Contents

Preface Welcome	5
Project 1: Trade My Tesla Setting up Machine learning 101 Named colors and stack view spacing Generating predictions Wrap up	8
Project 2: Sightspotter Setting up A tour through Apple's code Shooting targets Adding some pressure Making a real app Calculating relative headings Wrap up	39
Project 3: Going Postal Setting up Creating a split-view interface Getting the basic app running Drag and drop from tables and collection views Dragging image views Wrap up	77

Project 4: Swift Sampler Setting up Up and running with PDFKit Controlling our PDF Reading formatted text Watermarking documents Wrap up	111
Project 5: Picture Protector Setting up Importing a photo Detecting faces Tap to blur Wrap up	139
Project 6: Name that Tune Setting up Authenticating against Apple Music What's available to us Reading the Apple Music configuration Fetching and parsing API data Designing our game controller Selecting songs to win Wrap up	162
Project 7: Video X-Ray Setting up Scanning a static image Preparing to scan a live video Working with pixel buffers Making recorded predictions Wrap up	211

Techniques 249

Adopting the iOS 11 design Extending drag and drop Reading depth in photos Scanning NFC tags Detecting face details