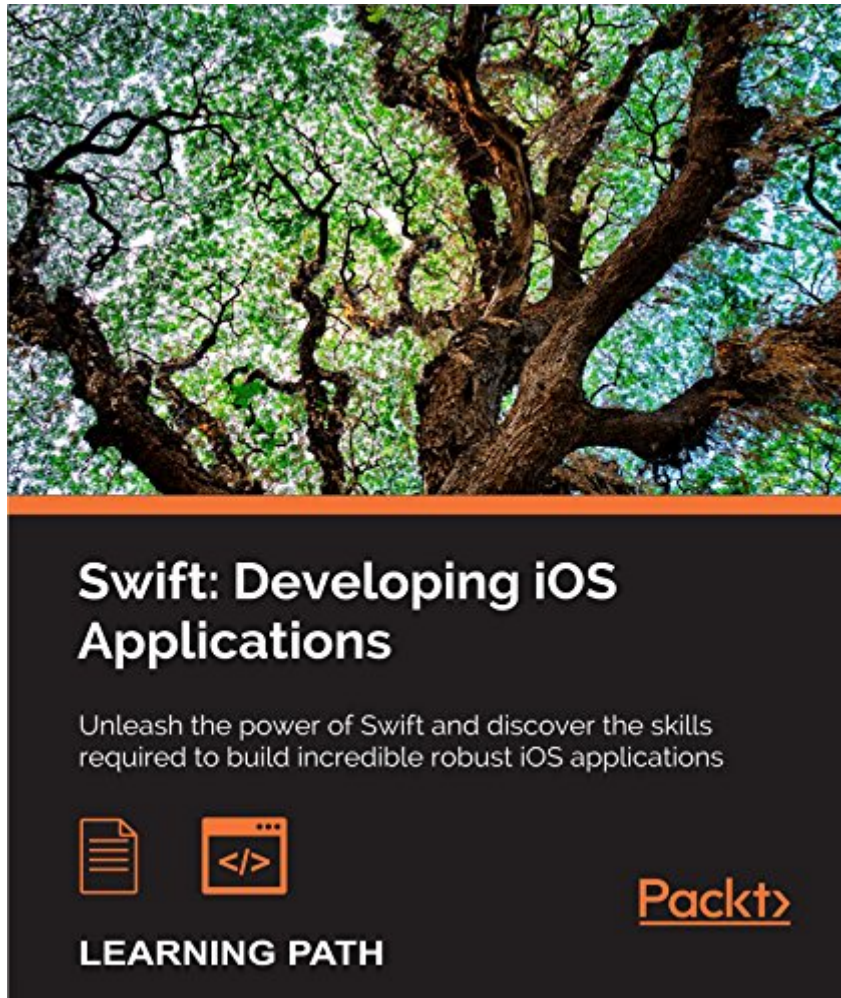# Swift: Developing IOS Applications

Synopsis

Unleash the power of Swift and discover the skills required to build incredible robust iOS applicationsAbout This BookWrite expressive, understandable, and maintainable Swift 2 code with this hands-on courseUnveil the complex underpinnings of Swift to turn your app ideas into realitySpecialize in developing real iOS apps, and 2D and 3D video games using Swift and CocoapodsDive deep into protocol extensions, learn new error handling model and use featured Swift design patterns to write more efficient codeWho This Book Is ForThis course would be for app developers who are new to developing for iOS or OSX and are trying to get grips with Swift for the first time.What You Will LearnFrom a solid understanding of the Swift 2 languageGet to know the practical aspects of how a computer program actually worksUnderstand the paradigms used by Apple's frameworks, so you are not intimidated by themCreate a server in Swift to deliver JSON data to an iOS appTake advantage of Cocoapods to use third-party librariesBuild games with SpriteKit and SceneKitDevelop an app running on the cloud to act as an API server for your client's appsDive into the core components of Swift 2 including operators, collections, control flow, and functionsCreate and use classes, structures, and enums including object-oriented topics such as inheritance, protocols, and extensionsDevelop a practical understanding of subscripts, optionals, and closuresMaster Objective-C interoperability with mix and matchAccess network resources using SwiftImplement various standard design patterns in the Swift languageIn DetailThe Swiftâ "â "Developing iOS Applications course will take you on a journey to become an efficient iOS and OS X developer, with the latest trending topic in town. Right from the basics to the advanced level topics, this course would cover everything in detail. We'll embark our journey by dividing the learning path into four modules. Each of these modules are a mini course in their own right; and as you complete each one, you'll gain key skills and be ready for the material in the next module.The first module is like a step-by-step guide to programming in Swift 2. Each topic is separated into compressible sections that are full of practical examples and easy-to-understand explanations. Each section builds on the previous topics, so you can develop a proficient and comprehensive understanding of app development in Swift 2. By the end of this module, you'll have a basic understanding of Swift 2 and its functionalities.The second module will be the an easy-to-follow guide filled with tutorials to show you how to build real-world apps. The difficulty and complexity level increases chapter by chapter. Each chapter is dedicated to build a new app, beginning from a basic and unstyled app through to a full 3D game. The last two chapters show you how to build a complete client-server e-commerce app right from scratch. You'll be able to build well-designed apps, effectively use AutoLayout, develop videogames, and build server apps.The third and the last

module of our course will take an example-based approach where each concept covered is supported by example code to not only give you a good understanding of the concept, but also to demonstrate how to properly implement it.Style and approachThis course includes all the resources that will help you jump into the app development .This course covers all the important aspects Swift application development and is divided into individual modules so that you develop your skill after the completion of a module and get ready for the next. Through this comprehensive course, you'll learn how to use Swift programming with hands-on examples from scratch to finish!

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