# IOS 9 App Development Essentials: Learn To Develop IOS 9 Apps Using Xcode 7 And Swift 2

## Synopsis

iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK, Xcode 7 and the Swift 2 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 9 and programming in Swift is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, App Store hosted in-app purchase content, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Additional features of iOS development using Xcode 7 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The key new features of iOS 9 and Xcode 7 are also covered in detail, including new error handling in Swift 2, designing Stack View based user interfaces, multiple storyboard support, iPad multitasking, map flyover support, 3D Touch and Picture-in-Picture media playback. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 9. Assuming you are ready to download the iOS 9 SDK and Xcode 7, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

## Book Information

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## Customer Reviews

I had an earlier edition of this book targeting iOS 6 which I purchased when I first began developing for iOS. I had many years of development experience on desktop platforms but it was my earliest experience with mobile. As an old guy who doesn't retain knowledge quite as easily as I once did (don't laugh, you'll be there one day) I have often referred back to the text when I needed clarification.Now, as I'm transitioning to iOS 9 I was pleased to find the revised and updated edition covering SWIFT, at a bargain price no less. The text is well written covering the topic more broadly than any other I have seen. It is written such that arcane topics can be easily understood without having to reference other material and that makes it a good learning and reference tool for me. While it is perfectly useful for an Objective C programmer, I think it will prove helpful as I start coding in SWIFT.Writing is clear if at times a little wordy. Presentation in the Kindle version is excellent on the iPad. Code examples are perfect for me, as they illustrate the point concisely with a minimum of unnecessary nonsense, allowing you to get in and out of examples with relative ease. The book covers crucial topics like StoreKit in a no-nonsense fashion.Highly recommended for introductory learning as well as permanent reference. I do wish the Kindle contents were more approachable. With over 100 chapters, each having numerous sub chapters, each included in the contents, it can take some time to find what you're looking for; this makes scanning the contents a little tedious. A minor complaint for an excellent book.

I really like this book. I've been programming in various languages on various machines for 40 years, and have read probably 100+ programming books over the years. This book stands up with the best of them. As could be expected with programming books that show code examples, the size of your screen matters. I used the Kindle reader on my computer, so it was no problem. And an ipad is not too bad, just for reading. But I'd say it would be hard to enjoy the book on a small screen Kindle.I wish the authors had done a better job on size classes with their coffee cup app, and also wish they had put in a discussion on how to properly size empty stack views in auto layout. I chose to spend a few days on those topics, as a student exercise, to get the app to work right on all size classes.I would easily recommend this book to anyone who is learning ios9 and swift and xcode.

Whenever a new version of iOS comes out, this is the series I always come back to. The examples are super simple so that you can clearly see the API's in action without having to extrapolate them

from superfluous logic. I also really like that the author filters out the new API's which makes picking up new functionality super simple. This book is a tremendous asset to anyone looking to easily pick up or expand upon their iOS knowledge.

I'm a developer of 15 years and have taken the plunge to learn Swift/iOS development. In general, when I learn new technologies, I buy all the books on the subject, so I've done that with iOS. This is the best book on iOS Development I've seen, and I've pretty much own them all. The author takes a different approach than the rest, and I was able to follow along extremely well. I also love that the author updates his version and has a companion book for WatchKit which I plan to get next. I would highly recommend this book for anyone making the switch to iOS.

I came to this book having some Cocoa programming experience in the past, but not much. At first, the book seemed to be working well for me. The author was using the useful mechanism of explaining when a concept or some bit of code should be glossed over for the moment, as it would be explained in more detail later. I very much appreciate when authors do that.Unfortunately, around chapter 28, it seemed a new author had taken over writing the book. The author stopped explaining anything and the book basically became type-this-in, type-this-in, etc., etc and instruction seemed to stop. By chapter 33, section 5 I decided to stop and look for a new book when this bit of code was presented for entry with no explanation: if let split = splitViewController { let controllers = split.viewControllers self.detailViewController = (controllers[controllers.count-1] as! UINavigationController).topViewController as? DetailViewController }If I was at a level where I did not need this code explained to me a third of the way into this book, then I wouldn't need this book. At this point, I was feeling that Swift was actually more complicated than Objective-C and that's a bad sign. YMMV.

Great learning guide! This book has helped me to understand code, layout and Apple's most popular frameworks. Neil provides a great workflow which takes you from novice to (proficient or expert) with study of each chapter you are taught. I purchased Neil's earlier book on this subject, "iOS App Development" and loved it! I highly recommend this book for readers who want to learn to program on Apple's products.

iOS 9 App Development Essentials: Learn to Develop iOS 9 Apps Using Xcode 7 and Swift 2 iOS 10 Programming Fundamentals with Swift: Swift, Xcode, and Cocoa Basics iOS Apps for

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