

FREE [DOWNLOAD] PROGRAMMING IOS 10: DIVE DEEP INTO VIEWS, VIEW CONTROLLERS, AND FRAMEWORKS BY MATT NEUBURG PDF FULL EBOOK



Product Description

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks.

Stay up-to-date on iOS 10 innovations, such as property animators, force touch, speech recognition, and the User Notification framework, as well as Xcode 8 improvements for autolayout and asset catalogs. All example code (now rewritten in Swift 3) is available on GitHub for you to download, study, and run.

- Create, arrange, draw, layer, and animate views that respond to touch
- Use view controllers to manage multiple screens of interface
- Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls
- Dive into frameworks for sound, video, maps, and sensors
- Access user libraries: music, photos, contacts, and calendar
- Explore additional topics, including files, networking, and threads

Want to brush up on the basics? Pick up *iOS 10 Programming Fundamentals with Swift* (978-1-491-97007-2) to learn about Swift, Xcode, and Cocoa. Together with *Programming iOS 10*, you'll gain a solid, rigorous, and practical understanding of iOS 10 development.

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