

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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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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