



OS X App Development with CloudKit and Swift

By Bruce Wade

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This book is your step-by-step guide to learning OS X app development using CloudKit and Swift.

All the development will be done using Apple's Swift 2 programming language. You'll see how to define data for your app and build a prototype with Sketch 3 and Keynote. Using CloudKit to store OS X application data, and separate public and private data, readers will learn how to control which data can or cannot be changed in a public data store. *OS X App Development with CloudKit and Swift* takes you from prototyping your app with Sketch 3 all the way through building a data-driven app using CloudKit, and everything in between.

What You'll Learn

- How to create Test Data with CloudKit Dashboard
- How to refine a prototype
- How to update CloudKit Data from an app
- How to add Local Cache to improve performance

Who This Book Is For

OS X App Development with CloudKit and Swift is for the iOS or OS X developer who is struggling to get to grips with CloudKit. If you're looking for a solid example from start to finish using CloudKit with Swift 2 this book's for you. You should have an understanding of the Swift language, e.g. the differences between var/let, how to work with control statements, closures etc., to work confidently with this book.

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Editorial Review

From the Back Cover

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OS X App Development with CloudKit and Swift will show you how to:

- Create Test Data with CloudKit Dashboard
- Refine a prototype
- Update CloudKit Data from an app
- Add Local Cache to improve performance

Add *OS X App Development with CloudKit and Swift*

About the Author

Bruce Wade is a software engineer from British Columbia, Canada. He has started software development when he was 16 years old by coding his first website. He went on to study Computer Information Systems at DeVry Institute of Technology in Calgary, then to further enhance his skills he studied Visual & Game Programming at The Art Institute Vancouver. Over the years he has worked for large corporations as well as several start-ups. His software experience has led him to utilize many different technologies including C/C++, Python, Objective-C, Swift, Postgres, and JavaScript. In 2012 he started the company Warply Designed to focus on mobile 2D/3D and OS X development. Aside from hacking out new ideas, he enjoys spending time hiking with his Boxer, working out, and exploring new adventures.

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