

Learn how to build your first game in Swift



Swift Game Programming

for Absolute Beginners

Jeffrey Eggers
Author

 CreateSpace

Swift Game Programming For Absolute Beginners

Jayant Varma

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Swift Game Programming for Absolute Beginners Arjan Egges,2015 Concepts of game programming are explained well and no prior knowledge of Swift language programming is required The images and audio provided are professional and clean William Fahle Computing Review May 31 2016 Swift Game Programming for Absolute Beginners teaches Apple s Swift language in the context of four fun and colorful games Learn the Swift 2 0 language and learn to create game apps for iOS at the same time a double win The four games you ll develop while reading this book are Painter Tut s Tomb Penguin Pairs Tick Tick These four games are casual arcade style games representing the aim and shoot casual puzzle and platform styles of game play Professionally developed game assets form part of the book download You ll get professionally drawn sprites and imagery that ll have you proud to show your learning to friends and family The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language You ll learn to create game worlds manage game objects and game states define levels for players to pass through implement animations based upon realistic physics and much more Along the way you ll learn the language but always in the context of fun and games Swift is Apple s new programming language introduced in 2014 to replace Objective C as the main programming language for iOS devices and Mac OS X Swift is a must learn language for anyone targeting Apple devices and Swift Game Programming for Absolute Beginners provides the most fun you ll ever have in stepping over the threshold toward eventual mastery of the language

Swift Game Programming for Absolute Beginners Arjan Egges,2015-08-03 Concepts of game programming are explained well and no prior knowledge of Swift language programming is required The images and audio provided are professional and clean William Fahle Computing Review May 31 2016 Swift Game Programming for Absolute Beginners teaches Apple s Swift language in the context of four fun and colorful games Learn the Swift 2 0 language and learn to create game apps for iOS at the same time a double win The four games you ll develop while reading this book are Painter Tut s Tomb Penguin Pairs Tick Tick These four games are casual arcade style games representing the aim and shoot casual puzzle and platform styles of game play Professionally developed game assets form part of the book download You ll get professionally drawn sprites and imagery that ll have you proud to show your learning to friends and family The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language You ll learn to create game worlds manage game objects and game states define levels for players to pass through implement animations based upon realistic physics and much more Along the way you ll learn the language but always in the context of fun and games Swift is Apple s new programming language introduced in 2014 to replace Objective C as the main programming language for iOS devices and Mac OS X Swift is a must learn language for anyone targeting Apple devices and Swift Game Programming for Absolute Beginners provides the most fun you ll ever have in stepping over the threshold toward eventual mastery of the language

Swift OS X Programming for Absolute Beginners Wallace Wang,2015 Swift

OS X Programming for Absolute Beginners is your step by step guide to learning how to code using Swift Apple's hottest new programming language. This book will not only teach complete programming novices how to write OS X programs but it can also help experienced programmers moving to the Macintosh for the first time. You will learn to understand the principles of programming, how to use Swift and Xcode, and how to combine your knowledge into writing OS X 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 Macintosh and iOS app development while being powerful and easy to learn at the same time and Swift OS X Programming for Absolute Beginners is the perfect place to start add it to your library today.

Swift for Absolute Beginners Gary Bennett, Brad Lees, 2015-05-17

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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.

Swift 4 for Absolute Beginners Stefan Kaczmarek, Brad Lees, Gary Bennett, 2017-12-20 Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer. This book 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 and it is now updated for Swift 4. Many people have a difficult time believing they can learn to write iOS apps. Swift 4 for Absolute Beginners will show you how to do so. You'll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch. Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 14 years of writing apps teaching online iOS courses the experience from their first three iOS books along with their online instruction and free online forum at XcelMe.com to create an excellent training book. And the material in this book is supplemented by with the free live online training sessions What You'll Learn Work with Swift classes properties and functions Examine proper user interface and user experience 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 Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone and iPad and Watch using the Swift programming language No previous programming experience is necessary **Swift 2 for Absolute Beginners** Gary Bennett, Brad Lees, 2015 Swift 2 for Absolute Beginners 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. Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 14 years of writing apps the experience from their first three iOS books along with their online instruction and free online forum at XcelMe.com to create an excellent training book. Many people have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process. This book along with the free live online training sessions helps students stay motivated and overcome obstacles while they learn to be great iOS developers. Here are some of the highlights Use Swift Playgrounds to learn iOS development quickly Learn about Swift classes properties and functions How to write iPhone and Apple Watch apps from scratch Introduction to Homekit and Internet of Things **Bowker's Complete Sourcebook of Personal Computing, 1985** R.R. Bowker Company, 1984 Provides Listings of Hardware Software Peripherals Currently Available as Well as Books Magazines Clubs User Groups Virtually All Other Microcomputer related Services Includes Background Information Glossary **SwiftUI for Absolute Beginners** Jayant Varma, 2019-11-13 Dive into the world of developing for all of Apple platforms with SwiftUI Apple's new framework that makes writing applications faster and easier with fewer lines of code. This book teaches the basics of SwiftUI to help you write amazing native applications using XCode. For developers already familiar with ReactNative this book reviews the declarative state based DSL that manages the UI and updates it automatically will feel just like what they're used to. You'll see how SwiftUI reduces the number of lines of code required to achieve the same effects by over 60% and provides a much better experience. Like the announcement of Swift in 2014

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Swift for Absolute Beginners Aniket Jain, 2025-02-07

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Swift Daniel Bell, 2019-10-10

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From the back cover: The author begins by introducing the readers to the foundations of the Swift programming language. The aim is to help them the individuals who developed the language how the Swift compiler works. The reader has been guided on what they require so as to program in Swift. The author has then discussed the basics of Swift including writing comments, writing and running the first Swift program, Swift syntax, etc. The various features provided by Swift have been discussed in depth, including data types, variables, constants, loops, decision making, functions, operators, object oriented programming features, etc. The author has organized the book into chapters, with each chapter having many sub-chapters. Swift codes have been added alongside thorough explanations of the code and images showing the expected output upon the execution of every script. The author begins with the basics of Swift and ends by discussing the complex features provided by the programming language. A step by step approach has been employed in every chapter for ease of understanding.

Teaching Computer Programming to Kids and Other Beginners Royal W. Van Horn, Royal Van Horn, 1982. Contains Methods, Suggestions, Activities for Teaching Programming How Computers Process Information Broadly Graded, Usable for Children, Adults.

Beginner's Guide to iOS 14 App Development Using Swift 5, SwiftUI and UIKit Serhan Yamacli, 2020-10-30. This book covers iOS 14 app design fundamentals using the latest Swift 5 programming language, Xcode 12, and iOS 14 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, 8 complete apps including a 2D game in SpriteKit and a 3D game in SceneKit are developed in separate chapters. Both the mature UIKit and the newest SwiftUI frameworks are used for developing these apps. 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 app, 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 Chapter 12 Blue Capsule Hunter game Basics of SceneKit that is used to develop 3D iOS games adding objects to the game moving objects sensing screen touches using score text and combining these concepts for developing a 3D game This book includes 218 figures and 108 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/ios14

Swift 3 for Absolute Beginners Gary Bennett,Brad

Lees,2016-12-19 Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer This book 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 and it is now updated for Swift 3 Many people have a difficult time believing they can learn to write iOS apps Swift 3 for Absolute Beginners along with the free live online training sessions will show you how to do so You ll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 12 years of writing apps teaching online iOS courses the experience from their first three iOS books along with their online instruction and free online forum at XcelMe.com to create an excellent training book What You ll Learn Work with Swift classes properties and functions Examine proper user interface and user experience 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 Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone and iPad and Watch using the Swift programming language No previous programming experience is necessary

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

Oncomputing ,1979 Teaching and Computers ,1983 BlitzMax for Absolute Beginners Sloan Kelly,2016-12-14 Go through the steps necessary to create high speed 2D retro style games. This easy to read and follow one of a kind book on BlitzMax game programming also covers some 3D programming. BlitzMax for Absolute Beginners includes game application projects such as The Great Escape, Tank Attack and Paratrooper. These will help you build your skills as you go. Have you ever wanted to program your own computer game? Never felt you could? Well now you can! What You'll Learn: Program computer games from scratch with BlitzMax. Produce high

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