

Real-World iOS Development

Best Practices from Startups, Teams, and Indies

Discover how real iOS teams build, ship, and scale apps in production environments. This book goes beyond frameworks and tutorials to show how development actually works across startups, product teams, and indie developers. Instead of focusing on ideal solutions, it reveals how teams make decisions under real constraints, balancing speed, quality, and long-term maintainability.

Through interviews with experienced iOS developers, tech leads, and teams, the book explores key areas such as architecture, testing, CI/CD, navigation, data management, and team workflows. The book highlights patterns, tensions, and real-world challenges that shape production apps.

Unlike traditional iOS books that focus on APIs or best practices in isolation, this book connects the full development lifecycle into one coherent picture. It shows how architectural decisions affect testing, how workflows influence product quality, and how teams evolve their systems over time. By focusing on real-world practices instead of theory, it gives readers a deeper understanding of how modern iOS development actually works.

What You'll Learn

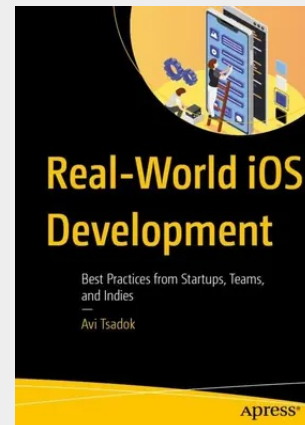
- Understand how real iOS teams approach architecture, testing, and workflows
- Evaluate trade-offs between tools, patterns, and team constraints
- Design CI/CD pipelines and manage release processes
- Structure navigation, data, and user experience in production apps
- Apply insights from real-world teams to your own projects
- Improve collaboration through Git workflows and code reviews

Who Is This Book For

This book is for intermediate iOS developers who want to understand how real teams build and scale apps. It is also valuable for senior developers and team leads looking to improve architecture, workflows, and collaboration practices.

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