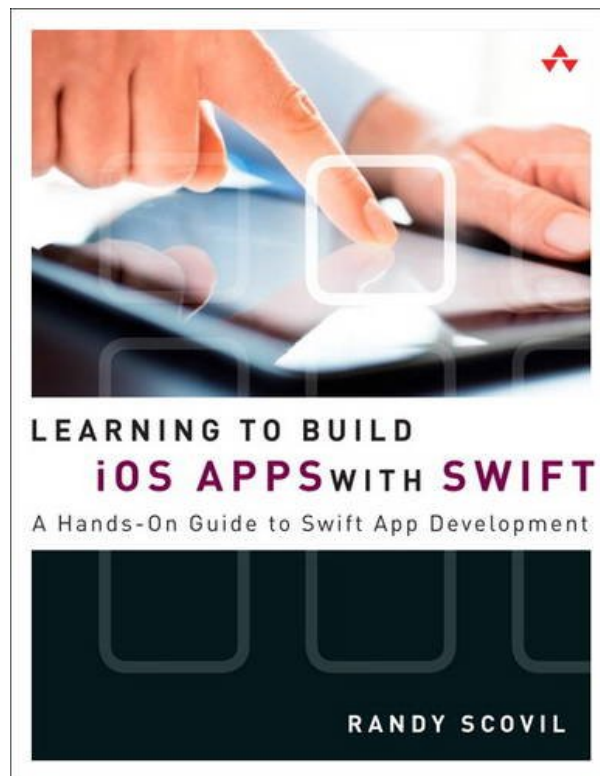
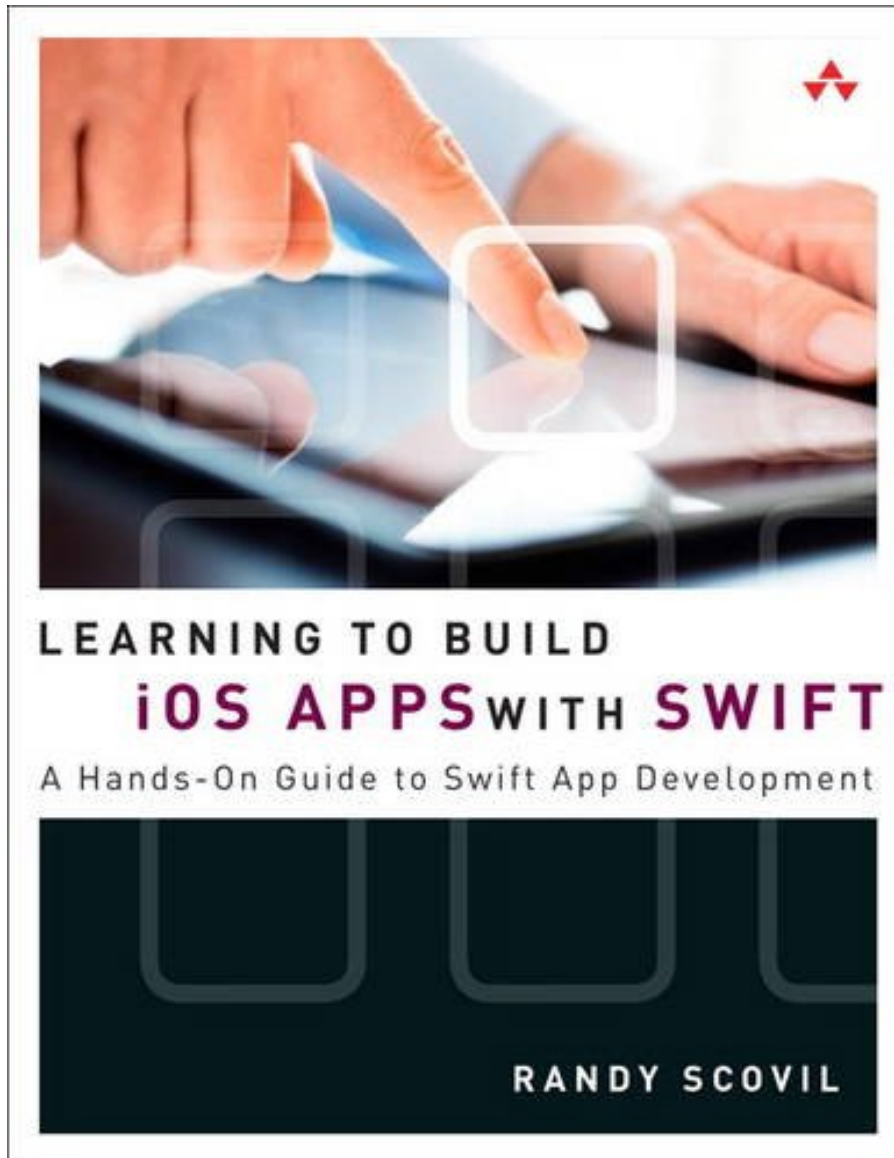


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## About the Author

Randy Scovil teaches Computer Science at Cuesta College and Cal Poly in San Luis Obispo, CA. He has taught more than 5,000 people to program over a nearly 20-year teach career, including iOS and Android courses for over five years. He is an active developer through his development corporation Yes We Do Apps, and is the founder of the San Luis Obispo chapter of CocoaHeads. He holds a Master's Degree in Computer Science from Cal Poly and a Bachelor's in Telecommunication and Film from San Diego State University.

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## **PDF**

This hands-on guide to iOS development with Swift is designed to support programmers with all levels of experience, including those moving from Objective-C or other platforms, and those learning to program for the first time.

Whatever your experience, you'll learn hands-on, step-by-step, as you build a wide variety of practical iOS apps. If you're a beginner, modular chapter sidebars concisely introduce all the core programming concepts you'll need. If you're more experienced, these sections offer a helpful review, often including helpful comparisons with Objective-C and other languages — and they're designed to be easily "skippable" if you don't need them. You'll start by working on smaller "proof-of-concepts" apps in the earlier chapters of the book before moving on to working on a more extensive project in later chapters.

iOS programming instructor Randy Scovil guides you through:

- Understanding Swift and its advantages
- Setting up your development environment, and getting started quickly
- Using Swift's "Playgrounds" to get instant feedback on your code
- Working with View Controllers, the MVC pattern, basic and advanced UI Controls, and Storyboards
- Incorporating interactivity into your app
- Using navigation and tab bar controllers
- Mastering Table and Collection Views, from the basics to advanced techniques
- Getting data via web services, and storing it on a device or in the cloud via CloudKit
- Implementing Scroll and Touch events
- Getting started with custom drawing and SpriteKit game development
- Deploying your app to test devices and to Apple's App Store

Throughout, Scovil draws on his experience teaching iOS developers at all levels of experience. He anticipates and answers your most common questions, and guides you up the learning curve while consistently keeping you engaged with interesting and achievable tasks. The result: a powerful "success cycle" in which your growing skills reinforce your confidence and accelerate your progress. It's the "Swiftest" way to master Swift!

- Original language: English
- Number of items: 1
- Dimensions: .39" h x .39" w x .39" l, .0 pounds
- Binding: Paperback
- 400 pages

### About the Author

Randy Scovil teaches Computer Science at Cuesta College and Cal Poly in San Luis Obispo, CA. He has

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