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Titolo	Beginning iPhone Development with Swift 4 : Exploring the iOS SDK // by Molly K. Maskrey
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ISBN	9781484230725 1484230728
Edizione	[4th ed. 2017.]
Descrizione fisica	1 online resource (XXI, 552 p. 348 illus., 341 illus. in color.)
Disciplina	004.167
Soggetti	Apple computers Computer programming Apple and iOS Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Chapter 1: Getting to Know the iOS Landscape -- Chapter 2: Writing our First App -- Chapter 3: Handling Basic User Interactions -- Chapter 4: Adding Intermediate Level User Interactions -- Chapter 5: Working with Device Rotations -- Chapter 6: Creating a Multiview Application -- Chapter 7: Using Tab Bars and Pickers -- Chapter 8: Introducing Table Views -- Chapter 9: Adding Navigation Controllers to Table Views -- Chapter 10: Collection Views -- Chapter 11: Split Views and Popovers for iPad Apps -- Chapter 12: App Customization with Settings and Default -- Chapter 13: Persistence: Saving Data Between App Launches -- Chapter 14: Graphics and Drawing -- Appendix: An Introduction to Swift.
Sommario/riassunto	Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. 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 11 SDK, and then guides you through the creation of your first simple application. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll see how to create, load and work with playgrounds as you develop an understanding of the Swift language. 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! Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps. Once you're ready, move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language.
