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IOS 8 Swift Programming Cookbook: Solutions & Examples For IOS Apps

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iOS 8 Swift Programming Cookbook

SOLUTIONS & EXAMPLES FOR IOS APPS

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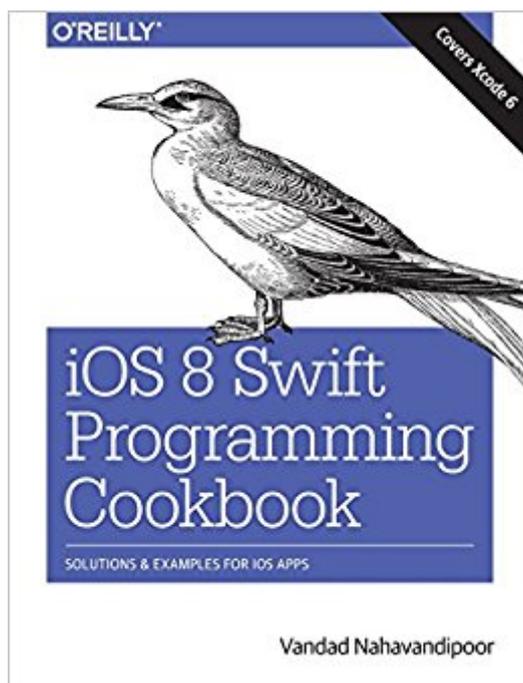
Synopsis

Entirely rewritten for Appleâ ™s Swift programming language, this updated cookbook helps you overcome the vexing issues youâ ™re likely to face when creating apps for iOS devices.Youâ ™ll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away.Use CloudKit APIs to store information in the cloud with easeCreate custom keyboards and extensionsAccess usersâ ™ health-related information with HealthKitInteract with accessories inside the userâ ™s home with HomeKitCreate vibrant and lifelike user interfaces with UIKit DynamicsUse the Keychain to protect your appâ ™s dataDevelop location-aware and multitasking-aware appsWork with iOS 8â ™s audio and video APIsUse Event Kit UI to manage calendars, dates, and eventsTake advantage of the accelerometer and the gyroscopeGet working examples for implementing gesture recognizersRetrieve and manipulate contacts and groups from the Address BookDetermine a cameraâ ™s availability and access the Photo Library

Book Information

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Customer Reviews

I was writing an extremely disappointed review for "iOS Swift Game Development Cookbook: Simple Solutions for Game Development Problems", and in that review I mentioned that in most areas this book is far superior, so I thought that I'd better jump over here and give this book

5-stars.The book doesn't cover 3D in any usable detail for game development, but in every other area it is great!

This is an excellent book. I've purchased many technical books over the years and I like the style of this one. It's the right amount of explanation followed by clear examples that you can easily adapt into your own projects. You end up understanding Apple's frameworks and Swift syntax at the same time and can advance your personal projects very quickly. I came from an Actionscript and Javascript background and found Swift itself very easy to learn -- but it's the combination of learning to use the frameworks WITH Swift where this book is so helpful. But perhaps more so for people with at least some development experience. And there is a ton of great content in here. I highly recommend this book!

i like this book a lot. i am new to swift -- i suppose we all are -- and most of the neat stuff on iOS. i like his code, first off. he's a real coder, and i like the organization. it's been invaluable ...

Helpful in jumpstarting projects in Swift. Each solution explains concepts enough to provide a basis to experiment further.

Seems like a great book to get you started with Swift. The developer/author seems to be active: updating the GitHub project that corresponds with the examples in the book.

needs to have a website for updates and fixes, hard to write code when there are errors and you don't know what it should be

I picked this book up after being a fan of O'Reilly's books for years.This is a good cookbook, but it is not a learning resource. Picking it up as a learning resource was perhaps a mistake on my part, but the blurbs indicate it was desigend for learning as well.The recipes are all solid and interesting, and most are useful. They are covered in a clear way, but you need to know Swift to understand what's going on in all but the most basic ones.A decent book.

Great book and I've used it several times already. Good formula of "this is a problem, and how we solved it".

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