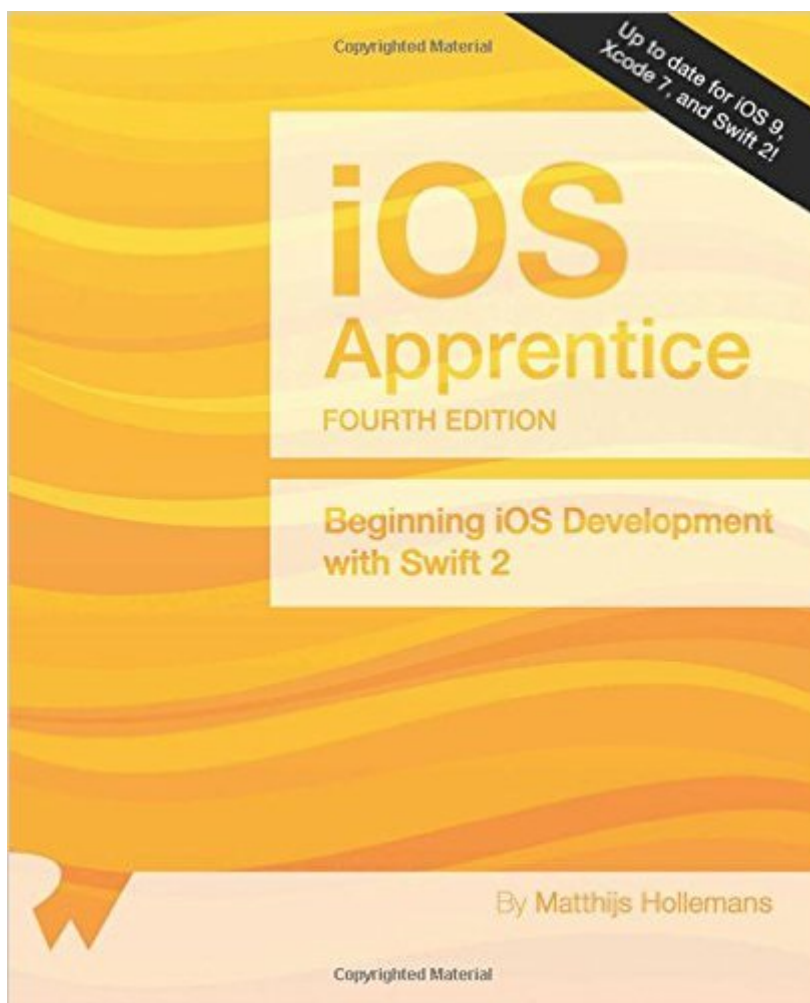


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# The iOS Apprentice (Fourth Edition): Beginning iOS Development With Swift 2



## Synopsis

Completely up to date for iOS 9, Xcode 7, and Swift 2.0. Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

## Book Information

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## Customer Reviews

This is an excellent book for any iOS developer or enthusiast wanting to learn how to code an app from soup to nuts for iOS 9 using Swift. Matthijs shows great attention to detail. Everything is well explained and illustrated. Lots of detailed examples, lots of exercise (and all explained and answered) make this book very entertaining and educational. I enjoyed the way concepts were introduced. In particular, I loved his explanation of using enums to represent state in an app. Overall, very satisfied. I highly recommend this title.

Been programming for iOS since SDK 3.0 but stopped by SDK 5 to focus on Android. During these iOS programming periods, I was buying books from only two streams: Big Nerd Ranch (BNR) and Cookbooks from Erika Sadun. At the same time, I had been following Ray's super helpful tutorials. These past few months, I decided to switch back to iOS development with Swift. Bought BNR 5th edition and the Swift Apprentice. The former was pretty much the same style as the traditional BNR books, while the latter prompted me to dig deeper into that series due to its style of writing and thoroughness. Enters iOS Apprentice. What an amazing book. Why? As you read it, you can clearly see it was written by a programmer for other programmers learning or getting back to it. The topics come up as needed and simply flow very naturally (i.e. optionals, multiple ways of creating a table cell, etc...). In addition, the sequence and flow diagrams are used very well to explain important concepts (i.e. reference cycles, delegation pattern, etc...). Everything in that book is presented in a clear fashion, written simply and yet efficiently. There is no magic statements leaving you questioning whether you've skipped pages for instance. So why not 5 stars then? There is no index on the back of the book. I've even perused Ray's store page to see if there was a cheat sheet but none I could locate. That impairs going back to specific topics and forces the use of sticky tabs. I have one more chapter to read and put into action, but already ordered the CoreData book now. Erika's cookbooks have always been extremely valuable to my needs, and so I'll also be buying those (Swift and others).

Awesome book. The author is very funny. He wrote a lot of joke that you would not feel boring when you read concepts. This book include all of details, explanations, images and even possible happened bugs. However, this book is not good for people who has swift experience. I strongly recommend you if you are new to IOS and want to start learning swift.

Great book for someone new to iOS and writing code. I'm 4 months new to code and iOS (with a high aptitude for learning) I see this book as a great jumping off point to building a foundation of knowledge to build upon. 100 pages in and everything makes sense. Especially with describing some of the concepts I have learned in the past months as the data starts to sink in. Anyone new to iOS this is a great book that takes you step by step. Which in my opinion is what every good teacher or tutorial based book should do.

Simplicity and attention to detail at its finest. If you've never learnt any programming language before, or you want to learn about iOS development. This is the book for you. It's a great book.

This is my first review of a book I think. I'm giving this book one star! The illustrations, pictures, and code is almost unreadable. You practically need a magnifying glass to read the code from this book or some of the typeface. I'm not saying that this book has no value it just physically hard to read. I also do not like the paper the book was printed on. I do not believe the author is at fault this is more of a publishing problem.

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