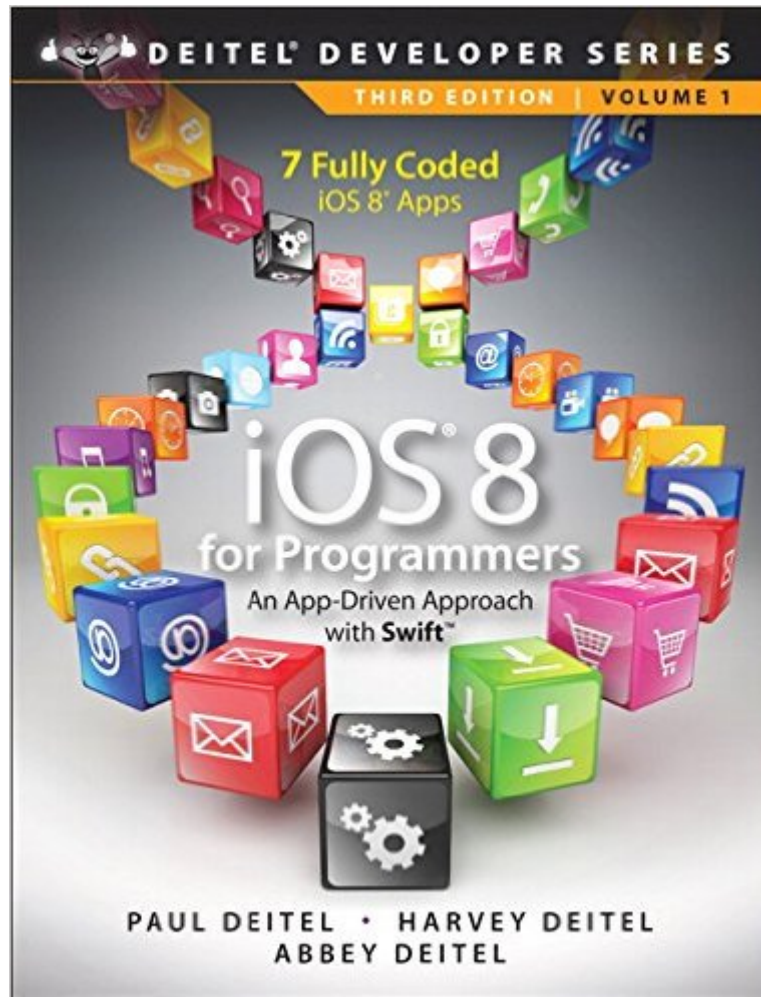


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IOS 8 For Programmers: An App-Driven Approach With Swift (3rd Edition) (Deitel Developer Series)



Synopsis

The professional programmer's Deitel® guide to iPhone® and iPad® app development using iOS® 8, Swift®, Xcode® 6, and Cocoa Touch®. Billions of apps have been downloaded from Apple's App Store! This book gives you everything you'll need to start developing great iOS 8 apps quickly using Swift—Apple's programming language of the future. You'll also learn what makes a great app and how to publish your apps in the App Store. The book uses an app-driven approach—each new technology is discussed in the context of seven fully tested iOS 8 apps, complete with syntax shading, code highlighting, code walkthroughs and sample outputs. Apps you'll develop include: Welcome App Cannon Game Tip Calculator Doodlz Twitter® Searches Address Book Flag Quiz. Practical, Example-Rich Coverage of: iOS® 8, Xcode® 6, Swift®, Object-Oriented Programming with Swift®, and Cocoa Touch® UI Design, Storyboards, Auto Layout, Outlets, Outlet Collections, Actions View Controllers, Views, View Animations Event Handling, Multi-Touch Single View, Master-Detail, Game Templates Accessibility, Internationalization Core Data Database Access User Defaults, iCloud Key-Value Storage Social Framework Sharing SpriteKit Game Programming: Animation, Graphics, Physics, Collision Detection Accelerometer and Motion Event Handling Grand Central Dispatch App Store, Pricing, Monetization and more.

IMPORTANT NOTE ABOUT XCODE AND SWIFT: With Xcode 6.3 and Swift 1.2, Apple introduced several changes in Swift that affect the book's source code. Please visit www.deitel.com/books/iOS8FP1 for updated source code. The changes do not affect Xcode 6.2 users. You can download Xcode 6.2 from developer.apple.com/downloads/index.action (you'll have to log in with your Apple developer account to see the list of downloads). Visit www.deitel.com Download code examples For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com Join the Deitel social networking communities on Facebook® at facebook.com/DeitelFan, Twitter® at [@deitel](https://twitter.com/deitel), Google+ at google.com/+DeitelFan, LinkedIn® at bit.ly/DeitelLinkedIn, YouTube at youtube.com/user/DeitelTV and subscribe to the Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html

About This Book

Sales of iOS devices and app downloads have been explosive. The first-generation iPhone sold 6.1 million units in its initial five quarters of availability (bit.ly/iPhoneGen1I). The iPhone 6 and iPhone 6 Plus, released in September 2014, sold over 10 million combined in their first weekend of availability (bit.ly/FirstiPhone6Weekend). iPad sales are equally impressive. The first generation iPad, launched in April 2010, sold 3 million units in its first 80 days of availability (bit.ly/iPadGen1). In just the first quarter of 2014, Apple sold a record 26 million iPads (bit.ly/iPad2014Q1). At the time of this writing,

there were over 1.2 million apps in the App Store (bit.ly/iOSApps2014) and more than 75 billion apps have been downloaded! This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel's app-driven approach – a variant of Deitel's live-code approach – concepts are presented in the context of complete working iOS apps, rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book's source code is available at: www.deitel.com/books/iOS8FP1. You'll quickly learn everything you need to start building iOS 8 apps – beginning with a test-drive of the Tip Calculator app in Chapter 1, then building your first apps in Chapter 2 with visual programming and in Chapter 3 with Swift. By the time you reach Chapter 9, you'll be ready to create your own apps for submission to the App Store. We'll overview the submission process, including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet public relations and more.

Book Information

Series: Deitel Developer Series

Paperback: 400 pages

Publisher: Prentice Hall; 3 edition (December 26, 2014)

Language: English

ISBN-10: 0133965260

ISBN-13: 978-0133965261

Product Dimensions: 7 x 1 x 9.1 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 3.7 out of 5 stars – See all reviews (33 customer reviews)

Best Sellers Rank: #554,397 in Books (See Top 100 in Books) #72 in Books > Computers & Technology > Programming > Languages & Tools > Swift #83 in Books > Computers & Technology > Programming > Apple Programming #338 in Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development

Customer Reviews

(Note: This review is from Barbara's husband, Scott. I couldn't post it on my newly-created account, so I used hers.) I was eager to read this book since I purchased and read the Deitel group's books on C/ C++, Java and C# programming several years ago when I was programming PCs in addition to Macs. The intended audience is programmers with experience in a C-based language. If

the book were based on Objective-C, I would agree, but one does not necessarily need to know C-based programming to begin to program in Swift. This was in fact one of the aims of the Swift programming language. By stating this, the authors may needlessly discourage some potential readers. The authors state that the reader should know object-oriented programming, yet they review very basic object-oriented programming in Chapter 1 as if the reader did not. The text tends to jump from topic to topic excessively. Unrelated concepts are explained, one after another, before starting each project almost as if the authors were checking off items in a to-do list. The book's flow would improve greatly if each concept were explained just before it was applied, rather than explaining every concept that will be needed for the project all at once, then referencing them all again after the project is started. For example, in Chapter 3, outlets are explained, then actions, then the `NSDecimalNumber` class, then overriding operators, then optional types, then values versus references, then code completion in Xcode. This information is not used again until several pages later. For example, optionals are defined in Section 3.2.12, but not used again until Section 3.6.3. This makes the discussion disjointed and less coherent.

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