


# iOS 10 Programming Fundamentals with Swift: Swift, Xcode, and Cocoa Basics

*By Matt Neuburg*

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**iOS 10 Programming Fundamentals with Swift: Swift, Xcode, and Cocoa Basics** By Matt Neuburg

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3—the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have.

- Explore Swift's object-oriented concepts: variables and functions, scopes and namespaces, object types and instances
- Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and sets
- Learn how to declare, instantiate, and customize Swift object types: enums, structs, and classes
- Discover powerful Swift features such as protocols and generics
- Catch up on Swift 3 innovations: revised APIs, new Foundation bridged types, and more
- Tour the lifecycle of an Xcode project from inception to App Store—including Xcode's new automatic code signing and debugging features
- Construct app interfaces with the nib editor, Interface Builder
- Understand Cocoa's event-driven model and its major design patterns and features
- Find out how Swift communicates with Cocoa's C and Objective-C APIs

Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 10*.

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## Editorial Review

About the Author

Matt Neuburg started programming computers in 1968, when he was 14 years old, as a member of a literally underground high school club, which met once a week to do timesharing on a bank of PDP-10s by way of primitive teletype machines. He also occasionally used Princeton University's IBM-360/67, but gave it up in frustration when one day he dropped his punch cards. He majored in Greek at Swarthmore College, and received his Ph.D. from Cornell University in 1981, writing his doctoral dissertation (about Aeschylus) on a mainframe. He proceeded to teach Classical languages, literature, and culture at many well-known institutions of higher learning, most of which now disavow knowledge of his existence, and to publish numerous scholarly articles unlikely to interest anyone. Meanwhile he obtained an Apple IIc and became hopelessly hooked on computers again, migrating to a Macintosh in 1990. He wrote some educational and utility freeware, became an early regular contributor to the online journal TidBITS, and in 1995 left academe to edit MacTech Magazine. He is also the author of Frontier: The Definitive Guide and REALbasic: The Definitive Guide. In August 1996 he became a freelancer, which means he has been looking for work ever since. He is the author of Frontier: The Definitive Guide and REALbasic: The Definitive Guide, both for O'Reilly & Associates.

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