Core Data Updated For Swift 4

If you are an iOS developer or planning to become one, learning Swift 2 is your #1 priority, and this book tells you everything you need to get up to speed, well, swiftly. You'll start with the Swift Playground and an introduction to object-oriented programming so you can immediately see Swift in action. You then learn about all of the key language features like functions and closures, classes, methods, extensions, and how Swift works just as well as Objective-C when it comes to easy memory management with ARC. Finally you'll learn how to use Swift alongside Objective-C as well as with Core Data, and you'll learn how to put all of the pieces together with a health app using Apple's HealthKit framework.
Ready to build truly stunning apps for iPhone, iPad, and Apple Watch? This cookbook—written exclusively in Swift 3—provides more than 120 proven solutions for tackling the latest features in iOS 10 and watchOS 3. With these code-rich recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking functionality, the UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and services through Siri Write your own iMessage extensions that allow added interactivity Work with features in Swift 3, Xcode 8, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Spotlight APIs to make your app content searchable Add Picture in Picture playback functionality to iPad apps

Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields

Core Data best practices by example: from simple persistency to multithreading and syncing This book strives to give you clear guidelines for how to get the most out of Core Data while avoiding the pitfalls of this flexible and powerful framework. We start with a simple example app and extend it step by step as we talk about relationships, advanced data types, concurrency, syncing, and many other topics. Later on, we go well beyond what's needed for the basic example app. We'll discuss in depth how Core Data works behind the scenes, how to get great performance, the trade-offs between different Core Data setups, and how to debug and profile your Core Data code. All code samples in this book are written in Swift. We show how you can leverage Swift's language features to write elegant and safe Core Data code. We expect that you're already familiar with Swift and iOS, but both newcomers and experienced Core Data developers will find a trove of applicable information and useful patterns.

BradyGames' GameShark Ultimate Codes 2008 Summer includes the following: An updated collection of exclusive GameShark codes for the most popular games released for the PS2, Game Boy Advance SP, and GBA. Bonus cheats for Xbox, Xbox 360, PS3 and GameCube games are also included! Over 50,000 codes are provided for the top games on the market--Naruto Uzumaki Chronicles 2, Nascar 2008, Shin Megami Tensei: Persona 3, and many more! Feed your console all the fresh GameShark codes it craves--invincibility, secret levels and characters, unlimited ammo, hidden game modes, and much more! Platform: PS2, GBA and SP Genre: Various

Updated for Xcode 7.3 and Swift 2.2 Learn Core Data with Swift! Take control of your data in

iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Synchronize with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest

standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

The first time I came into contact with Core Data was more than ten years ago. I was immediately overwhelmed by the terminology, the complex setup, and the many rules I had to stick to.Does this sound familiar? I wondered if it was worth the hassle? And why did experienced developers swear by Core Data? How was I going to master Core Data and integrate it into an application without running into mysterious crashes?The solution was surprisingly simple. Whenever I teach developers Core Data, I emphasize how important it is to focus on the fundamentals first. The vast majority of issues developers run into are caused by a lack of knowledge about the ins and outs of the framework. Core Data isn't difficult if you understand how the framework works.Over the years, I've taught thousands of developers how to use Core Data. This has taught me what the common pitfalls are developers run into. In Mastering Core Data With Swift, I show you the pitfalls you need to avoid.The book follows a proven roadmap that starts with the fundamentals of the framework. We cover some theory, but, more importantly, you immediately apply what you learn to build a production application. Practice makes perfect. Right? This very much applies to any programming subject.In Mastering Core Data With Swift, you learn everything you need to know to integrate Core Data in a new or an existing Swift project. We focus on the key players of the framework and build an application that takes advantage of the core features of the framework.We use the latest and greatest to build an application. Xcode 9 has many improvements that make working with Core Data fantastic. And the intuitive syntax of Swift adds the cherry on the cake. It has never

been easier to get started with Core Data.
Updated for Swift 1.2. Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can

improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.
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Transition from Objective-C to the cleaner, more functionalSwift quickly and easily Professional Swift shows you how to create Mac and iPhoneapplications using Apple's new programming language. Thiscode-intensive, practical guide walks you through Swift bestpractices as you learn the language, build an application, andrefine it using advanced concepts and techniques. Organized foreasy navigation, this book can be read end-to-end for a self-pacedtutorial, or used as an on-demand desk reference as unfamiliarsituations arise. The first section of the book guides you throughthe basics of Swift programming, with clear instruction oneverything from writing code to storing data, and Section II addsadvanced data types, advanced debugging, extending classes, andmore. You'll learn everything you need to know to make thetransition from Objective-C to Swift smooth and painless, so youcan begin building faster,

more secure apps than ever before. Get acquainted with the Swift language and syntax Write, deploy, and debug Swift programs Store data and interface with web services Master advanced usage, and bridge Swift and Objective-C Professional Swift is your guide to the future of OS Xand iOS development.

The professional development team that brought you two editions of Objective-C for the Absolute Beginners and have taught thousands of developers around the world to write some of the most popular iPhone apps in their categories on the app store, have now leveraged their instruction for Swift. Swift for Absolute Beginners is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Gary Bennett and Brad Lees are full-time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 12 years of writing apps, teaching online iOS courses, the experience from their first two iOS books, along with their free online instruction and free online forum to create an excellent training book. Topics include: How to be successful at learning Swift Using Swift Playgrounds to learn iOS development quickly What is Object Oriented Programming What are Swift classes, properties, and functions Proper user interface and user experience design Swift data types: integers, floats, strings, booleans How to use Swift data collections: arrays and dictionaries Boolean logic, comparing data, and flow control Writing iPhone apps from scratch Avoiding Swift pitfalls Many students have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process. This book, along with the free, live online training sessions, helps students stay motivated and overcome obstacles while they learn to be

great iOS developers.
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Entirely rewritten for Apple's Swift programming language, this updated cookbook helps you
overcome the vexing issues you're likely to face when creating apps for iOS devices. You'll
find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for
working with Health data and HomeKit accessories, enhancing and animating graphics, storing
and protecting data, sending and receiving notifications, and managing files and folders among
them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit
APIs to store information in the cloud with ease Create custom keyboards and extensions
Access users' health-related information with HealthKit Interact with accessories inside the

user's home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app's data Develop location-aware and multitasking-aware apps Work with iOS 8's audio and video APIs Use Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera's availability and access the Photo Library

There's a new language in town. Swift is Apple's new, native, fast, and easy to learn programming language for iOS and OS X app development. It's their "Objective-C without the C". If you are an iOS developer or planning to become one, learning Swift is your #1 priority, and Learn Swift on the Mac tells you everything you need to get up to speed, well, swiftly. You'll start with the Swift Playground and an introduction to object-oriented programming so you can immediately see Swift in action. You then learn about all of the key language features like functions and closures, classes, methods, extensions, and how Swift works just as well as Objective-C when it comes to easy memory management with ARC. Finally you'll learn how to use Swift alongside Objective-C as well as with Core Data, and you'll learn how to put all of the pieces together with a health app using Apple's new HealthKit framework.

Learn how to create apps for iOS 12 before anyone else. This is the first book to

teach you how to work with Swift 4.2, Xcode 10, iOS 12 and the new APIs introduced by Apple iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by functional examples that guide beginners and experts through the most fundamental frameworks included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 4.2 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Stack Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data

iCloud CloudKit Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photos Library Web Kit Views Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 12, Xcode 10 and Swift 4.2 App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps.
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Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never

programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: –Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! –Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer –Make a real, playable game with graphics and sound effects using SpriteKit –Challenge players by speeding up your game and adding a high-score systemWhy should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher. iOS 12 App Development Essentials, the latest edition of this popular book series, has now been fully updated for the iOS 12 SDK, Xcode 10 and the Swift 4 programming language. Beginning with the basics, this book provides an outline

of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 12 and programming in Swift 4 is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, location management, local notifications, camera access and video playback support. Other features are also covered including Auto Layout, local map search, user interface animation using UIKit dynamics, Siri integration, iMessage app development, CloudKit sharing and biometric authentication. Additional features of iOS development using Xcode are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, collection and stack layouts and CloudKit data storage in addition to drag and drop integration and the document browser. The key new features of iOS 12 and Xcode 10 are also covered in detail, including Siri shortcuts and the new iOS machine learning features. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 12. Assuming you are ready to download the iOS 12 SDK and Xcode 10, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

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Learn Core Data With Swift!Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials.Start with the basics like setting up your own Core Data Stack all the way to advanced topics like migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own

apps.Who This Book Is For:This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps.Topics Covered in Core Data by Tutorials:Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch!NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data.The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system.Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching.NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController!Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model.Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models.Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code.Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code.Core Data and

CloudKit: Learn how to synchronize Core Data across all of a user's devices. Take a firsthand tour of Xcode and all the latest features Swift 3 has to offer. If you have picked up this book, chances are you know a little bit about Swift Programming. With Practical Swift you'll develop an advanced understanding of the language that will enable you to create a reference guide using Xcode Playgrounds, one you can continue to grow throughout your iOS career. This book not only shows you how to code in a clean and concise manner, but also the why behind the code. Understanding why will be instrumental in your advancement as a Swift developer. What You'll learn: Review the evolution of Swift and the latest features in Swift 3 Study architecture and design patterns Examine Protocol Oriented Programming Understand Swift generics Test Swift code Build an iOS App with core data from scratch Who This Book Is For: The primary audience for this book is developers who have started learning iOS and Swift and want to learn more of the intermediate to advanced topics available in Swift. The secondary audience is developers who have experience in iOS and Swift and want a good reference book for concepts they might already know, but are looking to re-enforce.

Swift is very easy to learn and it's more readable than most programming languages. It allows you to build applications for iPhone, iPad, Apple Watch,

Apple TV and Mac. Swift Programming in easy steps teaches you how to build iOS apps from scratch using Swift 4. Learn: · Xcode: the free software to write apps in Swift. · Swift Playgrounds: the experimenting environment that lets you write code and see results instantly. · Firebase: Google's mobile platform that lets you add functionality to your app. · SpriteKit: that gives you everything you'll need to build 2D games. · ARKit: that allows you to create Augmented Reality experiences for your app users. You don't need any prior programming knowledge. This book will walk you through the process of user interface design and coding, all the way to publishing your apps to the App Store! For anyone seeking to discover the easiest way to create apps for Apple devices. Covers iOS 12 and Swift 4 Table of Contents Introduction to iOS Development Swift Playgrounds User Interaction Camera & Photo Library Location & Table Views Firebase: Login & Database Game Development Advanced Swift Submitting your Apps

Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be

ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Synchronize with iCloud: Learn how to make your apps synchronize across devices, using the power of iCloud! Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed

Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. If you've already learned the basics of Swift and iOS programming, it's time to take your skills to the next level. In this follow up work to the best-selling Beginning iPhone Development with Swift, you'll learn tips for organizing and debugging Swift code, using multi-threaded programming with Grand Central Dispatch, passing data between view controllers, and designing apps for multiple languages. You'll also see how to play audio and video files, access the camera and save pictures to the Photos library, use location services to pinpoint your position on a map, display web pages, and create animation to spice up any user interface. Finally, you'll learn how to use Apple's advanced frameworks for machine learning, facial and text recognition, and creating augmented reality apps. Pro iPhone Development with Swift 5 provides insightful instruction on how to improve your existing apps or create powerful new iOS apps using the latest version of the Swift programming language. What You Will Learn Save and

retrieve data when apps close or get pushed in the background Recognize speech with Apple's advanced frameworks Create augmented reality apps Understand spoken commands with Siri Who This Book is For Aspiring iOS app developers familiar with the Apple Swift programming language and/or the iOS SDK, but ready to move to the next level.

Swift Recipes provides a problem solution approach for dealing with key aspects of the Swift programming language (covering version 1.2), ensuring you have the indispensable reference you need to successfully execute common programming tasks. You'll learn how to use the unique features of the Swift programming language as well as its use with Cocoa and Cocoa touch frameworks and libraries. Solutions are available for a range of problems, including application development with Xcode; working with strings, numbers, and object collections; dealing with threads, multi-core processing, and asynchronous processing; and building applications that take advantage of dates and timers and memory management. This book is an essential core reference for every Swift programmer and offers solutions in a concise and easy-to-follow manner. T. Michael Rogers has developed iOS applications for Fortune 100 brands and startups, and has trained new and experienced iOS developers via the iOS Boot Camp in New York City, online courses, and in private settings. He brings his

expertise to offer you the ability to use and exploit Swift to get the most out of all your projects for your app creations, whether you use iOS or Mac OS X.
Get hands-on experience with Apple's Swift programming language by building real working apps. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apple's platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes: Swift 2 basics: Learn Swift's features for object-oriented development, as well as various developer tools OS X app development: Set up your app, work with its documents, and build out its features iOS app development: Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app Advanced app extensions: Support Apple Watch and learn how to debug, monitor, and test all three of your Swift apps
Swift is the future of Apple programming - the heir apparent to Objective-C, and

that's good news! Designed from the ground up to be a simpler programming language, it's now easier than ever to get started creating apps for iPhone or iPad, or applications for Mac OS X! Trust Dummies to get you off to a strong start with Swift, whether you are an existing Objective-C programmer looking to port your code to Swift or even if you've never programmed for Apple in the past. Find out how to set up Xcode for a new Swift applications, use operators, objects, and data types; control program flow with conditional statement; and create new functions, statements, and declarations. Learn useful patterns in an object-oriented environment and take advantage of frameworks to speed your coding along. Find out how Swift does away with pointer variables and how to reference and dereference variables instead. Existing programmers will find out how to quickly port existing objective-c applications into Swift and get into the swing of the new language very ... swiftly. In the book, you'll find coverage of: -Moving existing Objective-C code to Swift -Operators -Collections and objects -Data types -Controlling data flow -Creating and using functions -Expressions -Statements -Patterns, generic parameters, and arguments -Initializing and deinitializing data -Closures -Classes -Methods -Memory management with automatic reference counting -Casting and nesting types -Using extensions and protocols

Learn how to use Core Data to create an manage a database for your iOS applications. After reading this guide, you will know how to create a database, how to store, search, and retrieve information, and how to migrate data from an old database to a new one. Table of Contents CORE DATA Object Graph Data Model Core Data Stack Managed Object Managing Objects Counting Objects Predicates Sort Descriptors Delete Objects Fetched Results Controller Sections Search Migration QUICK REFERENCE NSPersistentContainer NSManagedObjectContext NSManagedObject NSFetchRequest NSPredicate NSSortDescriptor NSFetchedResultsController NSFetchedResultsControllerDelegate NSFetchedResultsSectionInfo This guide assumes that you have a basic knowledge of app development, Xcode, and the Swift language. You should also know how to create and display Table Views. If you don't know how to program in Swift, how to work with Table Views, or how to create an application with Xcode, download our guides Introduction to Swift, Table Views and Collection Views, and Interface Builder. For a complete course on app development for iOS, read our book iOS Apps for Masterminds. This guide is a collection of excerpts from the book iOS Apps for Masterminds. The information included in this guide will help you understand a particular aspect of app development in iOS, but it will not teach you everything you need to know to

develop an app for Apple devices. If you need a complete course on app development for iOS, read our book iOS Apps for Masterminds. For more information, visit our website at www.formasterminds.com.
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https://github.com/kaichingchang/Swift-macOS-GuessGame
https://github.com/kaichingchang/Swift-macOS-CommonName
https://github.com/kaichingchang/Swift-macOS-MemoWord
https://github.com/kaichingchang/Swift-macOS-Cage
https://github.com/kaichingchang/Swift-iOS-GuessGame2
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Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with with the basics like setting up your own Core Data Stack all the way to advanced topics like syncing with iCloud, migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be

ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code.

Pro iOS Persistence explains how to build apps in Objective-C and Swift that persist and use data most effectively including the popular Core Data framework. Covering common and advanced persistence patterns, this book prepares any iOS developer to store and retrieve data accurately and efficiently. This book starts by giving you a solid grounding in Core Data, providing a foundation for the rest of the book. With this knowledge, you'll have all you need to master Core Data and power your data-driven applications. You'll see how to work with SQLite and how to create an efficient data model to represent your data. Once you've established your data model, you'll learn how to work with data objects and refine result sets to get the most out of the stored data. The advanced portions of the book begin by showing you how to tune your apps' performance and memory usage, to give you a truly professional edge. You'll see how to version and migrate your data as well, to ensure your data stays organized and efficient. Finally, the book covers managing table views with NSFetchedResultsController.
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