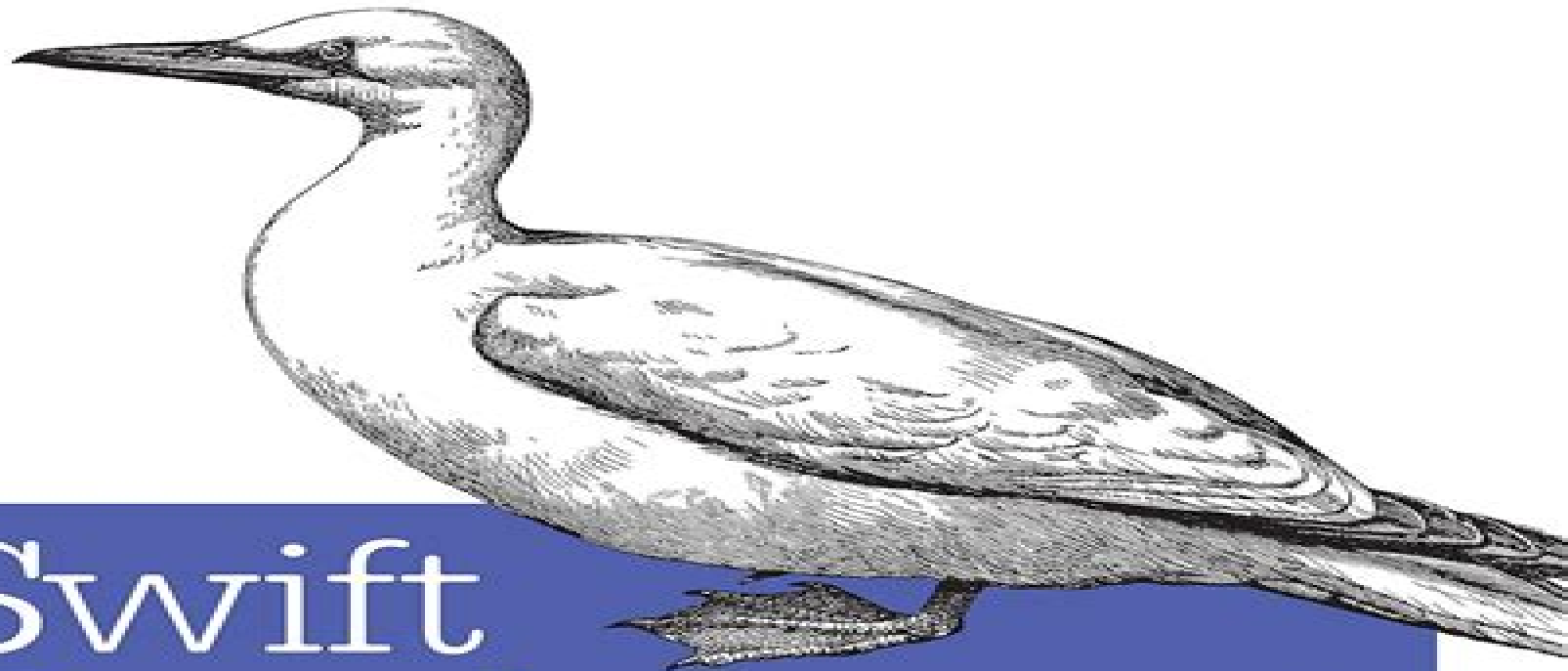


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# Swift Development with Cocoa

DEVELOPING FOR THE MAC AND IOS APP STORES

Jonathon Manning,  
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# 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 security best 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

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**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. 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, Cocoa Touch, 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. Description: 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.



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