Contents

Preface 5
- Welcome

Happy Days 8
- Setting up
- Building the user interface
- Permissions! Permissions everywhere!
- Importing into the collection view
- Recording, transcribing, and playing audio
- Searching using Spotlight
- Wrap up

TimeShare 66
- Setting up
- Building the user interface
- Working with MSMessagesAppViewController
- Selecting possible dates
- Sending and receiving messages
- Making our message look attractive
- Wrap up

ChooseCruise 111
- Setting up
- The three steps
- Integrating with Maps
- Adding Siri support
- Wrap up

Polyglot 133
- Setting up
- Creating a basic language app
- Building a today extension
- Animating views with UIViewPropertyAnimator
- Wrap up

Alarmadillo 167
- Setting up
- Building the user interface
- Creating model classes
- Listing groups
- Listing alarms
- Editing alarms
- Loading and saving data
- Adding local notifications
- Responding to user input
- Wrap up

Flip 238
- Setting up
- Building the basic game
- Creating a model of our game
- Detecting legal moves
- Capturing pieces
- Capturing pieces
- Monte Carlo strategy
- Making an AI player
- Wrap up

Dead Storm Rising 286
- Setting up
- SpriteKit tile maps
- Moving around the map

Selecting game items
Moving and attacking
Controlling the game
Wrap up

Techniques **355**

Animations
Units
Core Data
Raw photography
Image rendering
Warp Geometry