

**Mobile Application Development (MAD2005MBB)**

**MAD400-75 iOS Development**

**Assignment 2 – 18% Marks**

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# **Swift**

Swift is a programming language that has a general objective and is built with a modern approach to security, performance and design, first released in 2014. The aim of the Swift project is to develop the best language available for applications from system programming, mobile apps, desktop applications and cloud services. More importantly, Swift is designed to make it easier for the developer to write and maintain correct programmes. Apple seems to have huge Swift goals. It optimised the performance compiler and the language for development, and in documentation from Swift it points to Swift being "designed for a whole operating system, from "hello, world." While Apple has not yet indicated all its language goals, Apple is now joining forces to launch Xcode 6, Playgrounds, and Swift, to make the development of the app easier and more accessible than any of the other developer's tools. To write a code in swift programming language is the safe, fast and expensive way, which are defined as follows:

**Safe:** The clearest way of writing code should also be safe. Undefined behaviour is the enemy of security, and developer errors should be encountered before software is produced. Security opting means that Swift sometimes feels strict, but we think clarity saves time in the long term.

**Fast:** Swift is meant as a substitute for C-based (C, C++, and Objective-C) languages. As such, for most tasks, Swift must be comparable to those performing languages. Performance also has to be predictable and consistent, not just quickly in short explosions requiring later cleanup. There are many new languages being quick is rare.

**Expensive:** With decades of computer science progress, Swift offers a syntax that is fun to use, and modern features are expected by developers. Swift never done, however. We will monitor progress in languages and adopt what works and constantly improve Swift.

There are several variables that are used in many programming languages. Variables are only memory locations reserved for storing values. This means that you reserve some space in memory when creating a variable. Information of various data types such as strings, characters, broad characters, integer, floating point, Boolean and others may be saved. The operating system assigns memory to decide what can be stored in reserved memory based on the data type of a variable.

## When declaring variables, the following types of basic data are most commonly used −

## **Int or UInt** − Useful for entire numbers. In particular, Int32, Int64 can be used to set signed integers of 32 or 64 bit, while UInt32 or UInt64 can define unsigned integer variables of 32 or 64 bit. 42 and -23, for instance.

## **Float** − This represent a 32-bit floating-point and smaller-decimal number. 3.14159, 0.1 and -273.158 for instance.

## **Double** – Used to represent a floating point number of 64-bit, this is used for very large floating point values. 3.14159, 0.1 and -273.158 for instance.

## **Boolean** – Th56is represents a true or false Boolean value.

# **Objective-C**

Objective-C is an object-oriented programming language for the general purpose which incorporates the Smalltalk style message into the C language of programming. This is Apple's main language of programming for the OS X and iOS and their respective APIs, Cocoa and Cocoa Touch. You will learn Objective-C programming language through this reference with a simple and practical approach. Objective-C supports object-oriented programming entirely, including four object-oriented development pillars that are

* Encapsulation
* Data Hiding
* Inheritance
* Polymorphism

Objective-C is used in iOS and Mac OS X, as mentioned earlier. It has a wide base of iOS users and Mac OS X users. And because Apple focuses first and foremost on quality and is wonderful for those who started to study Objective-C. Objective-C includes several features like:

* Dynamic Typing
* Optional Static Typing
* Message Sending
* Dynamic run-time
* Automatic Garbage Collection
* Classes are objects

# **TestFlight**

TestFlight is the online service that is currently owned and offered only to developers within the iOS Developer programme, to install and test mobile applications over-the-air.  Developers sign up with the service to distribute apps to beta-testers, internally or externally, who can then send developers feed-in on the app.   The TestFlight SDK also provides remote logs, crash reports and the test feedback for developers.

The testing of Android and iOS applications initially supported by TestFlight, but support for Android has been withdrawn since March 2014. The report is in progress. Applications for TestFlight using must be published by 2015.

# **Apple Inc.**

Apple Inc. is a US company for the development and sale of consumer electronics, computer and online services, with headquarters in the city of Cupertino, California, Germany which was invented by steve jobs. It is one of the five Big companies, along with Amazon, Google, Microsoft, and Facebook, in the US Information Technology industry. Hardware products include the iPhone, iPad Tablet, Mac personal computer, iPod mobile media player, smart watch from Apple Watch, digital media players from Apple TV, AirPod wireless earbuds, Air Pods Max and HomePod smart speaker lines. iOS, iPadOS, macOS, watchOS, a Software from Apple.

# **Steve Jobs**

Steve Jobs based on Steven Paul, who was an American corporate magnate, industrial designer, investor, or media proprietor, Steven Paul Jobs (Steve Jobs - Wikipedia, 2021). He was the Chairman and CEO of Apple Inc.'s, the President and Majority shareholder of Pixar, a member of the Board of Directors of Walt Disney Company following its purchase from Pixar, and was the founder, President and CEO of NeXT. Jobs, along with Apple's co-founder Steve Wozniak, is well known as a pioneer of the 1970's and 1980s personal computer revolution.

Steve Jobs is an all-inclusive background programming package. It automates all, so that only Jobs.register and Jobs.run start. It allows you to configure and override almost all of its functionality simultaneously. With the following commands people can edit their job:

* [Jobs.configure](https://github.com/msavin/SteveJobs/blob/master/DOCUMENTATION.md#jobsconfigure)- This is used for configuring the working of packages.
* [Jobs.register](https://github.com/msavin/SteveJobs/blob/master/DOCUMENTATION.md#jobsregister)- You can register a job at Jobs.register. Upon registration, a queue will begin to search and perform jobs as necessary.
* [Jobs.run](https://github.com/msavin/SteveJobs/blob/master/DOCUMENTATION.md#jobsrun)- People will be able to run their job with Jobs.run.
* [Jobs.find](https://github.com/msavin/SteveJobs/blob/master/DOCUMENTATION.md#jobsfind)- It allow the people to find a job by using Jobs.find.
* [Jobs.start](https://github.com/msavin/SteveJobs/blob/master/DOCUMENTATION.md#jobsstart)- It allow to start all the queues till autoset set as false.
* [Jobs.stop](https://github.com/msavin/SteveJobs/blob/master/DOCUMENTATION.md#jobsstop)- Jobs.stop all the queues.
* [Jobs.cancel](https://github.com/msavin/SteveJobs/blob/master/DOCUMENTATION.md#jobscancel)- For cancellation of a queue.
* [Jobs.clear](https://github.com/msavin/SteveJobs/blob/master/DOCUMENTATION.md#jobsclear)- It clear all the queues.
* [Jobs.remove](https://github.com/msavin/SteveJobs/blob/master/DOCUMENTATION.md#jobsremove)- For removing the job, Jobs.remove is used.

# **Bibliography**

1. En.wikipedia.org. 2021. *Steve Jobs - Wikipedia*. [online] Available at: <https://en.wikipedia.org/wiki/Steve\_Jobs> [Accessed 22 March 2021].