

Intermediate Ios 9 Programming With Swift Gumroad

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move into ios development by getting a firm grasp of its fundamentals including the xcode ide the cocoa touch framework and swift 2 0 u2014 the latest version of apple s acclaimed programming language with this thoroughly updated guide you ll learn swift u2019 s object oriented concepts understand how to use apple s development tools and discover how cocoa provides the underlying functionality ios apps need to have explore swift u2019 s object oriented concepts variables and functions scopes and namespaces object types and instances become familiar

with built in swift types such as numbers strings ranges tuples optionals arrays dictionaries and sets learn how to declare instantiate and customize swift object types u2014 enums structs and classes discover powerful swift features such as protocols and generics catch up on swift 2 0 innovations option sets protocol extensions error handling guard statements availability checks and more tour the lifecycle of an xcode project from inception to app store create app interfaces with nibs and the nib editor interface builder understand cocoa u2019 s event driven model and its major design patterns and features find out how swift communicates with cocoa u2019 s c and objective c apis once you master the fundamentals you ll be ready to tackle the details of ios app development with author matt neuburg s companion guide programming ios 9

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

and conclusionchapter 2 functions function parameters and return value void return type and parameters function signature external parameter names overloading default parameter values variadic parameters ignored parameters modifiable parameters function in function recursion function as value anonymous functions define and call closures how closures improve code function returning function closure setting a captured variable closure preserving its captured environment curried functions chapter 3 variables and simple types variable scope and lifetime

ios 9 programming app development with swift ultimate and easy user guide this book is an exploration of the programming features

introduced in ios 9 ios 9 has introduced a number of frameworks to the ios and these frameworks were not available nor supported in the previous versions of ios the first part of the discussion is based on the contacts framework which was introduced for the first time in ios 9 this framework makes it easy for developers to manage applications the process of creating contacts is discussed in this book spelling out how to do that in ios 9 the book also guides you on how to search for the contacts which have been stored in the contacts database of your device different methods on how these contacts can be searched for such as by use of predicates are discussed you will also learn how to fetch contacts from the database and then display them in a table view the output which you get can be formatted for a nice appearance the book guides you on how to do this the core spotlight framework is also explored including how to use it so as to make apps more discoverable app thinning is also explored explaining how to create apps which can run on different apple devices with different screen devices the following topics are discussed in this book the contacts framework core framework spotlight in ios 9 ios 9 app thinning the following topics are discussed in this book introduction the contacts framework core framework spotlight in ios 9 ios 9 app thinning download your copy of ios 9 programming by scrolling up and clicking buy now with 1 click button

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if you re grounded in the basics of swift xcode and the cocoa framework this book provides a structured explanation of all essential real world ios app components through deep exploration and copious code examples you ll learn how to create views manipulate view controllers and add features from ios frameworks stay up to date on ios 9 innovations such as the new layout constraint notation expanded uikit dynamics revised unwind segues ipad multitasking and the contacts framework all example code is available on github for you to download study and run create arrange draw layer and animate views that respond to touch use view controllers to manage multiple interface screens master interface classes for scroll views table 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 calendar understand further topics including files networking and threads

in recent years our world has experienced a profound shift and progression in available computing and knowledge sharing innovations these emerging advancements have developed at a rapid pace disseminating into and affecting numerous aspects of contemporary society this has created a pivotal need for an innovative compendium encompassing the latest trends concepts and issues surrounding this relevant discipline area during the past 15 years the encyclopedia of information science and technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline the encyclopedia of information science and technology fourth edition is a 10 volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives applications and techniques contributed by thousands of experts and researchers from around the globe this authoritative encyclopedia is an all encompassing well established reference source that is ideally designed to disseminate the most forward thinking and diverse research findings with critical perspectives on the impact of information science management and new technologies in modern settings including but not limited to computer science education healthcare government engineering business and natural and physical sciences it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library

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from cloud computing to data analytics society stores vast supplies of information through wireless networks and mobile computing as organizations are becoming increasingly more wireless ensuring the security and seamless function of electronic gadgets while creating a strong network is imperative advanced methodologies and technologies in network architecture mobile computing and data analytics highlights the challenges associated with creating a strong network architecture in a perpetually online society readers will learn various methods in building a seamless mobile computing option and the most effective means of analyzing big data this book is an important resource for information technology professionals software developers data analysts graduate level students researchers computer engineers and it specialists seeking modern information on emerging methods in data mining information technology and wireless networks

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environments style and approach this book is a step by step guide into the code and concepts of ios apps each chapter contains diagrams that showcase the features of the platform along with code samples from apple and code samples exclusive to this book

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