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Pantech Swift User Guide

Matt Neuburg



Pantech Swift User Guide:

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usage feedback across multiple Swift projects However it should be regarded as a living changeable document and the basis upon which the programming language is implemented Before going further into the details of the Swift programming language the book briefly explains the basic information about the language It is a high level language created to develop multifaceted iOS applications that cater to diverse needs of different social and business domains It is meant to develop high end apps with multiple complexities But since it is very close to Objective C it is easy to code and understand This feature also makes it incredibly friendly to beginners Moreover it is equally compatible with the iPhone the iPad Apple Watch MacBook and Apple TV and it can be applied to develop equally efficient and scalable apps for them This book in the Mastering series encircles all the essential aspects of Swift and explores why this programming language is the future for iOS app development Different from other languages it requires fewer lines to activate any feature This paves the way for a shorter development cycle and saves a lot of precious resources Further as one of the most reliable iOS programming languages it supports dynamic libraries that indicate executable bits of code that you can link to an application Because of such support Swift apps can interoperate with the newest version of the language to make the app irreplaceable Swift is a language that was not designed but deliberately made open source so as to invite community input allowing the product to grow and to mature over the years This could possibly be the most crucial aspect of Swift As people become more aware of its potential to be used in servers web frameworks were more willing to support the demand Owing to its popularity and significance its adoption rate in Apple s rivals remains very high Whether you are a beginner or an advanced learner if you are planning for iOS app development through Swift this book can help with the high domain expertise and experienced resources Without a doubt the developers that create native apps are not going to abandon Swift anytime soon However it seems like something must evolve for it to keep growing constantly We believe that Swift is indeed the future for iOS app developers And if you are convinced and want to start learning the programming language right away then this book is what you re looking for Learn more about our other Mastering titles at <https://www.routledge.com/Mastering-Computer-Science-book-series/MCS>

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next chapter basics of the Swift 3 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 complete apps including a 2D game are developed in separate chapters As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info and the steps of developing an iOS app Chapter 2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World app Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 3 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen Chapter 7 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete 2D game This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the the book s companion website iosswift.net

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