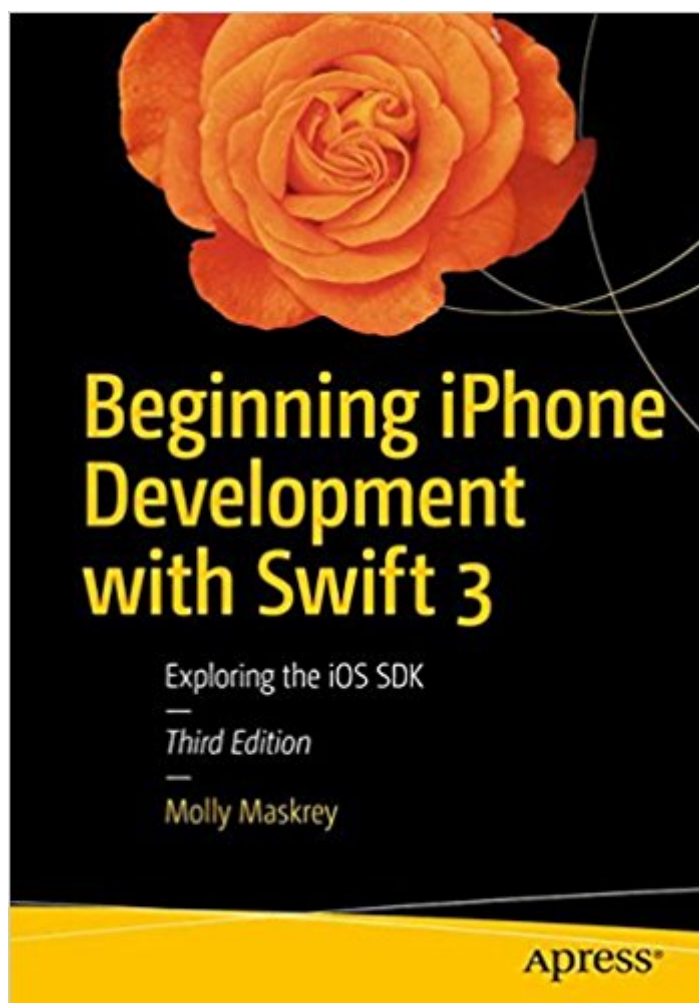


The book was found

Beginning iPhone Development With Swift 3: Exploring The IOS SDK



Synopsis

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you through the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, *Beginning iPhone Development with Swift 3* offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'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. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'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 you'll learn how to save your data using the iOS file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more!

What You Will Learn

- Develop your own bestselling iPhone and iPad apps
- Utilize Swift playgrounds
- Display data in Table Views
- Draw to the screen using Core Graphics
- Use iOS sensor capabilities to map your world
- Get your app to work with iCloud and more

Who This Book is For

Anyone who wants to start developing for iPhone and iPad.

Book Information

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Customer Reviews

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 10 SDK, and then guides you through the creation of your first simple application. In this third edition of the best selling book, you will learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You will 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 you will learn how to save your data using the iOS file system. You will also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! Beginning iPhone Development with Swift 3 covers brand-new technologies, as well as significant updates to existing tools. 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 iOS 10-specific project templates, and designed to take advantage of the latest Xcode features.

Molly K. Maskrey first learned software while a sophomore in high school on a Wang punch card computer where you manually created an octal machine language program by popping out chads on a single card. While getting her undergraduate degree, she programmed COBOL on IBM System/360 computers at banks in and around Tampa, Florida, moving on, in her 20s and 30s to work for various large Aerospace companies including IBM Federal Systems, TRW (now Northrup-Grumman), Loral Systems, Lockheed-Martin, and Boeing. In 2010 she co-founded Global Tek Labs, an iOS development and accessory design services company that is now one of the leading consulting services for new designers looking to create smart attachments to Apple devices. Molly lives in Parker Colorado with Jennifer, her partner of 26 years and their two Yellow Labradors and basement dance practice floor.

I liked it but should teach a little bit more of Swift 3.

I had to buy this book for an iOS development class. I won't say it wasn't helpful in understanding and learning Swift concepts and code - it was helpful, to a point. However, the code snippets printed in the book are riddled with errors and missing bits of essential code, that as a beginning developer I

would not have been able to debug without downloading and reading the source code.

Coming from a product manager's background with little knowledge of iPhone Swift development -- this book has been a blessing. The amount of detail, thought and effort put forward is apparently clear from the beginning through the end. As a beginner, I have been able to quickly build a "TO DO LIST APP" that functions rather nicely. As I continue to learn Swift and refine my app I always find referencing this book before a Stack Overflow gives me more insight and the foundation I need to add features and develop more advanced functionality. I highly recommend this book. In addition to learning Swift, as a Product Manager of an iOS app I also find myself constantly referring to this book as a means to provide more detailed scoping documentation to my developers.

Very Impressive and useful. Not only has this book given me a step-by-step process to building an iOS app, it also has great chapters introducing me to advanced topics like concurrent threading, grand central dispatch, persistency and working with SQLite databases. All very well written, and covered in a way to make it easily understandable. IF you're new to iOS development and want a great step-by-step plus advanced topics to understand how to best build your app right the first time, this is the book for you. Cheers!

The 1st and 2nd editions of this book are excellent, but the 3rd edition is much much worse. Some contents are 100% same with the previous edition, but the new author makes them mess, makes them worse explained than previous edition. One example of mistake: on page 103, figure 4-15 says it is a text field, but it is the figure of Label. There are lots of mistakes. I will explain more later. Compare the page 73, Fig 3-20 of 3rd edition with page 75, Fig-3-15 of 2nd edition: The 2nd edition's fig is very clearly shows the contents; but 3rd edition's fig, the left part of the previous fig is missing, on this part of fig, it shows how to drag from status label to view to set auto layout, there is line connected status label and view in the document outline. Why it is deleted on the 3rd edition? Compare the bottom of page 78 of 3rd edition with bottom of page 81 of 2nd edition, on the 3rd edition, the sentence "Press Add 1 Constraint to apply the constraint to the button" is missing. This is a very important step to set layout, why it is deleted on the 3rd edition? It will be very difficult for beginners or not experienced developers to follow this book, even for experienced developers, it is also very hard to read the book with a lot of mistakes. I don't understand, why the same contents, the 1st and 2nd edition explained clearly but the 3rd edition makes them much much worse? Some

contents are 100% same, why change them and let them become worse? Compare the fig 3-11 on page 63 of 3rd edition with fig 3-10 on page 69 of 2ed edition: the fig of 2ed edition use white background, which is very clear; but the fig of 3rd edition use black background, which is not clear, hard to read. There are many figs in 3rd edition, using black background, which are very hard to read. Why the 3rd change those figs, makes them worse? Why use black background? There are some useless pictures in 3rd edition (for example, Fig 1-1 and Fig 2-1). Those useless pictures waste the space, waste paper, make the books too heavy. The 3rd edition use smaller character, make it harder to read. Why don't remove those useless pictures and use larger character to print the book? "About the Author" on the 3rd edition, only list one author: Molly Maskrey, that is not fair. The 1st and 2ed edition of this book are the excellent, best selling books, and Molly Maskrey did not attend to write the previous editions. Why do not mention all previous author's name on the "About the Author" of the 3rd edition?

As a technology outsider trying to learn more, this book was a great start for me!. I really appreciated the step by step guides, pictures, and notes that allowed me to get into the mindset of a developer. The book outline also made it easier to digest and find the specific informations or steps. My favorite was the section on data and data management- not only how to technically do it, but why. A must have for an outsider who wants to get into the industry or as an ongoing reference.

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