Building iOS 17 Apps with Xcode Storyboards







Building iOS 17 Apps with Xcode Storyboards

Building iOS 17 Apps with Xcode Storyboards

ISBN-13: 978-1-951442-84-2

© 2024 Neil Smyth / Payload Media, Inc. All Rights Reserved.

This book is provided for personal use only. Unauthorized use, reproduction and/or distribution strictly prohibited. All rights reserved.

The content of this book is provided for informational purposes only. Neither the publisher nor the author offers any warranties or representation, express or implied, with regard to the accuracy of information contained in this book, nor do they accept any liability for any loss or damage arising from any errors or omissions.

This book contains trademarked terms that are used solely for editorial purposes and to the benefit of the respective trademark owner. The terms used within this book are not intended as infringement of any trademarks.

Rev: 1.0



https://www.payloadbooks.com

Chapter 1

1. Start Here

This book aims to teach the skills necessary to create iOS apps using the iOS 17 SDK, UIKit, Xcode 15 Storyboards, and the Swift programming language.

Beginning with the basics, this book outlines the steps necessary to set up an iOS development environment. Next, an introduction to the architecture of iOS 17 and programming in Swift is provided, followed by an in-depth look at the design of iOS apps 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 include Auto Layout, local map search, user interface animation using UIKit dynamics, iMessage app development, 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, CloudKit data storage, and the document browser.

Other features of iOS 17 and Xcode 15 are also covered in detail, including iOS machine learning features.

The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 17. Assuming you are ready to download the iOS 17 SDK and Xcode 15, have a Mac, and some ideas for some apps to develop, you are ready to get started.

1.1 Source Code Download

The source code and Xcode project files for the examples contained in this book are available for download at:

https://www.payloadbooks.com/product/ios17xcode/

1.2 Feedback

We want you to be satisfied with your purchase of this book. Therefore, if you find any errors in the book or have any comments, questions, or concerns, please contact us at *info@payloadbooks.com*.

1.3 Errata

While we make every effort to ensure the accuracy of the content of this book, inevitably, a book covering a subject area of this size and complexity may include some errors and oversights. Any known issues with the book will be outlined, together with solutions, at the following URL:

https://www.payloadbooks.com/ios-17-xcode-errata/

If you find an error not listed in the errata, please email our technical support team at *info@payloadbooks.com*.