

1. Record Nr.	UNINA9910522991203321
Autore	Wang Wally
Titolo	Beginning iPhone development with SwiftUI : exploring the iOS SDK // Wally Wang
Pubbl/distr/stampa	Berkeley, California : , : Apress L. P., , [2022] ©2022
ISBN	1-4842-7818-6
Edizione	[Sixth edition.]
Descrizione fisica	1 online resource (468 pages)
Disciplina	004.165
Soggetti	Operating systems (Computers) Apple computer
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Understanding iOS Programming -- Chapter 2: Designing User Interfaces with SwiftUI -- Chapter 3: Placing Views on the User Interface -- Chapter 4: Working with Text -- Chapter 5: Working with Images -- Chapter 6: Responding to the User with Buttons and Segmented Controls -- Chapter 7: Retrieving Text from Text Fields and Text Editors -- Chapter 8: Limiting Choices with Pickers -- Chapter 9: Limiting Choices with Toggles, Steppers, and Sliders -- Chapter 10: Providing Options with Links and Menus -- Chapter 11: Touch Gestures -- Chapter 12: Using Alerts, Action Sheets, and Contextual Menus -- Chapter 13: Displaying Lists -- Chapter 14: Using Forms and Group Boxes -- Chapter 15: Using Disclosure Groups, Scroll Views, and Outline Groups -- Chapter 16: Using the Navigation View -- Chapter 17: Using the Tab View -- Chapter 18: Using Grids -- Chapter 19: Using Animation -- Chapter 20: Using GeometryReader -- Appendix: An Introduction to Swift.
Sommario/riassunto	Tame the power of Apple's new user interface toolkit, SwiftUI. Integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders with less effort and more efficiency. You'll also learn about touch gestures, lists, and grids for displaying data on a user interface. And you'll even go beyond those simple controls to liven up any user interface with simple animation techniques. Spice your designs up with movement, scaling, and

resizing, including spring and bounce effects! You'll start with basic designs and then explore more sophisticated ones. 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 through the creation of your first simple application. You'll create user interfaces for that application using multiple screens in two different ways—using Navigation View and Tab Bars. Beginning iPhone Development with SwiftUI covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps with stunningly interactive interfaces using SwiftUI. Once you're ready, move on to Pro iPhone Development with SwiftUI to learn more of the unique aspects of iOS programming and the Swift language. What You Will Learn Discover the basics of designing a user interface using SwiftUI Build cool, crisp user interfaces that use animation Display data in lists and outlines Organize user interfaces in forms and groups Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.
