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Titolo	Beginning iPhone Development with Swift 5 : Exploring the iOS SDK // by Wallace Wang
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019
ISBN	1-4842-4865-1
Edizione	[5th ed. 2019.]
Descrizione fisica	1 online resource (653 pages)
Disciplina	005.43
Soggetti	Apple computer Programming languages (Electronic computers) Apple and iOS Programming Languages, Compilers, Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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 also learn about touch gestures, table views, and collection views for displaying data on a user interface. 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 a gentle introduction to using Xcode and then guides you though the creation of your first simple

app. You'll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers, tab bars, page views, and split views that are particularly useful on the larger screens of the iPad and certain iPhone models. And there's much more! Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps. Once you're ready, move on to Pro iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the Swift language.
