

# IOS Swift Programming 1

## 1 The Basics

Adding Blur Effects to Your Views

Presenting Temporary Information on the Screen with Popovers

Displaying Images with UIImageView

Displaying Static Text with UILabel

Adding Buttons to the User Interface with UIButton

Displaying Alerts and Action Sheets

Creating, Using, and Customizing Switches with UISwitch

Picking Values with the UIPickerView

Picking the Date and Time with UIDatePicker

Implementing Range Pickers with UISlider

Grouping Compact Options with UISegmentedControl

Presenting Sharing Options with UIActivityViewController

Presenting Custom Sharing Options with UIActivityViewController

Displaying an Image on a Navigation Bar

Adding Buttons to Navigation Bars Using UIBarButtonItem

Accepting User Text Input with UITextField

Displaying Long Lines of Text with UITextView

Creating Scrollable Content with UIScrollView

Loading Web Pages with WebKit

Loading Web Pages with UIWebView

Displaying Progress with UIProgressView

Creating a Provision Profile

## ***2. Extensions***

Adding New Photo Editing Capabilities to the Photos App

Providing a Custom Sharing Extension to iOS

Building Custom Keyboards

Creating a Service Within Your App with Action Extensions

Adding Widgets to the Notification Center

## ***3. Managing Health Data with HealthKit***

Setting Up Your App for HealthKit

Retrieving and Modifying the User's Weight Information

Accessing and Modifying the User's Height Information

Retrieving User Characteristics

Observing Changes to the User's Health Information

Reading and Modifying the User's Total Calories Burned

Converting Between Units

## ***4. Managing Home Appliances with HomeKit***

Simulating HomeKit Accessories

Managing the User' s Home in HomeKit

Adding Rooms to the User' s Home

Specifying Zones in the User' s Home

Discovering and Managing HomeKit Enabled Accessories

Interacting with HomeKit Accessories

Grouping Services of HomeKit Accessories

## ***5. Creating Dynamic and Interactive User Interfaces***

Adding Gravity to Your UI Components

Detecting and Reacting to Collisions Between UI Components

Animating Your UI Components with a Push

Attaching Multiple Dynamic Items to Each Other

Adding a Dynamic Snap Effect to Your UI Components

Assigning Characteristics to Your Dynamic Effects

## ***6. Table and Collection Views***

Populating a Table View with Data

Enabling Swipe Deletion of Table View Cells

Constructing Headers and Footers in Table Views

Displaying a Refresh Control for Table Views

Providing Basic Content to a Collection View

Feeding Custom Cells to Collection Views Using .xib Files

Handling Events in Collection Views

Providing Header and Footer in a Collection View

Adding Custom Interactions to Collection Views

## *7. Concurrency and Multitasking*

Performing UI-Related Tasks

Performing Non-UI Related Tasks

Performing Tasks After a Delay

Performing a Task Only Once

Grouping Tasks Together

Creating Simple Concurrency with Operations

Creating Dependency Between Operations

Firing Periodic Tasks

Completing a Long-Running Task in the Background

Adding Background Fetch Capabilities to Your Apps

Playing Audio in the Background

Handling Location Changes in the Background

Handling Network Connections in the Background