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# Creating a Sidebar Menu Using SWRevealViewController in Swift

february 26, 2015 by [simon ng](#) 97 comments

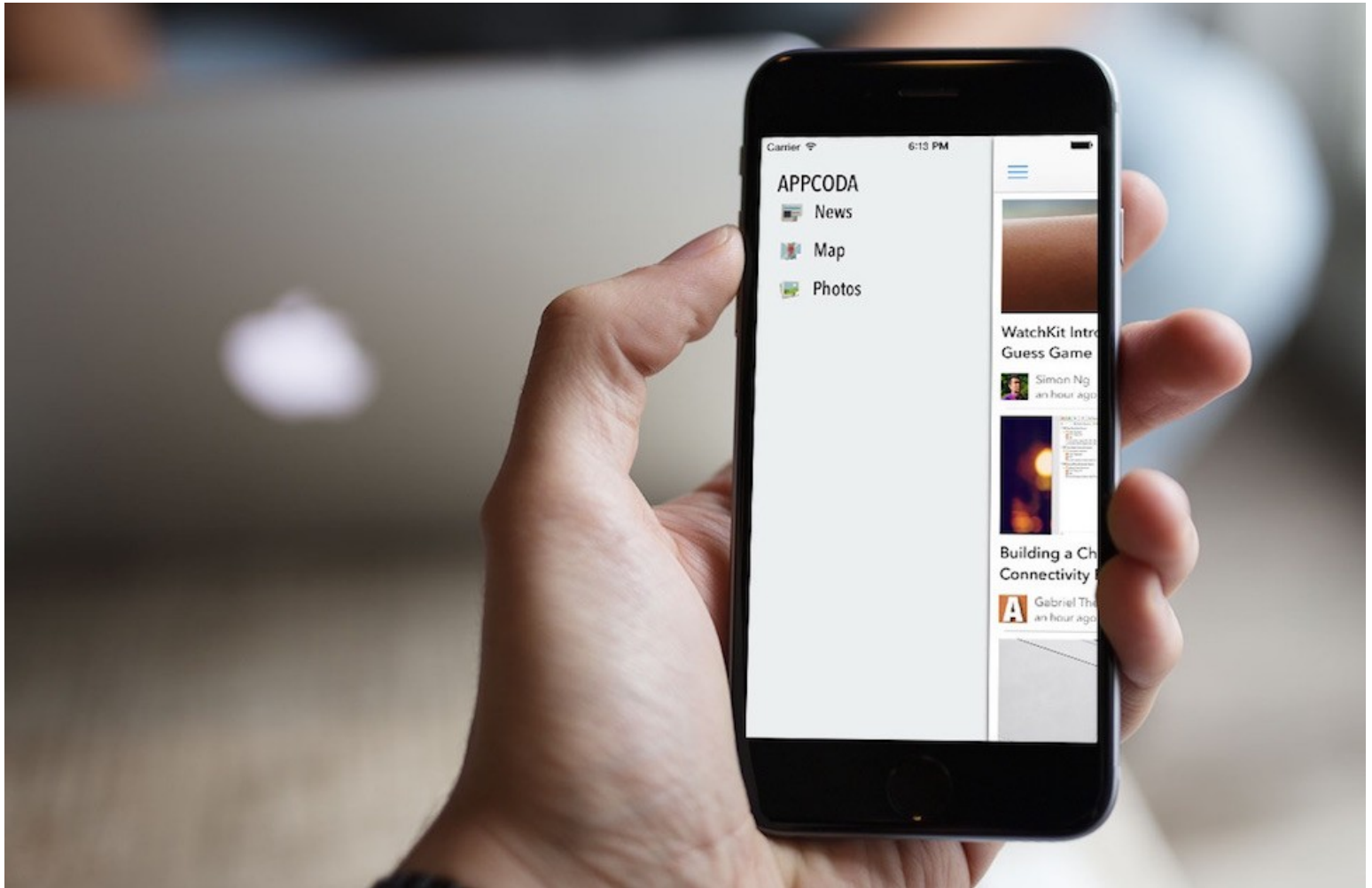
As promised, here is the Swift version of the [slide out sidebar menu tutorial](#). Again we will make use of an open source library called SWRevealViewController to build the sidebar menu. Though the library was written in Objective-C, you can easily integrate it into any Swift project. You will see how easy you can access and interact with Objective-C classes using Swift.

Okay, let's get started.

In this tutorial, I will show you how create a slide-out navigation menu similar to the one you find in the Gmail app. If you're unfamiliar with slide out navigation menu, take a look at the figure on the right. [Ken Yarmost](#) gave a good explanation and defined it as follows:



*“Slide-out navigation consists of a panel that slides out from underneath the left or the right of the main content area, revealing a vertically independent scroll view that serves as the primary navigation for the application.”*



From what I know, the slide-out sidebar menu was first introduced by Facebook. Since then it quickly becomes a standard way to implement navigation menu. Nowadays, you can easily find this design pattern in most of the popular content-related apps such as **Inbox**, **Digg**, **LinkedIn**, etc.

The slide-out design pattern lets you build a navigation menu in your apps but without wasting too much screen real estate. Normally, the navigation menu is hidden behind the front view. The menu can be triggered by tapping a list button in the navigation bar. Once the menu is expanded and becomes visible, users can close it by using the list button or simply swiping left on the content area.

You can build the sidebar menu from the ground up. But with so many free pre-built solutions on

GitHub, we're not going to build it from scratch. Instead, we'll make use of a library called **SWRevealViewController**. Developed by John Lluich, this excellent library provides a quick and easy way to put up a slide-out navigation menu in your apps. Best of all, the library is available for free. The library was written in Objective-C. But it is very straightforward to integrate it in your Swift project. You will learn how it can be done in a minute.

## A Glance at the Demo App

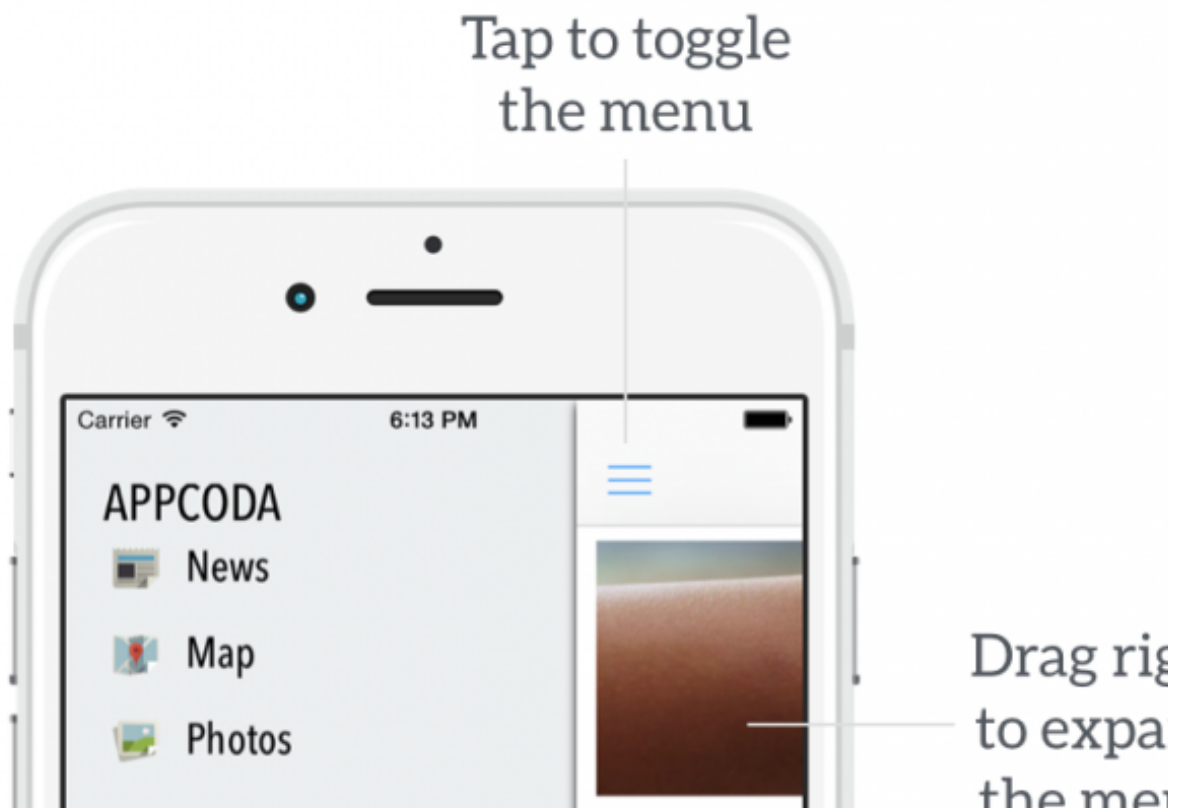
As usual, we'll build a demo app to show you how to apply the SWRevealViewController. The app is very simple but not fully functional. The primary purpose of the app is to walk you through the implementation of slide-out navigation menu. The navigation menu will work like this:

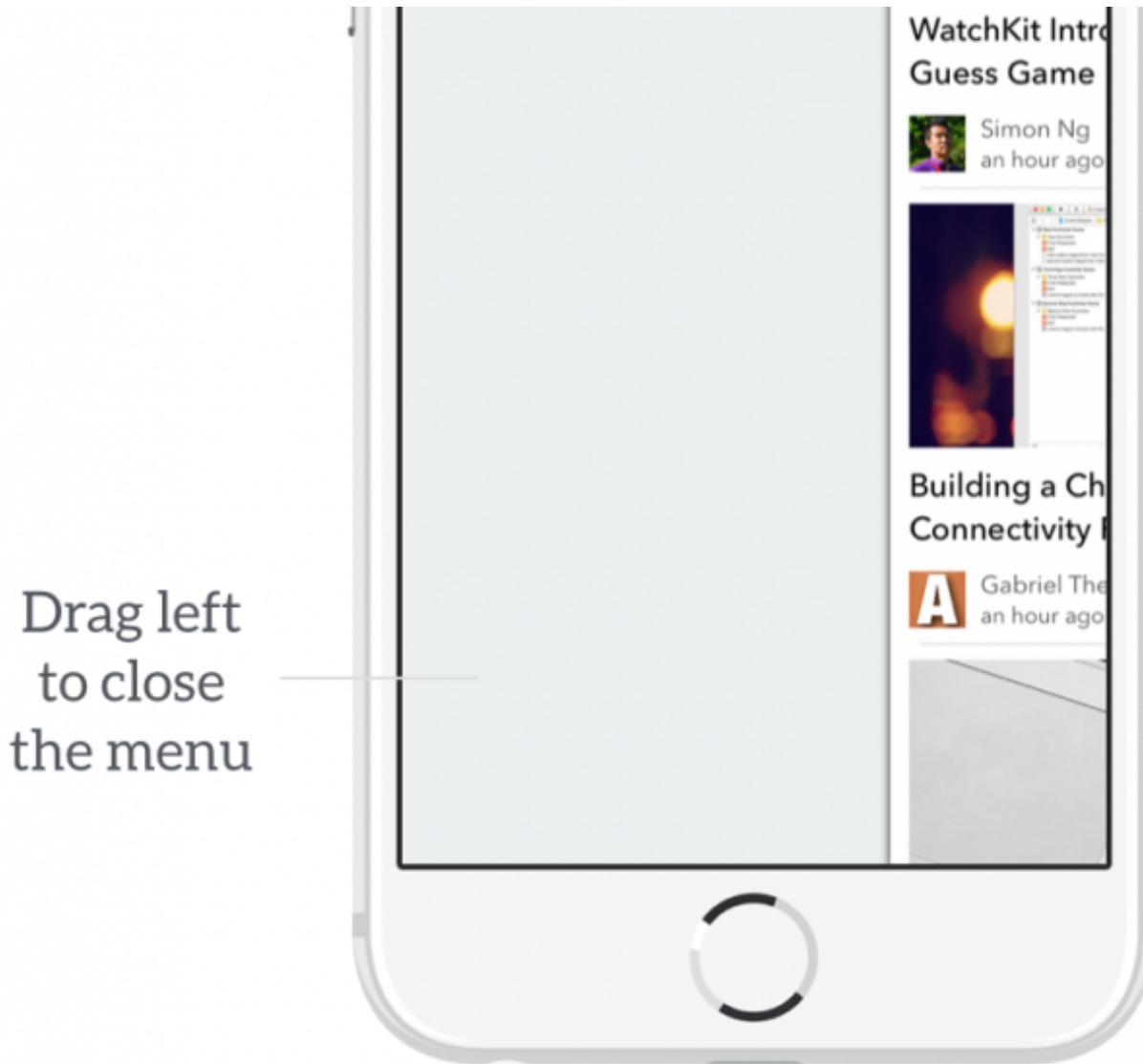
User triggers the menu by tapping the list button at the top-left of navigation bar.

User can also bring up the menu by swiping right on the main content area.

Once the menu appears, user can close it by tapping the list button again.

User can also close the menu by dragging left on the content area.



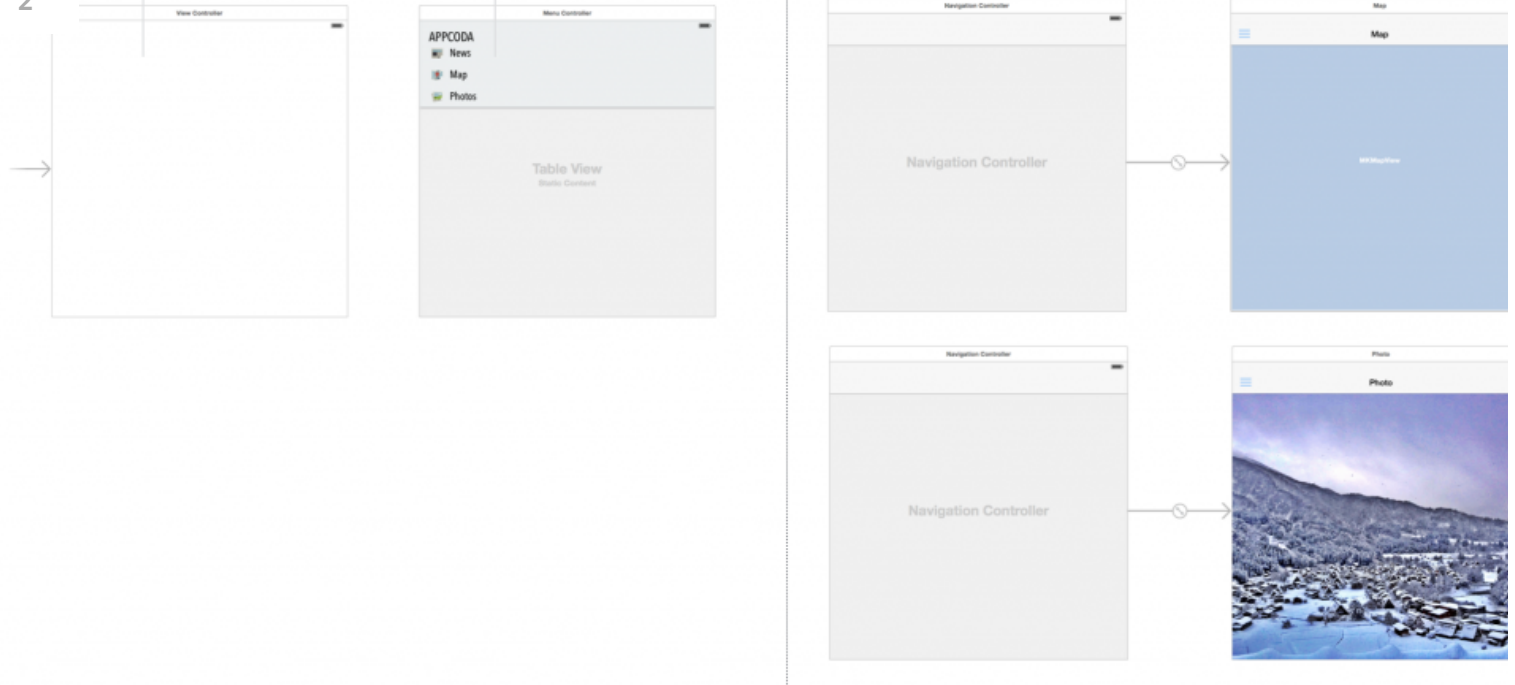


## Creating the Xcode Project

The focus of this chapter is on the sidebar implementation. So to save your time from setting up 1 project, you can [download the Xcode project template](#) to start with.

The project already comes with a pre-built storyboard with all the required view controllers. If you downloaded the template, open the storyboard to take a look. To use `SWRevealViewController` for building a sidebar menu, you create a container view controller, which is actually an empty view controller, to hold both the menu view controller and a set of content view controllers.

Shares

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2Container View  
ControllerMenu View  
ControllerContent View  
Controller

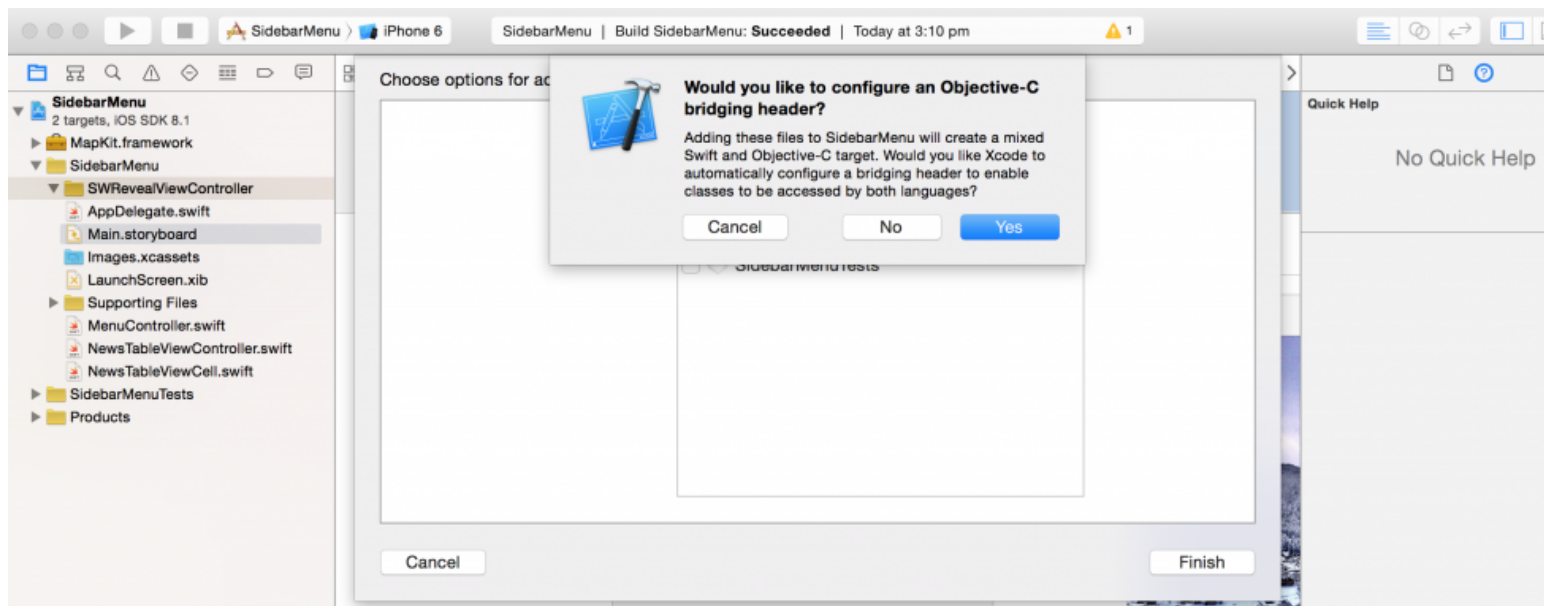
I have already created the menu view controller for you. It is just a static table view with three menu items. There are three content view controllers for displaying news, map and photos. For demo purpose, the content view controllers only shows static data. And I just created three controllers. If you need to have a few more controllers, simply insert them into the storyboard. All icons and images are included in the project template (credit: thanks for the free icon from [Pixeden](#)).

## Using the SWRevealViewController Library

As mentioned, we'll use the free SWRevealViewController library to implement the slide-out menu. First [download the library from GitHub](#) and extract the zipped file. After you extract the file, you should find the SWRevealViewController folder. In that folder, there are two files : SWRevealViewController.h and SWRevealViewController.m. If you do not have any Objective-C background, you may wonder why the file extension is not .swift. As mentioned before, the



SWRevealViewController was written in Objective-C. The file extension differs from that of Swift source file. Anyway, we will add both files to the project. In the project navigator, right-click SidebarMenu folder and select “New Group”. Name the group “SWRevealViewController”. Drag both files to the SWRevealViewController group. As soon as you confirm to add the files, Xcode prompts you to configure an Objective-C bridging header. By creating the header file, you’ll be able to access the Objective-C code from Swift. So click Yes to proceed.



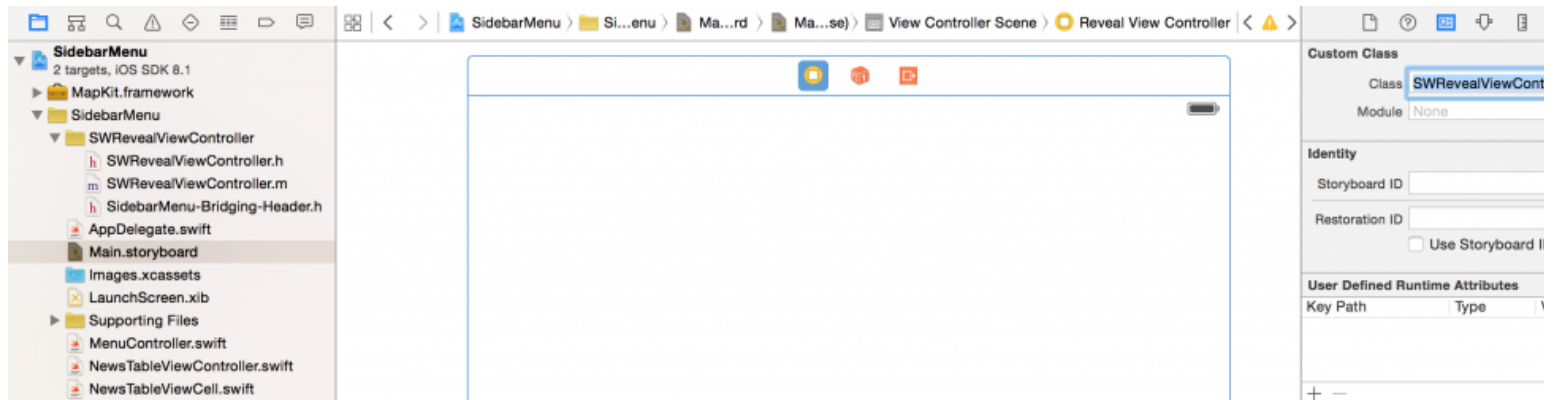
Xcode then generates a header file named SidebarMenu-Bridging-Header.h, along with the SWRevealViewController files. Open the SidebarMenu-Bridging-Header.h and insert the following line:

```
1 | #import "SWRevealViewController.h"
```

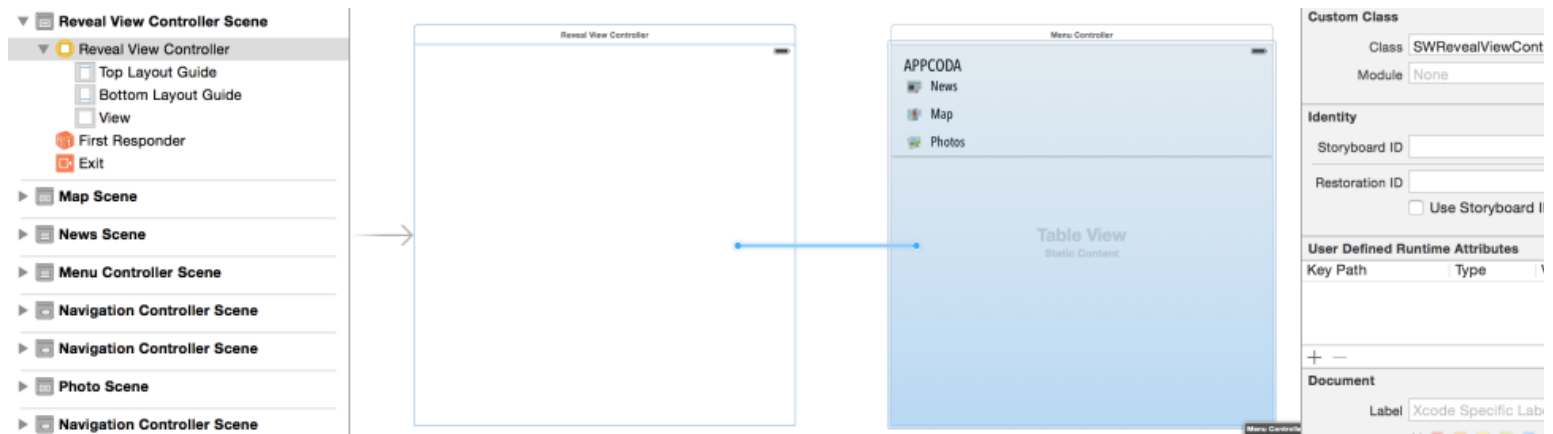
## Associate the Front View and Rear View Controller

SWRevealViewController library provides a built-in support for Storyboard. When implementing sidebar menu using, all you need to do is associate the SWRevealViewController with a front and rear view controller using segues. The front view controller is the main controller for displaying content. In our storyboard, it's the navigation controller which associates with a view controller for presenting news. The rear view controller is the controller that shows the navigation menu. Here the Sidebar View Controller.

Go to the storyboard. First, select the empty view controller (i.e. container view controller) and change its class to `SWRevealViewController`.

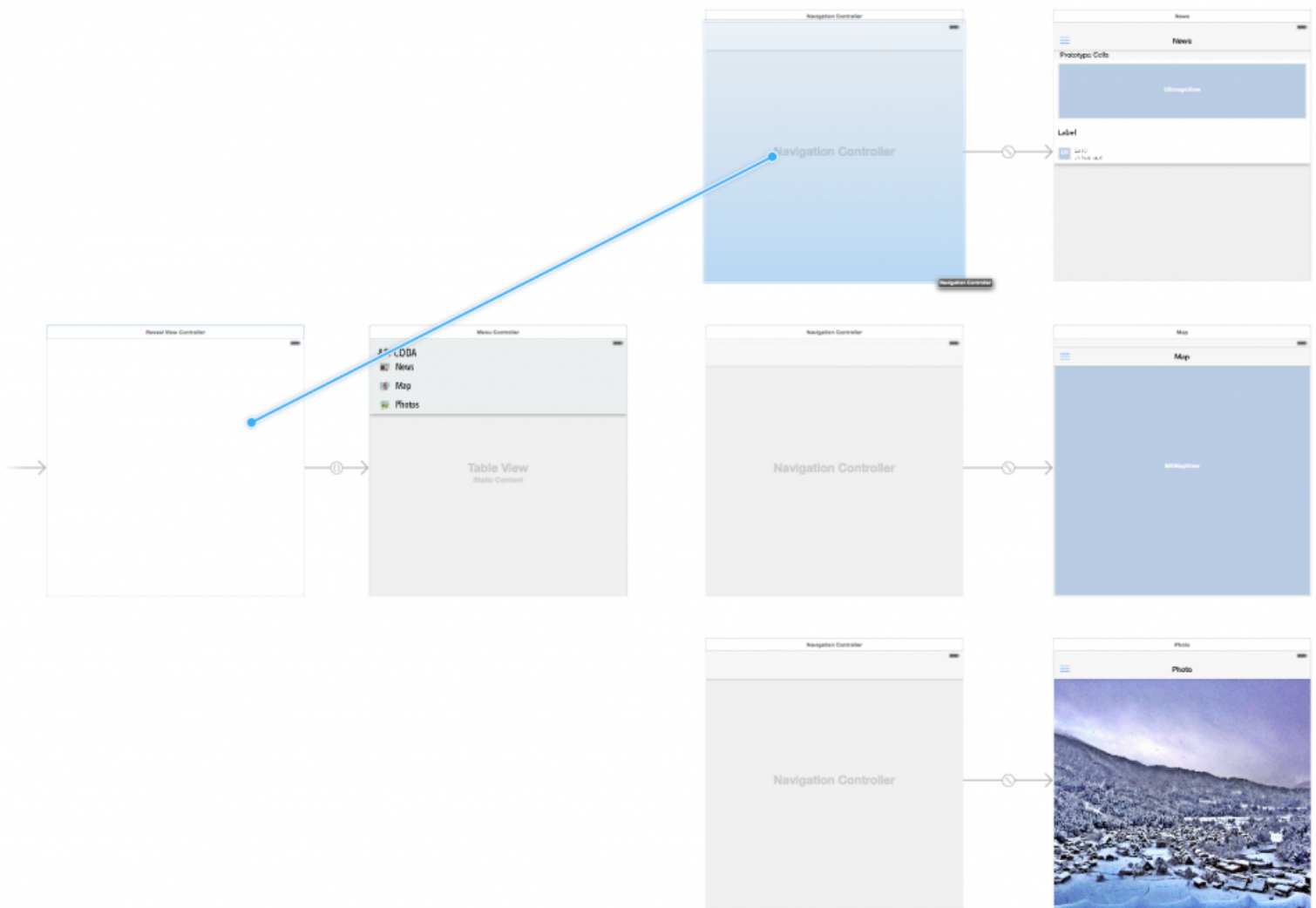


Next, control-drag from `SWRevealViewController` to the Menu view controller. After releasing the button, you will see a context menu for segue selection. In this case, select “reveal view controller segue”.



This defines a custom segue “`SWRevealViewControllerSetSegue`”. Select the segue and change its identifier to “`sw_rear`” under the Identity inspector. By setting the identifier, you tell `SWRevealViewController` that the menu view controller is the rear view controller. In this case, the sidebar menu will be hidden behind a content view controller.

Next, repeat the same procedures to connect `SWRevealViewController` with the navigation controller of the news view controller. Again, select “reveal view controller set segue” when prompted.



Set the identifier of the segue to “sw\_front”. This tells the SWRevealViewController that the navigation controller is the front view controller.

Before moving on, you can now compile the app and have a quick test. Your app should display the news view. You couldn't unhide the sidebar menu when tapping the menu button (or what so call hamburger button) as we haven't implemented the action method yet.

If your app works properly, let's continue with the implementation. Open NewsTableViewController.swift, which is the controller class of News Controller. In the viewDidLoad method, insert the following lines of code:

```
1 if self.revealViewController() != nil {
2     menuButton.target = self.revealViewController()
```



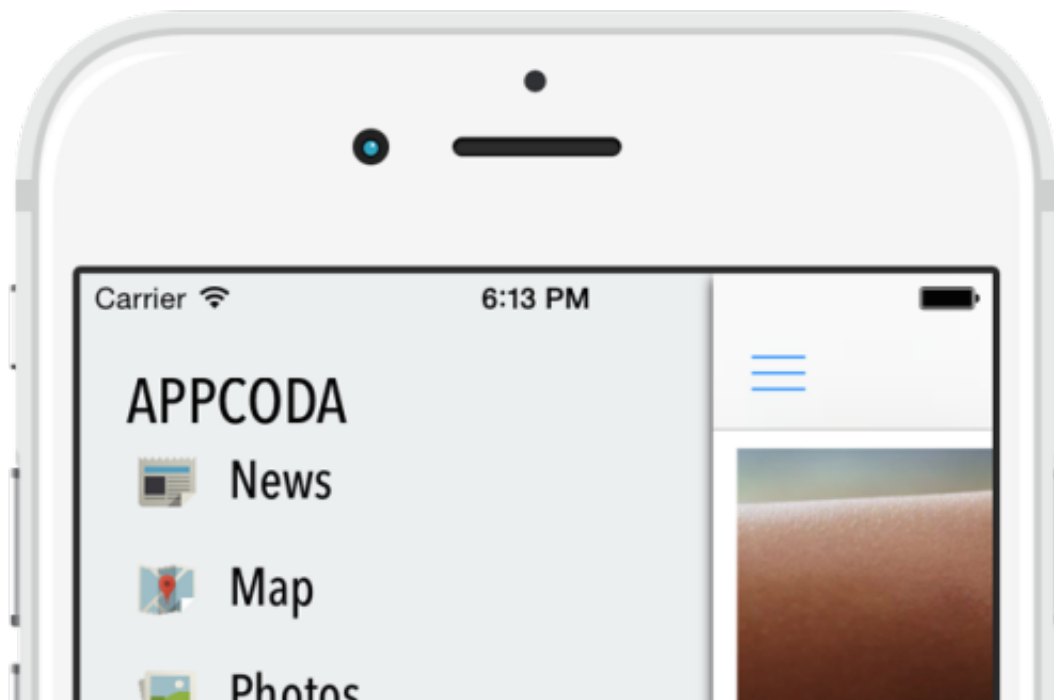
```
3 menuButton.action = "revealToggle:"  
4 self.view.addGestureRecognizer(self.revealViewController().panGestureRecognizer)  
5 }
```

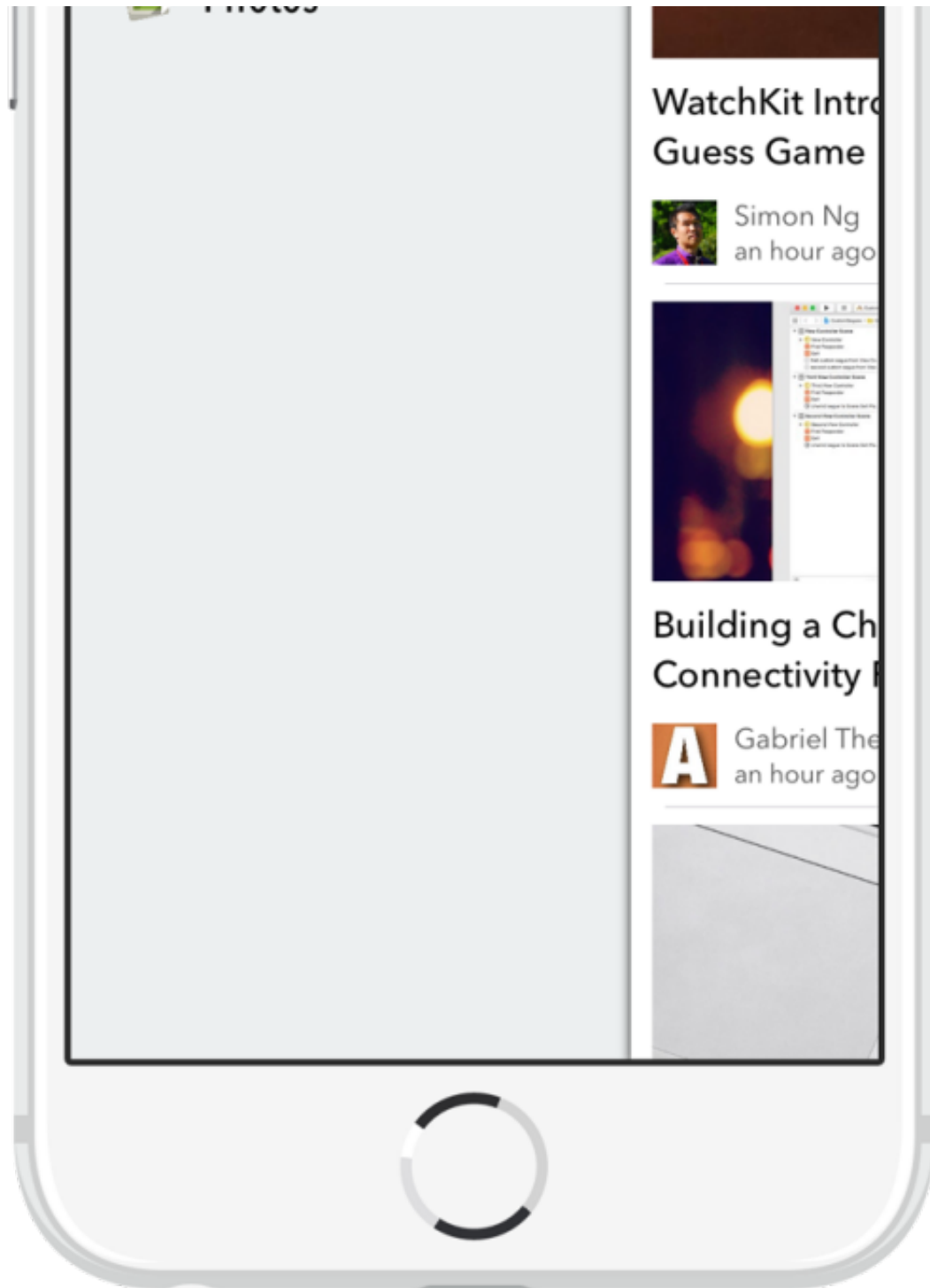
The `SWRevealViewController` provides a method called `revealViewController()` to get the parent `SWRevealViewController` from any child controller. It also provides the `revealToggle:` method to handle the expansion and contraction of the sidebar menu. As you know, Cocoa uses the target-action mechanism for communication between a control and another object. We set the target of the menu button to the reveal view controller and action to the `revealToggle:` method. So when the menu button is tapped, it will call the *revealToggle:* method to display the sidebar menu.

Using Objective-C from Swift: The action property of the menu button accepts an Objective-C selector. An Objective-C selector is a type that refers to the name of an Objective-C method. In Swift, you just need to specify the method name as a string literal to construct a selector.

Lastly, we add a gesture recognizer. Not only you can use the menu button to bring out the sidebar menu, the user can swipe the content area to activate the sidebar as well.

Cool! Let's compile and run the app in the simulator. Tap the menu button and the sidebar menu should appear. You can hide the sidebar menu by tapping the menu button again. You can also open the menu by using gesture. Try to swipe right on the content area and see what you get.



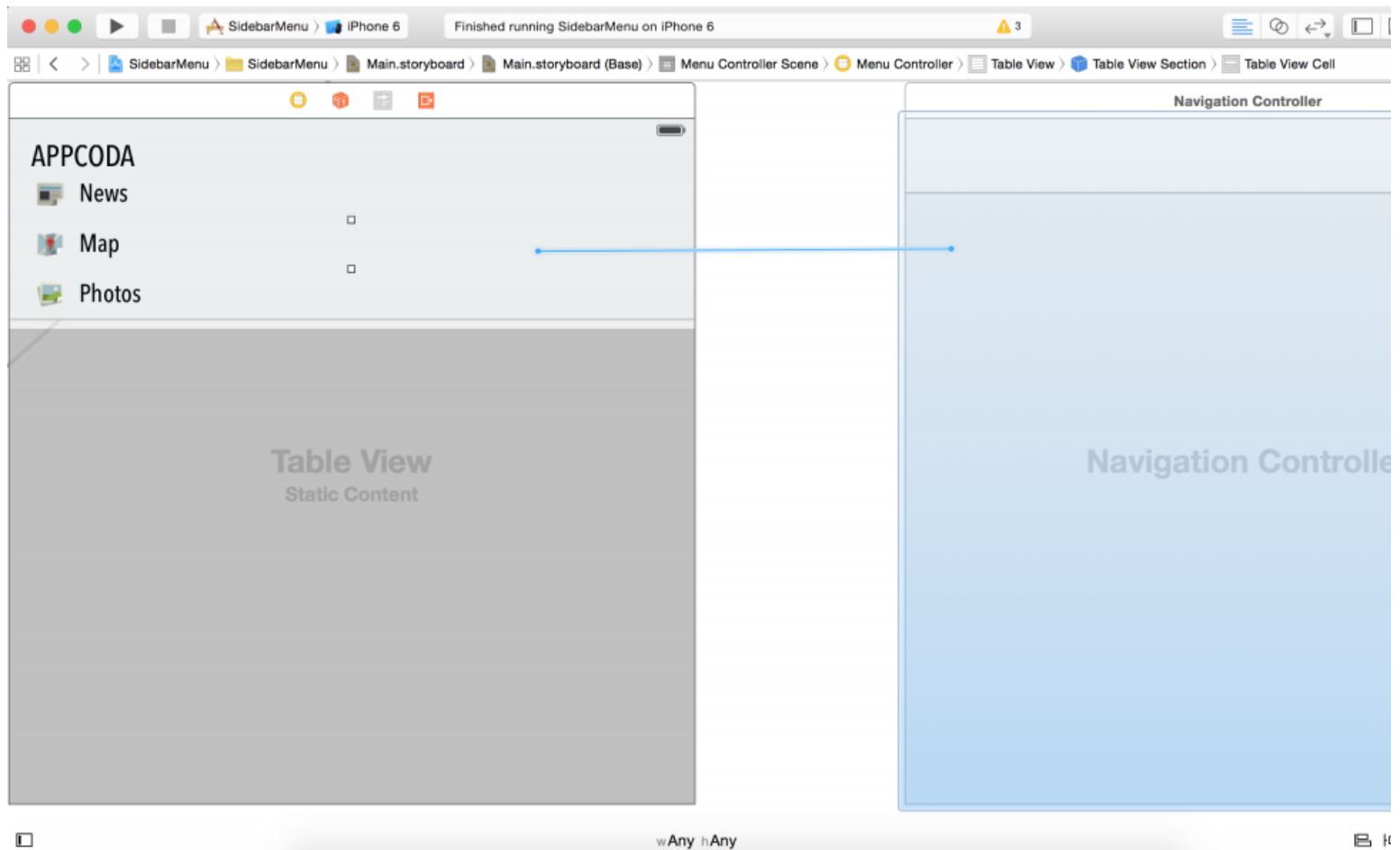


## Handling Menu Item Selection

You've already built a visually appealing sidebar menu. There is still one thing left. For now, we have defined no segues for the menu items. When you select any of the menu items, it will not transition to the corresponding view.

Okay, go back to storyboard. First, select the map cell. Press and hold the control key and click on map cell. Drag to the navigation controller of the map view controller and select the “reveal view controller push controller” segue under Selection Segue. Repeat the procedure for the News and Photos items, but connect then with the navigation controllers of the news view controller and photos view controller respectively.

The custom `SWRevealViewControllerSeguePushController` segue automatically handles the switch of the controllers.



Again insert the following lines of code in the `viewDidLoad` method of `MapViewController.swift` and `PhotoViewController.swift` to toggle the sidebar menu:

```
1 if self.revealViewController() != nil {
2     menuButton.target = self.revealViewController()
3     menuButton.action = "revealToggle:"
4     self.view.addGestureRecognizer(self.revealViewController().panGestureRecognizer())
5 }
```

That's it! Hit the Run button and test out the app.

## Customizing the Menu

The `SWRevealViewController` class provides a number of options for configuring the sidebar menu. Say, if you want to change the width of the menu, you can update the value of `rearViewRevealWidth` property. Try to insert the following line of code in the `viewDidLoad` method of `NewsTableViewController`:

```
1 | self.revealViewController().rearViewRevealWidth = 62
```

If you run the app, you'll have a sidebar menu like the one on your left. You can look into the `SWRevealViewController.h` file to explore the customizable options.





## Summary

In this tutorial, I walked you through the SWRevealViewController library and showed you how to create a slide-out navigation menu in Swift. This is one of the many approaches to create a sidebar menu. If you like, you can try to build the navigation menu from scratch using custom view animations or explore other open source libraries such as [ENSwiftSideMenu](#).

For your reference, you can download the final project [here](#). What do you think about the tutorial? Leave me comment and share your thoughts.

*If you enjoy reading this tutorial, you will probably like our Intermediate Swift book, which covers more than 25 development recipes. The book is now available in the starter/complete package of*



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**Markel** • 7 months ago

Hi, Thanks for the tutorial i have just imported the SWRevealViewController.h, .m and SidebarMenuBridging-Header.h into my project and also i have added the file path in Objective-C Bridging Header my HomeViewController i have implemented the code, but am getting the error "HomeViewController does not have a member named revealViewController". Help me out to fix this issue



1 ^ | v • Reply • Share ›



**Fatih K.** → Markel • 7 months ago

Oh, I found the reason finally.. I realized I also have another bridging-header file. So, when I inserted the importing code there, it worked..

1 ^ | v • Reply • Share ›



**Fatih K.** → Markel • 7 months ago

I'm getting the same error. Can you help? @Simon Ng

 I'm getting the same error. Can you help? @Simon11g

^ | v · Reply · Share ›



Seth → Fatih K. · 7 months ago

I ran into the same problem. For me the error was that the generated Bridging-Header file was empty when created. It should have the default name YourProject-Bridging-Header.h and include the line:

```
#import "SWRevealViewController.h"
```

1 ^ | v · Reply · Share ›



Carlos Martin · 8 months ago

Hey, great tutorial! I would like to know how to round the corners of a UIImageView in a table of my project, which is very similar to the News view. I have tried to use solutions like this (<http://stackoverflow.com/quest...>, but the size of the image is lost and damaged storyboard design. would greatly appreciate the help, because I'm new to size classes ... thanks in advance

1 ^ | v · Reply · Share ›



thefredelement → Carlos Martin · 8 months ago

set clipstobounds = true and then set a corner radius.

^ | v · Reply · Share ›



Carlos Martin → thefredelement · 8 months ago

that works for all corners, but I am trying to round just top-left and top-right as descr in the link. Any suggestion?

^ | v · Reply · Share ›



Patrick · 10 days ago

Using Xcode Version 7.1 (7B91b) and OS X 10.11.1 (15B42), I've tried this tutorial as well as Sidebar Tutorial Swift 2.0 (Kenechi Learns) and cannot get past the first test on either tutorial. I follow the s precisely but receive the following exception and have not been able to determine what I'm doing wr Would really appreciate some guidance here!

Receiver (<swrevealviewController: 0x7fe6cc82c800="">) has no segue with identifier 'sw\_right'

Receiver (<swrevealviewController: 0x7fe6cc82c800="">) has no segue with identifier 'sw\_right'

^ | v · Reply · Share ›



Barry · 18 days ago

hello,

Is there a way to use handle the Menu Item Selection so it triggers a function? I have added a "Conta

table cell and i like to trigger a function which will sent an email.

regards

^ | v · Reply · Share ›



**Daisy Ramos** · 21 days ago

I'm having an issue where I want to instantiate to a different view controller but the menu button get disabled.

I've posted it here as well. Any thoughts would be appreciated.

<http://stackoverflow.com/quest...>

^ | v · Reply · Share ›



**Yogesh Kohli** · 2 months ago

i am using this in my project. (but in objective c language).

i have a doubt..i want to implement it in one of my controller (home screen controller basically) which not root view controller. when my code executes, it always crashes when it executes the line "self.view.addgestures: self.revealviewController.pangesturerecognizer;" can anyone help me ??

basically, i know the problem, actually its not root view controller, but due to this slide out menu, i have added another navigation controller and did attach that to home screen controller via root view controller segue.

please, anyone help me ?

^ | v · Reply · Share ›



**Divya** · 2 months ago

```
if self.revealViewController() != nil {  
    menuBtn.target = self.revealViewController()  
    menuBtn.action = "revealToggle:"  
    self.view.addGestureRecognizer(self.revealViewController().panGestureRecognizer())  
}
```

In this code, my revealViewController is returning nil, where as according to tutorial it should not return nil.

Can anyone help me please.

Thanks in advance.

^ | v · Reply · Share ›



**snmohanty321** · 2 months ago

Hi thanks for the tutorial. It works awesome. But I wanted some changes in my app. Here swrevealviewController is the initial viewcontroller. I need to add login screen as the initial viewcontroller and after successful login it redirects to this home page. But as swrevealviewController is in obj-c code



not able to achieve the same. Any idea to do the same please reply. Thanks in advance.

^ | v • Reply • Share ›



**Hardik Gupta** • 2 months ago

Thanks for great Tutorial,,  
How can i hide the menu, when i click anywhere on controller and when menu shows.

^ | v • Reply • Share ›



**richa pathak** • 3 months ago

Hi,  
Thanks for nice tutorial.  
I am facing an issue where the menu button gets disabled when we navigate to either of one new, map photo.  
can someone suggest what could be the issue.

^ | v • Reply • Share ›



**Tomer Ciucran** • 4 months ago

Is there a way to prevent any actions on the view controller when the menu is open. I would like the menu to automatically go to a view controller when tapped anywhere on it.

^ | v • Reply • Share ›



**<http://www.appcoda.com/sidebar>** • 4 months ago

ENSwiftSideMenu for iOS - Cocoa Controls

^ | v • Reply • Share ›



**kfuller002** • 4 months ago

Great tutorial but I have some notes for why people cant get this to work in a separate project.

The first issue i experienced is the menu wont show, eventually i noticed that there is a map view attached to the menu controller. Removing this will get the menu to work.

After that the only issue will be that the map view still wont work and that's because there's nothing in the tutorial that mentions to add mapkit to the project. To do this just open the project settings and under the general tab at the very bottom is Linked frameworks, click the + and search for MapKit and add this. Then everything should work great.

Thanks again for the tutorial!

^ | v • Reply • Share ›



**Matej** • 5 months ago

Hey, great tutorial!

I want to ask one question. In the given example, it looks like the menu is under/beneath the view controller. How to make it appear above the navigation controller with its view controller? Like the menu covers the navigation controller with its content.

Thank you for any suggestions.

Matti

^ | v • Reply • Share ›



**sweety** • 5 months ago

how to give back button to the segue view controller ?

^ | v • Reply • Share ›



**Deekor** • 5 months ago

I placed a menu button and made an outlet to it but i am getting the errors:

UIButton does not have a member named 'target'

UIButton does not have a member named 'action'

Any ideas?

^ | v • Reply • Share ›



**Lim Ding Wen** → Deekor • 4 months ago

Hi Deekor, I had this problem as well. It turns out that while UIButton does not have 'target' 'action', UIBarButtonItem has. So either use a UIBarButtonItem, or create a custom IBAction calls 'revealToggle:' on the revealViewController.

^ | v • Reply • Share ›



**David** • 5 months ago

Great tutorial! I thought everything was working but I just encountered a bug I can't figured out how to fix:

My sidebar menu works fine and takes me to the pages I need, but the problem is when I go somewhere else back to one of the pages connected to the side bar the side bar stops working.

For example:

Sidebar --> Page A --> Page B (sub page of page A) --> Page A

On the second round back to Page A, the side bar doesn't show up anymore.

Can anyone help please?

^ | v • Reply • Share ›

^ | v · Reply · Share ›



**Paolo Veggi** → David · 2 months ago

Hi, same problem here...someone found a solution??? Thanks.

^ | v · Reply · Share ›



**aaMilad Yalda** → David · 3 months ago

same problem here!!!

^ | v · Reply · Share ›



**stefan** → David · 5 months ago

Hi,  
same problem here - did you find a solution?

Thanks in advance Stefan

^ | v · Reply · Share ›



**Maxence Vinkeveugel** → stefan · 4 months ago

Hi, Did you find any solution?

Thanks!

^ | v · Reply · Share ›



**minilyra** → Maxence Vinkeveugel · 3 months ago

hi everyone, did any of you find a solution to this?

^ | v · Reply · Share ›



**Joey Chronik** · 5 months ago

I noticed "reveal view controller set segue" is not an option. I tried "SWRevealViewControllerSegueSetController", and I am unable to get anything but a white screen. I would be appreciated.

^ | v · Reply · Share ›



**Robin Delaporte** · 5 months ago

Hi! Awesome features, it works perfectly when used on the project template. But I was not able to go work on a custom project.. No errors, the sidebar doesn't show.. Was anyone able to make it work on another project?

Thank youu

^ | v · Reply · Share ›



**Robin Delaporte** → Robin Delaporte · 5 months ago

Hi! I was able to make it work on a custom project. I used the same segue as you mentioned. I also used the same segue as you mentioned. I also used the same segue as you mentioned.

 Finally worked.. The problem was the table view, I changed it to prototype cells and back to static content.. I don't understand but it works ^^

^ | v · Reply · Share ›



**kfuller002** → Robin Delaporte · 4 months ago

I had the same issue, to get this to work I had to create the table view from scratch for a reason, changing to prototype and back to static didn't work for me.

^ | v · Reply · Share ›



**kfuller002** → kfuller002 · 4 months ago

Actually I noticed there is a map view element attached to the original table controller, if you remove that it works.

^ | v · Reply · Share ›



**Joey Chronik** → Robin Delaporte · 5 months ago

Did you do anything else? That didn't work for me. I got no errors just a warning. I also implemented Rosstin Murphy's fix below dropping the '!' off of

```
let cell = tableView.dequeueReusableCellWithIdentifier("Cell", forIndexPath: indexPath) as! NewsTableViewCell
```

My screen is just white. I can't get past the first test.

^ | v · Reply · Share ›



**Robin Delaporte** → Joey Chronik · 5 months ago

You mean, the news view doesn't show?

Did you check your reusable cell identifier?

^ | v · Reply · Share ›



**Joey Chronik** → Robin Delaporte · 5 months ago

Nothing shows. It gets past the splash screen, then it's just white. No menu bar anything. All I've done was download the package and delete that '!' because it was giving me errors and wouldn't compile.

Where is the reusable cell identifier?

^ | v · Reply · Share ›



**Robin Delaporte** → Joey Chronik · 5 months ago

To make it work you should at least:

- add a view controller and set the class to : SWRevealViewController
- control-drag from reveal controller to another view and select

"SWRevealViewControllerSegueSetController"  
 -rename this segue "sw\_front"  
 ^ | v · Reply · Share ›



**Artur** · 5 months ago

Hi! I faced with this problem: trying to create a new project for this tutorial, but creating the files, rather than your pattern. nothing happens, the menu button does not open the menu area. I think the problem that I can not create a Table View static content, I get prototyp content. Even if you copy from your template of Table View, is not working. why? thanks

^ | v · Reply · Share ›



**Dave** · 6 months ago

How do you get rid of the Cell Separators?

^ | v · Reply · Share ›



**Simon Ng** Mod → **Dave** · 5 months ago

You can use this line of code:

```
tableView.separatorColor = UIColor.clearColor()
```

1 ^ | v · Reply · Share ›



**Fernando torcapio ferreira net** · 6 months ago

All right, I'm unable to move the project because the it meets the lock and I'm not accomplishing the changes I'm trying to project, I am in xcode version of iOS 6 and 8.

thank you

^ | v · Reply · Share ›



**Luís Pereira** · 6 months ago

Great tutorial!

I implemented the menu as described in the tutorial and made the respective changes to the application I'm developing.

One of the menu items is logged, how do I open another view automatically?

^ | v · Reply · Share ›



**Rosstin Murphy** · 6 months ago

Running this in the most recent Xcode, there is an error in NewsTableViewController.swift on the line here:

```
let cell = tableView.dequeueReusableCellWithIdentifier("Cell" forIndexPath: indexPath) as!
```



tableView.dequeueReusableCellWithIdentifier("Cell", forIndexPath: indexPath) as  
NewsTableViewCell

I'm not sure what the purpose of the ! is, but changing it to

let cell = tableView.dequeueReusableCellWithIdentifier("Cell", forIndexPath: indexPath) as  
NewsTableViewCell

without the ! allowed it to compile

^ | v • Reply • Share ›



Alex • 6 months ago

Hey! Just wanted to know how to go about having the menu on the right hand side of the screen rather than the left? Thanks in advance!! Alex.

^ | v • Reply • Share ›



Alex → Alex • 6 months ago

Never mind i found a previous solution here: <https://github.com/John-Lluch/...>

^ | v • Reply • Share ›



Niranjana Ravichandran • 6 months ago

Hey thanks for this great tutorial! I have a small problem in my slide menu. Everything works fine but one thing. When i slide the menu and select a menu item and it navigates to the correct view controller but the selected menu item remains selected in the table view controller. I have to unselect it and then select again to navigate to the respective view controller. I don't know where i'm going wrong. Please can you help me with this..?

^ | v • Reply • Share ›



timbojill • 6 months ago

I need a little help. I downloaded the final project. I already have an app on the app store that I want to incorporate the side bar menu in. I have 7 views total. How do I modify the three views News, Maps, photos. Add my own stuff and then connect a few more views. I deleted everything in the news view and added my own stuff but when I went to run it it gave me an error. It shouldn't be that hard. kindly email me at timbojill@gmail.com with some advice.

^ | v • Reply • Share ›



Serdar Aylanc • 6 months ago

Hello, great tutorial. I tried to create "Menu View Controller" myself in StoryBoard. But i couldn't find a way to add a Section. Without adding a section, my labels inside cell were not displayed when I run the project. Any help? ... Thanks..

^ | v • Reply • Share ›



**Osman** → Serdar Aylanc • 15 days ago

Hey Serdar, Did you find the solution to make it work? Because i'm facing with the same problem

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**simkus** • 7 months ago

Hey,

In my case the SWRevealViewController is not the initial viewController, I face a problem, when user clicks a button it segues to SWRevealViewController, but it also adds its own NavigationBar (i use "Embed In"), How do I remove that original Navigation bar, so the NewsViewController NavigationBar is visible again?

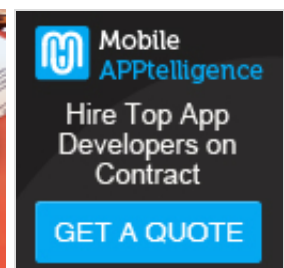
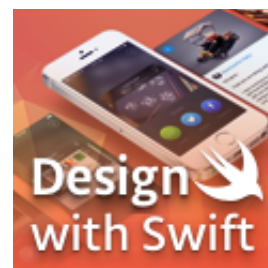
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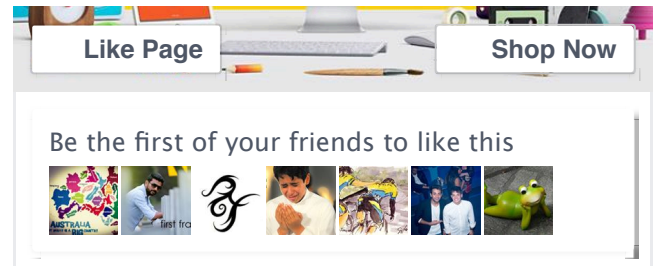
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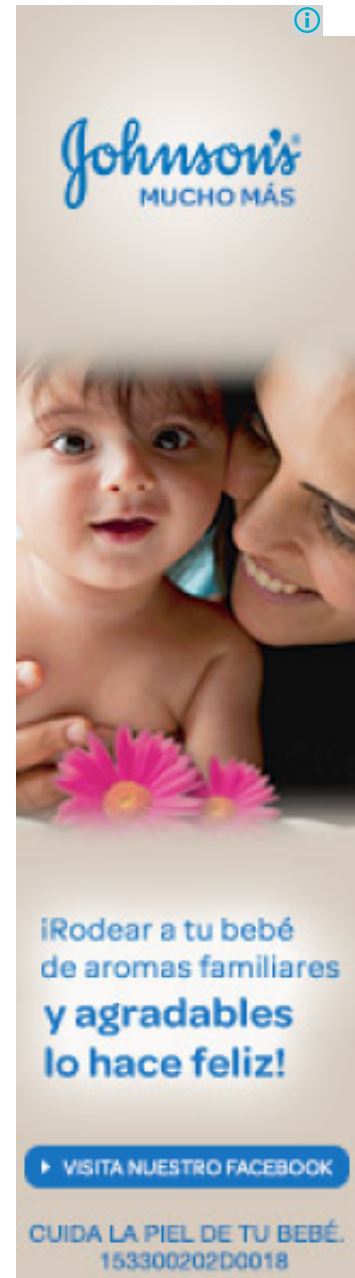
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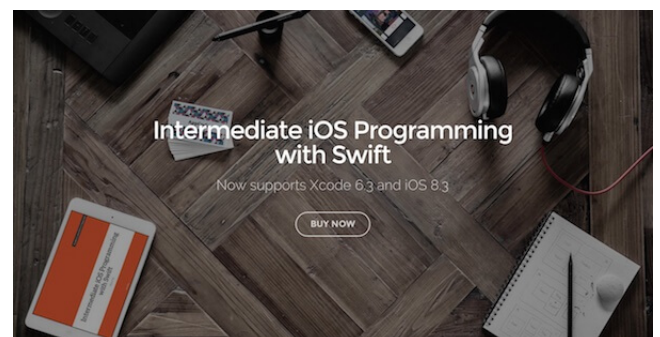
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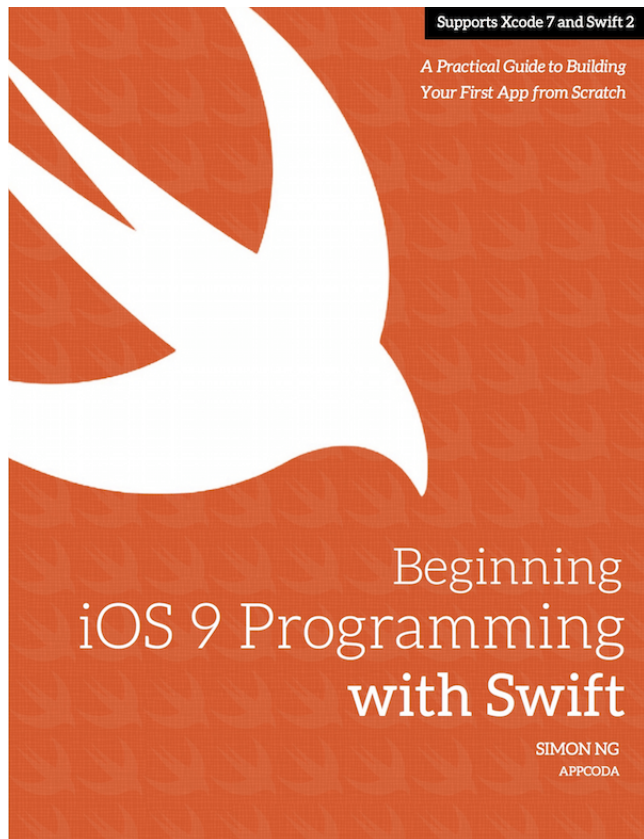
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