



Beginning **Swift™** Programming

Wei-Meng Lee

Beginning Swift Programming Wrox

Daniel Bell

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Beginning Swift Programming Wei-Meng Lee,2014-12-04 Enter the Swift future of iOS and OS X programming Beginning Swift Programming is your ideal starting point for creating Mac iPhone and iPad apps using Apple's new Swift programming language. Written by an experienced Apple developer and trainer, this comprehensive guide explains everything you need to know to jumpstart the creation of your app idea. Coverage includes data types, strings and characters, operators and functions, arrays and dictionaries, control flow and looping, with expert guidance on classes, objects, class inheritance, closures, protocols, and generics. This succinct yet complete overview provides a detailed introduction to the core features of Swift, Apple's developed Swift to address the limitations of Objective-C and add features found in more complex languages like Python. The results is simpler, cleaner, more expressive code with automatic memory management, functional programming patterns, and more, including built-in features that make Swift apps faster, scalable, and more secure. This book explains it all, helping developers master Apple's new language. Become fluent with syntax that's easier to read and maintain. Understand inferred types for cleaner, less mistake-prone code. Learn the key features that make Swift more expressive than Objective-C. Learn the new optional types in Swift that make your code more resilient. Understand the key design patterns in iOS and Mac OS programming using protocols and delegates. Learn how to use generics to create highly reusable code. Learn the new access controls mechanism in Swift. Get up to speed quickly to remain relevant and ahead of the curve.

[SwiftUI For Dummies](#) Wei-Meng Lee,2020-09-09 The simplest way to create world class apps. Have a unique app idea but worried you don't quite have the coding skills to build it? Good news: You can stop fretting about someone beating you to market with the same idea and start work right now using SwiftUI. SwiftUI is a gateway app development framework that has become one of the best ways for fledgling developers to get iOS apps off the ground without having to become a coding expert overnight. SwiftUI For Dummies makes that process even faster, providing a friendly introduction to the SwiftUI and Swift programming language and helping you feel right at home creating and building with playgrounds. The book also covers the frameworks and APIs that make it so easy to create smooth, intuitive interfaces; just dive right in and have fun. Combine projects into workspaces. Employ Xcode editing tools. Use constants and variables. Test your code on iOS Simulator. Time is of the essence, and with SwiftUI For Dummies it's also on your side. Get going with this friendly guide today and you'll be celebrating the successful launch of your app way before you thought possible.

[Learning WatchKit Programming](#) Wei-Meng Lee,2015-06-12 Create Breakthrough Apple Watch Apps with the WatchKit Framework. With its Apple Watch and WatchKit framework, Apple is challenging developers to build exciting and innovative apps for Apple Watch. iOS developers who master Apple Watch programming now will have the same huge early mover advantage that early iPhone developers enjoyed. Learning WatchKit Programming is a complete hands-on tutorial for all iOS developers who are ready to design and build tomorrow's hottest new wearable apps. Leading iOS development trainer and author Wei-Meng Lee covers all of the

fundamentals of Apple Watch development and the WatchKit API from application architecture and design to navigation notification and glances Using practical Swift code examples designed for clarity and simplicity Lee guides you through building apps from the ground up and shows you how to integrate those apps with the iPhone for expanded capabilities The perfect companion to other mobile development books in the Learning Series this guide helps you extend your iOS skills to a whole new environment build apps that solve a new set of problems and reach millions of people in the new Apple Watch marketplace Coverage includes Getting started quickly with WatchKit and Apple Watch development Storyboarding apps and testing them on the Apple Watch Simulator Mastering Apple Watch s multiple screen navigation Building highly efficient interfaces with Apple Watch UI controls Customizing each screen s look and feel and passing data between them Responding to user interactions via buttons switches sliders or Force Touch Displaying information via labels images or tables

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Professional ASP.NET 3.5 SP1 Edition Bill Evjen, Scott Hanselman, Devin Rader, 2011-01-07 Professional ASP.NET 3.5 SP1 In C and VB ASP.NET 3.5 brings the power of Visual Studio 2008 along with the multitude of language improvements in C 2008 and Visual Basic 2008 as well as powerful new technology called LINQ together with the ASP.NET 2.0 Framework you already know and love. Packed with valuable coverage of ASP.NET 3.5 SP1 this essential resource offers both C and VB examples throughout the book and shares new and updated content on the ADO.NET Entity Framework, ADO.NET Dynamic Data, and ADO.NET Data Services. While ASP.NET 3.5 boasts server controls like the ListView and the incredibly flexible GridView, it also includes advancements in AJAX technology combined with JavaScript debugging features in Visual Studio 2008. With this book, a stellar author team covers the new controls in the AJAX toolbox, the back button history and script combining, and they also examine the new capabilities of WCF including changes to DataContractSerializer. In addition, the accompanying CD-ROM features the entire book in PDF format. What you will learn from this book: The concepts underlying the server control and its pivotal role in ASP.NET development, How to create templated ASP.NET pages using the master page feature, How to work with data from enterprise databases including SQL Server, Ways to debug, package, and deploy ASP.NET applications, monitor their health and performance, and handle errors, How to retrieve, update, and delete data quickly and logically using LINQ with side-by-side examples comparing LINQ to existing techniques, Ways to localize your web site in multiple languages for a world-wide audience, Methods for adding AJAX capabilities to your ASP.NET applications, The many benefits of the new data access additions, Ways to use and extend the Provider Model for accessing data stores, processes, and more, What freeware tools you need in Scott Hanselman's ASP.NET Ultimate Developer Tools appendix. Who this book is for: This book is for programmers and developers who are looking to make the transition to ASP.NET 3.5 SP1 with Visual Studio 2008 and either C# 3.0 2008 or Visual Basic 9.0 2008. CD-ROM includes the full book in PDF format and a selection of 7 Wrox Blox mini e-books including Internet Explorer 8 and Its Impact on Your ASP.NET Web Sites, Jumping from ASP.NET to Silverlight 2, Leverage LINQ in ASP.NET 3.5 Projects, Note, CD-ROM, DVD, and other supplementary materials are not included as part of eBook file.

Professional Swift Michael Dippery, 2015-06-02 Transition from Objective-C to the cleaner, more functional Swift quickly and easily. Professional Swift shows you how to create Mac and iPhone applications using Apple's new programming language. This code intensive practical guide walks you through Swift best practices as you learn the language, build an application, and refine it using advanced concepts and techniques. Organized for easy navigation, this book can be read end-to-end for a self-paced tutorial or used as an on-demand desk reference as unfamiliar situations arise. The first section of the book guides you through the basics of Swift programming with clear instruction on everything from writing code to storing data, and Section II adds advanced data types, advanced debugging, extending classes, and more. You'll learn everything you need to know to make the transition from Objective-C to Swift smooth and painless, so you can begin building faster, more secure apps than ever before. Get acquainted with the Swift language and syntax, Write, deploy, and

debug Swift programs Store data and interface with web services Master advanced usage and bridge Swift and Objective C Professional Swift is your guide to the future of OS X and iOS development *Beginning Swift* Rob Kerr,Kåre Morstøl,2018-05-31 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 **Swift Programming** NIn Lnc,Alexander Aronowitz,2021-04-29 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

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common tasks such as alert views table views and collection views You then deepen your knowledge of Swift by considering network programming and local data storage Finally this engaging resource dives into slightly more advanced concepts such as tab bars web views the accelerometer camera photo library Google maps and core location Swift was designed by Apple to incorporate modern scripting features while offering simpler cleaner syntax than Objective C to maintain a minimal and easy to read style This more expressive code offers numerous key features such as closures unified with function pointers tuples and multiple value returns generics and functional programming patterns Learn how to obtain a device UDID Test your applications on an actual device so you can see your work in action Distribute your applications outside of the App store allowing you to test your work with real users Review common reasons why apps are rejected by Apple to strengthen your case when submitting your apps for distribution iOS Swift 24 Hour Trainer is an essential guide to Apple s Swift

programming language for beginning programmers *Beginning IOS 10 Programming with Swift 3* Simon Ng,2017-01-09

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Swift for Beginners Boisy G. Pitre,2015-11-26 LEARNING A NEW PROGRAMMING

LANGUAGE can be daunting With Swift Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative programming language for Cocoa and Cocoa Touch Now in its second edition Swift for Beginners has been updated to accommodate the evolving features of this rapidly adopted language If you are new to Swift this book is for you If you have never used C C or Objective C this book is definitely for you With this handson guide you ll quickly be writing Swift code using Playgrounds to instantly see the results of your work Author Boisy G Pitre gives you a solid grounding in key Swift language concepts including variables constants types arrays and dictionaries before he shows you how to use Swift s innovative Xcode integrated development environment to create apps for iOS and OS X THIS BOOK INCLUDES Detailed instruction ample illustrations and clear examples Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode Playgrounds and the REPL COMPANION WEBSITE www.peachpit.com

swiftbeginners2 includes additional resources *Mastering Swift* Sufyan Bin Uzayr,2022 Mastering Swift A Beginner s

Guide is a detailed guide that help learners get started with Swift programming It talks about the basics and then moves on to practical exercises to help readers quickly gain the required knowledge The content is meant for both developers as well as learners without a formal Swift background **Swift** Daniel Bell,2019-10-10 Do you want to develop iPhone apps but don't know where to start If you want to learn Swift programming from Scratch this short book is for you Learn Swift for iPhone iOS development no programming development experience is required Download your copy NOW Book Objectives This book is about Swift programming The following are the objectives of the author To familiarize you with the basics of Swift programming language To equip you with Swift programming skills both beginner and advanced skills To help you understand the difference between Swift and Objective C To help you appreciate the power of Swift as a programming language for the development of mobile applications Who this Book is for The author intends to benefit any of the following groups of people Anybody who wants to learn basic Swift programming skills Anybody who needs to advance their Swift programming skills Anybody who needs to learn iOS app development for iOS 9 and above Professors lecturers or tutors who are looking to find better ways to explain Swift programming to their students in the simplest and easiest way Students and academicians especially those focusing on Swift programming computer science and software development Requirements The author expects you to have a computer installed with Mac OS X If you don't have a MacBook you can consider creating a Mac OS X virtual machine on your computer What is inside the book SWIFT BASICS SWIFT DATA TYPES SWIFT VARIABLES AND CONSTANTS SWIFT OPERATORS DECISION MAKING SWIFT LOOPS SWIFT FUNCTIONS SWIFT CLASSES SWIFT METHODS SWIFT 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 **Swift Apprentice (Seventh Edition)** Eli Ganim, Pup&Cosmin Pup?z?, Matt Galloway, 2021-10-26 Learn How to Program with Swift 5 5 Swift is the easiest way to get started developing on Apple's platforms iOS iPadOS macOS watchOS and tvOS In this book you'll learn the basics of Swift from getting started with playgrounds to simple operations to building your own types Everything you'll learn is platform neutral you'll have a firm understanding of Swift by the end of this book and you'll be ready to move on to whichever app

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