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Beginning iPhone Development Exploring The

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The team that brought you the bestselling Beginning iPhone Development, the book that taught the world how to program on the iPhone, is back again for Beginning iPhone Development with Swift. This definitive guide to the Swift programming language and the iOS 8 SDK, and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2.

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Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iPhone Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode 6.1 and the iOS 8 SDK, and then guides you though the creation of your first simple application.

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Beginning iPhone Development: Exploring the iOS SDK ...

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Beginning iPhone Development delivers a clear picture of the entire development process from registering as an iPhone developer through creation of complete applications. There is a wealth of examples illustrating each feature of the iPhone. The authors did an excellent job of demonstrating "best practice" coding methodology throughout the book.

Beginning iPhone Development: Exploring the iPhone SDK ...

If so, Beginning iPhone 3 Development: Exploring the iPhone SDK is just the book for you. Updated and revised for iPhone SDK 3, many of the discussions in the original book have been clarified to make. Are you a programmer looking for a new challenge? Does the thought of building your very own iPhone app make your heart race and your pulse quicken?

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For the latest version of this book for Objective-C, see Beginning iPhone Development: Exploring the iOS SDK, ISBN 978-1-4842-0200-5. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone and iPod touch programming.

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