iOS Development: Swift and AudioKit

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• Part 1: Learn Swift using an “Xcode Playground”

• Part 2: Build a simple iOS Synthesizer app with Xcode
Tools

• Xcode is the environment (editor) we use to build apps.

• We write code in a programming language named “Swift”.

• We test our code in either a Playground, in the Simulator, or on an actual device.
AudioKit

- AudioKit is an audio synthesis, processing, and analysis framework for iOS, macOS, and tvOS...
- Provides pre-programmed “building blocks” we will use to build our synthesizer
Playground - build a Virtual Synthesizer
Build a Synth with AudioKit
Further Exploration

- Docs: http://audiokit.io/docs/
- Examples: http://audiokit.io/examples/
- Tutorial: https://www.raywenderlich.com/145770/audiokit-tutorial-getting-started
- http://mobile.utoronto.ca/resources/