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multiple screens of interface
Master interface classes for
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libraries: music, photos,
contacts, and calendar Explore
additional topics, including files,
networking, and threads Stay up-
to-date on iOS 11 innovations,***

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***such as: Drag and drop
Autolayout changes (including
the new safe area) Stretchable
navigation bars Table cell swipe
buttons Dynamic type
improvements Offline sound file
rendering, image picker***

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***controller changes, new map
annotation types, and more All
example code (now rewritten in
Swift 4) is available on GitHub for
you to download, study, and run.
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patterns and best practices Who***

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this book is for: This book is for anyone who has programming experience but is new to Swift and iOS app development. Basics knowledge of programming, including loops, boolean, and so on, is

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notifications, drag and
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What you will learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings,

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distinctive design
principles that define the
iOS user experience Build
a responsive UI and add
privacy to your custom-

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rich notifications
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filters and effects Bring
in SiriKit to create
payment requests inside
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and create a fantastic
user experience Covers
using nib files, views,
view controllers,
interface objects, gesture
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to tap into the power of
iOS - start building the
next big app today with
help from iOS App
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Summary Now updated for
Swift 5! Swift is more

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than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-

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clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more!

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software is a different
animal altogether. The
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amazing set of high-

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professional software for
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following the numerous
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enlightening explanations,
and engaging exercises,
you'll finally grok
powerful techniques like
generics, efficient error

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

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learned through his own
hard-won experience.

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5 Writing reusable code
with generics Iterators,
sequences, and collections
Protocol-oriented

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programming Understanding
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compactMap Asynchronous
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ResultBest practices in
Swift About the Reader
Written for advanced-

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beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large

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international banking
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Introducing Swift in depth
Modeling data with enums
Writing cleaner properties
Making optionals second
nature Demystifying

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initializers Effortless
error handling Generics
Putting the pro in
protocol-oriented
programming Iterators,
sequences, and collections
Understanding map,

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handling with Result
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patterns Delivering
quality Swift code Where
to Swift from here

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Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming

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master the fundamentals,
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from scratch, and for both novice and
advanced C++ programmers wishing to

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the scripting API built into the Java language

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Improve Code; Function
Returning Function; Closure
Setting a Captured Variable;*

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environment and setting up the simulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Swift 4 programming language are given with practical

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examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 real world apps are developed again by step by step instructions. Each code

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line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app in

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simulators and real devices. Sample apps developed in this book are as follows: 1. Disco lights app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator

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app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple die roller app: Using random number generator functions, including image sets in your project,

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displaying images on the screen and changing the displayed image using Swift code. 4. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented

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functionality, setting required permissions and sending real time location using SMS. 7.

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write tests, manage memory,
serialize your types,*

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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 Lassoﬀ is a master-instructor with years of

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and distribution And
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