Learning Swift: Building Apps for OS X and iOS

By Paris Buttfield-Addison, Jon Manning, Tim Nugent

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Get hands-on experience with Apple's Swift programming language by building real working apps. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms.

In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apple's platforms, and how to submit working apps to the App Store.

Divided into four distinct parts, this book includes:

- **Swift 2 basics:** Learn Swift's features for object-oriented development, as well as various developer tools
- **OS X app development:** Set up your app, work with its documents, and build out its features
- **iOS app development:** Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app
- **Advanced app extensions:** Support Apple Watch and learn how to debug, monitor, and test all three of your Swift apps

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Editorial Review

About the Author

Paris Buttfield-Addison is a mobile app engineer, game designer, and researcher with a passion for making technology simpler and as engaging as possible. Paris recently submitted a PhD investigating how people use tablets for information management.

Jon Manning is a world renown iOS development trainer and writer, game designer and mobile software engineering wizard.He has co-authored two books on mobile development and enjoys re-implementing such things as OpenGL and the Objective-C runtime (in his spare time).Jon is also a researcher in Human-Computer Interaction working towards a PhD.

Tim Nugent pretends to be a mobile app developer, game designer, PhD student, and now he even pretends to be an author. When he isn't busy avoiding being found out as a fraud, he spends most of his time designing and creating little apps and games he won't let anyone see. Tim spent a disproportionately long time writing this tiny little bio, most of which was spent trying to stick a witty sci-fi reference in, before he simply gave up. Tim can be found as @The_McJones on Twitter.

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