



Learning iOS UI Development

Yari D'areglia

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Key Features

- Build compelling user interfaces that users will enjoy using the iOS UIKit framework
- Make your iOS apps easily recognizable and familiar with the UIKit framework
- Use this comprehensive, step-by-step guide to create a complete custom layout

Book Description

Through this comprehensive one-stop guide, you'll get to grips with the entire UIKit framework and in a flash, you'll be creating modern user interfaces for your iOS devices using Swift.

Starting with an overview of the iOS drawing system and the available tools, you will then learn how to use these technologies to create adaptable layouts and custom elements for your applications. Next, you'll be introduced to other topics such as animation and code-drawing with Core Graphics, which will give you all the knowledge you need to create astonishing user interfaces.

By the end of this book, you will have a solid foundation in iOS user interface development and will have gained valuable insights on the process of building firm and complex UIs.

What you will learn

- Understand the basic requirements to work with iOS user interfaces
- Get to know about the UI tools, frameworks, and built-in components
- Plot dynamic layout structures using Auto Layout
- Shape and implement adaptive user interfaces for different screen sizes
- Draw and animate your user interfaces using the CALayer and UIKit animations
- Intercept and handle user touches to create user interface interactivity
- Create and depict totally custom controls
- Design with iOS through Core Graphics

About the Author

Yari D'areglia is a developer with 15 years of experience in software architecture and development. During the last 4 years, he built successful iOS and OS X applications for developers as well as the mainstream public.

Yari, together with Nicola Armellini, founded Jumpzero, a company based in Italy that released countless mobile, desktop, and web applications.

Currently, he is employed as a senior iOS engineer at Neato Robotics, a company based in Silicon Valley, where he works on the communication between robots and iOS devices.

Yari writes at www.ThinkAndBuild.it, a blog focused on iOS development with a strong focus on user interface development.

You can reach him on Twitter at @bitwaker.

Table of Contents

- 1. UI Fundamentals
- 2. UI Components Overview UIKit
- 3. Interface Builder, XIB, and Storyboard
- 4. Auto Layout
- 5. Adaptive User Interfaces
- 6. Layers and Core Animation
- 7. UI Interactions Touches and Gestures
- 8. How to Build Custom Controls
- 9. Introduction to Core Graphics



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From reader reviews:

Juan Harrell:

Spent a free time for you to be fun activity to try and do! A lot of people spent their leisure time with their family, or their very own friends. Usually they undertaking activity like watching television, going to beach, or picnic in the park. They actually doing same every week. Do you feel it? Would you like to something different to fill your current free time/ holiday? May be reading a book might be option to fill your cost-free time/ holiday. The first thing that you will ask may be what kinds of book that you should read. If you want to consider look for book, may be the e-book untitled Learning iOS UI Development can be good book to read. May be it can be best activity to you.

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