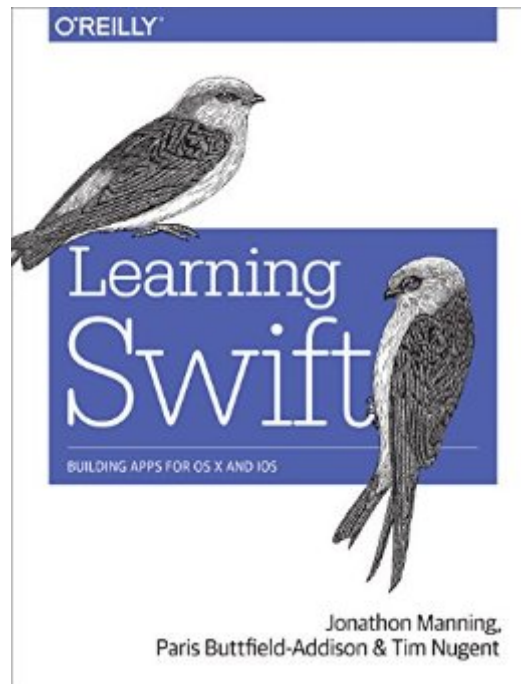


The book was found

Learning Swift: Building Apps For OS X And IOS



Synopsis

Get hands-on experience with Apple's Swift programming language by building real working apps. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apple's platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes:

- Swift 2 basics: Learn Swift's features for object-oriented development, as well as various developer tools
- OS X app development: Set up your app, work with its documents, and build out its features
- iOS app development: Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app
- Advanced app extensions: Support Apple Watch and learn how to debug, monitor, and test all three of your Swift apps

Book Information

File Size: 25032 KB

Print Length: 536 pages

Simultaneous Device Usage: Unlimited

Publisher: O'Reilly Media; 1 edition (May 2, 2016)

Publication Date: May 2, 2016

Sold by: Amazon Digital Services LLC

Language: English

ASIN: B01F2O85AK

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #192,942 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #19

in Books > Computers & Technology > Programming > Languages & Tools > Swift #20

in Kindle Store > Kindle eBooks > Computers & Technology > Operating Systems > MacOS #23

in Books > Computers & Technology > Programming > Apple Programming

[Download to continue reading...](#)

SWIFT: PROGRAMMING ESSENTIALS (Bonus Content Included): Learn iOS development! Code and design apps with Apple's New programming language TODAY (iOS development, swift programming) Mobile Apps Made Simple: The Ultimate Guide to Quickly Creating, Designing and Utilizing Mobile Apps for Your Business - 2nd Edition (mobile application, ... programming, android apps, ios apps) Learning Swift: Building Apps for OS X and iOS iOS 9 Swift Programming Cookbook: Solutions and Examples for iOS Apps Learn to Code in Swift: The new language of iOS Apps (iOS App Development for Non-Programmers Book 2) iOS 8 Swift Programming Cookbook: Solutions & Examples for iOS Apps Apps: Mobile App Trends in 2015 (iOS, Xcode Programming, App Development, iOS App Development, App Programming, Swift, Without Coding) ((Android, Android ... App Programming, Rails, Ruby Programming)) Learning: 25 Learning Techniques for Accelerated Learning - Learn Faster by 300%! (Learning, Memory Techniques, Accelerated Learning, Memory, E Learning, ... Learning Techniques, Exam Preparation) App Development: Swift Programming : Java Programming: Learn In A Day! (Mobile Apps, App Development, Swift, Java) iOS 9 Programming Fundamentals with Swift: Swift, Xcode, and Cocoa Basics The Joy of Swift: How to program iOS applications using Apple Swift even if you've never programmed before Mobile Apps: Python and HTML: Programming Guide: Learn In A Day (Python, Swift, HTML, Apps) Learning Core Data for iOS with Swift: A Hands-On Guide to Building Core Data Applications iOS 9 SDK Development: Creating iPhone and iPad Apps with Swift Build iOS Database Apps with Swift and SQLite 115 Productivity Apps to Maximize Your Time: Apps for iPhone, iPad, Android, Kindle Fire and PC/iOS Desktop Computers (Updated: October 2014) Apple Watch: The Ultimate Apple Watch User Guide - Discover How To Use Apple Watch Apps, Easy User Manual, With Secret Tips And Tricks! (Iphone, Apps, ios) Swift: Crash Course - The Ultimate Beginner's Course to Learning Swift Programming in Under 12 Hours Building iPhone Apps with HTML, CSS, and JavaScript: Making App Store Apps Without Objective-C or Cocoa Building Android Apps with HTML, CSS, and JavaScript: Making Native Apps with Standards-Based Web Tools

[Dmca](#)