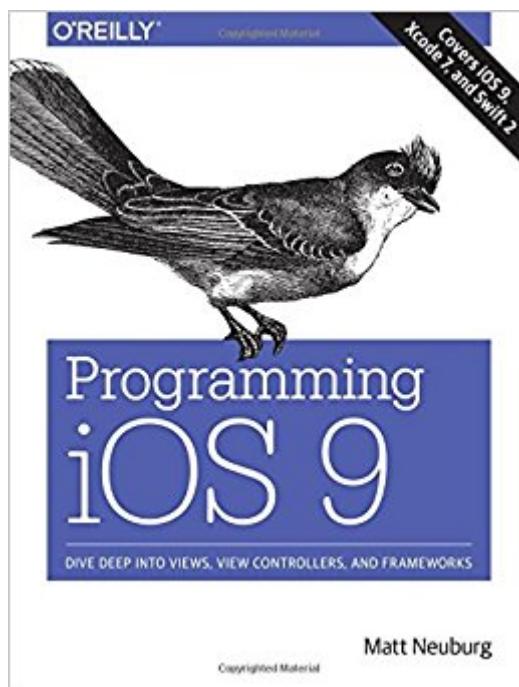


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# Programming iOS 9: Dive Deep Into Views, View Controllers, And Frameworks



## Synopsis

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Stay up-to-date on iOS 9 innovations, such as the new layout constraint notation, expanded UIKit dynamics, revised unwind segues, iPad multitasking, and the Contacts framework. All example code is available on GitHub for you to download, study, and run. Create, arrange, draw, layer, and animate views that respond to touch. Use view controllers to manage multiple interface screens. Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls. Dive into frameworks for sound, video, maps, and sensors. Access user libraries: music, photos, contacts, and calendar. Understand further topics, including files, networking, and threads.

## Book Information

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## Customer Reviews

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.

I rarely write reviews. But in the case of the book I felt compelled to do so. Here is why. I have been working as professional software architect and developer for many years. A part of my job is constant learning of new IT technologies- otherwise my skills could become outdated rather quickly. I have been looking recently for a good book on iOS/Swift development and I have bought few of them. Unfortunately most books didn't really explain overall logic of APIs and development processes; they were mostly concentrating on minute details and providing instructions like "click here" and "add this code there" leaving to the reader a difficult task of reconstructing the overall picture. Maybe this works for somebody else, but not for me. To be able to do software development I need to know why I am doing something and what options I have. Matt's book provides exactly this info and at the same time it gives all those small details as well. Overall, it is a perfectly balanced book for learning iOS/Swift development as far as I am concerned. If I were to select a book I would buy for learning this, I would buy this one for sure. Obviously, entire universe of iOS/Swift development is too big a topic for a single book. This book does not teach Swift language and it assumes that the reader is reasonably familiar with the language. It also does not cover certain important frameworks. Still, I think it is "must have" for somebody who like I learn iOS/Swift development.

I use this as a hard copy reference which has been helpful with some of the new iOS 9 features like Contacts. I use this in conjunction with the Nerd Ranch and iOS essentials in Kindle.

:)

The most thorough book I've read in a long time on any subject. Really refreshing and encouraging

as a soon to be junior developer that I can understand what my code is actually doing behind the scenes. This book is about understanding the actual framework and api, whereas most other books are simply a 'this code gives you this effect'.

excellent learning and reference book. well organized. technical content, but ideas are presented in a clear and logical fashion.

I'm an experienced Apple developer (over 10 years) who jumped on iOS early on. That said, Matt ALWAYs has invaluable tips and explanations in his iOS books that are just not easily found elsewhere. The most important aspect to these books is not the code, but that he explains how various features / frameworks work while providing best practices and advice on how to avoid pitfalls. Really, I just don't know how I could stay in this business without his book near by!

Matt Neuberg has dug me out of more iOS dead ends than I can count over the years and the sixth edition is no exception. I would highly recommend this book for the beginning and experienced iOS developer.

I ordered two books. This one, and a cookbook by the same publish. I find them great to use in tandem. This particular book I use more for a reference. I really enjoy it. Very easy to get around, and understand the fundamentals of iOS 9

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