

Swift

Application Development



Application Development With Swift

Hossam Ghareeb



Application Development With Swift:

Learn iOS Application Development Rudra, 2021-07-19 Explore the complex app development concepts for iOS application programming with fun and ease **KEY FEATURES** In depth knowledge with practical examples on how to develop professional iOS apps Includes coverage on the entire iOS application development right from designing the UI to application deployment Get to know more about machine learning and augmented reality and their impact on iOS apps **DESCRIPTION** Grab this book if you want to make Apps for Apple's iOS devices and that too efficiently like a skilled developer This book covers the complete development of iOS applications right from concepts of designing an application to adding machine learning capabilities in the applications You will learn and practice the App development environment with Xcode and Swift programming Concepts like different types of views and UI components data manipulations animations different iOS screen views and integrating web services are covered in detail with examples You will also learn the popular machine learning technology and fascinating features like Augmented Reality to be put into use in your app You will learn to run automated application testing use SwiftUI and deploy applications on the network **WHAT YOU WILL LEARN** Build strong familiarity with the entire application development environment Revive essential coding concepts and methods of Swift and Xcode Simplify integration of iOS apps with web services including JSON and XML decoding Learn to work with iOS ARKit and add the experience of augmented reality to applications Work with popular SwiftUI XCTest and a growing machine learning library CoreML **WHO THIS BOOK IS FOR** This book caters to mobile developers application developers and students who want to build sound proficiency in the entire process of iOS Application development Knowing basic programming concepts would be good although not mandatory **TABLE OF CONTENTS** 1 iOS App Development Environment 2 Swift Programming Language 3 User Interface and Data Handling 4 Different Views in iOS Devices 5 Image and Animation 6 Multi View Application and Navigation 7 Data Persistence for iOS Devices 8 Integration with Web Services 9 Augmented Reality 10 Machine Learning 11 App Testing and Deployment 12 SwiftUI

Swift App Development Oliver Snowden, Swift App Development Your First iOS App from Start to Finish Turn Your Idea Into a Real iOS App No Coding Experience Needed Are you ready to build your first iOS app using Swift App Development but don't know where to start Whether you're aiming to become an App Development with Swift Certified User exploring Swift mobile app development or just want to bring your app idea to life this book is your perfect guide Swift App Development Your First iOS App from Start to Finish is a beginner friendly hands on guide that walks you through building an app using Swift from the initial idea all the way to launching your app on the App Store What You'll Learn Inside This Book Learn Swift App Development The Easy Way Discover the Swift programming language with step by step instructions making it simple to learn Swift app development even if you're starting from zero iOS App Development with Swift Get clear practical guidance on using Swift for iOS app development with SwiftUI Xcode and Apple's best practices Swift Playground App Development Practice coding in real time using the Swift Playground app

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ready for submission This accomplishment not only boosts your confidence but also adds a significant project to your portfolio showcasing your skills in ios app development swift to potential employers Start Your App Development Journey Today Don t let your app ideas remain just ideas bring them to life With Swift App Development Your First iOS App from Start to Finish you are not only learning to code but also acquiring the skills needed to excel in the dynamic world of mobile app development Grab your copy today and take the first step toward becoming a proficient iOS app developer with Swift

Mastering iOS Development Swift and Mobile App Leadership JASWANTH ALAHARI REETA MISHRA,2024-12-22 In the ever evolving landscape of mobile technology mastering the art of iOS development has become a critical skill for those striving to lead in the digital age Mastering iOS Development Swift and Mobile App Leadership is designed to serve as both a technical guide and a strategic resource for developers and leaders aiming to excel in the competitive world of mobile app development Our goal is to empower readers with not only the knowledge to build outstanding iOS applications but also the leadership acumen to drive innovation and success in this dynamic field This book offers a comprehensive journey through the principles tools and practices that define excellence in iOS development From foundational concepts in Swift programming to advanced techniques for app optimization and user experience design we aim to provide a well rounded resource that caters to both budding developers and seasoned professionals Beyond technical expertise we explore essential aspects of leadership including project management team collaboration and scaling app development strategies in a fast paced market In crafting this book we have drawn on the latest advancements in iOS development and integrated insights from industry leaders Each chapter is designed to provide a balance of theoretical understanding and practical application covering topics such as mastering Swift building user friendly interfaces integrating APIs and optimizing app performance Additionally we delve into the evolving role of mobile app leaders discussing strategies to foster innovation align development goals with business objectives and navigate challenges in a rapidly changing technological environment We hope this book will serve as an invaluable companion for those passionate about creating exceptional iOS applications and leading transformative projects Whether you are a developer seeking to refine your skills or a leader looking to inspire your team we believe the insights shared here will equip you to thrive in the exciting realm of iOS development Thank you for joining us on this journey Authors

Application Development with Swift Hossam Ghareeb,2015-08-28 Develop highly efficient and appealing iOS applications by using the Swift language About This Book Develop a series of applications with Swift using the development kits and new updated APIs Use the new features of iOS 8 to add new flavor to your applications A hands on guide with detailed code snippets to aid you in developing powerful Swift applications Who This Book Is For If you are an iOS developer with experience in Objective C and wish to develop applications with Swift then this book is ideal for you Familiarity with the fundamentals of Swift is an added advantage but not a necessity What You Will Learn Use playgrounds in Xcode to make the writing of Swift code productive and easy Get acquainted with the advanced features of

Swift and make complete use of them in your code Add a new method for authentication to your app using Touch ID Develop health related apps using HealthKit Take your apps to the next level of performance and capability using Metal Develop applications for wearables using WatchKit Use Notification Center to easily access all your notifications Make your users devices more stylish by using Apple s built in Quick Type keyboard instead of the native one In Detail After years of using Objective C for developing apps for iOS Mac OS Apple now offers a new creative easy and innovative programming language for application development called Swift Swift makes iOS application development a breeze by offering speed security and power to your application development process Swift is easy to learn and has awesome features such as being open source debugging interactive playgrounds error handling model and so on Swift has simplified its memory management with Automatic Reference Counting ARC and it is compatible with Objective C This book has been created to provide you with the information and skills you need to use the new programming language Swift The book starts with an introduction to Swift and code structure Following this you will use playgrounds to become familiar with the language in no time Then the book takes you through the advanced features offered by Swift and how to use them with your old Objective C code or projects You will then learn to use Swift in real projects by covering APIs such as HealthKit Metal WatchKit and Touch ID in each chapter The book s easy to follow structure ensures you get the best start to developing applications with Swift Style and approach The book achieves its end goal by dividing its content into two parts Part 1 will take the readers who are new to Swift through its architecture and basics Part 2 of the book will cover content on application development with Swift

iOS 12 App Development Essentials Neil Smyth, 2018-10-31 iOS 12 App Development Essentials the latest edition of this popular book series has now been fully updated for the iOS 12 SDK Xcode 10 and the Swift 4 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment An introduction to the architecture of iOS 12 and programming in Swift 4 is provided followed by an in depth look at the design of iOS applications and user interfaces More advanced topics such as file handling database management graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking location management local notifications camera access and video playback support Other features are also covered including Auto Layout local map search user interface animation using UIKit dynamics Siri integration iMessage app development CloudKit sharing and biometric authentication Additional features of iOS development using Xcode are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks collection and stack layouts and CloudKit data storage in addition to drag and drop integration and the document browser The key new features of iOS 12 and Xcode 10 are also covered in detail including Siri shortcuts and the new iOS machine learning features The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 12 Assuming you are ready to download the iOS 12 SDK and Xcode 10 have an Intel based Mac and ideas for some apps to

develop you are ready to get started **iOS 15 Application Development for Beginners** Arpit Kulsreshtha,2021-12-31
Learn iOS App development with advanced Apple technology and developer centric tools KEY FEATURES Loaded with core developer tools including SwiftUI Xcode and CoreML Covers app architecture design patterns and mobile hardware use in app development Numerous examples covering database GPS image recognition and ML DESCRIPTION This book is a step by step hands on guide for Apple developers to build iOS apps using Swift programming with minimal effort This book will help develop the knowledge and skills necessary to program Apple applications independently This book introduces you to Swift SwiftUI MapKit Xcode and Core ML and guides you through the process of creating a strong marketable iOS application The book begins with the fundamentals of Swift which will serve as the foundation for future app development This book will help readers to develop user interfaces for iOS applications using SwiftUI and Interface Builder as well as the code for views view controllers and data managers The book teaches how to use Core Data and SQLite to store databases It will help you work with Apple technologies and frameworks including Core Location and MapKit for GPS tracking Camera and Photo Library for image storage Core ML for machine learning and implementations of artificial intelligence solutions By the end of this book you will have developed a solid foundation for writing Swift apps utilizing best practices in architecture and publishing them to the app store The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps WHAT YOU WILL LEARN Develop practical skills in Swift programming Xcode and SwiftUI Learn to work around the database file handling and networking while building apps Utilize the capabilities of mobile hardware to include sound images and videos Bring machine learning capabilities using the Core ML framework Integrate features such as App Gestures and Core Location into iOS applications Utilize mobile design patterns and maintain a clean coding style WHO THIS BOOK IS FOR This book is ideal for beginners in programming students and professionals interested in learning how to program in iOS use various developer tools and create Apple apps Working knowledge of any programming language is an advantage but not required TABLE OF CONTENTS 1 Getting Started with Xcode 2 Swift Fundamentals 3 Classes Struct and Enumerations 4 Protocols Extensions and Error Handling 5 TabBar TableView and Collection View 6 User Interface Design with SwiftUI 7 Database with SQLite and Core Data 8 File Handling in iOS 9 App Gesture Recognizers in iOS 10 Core Location with MapKit 11 Camera And Photo Library 12 Machine Learning with Core ML 13 Networking in iOS Apps 14 Mobile App Patterns and Architectures 15 Publish iOS App on App Store

The Art of App Development Devesh Saini,2023-05-27 In a world driven by mobile technology the creation of captivating and user friendly apps has become an art form The Art of App Development is a comprehensive guide that takes you on a transformative journey through the intricacies of app development equipping you with the knowledge and skills to master the craft and create exceptional mobile experiences From the early stages of conceptualization to the final release and beyond this book explores the entire app development lifecycle You ll gain a deep understanding of user experience and

user interface design principles essential for creating intuitive and visually stunning apps Discover the advantages and challenges of native app development for iOS and Android and explore cross platform frameworks like React Native Flutter and Xamarin to leverage the power of code sharing Delve into the world of backend development and APIs and learn how to build robust and secure backend services that support your app s functionality Explore the principles of app design and user experience from designing for different screen sizes to conducting usability testing and incorporating user feedback into iterative design processes Monetization strategies are a crucial aspect of app development and this book provides insights into choosing the right monetization models leveraging in app purchases and subscriptions and optimizing revenue through advertising and ad networks Navigate the app store submission process optimize your app s visibility with app store optimization techniques and implement effective marketing and promotion strategies to reach your target audience As technology evolves so does the world of app development Discover emerging technologies and trends such as augmented reality AR virtual reality VR Internet of Things IoT artificial intelligence AI machine learning ML wearable devices and blockchain integration and understand their impact on the future of app development Maintaining and updating your app is crucial for sustained success and this book provides valuable insights into the importance of app maintenance bug fixing performance optimization and handling platform updates and device compatibility Learn about app versioning and release management to ensure a seamless and efficient app experience for your users Finally explore the future of app development predict upcoming trends and understand how evolving technologies and changing user behaviors will shape the industry Gain knowledge about innovations in app development tools and frameworks and learn how to navigate the ever changing app development landscape

The Art of App Development is a comprehensive and practical resource for aspiring and experienced app developers alike Whether you re a developer designer or entrepreneur this book will empower you to create compelling user centric and successful mobile applications Embrace the artistry of app development and embark on a journey to master the craft of creating engaging mobile experiences

[iOS 8 Application Development in 24 Hours, Sams Teach Yourself](#) John Ray, 2015-03-06 In just 24 sessions of one hour each learn how to build powerful applications for today s hottest handheld devices the iPhone and iPad Using this book s straightforward step by step approach you ll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University His many books include Using TCP IP Special Edition Maximum Mac OS X Security Mac

OS X Unleashed Teach Yourself Dreamweaver MX in 21 Days and Sams Teach Yourself iOS 7 Application Development in 24 Hours Printed in full color figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6 x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language Swift Test code using the new iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Segues Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Integrate online services using Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace debug and monitor your applications as they run

Hands-On Full-Stack Development with Swift

Ankur Patel, 2018-03-30 Swift with server side coding has become the future of native app development not only on iOS but for watchOS and tvOS This book will show you how to create a native shopping list app along with a Full Stack backend using Vapor Vapor will serve as an API server for the mobile app and also as a web server to serve dynamic web pages to the

Beginning iOS Media App Development Ahmed Bakir, 2014-11-29 Beginning iOS Media App Development is a ground breaking tutorial that explores the near limitless programmable audio visual capabilities of the iPhone iPad and iPod touch using real world examples and thorough explanations of the code This book includes detailed step by step instructions and important background information from experienced media and utility app developer Ahmed Bakir You ll learn about content creation playback and advanced topics including AirPlay AVKit and Swift Each chapter is framed with a project that illustrates the concepts being discussed and pulls in lessons from other popular apps You ll even learn about the latest iOS 8 and Xcode 6 media features After reading this book you should be able to build your first rich media app or utility app that utilizes multimedia for the App Store And if you re a game developer this book will provide you with tools to help make your game app look even better by integrating native iOS features

Mobile App Development (IOS/Android) Course

Brian Smith, This comprehensive Mobile App Development course covers the fundamentals of iOS and Android app development providing a detailed exploration of both platforms The course begins with an introduction to the basics of mobile app development and then moves on to setting up the development environment using Xcode for iOS and Android Studio for Android The course covers crucial topics such as mobile app design utilizing UI UX principles for both iOS and Android platforms and implementing responsive design Furthermore students will learn Swift programming for iOS and Java and Kotlin for Android app development The course dives into project planning and management user authentication and security working with APIs and web services database management testing and debugging mobile apps publishing and monetizing

apps and analyzing user feedback. Additionally, it explores cross-platform development using React Native and discusses future trends in mobile app development such as AI, IoT integration, and AR/VR development. The course concludes by suggesting next steps for refining app development skills and exploring advanced topics while also highlighting potential career opportunities in mobile app development.

Ultimate iOS App Development Guide Surabhi Chopada, 2024-08-31

TAGLINE: Build Your Dream iOS Apps: A Project-Based Learning Approach

KEY FEATURES: Gain a thorough understanding of core iOS development concepts and techniques with a focus on practical application. Build five end-to-end iOS applications, including a to-do list app, a weather app, a fitness tracker with HealthKit, and an image recognition app with Core ML, to apply your skills in real-world scenarios. Understand the complete process of testing, debugging, and deploying your apps to the App Store, preparing you for real-world deployment.

DESCRIPTION: *Ultimate iOS App Development Guide* is your gateway to the dynamic world of iOS app development and guides you through the core concepts and techniques essential for iOS app creation. Each chapter delves into crucial components of iOS development with clear explanations and practical examples to apply your knowledge in real-world scenarios. Structured into 10 chapters, the book begins with fundamental concepts, providing a solid foundation for beginners. Each subsequent chapter builds on this foundation with practical projects blending theoretical iOS and Swift concepts with hands-on implementation. These carefully selected projects are designed to develop your application development skills, whether you're a novice or looking to deepen your expertise. This book serves as a robust resource supporting your growth as an iOS developer. You'll create exciting projects that range from a simple to-do list app to advanced projects like HealthKit and Core ML integration, helping you grasp specific concepts thoroughly. The book also covers the app distribution process to the App Store, making it a comprehensive resource for both budding developers and seasoned professionals looking to broaden their expertise.

WHAT WILL YOU LEARN: Gain an overview of the iOS development ecosystem, including tools, frameworks, and key concepts. Learn the process of setting up your development environment and creating your first iOS app. Master the fundamental syntax and features of the Swift programming language. Develop a fully functional to-do list app, learning core iOS development practices and UI design principles. Understand how to work with APIs by building a weather app that fetches real-time data. Explore how to integrate popular social media platforms into your app, allowing users to share content seamlessly. Build a fitness tracking app using HealthKit, learning to work with health data and sensors. Discover machine learning on iOS by creating an image recognition app with Core ML and Vision frameworks. Learn best practices for testing and debugging your apps and understand the process of deploying your app to the App Store. Dive into advanced iOS development topics to enhance your skills and tackle more complex projects.

WHO IS THIS BOOK FOR: This book is tailored for budding iOS developers seeking a solid foundation, senior developers aiming to broaden their expertise, or mobile app architects looking to deepen their skills in iOS app development. This book bridges the gap between theoretical knowledge and practical application, making it a valuable resource for those aspiring to excel in the iOS domain.

basic understanding of programming concepts and familiarity with macOS would be a plus to understand this book better

TABLE OF CONTENTS 1 Introduction to iOS Development 2 Getting Started with iOS App Development 3 Swift Programming Language Basics 4 Building a To Do List App 5 Developing a Weather App 6 Integrating Social Media 7 Creating Fitness Tracking App Using HealthKit 8 Building an Image Recognition App Using Core ML and VisionKit 9 Testing Debugging and Deployment 10 Advance Concepts Index

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

The Business of iOS App Development Dave Wooldridge,Taylor Pierce,2014-10-29 Updated and expanded for the new Apple iOS8 The Business of iOS App Development Third Edition shows you how to incorporate marketing and business savvy into every aspect of the design and development process giving your app the best possible chance of succeeding in the App Store This book is written by experienced developers with business backgrounds taking you step by step through cost effective marketing techniques that have proven successful for professional iOS app creators perfect for independent developers on shoestring budgets No prior business knowledge is required The phenomenal success of the iPhone iPad and the iPod touch have ushered in a gold rush for developers but with well over a million apps in the highly competitive App Store it has become increasingly difficult for new apps to stand out in the crowd Achieving consumer awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning This is the book you wish you had read before you launched your first app

[iOS 9 App Development Essentials](#) Neil Smyth,2015-10-22 iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK

Xcode 7 and the Swift 2 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment An introduction to the architecture of iOS 9 and programming in Swift is provided followed by an in depth look at the design of iOS applications and user interfaces More advanced topics such as file handling database management in app purchases graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking iAds integration location management local notifications camera access and video and audio playback support Other features are also covered including Auto Layout Twitter and Facebook integration App Store hosted in app purchase content Sprite Kit based game development local map search and user interface animation using UIKit dynamics Additional features of iOS development using Xcode 7 are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks CloudKit data storage and TouchID authentication The key new features of iOS 9 and Xcode 7 are also covered in detail including new error handling in Swift 2 designing Stack View based user interfaces multiple storyboard support iPad multitasking map flyover support 3D Touch and Picture in Picture media playback The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 9 Assuming you are ready to download the iOS 9 SDK and Xcode 7 have an Intel based Mac and ideas for some apps to develop you are ready to get started

Simplifying Application Development with Kotlin Multiplatform Mobile Robert Nagy, 2022-03-04 Explore the new Kotlin Multiplatform to build native apps for Android and iOS while sharing business logic between apps Key Features Improve app development speed dramatically by writing the business logic in Kotlin Implement a native user interface and work with platform specific APIs Leverage Kotlin Multiplatform Mobile's code sharing capabilities for your projects Book Description Sharing code between platforms can help developers gain a competitive edge and Kotlin Multiplatform Mobile KMM offers a sensible way to do it KMM helps mobile teams share code between Android and iOS in a flexible way leaving room for native development The book begins by helping you to gain a clear understanding of the Kotlin Multiplatform approach how it works and how it is different from cross platform technologies such as React Native and Flutter and code sharing options such as C You'll then see how your team can use this software development kit SDK to build native applications more effectively by learning timeless concepts and working through practical examples As you advance you'll get to grips with the core concepts understand why UI sharing fails and get hands on with developing a small KMM application Finally you'll discover expert tips and best practices along with production and adoption related questions that will help you take the next step in your project and career By the end of this Kotlin book you'll have gained a solid understanding of the capabilities of KMM and be able to share code between Android and iOS flexibly What you will learn Get acquainted with the multiplatform approach and KMM's competitive edge Understand how Kotlin Multiplatform works under the hood Get up and running with the Kotlin language quickly in the context of Swift Find out how to share code between Android and iOS Explore tips and best practices in KMM to

increase app development efficiency Discover adoption tips to integrate KMM into existing or new production apps Who this book is for This book is for native Android and iOS developers who want to build high quality apps using an efficient development process Knowledge of the framework and the languages used is necessary that is Android with Java or Kotlin and iOS with Objective C or Swift For Swift developers the book assumes no knowledge of Kotlin as this will be covered in the context of Swift

iOS 11 App Development Essentials Neil Smyth, 2018-03-01

iOS 17 App Development for Beginners Arpit Kulsreshtha, 2023-10-10 Learn iOS app development from scratch and build your dream app

KEY FEATURES Experience the cutting edge capabilities of Xcode 15 and Swift 5.9 with this enhanced edition unraveling the latest features Embark on an exciting journey into the world of iOS programming while enjoying the process of building your very own iOS apps Uncover the exciting advancements in iOS 17 including SwiftUI CoreML and the Symbol Framework

DESCRIPTION iOS 17 App Development for Beginners is a definitive guide to building iOS apps with Swift This book teaches the fundamentals of Swift laying the foundation for future app development It covers how to develop user interfaces for iOS apps using SwiftUI and UIKit and how to write code for views view controllers and data managers The book also teaches using Core Data Swift Data and SQLite for database storage Additionally it covers essential Apple technologies and frameworks such as Core Location and MapKit for GPS tracking Camera and Photo Library for image storage CI/CD and Core ML for machine learning and artificial intelligence solutions After completing this book you will have a solid grasp of Swift app development and successfully publish your apps to the App Store

WHAT YOU WILL LEARN Explore the enhancements in the Swift programming language Discover how to seamlessly integrate and manage complex data models using SwiftUI and Core Data Take a deep dive into the declarative and intuitive SwiftUI framework Learn how to integrate machine learning with Core ML into your apps Integrate SwiftUI to create engaging and interactive experiences within your iOS 17 apps

WHO THIS BOOK IS FOR This book is an excellent resource for anyone who wants to learn how to program in Swift and develop applications for the iOS platform Whether you are a beginner a student or a professional this book will teach you the basics of Swift and how to use it to create your apps No prior programming experience is necessary but some familiarity with other programming languages will be helpful

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[Learn iOS 8 App Development](#) James Bucanek, 2014-12-09 Learn iOS 8 App Development is both a rapid tutorial and a useful reference You ll quickly get up to

speed with Swift Cocoa Touch and the iOS 8 SDK It s an all in one getting started guide to building useful apps You ll learn best practices that ensure your code will be efficient and perform well earning positive reviews on the iTunes App Store and driving better search results and more revenue The iOS 8 SDK offers powerful new features and this book is the fastest path to mastering them and the rest of the iOS SDK for programmers with some experience who are new to iPhone and iPad app development Many books introduce the iOS SDK but few explain how to develop apps optimally and soundly This book teaches both core Swift language concepts and how to exploit design patterns and logic with the iOS SDK based on Swift and the Cocoa Touch framework Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start Get an accelerated treatment of the core fundamentals of Swift Develop your first app using Xcode s advanced interface design tools Build your first iPhone app using the code that you re given as you walk through this book Finally debug and distribute your first app on Apple s iTunes App Store Learn how to create apps for any model of iPhone the iPod Touch the iPad or build universal apps that run on all of them After reading this book you ll be creating professional quality apps ready to upload to the app store making you the prestige and the money you seek

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