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Nota di contenuto	Beginning Xcode; Contents at a Glance; Contents; About the Author; About the Technical Reviewer; Acknowledgments; Introduction; Part 1: Getting Acquainted; Chapter 1: Welcome to Xcode; What Is Xcode?; What Is Swift ?; Why Choose Xcode?; Prior Assumptions; What's Covered in This Book; Part 1: Getting Acquainted; Part 2: Diving Deeper; Getting and Installing Xcode; Firing Up Xcode; Apple's Resources for Developers; The Dev Center; Your Developer Account; Source Code; Additional Resources; Summary; Chapter 2: Diving Right In; Creating Your First Xcode Project; The Project Designing the Interface Making Connections; Running and Testing; Adding Files; Organizing Files in Xcode; Summary; Chapter 3: Project Templates and Getting Around; Project Templates; Master Detail View; Page-Based Applications; Single View Applications; Tabbed Applications; Games; OpenGL ES; Sprite Kit; Scene Kit; Metal; Template Selection; Getting Around; Navigators; Toolbar; Editor; Standard Editor; Assistant Editor; Version Editor; Utilities; Configuring the Second View Controller; Debugging Area; Summary; Chapter 4: Building Interfaces; Getting Ready Adding Tab Bar Icons to an Asset Catalog Before You Start ...; Building the Interface; Setting the Tab Icons; Tracking Location with the Track It Tab; UITextViews and UISwitches; Adding Frameworks to a Project;

Simulating a Location; Mixing Colors with the Slide It Tab; The UITextViewDelegate Implementation; Adding "Off the Menu" Controls; Alert Views and Action Sheets with UIAlertController; Building the Action Tab Interface; Changing the Interface with Code; Buttons and iOS 8; Summary; Chapter 5: Getting Help and Code Completion; Getting Help; Creating the Project
Downloading Additional DocumentationQuick Help; Documentation Viewer; Toolbar; The Navigator Sidebar; Adding a Bookmark; Viewing Your Bookmarks; The Table of Contents Sidebar; Quickly Accessing Documentation; Apple's Web Site; Code Completion; Opening Web Sites in Safari; Sending an E-mail with MFMailComposeViewController; Sending a Text Message; Building the Interface; Making Connections; Running the Application; Summary; Chapter 6: Constraints; Understanding Auto Layout; Building an Authentication View; Design Considerations; Debugging Views in Xcode; Manually Adding Constraints
Specifying Constraints with the Align MenuSpecifying Constraints with the Pin Menu; Automatically Adding Constraints; Adding Missing Constraints; Updating Constraints; Previewing Your Layout; Size Classes; Finishing Touches; Customizing Text Fields; Hiding Passwords; Configuring a Text Field for E-mail Addresses; Navigating Forms; Summary; Part 2: Diving Deeper; Chapter 7: Storyboards; A Brief History of Storyboards; Creating a New Project Called SocialApp; Creating View Controllers; The Model-View- Controller Design Pattern; Subclassing UIViewController; Subclassing UITableViewController
Pairing the View to the Controller

Sommario/riassunto

Beginning Xcode, Swift Edition will not only get you up and running with Apple's latest version of Xcode, but it also shows you how to use Swift in Xcode and includes a variety of projects to build. If you already have some programming experience with iOS SDK and Objective-C, but want a more in-depth tutorial on Xcode, especially Xcode with Apple's new programming language, Swift, then Beginning Xcode, Swift Edition is for you. The book focuses on the new technologies, tools and features that Apple has bundled into the new Xcode 6, to complement the latest iOS 8 SDK. By the end of this book, you'll have all of the skills and a variety of examples to draft from to get your Swift app from idea to App Store with all the power of Xcode.
