INDEX

SYMBOLS
+ (addition operator), 27
&& (AND operator), 38
= (assignment operator), 19
... (closed range operator), 48
/ (division operator), 27
== (equal to operator), 36
> (greater than operator), 37
< (less than operator), 37
% (modulo operator), 30, 55, 105
* (multiplication operator), 27
?? (nil coalescing operator), 65, 151, 185
!= (not equal to operator), 36
! (NOT operator), 38
|| (OR operator), 38
| (pipe), 248
- (subtraction operator), 27

A
addition operator (+), 27
alpha (transparency setting), 286–287
anchorPoint property, 208–209, 287
AND operator (&&), 38
app icon, adding to project, 125
Apple ID (Apple account)
creating, 5
for running app on a device, 14
signing in to Xcode, 7
applications. See apps
application delegate, 174
managing app lifecycle, 177
shared property, 178
apps, 3. See also BirthdayTracker;
Hello World; Schoolhouse Skateboarder
creating, 5–9, 122–125, 205–206
datatype, 174, 177
arc4random_uniform() function, 229
arguments, 82
in a function call, 83
labels, 84, 88, 89
custom, 90
removing, 90–91
arithmetic operators, 27–30
arrays
accessing items, 69
adding items, 70
index, 67
Index out of range error, 69–70
initializing, 68
looping through, 50, 74–75
mutable and immutable, 68
properties, 73
removing items, 71–72
replacing items, 72
artwork. See images
asset catalogs, 125, 206–207, 214
assignment operator (=), 19
Attributes Inspector, 12, 127
auto layout, 138–139

B
behavior, of an object, 96
bitmasks, 247–249
BirthdayTracker (app), 121, 122
AddBirthdayViewController
class, 144, 145
alphabetizing birthdays, 185–186
app icon, adding, 125
Birthday class, 142–144, 175–176
BirthdaysTableViewController class,
127–129, 156–158
creating project, 122–125
displaying birthdays
connecting user input to display, 166–172
creating list of birthdays, 155–166
display name, adding, 126
BirthdayTracker (app), continued
notifications
permissions for, 192–194
removing, 199
scheduling, 194–199
removing birthdays, 186–189
saving birthdays, 173–181
user input
Add button, 130–133
auto layout, 138–139
Cancel button, 139, 153–154
controllers, 127–130, 145–146
date picker, 137–138, 147–150, 152
input controls, 133, 146–147
Save button, 139, 150–151, 153
text fields, 136–137, 147–149, 151–152
user interface labels, 134–136
body, of a function, 83
Bool data type, 24
Boolean
expressions, 36–40
values, 24
break keyword, 105–106
Bundle Identifier, 9
bundles, 294

C
Calendar class, 195–197
calling a function, 83
cases, of enums, 259–260, 280–281
casting, 26. See also downcasting
CGFloat data type, 210, 219
CGPoint struct, 210
CGRect struct, 210
CGVector data type, 240
classes, 95
accessing properties, 98–100
creating, 96
definition, writing, 96–97
inheritance, 108–110
initializers, 98, 100–103
instances, 96
methods, 96, 98, 103–106
naming, 96–97
objects, 95
properties, 97, 219
self keyword, 106–107
superclasses and subclasses, 108–110
class keyword, 96
closed range operator (...), 48
code blocks
nesting, 54–55
scope, 55–57
collections, looping through, 50
comments, 32–33
comparison operators, 36–38
compound assignment operators, 31–32
compound Boolean expressions, 38–40
conditional statements, 36, 40–45
core console. See debug area
constants
declaring and creating, 20
naming, 22
when to use, 21
coordinates, 11, 210
Core Data framework, 174
adding to project, 123, 174
deleting managed objects, 188
entities and attributes, 174–176
fetching managed objects, 181–182
managed object context, 178
saving managed objects, 180
sortDescriptors property, 185–186
count property
array, 73
dictionary, 78
creating a new project, 6, 122–125, 205–206

d
databases, 173–174. See also Core
Data framework
data types, 22
Bool, 24
casting, 26
CGFloat, 210, 219
CGVector, 240
custom class, 95
declaration of, 23
Double, 24
downcasting, 113–114
Float, 24
Int, 24
String, 24–25
TimeInterval, 232, 272
type inference, 25–26
UInt32, 247
Date
class, 144
data type, 159
DateComponents class, 195–197
date formatter, 159
date picker
adding, 137–138
getting date from, 152
setting a maximum date, 149–150
debug area, 10
displaying output, 83
opening, 19, 48
decimal numbers, 24
definition, writing for a class, 96–97
degrees, of rotation, 255
delegation, 166–168
delegate, creating, 170–171
protocols
adopting, 168–170
creating, 168
device orientation, 124, 211–213
devices, running apps on, 14–16
dictionaries, 75
accessing values, 76–77
adding items, 77
initializing, 75–76
looping through, 78–79
mutable and immutable, 75
optionals, 76
properties, 78
removing items, 77
replacing items, 77–78
dismissing view controller, 153–154
division operator (/), 27
dot notation, 98, 104
do-try-catch blocks, handling errors with, 180
Double data type, 24
downcasting, 113–114
E
else if statements, 41–43. See also if statements
else statements, 41. See also if statements
enums (enumerations), 259–260, 280–281
equal to operator (==), 36
errors
fixing with Xcode, 99–100
handling with do-try-catch blocks, 180
Index out of range error, 69–70
playground, 21
exhaustive switch statements, 105
F
Float data type, 24
fonts
in SpriteKit, 270
in storyboard, 12
for-in loops
arrays, 50, 74–75
collections, 50
dictionaries, 78–79
ranges, 48–49
formatting strings, 273–274
frames, 210
func keyword, 82
functions, 81
argument labels, 84, 88, 89–91
arguments, 82
body, 83
calling, 83
input parameters, 82, 84–88
naming, 82
return values, 91–93
void, 82
G
game engine. See SpriteKit
game loop update(_:) method, 231–233
GameScene class, 208
gesture recognizers, 234–235
greater than operator (>), 37
graphics. See images
Hello World (app)
   adding a label, 10–12
   creating and naming, 6–9
   running in simulator, 12–13
   running on a device, 14–16
   stopping, 13

IBAction, 150
IBOutlet
   connecting to storyboard, 147–149
   setting up, 146–147
if-let statements, 62–64
if statements, 40–43
images
   adding to project, 206–207
   finding, 204
   sizing for devices, 213–214
   suffixes, 214
implicitly unwrapped optionals, 64
index, 67. See also arrays
IndexPath struct, 165–166
inheritance, in a class, 108–110
initializers, for classes, 98
   calling with input parameters, 102–103
   creating
      with input parameters, 101–102
      without input parameters, 100–101
   default, 100
   init keyword, 100–102
input parameters, of a function, 82, 84–88
installing Xcode, 4–5
instances, of a class, 96
Int data type, 24
integers, 23, 24
iOS, 4
iPhone simulator. See simulator
isEmpty property
   array, 73
   dictionary, 78
is keyword, 110
iteration, 49
keys, 75. See also dictionaries
labels
   adding to storyboard, 10–11
   positioning, 134–136
   in SpriteKit, 268–272, 273–274
landscape vs. portrait, device orientation, 124, 211–213
less than operator (<), 37
let keyword, 20
local notifications. See notifications
logical operators, 38–40
long-press gestures, 234
loops, 47
   for-in loops. See for-in loops
      nesting, 54–55
   while loops, 50–53
managed object context, 178
MARK: keyword, for marking file sections, 170
methods, 96
   calling, 104
   creating, 103
   helper methods, 104–106
   initializers, 98
   selectors, 235
mobile apps, 4
modal view controller, 132
modulo operator (%), 30, 55, 105
modulus. See modulo operator
multiplication operator (*), 27
naming
   classes, 96–97
   constants and variables, 22
   functions, 82
navigation controller, 129
   accessing in code, 171–172
   adding buttons, 130–133, 139
   adding a title, 130
Navigator pane, 9–10, 124
nesting code blocks, 54–55
nil coalescing operator (??), 65, 151, 185
nil value, 60
not equal to operator (!=), 36
notifications, 191
  changing settings, 194
  removing, 199
  requesting authorization, 192–194
  scheduling, 194–199
  trigger, 195–196
NOT operator (!), 38
NSKeyedUnarchiver, 294

Objective-C, 4
Object Library, 10
objects, 95–96
opening a project, 13
operands, 27
operators
  arithmetic, 27–30
  comparison, 36–38
  compound assignment, 31–32
  logical, 38–40
  modulo (%), 30, 55, 105
  order of operations, 30–31
optionals, 59, 60
  declaring, 60
dictionary values, 76
if-let statements, 62–64
nil coalescing operator (??), 65, 151
optional binding, 62–64
unwrapping
  forced, 61–62
  implicit, 64
order of operations, 30–31
OR operator (||), 38

particle emitters, 291–297
physics bodies, 240
  applying forces to, 250–251
  applying to sprite, 244–245, 263
  properties, 242–244, 253–254
  shapes, 241–242
physics categories, 247
physics engine. See SpriteKit physics engine
pinch gestures, 234
pipe (|), 248
playground
  debug area, 19–21
  opening, 17–18
  results sidebar, 18–19
PNG (Portable Network Graphics) files, 207
portrait vs. landscape, device orientation, 124, 211–213
positioning
  sprites, 210, 220–221, 226–227, 263
storyboard elements, 134–136
prepare(for:sender:) method, 171–172
print(_:) function, 19, 82
projects. See also individual projects
  creating, 6–9, 122–125, 205–206
  opening, 13
  running on device, 14–16
  running in simulator, 12–13
  saving, 13
properties
  of arrays, 73
  of classes, 96–97
    accessing, 98–100
    default values, 97
  of dictionaries, 78
protocol, for delegation, 167, 168–170

P
  pan gestures, 234
  parameters, of a function, 82, 84–88
parentheses
  after function names, 83
  for order of operations, 30–31, 39

R
  radians, of rotation, 255
random numbers, 229
ranges, looping through, 48–49
raw values, of enums, 259–260
rectangles, for frames, 210
refactoring code, 182
reference types, 115–116
repeat-while loops, 52–53
return keyword, 91
return values, 91–93
rotating device, in simulator, 213
running an app
  in simulator, 12–13
  on a device, 14–16

saving
  birthdays, in BirthdayTracker, 173–181
  managed objects, in
    database, 180
  projects, 13
scene
  in SpriteKit, 205, 208
  in a storyboard, 10
Schoolhouse Skateboarder
  (app), 203
anchorPoint, setting for
  scene, 208–209
bricks
  adding, 224–225
  animating, 226–230
  leaving gaps, 229–230
  physics bodies for, 245–246
  contacts and collisions, 246–250
creating the project, 205–206
ending the game, 254–255
game loop, 231–233
game state, 280–281
gems
  collecting, 267–268
  removing, 264–265
  spawning, 262–264
  updating, 265–267
gravity, simulating, 235–238, 240
images
  displaying background, 207–211
  downloading, 204, 206
  filling the screen, 215
menus (MenuLayer class), 282
  displaying, 286–288
  message label, 283–285
  removing, 288–289
  score label, 285–286
orientation, setting, 211–213
platforms, adding multilevel, 258–262
scores
  displaying with labels, 268–272
  for collecting gems, 275–276
  high scores, 276
  updating, 272–275
skater
  checking rotation of, 255
  jumping, 234–238, 250–251
  physics body for, 244–245
  resetting, 220–221
Skater class
  creating, 218
  instantiating, 219
sounds
  adding to project, 289–290
  downloading, 204, 206
  playing, 290
sparks, 291–297
speeding up the game, 257–258
starting the game, 251–254
scope, 55–57, 103–104
SDK (Software Development Kit), 4
segues, 132, 171–172
selectors, 235
self keyword, 106–107
simulator (iPhone simulator)
  rotating device, 213
  running app on, 12–13
Size Inspector, 11, 127
SKAction object, 284–285, 295
SKEmitterNode, 294–295
SKLabelNode class, 269–273
SKPhysicsWorld class, 240
.sks (SpriteKit scene) files, 206, 291, 294
SKScene class, 208, 240
SKSpriteNode class
  creating, 210, 218, 225
  subclassing, 218, 282
Software Development Kit (SDK), 4
sound effects
  adding to project, 289–290
  finding, 204
  playing, in SpriteKit, 290
sparks, adding with particle emitters, 291–297
spawning, in games, 225
SpriteKit, 204
  animating via actions, 284–285, 295
debug information, 223
game loop update(_:) method, 231–233
didMove(to:) method, 208, 210, 234, 253
filling the screen, 215
nodes, 223
  getting by name, 273
  name property of, 271, 273
physics engine. See SpriteKit physics engine
scene size, 215
SKAction, 284–285, 295
SKEmitterNode, 294–295
SKLabelNode, 269–273
.sks (SpriteKit scene) files, 206
SKScene class, 208
SKSpriteNode class, 210
  subclassing, 218, 282
sound effects, 289–290
spawning, 225
sprites. See sprites
SpriteKit physics engine, 239
  applying forces, 250–251
categoryBitMask property, 248
collisionBitMask property, 248
contacts and collisions,
  246–250, 267
contactTestBitMask property, 248–249
didBegin(_:) method, 249–250, 267
gravity, 240
physics bodies, 240
  applying to sprite,
  244–245, 263
  properties, 242–244, 253–254
  shapes, 241–242
physics categories, 247
SKPhysicsBody class, 241–251
SKPhysicsContactDelegate protocol, 249–250
SKPhysicsWorld class, 240
speed, 240
vectors, 240, 250–251
sprites, 204
  adding, 210–211, 220, 222, 225, 263
  children and parents, 211, 220
color, 286–287
displaying, 210, 220, 263
moving, 284–285
overlapping, 221
positioning, 210, 220–221, 226–227, 263
removing, 226–227, 252, 264–265, 288
zPosition property, 220–221, 225, 270, 283
state, of an object, 95–96
storyboard, 9, 126
  adding a navigation controller, 129
  adding view controllers, 127
  auto layout, 138–139
  elements
    adding, 10
    positioning, 11–12, 134–136
    segues, 132
String data type, 24
strings, 24
  concatenation, 25
  embedded variables, 49
  formatting, 273–274
structs, 117–118
  CGPoint, 210
  IndexPath, 165–166
  use in Schoolhouse Skateboarder, 247
subclasses, 108–110, 218
subtraction operator (-), 27
superclasses, 108–110
super keyword, 109
Swift, 4
  creating file, 142–143
  playground. See playground
  safe language, 59
swipe gestures, 234
switch keyword, 44
switch statements, 44–45, 105

T
table view, 155
cells
  adding, 158–159
  displaying, 164–166
data source, 162
IndexPath struct, 165
reloadData() method, 169
rows, 162–163
deleting, 187–188
editing, 187
sections, 162–163
table view controller, adding to storyboard, 127
tap gestures, 234–235
targets, for selectors, 235
text alignment
  in SpriteKit, 269, 271, 283, 286
  in storyboard, 12
text fields
  adding, 136
  reading text from, 151–152
textures, for physics bodies,
  241–242, 244–245
TimeInterval data type, 231–233, 272
transparency setting (alpha),
  286–287
typcasting, 110–113
variables, 18
  changing value of, 20
  declaring and creating, 19
  naming, 22
var keyword, 19
vectors, 240
vertical pipe (|), 248
view controller, 10, 122
dismissing, 153–154
file, 124
in SpriteKit, 215
storyboard, 11
UIViewController class, 145
viewDidLoad() method, 145
used for setup, 149, 162, 215
viewWillAppear(_: method, 146, 181
void functions, 82

W
while loops, 50–53, 228

X
.xcassets files, 207
Xcode
  autocomplete, 85
  creating a new project, 6, 122–125, 205–206
  installing, 4–5
  opening, 5
  playground, 17
  signing in, 7
x-coordinates, 11, 210

Y
y-coordinates, 11, 210

Z
zPosition property, of sprites,
  220–221, 225, 270, 283
User Notifications framework. See notifications.
Utilities pane, 10, 124–125

U
UIDatePicker class, 146, 149. See also date picker
UInt32 data type, 247
UITableViewController class, 156–157.
  See also table view
  controller
UIViewController class, 145–146. See also view controller
unsigned integers, 247
unwrapping optionals, 61–64
user interface elements, 10