# Building iOS 17 Apps with Xcode Storyboards







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### 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/

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