


Swift Fundamentals

The Language of iOS Development

Mark Lasso
with Tom Stachowitz

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Swift Fundamentals The Language Of Ios Development

Kunal Relan



Swift Fundamentals The Language Of Ios Development:

Swift Fundamentals Mark Lassoﬀ, Tom Stachowitz, 2014-09-05 Have you been wanting to develop Apps for iOS but don't have the prerequisite language skills Have you tried other iOS books and the code just went over your head Do you feel like you need a little more coding experience before tackling mobile Do you want to get a head start on iOS8 development There is no mobile platform that has proved more dominant or more lucrative than iOS If you're planning on creating native iOS apps you must know Swift Swift is an easy to learn and powerful language that is used to create iOS8 and OSX apps in the very near future Companies are scrambling to hire Swift developers and those with aspirations to create iOS apps are learning it as fast as they can Author Mark Lassoﬀ is a master instructor with years of teaching experience You'll master the Swift programming language as you complete the multiple lab exercises that are both interesting and engaging Dozens and dozens of code examples are available for you to load up and study Over 150 000 people have learned programming from Mark Lassoﬀ this book is one of his best If you want to learn Swift and become an iOS8 developer this is your book *Swift 5* Mark Lassoﬀ, 2020 Learn the language of iPhone and iPad app programming About This Video Get to grips with the Swift programming language with detailed coverage of topics to guide new developers Get ready to develop iOS apps with this comprehensive guide covering everything you need to know about Swift 5 Learn actively through engaging coding activities and master Swift 5 speedily In Detail Do you want to develop apps for iPhone and iPad but don't know where to start If you have development experience but are new to the world of iOS or you've never coded before and need to learn the language from scratch this Swift 5 course is for you This course will help you learn the fundamentals of the language used for iOS development Swift 5 The Language of iOS Development is specifically designed for the latest version of Swift It takes you through Swift's syntax and structure to prepare you to build complete apps with a strong foundation The goal of this course is to avoid elaborate technical explanations and transform you into a competent and confident Swift programmer In this course you'll join master instructor Mark Lassoﬀ as you learn Swift from the ground up You won't just sit by and watch videos instead you'll work on engaging code activities And in no time at all you'll be programming in the latest version of Swift *Swift Programming Building IOS Applications* Renata Sloane, 2025-06-12 Build Beautiful Functional iOS Apps Learn Swift from the Ground Up Ready to turn your app ideas into reality This hands on guide introduces you to Swift programming and the essential tools for iOS development Whether you're new to app development or looking to sharpen your Swift skills this book walks you through everything from writing your first lines of code to building complete apps for the App Store You'll explore Swift fundamentals UIKit data persistence and real world app features like navigation forms API calls and animations all using the latest best practices in Apple's mobile ecosystem What You'll Learn Swift syntax variables functions and control flow Object Oriented Programming with classes structs and protocols Designing user interfaces with UIKit and SwiftUI basics Navigation controllers tab bars and view lifecycle Handling user input and form validation Storing data locally

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SwiftUI Essentials - iOS Edition Neil Smyth, 2019-11-26 The goal of this book is to teach the skills necessary to build iOS 13 applications using SwiftUI Xcode 11 and the Swift 5 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift The book also includes in depth chapters introducing the Swift 5 programming language including data types control flow functions object oriented programming property wrappers and error handling An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks frames and forms Other topics covered include data handling using state properties and both observable and environment objects as are key user interface design concepts such as modifiers lists tabbed views context menus and user interface navigation The book also includes chapters covering graphics drawing user interface animation view transitions and gesture handling Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit based projects and explains the integration of UIKit code into SwiftUI Finally the book explains how to package up a completed app and upload it to the App Store for publication Along the way the topics covered in the book are put into practice through detailed tutorials the source code for which is also available for download The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 13 using SwiftUI Assuming you are ready to download the iOS 13 SDK and Xcode 11 and have an Intel based Mac you are ready to get started

iOS Development with Swift Craig Grummitt, 2017-11-13 Summary iOS Development with Swift is a hands on guide to creating apps for iPhone and iPad using the Swift language Inside you'll be

guided through every step of the process for building an app from first idea to App Store This book fully covers Swift 4 Xcode 9 and iOS 11 Our video course iOS Development with Swift in Motion is the perfect companion to this book featuring even more projects and examples for you to dig into in the exciting world of iOS development Find out more at our website www.manning.com/livevideo/ios-development-with-swift-lv Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology One billion iPhone users are waiting for the next amazing app It's time for you to build it Apple's Swift language makes iOS development easier than ever offering modern language features seamless integration with all iOS libraries and the top notch Xcode development environment And with this book you'll get started fast About the Book iOS Development with Swift is a hands on guide to creating iOS apps It takes you through the experience of building an app from idea to App Store After setting up your dev environment you'll learn the basics by experimenting in Swift playgrounds Then you'll build a simple app layout adding features like animations and UI widgets Along the way you'll retrieve format and display data interact with the camera and other device features and touch on cloud and networking basics What's Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4 Xcode 9 and iOS 11 About the Reader Written for intermediate web or mobile developers No prior experience with Swift assumed About the Author Craig Grummitt is a successful developer instructor and mentor His iOS apps have had over 100 000 downloads combined Table of Contents PART 1 INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 BUILDING YOUR INTERFACE View controllers views and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications animation and scrolling PART 3 BUILDING YOUR APP Tables and navigation Collections searching sorting and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 FINALIZING YOUR APP Distributing your app What's next

iOS 26 App Development Essentials - SwiftUI Edition Neil Smyth, 2025-10-09 This book teaches the skills needed to build iOS applications using SwiftUI Xcode and the Swift programming language Beginning with the basics this book outlines the steps to set up an iOS development environment along with an introduction to using Swift Playgrounds for learning and experimenting with the Swift programming language The book also includes in depth chapters that introduce the Swift programming language covering data types control flow functions object oriented programming property wrappers structured concurrency and error handling This guide begins with an introduction to key concepts of SwiftUI and project architecture followed by a detailed tour of Xcode and AI assisted development using Coding Intelligence The book also covers how to create custom SwiftUI views combine them to build user interface layouts including stacks frames and forms Other topics covered include data handling using state properties and observable state and environment objects as well as key user interface design concepts such as modifiers lists tabbed views context menus user interface navigation and outline groups The book also includes chapters covering graphics and Liquid Glass effects user

interface animation view transitions and gesture handling as well as WidgetKit Live Activities document based apps Core Data SwiftData and CloudKit Throughout the book each concept is reinforced with hands on tutorials and downloadable source code Additionally over 50 online quizzes are available to test your knowledge and understanding

iOS 18 App Development Essentials Neil Smyth,2024-09-16 This book aims to teach the skills necessary to build iOS 18 applications using SwiftUI Xcode 16 and the Swift programming language Beginning with the basics this book outlines the steps to set up an iOS development environment together with an introduction to using Swift Playgrounds to learn and experiment with Swift The book also includes in depth chapters introducing the Swift programming language including data types control flow functions object oriented programming property wrappers structured concurrency and error handling A guided tour of Xcode in SwiftUI development mode follows an introduction to the key concepts of SwiftUI and project architecture The book also covers creating custom SwiftUI views and explains how these views are combined to create user interface layouts including stacks frames and forms Other topics covered include data handling using state properties and observable state and environment objects as are key user interface design concepts such as modifiers lists tabbed views context menus user interface navigation and outline groups The book also includes chapters covering graphics and chart drawing user interface animation view transitions and gesture handling WidgetKit Live Activities document based apps Core Data SwiftData and CloudKit Chapters also explain how to integrate SwiftUI views into existing UIKit based projects and integrate UIKit code into SwiftUI Finally the book explains how to package up a completed app and upload it to the App Store for publication Along the way the topics covered in the book are put into practice through detailed tutorials the source code for which is also available for download and over 50 online knowledge test quizzes The aim of this book therefore is to teach you the skills to build your own apps for iOS 18 using SwiftUI Assuming you are ready to download the iOS 18 SDK and Xcode 16 and have an Apple Mac system you are ready to get started

Beginning Swift Rob Kerr,Kåre Morstøl,2018-05-31 Swift greatly simplifies the process of developing applications for Apple devices This book provides you with the essential skills to help you get started with developing applications using Swift Key Features Teaches you how to correctly structure and architect software using Swift Uses real world examples to connect the theory to a professional setting Imparts expertise in the core Swift standard library Book Description Take your first foray into programming for Apple devices with Swift Swift is fundamentally different from Objective C as it is a protocol oriented language While you can still write normal object oriented code in Swift it requires a new way of thinking to take advantage of its powerful features and a solid understanding of the basics to become productive What you will learn Explore the fundamental Swift programming concepts language structure and the Swift programming syntax Learn how Swift compares to other computer languages and how to transform your thinking to leverage new concepts such as optionals and protocols Master how to use key language elements such as strings and collections Grasp how Swift supports modern application development using advanced features such as built in Unicode

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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 **Sams Teach Yourself iOS 8**

Application Development in 24 Hours John Ray, 2015 In just 24 sessions of one hour each learn how to build powerful applications for today s hottest handheld devices the iPhone and iPad Using this book s straightforward step by step approach you ll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them John Ray is currently serving as the Director of the Office of

Research Information Systems at the Ohio State University His many books include Using TCP IP Special Edition Maximum Mac OS X Security Mac OS X Unleashed Teach Yourself Dreamweaver MX in 21 Days and Sams Teach Yourself iOS 7 Application Development in 24 Hours Printed in full color figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6 x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple s new language Swift Test code using the new iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Segues Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Integrate online services using Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace debug and monitor your applications as they run

iOS 8 Application Development in 24 Hours, Sams Teach Yourself John Ray, 2015-03-06 In just 24 sessions of one hour each learn how to build powerful applications for today s hottest handheld devices the iPhone and iPad Using this book s straightforward step by step approach you ll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University His many books include Using TCP IP Special Edition Maximum Mac OS X Security Mac OS X Unleashed Teach Yourself Dreamweaver MX in 21 Days and Sams Teach Yourself iOS 7 Application Development in 24 Hours Printed in full color figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6 x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple s new language Swift Test code using the new iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Segues Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Integrate online services using

Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace debug and monitor your applications as they run [iOS 14 Programming Fundamentals with Swift](#) Matt Neuburg,2020 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode 12 IDE Cocoa Touch and the latest version of Apple s acclaimed programming language Swift 5.3 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 In this edition catch up on the latest iOS programming features Multiple trailing closures Code editor tabs New Simulator features Resources in Swift packages Logging and testing improvements And more 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 14* *iOS 11 Programming Fundamentals with Swift* Matt Neuburg,2017-09-26 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode 9 IDE Cocoa Touch and the latest version of Apple s acclaimed programming language Swift 4 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 In this edition catch up on the latest iOS programming features Multiline strings and improved dictionaries Object serialization Key paths and key value observing Expanded git integration Code refactoring And more **Mobile App Design** Zoe Codewell,AI,2025-01-13 Mobile App Design offers a comprehensive exploration of modern mobile application development focusing on the two dominant platforms Android and iOS Swift This practical guide uniquely structures its content around parallel learning paths allowing developers to understand equivalent concepts across both platforms while highlighting their distinct characteristics The book systematically progresses from fundamental principles to advanced implementations making it accessible for both newcomers and experienced developers The content is organized around three essential pillars platform specific development fundamentals cross platform considerations and user experience optimization Through real world case studies and practical examples readers learn crucial aspects of mobile development including UI component implementation data management API integration and security best practices The book s approach combines theoretical knowledge with hands on learning opportunities featuring code samples and technical illustrations that demonstrate each major concept What sets this guide apart is its holistic treatment of the mobile development lifecycle incorporating modern development methodologies like Agile and DevOps It addresses emerging trends in cross platform development while maintaining a strong foundation in platform specific best practices The book s technical yet accessible

writing style coupled with hands on exercises and code challenges makes it an invaluable resource for software developers looking to master mobile app development across both Android and iOS platforms

iOS 9 Application Development in 24 Hours, Sams Teach Yourself John Ray, 2016-02-04 Covers iOS 9 1 and up Xcode 7 x iPhone iPad and More In just 24 sessions of one hour each learn how to build powerful applications for today's hottest handheld devices the iPhone and iPad Using this book's straightforward step by step approach you'll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge Notes present interesting information related to the discussion Tips show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode 7 x Learn to navigate the Xcode 7 x development environment and install apps on your iDevice Get started quickly with Apple's Open Source language Swift 2.0 Test code and application logic using the iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Segues Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug-ins Use iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Use 3D touch to add Peek Pop and Quick Actions to your apps Integrate online services using Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace debug and monitor applications as they run Additional files and updates available online

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 8 Programming Fundamentals with Swift Matt Neuburg, 2015-03-13 Move into iOS development by getting a firm grasp of its fundamentals including the Xcode IDE the Cocoa Touch framework and Swift Apple's new programming language Learn Swift's object oriented concepts understand how to use Apple's development tools and discover how Cocoa

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