

Programming In Swift

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programming in swift is a concise carefully written tutorial on the swift language and its use in developing ios and os x applications the book makes no assumptions about prior experience with programming languages or with swift's precursor objective c because of this both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of swift programming readers can also learn the concepts of contemporary object oriented programming without having to first learn all of the intricacies of a procedural language like c this approach combined with many small program examples and exercises at the end of each chapter makes it ideally suited for either classroom use or self study

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swift greatly simplifies the process of developing applications for apple devices this book provides you with the essential skills to help you get started with developing applications using swift key features teaches you how to correctly structure and architect software using swift uses real world examples to connect the theory to a professional setting imparts expertise in the core swift standard library book description take your first foray into programming for apple devices with swift swift is fundamentally different from objective c as it is a protocol oriented language while you can still write normal object oriented code in swift it requires a new way of thinking to take advantage of its powerful features and a solid understanding of the basics to become productive what you will learn explore the fundamental swift programming concepts language structure and the swift programming syntax learn how swift compares to other computer languages and how to transform your thinking to leverage new concepts such as optionals and protocols master how to use key language elements such as strings and collections grasp how swift supports modern application development using advanced features such as built in unicode support and higher order functions who this book is for if you are seeking fundamental swift programming skills in preparation for learning to develop native applications for ios or macos this book is the best for you you don t need to have any prior swift knowledge however object oriented programming experience is desired

you ll begin with swift programming basics including guidelines for making your code swifty and learn how to work with xcode and its built in interface builder then you ll dive step by step into building and customizing a basic app for taking editing and deleting selfies you ll also tune and test the app for performance and manage the app s presence in the app store swift is a general purpose multi paradigm object oriented functional imperative and block structured language it is the result of the latest research on programming languages and is built using a modern approach to safety software design patterns by apple inc it is the brand new programming language for ios application macos application watchos application tvos application soon it became one of top 5 programming language and gained popularity among apple developer community over the few years of time replacing the old school objective c what you will learn understand core swift components such as operators collections control flows and functions learn how and when to use classes structures and enumerations understand how to use protocol oriented design with extensions to write easier to manage code use design patterns with swift to solve commonly occurring design problems apply copy on write for your custom value types to improve performance add concurrency to your applications using grand central dispatch and operation queues implement generics to write flexible and reusable code who this book is for this book is for developers who want to delve into the latest version of swift if you are a developer looking to learn in a practical way by working with code then this book is for you a basic understanding of apple s tools will be beneficial but not mandatory all examples should work on the linux platform as well want to know more scroll to the top and select buy

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arrays swift dictionary swift sets swift closures from the back cover the author begins by introducing the readers to the foundations of the swift programming language the aim is to help them the individuals who developed the language how the swift compiler works the reader has been guided on what they require so as to program in swift the author has then discussed the basics of swift including writing comments writing and running the first swift program swift syntax etc the various features provided by swift have been discussed in depth including data types variables constants loops decision making functions operators object oriented programming features etc the author has organized the book into chapters with each chapter having many sub chapters swift codes have been added alongside thorough explanations of the code and images showing the expected output upon the execution of every script the author begins with the basics of swift and ends by discussing the complex features provided by the programming language a step by step approach has been employed in every chapter for ease of understanding

you ll begin with swift programming basics including guidelines for making your code swift and learn how to work with xcode and its built in interface builder then you ll dive step by step into building and customizing a basic app for taking editing and deleting selfies you ll also tune and test the app for performance and manage the app s presence in the app store swift is a general purpose multi paradigm object oriented functional imperative and block structured language it is the result of the latest research on programming languages and is built using a modern approach to safety software design patterns by apple inc it is the brand new programming language for ios application macos application watchos application tvos application soon it became one of top 5 programming language and gained popularity among apple developer community over the few years of time replacing the old school objective c what you will learn understand core swift components such as operators collections control flows and functions learn how and when to use classes structures and enumerations understand how to use protocol oriented design with extensions to write easier to manage code use design patterns with swift to solve commonly occurring design problems apply copy on write for your custom value types to improve performance add concurrency to your applications using grand central dispatch and operation queues implement generics to write flexible and reusable code who this book is for this book is for developers who want to delve into the latest version of swift if you are a developer looking to learn in a practical way by working with code then this book is for you a basic understanding of apple s tools will be beneficial but not mandatory all examples should work on the linux platform as well want to know more scroll to the top and select buy

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apple's swift is a powerful beginner friendly programming language that anyone can use to make cool apps for the iphone or ipad in coding iphone apps for kids you'll learn how to use swift to write programs even if you've never programmed before you'll work in the xcode playground an interactive environment where you can play with your code and see the results of your work immediately you'll learn the fundamentals of programming too like how to store data in arrays use conditional statements to make decisions and create functions to organize your code all with the help of clear and patient explanations once you master the basics you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called schoolhouse skateboarder with animation jumps and more as you begin your programming adventure you'll learn how to build programs to save you time like one that invites all of your friends to a party with just the click of a button program a number guessing game with loops to make the computer keep guessing until it gets the right answer make a real playable game with graphics and sound effects using spritekit challenge players by speeding up your game and adding a high score system why should serious adults have all the fun coding iphone apps for kids is your ticket to the exciting world of computer programming covers swift 3 x and xcode 8 x requires os x 10.11 or higher

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