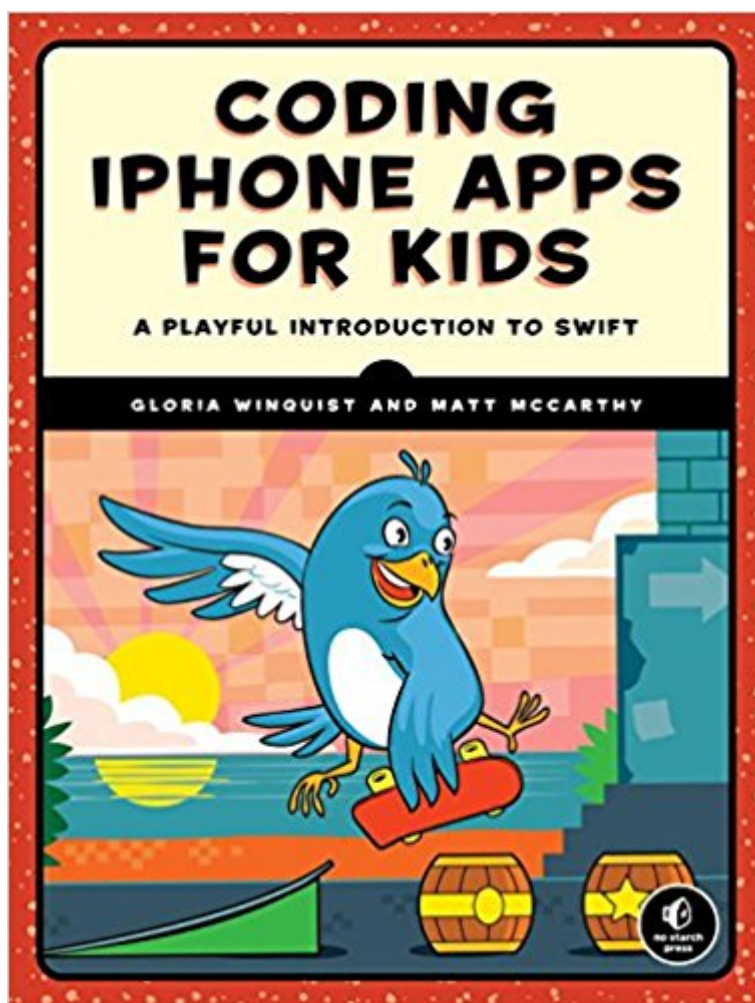


The book was found

Coding iPhone Apps For Kids: A Playful Introduction To Swift



Synopsis

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In *Coding iPhone Apps for Kids*, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to:

- Build programs to save you time, like one that invites all of your friends to a party with just the click of a button!
- Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer
- Make a real, playable game with graphics and sound effects using SpriteKit
- Challenge players by speeding up your game and adding a high-score system

Why should serious adults have all the fun? *Coding iPhone Apps for Kids* is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

Book Information

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Age Range: 10 and up

Grade Level: 5 - 8

Customer Reviews

A note from the Authors Have you ever heard someone say, “I wish there was an app for that”? Maybe they were talking about a holiday card organizer or an app that can turn someone into a kitten. Well, you can be the person who makes that app! In this book, you’ll learn how to program in Swift, the language used for mobile applications that run on all Apple devices, and by the time you’ve finished reading, you’ll have developed apps you can run on your iPhone, iPad, or iPod touch. Learning a programming language will give you skills in problem solving, communication, and creativity. For these reasons, and many more, programming is a highly useful skill to have. Even if you don’t intend to become a professional programmer, if you regularly use a computer or a mobile device, then learning to program can improve your life. Programming is fun for so many reasons • you get to solve puzzles, impress people with your code creations, and feel pretty powerful once you know how to control a machine. So, above all, don’t forget to have fun!

Gloria Winquist became hooked on iOS development in 2011 and has been programming professionally ever since. She works as an iOS developer at LumiraDx. Matt McCarthy has released more than 20 apps as part of a two-person team, Tomato Interactive LLC. He works as a software engineer at LumiraDx.

This is a good coding book, well written and with clear examples and illustrations. It contains some touches of humour directed to kids. As indicated by another buyer, this is not exclusively directed to kids, but can be very useful for adults that want to inniciate in this fascinating world. I do recommend it.

Although I have yet to read through the whole book, I am already impressed by the 1st couple chapters where the author explain in great detail and yet natural way introduce user to the Apple Swift. Job well done!!

Awesome book. I cannot see the figures of my MacBook, but I can on my iPhone.

Are you interested in learning how to program? If you are, then this book is for you. Authors Gloria Winquist and Matt McCarthy, have written an outstanding book that is also a good resource for adults who are new to programming. The authors begin by covering the installation of Xcode on your computer, which also includes a simple tutorial to make a "Hello, world!" Next, they delve into programming in an Xcode playground environment and show you how to create variables and constants of different data types. Then, the authors cover "if" statements and conditionals. Also, they cover for "-in" and "while loops." The authors continue by showing you optionals, which are variables or constants that can either have a value or no value. Then, they show you how to work with two Swift collection types: arrays and dictionaries. Then, the authors cover writing functions, which are blocks of code that can be called repeatedly to perform specific tasks. In addition, they show you how to make a custom class, which is a blueprint for creating objects that represent real-world items, such a back-pack, a car, a cat, or anything else that you can imagine. Next, the authors describe how to set up parts of the app that the user sees. Then, they show you how to program the Cancel and Save buttons, so that you can add and save birthdays in the app! The authors continue by showing you how to create a Birthdays table view controller that can display your added birthdays in a table view, which shows a list of items that the user can scroll through and select. Then, they show you how to save your app's data on your device, so it's there even after you quit the app. Then, the authors show you how to use local notifications to ping users on their friends' birthdays. In addition, they show you how to set up your Xcode project file, add images for the player, and display a schoolyard background. Next, the authors add our hero and the ground that she skates on, make everything move, and let the player tap on the screen to make her jump. Then, they use SpriteKit's physics engine to bring the Schoolhouse Skateboarder game to life. The authors continue by speeding the Schoolhouse Skateboarder game up and adding multilevel platforms, gems to collect, and a scoring system. Finally, they show you a number of ways to make the Schoolhouse Skateboarder game more professional. You should find this excellent book useful whether you have no programming experience or are an experienced programmer who wants to learn how to develop apps. Also, in this great book, you'll learn how to program in Swift, the language that is used for mobile applications that run on all Apple devices.

Unique book that covers the fundamentals of Swift programming in a very entertaining manner. While the book is geared towards children, it will work just as effectively with adults as it moves at a relatively fast clip. It has color graphics which help to enhance the learning experience. After reading

this book, one will be well positioned to proceed with more advanced iOS programming books, like the Big Nerd Ranch's iOS programming 6th edition. I give it my highest recommendation.

This is not just for kids. Honestly, I would say that pre-teens would really have to be very interested in Swift in order to make it through the book. Otherwise, I think it is more for teenagers and adults. Even though it's got illustrations and larger print, I think it's great for all of us that want to play with building an app. It would be a wonderful way for teens to try programming for their very first time. If they get into this, then they can also work on computer programming with other books or the MIT work. This book helps you download a program onto your computer and then talks you through with pictures on how to complete each step with growing levels of difficulty. It is very easy to use and you lose track of time if you are following on your computer and flipping through the book.

I definitely think this book works for a wider audience than the title suggests. I am 61 and I found it extremely helpful in understanding Swift and coding fundamentals. The book is well laid out for ease of comprehension. It helped me reframe my understanding of basic code mechanisms. While I am sure this is a great reference for today's children, it is also wonderful for an older generation who seeks to either code or understand the process. Excellent foundational text.

I was curious about how apps are made and I found this book. It is well written and lays things out very simply. I can't imagine finding a better book for a novice.

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