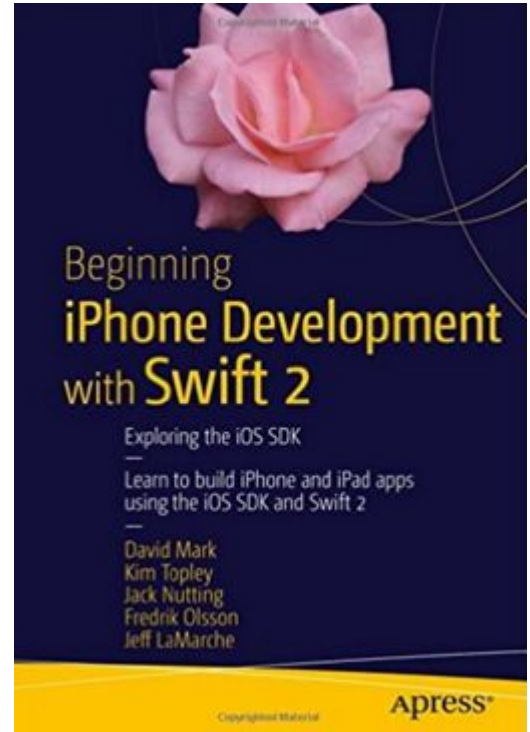# 7 Best iPhone Development Books

Learn iOS Programming

Beginning iPhone Development with Swift 2

This is the definitive guide to the Swift programming language and the iOS 9 SDK, and the source code has been updated to reflect Xcode 7 and Swift 2. There's up-to-date coverage of new Apple technologies as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 9-specific project templates, and designed to take advantage of the latest Xcode features.

Beginning
iPhone Development
with Swift 2

Exploring the iOS SDK
—
Learn to build iPhone and iPad apps
using the iOS SDK and Swift 2

David Mark
Kim Topley
Jack Nutting
Fredrik Olsson
Jeff LaMarche

Apress®

APP ESCAPE PLAN

Elaine Heney is the founder of www.thechocolatelabapps.com app developer blog and publisher of over 200 apps with 3+ million downloads. She created the renouned Chocolate Lab Online Learning App Courses, for beginners who want to learn how to make apps and get more downloads, and mentors Irish and international mobile games startups.
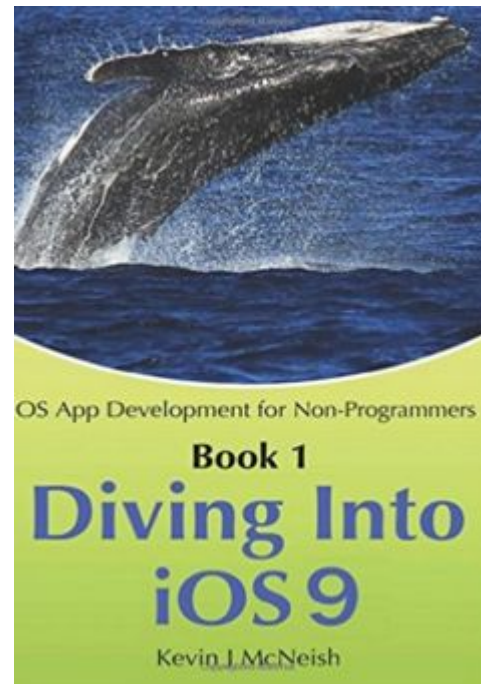
Beginner's Guide For App Programming

Learn the fundamentals of app programming, development, and designs~ Do you want to learn how to program your own app? Are you read to create something that could potentially change the world? Download Apps: Beginner's Guide For App Programming, App Development, App Design and learn the basic foundations of App programming so you can start programming your own app starting from tomorrow!

Idea to iPhone

Learn to build apps from scratch without any programming experience! Do you have a great idea for an app but have no idea where to begin? Then this is the book for you. Even if you have no programming experience, this easy-to-follow, step-by-step guide teaches you exactly what you need to know to bring your app idea to life without a lot of cash or coding. Packed with tips and tricks to get you started, this book shows you - start to finish - how to take your idea and turn it into a fully working, functional app.

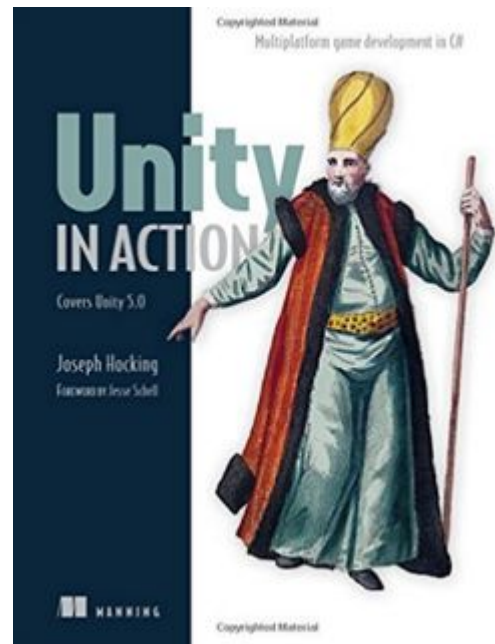# Diving In - iOS App Development for Non-Programmers Series

Winner of the Publishing Innovation Award!
"Dedicated to Steve Jobs, this self published book highlights much of what Jobs himself strove for - clear, crisp design, intuitive interface and user experience coupled with high quality, clear content." - Digital Book World

OS App Development for Non-Programmers

Book 1

Diving Into iOS 9

Kevin J McNeish

Unity in Action: Multiplatform Game Development in C# with Unity 5

Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Based on Unity version 5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

iOS 9 Application Development

In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success!

Thanks

Here are more books recommendations for <u>beginner programmers</u>.

Helping resources for iOS programmers

- <u>Stackoverflow iOS Section</u>
- <u>Apple Developer Forum</u>
- <u>iMore Forum</u>