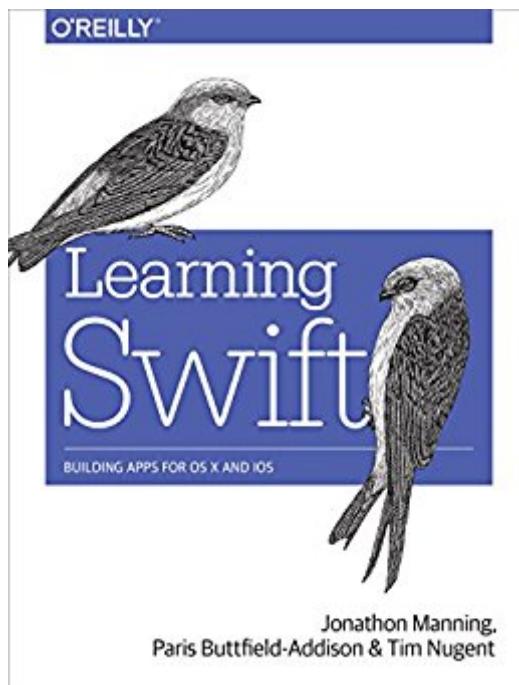


The book was found

Learning Swift: Building Apps For OS X And IOS



Synopsis

Get hands-on experience with Appleâ™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, youâ™ll learn Swiftâ™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 Appleâ™s platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes:

- Swift 2 basics: Learn Swiftâ™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: 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

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