

# Contents

<b>Preface</b>	<b>4</b>
Welcome	
What's new in Swift 4?	
<b>Project 1: Trade My Tesla</b>	<b>23</b>
Setting up	
Machine learning 101	
Named colors and stack view spacing	
Generating predictions	
Wrap up	
<b>Project 2: Sightspotter</b>	<b>50</b>
Setting up	
A tour through Apple's code	
Shooting targets	
Adding some pressure	
Making a real app	
Calculating relative headings	
Wrap up	
<b>Project 3: Going Postal</b>	<b>85</b>
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	
<b>Project 4: Swift Sampler</b>	<b>114</b>
Setting up	
Up and running with PDFKit	
Controlling our PDF	
Reading formatted text	
Watermarking documents	
Wrap up	

<b>Project 5: Picture Protector</b>	<b>139</b>
Setting up	
Importing a photo	
Detecting faces	
Tap to blur	
Wrap up	
<b>Project 6: Name that Tune</b>	<b>162</b>
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	
<b>Project 7: Video X-Ray</b>	<b>209</b>
Setting up	
Scanning a static image	
Preparing to scan a live video	
Working with pixel buffers	
Making recorded predictions	
Wrap up	
<b>Techniques</b>	<b>244</b>
Adopting the iOS 11 design	
Extending drag and drop	
Reading depth in photos	
Scanning NFC tags	
Detecting face details	