

# IOS App Development For Beginners Easily Create Your Own Successful Viral App Make iPhone iPad IPod Apps Games Step By Step Tutorial For App Development

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Beginning iOS Application Development with HTML and JavaScript Packt Publishing Ltd  
This book covers the various aspects of developing web-based applications for iOS. Over the past four years, the iPhone and iPad have been amazingly successful. Because of this success, application developers are entering a world of sophisticated, multifunctional mobile applications. Now mobile web-based applications can bring together web apps, native apps, multimedia video and audio, and the mobile device itself. By using this book you will learn how to create a mobile application from beginning to end, utilizing open source frameworks to speed up development times, emulate the look and feel of built-in Apple applications, capture finger touch interactions, and optimize applications for Wi-Fi and wireless networks. The book introduces you to the web application platform for iOS. It also guides you through the process of building new applications from scratch as well as migrating existing web applications to this new mobile platform. By doing this, the book helps readers design a user interface that is optimized for iOS touch-screen displays and integrate their applications with iPhone services, including Phone, Mail, Google Maps, and GPS. This book is aimed at beginning and intermediate web developers who want to learn how to build new applications for iOS or migrate existing web apps to this platform. In general, you will find it helpful if you have a working knowledge of these technologies: HTML/XHTML CSS JavaScript Ajax  
*iOS App Development For Dummies* Packt Publishing Ltd  
Build your first app in Flutter—no experience necessary! Beginning Flutter: A Hands-On Guide to App Development is the essential resource for both experienced and novice developers interested in getting started with Flutter—the powerful new mobile software development kit. With Flutter, you can quickly and easily develop beautiful, powerful apps

for both Android and iOS, without the need to learn multiple programming languages or juggle more than one code base. This book walks you through the process step by step. In Flutter, you'll be working with Dart, the programming language of choice for top app developers. Even if you're just starting out in your development career, you can learn Dart quickly, eliminating the barrier to entry for building apps. This is a more efficient way to develop and maintain cross-platform mobile apps, and this book makes the process even easier with a teach-by-example approach. Focus on providing quality content by eliminating the need to switch between multiple coding languages Learn the ins and outs of Flutter, including all the frameworks, widgets, and tools available to developers Accelerate your app development pace, keeping all the code for your cross-platform app in a single code base Leapfrog barriers to entry to the mobile software market, creating your first app with no experience necessary The Flutter community is growing rapidly and transforming the way Android and iOS apps get made. Beginning Flutter allows you to get on board with the latest app development technology, giving your mobile development career a big head start.  
iOS 16 Programming for Beginners John Wiley & Sons  
The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone applications. Over 1 billion apps have been downloaded in the 9 months the App Store has been open, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—presumably that's why you're reading this now. And with the release of the iPad, this demand will just continue to grow. So how do you build an application for the iPhone and iPad? Don't you need to spend years learning complicated programming languages? What about Objective-C, Cocoa Touch, and the software development kit (SDK)? The answer is that you don't need to know any of those things. Anybody can start building simple applications for the iPhone and iPad, and this book will show you how. This book

takes you to getting your first applications up and running using plain English and practical examples. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad application development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad application development in language anyone can understand Provides simple, step-by-step examples that make learning easy Offers videos that enable you to follow along with the author—it's like your own private classroom  
*Coding iPhone Apps for Kids* BPB Publications  
Turn your iPad ideas into amazing apps with this exciting new guide! Whether you're app development amateur or programming professional, you'll discover how to get in on the App Store development gold rush and start developing for the iPad with this fun and easy guide. The iPad offers developers of all levels more opportunities than ever before to be a part of the app development game, and this book is your ticket to joining in the fun. You'll learn the basics of getting started, downloading the SDK, using context-based design, and filling your toolbox. Then you'll move on to using Objective-C and Xcode to program robust and vibrant apps and games specifically for the mobile platform. Offers a plain-English guide whether you're a novice or a seasoned developer who is interested in developing iPad applications Covers working with the multitouch interface and in split-screen mode Provides useful advice on what applications thrive in the App Store and which have the most potential to turn a profit Includes a companion Web site with source code Packed with helpful advice on the ins and outs of developing great apps for mobile devices, iPad Application Development For Dummies gets you started creating cool new apps right away! Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.  
**IOS Apprentice** John Wiley & Sons  
IOS Programming For Beginners

Grab this GREAT physical book now at a limited time discounted price! iOS programming is a really fun hobby, and can also be a very profitable venture if you create the right app! This book is aimed at beginners, and regardless of your iOS goals, it will get you started with app development fast. You will discover how to create apps fast, and test them on your computer. If you wish to publish your app on the iTunes store, this book will also take you through the process. Get your copy today and begin developing your own iPhone applications fast! Here Is What You'll Learn About... Things You Need XCode 6 Platform SWIFT Code Anatomy Of An App Developing A Basic App Essential Swift Concepts How To Upload Your App To The iTunes Store Much, Much More! Order your copy of this fantastic book today!

#### Learning Mobile App

Development Addison-Wesley Professional

Learn iOS App development with advanced Apple technology and developer-centric tools. KEY FEATURES ? Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ? Covers app architecture, design patterns, and mobile hardware use in app development. ? Numerous examples covering database, GPS, image recognition, and ML.

DESCRIPTION This book is a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app

development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ? Develop practical skills in Swift programming, Xcode, and SwiftUI. ? Learn to work around the database, file handling, and networking while building apps. ? Utilize the capabilities of mobile hardware to include sound, images, and videos. ? Bring machine learning capabilities using the Core ML framework. ? Integrate features such as App Gestures and Core Location into iOS applications. ? Utilize mobile design patterns and maintain a clean coding style. WHO THIS BOOK IS FOR This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. TABLE OF CONTENTS 1. Getting Started with Xcode 2. Swift Fundamentals 3.

Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store *Beginning iOS 5 Application Development* Greg Lim Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Many people have a difficult time believing they can learn to write iOS apps. Swift 5 for Absolute Beginners will show you how to do so. You'll learn Object-Oriented Programming (OOP) and be introduced to User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch. What You'll Learn Work with Swift classes, properties, and functions Examine proper User Interface (UI) and User Experience (UX) design Understand Swift data types: integers, floats, strings, and booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Use the Xcode debugger to troubleshoot

problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary.

*Swift 5 for Absolute Beginners*  
Independently Published

The ultimate beginner's guide to programming in the iOS environment The Apple App Store is a gold mine for developers, but with more apps for the iPhone, iPad, and iPod touch being added every day, it's essential to have a solid programming foundation to create the best apps possible. If you're eager to learn the ins and outs of iOS programming, this is your book. It teaches object-oriented programming within the iOS framework from the ground up, preparing you to create the next super iPhone or iPad app. Get a handle on the iOS framework, object-oriented best practices, and the Xcode programming environment, then discover how to create simple interfaces, use libraries, create and extend objects, and more. Whether you're just starting out in programming or only new to iOS, *For Dummies* is the perfect beginning. Focuses on teaching object-oriented programming within the iOS framework and includes best practices for building apps that are easy to debug, evolve, and maintain Uses simple examples to demonstrate object-oriented programming output in the iPhone environment while teaching real-world programming concepts and applications Provides a thorough understanding of the framework and object-oriented principles to help beginning programmers make optimum use of iOS Covers working with the Xcode environment and storyboards; creating simple interfaces; using libraries, functions, structures, arrays, and pointers; and creating and extending objects *Beginning iOS Programming For Dummies* is your straightforward guide to getting started with iOS programming.

**Beginning iOS 13 & Swift App Development** Simon and Schuster

Take your next step in iOS app development and work with Xcode 14 and iOS 16. Purchase

of the print or Kindle book includes a free eBook in PDF format. Key Features Explore the latest features of Xcode 14 and the Swift 5.7 programming language in this updated seventh edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 16 such as Mac Catalyst, SwiftUI, Lock Screen widgets and WeatherKit Book Description With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store, which means that competent iOS developers are in high demand. *iOS 16 Programming for Beginners, Seventh Edition*, is a comprehensive introduction for those who are new to iOS, covering the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. This book follows a hands-on approach. With step-by-step tutorials to real-life examples and easy-to-understand explanations of complicated topics, each chapter will help you learn and practice the Swift language to build your apps and introduce exciting new technologies to incorporate into your apps. You'll learn how to publish iOS apps and work with new iOS 16 features such as Mac Catalyst, SwiftUI, Lock Screen widgets, WeatherKit, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance your app development journey. What you will learn Get to grips with the fundamentals of Xcode 14 and Swift 5.7, the building blocks of iOS development Understand how to prototype

an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS 16 features such as SwiftUI, Lock screen widgets, and WeatherKit Convert an existing iPad app into a Mac app with Mac Catalyst Design, deploy, and test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development. Basic knowledge of programming, including loops, data types, and so on, is necessary.

**Learning Swift** Speedy Publishing LLC

In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS13 application development using Swift. You'll start building your first iOS app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1 - Working with Xcode and Swift to build a BMI calculator app. Chapter 2 - Build a Quotes app using Table View Chapter 3 - Create a To Do List app where we create, read, update and delete to-do items Chapter 4 - Implement data persistency to our To Do List app using Core Data Chapter 5 - Improve our To Do List app by adding images and implementing swipe deletion Chapter 6 - Build a cryptocurrency price tracker app which retrieves prices via an API Chapter 7 - Build a image detection app using machine learning with Core ML 2 and Create ML 2 Chapter 8 -

Create an Augmented Reality app with ARKit Chapter 9 - Publish our app on to the App store Chapter 10 - SwiftUI Chapter 11 - Dark Mode Chapter 12 - Porting your iOS App to the Mac with Project Catalyst The goal of this book is to teach you iOS development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing.

#### **iOS 12 Programming for Beginners**

John Wiley & Sons

The ideal starting point for iPhone and iPad app development with iOS 5 If you want to develop apps for Apple's iPhone and iPad, first you need to know how to use the tools--iPhone's new iOS 5 operating system and SDK, and the new xCode toolset that come with it. This full-color book is the perfect starting point. Beginning developers, you'll get a solid introduction to the new xCode 4 and Objective-C and find everything you need to quickly build your first app. The book thoroughly covers all the new iOS 5 features, including new multitasking, location-based services, notification system, cloud-based features, and much more. Written by bestselling Wrox author, Wei-Meng Lee, this is an ideal book for beginning developers Helps eager developers quickly start building apps for the iPhone, iPad, and iPod Touch Introduces iOS 5, xCode 4, Objective-C, and the basics you need to create your first Apple device app Covers a host of new iOS 5 capabilities, including new multitasking, new location-based services, and a new notification system Shows you how to work with iOS 5's cloud-based features for online storage of music, photos, and video Full-color and full of information, Beginning iOS 5

Application Development is the ultimate guide for beginning Apple developers.

*iOS 17 Programming for Beginners*  
Packt Publishing Ltd

If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more There's no time like now to tap into the power of iOS - start building the next big app today with help from iOS App Development For Dummies!

**Anyone Can Create an App** Apress  
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...

*Android App Development For Dummies* Packt Publishing Ltd  
Create iOS and Android apps with Flutter using just one codebase. App development on multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the Dart programming language; the entire Flutter development toolchain; the

differences between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with themes and styles. Develop custom widgets. Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus, and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both. You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget about it! You had to be familiar with Swift, Java/Kotlin, Xcode, Eclipse, and a bunch of other technologies simultaneously. Beginning App Development with Flutter simplifies the entire process. What You'll Learn Get the most out of great Flutter widgets Create custom widgets, both stateless and stateful Exercise expert control over your Flutter layouts Make your app respond to gestures like swiping, pinching and tapping Initiate async Ajax calls to RESTful APIs – including Google Firebase! Who This Book Is For Developers who have coded in Java, C#, C++, or any similar language. It brings app development within the reach of younger developers, so STEM groups are likely to pick up the technology. Managers, product owners, and business analysts need to understand Flutter's capabilities.

#### **Beginning iPhone Development with Swift 4**

John Wiley & Sons The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android

app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android App Development For Dummies will have you up and running with the ins and outs of the Android platform in no time.

*iPad Application Development For Dummies* John Wiley & Sons Publisher's note: This edition from 2020 is outdated and does not make use of the most recent iOS and swift features. A new sixth edition, updated for iOS 15 and including new advanced topics, such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay, has now been published Key Features Explore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 14 such as Mac Catalyst,

SwiftUI, widgets and App Clips Book Description If you're looking to work and experiment with powerful iOS 14 features such as widgets and App Clips to create your own apps, this iOS programming guide is for you. The book offers a comprehensive introduction for experienced programmers who are new to iOS, taking you through the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. Fully updated to cover the new iOS 14 features, along with Xcode 12 and Swift 5.3, this fifth edition of iOS 14 Programming for Beginners starts with an introduction to the Swift programming language and shows you how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app using the storyboards feature in the latest version of Xcode and implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI, a new way to build apps for all Apple devices. Finally, you'll set up testers for your app and understand what you need to do to publish your app on the App Store. By the end of this book, you'll not only be well versed in writing and publishing applications, but you'll also be able to apply your iOS development skills to enhance existing apps. What you will learn Get to grips with the fundamentals of Xcode 12 and Swift 5.3, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features, such as widgets and App Clips Convert an existing iPad app into an Apple Silicon Mac app Design, deploy, and test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is

new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 14 features will also find this book useful.

*iOS Programming For Beginners*  
No Starch Press

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.

*iOS 13 Programming for Beginners*  
John Wiley & Sons

Embark on an exciting iOS app development journey with Swift 5.9, Xcode 15, and iOS 17. This hands-on guide equips you with the skills to create captivating apps and thrive in the competitive App Store landscape. Purchase of the print or Kindle book includes a free eBook in PDF format. Key Features Dive into the latest iOS 17 features and Swift 5.9 through hands-on projects Develop robust apps with top design patterns used by professionals Expand your app's reach by effortlessly converting it for iPad, Mac, and visionOS Book DescriptionIn a world with nearly 2 million apps on the App Store, the demand for skilled iOS developers has never been higher. "iOS 17 Programming for Beginners, Eighth Edition" is your gateway to this lucrative and dynamic field. This hands-on guide is tailored for those who are new to iOS and takes you on a journey from learning the Swift language to crafting your own app and seeing it thrive on the App Store. Our approach is hands-on and practical. Each chapter is designed to be a stepping stone in your development journey, providing step-by-step tutorials, real-life examples, and clear

explanations of complex concepts. As you progress, you'll not only be skilled in Swift but also incorporate cutting-edge technologies into your apps. You'll learn how to publish your creations and harness the power of iOS 17 through a straightforward and easy to program example app divided into manageable parts. By the time you've completed this book, you'll possess the skills and knowledge to not only develop and publish captivating apps but also leverage online resources to continually enhance your app development prowess. What you will learn Discover the world of Xcode 15 and Swift 5.9, laying the foundation for your iOS development journey Implement the latest iOS 17 features through a hands-on example app, ensuring your apps remain innovative and engaging Build and deploy iOS apps using industry-standard design patterns and best practices. Implement the Model-View-Controller (MVC) design pattern to create robust and organized applications Expand your app's reach by effortlessly converting it for iPad, Mac, and visionOS Dive into UIKit, the essential framework for large-scale iOS projects Who this book is for This book is tailored for individuals with minimal coding experience who are new to the world of Swift and iOS app development. A basic understanding of programming concepts is recommended.

*iOS 15 Application Development for Beginners*  
Pearson Technology Group

Now, one book can help you master mobile app development with both market-leading platforms: Apple's iOS and Google's Android. Perfect for both students and professionals, Learning Mobile App Development is the only tutorial with complete parallel coverage of both iOS and Android. With this guide, you can master either platform, or both--and gain a deeper understanding of the issues associated with developing mobile apps. You'll develop an actual working app on both iOS and Android, mastering the entire mobile app development lifecycle, from planning through licensing and distribution. Each tutorial

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in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses. If you're new to iOS, you'll also find an easy, practical introduction to Objective-C, Apple's native language.

### **Beginning iPad Application**

**Development** John Wiley & Sons  
Begin your iOS mobile application development journey with this accessible, practical guide About This Book Use Swift 3 and latest iOS 10 features to build awesome apps for iPhone and iPad Explore and use a wide range of Apple development tools to become a confident iOS developer From prototype to App Store—find out how to build an app from start to finish! Who This Book Is For This book is for beginners who want to be able to create iOS applications. If you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store. You do not need any knowledge of Swift or any prior programming experience. What You Will Learn Get to grips with Swift 3 and Xcode, the building blocks of Apple development Get to know the fundamentals of Swift, including variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience See how to prototype your app with Swift's Playgrounds feature Build a responsive UI that looks great on a range of devices Find out how to use CoreLocation to add location services to your app Add push notifications to your app Make your app able to be used on both iPhone and iPad In Detail You want to build iOS applications for iPhone and iPad—but where do you start? Forget sifting through tutorials and blog posts, this is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. With every update, iOS has become more and more developer-friendly, so take advantage of it and begin building applications that might just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift—the building blocks of modern Apple

development—and Playgrounds for beginners, one of the most popular features of the iOS development experience, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. For the experienced programmer, jump right in and learn the latest iOS 10 features. You'll also learn the core elements of iOS design, from tables to tab bars, as well as more advanced topics such as gestures and animations that can give your app the edge. Find out how to manage databases, as well as integrating standard elements such as photos, GPS into your app. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! Style and approach Created for anyone that wants to build their first iOS application, this book offers practical, actionable guidance through iOS development. Combining engaging visuals with accessible, step-by-step instruction and explanation, this book will not only develop the your understanding, but also show you how to put your knowledge to work.