



Swift Development with Cocoa

DEVELOPING FOR THE MAC AND IOS APP STORES

Jonathon Manning,
Paris Buttfield-Addison & Tim Nugent

Swift Development With Cocoa Developing For The Mac And Ios App Stores

Kunal Relan

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Swift Development with Cocoa Jonathon Manning, Paris Buttfield-Addison, Tim Nugent, 2014-12-10 Ready to build apps for iPhone iPad and Mac now that Swift has landed If you're an experienced programmer who's never touched Apple developer tools this hands on book shows you how to use the Swift language to make incredible iOS and OS X apps using Cocoa and Cocoa Touch Learn how to use Swift in a wide range of real world situations with Cocoa features such as Event Kit and Core Animation You'll pick up Swift language features and syntax along the way and understand why using Swift instead of Objective C makes iOS and Mac app development easier faster and safer You'll also work with several exercises to help you practice as you learn Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems including the built in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create edit and work with documents Use MapKit Core Location and Core Motion to interact with the world

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

Swift for Programmers Paul J. Deitel, Harvey M. Deitel, 2015 Swift for Programmers is a programming language focused book designed to get practicing programmers up to speed quickly in Swift programming The Deitels provide thousands of lines of proven Swift code in the book using a mix of code snippets and live code examples When they present code snippets rather than full length complete programs the snippet will be extracted from a Deitel created compiled live code example to ensure that the snippet is correct

Haxe Game Development Essentials Jeremy McCurdy, 2015-11-26 Create games on multiple platforms from

a single codebase using Haxe and the HaxeFlixel engine About This Book Learn the modern cross platform language Haxe to build games without any trouble Create engaging 2D games that are compatible with desktop web and mobile platforms Learn how to speed up your workflow with OpenFL and HaxeFlixel using this useful and compact guide Who This Book Is For This book is for game developers with some experience programming games on one or more platforms already If you want to leverage your game development experience on one platform to develop for multiple platforms and to get up and running quickly this book is for you Having prior experience with a language similar to Haxe such as ActionScript or JavaScript will help but isn't required What You Will Learn Understand the fundamentals of the Haxe programming language Set up a development environment that will work on Windows Mac and Linux Create fun 2D games using OpenFL and HaxeFlixel Understand how to implement a user interface Enhance the gameplay experience with cool animations Improve immersion by adding sound Make your game modular and easily expandable using configuration files Compile games that will work on desktop web and mobile platforms In Detail Haxe is a powerful and high level multi platform language that's incredibly easy to learn Used by thousands of developers and many high profile companies Haxe is quickly emerging as a forerunner in the area of cross platform programming OpenFL builds on top of Haxe to make developing for multiple platforms quick and painless HaxeFlixel provides you with the tools you need to build amazing 2D games easier than ever before Cross platform development has been supercharged using the Haxe programming language making it increasingly easy and hassle free to develop multi platform games If you've programmed games before and want to learn out how to deliver games across multiple platforms or develop games faster then Haxe Game Development Essentials is the book for you It starts by showing you how to set up your development environment then running you through some Haxe language fundamentals and finally taking you through the process of programming a game from start to finish You will learn how to create a side scrolling shooter game using HaxeFlixel Next you will learn to enhance the game with new gameplay features user interfaces animations sound and configuration files to make your game expandable Once your game is built and ready you will learn how to deploy it to web Android iOS and desktop systems By the end of this book you will be confident about creating multi platform games using Haxe OpenFL and HaxeFlixel in a faster and easier way Style and approach Since this book is aimed at people who have worked on games before this book is written in a way that will get you quickly up to speed with a new set of tools but will still be accessible for less experienced developers Each chapter covers an essential milestone in building a game from start to finish The chapters move in a logical fashion starting with the basics of Haxe development and ending with preparing a game for deployment

iOS Penetration Testing Kunal Relan, 2016-12-09 Unearth some of the most significant attacks threatening iOS applications in recent times and learn methods of patching them to make payment transactions and personal data sharing more secure When it comes to security iOS has been in the spotlight for a variety of reasons Although a tough system to manipulate there are still critical security bugs that can be exploited In response to this

issue author Kunal Relan offers a concise deep dive into iOS security including all the tools and methods to master reverse engineering of iOS apps and penetration testing What you will learn Get a deeper understanding of iOS infrastructure and architecture Obtain deep insights of iOS security and jailbreaking Master reverse engineering techniques for securing your iOS Apps Discover the basics of application development for iOS Employ securitybest practices for iOS applications Who is this book for Security professionals Information Security analysts iOS reverse engineers iOS developers and readers interested in secure application development in iOS [Learn SpriteBuilder for iOS Game Development](#) Steffen Itterheim,2014-11-26

SpriteBuilder is the fun and versatile game development environment that is a natural successor to Cocos2D Cocos3D and Chipmunk2D In Learn SpriteBuilder for iOS Game Development experienced game developer and author Steffen Itterheim shows you how to get the most out of SpriteBuilder to create a full featured 2D action game that you can use as a basis for your own games You ll learn SpriteBuilder best practices how to incorporate SpriteBuilder into your game development workflow and how to use the various features of SpriteBuilder including game physics scrolling menus and playing audio assets You ll learn everything from the basics to advanced topics like visual effects soft body physics rendering textured polygons and porting to Android You ll be using both SpriteBuilder and the latest version of Cocos2D version 3 If you have a bit of iOS development experience and you want to learn to create imaginative 2D games Learn SpriteBuilder for iOS Game Development is exactly the book you need [The Mobile Application Hacker's Handbook](#)

Dominic Chell,Tyrone Erasmus,Shaun Colley,Ollie Whitehouse,2015-06-11 See your app through a hacker s eyes to find the real sources of vulnerability The Mobile Application Hacker s Handbook is a comprehensive guide to securing all mobile applications by approaching the issue from a hacker s point of view Heavily practical this book provides expert guidance toward discovering and exploiting flaws in mobile applications on the iOS Android Blackberry and Windows Phone platforms You will learn a proven methodology for approaching mobile application assessments and the techniques used to prevent disrupt and remediate the various types of attacks Coverage includes data storage cryptography transport layers data leakage injection attacks runtime manipulation security controls and cross platform apps with vulnerabilities highlighted and detailed information on the methods hackers use to get around standard security Mobile applications are widely used in the consumer and enterprise markets to process and or store sensitive data There is currently little published on the topic of mobile security but with over a million apps in the Apple App Store alone the attack surface is significant This book helps you secure mobile apps by demonstrating the ways in which hackers exploit weak points and flaws to gain access to data Understand the ways data can be stored and how cryptography is defeated Set up an environment for identifying insecurities and the data leakages that arise Develop extensions to bypass security controls and perform injection attacks Learn the different attacks that apply specifically to cross platform apps IT security breaches have made big headlines with millions of consumers vulnerable as major corporations come under attack Learning the tricks of the hacker s trade allows security

professionals to lock the app up tight For better mobile security and less vulnerable data The Mobile Application Hacker s Handbook is a practical comprehensive guide [Learning Cocoa with Objective-C](#) Jon Manning,Paris Buttfield-Addison,2012-12-24 This updated book covers everything readers need to get started for developing Apple applications from object oriented programming to working with iCloud and Xcode Integrated Development [Learning Cocoa with Objective-C](#) Paris Buttfield-Addison,Jonathon Manning,Tim Nugent,2014-02-19 Get up to speed on Cocoa and Objective C and start developing applications on the iOS and OS X platforms If you don t have experience with Apple s developer tools no problem From object oriented programming to storing app data in iCloud the fourth edition of this book covers everything you need to build apps for the iPhone iPad and Mac You ll learn how to work with the Xcode IDE Objective C s Foundation library and other developer tools such as Event Kit framework and Core Animation Along the way you ll build example projects including a simple Objective C application a custom view a simple video player application and an app that displays calendar events for the user Learn the application lifecycle on OS X and iOS Work with the user interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create edit and work with documents Store data locally with the file system or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing [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 SwiftTM 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 **[IOS 8 Programming Fundamentals with Swift](#)** Matt Neuburg,2015 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode IDE the Cocoa Touch framework and Swift u2014 Apple u2019s new programming language With this thoroughly updated guide you u2019ll learn Swift u2019s object oriented concepts understand how to use Apple u2019s development tools and discover how Cocoa provides the underlying functionality iOS apps need to have Explore Swift u2019s 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

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macOS Programming for Absolute Beginners Wallace Wang,2017-02-28 Learn how to code for the iMac Mac mini Mac Pro and MacBook using Swift Apple s hottest programming language Fully updated to cover the new MacBook Touch Bar macOS Programming for Absolute Beginners will not only teach complete programming novices how to write macOS programs but it can also help experienced programmers moving to the Mac for the first time You will learn the principles of programming how to use Swift and Xcode and how to combine your knowledge into writing macOS programs If you ve always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages then you ll want to learn Swift Swift is your gateway to both Mac and iOS app development while being powerful and easy to learn at the same time and macOS Programming for Absolute Beginners is the perfect place to start add it to your library today What You ll Learn div Master the basic principles of object oriented programming Use Xcode the main programming tool used for both macOS and iOS development See what makes Swift unique and powerful as a programming language and why you should learn it Create macOS programs using Swift and Xcode Apply interface principles that follow Apple s Human Interface Guidelines Take advantage of the new Touch Bar Who This Book Is For People who want to learn programming for the first time and for experienced programmers wanting to learn Xcode and the Mac for the first time

Swift 5 for Absolute Beginners Stefan Kaczmarek,Brad Lees,Gary Bennett,2019-06-26 Stay motivated and overcome

obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Many people have a difficult time believing they can learn to write iOS apps in Swift 5 for Absolute Beginners will show you how to do so. You'll learn Object Oriented Programming (OOP) and be introduced to User Interface UI design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model View Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch. What You'll Learn: Work with Swift classes, properties, and functions. Examine proper User Interface UI and User Experience (UX) design. Understand Swift data types: integers, floats, strings, and booleans. Use Swift data collections: arrays and dictionaries. Review Boolean logic, comparing data, and flow control. Use the Xcode debugger to troubleshoot problems with your apps. Store data in local app preferences and Core Data databases. Who This Book Is For: Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

Learning Swift Paris Buttfield-Addison, Jon Manning, Tim

Nugent, 2016-05-02 Get hands-on experience with Apple's Swift programming language by building real working apps. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apple's platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes Swift 2 basics, Learn Swift's features for object-oriented development, as well as various developer tools, OS X app development, Set up your app, work with its documents, and build out its features, iOS app development, Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app, Advanced app extensions, Support Apple Watch, and learn how to debug, monitor, and test all three of your Swift apps.

IOS 8 App Development I and II

Paul Deitel, 2015 Overview: The professional programmer's Deitel video guide to iPhone and iPad app development using iOS 8 Swift™, Xcode 6, and Cocoa Touch. Billions of apps have been downloaded from Apple's App Store. This LiveLesson gives you everything you'll need to start developing great iOS 8 apps quickly using Swift, Apple's programming language of the future. The video uses an app-driven approach; each new technology is discussed in the context of seven fully tested iOS 8 apps: three apps in Part I and four apps in Part II. This LiveLesson has two parts: iOS 8 App Development Fundamentals with Swift LiveLessons Part I, iOS 8 App Development Fundamentals with Swift LiveLessons Part II, About the Instructor: Paul J. Deitel, CEO and Chief Technical Officer of Deitel, then you'll make the app accessible for people with visual impairments and localize it to display text in English or Spanish. In Lesson 3, you'll build the interactive Tip Calculator app.

using Apple's new Swift programming language to write the code that responds to user interactions and programmatically updates the user interface U **iOS 13 Programming Fundamentals with Swift** Matt Neuburg,2019-10-03 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode 10 IDE Cocoa Touch and the latest version of Apple's acclaimed programming language Swift 5 With this thoroughly updated guide you'll learn the Swift language understand Apple's Xcode development tools and discover the Cocoa framework Explore Swift's object oriented concepts Become familiar with built in Swift types Dive deep into Swift objects protocols and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event driven design Communicate with C and Objective C 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 13 **iOS 15 Programming Fundamentals with Swift** Matt Neuburg,2021-10 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode 13 IDE Cocoa Touch and the latest version of Apple's acclaimed programming language Swift 5.5 With this thoroughly updated guide you'll learn the Swift language understand Apple's Xcode development tools and discover the Cocoa framework Explore Swift's object oriented concepts Become familiar with built in Swift types Dive deep into Swift objects protocols and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event driven design Communicate with C and Objective C In this edition catch up on the latest iOS programming features Structured concurrency await tasks and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks column breakpoints package collections and Info plist build settings Improvements in Git integration localization unit testing documentation and distribution And more **Swift For Dummies** Jesse Feiler,2015-02-24 Get up and running with Swift swiftly Brimming with expert advice and easy to follow instructions Swift For Dummies shows new and existing programmers how to quickly port existing Objective C applications into Swift and get into the swing of the new language like a pro Designed from the ground up to be a simpler programming language it's never been easier to get started creating apps for the iPhone or iPad or applications for Mac OS X Inside the book you'll find out how to set up Xcode for a new Swift application use operators objects and data types and control program flow with conditional statements You'll also get the scoop on creating new functions statements and declarations learn useful patterns in an object oriented environment and take advantage of frameworks to speed your coding along Plus you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead Set up a playground development environment for Mac iPhone iPad and wearable computers Move an existing Objective C program to Swift Take advantage of framework components and subcomponents Create an app that uses location mapping and social media Whether you're an existing Objective C programmer looking to port your code to Swift or you've never programmed for Apple in the past this fun and friendly guide gets you up to speed swiftly

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