



Beginning iPhone Development with Swift 2: Exploring the iOS SDK

By David Mark, Kim Topley, Jack Nutting, Fredrik Olsson, JEFF LAMARCHE

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This is the definitive guide to the Swift programming language and the iOS 9 SDK, and the source code has been updated to reflect **Xcode 7 and Swift 2**.

There's up-to-date coverage of new Apple technologies as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 9-specific project templates, and designed to take advantage of the latest Xcode features.

Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 9 SDK, and then guides you through the creation of your first simple application.

From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. 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!

What You Will Learn:

How to get your app to work with iCloud and moreWho This Book is For:

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Editorial ReviewAbout the Author

Kim Topley is a software engineer with over thirty years of experience ranging from mainframe microcode and the UNIX kernel to graphical user interfaces and mobile applications. He is the author of five books on various aspects of Java and JavaFX and has been working with iOS since reading one of the first books published on the subject?the first edition of Beginning iPhone Development. **Users Review****From reader reviews:**

Don Gonzales: The book Beginning iPhone Development with Swift 2: Exploring the iOS SDK will bring that you the new experience of reading the book. The author style to explain the idea is very unique. In the event you try to find new book to learn, this book very ideal to you. The book Beginning iPhone Development with Swift 2: Exploring the iOS SDK is much recommended to you you just read. You can also get the e-book through the official web site, so you can more readily to read the book.

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Samuel Brooks: A lot of people always spent their free time to vacation as well as go to the outside with them family members or their friend. Are you aware? Many a lot of people spent many people free time just watching TV, or playing video games all day long. In order to try to find a new activity that is look different you can read a new book. It is really fun for you personally. If you enjoy the book you read you can spent the entire day to reading a publication. The book Beginning iPhone Development with Swift 2: Exploring the iOS SDK it is rather good to read. There are a lot of people that recommended this book. These people were enjoying reading this book. When you did not have enough space to develop this book you can buy the actual e-book. You can m0ore quickly to read this book from a smart phone. The price is not to fund but this book features high quality.

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