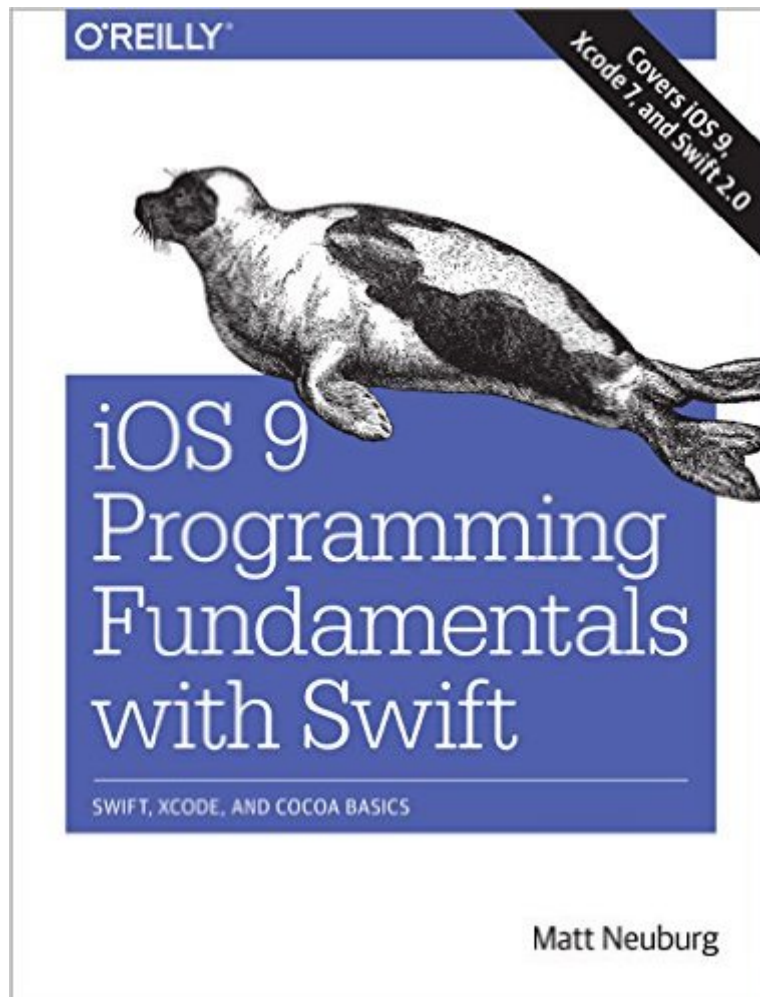


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# IOS 9 Programming Fundamentals With Swift: Swift, Xcode, And Cocoa Basics



## Synopsis

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 2.0—the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift's object-oriented concepts: variables and functions, scopes and namespaces, object types and instances. Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and sets. Learn how to declare, instantiate, and customize Swift object types—enums, structs, and classes. Discover powerful Swift features such as protocols and generics. Catch up on Swift 2.0 innovations: option sets, protocol extensions, error handling, guard statements, availability checks, and more. Tour the lifecycle of an Xcode project from inception to App Store. Create app interfaces with nibs and the nib editor, Interface Builder. Understand Cocoa's event-driven model and its major design patterns and features. Find out how Swift communicates with Cocoa's C and Objective-C APIs. Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 9*.

## Book Information

Paperback: 604 pages

Publisher: O'Reilly Media; 1 edition (October 12, 2015)

Language: English

ISBN-10: 1491936770

ISBN-13: 978-1491936771

Product Dimensions: 7 x 1.2 x 9.1 inches

Shipping Weight: 2.2 pounds (View shipping rates and policies)

Average Customer Review: 3.6 out of 5 stars — See all reviews (16 customer reviews)

Best Sellers Rank: #446,221 in Books (See Top 100 in Books) #59 in Books > Computers &

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## Customer Reviews

This book honestly shows that the author is a master at writing technical information. Neuburg has master skills at creating sentences that explain exactly what he is talking about. The book is written

with fluid language that moves you from one idea to the next. Why then, have I only given it 3 stars? I've read a couple hundred pages of the book and I keep wondering why if I like reading it so much I still haven't learned much. I finally hit upon the explanation. I finally have an analogy. If this were a book on learning the Spanish language it would be as if the author were teaching how to say fragment sentences that do not connect to anything else. It's as if you were studying Spanish one sentence at a time for the beauty of the language and not in an effort to speak it. Or, as if knowing how the verb *saber* (to know) works exactly on its own but then never putting it together into a bigger picture. You come away knowing how to conjugate *saber* to all of its forms but not knowing where you would really use each form in a sentence with nouns. I'm over 100 pages into the book and still I've only seen lines of code. He even talks about objects themselves and functions, but not within the context of anything else. Just, here is a function and all the details of what a function looks like and -> which indicates the type the function returns and details, details, details. But not even one over all program which puts the details together. I'm learning Swift so I can write iPhone programs. I'm not learning Swift so I can talk about the details and beautiful syntax that defines a function. The way the book is written, it basically has no target audience.

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