Contents

Preface 14

About this book

Introduction: Swift for Complete Beginners 19

How to install Xcode and create a playground
Variables and constants
Types of Data
Operators
String interpolation
Arrays
Dictionaries
Conditional statements
Loops
Switch case
Functions
Optionals
Optional chaining
Enumerations
Structs
Classes
Properties
Static properties and methods
Access control
Polymorphism and typecasting
Closures
Protocols
Extensions
Protocol extensions
Wrap up

Project 1: Storm Viewer 115

Setting up
Listing images with FileManager
Designing our interface
Building a detail screen
Loading images with UIImage
Final tweaks: hidesBarsOnTap and large titles
Wrap up

Project 2: Guess the Flag 162

Setting up
Designing your layout
Making the basic game work: UIButton and CALayer
Guess which flag: random numbers
From outlets to actions: creating an IBAction
Wrap up

Project 3: Social Media 195

About technique projects
UIActivityViewController explained
Wrap up

Project 4: Easy Browser 204

Setting up
Creating a simple browser with WKWebView
Choosing a website: UIAlertController action sheets
Monitoring page loads: UIToolbar and UIProgressView
Refactoring for the win
Wrap up

Project 5: Word Scramble 227

Setting up
Reading from disk: contentsOf
Pick a word, any word: UIAlertController
Prepare for submission: lowercased() and IndexPath
Checking for valid answers
Or else what?
Wrap up

Project 6: Auto Layout 258

Setting up
Advanced Auto Layout
Auto Layout in code: addConstraints with Visual Format Language
Auto Layout metrics and priorities: constraints(withVisualFormat:)
Auto Layout anchors
Wrap up

Project 7: Whitehouse Petitions 279

Setting up
Creating the basic UI: UITabBarController
Parsing JSON using the Codable protocol
Rendering a petition: loadHTMLString
Finishing touches: didFinishLaunchingWithOptions
Wrap up

Project 8: 7 Swifty Words 305

Setting up
Building a UIKit user interface programmatically
Loading a level and adding button targets
It's play time: firstIndex(of:) and joined()
Property observers: didSet
Wrap up

Project 9: Grand Central Dispatch 339

Setting up
Why is locking the UI bad?
GCD 101: async()
Back to the main thread: DispatchQueue.main
Easy GCD using performSelector(inBackground:)
Wrap up

Project 10: Names to Faces 354

Setting up
Designing UICollectionView cells
UICollectionView data sources
Importing photos with UIImagePickerController
Custom subclasses of NSObject
Connecting up the people
Wrap up

Project 11: Pachinko 378

Setting up
Falling boxes: SKSpriteNode, UITouch, SKPhysicsBody
Bouncing balls: circleOfRadius
Spinning slots: SKAction
Collision detection: SKPhysicsContactDelegate
Scores on the board: SKLabelNode
Special effects: SKEmitterNode
Wrap up

Project 12: UserDefaults 409

Setting up
Reading and writing basics: UserDefaults
Fixing Project 10: NSCoding
Fixing Project 10: Codable
Wrap up

Project 13: Instafilter 424

Setting up
Designing the interface
Importing a picture
Applying filters: CIContext, CIFilter
Saving to the iOS photo library
Wrap up

Project 14: Whack-a-Penguin 444

Setting up
Getting up and running: SKCropNode
Penguin, show thyself: SKAction moveBy(x:y:duration:)
Whack to win: SKAction sequences
Wrap up

Project 15: Animation 467

Setting up
Preparing for action
Switch, case, animate: animate(withDuration:)
Transform: CGAffineTransform
Wrap up

Project 16: Capital Cities 480

Setting up
Up and running with MapKit
Annotations and accessory views: MKPinAnnotationView
Wrap up

Project 17: Space Race 492

Setting up
Space: the final frontier
Bring on the enemies: Timer, linearDamping, angularDamping
Making contact: didBegin()

Wrap up

Project 18: Debugging 505

Setting up
Basic Swift debugging using print()
Debugging with assert()
Debugging with breakpoints
View debugging
Wrap up

Project 19: JavaScript Injection 516

Setting up
Making a shell app
Adding an extension: NSExtensionItem
What do you want to get?
Establishing communication
Editing multiline text with UITextView
Fixing the keyboard: NotificationCenter
Wrap up

Project 20: Fireworks Night 541

Setting up
Ready... aim... fire: Timer and follow()
Swipe to select
Making things go bang: SKEmitterNode
Wrap up

Project 21: Local Notifications 561

Setting up
Scheduling notifications: UNUserNotificationCenter and UNNotificationRequest
Acting on responses
Wrap up

Project 22: Detect-a-Beacon 575
Setting up
Requesting location: Core Location
Hunting the beacon: CLBeaconRegion
Wrap up

Project 23: Swifty Ninja 591
Setting up
Basics quick start: SKShapeNode
Shaping up for action: CGPath and UIBezierPath
Enemy or bomb: AVAudioPlayer
Follow the sequence
Slice to win
Game over, man: SKTexture
Wrap up

Project 24: Swift Strings 629
Setting up
Strings are not arrays
Working with strings in Swift
Formatting strings with NSAttributedString
Wrap up

Project 25: Selfie Share 643
Setting up
Importing photos again
Going peer to peer: MCSession, MCBrowserViewController
Invitation only: MCPeerID
Wrap up

Project 26: Marble Maze 660

Setting up
Loading a level: categoryBitMask, collisionBitMask, contactTestBitMask
Tilt to move: CMMotionManager
Contacting but not colliding
Wrap up

Project 27: Core Graphics 681

Setting up
Creating the sandbox
Drawing into a Core Graphics context with UIGraphicsImageRenderer
Ellipses and checkerboards
Transforms and lines
Images and text
Wrap up

Project 28: Secret Swift 705

Setting up
Creating a basic text editor
Writing somewhere safe: the iOS keychain
Touch to activate: Touch ID, Face ID and LocalAuthentication
Wrap up

Project 29: Exploding Monkeys 720

Setting up
Building the environment: SKTexture and filling a path
Mixing UIKit and SpriteKit: UISlider and SKView
Unleash the bananas: SpriteKit texture atlases
Destructible terrain: presentScene()
Wrap up

Project 30: Instruments 754

Setting up

What are we working with?
What can Instruments tell us?
Fixing the bugs: slow shadows
Fixing the bugs: wasted allocations
Fixing the bugs: Running out of memory
Wrap up

Project 31: Multibrowser 774

Setting up
UIStackView by example
Adding views to UIStackView with addArrangedSubview()
Removing views from a UIStackView with removeArrangedSubview()
iPad multitasking
Wrap up

Project 32: SwiftSearcher 800

Setting up
Automatically resizing UITableViewCells with Dynamic Type and NSAttributedString
How to use SFSafariViewController to browse a web page
How to add Core Spotlight to index your app content
Wrap up

Project 33: What's that Whistle? 823

Setting up
Recording from the microphone with AVAudioRecorder
Animating UIStackView subview layout
Writing to iCloud with CloudKit: CKRecord and CKAsset
A hands-on guide to the CloudKit dashboard
Reading from iCloud with CloudKit: CKQueryOperation and NSPredicate
Working with CloudKit records: CKRecord.Reference, fetch(withRecordID:), and save()
Delivering notifications with CloudKit push messages:

CKQuerySubscription
Wrap up

Project 34: Four in a Row 893

Setting up
Creating the interface with UIStackView
Preparing for basic play
Adding in players: GKGameModelPlayer
Detecting wins and draws in Four in a Row
How GameplayKit AI works: GKGameModel, GKGameModelPlayer and GKGameModelUpdate
Implementing GKGameModel: gameModelUpdates(for:) and apply()
Creating a GameplayKit AI using GKMinmaxStrategist
Wrap up

Project 35: Random Numbers 937

Setting up
Generating random numbers without GameplayKit
Generating random numbers with GameplayKit: GKRandomSource
Choosing a random number source: GKARC4RandomSource and other GameplayKit options
Shaping GameplayKit random numbers: GKRandomDistribution, GKShuffledDistribution and GKGaussianDistribution
Shuffling an array with GameplayKit: arrayByShufflingObjects(in:)
Wrap up

Project 36: Crashy Plane 955

Setting up
Creating a player: resizeFill vs aspectFill
Sky, background and ground: parallax scrolling with SpriteKit
Creating collisions
Pixel-perfect physics in SpriteKit, plus explosions and more
Background music with SKAudioNode, an intro, plus game over
Optimizing SpriteKit physics

Wrap up

Project 37: Psychic Tester 993

Setting up
Laying out the cards: addChildViewController()
Animating a 3D flip effect using transition(with:)
Adding a CAGradientLayer with IBDesignable and IBInspectable
Creating a particle system using CAEmitterLayer
Wiggling cards and background music with AVAudioPlayer
How to measure touch strength using 3D Touch
Communicating between iOS and watchOS: WCSession
Designing a simple watchOS app to receive data
Wrap up

Project 38: GitHub Commits 1036

Setting up
Designing a Core Data model
Adding Core Data to our project: NSPersistentContainer
Creating an NSManagedObject subclass with Xcode
Loading Core Data objects using NSFetchRequest and NSSortDescriptor
How to make a Core Data attribute unique using constraints
Examples of using NSPredicate to filter NSFetchRequest
Adding Core Data entity relationships: lightweight vs heavyweight migration
How to delete a Core Data object
Optimizing Core Data Performance using NSFetchedResultsController
Wrap up

Project 39: Unit testing with XCTest 1095

Setting up
Creating our first unit test using XCTest
Loading our data and splitting up words: filter()
Counting unique strings in an array

measure(): How to optimize our slow code and adjust the baseline
Filtering using functions as parameters
Updating the user interface with filtering
User interface testing with XCTest
Wrap up

Appendix: The Swift Knowledge Base 1140