iOS Development Resources – 2018 Edition

1. https://www.raywenderlich.com

An excellent source for high quality iOS development tutorials and guides. Use the Swift guides.

2. http://nshipster.com

Information on a lot of different tools used to build apps, especially lesser-known ones. I don't usually go directly to the website, but when looking something up, if I see an NSHipster link, I always check it out

3. http://stackoverflow.com

This one is interesting. It's a website where people who have issues with their code go to ask other developers for help. Old questions and code samples (especially the ones in the answer) can help a LOT, and if you can't find anything about what you're looking for, you can post your own questions to ask for help. Always show the code you've already tried, and what code you're using for that specific function when asking a question though, and provide as much information as possible about your problem (how the app behaves, screenshots, debug logs, etc).

4. Twitter

If you don't know how to do something, you can always ask another iOS developer on Twitter to see if they can help! Lots of them will be willing to help.

5. https://developer.apple.com/ios/resources/

Information, straight from the source, on how to build a well-designed, properly-working iOS app. Also includes information like what apps Apple rejects from the App Store, etc.

6. https://developer.apple.com/reference/

Information, also directly from Apple, on a whole bunch of different parts of iOS and how to use them to your advantage in your apps. This resource is quite hard to use though, in my opinion. It's documentation on the different APIs in iOS, and not tutorials or guides. Some people like it a lot, I don't really at this point, though

I'm sure it's extremely useful once you figure out how to use it.

7. https://developer.apple.com/library/content/navigation/index.html#topic=Sample+Code&section=Resource+Types

Actual tutorials from Apple on how to do different things in iOS.

8. https://docs.swift.org/swift-book/LanguageGuide/TheBasics.html

Similar to the last three entries, this is a guide straight from Apple that teaches you just about everything you'll need to know about Swift, the language you'll be using to build apps. If you've never coded before, it'll teach you the very basics, and if you have, especially if you've built iOS apps before (using Objective-C), it will teach you about the specifics of Swift, and it can help you figure out how to apply your existing knowledge to Swift and iOS development

9. https://github.com

A website hosting a whole TON of open-source code, mostly free to use (always check the license before using someone's code, just to be sure). Hosts a ton of frameworks for iOS apps (sort of like a plugin for your app that you can use to handle certain functions, I guess). For example, the DDMathParser framework that handles more advanced math than the regular operators in Objective-C/ Swift, and allows you to convert regular text into math expressions. All of this, for free and without you needing to build it from scratch. Super useful.

10. http://uicolor.xyz/#/hex-to-ui

Kind of a silly one, but quite useful for beautifying your app. Lets you use a color picker or a hexadecimal color code to choose a color, then converts it into UIColor, a format your app can understand.

11. Google

A good search engine (and good searching skills) are pretty much a necessity when it comes to pretty much any kind of software development. Once you learn how to use search terms to your advantage and start being able to find anything you need very quickly, you're pretty much set.

I'll update this list later if I remember another useful one.