Beginning
iOS 5
Application Development

IN FULL COLOR

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Beginner's Guide to IOS 13 App Development Using Swift 5. 1 Serhan Yamacli,2019-10-27 This book covers iOS 13 app design fundamentals using the latest Swift 5 1 programming language Xcode 11 and iOS 13 1 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 5 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 complete apps including a 2D game are developed in separate chapters As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info and the steps of developing an iOS app Chapter

2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 5 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen Chapter 7 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete 2D game This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book s companion website www yamaclis com ios13swift5

Beginning Android 4 Application Development Wei-Meng Lee,2012-02-03 Understand Android OS for both smartphone and tablet programming This fast paced introduction to the newest release of Android OS gives aspiring mobile app developers what they need to know to program for today s hottest Android smartphones and tablets Android 4 OS is for the first time a single solution for both smartphones and tablets so if you master the information in this helpful guide you ll be well on your way to successful development for both devices From using activities and intents and creating rich user interfaces to working with SMS messaging APIs and the Android SDK what you need is here Provides clear instructions backed by real world programming examples Begins with the basics and covers everything Android 4 developers need to know for both smartphones and tablets Explains how to customize activities and intents create rich user interfaces and manage data Helps you work with SMS and messaging APIs the Android SDK and using location based services Details how to package and publish your applications to the Android Market Beginning Android 4 Application Development pares down the most essential steps you need to know so you can start creating Android applications today *Beginning iOS 5 Games Development* Lucas Jordan,2011-11-17 Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store Does Angry Birds ring a bell What you were once able to do just for the iPhone and iPod touch is now possible for the popular iPad using the new iOS 5 SDK Beginning iOS 5 Games Development provides a clear path for

you to create games using the iOS 5 SDK platform for the iPad iPhone and iPad touch You ll learn how to use classes to create game apps including graphics and animations The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps Other topics include iOS 5 game apps development with the newest iOS Game Center update persisting user data and designing a compelling user experience After reading this book you ll come away with the skills and techniques for building a game app top to bottom that could perhaps even be sold on the Apple iTunes App Store   Beginning IPhone Development with Swift 5 Wallace Wang,2019 Learn how to 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 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 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 though the creation of your first simple app You ll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers tab 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 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 really unique aspects of iOS programming and the Swift language   **Android Application Development Cookbook** Wei-Meng Lee,2012-12-27 A must have collection of ready to use Android recipes The popularity of Google Android devices is seemingly unstoppable and the Android 4 release offers for the first time a single OS solution for building both phone and tablet applications With that exciting information in mind veteran author Wei Meng Lee presents you with 100 unique recipes that you can apply today in order to discover solutions to some of the most commonly encountered problems that exist in Android programming Covering the scope of multiple Android releases up through Android 4 this reference features a task description followed by the solution s available and a standalone project file that illustrates the use of the recipe Formatting each recipe to be standalone Wei Meng Lee allows you to jump into the relevant recipe to find a solution to specific challenges Identifies and describes a programming task provides a step by step solution and presents a full code solution ready for download Covers multiple Android releases Addresses such topics as user interfaces telephony and messaging networking Google maps location based services persisting data leveraging hardware features and more Android Application Development Cookbook is your solution to discovering solutions   *Beginning Swift Programming* Wei-Meng Lee,2014-12-04 Enter the Swift future of iOS and OS X programming Beginning Swift Programming is your ideal starting point for creating Mac iPhone and iPad apps using Apple s new Swift programming language Written by an experienced Apple developer and trainer this comprehensive guide explains everything you need to know to jumpstart the creation of your

app idea Coverage includes data types strings and characters operators and functions arrays and dictionaries control flow and looping with expert guidance on classes objects class inheritance closures protocols and generics This succinct yet complete overview provides a detailed introduction to the core features of Swift Apple developed Swift to address the limitations of Objective C and add features found in more complex languages like Python The results is simpler cleaner more expressive code with automatic memory management functional programming patterns and more including built in features that make Swift apps faster scalable and more secure This book explains it all helping developers master Apple s new language Become fluent with syntax that s easier to read and maintain Understand inferred types for cleaner less mistake prone code Learn the key features that make Swift more expressive than Objective C Learn the new optional types in Swift that make your code more resilient Understand the key design patterns in iOS and Mac OS programming using protocols and delegates Learn how to use generics to create highly reusable code Learn the new access controls mechanism in Swift Get up to speed quickly to remain relevant and ahead of the curve **SwiftUI For Dummies** Wei-Meng Lee,2020-09-09 The simplest way to create world class apps Have a unique app idea but worried you don t quite have the coding skills to build it Good news You can stop fretting about someone beating you to market with the same idea and start work right now using SwiftUI SwiftUI is a gateway app development framework that has become one of the best ways for fledgling developers to get iOS apps off the ground without having to become a coding expert overnight SwiftUI For Dummies makes that process even faster providing a friendly introduction to the SwiftUI and Swift programming language and helping you feel right at home creating and building with playgrounds The book also covers the frameworks and APIs that make it so easy to create smooth intuitive interfaces just dive right in and have fun Combine projects into workspaces Employ Xcode editing tools Use constants and variables Test your code on iOS Simulator Time is of the essence and with SwiftUI For Dummies it s also on your side Get going with this friendly guide today and you ll be celebrating the successful launch of your app way before you thought possible **Beginning IOS Game Development** Patrick Alessi,2011-12-20 Covers the fundamentals of iOS game development with information on such topics as Xcode Objective C Cocoa user interaction animation audio apps and networking Beginning IOS 13 & Swift App Development Greg Lim,2019-12-04 In this book we take you on a fun hands on and pragmatic journey to learning iOS13 application development using Swift You ll start building your first iOS app within minutes Every section is written in a bite sized manner and straight to the point as I don t want to waste your time and most certainly mine on the content you don t need In the end you will have the skills to create an app and submit it to the app store In the course of this book we will cover Chapter 1 Working with Xcode and Swift to build a BMI calculator app Chapter 2 Build a Quotes app using Table View Chapter 3 Create a To Do List app where we create read update and delete to do items Chapter 4 Implement data persistency to our To Do List app using Core Data Chapter 5 Improve our To Do List app by adding images and implementing swipe deletion Chapter 6 Build a cryptocurrency price tracker app which retrieves prices

via an API Chapter 7 Build a image detection app using machine learning with Core ML 2 and Create ML 2 Chapter 8 Create an Augmented Reality app with ARKit Chapter 9 Publish our app on to the App store Chapter 10 SwiftUI Chapter 11 Dark Mode Chapter 12 Porting your iOS App to the Mac with Project Catalyst The goal of this book is to teach you iOS development in a manageable way without overwhelming you We focus only on the essentials and cover the material in a hands on practice manner for you to code along About the Reader No previous knowledge on iOS development required but you should have basic programming knowledge About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing **Beginning IOS 14 & Swift App Development** Greg Lim,2020-10-27 In this book we take you on a fun hands on and pragmatic journey to learning iOS 14 application development using Swift You ll start building your first iOS app within minutes Every section is written in a bite sized manner and straight to the point as I don t want to waste your time and most certainly mine on the content you don t need In the end you will have the skills to create an app and submit it to the app store In the course of this book we will cover Chapter 1 2 Working with Xcode and Swift to build a BMI calculator app Chapter 3 Build a Quotes app using Table View Chapter 4 Create a To Do List app create read update and delete to do items Chapter 5 Implement data persistency to our To Do List app using Core Data Chapter 6 Improve our To Do List app by adding images and swipe deletion Chapter 7 Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 8 Build a image detection app using machine learning Chapter 9 Create an Augmented Reality app with ARKit Chapter 10 Publish our app on to the App store Chapter 11 SwiftUI Chapter 12 Widgets Chapter 13 App Clips Chapter 14 Dark Mode Chapter 15 Porting your iOS App to the Mac with Project Catalyst Chapter 16 In App Purchases The goal of this book is to teach you iOS development in a manageable way without overwhelming you We focus only on the essentials and cover the material in a hands on practice manner for you to code along About the Reader No previous knowledge on iOS development required but you should have basic programming knowledge About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing **Beginning iOS Application Development with HTML and JavaScript** Richard Wagner,2012-01-05 This book covers the various aspects of developing web based applications for iOS Over the past four years the iPhone and iPad have been amazingly successful Because of this success application developers are entering a world of sophisticated multifunctional mobile applications Now mobile web based applications can bring together web apps native apps multimedia video and audio and the mobile device itself By using this book you will learn how to create a mobile application from beginning to end utilizing open source frameworks to speed up development times emulate the look and feel of built in Apple applications capture finger touch interactions and optimize applications for Wi Fi and wireless networks The book introduces you to the web application platform for iOS It also guides you through the process of building new

applications from scratch as well as migrating existing web applications to this new mobile platform By doing this the book helps readers design a user interface that is optimized for iOS touch screen displays and integrate their applications with iPhone services including Phone Mail Google Maps and GPS This book is aimed at beginning and intermediate web developers who want to learn how to build new applications for iOS or migrate existing web apps to this platform In general you will find it helpful if you have a working knowledge of these technologies HTML XHTML CSS JavaScript Ajax

 Beginner's Guide to IOS 14 App Development Using Swift 5, SwiftUI and UIKit Serhan Yamacli,2020-10-30 This book covers iOS 14 app design fundamentals using the latest Swift 5 programming language Xcode 12 and iOS 14 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 5 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 8 complete apps including a 2D game in SpriteKit and a 3D game in SceneKit are developed in separate chapters Both the mature UIKit and the newest SwiftUI frameworks are used for developing these apps As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info and the steps of developing an iOS app Chapter 2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World app Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 5 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen Chapter 7 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete 2D game Chapter 12 Blue Capsule Hunter game Basics of SceneKit that is used to develop 3D iOS games adding objects to

the game moving objects sensing screen touches using score text and combining these concepts for developing a 3D game This book includes 218 figures and 108 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book s companion website www yamaclis com ios14 **Beginning iOS 6 Games Development** Lucas Jordan,2013-02-01 Game apps on iPhone and now The New iPad remain one of the most popular type of apps in the Apple iTunes App Store Does Angry Birds ring a bell Now you can learn to build game apps for the iPhone 5 and The New iPad using the new iOS 6 SDK Beginning iOS 6 Games Development provides a clear path for you to learn and create iPhone and iPad game apps using the iOS 6 SDK platform You ll learn how to use the core classes to create rich and dynamic games apps including graphics animations and sound The latest version of Xcode 4 5 will be used in parts of the book to guide you along the way of building your iPhone or iPad game apps Other topics include iOS 6 game apps development with the newest iOS Game Center update persisting user data and designing a compelling user experience After reading this book you ll come away with the skills and techniques for building a game app top to bottom that could perhaps even be sold on the Apple iTunes App Store NOTE This book is an update of Beginning iOS 5 Games Development ISBN 13 978 1430237105 and Beginning iPhone Games Development ISBN 10 1430225998 **Pro iPhone Development with Swift 5** Wallace Wang,2019-06-18 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 selling Beginning iPhone Development with Swift you ll learn tips for organizing and debugging Swift code using multi threaded programming with Grand Central Dispatch 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 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 advanced frameworks for machine learning 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 new iOS apps using the latest version of the Swift programming language 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 Understand spoken commands 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 **Creating iOS 5 Apps** Richard Warren,2011-12-13 With more than 250 million iOS devices sold Apple s booming mobile platform provides a large and rapidly growing app market for developers and with the release of the iOS 5 SDK Apple has provided their richest most exciting set of development tools yet In this book iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps Richard provides a complete introduction to iPhone and iPad development emphasizing the newest technologies and best practices for iOS 5 After a tour of the inner workings of an iOS

project and an invaluable examination of Objective C you will hone your app developing skills by developing a complete full featured application You start by building the app s user interface This will cover everything from linking View Controllers in the Storyboard to drawing custom views Next you will use iCloud storage and Core data to manage your app s data model synchronizing your data across multiple devices Then you tackle more advanced topics including Core Animation Core Motion Core Location and Core Image Finally Richard shows you how to test polish and prepare your apps for submission to the iTunes App Store This book includes Detailed instruction ample illustrations and clear examples Real world guidance and advice Insight into best practices from an iOS programming expert A solid introduction to the Objective C language and important Cocoa design patterns Information on key iOS 5 technologies including Automatic Reference Counting Storyboards iCloud storage Container View Controllers Custom Control Appearances Core Image and integrated Twitter support

    Beginning IOS 12 & Swift App Development: Develop IOS Apps with Xcode 10, Swift 4, Core ML 2, Arkit 2 and More Greg Lim,2019-02-17 In this book we take you on a fun hands on and pragmatic journey to learning iOS12 application development using Swift You ll start building your first iOS app within minutes Every section is written in a bite sized manner and straight to the point as I don t want to waste your time and most certainly mine on the content you don t need In the end you will have the skills to create an app and submit it to the app store In the course of this book we will cover Chapter 1 Working with Xcode and Swift to build a BMI calculator app Chapter 2 Build a Quotes app using Table View Chapter 3 Create a To Do List app where we create read update and delete to do items Chapter 4 Implement data persistency to our To Do List app using Core Data Chapter 5 Improve our To Do List app by adding images and implementing swipe deletion Chapter 6 Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 7 Build a image detection app using machine learning with Core ML 2 and Create ML Chapter 8 Create an Augmented Reality app with ARKit Chapter 9 Publish our app on to the App store The goal of this book is to teach you iOS development in a manageable way without overwhelming you We focus only on the essentials and cover the material in a hands on practice manner for you to code along About the Reader No previous knowledge on iOS development required but you should have basic programming knowledge About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing   *Beginning iPhone 4 Development* David Mark,Jeff LaMarche,Jack Nutting,2011-08-05 Beginning iPhone 4 Development is here The authors of the bestselling Beginning iPhone 3 Development are back with the same excellent material completely updated for iOS 4 and written from the ground up using the latest version of Apple s Xcode 3 All source code has been updated to use the latest Xcode templates and current APIs and all new screenshots show Xcode 3 in action Beginning iPhone 4 Development is a complete course in iOS 4 apps development You ll master techniques that work on iPhone iPad and iPod touch We start with the basics showing you how to download and install the tools you ll need and how to create your first simple application Next

you ll learn to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The confusing art of tablebuilding will be demystified and you ll learn techniques to save and retrieve your data using SQLite iPhone s built in database management system and Core Data the standard for persistence that Apple brought to iOS with the release of SDK 3 And there s much more You ll learn to draw using Quartz 2D and OpenGL ES add multitouch gestural support pinches and swipes to your applications and work with the camera photo library accelerometer and built in GPS You ll discover the fine points of application preferences and learn how to localize your apps for multiple languages You ll also learn how to use the new concurrency APIs included in iOS 4 and make robust multithreaded applications using Grand Central Dispatch The iPhone 4 update to the best selling and most recommended book for Cocoa touch developers Written in an accessible easy to follow style Full of useful tips and techniques to help you become an iOS pro NOTE For iPhone 4S or iOS 5 apps development please instead check out the next edition of this book Beginning iOS 5 Development now available

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