Core Data By Tutorials Ios 8 And Swift Edition

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Core Data in Swift - Marcus S. Zarra 2016-06-13

Core Data is intricate, powerful, and necessary. Discover the powerful

capabilities integrated into Core Data, and how to use Core Data in your iOS and OS X projects. All examples are current for OS X El Capitan, iOS 9, and the latest release of Core Data. All the code is written in Swift, including numerous examples of how best to integrate Core Data with Apple's newest programming language. Core Data expert Marcus Zarra walks you through a fully developed application based around the Core Data APIs. You'll build on this application throughout the book, learning key Core Data elements such as NSPredicate, NSFetchRequest, thread management, and memory management. Start with the basics of Core Data and learn how to use it to develop your application. Then delve deep into the API details. Explore how to get Core Data integrated into your application properly, and work with this flexible API to create convenience methods to improve your application's maintainability. Reduce your migration difficulties, integrate your Core Data app with iCloud and Watch Kit, and use Core Data in a queue-based environment. By the end of the book, you'll have built a full-featured application, gained a complete understanding of Core Data, and learned how to integrate your application into the iPhone/iPad platform. This book is based on Core Data in Objective-C, Third Edition. It focuses on Swift and adds an additional chapter on how to integrate Core Data with an efficient network implementation, with best practices on how to load and pre-load data into your Swift application.

What You Need: Mac OS X El Capitan and iOS 9 and a basic working knowledge of Swift

Learning Core Data for iOS with Swift - Tim Roadley 2015-12-07

Get Started Fast with Core Data App Development Using iOS 9, Swift, and Xcode 7 Core Data is a remarkably mature, stable, and fast platform for data access, and Swift is a world-class language for applying it. Now, there's a complete guide to using Core Data and Swift together in production apps. Tim Roadley shows you how to gain the benefits of a relational database without writing SQL queries, so you can get more done faster, with less coding. This book fully reflects Apple's latest iOS 9 platform innovations and teaches Core Data entirely with Swift examples. It guides you step-by-step through creating a modern data-driven iOS app that fully integrates iCloud via CloudKit for public data sharing. Roadley introduces up-to-date patterns and best practices designed to overcome the frustrations of Core Data development. Each chapter builds on the last, introducing new topics in the order you'll implement them and extending your skills simply and intuitively. Each chapter offers downloadable project code, along with exercises to help you explore even further, either as a self-learner or a student in an iOS development course. Roadley even shows how to build helper classes that simplify reuse of his example code. If you're an experienced iOS developer, here are all the Swift skills and resources you need to integrate data into any app—quickly, easily, and

painlessly. Coverage includes Understanding what Core Data is and what it can (and can't) do Configuring basic managed object models, and choosing data types Expanding data models without introducing errors Using relationships and entity inheritance to unlock more power Delivering memory-efficient, high performance table views Enabling users to easily modify managed object attributes Generating persistent stores of preloaded default data Using Deep Copy to copy objects and relationships between persistent stores Optimizing performance by eliminating bottlenecks and offloading intensive tasks to the background Implementing efficient search Integrating diverse iCloud accounts and preferences Mastering advanced iCloud integration, including entity-level seeding and unique object de-dupe Leveraging public CloudKit databases to sync data across users with different iCloud accounts About the Website All code samples are available for download at timroadley.com. informit.com/learningseries timroadley.com

Learning Core Data for IOS and OS X - Jesse Feiler 2016

"In this Learning Core Data for iOS and OS X training course, expert author Jesse Feiler teaches you how to effectively develop Core Data apps for Cocoa and Cocoa Touch using Swift and OS X. This course is designed for users that are familiar with Xcode and have experience with the Cocoa or Cocoa Touch framework. You will start by learning how to build an app with

Core Data from a template, then jump into exploring the Core Data stack. From there, Jesse will teach you how to build a simple data model, build a model with relationships, and create a relationship with the table. This video tutorial also covers using the simple model and relationship in the template, exploring attributes, using iCloud and external stores, and changing the storyboard and view controller. You will also learn how to create a subclass for your entity, how to use key-value data, how to use fetch requests, and how to use transformations. Finally, you will learn how to prepare for and use lightweight migration. Once you have completed this computer based training course, you will have learned how to develop your own apps for Cocoa and Cocoa Touch with Xcode."--Resource description page.

Pro Core Data for iOS, Second Edition - Robert Warner 2011-12-06

Fully updated for Xcode 4.2, Pro Core Data for iOS explains how to use the Core Data framework for iOS SDK 5 using Xcode 4.2. The book explains both how and why to use Core Data, from simple to advanced techniques. Covering common and advanced persistence patterns, this book prepares any iOS developer to store and retrieve data accurately and efficiently. This book starts by giving you a solid grounding in Core Data, providing a foundation for the rest of the book. With this knowledge, you'll have all you need to master Core Data and power your data-driven applications. You'll see how to work with SQLite and how to create an efficient data model to

represent your data. Once you've established your data model, you'll learn how to work with data objects and refine result sets to get the most out of the stored data. The advanced portions of the book begin by showing you how to tune your apps' performance and memory usage, to give you a truly professional edge. You'll see how to version and migrate your data as well, to ensure your data stays organized and efficient. Finally, the book covers managing table views with NSFetchedResultsController.

Core Data - Florian Kugler 2015-12-08

Core Data best practices by example: from simple persistency to multithreading and syncing This book strives to give you clear guidelines for how to get the most out of Core Data while avoiding the pitfalls of this flexible and powerful framework. We start with a simple example app and extend it step by step as we talk about relationships, advanced data types, concurrency, syncing, and many other topics. Later on, we go well beyond what's needed for the basic example app. We'll discuss in depth how Core Data works behind the scenes, how to get great performance, the trade-offs between different Core Data setups, and how to debug and profile your Core Data code. All code samples in this book are written in Swift. We show how you can leverage Swift's language features to write elegant and safe Core Data code. We expect that you're already familiar with Swift and iOS, but both newcomers and experienced Core Data developers will find a trove of applicable information and useful

patterns.

Core Data in Swift - Marcus Zarra S. 2016

iOS 8 for Programmers - Paul Deitel 2014-12-15

The professional programmer’s Deitel® guide to iPhone® and iPad® app development using iOS® 8, SwiftTM, Xcode® 6, and Cocoa Touch® This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel “app-driven approach”– a variant of Deitel’s live-code approach–concepts are presented in the context of complete working iOS apps, rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book’s source code is available at: www.deitel.com/books/iOS8FP1. ¿ You’ll quickly learn everything you need to start building iOS 8 apps–beginning with a test-drive of the Tip Calculator app in Chapter 1, then building your first apps in Chapter 2 with visual programming and in Chapter 3 with Swift. By the time you reach Chapter 9, you’ll be ready to create your own apps for submission to the App Store. We’ll overview the submission process, including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet public relations and more. ¿

Core Data - Florian Kugler 2016-12-18

Core Data best practices by example: from simple persistency to

multithreading and syncing This book strives to give you clear guidelines for how to get the most out of Core Data while avoiding the pitfalls of this flexible and powerful framework. We start with a simple example app and extend it step by step as we talk about relationships, advanced data types, concurrency, syncing, and many other topics. Later on, we go well beyond what's needed for the basic example app. We'll discuss in depth how Core Data works behind the scenes, how to get great performance, the trade-offs between different Core Data setups, and how to debug and profile your Core Data code. All code samples in this book are written in Swift. We show how you can leverage Swift's language features to write elegant and safe Core Data code. We expect that you're already familiar with Swift and iOS, but both newcomers and experienced Core Data developers will find a trove of applicable information and useful patterns.

Core Data in iOS 11 - JD Gauchat 2018-01-02

Learn how to use Core Data to create an manage a database for your iOS applications. After reading this guide, you will know how to create a database, how to store, search, and retrieve information, and how to migrate data from an old database to a new one. Table of Contents CORE DATA Object Graph Data Model Core Data Stack Managed Object Managing Objects Counting Objects Predicates Sort Descriptors Delete Objects Fetched Results Controller Sections Search Migration QUICK REFERENCE NSPersistentContainer

NSManagedObjectContext NSManagedObject NSFetchRequest NSPredicate NSSortDescriptor NSFetchedResultsController NSFetchedResultsControllerDelegate NSFetchedResultsSectionInfo This guide assumes that you have a basic knowledge of app development, Xcode, and the Swift language. You should also know how to create and display Table Views. If you don't know how to program in Swift, how to work with Table Views, or how to create an application with Xcode, download our guides Introduction to Swift, Table Views and Collection Views, and Interface Builder. For a complete course on app development for iOS, read our book iOS Apps for Masterminds. This guide is a collection of excerpts from the book iOS Apps for Masterminds. The information included in this guide will help you understand a particular aspect of app development in iOS, but it will not teach you everything you need to know to develop an app for Apple devices. If you need a complete course on app development for iOS, read our book iOS Apps for Masterminds. For more information, visit our website at www.formasterminds.com.

Core Data by Tutorials Second Edition - Raywenderlich Com Team 2016-04-12 Updated for Xcode 7.3 and Swift 2.2 Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration,

performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Synchronize with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various

Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

Real-World IOS by Tutorials (First Edition) - raywenderlich Tutorial Team 2022-04-19

Learn how to create real-world iOS appsWorking on app development can be hard, there's a lot of documentation out there, but developers struggle to find a clear template when deciding things like app architecture, how to persist data and how to create robust and scalable code.That's where Real-World iOS by Tutorials comes to the rescue! This book will guide you from an idea for an app to creating code that can scale and explain the decision are taken, step by step.Who This Book is ForThis book is for developers with some experience with iOS development, but that need some guidance on how to create robust and scalable apps.Topics Covered in Real-World iOS by TutorialsApp architecture: Discover how to organize your code using MVVM and feature grouping.Building features: Learn how to structure your code to work on features that can be testable.Create code that scale: Understand the principles to create

code that's robust using S.O.L.I.D. principles.Async/await: Learn how the new concurrency model can help you write well-structured asynchronous code.Accessibility and good-looking apps: Discover how you can create apps that look and feel good for all audiences.Modularization: Learn how to create modular code that can be reused.Privacy: Understand why privacy is important and the tools Apple provides so you can develop apps that respect users' data.One thing you can count on: after reading this book, you'll be prepared to create your own professional iOS apps.

IOS 8 by Tutorials - Soheil Azarpour 2015-05-06

Updated for Swift 1.2 Learn the New iOS 8 APIs! At WWDC, Tim Cook declared iOS 8 the most significant change for iOS developers since the introduction of the original iPhone OS SDK. Not only does iOS 8 introduce an entirely new programming language-Swift-but it also introduces a huge set of APIs to learn and master! This is where iOS 8 by Tutorials comes to the rescue! In this book, you will learn the new iOS 8 APIs the quick and easy way - by following fun and easy-to-read tutorials. iOS 8 by Tutorials covers the following topics: Adaptive Layout: Learn how to make your user interfaces adapt to different devices and screen sizes. Extensions: Learn how to share your app's functionality with the OS itself! CloudKit: Learn how to store your app's data on the cloud. Scene Kit: Learn how to add 3D visualizations into your own apps! Photos: Learn about the new framework

that makes working with Photos much easier. Live Rendering: Write custom controls that you can configure in Interface Buider! Handoff: Learn how to continue a task on a different device with the new Handoff API. WebKit: Learn about Apple's new and improved framework for working with the web. Visual Effects: Learn how to blur your app's UI and use vibrant text. Xcode 6: Learn about the new features in Xcode 6 and iTunes Connect. One thing you can count on - after reading this book you'll be prepared to take advantage of all the new improvements iOS 8 has to offer! The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

Core Data by Tutorials Third Edition - Raywenderlich Com Team 2016-12-26

Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development

but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Synchronize with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards

of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

IOS 10 Swift Programming Cookbook - Vandad Nahavandipoor 2016-12-05

Ready to build truly stunning apps for iPhone, iPad, and Apple Watch? This cookbook—written exclusively in Swift 3—provides more than 120 proven solutions for tackling the latest features in iOS 10 and watchOS 3. With these code-rich recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking functionality, the UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and services through Siri Write your own iMessage extensions that allow added interactivity Work with features in Swift 3, Xcode 8, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Spotlight APIs to make your app content searchable Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up

your UI with gravity and turbulence fields

Core Data for iOS - Tim Isted 2011-05-24

Today, virtually every non-trivial iPhone and iPad app must manage data—quickly, smoothly, reliably, and with minimal impact on the CPU to conserve battery life. Core Data, Apple's ready-made data persistence layer, can help you achieve all these goals. In Core Data for iOS, two leading iOS developers teach you the entire Core Data framework from the ground up. Writing for intermediate-to-advanced iOS developers, Tim Isted and Tom Harrington thoroughly explain how Core Data is used on iOS devices, introduce each of its primary classes, and show how they interact to provide amazing functionality with minimal configuration. You'll learn how to store, fetch, and validate data; provide it efficiently to views; and much more. Isted and Harrington first give you a firm grounding in the technology, and then present real-world examples. They present multiple sample projects, as well as a start-to-finish, chapter-length case study. Coverage includes • Understanding Core Data's features, classes, and interactions • Using Core Data in MVC-based iOS app development • Mapping relational data to object models, and building them with Xcode 4's Data Modeler • Working with managed objects and using UITableView to display them • Creating predicates to match numbers, data, and objects • Maintaining compatibility across versions of an app's data model • Tracking managed object contexts across view

controllers • Using Core Data's automatic Undo functionality • Integrating abstract entities, entity inheritance, and multiple view controllers into a complete app • Optimizing for iOS devices' tight memory limits • Diagnosing and fixing common Core Data problems Introducing Addison-Wesley's new Core Frameworks Series, written for experienced iOS developers by world-class Mac and iOS developers, these are the first comprehensive, code-rich reference guides to Apple's Core Frameworks.

Learning Core Data for IOS with Swift - Tim Roadley 2016

IOS Apps for Masterminds, 2nd Edition - J. Gauchat 2016-09-05

Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 3, Xcode 8, iOS 10 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single

framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 3 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photos Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 10, Xcode 8 and Swift 3 App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps.

Pro iOS Persistence - Michael Privat 2014-12-05

Pro iOS Persistence explains how to build apps in Objective-C and Swift that persist and use data most effectively including the popular Core Data framework. Covering common and advanced persistence patterns, this book prepares any iOS developer to store and retrieve data accurately and efficiently. This book starts by

giving you a solid grounding in Core Data, providing a foundation for the rest of the book. With this knowledge, you'll have all you need to master Core Data and power your data-driven applications. You'll see how to work with SQLite and how to create an efficient data model to represent your data. Once you've established your data model, you'll learn how to work with data objects and refine result sets to get the most out of the stored data. The advanced portions of the book begin by showing you how to tune your apps' performance and memory usage, to give you a truly professional edge. You'll see how to version and migrate your data as well, to ensure your data stays organized and efficient. Finally, the book covers managing table views with NSFetchedResultsController.

IOS 8 by Tutorials - Soheil Azarpour 2014

Learn the New iOS 8 APIs! At WWDC, Tim Cook declared iOS 8 the most significant change for iOS developers since the introduction of the original iPhone OS SDK. Not only does iOS 8 introduce an entirely new programming language-Swift-but it also introduces a huge set of APIs to learn and master! This is where iOS 8 by Tutorials comes to the rescue! In this book, you will learn the new iOS 8 APIs the quick and easy way - by following fun and easy-to-read tutorials. iOS 8 by Tutorials covers the following topics: Adaptive Layout: Learn how to make your user interfaces adapt to different devices and screen sizes. Extensions: Learn how to share your app's functionality

with the OS itself! CloudKit: Learn how to store your app's data on the cloud. Scene Kit: Learn how to add 3D visualizations into your own apps! Photos: Learn about the new framework that makes working with Photos much easier. Live Rendering: Write custom controls that you can configure in Interface Buider! Handoff: Learn how to continue a task on a different device with the new Handoff API. WebKit: Learn about Apple's new and improved framework for working with the web. Visual Effects: Learn how to blur your app's UI and use vibrant text. Xcode 6: Learn about the new features in Xcode 6 and iTunes Connect. One thing you can count on - after reading this book you'll be prepared to take advantage of all the new improvements iOS 8 has to offer! The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

Learning Core Data for iOS - Tim Roadley 2013-11-01

Get Started Fast with iOS 7 Core Data App Development Covers iOS 7 and Xcode 5 This is the first Core Data book to fully reflect Apple’s latest platform innovations, including its dramatic recent improvements to iCloud support. Hands-on from start to finish, it teaches you step-by-step as you create a modern data-driven iOS app using Storyboards, ARC, iOS 7, and Xcode 5. Tim Roadley

introduces new patterns and best practices designed to overcome the frustrations of Core Data development. One step at a time, you'll build and extend your skills--even mastering advanced techniques such as complex model migration, deep copy, background processing, and integration with Dropbox, StackMob, and iCloud. Downloadable versions of this book's main project are provided with each chapter, so you can see exactly what your app project should look like--and get cookbook-style code for your own projects. Chapter exercises help you explore even further, whether you're a self-learner or a student in an iOS development course. If you're an experienced iOS developer, this guide brings together all the skills, tools, code, and patterns you need to add powerful data management capabilities to any app--quickly, easily, and painlessly. Coverage includes the following: Understanding Core Data Adding Core Data to an existing project Designing, upgrading, and migrating data models (automatically and manually with progress indication) Populating views with data, including table-views and picker-views Preloading a "default data" persistent store from XML Deep-copying from one persistent store to another Performance tuning with Instruments, using large photos as the example Background processing, using thumbnail generation as the example Efficient search Seamlessly backing up and restoring with Dropbox Stable integration with iCloud--with full support for multiple accounts, seeding, and de-duplication Web

service integration with StackMob

Mastering Core Data with Swift: Updated for Xcode 9 and Swift 4 - Bart Bart Jacobs 2017-10-06

The first time I came into contact with Core Data was more than ten years ago. I was immediately overwhelmed by the terminology, the complex setup, and the many rules I had to stick to.Does this sound familiar? I wondered if it was worth the hassle? And why did experienced developers swear by Core Data? How was I going to master Core Data and integrate it into an application without running into mysterious crashes?The solution was surprisingly simple. Whenever I teach developers Core Data, I emphasize how important it is to focus on the fundamentals first. The vast majority of issues developers run into are caused by a lack of knowledge about the ins and outs of the framework. Core Data isn't difficult if you understand how the framework works.Over the years, I've taught thousands of developers how to use Core Data. This has taught me what the common pitfalls are developers run into. In Mastering Core Data With Swift, I show you the pitfalls you need to avoid.The book follows a proven roadmap that starts with the fundamentals of the framework. We cover some theory, but, more importantly, you immediately apply what you learn to build a production application. Practice makes perfect. Right? This very much applies to any programming subject.In Mastering Core Data With Swift, you learn everything you need to know to integrate Core Data in a new or an existing Swift project. We focus on

the key players of the framework and build an application that takes advantage of the core features of the framework.We use the latest and greatest to build an application. Xcode 9 has many improvements that make working with Core Data fantastic. And the intuitive syntax of Swift adds the cherry on the cake. It has never been easier to get started with Core Data.

Core Data by Tutorials (Sixth Edition): Persisting IOS App Data with Core Data in Swift - Aaron Douglas 2019-11-25

Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter

Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Synchronize with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

The IOS Apprentice (Fourth Edition) - Matthijs Hollemans 2015-09-16

Completely up to date for iOS 9, Xcode 7, and Swift 2.0. Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Swift, or to

programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4:

StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

iOS 15 Application Development for Beginners - Arpit Kulsreshtha 2021-12-31

Learn iOS App development with advanced Apple technology and developer-centric tools. KEY FEATURES ● Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ● Covers app architecture, design patterns, and mobile hardware use in app development. ● Numerous examples covering database, GPS, image recognition, and ML. DESCRIPTION This book is a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI

and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ● Develop practical skills in Swift programming, Xcode, and SwiftUI. ● Learn to work around the database, file handling, and networking while building apps. ● Utilize the capabilities of mobile hardware to include sound, images, and videos. ● Bring machine learning capabilities using the Core ML framework. ● Integrate features such as App Gestures and Core Location into iOS applications. ● Utilize mobile design patterns and maintain a clean coding style. WHO THIS BOOK IS FOR This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required. TABLE OF CONTENTS 1. Getting Started with Xcode 2.

Swift Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store

Learn iOS Application Development - Rudra 2021-07-19

Explore the complex app development concepts for iOS application programming with fun and ease. KEY FEATURES ● In-depth knowledge with practical examples on how to develop professional iOS apps. ● Includes coverage on the entire iOS application development, right from designing the UI to application deployment. ● Get to know more about machine learning and augmented reality, and their impact on iOS apps. DESCRIPTION Grab this book if you want to make Apps for Apple's iOS devices and that too efficiently like a skilled developer. This book covers the complete development of iOS applications, right from concepts of designing an application to adding machine learning capabilities in the applications. You will learn and practice the App development environment with Xcode and Swift programming. Concepts like different types of views and UI components, data manipulations, animations, different iOS screen views, and integrating web services are covered

in detail with examples. You will also learn the popular machine learning technology and fascinating features like Augmented Reality to be put into use in your app. You will learn to run automated application testing, use SwiftUI, and deploy applications on the network. WHAT YOU WILL LEARN ● Build strong familiarity with the entire application development environment. ● Revive essential coding concepts and methods of Swift and Xcode. ● Simplify integration of iOS apps with web services, including JSON and XML decoding. ● Learn to work with iOS ARKit and add the experience of augmented reality to applications. ● Work with popular SwiftUI, XCTest, and a growing machine learning library, CoreML. WHO THIS BOOK IS FOR This book caters to mobile developers, application developers, and students who want to build sound proficiency in the entire process of iOS Application development. Knowing basic programming concepts would be good, although not mandatory. TABLE OF CONTENTS 1. iOS App Development Environment 2. Swift Programming Language 3. User Interface and Data Handling 4. Different Views in iOS Devices 5. Image and Animation 6. Multi-View Application and Navigation 7. Data Persistence for iOS Devices 8. Integration with Web Services 9. Augmented Reality 10. Machine Learning 11. App Testing and Deployment 12. SwiftUI

Core Data in iOS 12 - J.D Gauchat 2018-08-18

Learn how to use Core Data to create an manage a database for your iOS applications. After reading this

guide, you will know how to create a database, how to store, search, and retrieve information, and how to migrate data from an old database to a new one. Table of Contents CORE DATA Custom Object Graph Data Model Core Data Stack Managed Object Managing Objects Images Counting Objects Predicates Sort Descriptors Delete Objects Fetched Results Controller Sections Search Migration This guide assumes that you have a basic knowledge of app development, Xcode, and the Swift language. You should also know how to create and display Table Views. For a complete course on app development for iOS, read our book iOS Apps for Masterminds. This guide is a collection of excerpts from the book iOS Apps for Masterminds. The information included in this guide will help you understand a particular aspect of app development in iOS, but it will not teach you everything you need to know to develop an app for Apple devices. If you need a complete course on app development for iOS, read our book iOS Apps for Masterminds. For more information, visit our website at www.formasterminds.com.

SwiftUI Essentials - iOS 16 Edition - Neil Smyth 2022-09-12

This book aims to teach the skills necessary to build iOS 16 applications using SwiftUI, Xcode 14, and the Swift 5.7 programming language. Beginning with the basics, this book outlines the steps to set up an iOS development environment, together with an introduction to using Swift Playgrounds to learn and experiment with Swift. The book also

includes in-depth chapters introducing the Swift 5.7 programming language, including data types, control flow, functions, object-oriented programming, property wrappers, structured concurrency, and error handling. A guided tour of Xcode in SwiftUI development mode follows an introduction to the key concepts of SwiftUI and project architecture. The book also covers creating custom SwiftUI views and explains how these views are combined to create user interface layouts, including stacks, frames, and forms. Other topics covered include data handling using state properties and observable, state, and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also covers graphics and chart drawing, user interface animation, view transitions and gesture handling, WidgetKit, document-based apps, Core Data, CloudKit, and SiriKit integration. Chapters also explain how to integrate SwiftUI views into existing UIKit-based projects and integrate UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this book, therefore, is to teach you the skills to build your own apps for iOS 16 using SwiftUI. Assuming you are ready to download the iOS 16 SDK and Xcode

14 and have an Apple Mac system, you are ready to get started.

IOS 10 by Tutorials - Raywenderlich Com Team 2016-12-14

Learn the New iOS 10 APIs! iOS 10 introduces lots of great APIs and other changes, from exciting developments in Message Apps, to the long-awaited SiriKit, to improvements in Memory Debugging. There's also new Source Editor extensions, additional Measurement and Unit types, and Photography updates for taking and editing Live Photos. Reading and understanding all the official Apple documentation on these changes can be time-consuming - and confusing. This is where iOS 10 by Tutorials comes to the rescue! In this book, you'll learn the new iOS 10 APIs the quick and easy way: by following fun and easy-to-read tutorials. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn the new APIs introduced in iOS 10. Topics Covered in iOS 10 by Tutorials Swift 3: Learn about the new, cleaner, Swift 3 syntax, how The Grand Renaming affects your projects, and much more. Debugging Improvements: Dive into debugging with new tools to analyze memory issues as well as threading problems and race conditions. Source Editor Extensions: Extend the usefulness of Xcode's editor through custom extensions. Fun with Messaging: Create your own custom sticker packs and multiplayer games to use in Messages. Interact with Siri: Leverage SiriKit and the new Speech Recognition API to enable voice interactions in your apps. Core

Data Updates: Learn how Core Data improvements make your code just a little easier to write. Photography Updates: Discover how to take Live Photos right from your app and apply creative filters. Search Integration Use Location data, Spotlight search continuation and location-based suggestions in your apps. And much more, including cell prefetching, 3D Touch, and haptic feedback! One thing you can count on: after reading this book, you'll be prepared to take advantage of all the improvements iOS 10 has to offer!

SwiftUI Essentials - iOS 15 Edition - Neil Smyth 2022-04-21

The goal of this book is to teach the skills necessary to build iOS 15 applications using SwiftUI, Xcode 13 and the Swift 5.5 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.5 programming language including data types, control flow, functions, object-oriented programming, property wrappers, structured concurrency, and error handling. An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode. The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered

include data handling using state properties in addition to observable, state and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also includes chapters covering graphics drawing, user interface animation, view transitions and gesture handling, WidgetKit, document-based apps, Core Data, CloudKit, and SiriKit integration. Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit-based projects and explains the integration of UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 15 using SwiftUI. Assuming you are ready to download the iOS 15 SDK and Xcode 13 and have an Apple Mac system you are ready to get started.

UIKit Apprentice (Second Edition) - raywenderlich Tutorial Team 2021-09-22

Learn iPhone and iPad Programming via Tutorials!If you're new to iOS or Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming.That's why you need a book that:Shows you how to write an app step-by-step.Has tons of illustrations and screenshots to make everything clear.Is written in a fun

and easygoing manner!In this book, you will learn how to make your own iPhone and iPad apps, through four engaging, epic-length tutorials.These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps.By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store.Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, UIKit and Swift in an easygoing manner.Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real!Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit and much more!Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app, which supports both Dark and Light appearances, for iPhone and iPad that lets you search for products on the iTunes store using

HTTP requests and JSON.

Core Data by Tutorials - Aaron Douglas 2015-05-11

Updated for Swift 1.2. Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade

through different versions of your data model. with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

Core Data by Tutorials Second Edition - Aaron Douglas 2015-09-30

Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development

but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Synchronize with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards

of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

Core Data by Tutorials - Raywenderlich Com Team 2018-10-25

Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with the basics like setting up your own Core Data Stack all the way to advanced topics like migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with

table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code.

Core Data by Tutorials Fourth Edition - Aaron Douglas 2017-11-16

Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how

to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code.

Core Data in Objective-C, 3rd Edition - Marcus Zarra S. 2016

Core Data in Objective-C - Marcus S. Zarra 2016-06-13

Core Data is Apple's data storage framework: it's powerful, built-in, and can integrate with iCloud. Discover all of Core Data's powerful capabilities, learn fundamental principles including thread and memory management, and add Core Data

to both your iOS and OS X projects. All examples in this edition are based on Objective-C and are up-to-date for the latest versions of OS X El Capitan and iOS 9. Core Data expert Marcus Zarra walks you through a fully developed application based around the Core Data APIs. You'll build on this application throughout the book, learning key Core Data principles such as NSPredicate, NSFetchRequest, thread management, and memory management. Start with the basics of Core Data and learn how to use it to develop your application. Then delve deep into the API details. Explore how to get Core Data integrated into your application properly, and work with this flexible API to create convenience methods to improve your application's maintainability. Reduce your migration difficulties, integrate your Core Data app with iCloud and Watch Kit, and use Core Data in a queue-based environment. By the end of the book, you'll have built a full-featured application, gained a complete understanding of Core Data, and learned how to integrate your application into the iPhone/iPad platform. This third edition updates all examples for OS X El Capitan and iOS 9, and gets you up to speed on changes in multithreading and batch processing. There's a new chapter on efficiently importing data from a network location, and a new discussion of how best to pre-load data into your application. What You Need: Mac OS X El Capitan and iOS 9 and a basic working knowledge of Objective-C

iOS Apps for Masterminds, 2nd Edition

- J.D Gauchat 2016-03-10
Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 3, Xcode 8, iOS 10 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 3 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views

Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photo Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 10, Xcode 8 and Swift 3App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps.

Core Data - Florian Kugler 2017-11-13

Core Data best practices by example: from simple persistency to multithreading and syncing This book strives to give you clear guidelines for how to get the most out of Core Data while avoiding the pitfalls of this flexible and powerful framework. We start with a simple example app and extend it step by step as we talk about relationships, advanced data types, concurrency, syncing, and many other topics. Later on, we go well beyond what's needed for the basic example app. We'll discuss in depth how Core Data works behind the scenes, how to get great performance, the trade-offs between different Core Data setups, and how to debug and profile your Core Data code. All code samples in this book are written in Swift. We show how you can leverage Swift's language features to write elegant and safe Core Data code. We expect that you're already familiar with Swift and iOS, but both newcomers and experienced Core Data developers will find a trove of applicable information and useful

patterns.

IOS App Distribution & Best Practices (First Edition) - Pietro Rea 2021-04-21

Sharing Apple Apps With Your Team, Testers & the World You'll learn how to sign up for Apple Developer Program, generate the various certificates needed, configure your app and submit an app to the App Store for approval, both manually and through automated processes through automated pipelines. You'll learn how to use Apple TestFlight to add internal and external testers and receive feedback and crash reports. iOS App Distribution starts with explaining hurdles everyone faces, such as code signing, provisioning profiles, and how to do manual releases. It'll then go into more advanced topics, including distribution through TestFlight, build customization, automation, and continuous integration. Who This Book Is For This book is for beginner to experienced developers who want to know the best and most common workflow to release an app to the App store, as well as limiting frustration by troubleshooting and debugging common issues and problems associated with distributing apps. Topics Covered in iOS App Distribution & Best Practices App Store quick start: Your quickest way from no account to the App Store. Provisioning, code signing & entitlements: In-depth explanation of what they are, why you need them, and how they work. Distribution channels & TestFlight: Learn different ways of distributing your app, within an enterprise, with internal or external

testers. App Store Connect: Learn about the Apple review process, what are the guidelines, what can go wrong and how to dispute them. Build customizations: Learn the ins and outs of configuring Xcode and build configurations. Build automation: Automate builds, build servers, and learn about tools such as fastlane. Continuous integration: Build your own CI pipeline to code, build, test, release, and repeat! After reading this book, you'll take your app build process and distribution to the next level, automate most of its tedious processes, and have an easier time debugging obscure app submission problem

Core Data by Tutorials (Eighth Edition) - raywenderlich Tutorial Team 2020-11-20

Learn Core Data With Swift!Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials.Start with the basics like setting up your own Core Data Stack all the way to advanced topics like migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps.Who This Book Is For:This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps.Topics Covered in Core Data by Tutorials:Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch!NSManagedObject Subclasses: Learn how to create your own

subclasses of NSManagedObject - the base data storage class in Core Data.The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system.Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching.NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController!Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model.Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models.Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code.Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code.Core Data and CloudKit: Learn how to synchronize Core Data across all of a user's devices.