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Beginning Ios Development With Swift Create Your Own Ios Apps Today

Aish Kodali

Beginning Ios Development With Swift Create Your Own Ios Apps Today:

Beginning IOS Development with Swift Pawprints Learning Technologies,2015-02-05 Create amazing iOS applications today iOS offers app developers the largest platform available and this easy to follow guide walks you through the development process step by step iOS programming experts teach you how to download the tools get Xcode up and running code iOS applications submit your app to the Apple App Store and share your finished iOS apps with the world This book explores everything from the simple basics to advanced aspects of iOS application development We break every aspect of the development process down into practical digestible pieces Whether you re new to iOS development or already on your way Beginning iOS Development is the guide you need **Swift from Zero to App Store** Rafoel B Hoerner,2025-08-16 Turn your app idea into reality no prior experience required In just 30 days you ll go from complete beginner to publishing your first iOS app on the App Store This book is your step by step guide to mastering Swift 6 1 SwiftUI and Xcode 16 the essential tools for modern iOS development Designed for beginners it eliminates the guesswork by combining hands on coding exercises with practical app building strategies Across 30 days you ll progress from the absolute basics of Swift to building fully functional iOS apps with user interfaces navigation and data handling By the end you won t just know how to code you ll know how to design test and publish a real app to the App Store Whether your goal is to start a career in iOS development or launch your own app idea this book provides the roadmap Key Features Beginner Friendly Roadmap Learn Swift step by step with clear explanations and hands on projects SwiftUI in Action Build modern responsive user interfaces without boilerplate code App Store Ready Understand the full publishing process from testing to submission Practical Projects Apply each lesson to real world coding examples you can expand on Up to Date Tools Covers the latest Swift 6 1 language features and Xcode 16 development environment Call to Action Don t just learn Swift ship your first iOS app in 30 days Get your copy of Swift from Zero to App Store today and start your journey to becoming an iOS developer iOS 16 App Development Essentials - UIKit Edition Neil Smyth,2023-02-22 This book aims to teach the skills necessary to create iOS apps using the iOS 16 SDK UIKit Xcode 14 and the Swift programming language Beginning with the basics this book outlines the steps necessary to set up an iOS development environment Next an introduction to the architecture of iOS 16 and programming in Swift 5 7 is provided followed by an in depth look at the design of iOS apps and user interfaces More advanced topics such as file handling database management graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking location management local notifications camera access and video playback support Other features include Auto Layout local map search user interface animation using UIKit dynamics Siri integration iMessage app development and biometric authentication Additional features of iOS development using Xcode are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks collection and stack layouts CloudKit data storage and the document browser Other features of iOS 16 and

Xcode 14 are also covered in detail including iOS machine learning features The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 16 Assuming you are ready to download the iOS 16 SDK and Xcode 14 have a Mac and some ideas for some apps to develop you are ready to get started **Building iOS 17 Apps with Xcode Storyboards** Neil Smyth,2024-01-26 This book aims to teach the skills necessary to create iOS apps using the iOS 17 SDK UIKit Xcode 15 Storyboards and the Swift programming language Beginning with the basics this book outlines the steps necessary to set up an iOS development environment Next an introduction to the architecture of iOS 17 and programming in Swift is provided followed by an in depth look at the design of iOS apps and user interfaces More advanced topics such as file handling database management graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking location management local notifications camera access and video playback support Other features include Auto Layout local map search user interface animation using UIKit dynamics iMessage app development and biometric authentication Additional features of iOS development using Xcode are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks collection and stack layouts CloudKit data storage and the document browser Other features of iOS 17 and Xcode 15 are also covered in detail including iOS machine learning features The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 17 Assuming you are ready to download the iOS 17 SDK and Xcode 15 have a Mac and have some ideas for some apps to develop you are ready to get started   Beginning iPhone Development with Swift 4 Molly K. Maskrey,2017-10-24 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 11 SDK and then guides you though the creation of your first simple application The art of table building will be demystified and you ll learn how to save your data using the iOS file system You ll see how to to create load and work with playgrounds as you develop an understanding of the Swift language You ll also learn how to save and retrieve your data using a varietyof persistence techniques including Core Data and SQLite And there s much more Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps Once you re ready move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language What You Will Learn Discover what data persistence is and why it s important Build cool crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and or the iOS SDK   Hands-on iOS App Development Projects: Turn Your Ideas

Aish Kodali,2024-12-09 Learn iOS App Development Efficiently with Hands On Real World Projects Key Features Build high quality feature rich iOS apps with Apple s tools for seamless user experiences Leverage cloud services for data storage fetching and publishing using data modeling Implement secure authentication to ensure safe and reliable app logins Book DescriptioniOS apps account for a major share of the global app market revenue making iOS app development a crucial skill in today s tech driven world This book offers a practical hands on approach to mastering iOS app development covering everything you need to become a professional app developer or create your own impactful apps Packed with real world scenarios this book takes you from beginner to pro with practical projects and workplace tested insights and practical solutions You will learn how to design user friendly interfaces connect apps to APIs implement secure authentication and leverage location services all with Apple s Swift and Xcode This book covers everything from downloading older Xcode versions to handling data modeling and building impactful apps Whether you re developing weather apps or leveraging location services the knowledge you gain here will set you apart With iOS powering 1 5 billion devices worldwide the opportunities are endless Start your journey today your app could change the world What you will learn Master app development using Apple s UI elements and Swift Develop apps with robust APIs and cloud based data management Use location services and authentication for enhanced app experiences Design user centric interfaces with modern development techniques Create apps capable of making a global impact Table of Contents1 Getting Started2 App Process and TableViews3 The Other UI Elements4 Navigation5 Sample App6 Networking7 Leveraging Location Services8 Saving Data for iOS Applications9 Authentication Index   James Goodwill,Wesley Matlock,2017-05-24 Learn the fundamental elements of the new Swift 3 programming language as applied to game development for new iOS 10 In Part 1 of this book you ll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as you add new functionality to the game By the end of the book you ll have experience with all the important SpriteKit topics and have a fully functional game as a result In Part 2 you ll learn 3D game development using Apple s SceneKit framework and the Swift programming language following the same pattern used for Part 1 Game apps are one of the most popular categories in the Apple iTunes App Store In response James Goodwill and Wesley Matlock bring you Beginning Swift Games Development for iOS Third Edition an update to their best selling work After reading and using this book you ll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS enabled device What you ll learn Discover what s in the new Swift 3 programming language Apply Swift 3 to iOS 10 and 9 game development Build a 2D game app using SpriteKit and Swift Build a 3D game from 2D using SceneKit and Swift Who this book is for iOS app developers new to Swift or for those thinking of trying iOS game app development for the very first time   Kameron Hussain,Frahaan Hussain,2023-10-28 Swift Essentials A Comprehensive Guide to iOS App Development is your go to resource for mastering

iOS app development using the Swift programming language Whether you re a beginner or an experienced developer looking to dive into Swift this book is your key to unlocking the full potential of iOS app creation This comprehensive guide takes you on a journey through the fundamentals of Swift programming and iOS app development gradually building your skills and knowledge Starting with the basics of Swift syntax you ll quickly progress to more advanced topics like UI design data management networking and performance optimization Inside this book you will find Clear explanations and hands on examples to help you understand Swift concepts Step by step tutorials for creating fully functional iOS apps Insights into best practices and design patterns for building robust and user friendly applications Tips and tricks for debugging testing and deploying your apps Guidance on staying up to date with the latest iOS and Swift updates With Swift Essentials you ll gain the expertise needed to create innovative and engaging iOS apps that stand out in the App Store Whether you aspire to develop your own app business or want to enhance your career as an iOS developer this book is your ultimate companion Don t miss out on the opportunity to become a proficient iOS app developer with Swift Get started with Swift Essentials today

Creating iOS apps with Xcode Aaron L Bratcher,2024-04-28 Build your own iOS apps for fun and profit KEY FEATURES Learn the basics of Swift and SwiftUI Go from concept to app with step by step instruction Create interactive apps with SwiftUI and prepare them for App Store launch DESCRIPTION Creating iOS apps with Xcode introduces you to the premier programming language of Swift and presents SwiftUI It is an easy way of creating user interfaces on Apple products like iPhone iPad and Vision Pro This book teaches iOS app development using Swift and SwiftUI You will begin by setting up Xcode Apple s development tool and learning Swift basics Then you will explore SwiftUI to create user interfaces with text image and buttons Next you will build reusable SwiftUI views and design a Household Chores app interface Simultaneously this book educates you on data management which includes data models user defaults and Swift Data databases You will organize code with Swift Package Manager and visualize data with Swift Charts Further you will also understand how to create a second app using SwiftUI and MVVM design ensure app quality with testing and debugging and prepare for App Store release with web service connections and asset management Once you finish this detailed guide you will have the know how to craft impressive iOS apps You will have learned how to organize code manage data and test apps effectively enabling you to bring your ideas to life WHAT YOU WILL LEARN Basics of the Swift language from variable declaration to protocols Introduction to SwiftUI and how to best utilize it Data management techniques using models user defaults and SwiftData Apple s favored database solution Create reusable code libraries and packages for efficient and maintainable app development Write unit tests and learn debugging techniques to build error free smooth running apps WHO THIS BOOK IS FOR Anyone with prior programming experience or aspiring iOS app developers mobile UI UX designers and anyone curious about building interactive experiences for Apple devices TABLE OF CONTENTS 1 Introduction to Swift 2 Learn SwiftUI Basics for Creating a User Interface 3 Creating Reusable SwiftUI Views 4 Design the Household Chores App 5 Managing

Data and Assets 6 Creating Units of Code that can be Shared 7 Saving Data 8 Charting your Progress 9 Create the New York City Schools App 10 Testing and Debugging 11 Networking 12 Make it Public 13 Make a Generic App   IOS Apprentice (Eighth Edition): Beginning IOS Development with Swift and UIKit Joey Devilla,Eli Ganem,Matthijs Hollemans,2019-12-12 Learn iPhone and iPad Programming via Tutorials If you re new to iOS or Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through four engaging epic length tutorials These hands on tutorials describe in full detail how to build a new app from scratch Five tutorials five apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store   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   **Mastering IOS App Development** Amos Crescas,2024-02-19 Embark on a journey from novice to expert in iOS app development with Mastering iOS App Development From Beginner to Pro by Amos Crescas Whether you re a newcomer to the world of iOS or an experienced developer looking to enhance your skills this comprehensive guide provides everything you need to become proficient in building powerful and polished iOS applications

Starting with the fundamentals this book covers the essential concepts of iOS development including Swift programming user interface design navigation data management and networking Through hands on tutorials and practical examples you ll learn how to create elegant and intuitive user interfaces leverage native iOS features and implement best practices for code organization and optimization As you progress through the chapters you ll delve into advanced topics such as integrating multimedia implementing advanced user interface techniques localization testing debugging and deploying your app to the App Store With each chapter building upon the last you ll gradually master the intricacies of iOS app development and gain the confidence to tackle complex projects with ease One of the highlights of this book is its coverage of cutting edge technologies including SwiftUI and ARKit You ll explore how SwiftUI revolutionizes the iOS development landscape enabling developers to build dynamic cross platform user interfaces with minimal code Additionally you ll discover how to harness the power of augmented reality with ARKit creating immersive experiences that blur the line between the digital and physical worlds Featuring insightful tips expert guidance and real world examples Mastering iOS App Development From Beginner to Pro equips you with the knowledge and skills needed to excel in iOS app development Whether you re aspiring to launch your own app or seeking to advance your career as a professional iOS developer this book is your ultimate companion on the path to mastery Unlock the full potential of iOS app development and bring your ideas to life with Mastering iOS App Development From Beginner to Pro Dive into the world of iOS development today and take your skills to the next level with this indispensable resource   The Joy of Swift Alan Forbes,2015-12-18 How to Program iOS Applications Using Apple Swift even if you ve never programmed before Have you ever wanted to design your own iOS application but thought it would be too difficult or maybe you just don t know where to start Have you found the amount of information on the Internet either too daunting or not geared for your skill set or worse just plain boring Are you interested in learning to program your own apps and have some fun along the way If so then The Joy of Swift by Alan Forbes is the book for you The Joy of Swift teaches the total beginner how to build next generation iOS apps with Swift Apple s latest programming language If you ve programmed with Xcode before or if you know some Objective C already this is probably not the book for you this book is for those who are just starting out and don t know where to begin This book s straightforward step by step approach helps you quickly master Swift s core concepts structure and syntax and use Swift to write safe powerful modern code In just a few hours you ll be building a user interface and programming code that interacts with it Most chapters stand alone and cover just one specific topic such as working with Maps keeping it as simple as possible so you get the basic idea not an exhaustive an exhausting examination of every detail This will not be the only book about Swift you ll ever need but it should be the first one Step by step instructions designed for beginners carefully walk you through the most common Swift development tasks Practical hands on examples show you how to apply what you learn Learn how to Set up your Swift development environment Master Swift s fundamental data types and operators Build a user interface visually Make the most of arrays and dictionaries

Control program flow and modify execution paths Perform complex actions using functions Build a simple app that you can understand   *iOS 17 App Development Essentials* Neil Smyth,2023-10-23 This book will teach you how to build iOS 17 applications using SwiftUI Xcode 15 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 The aim of this book therefore is to teach you the skills to build your own apps for iOS 17 using SwiftUI   **Learn Swift - Develop Your Own IOS App from Scratch** Daniel Melehi,2023-05-07 Have you always wanted to build your own iOS app Look no further than Learn Swift Develop Your Own iOS App from Scratch This beginner friendly guide will take you through the process of building your very own app using Swift programming language With step by step instructions and illustrations you ll be able to follow along and have a working app in no time You ll learn the ins and outs of app development including Xcode IDE user interfaces and integrating features like push notifications and camera access Whether you re a seasoned programmer or new to the game this book is perfect for anyone looking to dive into the world of mobile app development So why wait Start building your dream app today with Learn Swift Develop Your Own iOS App from Scratch   **UIKit Apprentice (Second Edition)** raywenderlich Tutorial Team,Fahim Farook,Matthijs Hollemans,2021-09-22 Learn iPhone and iPad Programming via Tutorials If you re new to iOS or Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through four engaging epic length tutorials These hands on tutorials describe in full detail how to build a new app from scratch Four tutorials four apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own

apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store Tutorial 1 Bull s Eye In the first tutorial in the book you ll start off by building a simple but fun game to learn the basics of iPhone programming In the process you ll get familiar with Xcode UIKit and Swift in an easygoing manner Tutorial 2 Checklists In the second tutorial in the series you ll create your own to do list app In the process you ll learn about the fundamental design patterns that all iOS apps use and about table views navigation controllers and delegates Now you re making apps for real Tutorial 3 MyLocations In the third tutorial you ll develop a location aware app that lets you keep a list of spots that you find interesting In the process you ll learn about Core Location Core Data Map Kit and much more Tutorial 4 StoreSearch Mobile apps often need to talk to web services and that s what you ll do in this final tutorial of the book You ll make a stylish app which supports both Dark and Light appearances for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON   **IOS Apprentice** Matthijs Hollemans,2014-12-01 Learn iPhone and iPad Programming via Tutorials If you re new to iOS and Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through a series of four epic length hands on tutorials These hands on tutorials describe in full detail how to build a new app from scratch Four tutorials four apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store Tutorial 1 Bull s Eye In the first tutorial in the book you ll start off by building a simple but fun game to learn the basics of iPhone programming In the process you ll get familiar with Xcode Interface Builder and Swift in an easygoing manner Tutorial 2 Checklists In the second tutorial in the series you ll create your own to do list app In the process you ll learn about the fundamental design patterns that all iOS apps use and about table views navigation controllers and delegates Now you re making apps for real Tutorial 3 MyLocations In the third tutorial you ll develop a location aware app that lets you keep a list of spots that you find interesting In the process you ll learn about Core Location Core Data Map Kit and much more Tutorial 4 StoreSearch Mobile apps often need to talk to web services and that s what you ll do in this final tutorial of the book You ll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer but you do have to put in the time and effort By writing this book I ve done my part now it s up to you   **The IOS Apprentice (Fourth Edition)** Matthijs Hollemans,2015-09-16 Completely up to date for iOS 9 Xcode 7 and Swift 2 0 Learn iPhone and iPad Programming via Tutorials If you re new to iOS and Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and

screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through a series of four epic length hands on tutorials These hands on tutorials describe in full detail how to build a new app from scratch Four tutorials four apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store Tutorial 1 Bull s Eye In the first tutorial in the book you ll start off by building a simple but fun game to learn the basics of iPhone programming In the process you ll get familiar with Xcode Interface Builder and Swift in an easygoing manner Tutorial 2 Checklists In the second tutorial in the series you ll create your own to do list app In the process you ll learn about the fundamental design patterns that all iOS apps use and about table views navigation controllers and delegates Now you re making apps for real Tutorial 3 MyLocations In the third tutorial you ll develop a location aware app that lets you keep a list of spots that you find interesting In the process you ll learn about Core Location Core Data Map Kit and much more Tutorial 4 StoreSearch Mobile apps often need to talk to web services and that s what you ll do in this final tutorial of the book You ll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer but you do have to put in the time and effort By writing this book I ve done my part now it s up to you   **Swift iOS Programming for Kids** Steffen D. Sommer,Jim Campagno,2017-03-22 Unleash your child s developer potential through fun projects and help them learn how to create iOS apps in Swift About This Book Children can express their creativity while learning through interactive Swift Playgrounds Empower children to think critically about problems Learning programming basics can help children gain confidence in problem solving Help children put their imagination into action building their first iOS app Who This Book Is For Children who are curious about the technology we use in our daily lives and want to know how it works can use this book to learn about programming and building their first iOS app No prior programming experience is necessary What You Will Learn Basic programming and coding fundamentals Write code using the fun and interactive Swift Playgrounds app Make animations including creating your own starry night Utilise functions by making pizza in code Create an interactive toy bin Learn how to use control flow statements to further enhance your toy bin Build a simple movie night app working with tableviews and arrays In Detail This book starts at the beginning by introducing programming through easy to use examples with the Swift Playgrounds app Kids are regularly encouraged to explore and play with new concepts to support knowledge acquisition and retention these newly learned skills can then be used to express their own unique ideas Children will be shown how to create their first iOS application and build their very own movie night application Style and approach This is a project based guide with an engaging tone that uses a visually rich format It explains the concepts in clear language and uses lots of pictures cartoons and examples There is a set of practical exercises to be completed   **IOS Apprentice Fifth**

Edition Raywenderlich Com Team,Matthijs Hollemans,2016-12-14 Learn iPhone and iPad Programming via Tutorials If you re new to iOS or Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will l earn how to make your own iPhone and iPad apps through four engaging epic length tutorials These hands on tutorials describe in full detail how to build a new app from scratch Four tutorials four apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store Tutorial 1 Bull s Eye In the first tutorial in the book you ll start off by building a simple but fun game to learn the basics of iPhone programming In the process you ll get familiar with Xcode Interface Builder and Swift in an easygoing manner Tutorial 2 Checklists In the second tutorial in the series you ll create your own to do list app In the process you ll learn about the fundamental design patterns that all iOS apps use and about table views navigation controllers and delegates Now you re making apps for real Tutorial 3 MyLocations In the third tutorial you ll develop a location aware app that lets you keep a list of spots that you find interesting In the process you ll learn about Core Location Core Data Map Kit and much more Tutorial 4 StoreSearch Mobile apps often need to talk to web services and that s what you ll do in this final tutorial of the book You ll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON

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