of
the SwiftUI
toolkit. You'll
learn how to
build a powerful
iOS and iPadOS***

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iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

***application that
can be reused for
deployment on
watchOS. As you
progress, you'll
delve into UI and
unit testing in
iOS apps, along
with learning how
to test your
SwiftUI code for
multiple devices.***

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Development With
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The book will also show you how to integrate SwiftUI features such as data binding and network requests into your current application logic. By the end of this book, you will have learned how

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iPhone

Development With

***to build a cross-
device***

Swift 4: Design

And Manage Top

Quality Apps

***application using
the SwiftUI***

framework and

Swift

programming.

What you will

learn Explore the

fundamentals of

SwiftUI and

compare it with

Read Online Pro
iPhone

Development With

existing UI

frameworks

Write
SwiftUI syntax

and understand

what should and

shouldn't be

included in

SwiftUI's

layer

Add text and
images to a

SwiftUI view and

decorate them

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iPhone

Development With

***using SwiftUI's
modifiers Create
basic forms, and
use camera and***

photo library

***functions to add
images to***

***them Understand
the core***

***concepts of Maps
in iOS apps and***

add a MapView in

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iPhone

Development With
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**SwiftUIDesign
extensions within
your existing
apps to run them
on**

**watchOSHandle
networking calls
in SwiftUI to
retrieve data from
external
sourcesWho this
book is for This**

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iPhone

Development With
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Quality Apps

**SwiftUI book
helps any mobile
app developer
looking to**

**understand the
fundamentals of
the new SwiftUI
framework along
with the benefits
of cross-device
development. A
solid**

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iPhone

Development With
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***understanding of
iOS and macOS
app development,
along with some
knowledge of the
Swift
programming
language, will be
beneficial. Basic
programming
knowledge is
essential to grasp***

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iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

***the concepts
covered in the
book effectively.
If you've already
learned the
basics of Swift
and iOS
programming, it's
time to take your
skills to the next
level. In this
follow up work to***

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iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

***the best-selling
Beginning iPhone
Development
with Swift, you'll
learn tips for
organizing and
debugging Swift
code, using multi-
threaded
programming
with Grand
Central Dispatch,***

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iPhone

Development With
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***passing data
between view
controllers, and
designing apps
for multiple
languages. You'll
also see how to
play audio and
video files,
access the
camera and save
pictures to the***

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Photos library, use location services to pinpoint your position on a map, display web pages, and create animation to spice up any user interface. Finally, you'll learn how to use Apple's

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Development With

***advanced
frameworks for
machine learning,
facial and text***

***recognition, and
creating***

augmented

reality apps. Pro

iPhone

Development

with Swift 5

provides

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iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

***insightful
instruction on
how to improve
your existing
apps or create
powerful new iOS
apps using the
latest version of
the Swift
programming
language.***

Move into iOS

Read Online Pro
iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

***development by
getting a firm
grasp of its
fundamentals,
including the
Xcode 12 IDE,
Cocoa Touch,
and the latest
version of
Apple's
acclaimed
programming***

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iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

***language, Swift
5.3. With this
thoroughly
updated guide,
you'll learn the
Swift language,
understand
Apple's Xcode
development
tools, and
discover the
Cocoa***

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Development With
framework.

**Become familiar
with built-in Swift
types Dive deep
into Swift**

objects,

protocols, and

generics Tour the

life cycle of an

Xcode project

Learn how nibs

are loaded

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iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

***Understand
Cocoa's event-
driven design
Communicate
with C and
Objective-C In
this edition, catch
up on the latest
iOS programming
features: Multiple
trailing closures
Code editor***

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iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

document tabs
New Simulator
features
Resources in
Swift packages
Logging and
testing
improvements
And more! Once
you master the
fundamentals,
you'll be ready to

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Swift 4: Design
And Manage Top
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**tackle the details
of iOS app
development with
author Matt**

**Neuburg's
companion
guide,**

**Programming iOS
14.**

**iOS 11, Swift 4,
and Xcode 9
provide many**

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Swift 4: Design
And Manage Top
Quality Apps

***new APIs for iOS
developers. With
this cookbook,
you'll learn more
than 170 proven
solutions for
tackling the latest
features in iOS 11
and watchOS 4,
including new
ways to use Swift
and Xcode to***

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Development With

make your day-to-day app

Swift 4: Design

development life

And Manage Top

Quality Apps

easier. This

collection of code-

rich recipes also

gets you up to

speed on

continuous

delivery and

continuous

integration

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Development With
Swift 4: Design
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***systems. Ideal for
intermediate and
advanced iOS
developers***

***looking to work
with the newest
version of iOS,
these recipes
include reusable
code on GitHub,
so you can put
them to work in***

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iPhone

Development With
Swift 4: Design
And Manage Top
Quality Apps

***your project right
away. Among the
topics covered in
this book: New
features in Swift
4 and Xcode 9
Tools for
continuous
delivery and
continuous
integration
Snapshot testing***

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iPhone
Development With
**and test
automation
Creating
document-based
applications
Updated Map
view and Core
Location features
iOS 11's Security
and Password
Autofill Data
storage with**

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And Manage Top
Quality Apps

***Apple's Core
Data Creating
lively user
interfaces with UI
Dynamics
Building
iMessage
applications and
sticker packages
Integrating Siri
into your apps
with Siri Kit***

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Development With

Creating

fascinating apps

for Apple Watch

Objective-C

Programming

Grit

Pro Xcode

Combine

iOS 14

Programming for

Beginners

Programming iOS

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Development With
14
***The iPhone
Manual – Tips
and Hacks***

Apply Different
Architectures to
Your Codebase!
Advanced iOS App
Architecture
guides you
through building
one real-world
app written in

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Development With

different
architectures to

give you hands-

on and practical

experience

working in

different

architectures.

This book will

also guide you

through the

theory you need

to gain a solid

foundation of

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Development With
architecture
Swift 4: Design
concepts so that
you can make
your own
Quality Apps

informed

decisions on how
to use them in
your codebase.

Who This Book Is

For This book is

for intermediate

iOS developers

who already know

the basics of

Read Online Pro
iPhone
Development With
iOS and are
Swift 4: Design
looking to build
apps using Top
defined Apps
architectures,
making apps
cleaner and
easier to
maintain. Topics
Covered in
Advanced iOS App
Architecture
Navigating
Architecture

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Development With

Topics: Learn
Swift 4: Design

behind various
App Manage Top
Quality Apps

architectures to
help inform
which works best
for you in
different
situations you
may face.

Managing

Dependencies:

Learn how to
manage

Read Online Pro iPhone

Development With
dependencies
both internally
and externally
within your app.

MVVM

Architecture:

Explore the
history of the
MVVM

architecture and
begin building
KOOBER - the
book's project
app - using MVVM

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Development With
principles.

Redux: Design

Architecture: Top

Quality Apps

Explore the
history of the

Redux

architecture and

continue

building KOOBER

using Redux

principles.

Elements

Architecture:

Explore the

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Development With
Swift 4: Design
Architecture and
continue

building KOOBER
using Elements
principles.

SwiftUI: Explore
SwiftUI and find
out how to adapt
existing
application
architectures
for use with

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Development With
SwiftUI. After

reading this

book, you'll

have the

knowledge to

decide which

types of

architecture

components suit

your apps and

you'll have a

deep

understanding of

the covered

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Development With
architectures.

Swift 4: Design
About the iOS

Architecture Top

Team The
Quality Apps

architecture
team is a group
of seasoned
developers who
work for large
multi-national
companies who
deal with large
and diverse code
bases on a daily

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basis. The
knowledge
procured over
years of
development is
now being
transferred to
you through
book. We hope
you enjoy the
book and,
hopefully,
you'll apply
some of the

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architectures
you've learned
to your own apps

You know the

basics. Your
Swift code flows
with logic and
ease. This isn't
your first time
building a
workable app for
iOS platforms.
Now, it's time
to build a

Read Online Pro iPhone

Development With
Swift 4: Design
magical app for
iOS platforms!

Move beyond what
you mastered in
the best-selling
Beginning iPhone
Development with
SwiftUI. Debug
Swift code, use
multi-threaded
programming with
Grand Central
Dispatch, pass
data between

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Development With
view
Swift 4: Design
controllers, and
design apps Top
functional in
Quality Apps
multiple
languages. Not
only will your
apps run like
magic under the
hood but, with
the new standard
of SwiftUI,
you'll add
animations,

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Development With

scaling,
multiscreen
support, and so

much more to
your interfaces.
You'll also see
how to integrate
audio and video
files in your
apps, access the
camera and send
pictures to and
from the Photos
library, use

Read Online Pro
iPhone
Development With
location
services to
pinpoint your
user's position
on a map, and
display web
pages in-app.
Don't just stop
at flawless code
and stickily
engaging
interfaces. Give
your apps a mind
with Apple's

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advanced
frameworks for

machine

learning, facial
and text

recognition, and
augmented

reality. Pro
iPhone

Development with
SwiftUI

enlightens you
to the world of
rich design,

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Swift 4: Design

And Manage Top
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solid code, and
thoughtful
processing
needed to make
apps that wow.

Integrate all
these

extraordinary
iOS features and
embrace the
world of

possibilities in
the Swift
programming

Read Online Pro iPhone

Development With
language with
SwiftUI. What
You Will Learn
Save and

retrieve data
when apps close
or get pushed in
the background
Recognize speech
with Apple's
advanced
frameworks

Create augmented
reality apps

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Development With

Swift 4: Design
with Siri Who

This Book is For
Aspiring iOS app
developers

familiar with
the Apple Swift
programming
language and/or
the iOS SDK, but
ready to move to
the next level.

Learn how to

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Development With
Swift 4: Design
And Manage iOS
Quality Apps

integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll

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Development With
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also learn about
touch gestures,
table views, and
collection views
for displaying
data on a user
interface.

Assuming little
or no working
knowledge of the
Swift
programming
language, and
written in a

Read Online Pro iPhone

Development With

friendly, easy-
to-follow style,

this book offers

a comprehensive

course in iPhone

and iPad

programming. The

book starts with

a gentle

introduction to

using Xcode and

then guides you

through the

creation of your

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Development With
Swift 4: Design
first simple
application.

You'll start
with designing
basic user

interfaces and
then explore
more

sophisticated
ones that

involve multiple
screens such as
navigation

controllers, tab

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Swift 4: Design
App Manage Top
Quality Apps

bars, tool bars,
page views, and
split views that
are particularly

useful on the
larger screens
of the iPad and
certain iPhone
models. And
there's much
more! Beginning
iPhone

Development with
Swift 5 covers

Read Online Pro iPhone

Development With

the basic
information you
need to get up

and running
quickly to turn
your great ideas
into working iOS

apps. Once
you're ready,
move on to Pro
iPhone

Development with
Swift 5 to learn
more of the

Read Online Pro iPhone

really unique
aspects of iOS
programming and
the Swift

language. What
You Will Learn
Discover what
data persistence
is, and why it's
importantBuild
cool, crisp user
interfacesDispla
y data in Table
ViewsWork with

Read Online Pro iPhone

Development With
all the most
Swift 4: Design
commonly used
iOS Frameworks

Who This Book is
For Aspiring iOS
app developers
new to the Apple
Swift

programming
language and/or
the iOS SDK.

Summary Hello
Swift! is a how-
to guide to

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Development With
programming iOS
Swift 4: Design
Apps with the
Swift language,
written from a
kid's
perspective.

This
approachable, we
ll-illustrated,
step-by-step
guide takes you
from beginning
programming
concepts all the

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Development With

Swift 4: Design
And Manage Top

Quality Apps

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

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Development With

Technology It's
Swift 4: Design
fun to play
games and

explore new
Quality Apps
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

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Development With
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Quality Apps

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

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Development With

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

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Swift 4: Design
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Quality Apps

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

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Development With
up to you!
Swift 4: Design
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

Read Online Pro iPhone

Development With
Swift 4: Design
And Manage Top
Quality 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

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Development With
iOS App Store at
Swift 4: Design
the age of nine.

He's now the Top
youngest IBM

Champion, a
Cloud Advisor,
Watson

Developer, TED
Speaker, and
Manning author!

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Let computers do
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(Third Edition)
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"iOS development

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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

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Development With
basics by
Swift 4: Design
experimenting in
And Manage Top
Swift playgrounds.
Quality Apps

*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;*

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*Development With
Swift 4: Design
And Manage Top
Quality Apps*

*interact with the
camera and other
device features;
and touch on*

*cloud and
networking basics.*

*Summary Now
updated for Swift
5! Swift is more
than just a fun
language to build
iOS applications*

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Development With

*with. It features a
host of powerful*

*tools that, if
effectively used,*

can help you

create even better

*apps with clean,
crystal-clear code*

and awesome

features. Swift in

*Depth is designed
to help you unlock*

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these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning

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Publications.

About the
Swift 4: Design
And Manage Top
Technology It's
Quality Apps
fun to create your
first toy iOS or
Mac app in Swift.

Writing secure,
reliable,
professional-grade
software is a
different animal
altogether. The

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Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and

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*learn Swift in
depth. About the
Book Swift in*

*Depth guides you
concept by
concept through
the skills you need
to build*

*professional
software for Apple
platforms, such as
iOS and Mac; also*

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*on the server with
Linux. By following
the numerous
concrete*

*examples,
enlightening
explanations, and
engaging
exercises, you'll
finally grok
powerful
techniques like*

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generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through

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*Development With
Swift 4: Design
his own hard-won
experience.*

*And Manage Top
Quality Apps.
Covers Swift 5*

*Writing reusable
code with generics
Iterators,
sequences, and
collections*

*Protocol-oriented
programming*

Understanding

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iPhone

Development With
*map, flatMap, and
compactMap*
And Manage Top
Quality Apps
Asynchronous
*error handling
with ResultBest
practices in Swift*
About the Reader
Written for *advanc
ed-beginner and
intermediate-level
Swift*
programmers.

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*About the Author
Tjeerd in 't Veen is
a senior software
engineer and
architect in the
mobile division of
a large
international
banking firm.*

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*Understanding
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*Asynchronous
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with Result*

*Protocol
extensions Swift
patterns*

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*Delivering quality
Swift code Where
to Swift from here
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*

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*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*

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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*

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*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*

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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

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*Shows you how to
design your app
with the end user
in mind and*

*create a fantastic
user experience*

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controllers,*

*interface objects,
gesture*

recognizers, and

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like now to tap

into the power of

iOS - start

building the next

big app today with

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information

required to take

you to the next

level beyond basic

iPhone

development

using Swift. In this

follow up work to

the best selling

Beginning iPhone

Development with

Swift, you'll learn

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*how to improve
your apps by
managing the
performance of
your programs
using
parallelization,
getting data in
and out of the
cloud, using
gestures, the
camera, 3D touch,*

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*sensors as well as
newer features
having debuted
this year. In its*

*fourth edition, Pro
iPhone*

*Development with
Swift 4 covers the
additional*

*information you
want to know to
extend your apps*

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Development With
into the next level.

What You Will

*Learn Add parallel
functionality using*

Grand Central

*Dispatch Use the
camera and*

access photos Use

SiriKit Who This

Book is For

*Aspiring iOS app
developers*

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*familiar with the
Apple Swift
programming
language and/or
the iOS SDK, but*

*ready to move to
the next level.*

*Design and
Manage Top
Quality Apps
The Big Nerd
Ranch Guide*

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Reverse
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Simple Solutions
for Game
Development
Problems

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(Second Edition)
iOS Swift Game
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iOS Development
with Swift

*Based on Big
Nerd Ranch's
popular iPhone
Bootcamp class,
iPhone*

*Programming:
The Big Nerd
Ranch Guide
leads you*

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through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them

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*immediately as
you build an
application or
enhance one*

*from a previous
chapter. These
applications
have been
carefully
designed and
tested to teach
the associated
concepts and to*

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*provide
practice
working with
the standard
development
tools Xcode,
Interface
Builder, and
Instruments.
The guide's lea
rn-while-doing
approach
delivers the*

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practical

knowledge and

experience you

need to design

and build real-

world

applications.

Here are some

of the topics

covered:

Dynamic

interfaces with

animation Using

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Development With

*the camera and
photo library*

Swift 4: Design
And Manage Top

*User location
and mapping*

services

Accessing

accelerometer

data Handling

multi-touch

gestures

Navigation and

tabbed

applications

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*Tables and
creating custom
rows Multiple
ways of storing
and loading
data:*

*archiving, Core
Data, SQLite
Communicating
with web*

*services ALocal
ization/Interna
tionalization*

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Quality Apps

*development
books, these
clear and
concise
tutorials made
the concepts
gel for me.
This book is a
definite must*

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*have for any
budding iPhone
developer."*

-Peter Watling,

New Zealand,

Developer of

BubbleWrap

Swift is very

easy to learn

and it's more

readable than

most

programming

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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

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scratch using

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free software

to write apps

in Swift. .

Swift

Playgrounds:

the

experimenting

environment

that lets you

write code and

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see results

Swift 4: Design
instantly.

And Manage Top
Firebase:

Quality Apps
Google's mobile

platform that

lets you add

functionality

to your app.

SpriteKit: that

gives you

everything

you'll need to

build 2D games.

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Augmented

Reality
experiences for
your app users.
You don't need
any prior
programming
knowledge. This
book will walk
you through the

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process of user
interface

And Manage Top
Quality Apps
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.

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Camera & Photo

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Location &

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Development

Advanced Swift

Submitting your
Apps

Get up and
running with
Swift—swiftly
Brimming with
expert advice
and easy-to-

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*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*

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new language
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like a pro.

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the ground up to
be a simpler
programming
language, it's
never
been easier to
get started
creating apps
for the iPhone
or iPad,

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*or applications
for Mac OS X.*

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find out how to

set up Xcode

for a newSwift

application,

use operators,

objects, and

data types,

andcontrol

program flow

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with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment,

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to speed your

coding along.

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you'll find out

how Swift does

away with

pointer

variables and

how to reference

and dereference

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variables

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*instead. Set up
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Mac,

iPhone, iPad,

and wearable

computers Move

an existing

Objective-C

program to

Swift Take

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Development With

*advantage of
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components and
subcomponents*

*Create an app
that uses
location,
mapping, and
socialmedia*

*Whether you're
an existing
Objective-C
programmer*

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looking to port
your code to
Swift or you've
never

programmed for
Apple in

thepast, this
fun and

friendly guide
gets you up to
speed swiftly.

The Swift

programming

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development and
started a new
age of modern
development.

Pro Design
Patterns in
Swift shows you
how to harness
the power and
flexibility of

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*Swift to apply
the most
important and
enduring design*

*patterns to
your*

*applications,
taking your
development
projects to
master level.*

*This book will
teach you those*

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design patterns
that have

always been

present at some

level in your

code, but may

not have been

recognized,

acknowledged,

or fully

utilized.

Implementation

of specific

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pattern

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approaches will

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prove their

Quality Apps
value to any

Swift

developer. Best-

selling author

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explains how to

get the most

from design

patterns. He

starts with the

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nuts-and-bolts

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and shows you

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everything

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through to

advanced

features, going

in-depth to

give you the

knowledge you

need. Pro

Design Patterns

in Swift brings

design patterns

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*to life and
shows you how
to bring*

structure and

scale to your

Swift code with

a practical, no-

nonsense

approach.

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Development

with Swift 4

Swift in Depth

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Patterns in

Swift

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with Swift

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world, cross-

platform mobile

applications

using Swift,

Xcode 12, and

SwiftUI

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*Augmented
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iOS*

*Solutions and
Examples for
iOS Apps*

Learn to find
software bugs
faster and
discover how
other developers

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have solved
similar problems.
For intermediate
to advanced
iOS/macOS
developers
already familiar
with either Swift
or Objective-C
who want to take
their debugging
skills to the next

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level, this book
includes topics
such as: LLDB
and its

subcommands
and options; low-
level components
used to extract
information from
a program;
LLDB's Python
module; and

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DTrace and how
to write D scripts.

If you're
grounded in the

basics of Swift,

Xcode, and the

Cocoa

framework, this

book provides a

structured

explanation of all

essential real-

essential real-

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world iOS app
components.

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Through deep
exploration and
copious code
examples, you'll
learn how to
create views,
manipulate view
controllers, and
add features from
iOS frameworks.

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Create, arrange,
draw, layer, and
animate views
that respond to
touch Use view
controllers to
manage multiple
screens of
interface Master
interface classes
for scroll views,
table views,

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collection views,
text, popovers,
split views, web
views, and

controls Dive into
frameworks for
sound, video,
maps, and
sensors Access
user libraries:
music, photos,
contacts, and

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including files,
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threads Stay up-

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as: Control action

closures and

menus Table

view cell

configuration

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Collection view
lists and outlines
New split view
controller
architecture
Pointer
customization on
iPad New photo
picker and limited
photos
authorization

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accuracy location
Color picker, new
page control
behavior, revised
date pickers, and
more! Want to
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basics? Pick up
iOS 14

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with Swift to
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learn about Swift,
And Manage Top
Xcode, and

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Cocoa. Together
with

Programming iOS

14, you'll gain a

solid, rigorous,

and practical

understanding of

iOS 14

development.

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What will you learn from this book? Swift is best known as Apple's programming language of choice for developing apps on iOS, iPadOS, macOS, watchOS, and

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tvOS. But it's far more versatile than that. Open source Swift is also gaining ground as a language for systems programming and server-side code, and it runs on Linux and

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Windows. So
where do you
start? With Head
First Swift, you'll
explore from the
ground up: from
collecting and
controlling data
to reusing code,
producing
custom data
types, and

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structuring
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programs and
And Manage Top
user interfaces
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with SwiftUI by
building safe,
protocol-driven
code. With Swift
under your belt,
you'll be ready to
build everything
from mobile and
web apps to

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games,
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frameworks,
And Manage Top
command-line
Quality Apps
tools, and

beyond. What's
so special about
this book? If
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Head First book,
you know what to
expect--a visually
rich format

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designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn Swift through a multisensory experience that engages your mind rather than

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a text-heavy
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approach that
And Manage Top
puts you to sleep.
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Swift OS X

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Absolute
Beginners is your
step-by-step
guide to learning
how to code
using Swift,
Apple's hottest

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programming

language. This

book will not only

teach complete

programming

novices how to

write OS X

programs, but it

can also help

experienced

programmers

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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

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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

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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

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the same time,
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and Swift OS X
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perfect place to
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with SwiftUI

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stone to

penetration

testing

An introductory

guide to creating

intuitive cross-

platform user

interfaces using

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iPhone
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Swift 5
iOS 11 Swift
Programming
Cookbook

SwiftUI Projects

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is
ISBN

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9780134289779.

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LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If

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you are new to Swift,
Swift 4: Design

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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

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grounding in key Swift
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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

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instruction, ample

illustrations, and clear

examples Real-world

guidance and advice

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an experienced Mac

and iOS developer

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use Xcode,

Playgrounds, and the

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hpit.com/swiftbeginne

rs includes additional

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resources.

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complete Xcode
reference for
developers. While
Apress' Beginning
Xcode touched on
some fairly advanced
topics in a relaxed
and friendly manner,
Apress' Pro Xcode is
a more expansive and
concise book, going
into more detail about

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each area with a tone more appropriate to the audience. In this book, you'll learn and

use unit testing, instruments, core data, persistence and more. This book also includes in-app purchasing using Xcode, which few other books cover. While using this book, you'll get some cool

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projects to build. For example, you'll learn how to create a 'Charades' or 'Draw Something' style app where you'll get exposure to iOS game center integration. This 'Charades' game app lets users draw a picture describing a phrase and the other player has to guess

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what it is. Other projects include the following: Build a class for a person and set up unit tests to check the constructor works currently.

Create an app that plays music from a device ' s music collection. Build an electronic business card and make it available in multiple

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languages. Create a

Sprite Kit app with

some fun physics

effects such as walls

that explode when

contacted by another

object. Develop an

app with a dollar

value displayed

representing in-game

credits that is altered

through in-app

purchases. After

reading and using this

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Learn how to hack
systems like black hat
hackers and secure
them like security
experts Key Features
Understand how
computer systems
work and their

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Development With
vulnerabilities Exploit
Swift 4: Design
weaknesses and hack
And Manage Top
into machines to test
Quality Apps Learn

how to secure
systems from hackers
Book Description This
book starts with the
basics of ethical
hacking, how to
practice hacking
safely and legally, and
how to install and
interact with Kali

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Development With

Linux and the Linux
terminal. You will

explore network

hacking, where you

will see how to test

the security of wired

and wireless

networks. You ' ll also

learn how to crack the

password for any Wi-

Fi network (whether it

uses WEP, WPA, or

WPA2) and spy on

the connected

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Swift 4: Design
And Manage Top
Quality Apps

devices. Moving on, you will discover how to gain access to remote computer systems using client-side and server-side attacks. You will also get the hang of post-exploitation techniques, including remotely controlling and interacting with the systems that you compromised.

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Development With

Swift 4: Design
And Manage Top

Quality Apps

Towards the end of
the book, you will be
able to pick up web
application hacking
techniques. You'll see
how to discover,
exploit, and prevent a
number of website
vulnerabilities, such
as XSS and SQL
injections. The attacks
covered are practical
techniques that work
against real systems

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and are purely for
educational purposes.

Swift 4: Design
At the end of each
section, you will learn

how to detect,

prevent, and secure
systems from these

attacks. What you will
learn Understand

ethical hacking and

the different fields and

types of hackers Set

up a penetration

testing lab to practice

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Development With

safe and legal

Swift 4: Design

hacking Explore Linux
basics, commands,

and how to interact

with the terminal

Access password-

protected networks

and spy on connected

clients Use server and

client-side attacks to

hack and control

remote computers

Control a hacked

system remotely and

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Development With

use it to hack other
systems Discover,

exploit, and prevent a

number of web

application

vulnerabilities such as

XSS and SQL

injections Who this

book is for Learning

Ethical Hacking from

Scratch is for anyone

interested in learning

how to hack and test

the security of

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Development With
systems like
Swift 4: Design
professional hackers
and security experts.

Quality Apps! Dive into Combine!

Writing asynchronous
code can be
challenging, with a
variety of possible
interfaces to
represent, perform,
and consume
asynchronous work -
delegates, notification
center, KVO,

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And Manage Top
Quality Apps

closures, etc. Juggling
all of these different
mechanisms can be
somewhat

overwhelming. Does it
have to be this hard?
Not anymore! In this
book, you'll learn
about Combine -
Apple's framework to
work with
asynchronous events
in a unified and
reactive way that

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Development With
Swift 4: Design
And Manage Top
Quality Apps.

ensures your app is
always up to date
based on the latest
state of its data. Who

This Book Is For This

book is for

intermediate iOS

developers who

already know the

basics of iOS and

Swift development but

are interested in

learning

declarative/reactive

Read Online Pro iPhone

Development With
Swift 4: Design
And Manage Top
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programming and
take their app and
state management to
the next level. You'll

also find this book
interesting if you're
interested in SwiftUI -
as many of the
reactive capabilities
keeping your SwiftUI
views up-to-date are
built on top of
Combine. Topics

Covered in Combine:

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Development With

Asynchronous
Programming with

Swift What & Why:

Learn what is

Combine and reactive
programming and the
problems they solve,
and how you can
unify all of your
asynchronous piece
of work. Operators:
Learn how to
compose, transform,
filter and otherwise

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Swift 4: Design
And Manage Top
Quality Apps

manipulate different pieces of asynchronous work using operators. In Practice: You'll gain knowledge on various topics and techniques you'll leverage when writing your own real-life apps, as well as practice these techniques with actual hands-on apps and projects. SwiftUI:

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Development With

Swift 4: Design
And Managing Top

Quality Apps

and provides it with

the ability to reactively

update its views

based on the state of

your app. Advanced

Combine: Once

you've got a handle

on the basics, you'll

dive into advanced

Combine topics such

as Error Handling,

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Development With
Schedulers, and
Swift 4: Design
Custom Publishers.

By the end of this
App Manager Top
Quality Apps
book, you'll be a pro
in building full-fledged
applications using
Combine's various
abilities.

IOS 15 Programming
Fundamentals with
Swift

Exploring Apple Code
Through Lldb, Python
and Dtrace

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iPhone
Development With
Asynchronous
Swift 4: Design
Programming with
Swift (Third Edition)
Quality 3D Apps

Programming
iPhone Programming
IOS 12 Programming
for Beginners -Third
Edition
iOS app programming
for kids and other
beginners

**Tame the power of
Apple's new user**

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Development With

**interface toolkit,
SwiftUI. Integrate all
the interface**

**elements iOS users
have come to know
and love, such as
buttons, switches,
pickers, toolbars,
and sliders with less
effort and more
efficiency. You'll
also learn about
touch gestures,
lists, and grids for**

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Development With
Swift 4: Design

And you'll even go
you'll even go Top

beyond those
Quality Apps

simple controls to
liven up any user
interface with simple
animation

techniques. Spice

your designs up

with movement,

scaling, and

resizing, including

spring and bounce

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iPhone

Development With

**effects! You'll start
with basic designs**

and then explore

more sophisticated

ones. Assuming

little or no working

knowledge of the

Swift programming

language, and

written in a friendly,

easy-to-follow style,

this book offers a

comprehensive

course in iPhone

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iPhone
Development With
and iPad
Swift 4: Design
programming. The
book starts with a
gentle introduction
to using Xcode and
then guides you
through the creation
of your first simple
application. You'll
create user
interfaces for that
application using
multiple screens in
two different

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iPhone

Development With

ways—using

Navigation View and

Tab Bars. Beginning

iPhone Development

with Swift UI covers

the basic

information you

need to get up and

running quickly to

turn your great

ideas into working

iOS apps with

stunningly

interactive

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Development With

**interfaces using
SwiftUI. Once**

you're ready, move

on to Pro iPhone

Development with

Swift UI to learn

more of the unique

aspects of iOS

programming and

the Swift language.

What You Will Learn

Discover the basics

of designing a user

interface using

Read Online Pro
iPhone

Development With
SwiftUI Build cool,
Swift 4: Design
And Manage Top

Quality Apps
Display data in lists
and outlines

Organize user
interfaces in forms
and groups Who

This Book is For
Aspiring iOS app
developers new to
the Apple Swift
programming
language and/or the

Read Online Pro
iPhone
Development With
iOS SDK.

Publisher's note:

**This edition from
2020 is outdated and
does not make use
of the most recent
iOS and swift
features. A new
sixth edition,
updated for iOS 15
and including new
advanced topics,
such as Mac
Catalyst, SwiftUI,**

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iPhone

Development With
**Swift Concurrency,
and SharePlay, has
now been published**
Key
Quality Apps

Features Explore the
latest features of
Xcode 12 and the
Swift 5.3

programming
language in this
updated fifth
edition Kick-start
your iOS

programming career

Read Online Pro
iPhone

Development With

and have fun

building your own

iOS appsDiscover

the new features of

iOS 14 such as Mac

Catalyst, SwiftUI,

widgets and App

ClipsBook

Description If you're

looking to work and

experiment with

powerful iOS 14

features such as

widgets and App

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Development With
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Clips to create your own apps, this iOS programming guide is for you. The book offers a comprehensive introduction for experienced programmers who are new to iOS, taking you through the entire process of learning the Swift language, writing

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And Manage Your
Quality Apps

**your own apps, and
publishing them on
the App Store. Fully
updated to cover the
new iOS 14 features,
along with Xcode 12
and Swift 5.3, this
fifth edition of iOS
14 Programming for
Beginners starts
with an introduction
to the Swift
programming
language and shows**

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Development With

**you how to
accomplish**

common

programming tasks

with it. You'll then

start building the

user interface (UI) of

a complete real-

world app using the

storyboards feature

in the latest version

of Xcode and

implement the code

for views, view

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Development With
Swift 4: Design
App ManageTop

controllers, data managers, and other aspects of mobile apps. The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI, a new way to build apps for all Apple devices.

Finally, you'll set up testers for your app and understand

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Swift 4: Design
And More To
Quality Apps

**what you need to do
to publish your app
on the App Store. By
the end of this book,
you'll not only be
well versed in
writing and
publishing
applications, but
you'll also be able
to apply your iOS
development skills
to enhance existing
apps. What you will**

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iPhone

Development With
learnGet to grips
with the

fundamentals of
Xcode 12 and Swift

5.3, the building
blocks of iOS develo
pmentUnderstand
how to prototype an
app using

storyboardsDiscover
r the Model-View-
Controller design
pattern and how to
implement the

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Development With
Swift 4: Design
desired functionality
within an

appImplement the
latest iOS features,
such as widgets and
App ClipsConvert an
existing iPad app
into an Apple Silicon
Mac appDesign,
deploy, and test
your iOS

applications with
design patterns and
best practicesWho

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**this book is for This
book is for anyone
who has manage Top
programming
experience but is
new to Swift and iOS
app development.
Experienced
programmers
looking to explore
the latest iOS 14
features will also
find this book
useful.**

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**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**

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**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**

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Development With

**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**

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iPhone
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range of
Swift 4: Design
programming
challenges using
Swift. Quality Apps

Want to write iOS
apps or desktop
Mac applications?
This introduction to
programming and
the Objective-C
language is your
first step on the
journey from
someone who uses

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iPhone

Development With
apps to someone
Swift 4: Design
who writes them.

Based on Big Nerd

Ranch's popular

Objective-C

Bootcamp,

Objective-C

Programming: The

Big Nerd Ranch

Guide covers C,

Objective-C, and the

common

programming

idioms that enable

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Development With
Swift 4: Design
And Manage Top

**developers to make
the most of Apple
technologies.**

**Compatible with
Xcode 5, iOS 7, and
OS X Mavericks
(10.9), this guide
features short
chapters and an
engaging style to
keep you motivated
and moving forward.
At the same time, it
encourages you to**

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Development With
Swift 4: Design,
Arch, Memory Top
Quality Apps

**think critically as a
programmer. Here
are some of the
topics covered:**

**Using Xcode,
Apple's
documentation, and
other tools
Programming
basics: variables,
loops, functions,
etc. Objects,
classes, methods,
and messages**

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Development With
Swift 4: Design
**Pointers, addresses,
and memory**

management with

**ARC Properties and
Key-Value Coding
(KVC) Class**

extensions

**Categories Classes
from the Foundation
framework Blocks**

**Delegation, target-
action, and**

**notification design
patterns Key-Value**

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Development With
Observing (KVO)

Runtime basics

Mastering Swift 5

**Beginning ARKit for
iPhone and iPad**

**Learn Ethical
Hacking from
Scratch**

iOS App

**Development For
Dummies**

**Deep dive into the
latest edition of the
Swift programming**

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iPhone

Development With
**language, 5th
Edition**

**Pro iPhone Top
Quality Apps
Development with
Swift 5**

Swift For Dummies

Harness the power
of the latest edition
with this in-depth
and

comprehensive
guide to the Swift
language **Key**

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Development With

FeaturesFifth

Swift 4: Design

And Manage Top

Quality Apps

edition of this
bestselling book,
improved and

updated to cover

the latest version

of the Swift 5

programming

languageGet to

grips with popular

and modern

design techniques

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Development With

to write easy-to-

manage Swift

codeLearn how to

use core Swift

features such as

concurrency,

generics, and copy-

on-write in your

codeBook

Description Over

the years, the

Mastering Swift

Page 237/307

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book has established itself amongst developers as a popular choice as an in-depth and practical guide to the Swift programming language. The latest edition is fully updated and

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revised to cover
the new version:
Swift 5. Inside this
book, you'll find
the key features of
Swift 5 easily
explained with
complete sets of
examples. From
the basics of the
language to
popular features

Read Online Pro
iPhone
Development With
such as
Swift 4: Design
concurrency,
And Manage Top
generics, and
Quality Apps
memory

management, this
definitive guide will
help you develop
your expertise and
mastery of the
Swift language.
Mastering Swift 5,
Fifth Edition will

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give you an in-depth knowledge of some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. It will guide you on how to use and apply

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them in your own projects. Later, you'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code. You will also see how to add the copy-on-write

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feature to your
custom value
types and how to
avoid memory
management
issues caused by
strong reference
cycles. What you
will

learn Understand
core Swift
components,

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Development With

including

Swift 4: Design

operators,

collections, control

flows, and

Quality Apps

functionsLearn

how and when to

use classes,

structures, and en

umerationsUnderst

and how to use

protocol-oriented

design with

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And Manage Top
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extensions to write
easier-to-manage
code Use design
patterns with Swift,
to solve commonly
occurring design pr
oblems Implement
copy-on-write for
you custom value
types to improve
performance Add
concurrency to

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iPhone

Development With
your applications
using Grand
Central Dispatch
and Operation

QueuesImplement
generics to write
flexible and
reusable codeWho
this book is for
This book is for
developers who
want to delve into

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Development With
Swift 4: Design
And Manage Top
Quality Apps

the newest version
of Swift. If you are
a developer and
learn best by

looking at and
working with code,
then this book is
for you. A basic
understanding of
Apple's tools
would be
beneficial but not

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mandatory. All
examples should
work on the Linux
platform as well.

Discover
customization and
productivity tips
with this quick
guide for iPhone
users Key
Features Learn
everything about

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Development With
your iPhone

Swift 4: Design
And Manage Top
Quality Apps
quickly to use it as
an effective tool for
communication,

entertainment, and
workCustomize

your phone's look
and sound and
modify the iOS's
privacy

settingsKeep your
apps tidy and

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iPhone

Development With

organized using
the App

Swift 4: Design
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LibraryBook
Quality Apps

Description The

iPhone is the most
popular

smartphone

available on the

market, renowned
for its

sophisticated

design, immersive

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UI, and user
Swift 4: Design
safety. And even if
And Manage Top
you've bought an
Quality Apps
iPhone for its
impressive
specifications, you
may still be
unaware of many
of its features,
which you'll
discover with the
help of this book!

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Development With

The iPhone

Swift 4: Design

Manual is your
practical guide to
And Manage Top
Quality Apps

uncovering the

hidden potential of

iPhones, and will

leave you amazed

at how productive

you can be by

learning tips and

hacks for

customizing your

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device as a
communication,
entertainment, and
work tool. You'll
unearth the
complete range of
iPhone features
and customize it to
streamline your
day-to-day
interaction with
your device. This

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iPhone manual will help you explore your iPhone's impressive

capabilities and fully understand all the features, functions, and settings that every iPhone owner should know. With this book, you'll get

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to grips with not only the basics of communication but also best practices for accessing photos, videos, and music to set up your entertainment using your iPhone. In addition to this, you'll learn about

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serious work tools
that will make you
productive in your
everyday tasks. By
the end of this
iPhone book, you'll
have learned how
to use your iPhone
to perform tasks
and customize
your experience in
ways you probably

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didn't realize were possible. What you will learn Use touch gestures and understand the user interface to use any app on the iPhone Explore the latest apps exclusive to iOS 14, such as the translate and

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Development With
magnifier apps Find
Swift 4: Design
out how to share
And Manage Top
data from your
Quality Apps
iPhone with other
devices Set up and
customize Siri and
learn how to give c
ommands Discover
different ways to
capture and
access pictures
and videos Set up

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an email account
and use multiple
accounts on a
single device
Set up FaceTime on
your iPhone and
discover different
ways to make a
FaceTime call
Use Apple Pay to shop
online or send
money to other

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users Who this book is for The book is for iPhone users who want to get more out of their state-of-the-art iPhone device and the powerful iOS interface. If you are new to using smartphones or are an Android

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Development With

user new to

Swift 4: Design
iPhones, this book
And Manage Top
will help you
Quality Apps

migrate efficiently.

If you've already

learned the basics

of Swift and iOS

programming, it's

time to take your

skills to the next

level. In this follow

up work to the best-

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iPhone

Development With
selling Beginning
Swift 4: Design
iPhone

And Manage Top
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Swift, you'll learn
tips for organizing
and debugging
Swift code, using
multi-threaded
programming with
Grand Central
Dispatch, passing
data between view

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Development With
Swift 4: Design
And Manage Top
Quality Apps

controllers, and
designing apps for
multiple
languages. You'll
also see how to
play audio and
video files, access
the camera and
save pictures to
the Photos library,
use location
services to

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pinpoint your position on a map, display web pages, and create animation to spice up any user interface. Finally, you'll learn how to use Apple's advanced frameworks for machine learning,

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facial and text
recognition, and
creating
augmented reality
apps. Pro iPhone
Development with
Swift 5 provides
insightful
instruction on how
to improve your
existing apps or
create powerful

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new iOS apps
Swift 4: Design
using the latest
And Manage Top
version of the Swift
Quality Apps
programming

language. What
You Will Learn

Save and retrieve
data when apps
close or get
pushed in the back
groundRecognize
speech with

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Apple's advanced
frameworks Create
augmented reality
apps Understand

spoken commands
with Siri Who This
Book is For

Aspiring iOS app
developers familiar
with the Apple
Swift programming
language and/or

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Development With
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And Manage Top
Quality Apps

the iOS SDK, but
ready to move to
the next level.

The goal of this
book is to teach
the skills
necessary to build
iOS 14
applications using
SwiftUI, Xcode 12
and the Swift 5.3
programming

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Development With
language.

Beginning with the
basics, this book
provides an outline
of the steps
necessary to set
up an iOS
development
environment
together with an
introduction to the
use of Swift

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Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.3 programming language including data types, control flow, functions,

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object-oriented
programming,
property wrappers
and error handling.

An introduction to
the key concepts
of SwiftUI and
project architecture
is followed by a
guided tour of
Xcode in SwiftUI
development

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mode. The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other

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topics covered
include data
handling using
state properties in
addition to
observable, state
and environment
objects, as are key
user interface
design concepts
such as modifiers,
lists, tabbed views,

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context menus,
user interface
navigation, and
outline groups.

The book also
includes chapters
covering graphics
drawing, user
interface
animation, view
transitions and
gesture handling,

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Development With
WidgetKit,
Swift 4: Design
document-based
apps and SiriKit
integration.

Chapters are also
provided
explaining how to
integrate SwiftUI
views into existing
UIKit-based
projects and
explains the

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integration of UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into

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practice through
detailed tutorials,
the source code
for which is also

available for
download. The aim
of this book,
therefore, is to
teach you the skills
necessary to build
your own apps for
iOS 14 using

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SwiftUI. Assuming
you are ready to
download the iOS
14 SDK and

Xcode 12 and
have an Apple
Mac system you
are ready to get
started.

iOS 14

Programming
Fundamentals with

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iPhone
Development With
Swift

Learn SwiftUI

A complete user
guide to getting
the best out of
your iPhone and
iOS 14

Beginning iPhone
Development with
Swift 5

Swift OS X

Programming for

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Absolute
Swift 4: Design
Beginners
And Manage Top
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**Begin your iOS 12
app development
journey with this
practical guide Key
Features Kick-start
your iOS
programming
career and have
fun building iOS
apps of your choice
Get to grips with**

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**Xcode 10 and Swift
4.2, the building
blocks of iOS
development**

**Discover the latest
features of iOS 12 -
SiriKit,
notifications, and
much more Book
Description Want
to build iOS 12
applications from
scratch with the
latest Swift 4.2**

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Development With

language and

Xcode 10 by your

side? Forget sifting

through tutorials

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as you learn Xcode
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You'll explore the
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incorporating new
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custom-UI
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maps, and the
recent additions in
Sirikit. The book
will guide you in
using TestFlight to
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with everything**

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**you need to get
your project on the**

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start building your

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applications

confidently. What

you will learn

Explore the

distinctive design

principles that

define the iOS user

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within an Xcode
project Use the
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project within your
projects and
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Ranges and
Control flow work
Study operations

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work your way

through if

statements Build a

responsive UI and

add privacy to your

custom-rich

notifications Set

up Sirikit to add

voice for Siri

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valuable feedback

with TestFlight

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**your apps on the
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book is for This
book is for you if
you are completely
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or programming
and want to make
iOS applications.**

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also find this book
useful if you're an
experienced
programmer**

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**looking to explore
the latest iOS 12
features.
What does it take
to build an iPhone
app with stunning
3D graphics? This
book will show you
how to apply
OpenGL graphics
programming
techniques to any
device running the
iPhone OS --**

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including the iPad

and iPod Touch --
with no iPhone Top
development or 3D
graphics

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required. iPhone
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provides clear step-
by-step
instructions, as
well as lots of
practical advice,
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**iPhone SDK and
OpenGL. You'll
build several Top
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-- progressing from
simple to more
complex examples
-- that focus on
lighting, textures,
blending,
augmented reality,
optimization for
performance and
speed, and much**

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**more. All you need
to get started is a**

solid

understanding of

C++ and a great

idea for an app.

Learn fundamental

graphics concepts,

including

transformation

matrices,

quaternions, and

more Get set up for

iPhone

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**development with
the Xcode**

environment

**Become familiar
with versions 1.1**

and 2.0 of the

OpenGL ES API,

and learn to use

vertex buffer

objects, lighting,

texturing, and

shaders Use the

iPhone's touch

screen, compass,

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and accelerometer
Swift 4 Design
to build
interactivity into
graphics
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applications Build
iPhone graphics
applications such
as a 3D wireframe
viewer, a simple
augmented reality
application, a
spring system
simulation, and
more

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**Ready to make
amazing games for
the iPhone and
iPad? With Apple's
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language, it's
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**This updated
cookbook provides
detailed recipes for
managing a wide
range of common
iOS game-
development**

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**issues, ranging
from 2D and 3D**

math, SpriteKit,

and OpenGL to

augmented reality

with ARKit. You

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programming.

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how to give objects

physical motion, or

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**want a refresher on
gaming-related
math problems?**

**This book provides
sample projects
and
straightforward
answers. All you
need to get started
is some familiarity
with iOS
development in
Swift.**

In this instant New

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York Times
bestseller, Angela

Duckworth shows

anyone striving to

succeed that the

secret to

outstanding

achievement is not

talent, but a

special blend of

passion and

persistence she

calls “grit.”

“Inspiration for

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**non-geniuses
everywhere”**

**(People). The
daughter of a
scientist who
frequently noted
her lack of
“genius,” Angela
Duckworth is now
a celebrated
researcher and
professor. It was
her early eye-
opening stints in**

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teaching, business
consulting, and

neuroscience that

led to her
Quality Apps

hypothesis about

what really drives

success: not

genius, but a

unique

combination of

passion and long-

term perseverance.

In Grit, she takes

us into the field to

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**visit cadets
struggling through
their first days at
West Point,
teachers working
in some of the
toughest schools,
and young finalists
in the National
Spelling Bee. She
also mines
fascinating
insights from
history and shows**

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**what can be
gleaned from
modern
experiments in
peak performance.
Finally, she shares
what she's learned
from interviewing
dozens of high
achievers—from JP
Morgan CEO Jamie
Dimon to New
Yorker cartoon
editor Bob Mankoff**

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to Seattle
Seahawks Coach
Pete Carroll.
“Duckworth’s ideas
about the
cultivation of
tenacity have
clearly changed
some lives for the
better” (The New
York Times Book
Review). Among
Grit’s most
valuable insights:

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**any effort you
make ultimately
counts twice
toward your goal;
grit can be
learned, regardless
of IQ or
circumstances;
when it comes to
child-rearing,
neither a warm
embrace nor high
standards will work
by themselves; how**

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**to trigger lifelong
interest; the magic
of the Hard Thing
Rule; and so much
more. Wittingly
personal,
insightful, and
even life-changing,
Grit is a book
about what goes
through your head
when you fall
down, and how
that—not talent or**

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**luck—makes all the
difference. This is
“a fascinating tour
of the
psychological
research on
success” (The Wall
Street Journal).**