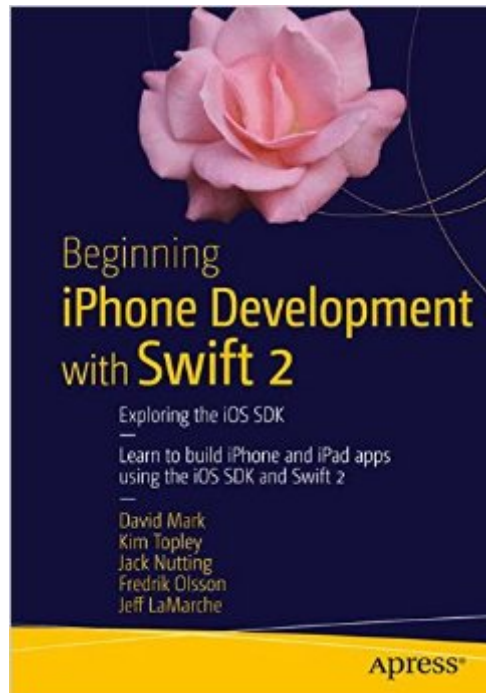# Beginning IPhone Development With Swift 2: Exploring The IOS SDK

Synopsis

This is the definitive guide to the Swift programming language and the iOS 9 SDK, and the source code has been updated to reflect Xcode 7 and Swift 2.Thereâ ™s up-to-date coverage of new Apple technologies as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 9-specific project templates, and designed to take advantage of the latest Xcode features.Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 9 SDK, and then guides you though the creation of your first simple application.From there, youâ ™ll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Youâ ™ll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and youâ ™ll learn how to save your data using the iPhone file system. Youâ ™ll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And thereâ ™s much more!What You Will Learn:Everything you need to know to develop your own bestselling iPhone and iPad appsUtilizing Swift playgroundsBest practices for optimizing your code and delivering great user experiences

Book Information

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Customer Reviews

This second edition provides a comprehensive introduction to Xcode and the major types of apps for the iPhone and iPad. It includes an appendix on using the Swift language, which is a good review or introduction to Swift for experienced developers. The app examples are designed to illustrate the use of Xcode and Swift for common features such as using multiple platforms and adaptive layout, table views, data persistence, background processing, touches and gestures, graphics and animation, device motion and maps, using the camera, and localization. I used Xcode 7.3.1, with Swift 2.The book needs better editing. I kept notes of errors in iBooks for all chapters, and ended up with 114 errors. Errors include: -- Problems in formatting (for example, some new code is not shown in a bold font). -- Wrong keypress instructions, such as Command-3 instead of Option-Command-3 to bring up the Identity Inspector in Xcode. -- Use of println() instead of print() in some cases.Swift no longer uses println(). -- General typos, missing parenthesis or brace, and run-on words -- Several language operators and syntax expressions will be deprecated in Swift 3, but still work in Swift 2. These may not have been deprecated for the early Swift 2 version that the authors used. For example: ..The -- operator should be changed to -= 1, and the ++ operator should be changed to += 1 .. No longer use strings for an action argument, such as: action: "showLanguagePopover". Instead, use: action: #selector(showLanguagePopover) .. No strings for selector argument, such as selector: "applicationWillEnterForeground:", Instead, use: selector: #selector(UIApplicationDelegate.applicationWillEnterForeground(_:)), ..

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