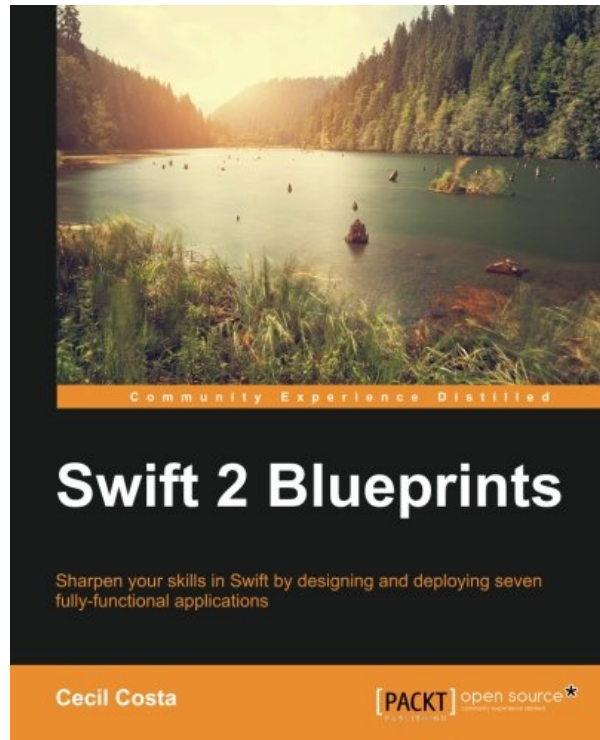
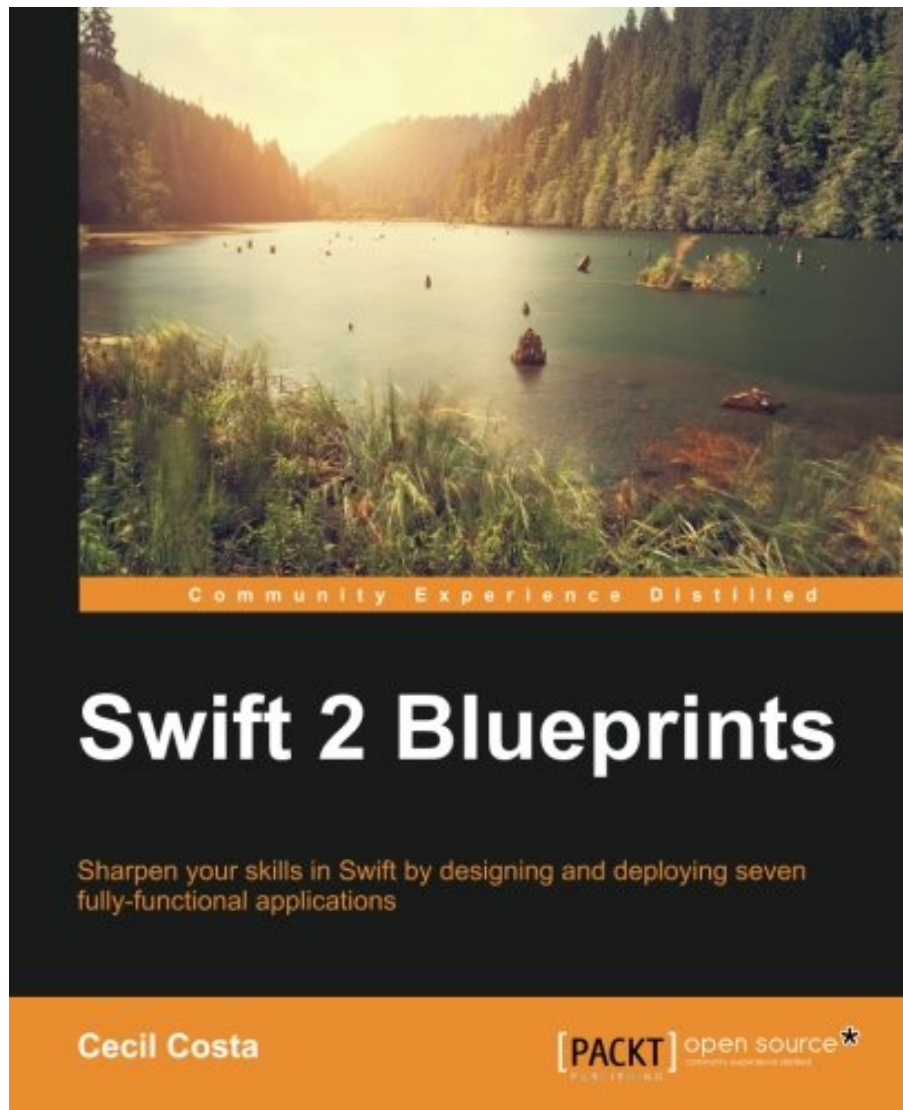


SWIFT 2 BLUEPRINTS BY CECIL COSTA



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About the Author

Cecil Costa

Cecil Costa, also known as Eduardo Campos in Latin countries, is a Euro-Brazilian freelance developer who has been learning about computers since he got his first PC (an AT 286) in 1990. From then on, he kept learning about programming languages, computer architecture, and computer science theory. Learning and teaching are his passions; this is the reason why he worked as a trainer and an author. He has been giving on-site courses for companies such as Ericsson, Roche, TVE (a Spanish television channel), and a lot of other companies. He is also the author of Swift Cookbook and soon he will also write a book called Reactive Swift Programming. Nowadays, he teaches through online platforms, helping people from every part of the world. In 2008, he founded his own company, Conglomo Limited (<http://www.conglomo.es/>), which offers development and training programs both on site and online. Over his professional career, he has created projects by himself and also worked for different companies, from small to big ones, such as IBM, Qualcomm, Spanish Lottery, and DIA%. He develops a variety of computer languages (such as Swift, C++, Java, Objective-C, JavaScript, Python, and so on) in different environments (iOS, Android, Web, Mac OS X, Linux, Unity, and so on) because he thinks that a good developer needs to learn every kind of programming language to open his mind, and only then will he really know what development is. Nowadays, Cecil is based in the UK, where he is progressing in his professional career, working with augmented reality on mobile platforms.

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Sharpen your skills in Swift by designing and deploying seven fully functional applications

About This Book

- Develop a variety of iOS-compatible applications that range from health and fitness to utilities using this project-based handbook
- Discover ways to make the best use of the latest features in Swift to build on a wide array of applications
- Follow step-by-step instructions to create Swift apps oriented for the real world

Who This Book Is For

If you are a competent iOS developer who wants to develop stunning applications with Swift, then this book is for you. Familiarity with Swift programming is assumed.

What You Will Learn

- Get to grips with the basics of Xcode and Swift for application development
- Create a Photo Sharing application to capture an image, edit it using different features and share it via social media.
- Develop applications using the WatchKit and exchange data between iPhone and the Watch
- Use advanced features such as SpriteKit to build a game
- Install third-party Swift frameworks to improvise on your application development
- Discover how to simulate home automation with HomeKit
- Build an application to monitor the user's weight, heart rate and the number of steps for Health Historic Analysis
- Manipulate media using AVFoundation framework to merge audio and video.

In Detail

In this book, you will work through seven different projects to get you hands-on with developing amazing applications for iOS devices.

We start off with a project that teaches you how to build a utility app using Swift. Moving on, we cover the concepts behind developing an entertainment or social networking related application, for example, a small application that helps you to share images, audio, and video files from one device to another. You'll also be guided through create a city information app with customized table views, a reminder app for the Apple Watch, and a game app using SpriteKit.

By the end of this book, you will have the required skillset to develop various types of iOS applications with Swift that can run on different iOS devices. You will also be well versed with complex techniques that can be used to enhance the performance of your applications.

Style and approach

This book takes a step-by-step approach to help you build apps from scratch and learn the methodology to develop real-time applications using Swift.

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- 276 pages

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Most helpful customer reviews

2 of 2 people found the following review helpful.

Good Examples of Building Swift/Xcode Apps Using a Variety of Frameworks

By CandaceVan

I picked up this book because I've been working my way through Swift by Example (also published by Packt), and this looked like a similar kind of book that would teach me how to use some of the frameworks (both Apple and 3rd-party) available to use in iOS development.

This is not a beginning book. It assumes that you are familiar with both Xcode and Swift, and after a brief review, it plunges into seven very different projects that range from manipulating photos to creating a 2D game to creating an app for an Apple Watch. Aside from a bit of non-traditional English (clearly comprehensible although obviously written by a non-native author), I have found this book to be, so far, to be a very worthwhile purchase. I'll update my review if my opinion changes by the end of the book!

Here's a roundup of what is specifically in the book:

Swift 2 Blueprints by Cecil Costa (known as Eduardo Campos in Latin countries), published Oct. 2015 by Packt Publishing, 276 pages. Eight chapters.

Chapter 1, "Exploring Xcode," reviews Xcode and Swift features, including: keyboard shortcuts, versioning (Git), testing with playground, debugging (use of `_is_` operator, lldb, Fabric), new Swift features (lifting of `_let_` limitations, `_as_` operator, and introduction of `_Set_` to replace `_NSSet_`).

Chapter 2, "Creating a City Information App with Customized Table Views," uses the SwiftyJSON framework to work with JSON messages.

Chapter 3, "Creating a Photo Sharing App," teaches how to use the camera, edit a photo, and share it using a social framework.

Chapter 4, "Simulating Home Automation with HomeKit," shows how to simulate a house with various devices and create an app to retrieve device info as well as change their settings.

Chapter 5, "Health Analyzing App Using HealthKit," teaches the use of HealthKit, as well as a 3rd-party framework, iOS Chart.

Chapter 6, "Creating a Game App Using SpriteKit," a framework made for the development of 2-dimensional games.

Chapter 7, "Creating an Apple Watch App," develops an app that controls a refrigerator. The amount of food available can be displayed on the watch.

Chapter 8, "AVFoundation," uses this low-level framework to change the audio of an existing video from the photo gallery. It will also use the photos framework.

0 of 0 people found the following review helpful.

Solid, practical, useful.

By G. Campbell

I really like this book. The introduction which covers Xcode (keyboard shortcuts, version control, testing a UIView in playground, etc.) were helpful, and you can tell this was written by working developers. The sample apps are well presented and the practical approach is carried forward throughout. I think anyone developing apps with Xcode would benefit from this book.

0 of 0 people found the following review helpful.

Great gateway book for learning Swift...

By Robert D. Matthews

I purchased this book from Packt publishing, as I have done a lot with other titles lately.

The book is pretty good. I'd probably give it 4.5 stars if that were an option. Very few books will ever get 5 stars.

The book starts off with a pretty quick overview on xcode, etc. and then jumps right into talking you through making 7 different apps.

The strategy of walking you through is pretty good, it get's your hands dirty and your head around the kinds of things you have to do to make an app. It's not designed to be a technical resource and the book doesn't cover everything, but it does a great job with focusing on several aspects of making an app using swift and

some of the right things to do and the wrong things to avoid. They don't spend any time with CoreData but they do throw in a watch app.

Overall it's a great book...probably not the first book on iOS programming someone should read but it's a great hands-on walkthrough for someone new to swift.

It's a very good technical book for what it's intended for.

See all 4 customer reviews...

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