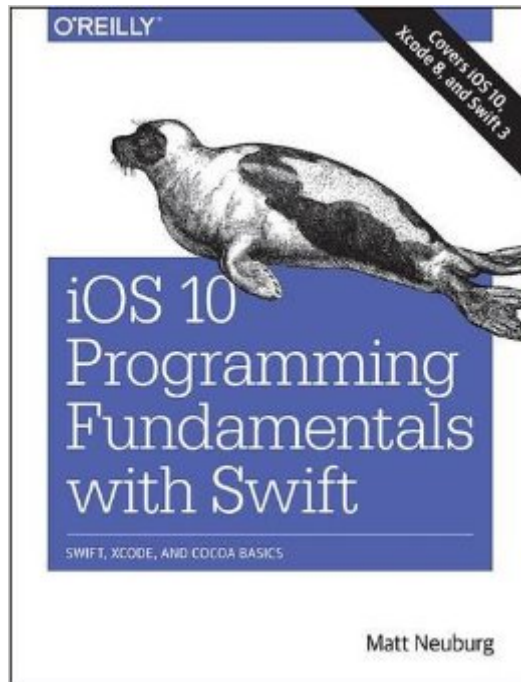# IOS 10 Programming Fundamentals With Swift: Swift, Xcode, And Cocoa Basics

Synopsis

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3â ”the latest version of Appleâ ™s acclaimed programming language. With this thoroughly updated guide, youâ ™ll learn Swiftâ ™s object-oriented concepts, understand how to use Appleâ ™s development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have.Explore Swiftâ ™s object-oriented concepts: variables and functions, scopes and namespaces, object types and instancesBecome familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and setsLearn how to declare, instantiate, and customize Swift object types: enums, structs, and classesDiscover powerful Swift features such as protocols and genericsCatch up on Swift 3 innovations: revised APIs, new Foundation bridged types, and moreTour the lifecycle of an Xcode project from inception to App Storeâ ”including Xcodeâ ™s new automatic code signing and powerful new debugging featuresConstruct app interfaces with the nib editor, Interface BuilderUnderstand Cocoaâ ™s event-driven model and its major design patterns and featuresFind out how Swift communicates with Cocoaâ ™s C and Objective-C APIsOnce you master the fundamentals, youâ ™ll be ready to tackle the details of iOS app development with author Matt Neuburgâ ™s companion guide, Programming iOS 10..

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