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 though 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:**
Ronald Finch:Why don't make it to be your habit? Right now, try to ready your time to do the important take action, like looking for your favorite book and reading a book. Beside you can solve your problem; you can add your knowledge by the book entitled Beginning iPhone Development with Swift 2: Exploring the iOS SDK. Try to make the book Beginning iPhone Development with Swift 2: Exploring the iOS SDK as your close friend. It means that it can to get your friend when you experience alone and beside those of course make you smarter than in the past. Yeah, it is very fortuned to suit your needs. The book makes you more confidence because you can know almost everything by the book. So , we should make new experience along with knowledge with this book.
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