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iOS 10 in Swift 3 will take you from absolute beginner to functional iOS developer learning the concepts, techniques, and tools needed to build professional iOS applications using Xcode 8, iOS 10, and Swift 3. After completing this book, you will have the skills and confidence you need to build and design your own iOS apps and apply for jr. iOS development jobs. This book is patterned after the widely popular & fun hands-on training that Devslopes has provided to over 100,000 students worldwide. Unlike other books and training, this book teaches you through real-world app development - projects you would actually build in a job or startup, including learning UI/UX & app design with Sketch. You'll get different insights from each member of Team Devslopes that will help you become a lifelong programmer and amazing iOS app designer & developer.

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0 of 0 people found the following review helpful.

Great Book Look forward to reading it this summer. Thanks Mark and Devslopes Staff!!!!!!

By Chris Stephens

Been taking Marks Course for 4 months now on udemy. I work a lot so it's been difficult getting through all of his boot camp videos on udemy but its moving along and so thankful for him and his team. I have not reviewed the whole book yet but will be using it as I go through the course this summer and will update later on the flow of it.

Tony Robbins said "If you want to be successful, find someone who has achieved the results you want and copy what they do and you'll achieve the same results." I know Mark is now successful at making great money at being a successful iOS teacher.

I have much respect for Mark and his knowledge and he is awesome at what he does and what I'm being taught. But despite his about page his preface is a good read and full of encouragement. I will give it my all this summer and can't wait to take my amazing ideas and make killer money in the app world and will never stop till I reach the top. Just wish mark would of left that out of his book.

1 of 1 people found the following review helpful.

Best Book For iOS App Development!

By christopherli

Best book on learning to program apps using Swift 3. This is Apple's newest programming language for iOS app development, which also includes development for Apple TV and Apple Watch. I have also subscribed to Mark Price's super in depth, COOL AND FUN online video courses and am using this book to go along with it. He makes programming very cool and fun, has an awesome personality, very humorous but also very talented and knowledgeable and explains things in a way that doesn't make you want to die of boredom. Check out his video courses by downloading UDEMY in the App Store and looking for "iOS 10 & Swift 3: From Beginner to Paid Professional." I'm honestly not a promoter and just want to spread the word for anybody that always wanted to program apps but just found it too difficult, intense and boring. Thanks Mark! Hope to be developing very soon!

0 of 0 people found the following review helpful.

An honest review

By Amazon Customer

Got the paperback version 2 days ago and I enjoy reading it so far. I have also enrolled in Mark Price's online course on Udemy a few months ago and it's good to have this book in addition to the online course.

Good things I like about this book:

1. The book is well written in easy language.

If you have read until this part of my review, you would probably notice that I am not a native English speaker. But I have faced no difficulty in reading this book so far. The authors explain the concepts in layman terms and they are easy to understand. And I have zero background in coding. So, if I can read it, you guys can read it for sure.

2. The paperback version is not heavy.

I got the paperback version because I prefer highlighting and writing on the book as I read the book. Yes, the book is as thick as a dictionary. But it impressed me because it's not as heavy as a dictionary. You can bring this book to cafes and NO, you can't use it as a barbell for workout.

3. Well organised and presented content

Yes, there are 1000+ pages. But it doesn't give you a hard time to read. The text is double line spaced, and there are screenshots, pictures, diagrams to explain the content. Unlike most books that compress a lot of information into thick paragraphs, this book is a user-friendly one.

Only one thing I would be picky about:

1. The book is printed in black and white

Not sure about the E book version, but the paperback version is printed in black and white. It would be more fun to read this book if there are colourful pictures and text colours in between the lines. Nevertheless, it could be a compromise because colour printing would use thicker papers and hence a heavier book and a higher price. So I am ok about that.

To sum up, I haven't finished the book but I enjoy reading so far. I would highly recommend this book if you are serious about code learning with no coding background.

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