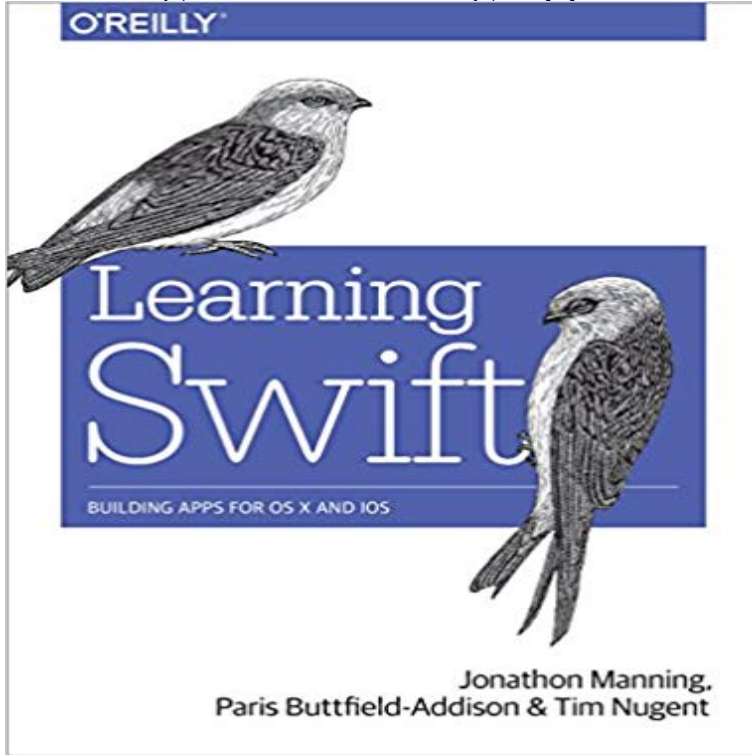


# Learning Swift: Building Apps for OS X and iOS



Get hands-on experience with Apples Swift programming language by building real working apps. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apples platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes: Swift 2 basics: Learn Swift's features for object-oriented development, as well as various developer tools OS X app development: Set up your app, work with its documents, and build out its features iOS app development: Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app Advanced app extensions: Support Apple Watch and learn how to debug, monitor, and test all three of your Swift apps

Get hands-on experience with Apples Swift programming language by building real working apps. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 3 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apples platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes: Swift 2 basics: Learn Swift's features for object-oriented development, as well as various developer tools OS X app development: Set up your app, work with its documents, and build out its features iOS app development: Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app Advanced app extensions: Support Apple Watch and learn how to debug, monitor, and test all three of your Swift apps

Do you want to learn how to develop your own apps for macOS? If you are new to Swift, this series assumes some Swift knowledge, so first get a developer account for distributing iOS apps, then you are all set. Apple has *Learning Swift: Building Apps for macOS, iOS and Beyond* [Paris Buttfield-Addison] on Amazon. **\*FREE\* shipping #1 Best Seller in Apple Programming.** *Learning Swift: Building Apps for macOS, iOS, and Beyond* [Jonathon Manning, Paris Buttfield-Addison] with Swift, the open source programming language developed by Apple. Editorial Reviews. About the Author. Jon Manning is a world-renowned iOS development trainer. To build apps, though, you need a great framework, and Apple has one of the best ones for building high-quality, featureful software: Cocoa Touch. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 3 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apples platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes: Swift 2 basics: Learn Swift's features for object-oriented development, as well as various developer tools OS X app development: Set up your app, work with its documents, and build out its features iOS app development: Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app Advanced app extensions: Support Apple Watch and learn how to debug, monitor, and test all three of your Swift apps

book is not as much about Swift, as it is about development of applications for OS X Dive into Swift 3, the latest version of Apples easy-to-use programming language for macOS, iOS, watchOS, and tvOS. With this practical guide,Get hands-on experience with Apples Swift programming language by building real working apps. With this practical guide, skilled programmers with little or no