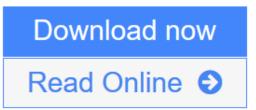# iOS 10 Programming for Beginners

Craig Clayton

[Click here](#) if your download doesn"t start automatically

iOS 10 Programming for Beginners

Craig Clayton

iOS 10 Programming for Beginners Craig Clayton

Key Features

- Use Swift 3 and latest iOS 10 features to build awesome apps for iPhone and iPad
- Explore and use a wide range of Apple development tools to become a confident iOS developer
- From prototype to App Store?find out how to build an app from start to finish!

Book Description

You want to build iOS applications for iPhone and iPad?but where do you start? Forget sifting through tutorials and blog posts, this is a direct route into iOS development, taking you through the basics and showing you how to put the principles into practice. With every update, iOS has become more and more developer-friendly, so take advantage of it and begin building applications that might just take the App Store by storm!

Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift?the building blocks of modern Apple development?and Playgrounds for beginners, one of the most popular features of the iOS development experience, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. For the experienced programmer, jump right in and learn the latest iOS 10 features.

You'll also learn the core elements of iOS design, from tables to tab bars, as well as more advanced topics such as gestures and animations that can give your app the edge. Find out how to manage databases, as well as integrating standard elements such as photos, GPS into your app. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store!

What you will learn

- Get to grips with Swift 3 and Xcode, the building blocks of Apple development
- Get to know the fundamentals of Swift, including variables, constants, and control flow
- Discover the distinctive design principles that define the iOS user experience
- See how to prototype your app with Swift's Playgrounds feature
- Build a responsive UI that looks great on a range of devices
- Find out how to use CoreLocation to add location services to your app
- Add push notifications to your app
- Make your app able to be used on both iPhone and iPad

About the Author

Craig Clayton is a self-taught, Senior iOS Engineer at Adept Mobile, which specializes in building mobile experiences primarily for NBA and NFL teams. He also volunteers as the organizer of the Suncoast iOS meetup group in the Tampa/St. Petersburg area, and prepares presentations and hands-on talks for the group as well as for other groups in the community.

He has worked with both adults and kids who wish to start learning how to program, or those who aspire to

become iOS developers. On top of all that, starting in 2017 Craig has plans to launch Cocoa Academy online, which will specialize in bringing a diverse list of iOS courses. The courses will range from building apps to games for all programming levels.

Table of Contents

1. Getting Familiar with Xcode
2. Building a Foundation with Swift
3. Digging Deeper
4. Digging into Collections
5. Starting the UI Setup
6. Setting Up UI
7. Getting Started with the Grid
8. Getting Started with the List
9. Working More with Lists
10. Where Are We?
11. Where's My Data?
12. Foodie Reviews
13. Saving Reviews
14. Universal
15. iMessages
16. Notifications
17. Just a Peek
18. Beta and Store Submission

Download iOS 10 Programming for Beginners ...pdf

Read Online iOS 10 Programming for Beginners ...pdf

Download and Read Free Online iOS 10 Programming for Beginners Craig Clayton

Download and Read Free Online iOS 10 Programming for Beginners Craig Clayton

---

From reader reviews:

Jill Davis:

In this 21st century, people become competitive in every single way. By being competitive today, people have do something to make all of them survives, being in the middle of often the crowded place and notice through surrounding. One thing that occasionally many people have underestimated it for a while is reading. Sure, by reading a reserve your ability to survive improve then having chance to endure than other is high. For yourself who want to start reading some sort of book, we give you this iOS 10 Programming for Beginners book as starter and daily reading publication. Why, because this book is more than just a book.

Jerald Elliott:

The actual book iOS 10 Programming for Beginners will bring you to definitely the new experience of reading some sort of book. The author style to elucidate the idea is very unique. Should you try to find new book to read, this book very acceptable to you. The book iOS 10 Programming for Beginners is much recommended to you you just read. You can also get the e-book in the official web site, so you can easier to read the book.

John Champlin:

As we know that book is essential thing to add our know-how for everything. By a book we can know everything we wish. A book is a group of written, printed, illustrated or blank sheet. Every year ended up being exactly added. This guide iOS 10 Programming for Beginners was filled about science. Spend your spare time to add your knowledge about your research competence. Some people has various feel when they reading any book. If you know how big benefit from a book, you can experience enjoy to read a e-book. In the modern era like right now, many ways to get book that you just wanted.

Douglas Ham:

Guide is one of source of knowledge. We can add our expertise from it. Not only for students and also native or citizen will need book to know the revise information of year to be able to year. As we know those ebooks have many advantages. Beside we add our knowledge, can bring us to around the world. By the book iOS 10 Programming for Beginners we can consider more advantage. Don't you to be creative people? To get creative person must love to read a book. Just simply choose the best book that suited with your aim. Don't end up being doubt to change your life at this book iOS 10 Programming for Beginners. You can more desirable than now.

Download and Read Online iOS 10 Programming for Beginners Craig Clayton #HGDLS96Y3OP

Read iOS 10 Programming for Beginners by Craig Clayton for online ebook

iOS 10 Programming for Beginners by Craig Clayton Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read iOS 10 Programming for Beginners by Craig Clayton books to read online.

Online iOS 10 Programming for Beginners by Craig Clayton ebook PDF download

iOS 10 Programming for Beginners by Craig Clayton Doc

iOS 10 Programming for Beginners by Craig Clayton Mobipocket

iOS 10 Programming for Beginners by Craig Clayton EPub

iOS 10 Programming for Beginners by Craig Clayton Ebook online

iOS 10 Programming for Beginners by Craig Clayton Ebook PDF