

Graham Lee



Test-Driven iOS Development

Developer's Library



Test Driven Ios Development Developers Library

Graham Robinson, Surya Buchwald



Test Driven Ios Development Developers Library:

Test-driven IOS Development Graham Lee, 2012 *Learning IOS Development* Maurice Sharp, Rod Strougo, Erica Sadun, 2014 This book offers the perfect hands on introduction to iOS development covering everything your students need to know about Objective C XCode and modern iOS user interface development With sample projects and end of chapter exercises this book is ideal for classroom instruction The authors get started fast with Objective C covering basic syntax memory management Foundation Classes development paradigms blocks threads and more Next they show how to use XCode and related tools to build projects instrument and efficiently debug code and deploy apps In the next part they turn to interfaces covering design content construction View Controllers Views Animations Touch Table Views and even a taste of Core Data *Learning Core Audio* Chris Adamson, Kevin Avila, 2012 The only guide to Apple's powerful audio programming framework Core Audio by two renowned Mac audio experts Introduces all the essential concepts of Mac and iPhone audio programming Task based coverage explains everything from playing files to digital effects with detailed sample code

Learning Quartz Composer Graham Robinson, Surya Buchwald, 2013 Create Amazing Real Time Motion Graphics with Quartz Composer Apple's Quartz Composer makes it amazingly easy to create real time graphics of all kinds for screensavers animations kiosk art film effects Dashboard Widgets graphically rich apps and more But few content creators use QC because they've had practically no useful help until now In this book DVD bundle two renowned VJs who've pushed this tool to the limit show you how to do it too You needn't be a technical expert Graham Robinson and Surya Buchwald introduce each concept through a hands on project with videos demonstrating every step They start extremely simple offering beautiful visual feedback and encouraging you to freely explore The video and text work together to help you build mastery fast as you create everything from data driven effects to compelling live performance visuals Coverage includes Mastering Quartz Composer's powerful interface Grabbing live inputs from music or cameras for unique interaction and improvisation Outputting video files for everything from smartphone screens to HD video edits Using built in image filters to add visual effects Creating organic motion with LFOs interpolation and trackballs Fixing problems and figuring out what you did wrong Making rain fire and other cool stuff with particles Integrating MIDI musical instruments and other audio resources Mastering lighting and timelines Building richer environments with replication iteration and 3D modeling Pushing the boundaries with secret patches CoreImage filters and GLSL If you're a motion graphics designer filmmaker VJ artist interactive programmer Cocoa developer or any other type of Maker this book will guide you from acolyte to wizard in no time and it just might be the most fun instructional you'll ever read 0321636945 9780321636942 *Learning Quartz Composer A Hands On Guide to Creating Motion Graphics with Quartz Composer* Package consists of 013308776X 9780133087765 *Learning Quartz Composer A Hands On Guide to Creating Motion Graphics with Quartz Composer* 0321857577 9780321857576 *Learning Quartz Composer DVD A Hands On Guide to Creating Motion Graphics with Quartz Composer*

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Learning iCloud Data Management Jesse Feiler, 2014-01-23 A great read for iOS developers who want to learn if iCloud is right for their app and dive right in with lots of practical code examples Jon Bell UXLaunchpad.com Get Hands On Mastery of iCloud Data Management for iOS 7 and OS X Mavericks As apps rapidly move into business and the cloud iOS and OS X developers need new data management techniques In Learning iCloud Data Management renowned Apple database expert Jesse Feiler shows you how to use Apple's latest APIs and technologies to structure and synchronize all forms of data Feiler helps you understand the issues implement efficient solutions and deliver highly usable apps that seamlessly synchronize during the Round Trip between iOS and OS X and back again This guide walks you through integrating several key Apple data management technologies including the Address Book and Calendar APIs Feiler shows you how to structure data so it's easy to build great Cocoa and Cocoa Touch user interfaces and to quickly incorporate reliable iCloud syncing Step by step you'll discover how to blend Apple's standard application data structures with your own user data to create a feature rich and fully syncable environment Coverage includes Understanding iCloud from the developer's and user's point of view Accessing synchronized user calendars and contacts Integrating Reminders into your apps Playing by iCloud's user privacy rules Applying consistent iOS Settings and OS X Preferences across user devices Managing persistent storage with Core Data Using Xcode Project Workspaces for shared development Adding data to app bundles and resources Integrating iCloud infrastructure file wrappers documents and data Completing the Round Trip between both iOS and OS X

Test-Driven iOS Development with Swift Dr. Dominik Hauser, 2016-02-22 Create fully featured and highly functional iOS apps by writing tests first About This Book Learn test driven principles to help you build apps with fewer bugs and better designs Become more efficient while working with Swift to move on to your next project faster Learn how to incorporate all of the principles of test driven development TDD in to your daily programming workflow Who This Book Is For If debugging iOS apps is a nerve racking task for you and you are looking for a fix this book is for you What You Will Learn Implement TDD in swift application development span Get to know the fundamentals life cycle and benefits of TDD span Explore the tools and frameworks to effectively use TDD span Develop models and controllers driven by tests span Construct the network layer using stubs span Use functional tests to ensure the app works as planned span Automate and streamline the building analysing testing and archiving of your iOS apps In Detail Test driven development TDD is a proven way to find software bugs early Writing tests before your code improves the structure and maintainability of your app Test driven iOS Development with Swift will help you understand the process of TDD and how it impacts your applications written in Swift Through practical real world examples you'll start seeing how to implement TDD in context We will begin with an overview of your TDD workflow and then deep dive into unit testing concepts and code cycles We will showcase the workings of functional tests which will help you improve the user interface Finally you will learn about automating deployments and

continuous integration to run an environment Style and approach This is an easy to follow example driven tutorial packed with lots of tips and tricks that explore TDD bit by bit in the process of making an iOS application *Dive Into iOS6* Paul J. Deitel,Harvey Deitel,Abbey Deitel,2012-10-01 The programmer s quick start guide to iOS app development using iOS SDK 6 Cocoa Touch Xcode 4 5 and the latest Objective C version and idioms Dive into iOS 6 programming with this brief introduction for new iOS developers This five chapter e book gets you started developing great iPhone and iPad apps quickly and publishing them on Apple s App Store It s ideal for people familiar with object oriented programming in Java C C or Objective C an Objective C background is not required The three programming chapters include a simple visual programming app and two code based apps presented using the Deitels signature app driven approach each technology is discussed in the context of a fully developed iOS app complete with syntax coloring code walkthroughs and sample outputs Topics covered in this e book include iOS App Development iOS 6 Xcode 4 5 Interface Builder Objective C Cocoa Touch iOS Simulator Storyboarding Segues Auto Layout Accessibility Internationalization Application Templates Universal Apps Social Framework iCloud Key Value Storage Automatic Reference Counting ARC Collections iOS Defaults System GUI Views View Controllers Outlets Actions Event Handling Fully Developed Apps Welcome Tip Calculator Favorite Twitter Searches App Business Issues iOS Developer Program App Store Submitting Apps iTunes Connect What Makes a Great App Monetization Pricing Free vs Fee In App Purchase Selling Virtual Goods Marketing iAd Network Advertising **iOS 8 for Programmers** Paul Deitel,Harvey M. Deitel,Abbey Deitel,2014-12-15 The professional programmer s Deitel guide to iPhone and iPad app development using iOS 8 Swift™ Xcode 6 and Cocoa Touch This book presents leading edge computing technologies for professional software developers At the heart of the book is the Deitel app driven approach a variant of Deitel s live code approach concepts are presented in the context of complete working iOS apps rather than using code snippets The introduction and app test drives at the beginning of each chapter show one or more sample executions The book s source code is available at www.deitel.com/books/iOS8FP1 You ll quickly learn everything you need to start building iOS 8 apps beginning with a test drive of the Tip Calculator app in Chapter 1 then building your first apps in Chapter 2 with visual programming and in Chapter 3 with Swift By the time you reach Chapter 9 you ll be ready to create your own apps for submission to the App Store We ll overview the submission process including uploading your apps deciding whether to sell your apps or offer them for free and marketing them using in app advertising social media Internet public relations and more

Test-Driven iOS Development with Swift Dr. Dominik Hauser,2022-04-18 Build robust applications using TDD with Swift 5 5 and become a TDD expert by writing tests for view controller views network code and even SwiftUI view Key Features Build a complete iOS app using test driven development Explore testing view controllers table views navigation and network code Learn how to write tests for Combine and SwiftUI code Book Description Test driven development TDD is a proven way to find software bugs earlier on in software development Writing tests before you code improves the structure and

maintainability of your apps and so using TDD in combination with Swift 5.5's improved syntax leaves you with no excuse for writing bad code. Developers working with iOS will be able to put their knowledge to work with this practical guide to TDD in iOS. This book will help you grasp the fundamentals and show you how to run TDD with Xcode. You'll learn how to test network code, navigate between different parts of the app, run asynchronous tests, and much more. Using practical real-world examples, you'll begin with an overview of the TDD workflow and get to grips with unit testing concepts and code cycles. You'll then develop an entire iOS app using TDD while exploring different strategies for writing tests for models, view controllers, and networking code. Additionally, you'll explore how to test the user interface and business logic of iOS apps and even write tests for the network layer of the sample app. By the end of this TDD book, you'll be able to implement TDD methodologies comfortably in your day-to-day development for building scalable and robust applications. What you will learn: Implement TDD in Swift application development. Detect bugs before you run code using the TDD approach. Use TDD to build models, view controllers, and views. Test network code with asynchronous tests and stubs. Write code that's a joy to read and maintain. Design functional tests to suit your software requirements. Discover scenarios where TDD should be applied and avoided. Who this book is for: This book is for iOS developers looking to apply TDD to build maintainable and scalable applications. Intermediate-level developers with Swift application development experience will be able to make the most out of this book. Prior experience of applying TDD to Swift applications is not required.

Test-Driven Development in Swift Gio Lodi, 2021-07-02

Leverage Swift to practice effective and efficient test-driven development. TDD methodology. Software testing and TDD are evergreen programming concepts, yet Swift developers haven't widely adopted them. What's needed is a clear roadmap to learn and adopt TDD in the Swift world. Over the past years, Apple has invested in XCTest and Xcode's testing infrastructure, making testing a new top priority in their ecosystem. Open-source libraries such as Quick and Nimble have also reached maturity. The tools are there. This book will show you how to wield them. TDD has much more to offer than catching bugs. With this book, you'll learn a philosophy for building software. TDD enables engineers to solve problems incrementally, writing only as much code as necessary. By decomposing big problems into small steps, you can move along at a fast pace, always making visible progress. Participate in the test-driven development journey by building a real iOS application and incorporating new concepts through each chapter. The book's concepts will emerge as you figure out ways to use tests to drive the solutions to the problems of each chapter. Through the TDD of a single application, you'll be introduced to all the staples and advanced concepts of the craft, understand the trade-offs each technique offers, and review an iterative process of software development. Test-Driven Development in Swift provides the path for a highly efficient way to make amazing apps. What You'll Learn: Write tests that are easy to maintain. Look after an ever-growing test suite. Build a testing vocabulary that can be applied outside the Swift world. See how Swift programming enhances the TDD flow seen in dynamic languages. Discover how compiler errors can provide the same helpful guidance as failing tests do. Who This Book Is For: Mid-level

developers keen to write higher quality code and improve their workflows Also developers that have already been writing tests but feel they are not getting the most out of them **iOS Developer Solutions Guide** Narendar Singh Saini,2023-01-31 Get solutions to the most common problems faced by developers in iOS app development **KEY FEATURES** Understand how to select the right application architecture for your iOS app Learn how to modularize your iOS application from scratch Automate small complex and repetitive development tasks in iOS **DESCRIPTION** Facing roadblocks while developing an iOS app There are many challenges that every iOS developer faces during the app development phase While these challenges can be difficult to overcome here s a one stop solution guide for all your problems iOS Developer Solutions Guide will help you with the tips to circumvent all the challenges to prevent your app from getting off track The book will help you to get familiar with the complex and advanced parts of the Swift programming language You will understand why test driven development is so advantageous You will then learn to build an iOS framework which will let you modularize your code Lastly you will see how tasks can be automated by writing scripts which will save a lot of your time By the end of the book you will be able to build high quality iOS apps with ease **WHAT YOU WILL LEARN** Develop a test driven development mindset to write maintainable and sustainable apps Understand the importance of design patterns and design principles Build an interface with XIB Storyboard Dynamic Code or via SwiftUI Create build and link a framework into an iOS project Learn how to implement server driven UI **WHO THIS BOOK IS FOR** App developers who are looking for solutions they face while developing iOS applications will find this book useful **TABLE OF CONTENTS** 1 Roadblocks in Developing iOS Applications 2 Advanced Architectural Topics 3 Swift Programming Language 4 Which Pattern is Better MVC or MVVM Part I 5 Which Pattern is Better MVC or MVVM Part II 6 Test Driven Development 7 XIB Storyboard Code SwiftUI 8 Creating Frameworks 9 Terminal and Scripts 10 Backend Driven UI **Test-Driven IOS Development with Swift 3 - Second Edition** Dominik Hauser,2016-10-31 Write testable and maintainable code to develop highly functional iOS apps **About This Book** Learn test driven principles to help you build apps with fewer bugs and better designs Become more efficient while working with Swift to move on to your next project faster Implement all of the principles of test driven development TDD in to your daily programming workflow **Who This Book Is For** My reader have already done some application development with Swift They follow the changes in each new Swift version They also follow a few Swift developers on Twitter or Tumblr and read blog post from famous Swift bloggers My reader have already heard about Test Driven Development TDD but haven t done really much about it But they have heard read that TDD can help to write better code but they don t really know why What you will learn Implement TDD in Swift application development Find bugs before you enter the code using the TDD approach Use TDD to build models view controllers and views Test network code with asynchronous tests and stubs Write code that is a joy to read and to maintain Develop functional tests to ensure the app works as planned Employ continuous integration to make testing and deployment easier **In Detail** Test driven development TDD is a proven way to find software bugs early

Writing tests before your code improves the structure and maintainability of your apps In combination with the improved syntax of Swift 3 there is no excuse or writing bad code This book will help you understand the process of TDD and how it impacts your apps written in Swift Through a practical real world example app you ll start seeing how to implement TDD in context You will begin with an overview of the TDD workflow and then deep dive into unit testing concepts and code cycles We will showcase how functional tests work which will help you improve the user interface Finally you will learn about continuous integration using the new user management feature in Xcode Server

Test-Driven iOS Development with Swift 4 Dr. Dominik Hauser, 2017-10-30 Use test driven approach to develop highly functional iOS apps with Swift 4 and Xcode 9 About This Book A practical guide to writing effective organized and clean code that works well Learn test driven principles to help you build better designed apps with fewer bugs A comprehensive overview of the techniques available for TDD in Swift Who This Book Is For To get the most out of this book you will need some prior experience with Swift application development You may have already heard about Test Driven Development TDD but you don t need any prior experience of applying it to Swift applications What You Will Learn Implement TDD in Swift application development Find bugs before you enter code using the TDD approach Use TDD to build models view controllers and views Test network code with asynchronous tests and stubs Write code that is a joy to read and maintain Develop functional tests to ensure the app works as planned In Detail Test driven development TDD is a proven way to find software bugs early Writing tests before you code improves the structure and maintainability of your apps Using TDD in combination with Swift 4 s improved syntax means there is no longer any excuse for writing bad code This book will help you understand the process of TDD and how to apply it to your apps written in Swift Through practical real world examples you ll learn how to implement TDD in context You will begin with an overview of the TDD workflow and then delve into unit testing concepts and code cycles You will also plan and structure your test driven iOS app and write tests to drive the development of view controllers and helper classes Next you ll learn how to write tests for network code and explore how the test driven approach in combination with stubs helps you write network code even before the backend component is finished Finally the book will guide you through the next steps to becoming a testing expert by discussing integration tests Behavior Driven Development BDD open source testing frameworks and UI Tests introduced in Xcode 9 Style and approach Using a step by step approach you will develop an entire iOS app using TDD During the course of the book you will explore different strategies for writing tests for models View Controllers and networking code

iOS Code Testing Abhishek Mishra, 2017-06-30 Put into motion practical examples to master Test Driven Development TDD and acceptance testing in Swift This book uses a pragmatic approach to writing well tested code and provides techniques that can be used to retrofit tests to legacy code bases You ll be introduced to basic principles of TDD such as Test First Red Green Refactor Remove Duplicate code Dependency Injection and Single Responsibility Approaches covered include TDD behavior driven development BDD UI and acceptance testing with common standard open source

frameworks iOS Code Testing offers helpful instruction to teach iOS developers to retrospectively fit tests to legacy code refactor legacy code so as to make the code more testable install and configure a popular Swift BDD framework practice BDD with Xcode and create automated UI tests with Xcode Additionally many projects have legacy code bases Legacy code is often seen as a blocker when it comes to implementing any kind of testing What You Will Learn Fit test to legacy code retrospectively Install and configure popular Swift BDD frameworks Practice BDD with Xcode Who This Book Is For Software practitioners such as Swift developers and mobile app testers

IOS Test-Driven Development (Second Edition) Joshua Greene,raywenderlich Tutorial Team,Mike Katz,2022-01-18 Learn how to test iOS Applications iOS Test Driven Development introduces you to a broad range of concepts with regard to not only writing an application from scratch with testing in mind but also applying these concepts to already written applications which have little or no tests written for their functionality Who This Book Is ForThis book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to write code which is both testable and maintainable Topics Covered in iOS Test Driven DevelopmentThe TDD Cycle Learn the concepts of Test Driven Development and how to implement these concepts within an iOS application Test Expressions and Expectations Learn how to test both synchronous code using expressions and asynchronous code using expectations Test RESTful Networking Write tests to verify networking endpoints and the ability to mock the returned results Test Authentication Write tests which run against authenticated endpoints Legacy Problems Explore the problems legacy applications written without any unit tests or without thought of testing the code Breaking Dependencies into Modules Learn how to take dependencies within your code and compartmentalize these into their own modules with their own tests Refactoring Large Classes Learn how to refactor large unweilding classes into smaller more manageable and testable classes objects One thing you can count on after reading this book you ll be prepared to write testable applications which you can have confidence in making changes too with the knowledge your tests will catch breaking changes

Swift for Programmers Paul J. Deitel,Harvey Deitel,2015-01-16 The professional programmer s Deitel guide to Apple s new Swift programming language for the iOS and OS X platforms Written for programmers with a background in object oriented programming in a C based language like Objective C Java C or C this book applies the Deitel signature live code approach with scores of complete working real world programs to explore the new Swift language in depth The code examples feature syntax shading code highlighting rich commenting line by line code walkthroughs and live program outputs The book features thousands of lines of proven Swift code and tips that will help you build robust applications Start with an introduction to Swift using an early classes and objects approach then rapidly move on to more advanced topics When you master the material you ll be ready to build industrial strength object oriented Swift applications About This Book The Swift programming language was arguably the most significant announcement at Apple s 2014 Worldwide Developers Conference Although apps can still be developed in Objective C Apple says that Swift is its applications programming and systems

programming language of the future Swift is a contemporary language with simpler syntax than Objective C Because Swift is new its designers were able to include popular programming language features from languages such as Objective C Java C Ruby Python and many others These features include automatic reference counting ARC type inference optionals String interpolation tuples closures lambdas extensions generics operator overloading functions with multiple return values switch statement enhancements and more We've been able to develop apps more quickly in Swift than with Objective C and the code is shorter clearer and runs faster on today's multi-core architectures Swift also eliminates the possibility of many errors common in other languages making your code more robust and secure Some of these error prevention features include no implicit conversions ARC no pointers required braces around every control statement's body assignment operators that do not return values requiring initialization of all variables and constants before they're used array bounds checking automatic checking for overflow of integer calculations and more You can combine Swift and Objective C in the same app to enhance existing Objective C apps without having to rewrite all the code Your apps will easily be able to interact with the Cocoa Cocoa Touch frameworks which are largely written in Objective C You can also use the new Xcode playgrounds with Swift A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it This allows you to see and hear your code's results as you write it quickly find and fix errors and conveniently experiment with features of Swift and the Cocoa Cocoa Touch frameworks

Practical Example Rich Coverage of Classes Objects Methods Properties Initializers Deinitializers Bridging Tuples Array and Dictionary Collections Structures Enumerations Closures ARC Inheritance Polymorphism Protocols Type Methods Type Properties Generics Strings and Characters Operator Overloading Operator Functions Custom Operators Subscripts Access Control Type Casting and Checking Nested Types Nested Methods Optionals Optional Chaining Extensions Xcode Playgrounds Intro to Cocoa Touch with a Fully Coded iOS 8 Tip Calculator App Overflow Operators Attributes Patterns More topics online

IMPORTANT NOTE ABOUT XCODE AND SWIFT With Xcode 6.3 and Swift 1.2 Apple introduced several changes in Swift that affect the book's source code Please visit www.deitel.com/books/iOS8FP1 for updated source code The changes do not affect Xcode 6.2 users You can download Xcode 6.2 from developer.apple.com/downloads/index.action you'll have to log in with your Apple developer account to see the list of downloads Visit www.deitel.com Download code examples For information on Deitel's Dive Into Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or to deitel.deitel.com Join the Deitel social networking communities on Facebook at facebook.com/DeitelFan Twitter at [deitel](https://twitter.com/deitel) Google at google.com/DeitelFan LinkedIn at bit.ly/DeitelLinkedIn YouTube at youtube.com/user/DeitelTV and subscribe to the Deitel Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html

iOS Test-Driven Development by Tutorials (First Edition): Learn Real-World Test-Driven Development Joshua Greene, Michael Katz, Raywenderlich Tutorial Team, 2019-12-02 Learn how to test iOS Applications iOS Test Driven Development introduces you to a broad range of concepts with regard to not only writing an

application from scratch with testing in mind but also applying these concepts to already written applications which have little or no tests written for their functionality

Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to write code which is both testable and maintainable

Topics Covered in iOS Test Driven Development

- The TDD Cycle Learn the concepts of Test Driven Development and how to implement these concepts within an iOS application
- Test Expressions and Expectations Learn how to test both synchronous code using expressions and asynchronous code using expectations
- Test RESTful Networking Write tests to verify networking endpoints and the ability to mock the returned results
- Test Authentication Write tests which run against authenticated endpoints
- Legacy Problems Explore the problems legacy applications written without any unit tests or without thought of testing the code
- Breaking Dependencies into Modules Learn how to take dependencies within your code and compartmentalize these into their own modules with their own tests
- Refactoring Large Classes Learn how to refactor large unweildng classes into smaller more manageable and testable classes

One thing you can count on after reading this book you ll be prepared to write testable applications which you can have confidence in making changes too with the knowledge your tests will catch breaking changes

[Modularizing Legacy Projects Using TDD](#) Khaled El-Morabea,Hassaan El-Garem,2021-10-26 Improve current or new projects with top notch testability and maintainability Writing tests improves the design of your apps as it pushes you to have a more modularized design This in turn improves the maintainability and sustainability of your apps This book is for iOS developers who already know the basics of iOS and Swift development but want to learn all the testing pro features in iOS You ll start by reviewing the TDD Cycle and how to implement these concepts on a legacy project or a new one You ll then walk through TDD step by step on a blank project including setting up test targets assertions and expectations You ll follow that with all levels of testing such as unit tests integration tests and end to end tests and also tackle fairly complex yet badly written legacy code The book will take you through the journey of modularizing a legacy app using TDD Throughout this journey you will be introduced to multiple testing concepts and techniques like writing tests for network and core data layers You will write tests to ensure the thread safety of your app And you ll add a new feature while you are in the middle of refactoring which is an important skill so you can keep adding features while you are fixing your technical debt By the end of this book you will have all the tools needed to become a testing master

What You ll Learn

- Use mocking and dependency injection to make components more testable
- Write tests for asynchronous code like network code
- Add new features to existing legacy apps using TDD

Who This Book Is For Experienced iOS developers who care about software quality and meeting customer expectations

iOS App Development: Test-Driven Development Harrison Ferrone,2018 [Dataquest](#) ,1999

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