

# A Beginners Guide to: Xcode, Git & GitHub

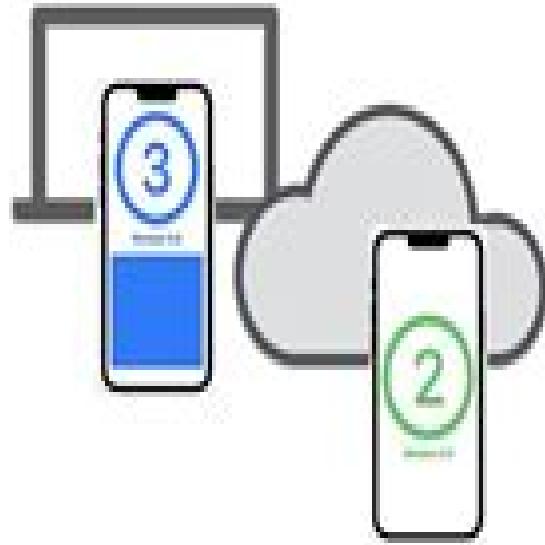


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# Xcode Beginner Guide

**Alasdair Allan**

## **Xcode Beginner Guide:**

*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](http://www.yamaclis.com/ios13swift5)

**Xcode 4 IOS Development** Steven F. Daniel, 2011 This step by step book guides you through the process of creating awesome iPhone apps using Xcode 4. As a beginner's guide it focuses on getting you through all the major learning points in a smooth logical order while showing you how to avoid some common pitfalls. If you want to learn how to build iPhone applications that compete with the rest and make your mark within the iPhone industry this book is for you. You should have

some basic programming experience with Objective C and a good understanding of OOP as well as some knowledge of database design No knowledge of Xcode 4 is required *Beginner's Guide to IOS 12 App Development Using Swift 4* Serhan Yamacli,2018-10-02 This book covers iOS 12 app design fundamentals using the latest Swift 4 2 programming language Xcode 10 and iOS 12 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 4 2 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 real world apps are developed again by step by step instructions Each code line is explained As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app in simulators and real devices Sample apps developed in this book are as follows 1 Disco lights app Learn the basics of app development and use buttons in your code 2 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen 3 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code 4 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls 5 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 6 SOS sender app Adding SMS functionality setting required permissions and sending real time location using SMS 7 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 ball bouncing game This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files can be viewed and downloaded from the the book s website [www.yamaclis.com/ios12](http://www.yamaclis.com/ios12) **Rhomobile Beginner's Guide** Abhishek Nalwaya,2011-07-26 Part of Packt s Beginner s Guide series this book is packed full of practical examples and screenshots to make building your application straightforward and fun Whether you have prior experience of developing mobile applications or this is your first venture all newcomers to Rhomobile will be able to quickly develop their own mobile application This book is accessible for people who are completely new to Ruby though having prior knowledge of it would be a huge advantage **Corona SDK Mobile Game Development: Beginner's Guide - Second Edition** Michelle M. Fernandez,2015-03-31 This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS You don t need game development or programming experience **Cocos2d-x by Example: Beginner's Guide - Second Edition** Roger Engelbert,2015-03-26 If you are a game enthusiast who would like to develop and publish your own game ideas onto different app stores this is the book for you Some knowledge of C or Java is helpful but not necessary **Sage Beginner's Guide** Craig Finch,2011-05-11

Annotation Your work demands results and you don't have time for tedious repetitive mathematical tasks Sage is a free open source software package that automates symbolic and numerical calculations with the power of the Python programming language so you can focus on the analytical and creative aspects of your work or studies Sage Beginner's Guide shows you how to do calculations with Sage Each concept is illustrated with a complete example that you can use as a starting point for your own work You will learn how to use many of the functions that are built in to Sage and how to use Python to write sophisticated programs that utilize the power of Sage This book starts by showing you how to download and install Sage and introduces the command line interface and the graphical notebook interface It also includes an introduction to Python so you can start programming in Sage Every major concept is illustrated with a practical example After learning the fundamentals of variables and functions in Sage you will learn how to symbolically simplify expressions solve equations perform integrals and derivatives and manipulate vectors and matrices You will learn how Sage can produce numerous kinds of plots and graphics The book will demonstrate numerical methods in Sage and explain how to use object oriented programming to improve your code Sage Beginner's Guide will give you the tools you need to unlock the full potential of Sage for simplifying and automating mathematical computing Effectively use Sage to eliminate tedious algebra speed up numerical calculations implement algorithms and data structures and illustrate your work with publication quality plots and graphics

#### **Xcode 4**

**IOS Development** Steven F. Daniel, 2011      **Building Your First App: A Beginner's Guide to Mobile Development**  
Navneet Singh, Chapter 1 Introduction to App Development Overview of the app market Statistics trends and the importance of apps in today's world Types of apps Native hybrid and web apps Why learn app development Tools of the trade Introduction to Android Studio Xcode React Native etc Chapter 2 Understanding the Basics Languages you need to know Java Kotlin for Android Swift for iOS or JavaScript for cross platform Setting up your development environment Installing IDEs SDKs and emulators First app preview A simple Hello World app Chapter 3 Planning Your First App Defining your app's purpose What problem does your app solve Target audience Who will use your app Wireframes and UI UX basics Sketching your app's user interface Chapter 4 Building Your App's Core Features User authentication Login sign up features Networking Fetching data from APIs Storage Storing data locally or using a cloud service Chapter 5 Debugging and Testing Unit testing Ensuring your app functions properly Debugging tools How to use Android Studio or Xcode's debugging features Beta testing Getting feedback from real users Chapter 6 Publishing Your App App Store guidelines What to know before you submit your app Building your app's listing How to write descriptions upload screenshots and choose the right keywords Launching Deploying your app on the Google Play Store or Apple App Store Chapter 7 Marketing and Monetization App Store Optimization ASO How to get your app discovered Monetization models Ads in app purchases subscription models Building a community Using social media blogs and email marketing Chapter 8 Maintenance and Updates Bug fixes How to address issues post launch Adding new features Keeping your app fresh and engaging Monitoring app performance Using

analytics tools to track success Chapter 9 Beyond Your First App What's next Continuing to learn growing as a developer Exploring other platforms iOS vs Android vs cross platform development Building a portfolio How to showcase your work and attract clients or employers Chapter 10 Conclusion Final thoughts Encouragement for new developers Resources for continued learning Websites books online communities and forums

### **Beginner's Guide to iOS 11 App Development**

**Using Swift 4** Serhan Yamacli, 2017-10-06 This book covers iOS 11 app design fundamentals using the latest Swift 4 programming language Xcode 9 and iOS 11 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 4 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 real world apps are developed again by step by step instructions Each code line is explained As the reader follows the development of the example apps he/she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app in simulators and real devices Sample apps developed in this book are as follows 1 Disco lights app Learn the basics of app development and use buttons in your code 2 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen 3 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code 4 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls 5 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 6 SOS sender app Adding SMS functionality setting required permissions and sending real time location using SMS 7 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 ball bouncing game This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files can be viewed and downloaded from the book's website [www.yamaclis.com/ios11](http://www.yamaclis.com/ios11)

### **Objective-C for iPhone Developers, A Beginner's Guide** James A. Brannan, 2010-06-05

Essential Skills Made Easy Create your own iPhone and Mac OS X applications with ease Objective C for iPhone Developers A Beginner's Guide shows you how to use the Objective C programming language Apple's Foundation framework the iPhone SDK and the Xcode development environment The first stop for aspiring iPhone developers this hands on guide teaches you how to create versatile innovative and marketable apps in no time Real world examples throughout the book correspond with downloadable Xcode projects and video tutorials so you can get started with your first app right away Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q & A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Notes Extra

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and project files can be viewed and downloaded from the book's companion website [www.yamaclis.com/ios14\\_LiveCode\\_Mobile\\_Development\\_Beginner's\\_Guide\\_Second\\_Edition](http://www.yamaclis.com/ios14_LiveCode_Mobile_Development_Beginner's_Guide_Second_Edition) Colin Holgate, Joel Gerdeen, 2015-05-29 The ideal reader for this book would be someone who already knows LiveCode is interested in creating mobile apps and wants to save the many hours it took for me to track down all of the information on how to get started Chapter 1 LiveCode Fundamentals will help those of you who know programming but are not familiar with LiveCode The knowledge you've acquired should be enough for you to benefit from the remainder of the book **iOS SDK Programming A Beginners Guide** James A. Brannan, Blake Ward, 2011-01-31 Essential Skills Made Easy Develop test and debug iPhone iPad and iPod touch applications with help from this practical resource iOS SDK Programming A Beginner's Guide shows you how to use Objective C and Apple's new Xcode 4 development environment with an integrated easy to use Interface Builder You'll learn which UIView subclasses to use when laying out an iOS app and master all of the iOS user interface controls Setting application preferences and storing application data are also covered The book explains how to integrate multimedia into your apps and develop universal apps that run on the iPhone iPod touch and iPad You'll learn how to take advantage of the iPad's larger display and the new features of iOS 4.2 By the end of this book you'll be ready to create the next big hit in the iTunes App Store Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Cautions Errors and pitfalls to avoid Annotated Syntax Example code with commentary that describes the programming techniques being illustrated **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 **AppleScript: A Beginner's Guide** Guy Hart-Davis, 2010-01-29 Essential Skills Made Easy Learn to program in AppleScript the versatile scripting language built right into Mac OS X and supported by most major applications AppleScript A Beginner's Guide shows you how to write powerful scripts with the AppleScript Editor to automate tasks save time and effort and automatically generate documents spreadsheets and e-mail messages Debugging and error handling are also covered in this fast paced tutorial Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q & A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or

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**Learning iPhone Programming** Alasdair Allan, 2010-03-09

Get the hands on experience you need to program for the iPhone and iPod Touch With this easy to follow guide you'll build several sample applications by learning how to use Xcode tools the Objective C programming language and the core frameworks Before you know it you'll not only have the skills to develop your own apps you'll know how to sail through the process of submitting apps to the iTunes App Store Whether you're a developer new to Mac programming or an experienced Mac developer ready to tackle the iPhone and iPod Touch Learning iPhone Programming will give you a head start on building market ready iPhone apps Start using Xcode right away and learn how to work with Interface Builder Take advantage of model view controller MVC architecture with Objective C Build a data entry interface and learn how to parse and store the data you receive Solve typical problems while building a variety of challenging sample apps Understand the demands and details of App Store and ad hoc distribution Use iPhone's accelerometer proximity sensor GPS digital compass and camera Integrate your app with iPhone's preference pane media playback and more

**Swift Programming** Nln

Lnc, Alexander Aronowitz, 2020-10-14 You'll begin with Swift programming basics including guidelines for making your code Swift and learn how to work with Xcode and its built in Interface Builder Then you'll dive step by step into building and customizing a basic app for taking, editing and deleting selfies You'll also tune and test the app for performance and manage the app's presence in the App Store Swift is a general purpose multi-paradigm object-oriented functional imperative and block-structured language It is the result of the latest research on programming languages and is built using a modern approach to safety software design patterns by Apple Inc It is the brand new programming language for iOS application, macOS application, watchOS application, tvOS application Soon it became one of top 5 programming languages and gained popularity among Apple developer community over the few years of time replacing the old school Objective C What you will learn Understand core Swift components such as operators, collections, control flows and functions Learn how and when to use classes, structures and enumerations Understand how to use protocol-oriented design with extensions to write easier to manage code Use design patterns with Swift to solve commonly occurring design problems Apply copy-on-write for your custom value types to improve performance Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics to write flexible and reusable code Who this book is for This book is for developers who want to delve into the latest version of Swift If you are a developer looking to learn in a practical way by working with code then this book is for you A basic understanding of Apple's tools will be beneficial but not mandatory All examples should work on the Linux platform as well Want To Know More Scroll to the top and select buy

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Kirby Turner, Tom Harrington, 2012 Learning iPad Programming walks you through the process of building PhotoWheel free on the App Store a photo management and sharing app that leverages every aspect of iOS 5 With PhotoWheel you can organize your favorite photos into albums share photos with family and friends view them on your TV using AirPlay and an Apple TV and most importantly gain hands on experience with building an iPad app As you build PhotoWheel you'll learn how to take advantage of the latest features in iOS 5 and Xcode including Storyboarding Automatic Reference Counting ARC and iCloud Best of all you'll learn how to extend the boundaries of your app by communicating with web services If you want to build apps for the iPad Learning iPad Programming is the one book to get As you build PhotoWheel you'll learn how to Install and configure Xcode 4.2 on your Mac Master the basics of Objective C and learn about memory management with ARC Build a fully functional app that uses Core Data and iCloud for photo sharing and synchronization Use Xcode's new Storyboard feature to quickly prototype a functional UI and then extend that UI with code Create multitouch gestures and integrate Core Animation for a unique UI experience Build custom views and use view controllers to perform custom view transitions Add AirPrint email and AirPlay capabilities to your app Apply image filters and effects using Core Image Diagnose and fix bugs with Instruments Prepare your app for submission to the app store Download the free version of PhotoWheel from the App Store today Share your photos with friends and upload to iCloud all while learning how to build the app **Swift**

**Programming** Nln Lnc, Alexander Aronowitz, 2021-04-29 You'll begin with Swift programming basics including guidelines for making your code Swift and learn how to work with Xcode and its built in Interface Builder Then you'll dive step by step into building and customizing a basic app for taking, editing and deleting selfies You'll also tune and test the app for performance and manage the app's presence in the App Store Swift is a general purpose multi-paradigm object-oriented functional, imperative and block-structured language It is the result of the latest research on programming languages and is built using a modern approach to safety, software design patterns by Apple Inc It is the brand new programming language for iOS application, macOS application, watchOS application, tvOS application Soon it became one of top 5 programming language and gained popularity among Apple developer community over the few years of time replacing the old school Objective C What you will learn Understand core Swift components such as operators, collections, control flows and functions Learn how and when to use classes, structures and enumerations Understand how to use protocol-oriented design with extensions to write easier to manage code Use design patterns with Swift to solve commonly occurring design problems Apply copy-on-write for your custom value types to improve performance Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics to write flexible and reusable code Who this book is for This book is for developers who want to delve into the latest version of Swift If you are a developer looking to learn in a practical way by working with code then this book is for you A basic understanding of Apple's tools will be beneficial but not mandatory All examples should work on the Linux platform as well Want To Know More Scroll to the top and select buy

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### **Xcode Beginner Guide Introduction**

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