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Titolo	OS X App Development with CloudKit and Swift // by Bruce Wade
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2016
ISBN	9781484218808 1484218809
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XIV, 131 p. 93 illus.)
Disciplina	006
Soggetti	Apple computers Artificial intelligence Computers Apple and iOS Artificial Intelligence Computing Milieux
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Introduction -- Prototyping our app -- Defining our data -- Introduction to CloudKit -- Creating test data with CloudKit dashboard -- Refining our prototype -- Updating CloudKit data from our app -- Adding local cache to improve performance.
Sommario/riassunto	This book is your step-by-step guide to learning OS X app development using CloudKit and Swift. All the development will be done using Apple's Swift 2 programming language. You'll see how to define data for your app and build a prototype with Sketch 3 and Keynote. Using CloudKit to store OS X application data, and separate public and private data, readers will learn how to control which data can or cannot be changed in a public data store. OS X App Development with CloudKit and Swift takes you from prototyping your app with Sketch 3 all the way through building a data-driven app using CloudKit, and everything in between. OS X App Development with CloudKit and Swift will show you how to: Create Test Data with CloudKit Dashboard Refine a prototype Update CloudKit Data from an app Add Local Cache to improve performance Add OS X App Development with CloudKit and Swift.

