iOS Apps for Masterminds, 2nd Edition: How to take advantage of Swift 3 to create insanely great apps for iPhones and iPads

J D Gauchat

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Learn how to create apps for iPhones and iPads with **Swift 3**, **Xcode 8**, and the new APIs introduced with **iOS 10**. With more than 800 pages, this book will teach you everything you need to know to create an application, from basic concepts of computer programming to how to control the most advanced technologies available in Apple devices.

iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications.

This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone.

The goal of **iOS Apps for Masterminds** is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds.

This book includes:

- Introduction to Computer Programming
- Introduction to Swift 3
- Swift Paradigm
- Foundation Framework
- UIKit Framework
- Auto Layout
- Trait Collections and Size Classes
- Navigation Controllers
- Scroll Views
- Table Views
- Collection Views
- Split View Controller
- Alert Views
- iOS 10 Notifications
- Files
- Archiving
- Core Data

- iCloud
- CloudKit
- Core Graphics and Quartz 2D
- Core Animation
- AVFoundation
- Camera and Photos Library
- Web Views
- Contacts
- Sensors
- MapKit
- Gesture Recognizers
- Timers
- Operation Queues
- Error Handling
- Image and Video
- Internationalization
- ...and more!

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Elvia Wirtz:

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Judith Jordan:

The book untitled iOS Apps for Masterminds, 2nd Edition: How to take advantage of Swift 3 to create insanely great apps for iPhones and iPads contain a lot of information on the item. The writer explains her idea with easy means. The language is very clear to see all the people, so do definitely not worry, you can easy to read that. The book was written by famous author. The author provides you in the new time of literary works. It is possible to read this book because you can read more your smart phone, or product, so you can read the book in anywhere and anytime. In a situation you wish to purchase the e-book, you can open up their official web-site as well as order it. Have a nice learn.

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