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[iOS @8 for Programmers: An App-Driven Approach teaches iOS 8 app development using Swift. It focuses on those Swift language features needed to develop the seven complete iOS 8 apps in the book. The app-driven approach presents each new technology in the context of a fully coded iOS 8 app, with syntax shading, detailed code walkthroughs and sample outputs.](#)

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[iOS 8 is the eighth major release of the iOS mobile operating system developed by Apple Inc., being the successor to iOS 7.It was announced at the company's Worldwide Developers Conference on June 2, 2014, and was released on September 17, 2014. It was succeeded by iOS 9 on September 16, 2015.. iOS 8 incorporated significant changes to the operating system](#)

[iOS 8 - Wikipedia](#)

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[Prentice Hall has published iOS 8 for Programmers: An App-Driven Approach with Swift, 3rd Edition. 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!](#)

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[A guide to app development with iOS 8 using Swift, an Apple programming language, covering such topics as storyboards, view controllers, game templates, animation graphics, user defaults, motion event handling, and app pricing.](#)

[Learn to make iOS apps even if you have absolutely no programming experience. This hands-on book takes you from idea to App Store, using real-world examples—such as driving a car or eating at a restaurant—to teach programming and app development. You'll learn concepts through clear, concise, jargon-free language. This book focuses on Apple's new programming language, Swift. Each lesson is divided into two parts: the lecture portion explains the terms and concepts through examples, and the exercise portion helps you apply these concepts while building real-world apps, like a tip calculator. Learn how to think differently—and see the world from a whole new perspective. Learn the basic building blocks of programming Dive into the Swift programming language Make apps for iPhone and iPad Use GPS in your app to find a user's location Take or select photos with your app Integrate your app with Facebook and Twitter Submit your app to the App Store Manage and market your app on the App Store](#)

[The professional programmer's Deitel@ guide to Apple's new Swift programming language for the iOS@ and OS X@ platforms & Written for programmers with a background in object-oriented programming in a C-based language like Objective-C, Java, C# or C++, this book applies the Deitel signature live-code approach with scores of complete, working, real-world programs to explore the new Swift language in depth. The code examples feature syntax shading, code highlighting, rich commenting, line-by-line code walkthroughs and live program outputs. The book features thousands of lines of proven Swift code, and tips that will help you build robust applications. & Start with an introduction to Swift using an early classes and objects approach, then rapidly move on to more advanced topics. When you master the material, you'll be ready to build industrial-strength object-oriented Swift applications. About This Book & The Swift™ programming language was arguably the most significant announcement at Apple's 2014 Worldwide Developers Conference. Although apps can still be developed in Objective-C@, Apple says that Swift is its applications programming and systems programming language of the future. & Swift is a contemporary language with simpler syntax than Objective-C. Because Swift is new, its designers were able to include popular programming language features from languages such as Objective-C, Java™, C#, Ruby, Python@ and many others. These features include automatic reference counting \(ARC\), type inference, optionals, String interpolation, tuples, closures \(lambdas\), extensions, generics, operator overloading, functions with multiple return values, switch statement enhancements and more. We've been able to develop apps more quickly in Swift than with Objective-C and the code is shorter, clearer and runs faster on today's multi-core architectures. & Swift also eliminates the possibility of many errors common in other languages, making your code more robust and secure. Some of these error-prevention features include no implicit conversions, ARC, no pointers, required braces around every control statement's body, assignment operators that do not return values, requiring initialization of all variables and constants before they're used, array bounds checking, automatic checking for overflow of integer calculations, and more. You can combine Swift and Objective-C in the same app to enhance existing Objective-C apps without having to rewrite all the code. Your apps will easily be able to interact with the Cocoa@/Cocoa Touch@ frameworks, which are largely written in Objective-C. & You can also use the new Xcode playgrounds with Swift. A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it. This allows you to see and hear your code's results as you write it, quickly find and fix errors, and conveniently experiment with features of Swift and the Cocoa/Cocoa Touch frameworks. & Practical, Example-Rich Coverage of: Classes, Objects, Methods, Properties Initializers, Deinitializers, Bridging Tuples, Array and Dictionary Collections Structures, Enumerations, Closures, ARC Inheritance, Polymorphism, Protocols Type Methods, Type Properties Generics: Strings and Characters Operator Overloading, Operator Functions, Custom Operators, Subscripts Access Control; Type Casting and Checking Nested Types, Nested Methods Optionals, Optional Chaining, Extensions Xcode, Playgrounds, Intro to Cocoa Touch@ with a Fully Coded iOS@ 8 Tip Calculator App Overflow Operators, Attributes, Patterns More topics online & 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 to \[deitel@deitel.com\]\(#\) Join the Deitel social networking communities on Facebook@ at \[facebook.com/DeitelFan\]\(#\), Twitter@ at \[@deitel\]\(#\), 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 \[www.deitel.com/newsletter/subscribe.html\]\(#\) &](#)

[Start building apps for iOS 8 with Apple's Swift programming language. If you're grounded in the basics of Xcode and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and use iOS frameworks for adding features such as audio and video, access to user calendars and photos, and tracking the device's location. Example code is available on GitHub in the form of full projects that you can download, study, and run. Build iOS apps with Swift Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens in a way that's understandable to users Explore UIKit interface objects, such as scroll views, table views, popovers, web views, and maps Work with Cocoa frameworks for sensors, location, sound, and video Access user libraries: music, photos, address book, and calendar Examine additional topics including data storage, file sharing, networking, and threading Topics new to iOS 8 include: Major changes in app coordinate space and interface rotation Trait collections and size classes View margins, visual effect views, and major animation changes Changes to presented view controllers, popovers and split view controllers, alert and action sheet architecture Table view automatic variable row heights and sliding cells Classes for search results display, web view, video display, and audio mixing and effects Today extensions, Actions extensions, Photo Editing extensions Xcode 6 features: conditional constraints, view debugging, designable views, inspectable properties, new segue types](#)

[Entirely rewritten for Apple's Swift programming language, this updated cookbook helps you overcome the vexing issues you're likely to face when creating apps for iOS devices. You'll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit APIs to store information in the cloud with ease Create custom keyboards and extensions Access users' health-related information with HealthKit Interact with accessories inside the user's home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app's data Develop location-aware and multitasking-aware apps Work with iOS 8's audio and video APIs Use Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera's availability and access the Photo Library](#)

[Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift—Apple's new 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, and dictionaries Learn how to declare, instantiate, and customize Swift object types—enums, structs, and classes Discover powerful Swift features such as protocols and generics 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 8.

'Swift for Programmers' is a programming-language focused book designed to get practicing programmers up-to-speed quickly in Swift programming. The Deitels provide thousands of lines of proven Swift code in the book, using a mix of code snippets and live-code examples. When they present code snippets rather than full-length complete programs, the snippet will be extracted from a Deitel-created, compiled, live-code example to ensure that the snippet is correct

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