

Contents

Preface	8
About this book	
Notes for iOS developers	
TIMTOWTDI	
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 **114**

- Storm Viewer: Setting up
- Splitting a window in two
- Adding custom controllers
- Designing our interface
- Introducing outlets
- Showing some table rows
- Loading our images
- Responding to table selection
- Finishing touches
- Storm Viewer: Wrap up

Project 2: Cows and Bulls **158**

- Cows and Bulls: Setting up
- Designing our user interface
- Filling in the table view
- Setting up the game
- Marking guesses
- Cows and Bulls: Wrap up

Project 3: Social media **178**

- Social Media: Setting up
- Subclassing NSSplitViewController
- Creating a toolbar
- Social Media: Wrap up

Project 4: Grid Browser **192**

- Grid Browser: Setting up
- Starting with the toolbar
- Layout with stack views
- App Transport Security

- Creating and destroying web views
- What's selected?
- Handling navigation
- Adding Touch Bar controls
- Grid Browser: Wrap up

Project 5: Capital Cities **246**

- Capital Cities: Setting up
- Creating a map view
- Dropping pins
- Keeping score
- Capital Cities: Wrap up

Project 6: Auto Layout **272**

- Auto Layout: Setting up
- Visual Format Language
- Auto Layout anchors
- Stack views
- Grid views
- Auto Layout: Wrap up

Project 7: Photo Memories **290**

- Photo Memories: Setting up
- Designing with collection views
- Selecting items
- Loading images from disk
- Importing files
- Re-arranging photos
- Detecting keypresses with `keyUp()`
- So... now what?
- Making a video composition
- Photo Memories: Wrap up

Project 8: Odd One Out	341
Odd One Out: Setting up	
Creating a grid of buttons	
Generating layouts	
Click to win	
Game over	
Final tweaks	
Dark mode	
Odd One Out: Wrap up	
Project 9: GCD	377
GCD: Setting up	
Performing selectors in the background	
Running arbitrary code on different threads	
Running delayed code	
Concurrent execution	
GCD: Wrap up	
Project 10: WeatherBar	390
WeatherBar: Setting up	
The art of nothingness	
Creating a settings screen	
Saving and loading settings	
Parsing JSON	
Updating the user interface	
Creating more menu items	
WeatherBar: Wrap up	
Project 11: Bubble Trouble	430
Bubble Trouble: Setting up	
Cleaning up the Xcode template	
Bubbles... bubbles everywhere!	
Setting the universe in motion	
Adding some difficulty	

Gotta pop 'em all
Bubble Trouble: Wrap up

Project 12: Animation **456**

Animation: Setting up
Constructing a test environment
Basic animator proxy use
Animating layers
Advanced layer animation
Animation: Wrap up

Project 13: Screenable **471**

Screenable: Setting up
Designing the user interface
Populating the popup buttons
Drawing images and gradients
Rendering the caption
Importing a screenshot
Exporting the finished product
NSDocument and NSCoder
Screenable: Wrap up

Project 14: Shooting Gallery **521**

Shooting Gallery: Setting up
Creating the game world
Creating a custom node
Click, click, bang!
Adding some polish
Shooting Gallery: Wrap up

Project 15: NSUndoManager **548**

NSUndoManager: Setting up
Reversible changes

Doubling up methods
NSUndoManager: Wrap up

Project 16: Bookworm **560**

Bookworm: Setting up
Set up for success
Manipulating arrays with NSArrayController
Binding everything
Creating an emoji formatter
Presenting a credits screen
Bookworm: Wrap up

Project 17: Match Three **583**

Match Three: Setting up
A grid of balls
Matching colors
Making room for more
Tracking score
A puff of smoke
Match Three: Wrap up

Project 18: Bindings **617**

Bindings: Setting up
KVC and KVO
The imperial march
Property observers and KVO
Dependent properties and formatters
Bindings: Wrap up