



Swift Development with Cocoa: Developing for the Mac and iOS App Stores

By Jonathon Manning, Paris Buttfield-Addison, Tim Nugent

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Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch.

Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn.

- Learn the OS X and iOS application lifecycle
- Use storyboards to design adaptive interfaces
- Explore graphics systems, including the built-in 2D and 3D game frameworks
- Display video and audio with AVFoundation
- Store data locally with the file system, or on the network with iCloud
- Display lists or collections of data with table views and collection views
- Build apps that let users create, edit, and work with documents
- Use MapKit, Core Location, and Core Motion to interact with the world

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Editorial Review

About the Author

Jon Manning is the co-founder of Secret Lab, an independent game development studio based in Hobart, Tasmania, Australia. Jon Manning is a game designer and programmer who's worked on all kinds of projects, ranging from iPad games for children to instant messaging clients. Jon is about to submit a PhD exploring the manipulation of online social networks. Jon is the world's biggest Horse_ebooks fan (https://twitter.com/Horse_ebooks), and can be found on Twitter as @desplesda.

Paris Buttfield-Addison is a mobile app engineer, game designer, and researcher with a passion for making technology simpler and as engaging as possible. Paris recently submitted a PhD investigating how people use tablets for information management.

Tim Nugent pretends to be a mobile app developer, game designer, PhD student, and now he even pretends to be an author. When he isn't busy avoiding being found out as a fraud, he spends most of his time designing and creating little apps and games he won't let anyone see. Tim spent a disproportionately long time writing this tiny little bio, most of which was spent trying to stick a witty sci-fi reference in, before he simply gave up. Tim can be found as @The_McJones on Twitter.

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