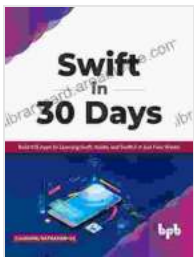


Build iOS Apps By Learning Swift Xcode And SwiftUI In Just Four Weeks

Have you always wanted to learn how to build your own iOS apps? With this comprehensive guide, you can learn everything you need to know in just four weeks.



Swift in 30 Days: Build iOS Apps by Learning Swift, Xcode, and SwiftUI in Just Four Weeks (English Edition) by Justin Edelson

★★★★★ 5 out of 5

Language : English
File size : 4884 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 391 pages



This book will teach you the basics of Swift, the programming language used to develop iOS apps. You'll also learn how to use Xcode, the integrated development environment (IDE) used to create iOS apps.

Once you have a solid foundation in Swift and Xcode, you'll learn about SwiftUI, the latest UI framework for iOS development. SwiftUI makes it easy to create beautiful and responsive user interfaces.

By the end of this book, you'll be able to build your own iOS apps from scratch. You'll learn how to:

- Create a new iOS app project
- Write Swift code to create user interfaces
- Use SwiftUI to create beautiful and responsive user interfaces
- Handle user input
- Store and retrieve data
- Debug and test your apps
- Publish your apps to the App Store

This book is perfect for beginners who want to learn how to build iOS apps. It's also a great resource for experienced developers who want to learn about SwiftUI.

So what are you waiting for? Start learning today and build your own iOS apps in just four weeks!

What You'll Learn

- The basics of Swift, the programming language used to develop iOS apps
- How to use Xcode, the integrated development environment (IDE) used to create iOS apps
- About SwiftUI, the latest UI framework for iOS development
- How to create beautiful and responsive user interfaces
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Who This Book Is For

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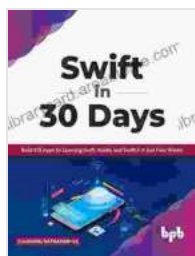
About the Author

I'm a software engineer with over 10 years of experience developing iOS apps. I've worked on a variety of projects, from small startups to large enterprises. I'm passionate about helping others learn how to build iOS apps, and I'm excited to share my knowledge with you in this book.

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