

Advanced Swift Updated For Swift 4

Swift for Programmers Paul J. Deitel 2015 'Swift for Programmers' is a programming-language focused book designed to get practicing programmers up-to-speed quickly in Swift programming. The Deitels provide thousands of lines of proven Swift code in the book, using a mix of code snippets and live-code examples. When they present code snippets rather than full-length complete programs, the snippet will be extracted from a Deitel-created, compiled, live-code example to ensure that the snippet is correct

Swift Programming Matthew Mathias 2016-11-23 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

Head First Swift Paris Buttfield-Addison 2021-11-18 What will you learn from this book? Swift is best known as Apple's programming language of choice for developing apps on iOS, iPadOS, macOS, watchOS, and tvOS. But it's far more versatile than that. Open source Swift is also gaining ground as a language for systems programming and server-side code, and it runs on Linux and Windows. So where do you start? With Head First Swift, you'll explore from the ground up: from collecting and controlling data to reusing code, producing custom data types, and structuring programs and user interfaces with SwiftUI by building safe, protocol-driven code. With Swift under your belt, you'll be ready to build everything from mobile and web apps to games, frameworks, command-line tools, and beyond. What's so special about this book? If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn Swift through a multisensory experience that engages your mind rather than a text-heavy approach that puts you to sleep.

Swift High Performance Kostiantyn Koval 2015-11-06 Leverage Swift and enhance your code to take your applications to the next level About This Book Build solid, high performance applications in Swift Increase your efficiency by getting to grips with concurrency and parallel programming Use Swift to design performance-oriented solutions Who This Book Is For This book is aimed at experienced Swift developers wanting to optimize their programs on Apple platforms to optimize application performance. What You Will Learn Build solid, stable, and reliable applications using Swift Use REPL and PI to manage and configure relational databases Explore Swift's features including its static type system, value objects, and functional programming Design reusable code for high performance in Swift Use to Xcode LLBD and REPL to debug commands Avoid sharing resources by using concurrency and parallel programming Understand the lazy loading pattern, lazy sequences, and lazy evolution. In Detail Swift is one of the most popular and powerful programming languages for building iOS and Mac OS applications, and continues to evolve with new features and capabilities. Swift is considered a replacement to Objective-C and has performance advantages over Objective-C and Python. Swift adopts safe programming patterns and adds modern features to make programming easier, more flexible, and more fun. Develop Swift and discover best practices that allow you to build solid applications and optimize their performance. First, a few of performance characteristics of Swift will be explained. You will implement new tools available in Swift, including Playgrounds and REPL. These will improve your code efficiency, enable you to analyse Swift code, and enhance performance. Next, the importance of building solid applications using multithreading concurrency and multi-core device architecture is covered, before moving on to best practices and techniques that you should utilize when building high performance applications, such as concurrency and lazy-loading. Finally, you will explore the underlying structure of Swift further, and learn how to disassemble and compile Swift code. Style and approach This is a comprehensive guide to enhancing Swift programming techniques and methodology to enable faster application development.

Mastering Swift 4- Fourth Edition Jon Hoffman 2017-09-27 Dive into the latest release of the Swift programming language with this advanced development book for building highly performant applications. About This Book* Harness the latest and most advanced features of Swift 4 to develop quality iOS and macOS applications* Comprehensive coverage of all the advanced features of Swift and guidance on advanced design techniques* Dive deep into protocol extensions, learn new error handling model, and use featured Swift design patterns to write more efficient code* Get to grips with advanced design techniques to write smarter, cleaner Swift code Who This Book Is For This book is for developers who want to delve into the newest version of Swift. If you are a developer who learns best by looking at and working with code, then this book is for you. A basic understanding of Apple's tools is beneficial but not mandatory. What You Will Learn* Delve into the core components of Swift 4.0, including operators, collections, control flows, and functions* Create and use classes, structures, and enumerations* Understand protocol-oriented design and see how it can help you write better code* Develop a practical understanding of subscripts and extensions* Add concurrency to your applications using Grand Central Dispatch and Operation Queues* Implement generics and closures to write very flexible and reusable code* Make use of Swift's error handling and availability features to write safer code In Detail Swift is the definitive language for Apple development today. It's a vital part of any iOS and macOS developer's skillset, helping them to build the most impressive and popular apps on the App Store--the sort of apps that are essential to iPhone and iPad users every day. With version 4.0, the Swift team has added new features to improve the development experience, making it easier to get the results you want and customers expect. Inside, you'll find the key features of Swift 4.0 and quickly learn how to use the newest updates to your development advantage. From Objective-C interoperability and ARC to closures and concurrency, this advanced Swift guide will develop your expertise and help you become fluent in this vital programming language. We'll give you an in-depth knowledge of some of the most sophisticated elements of Swift development, including protocol extensions, error-handling, design patterns, and concurrency. We'll guide you on how to use and apply them in your own projects. You'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code. Style and Approach A Step-by-step advanced guide

App Architecture Chris Eidhof 2018-05-13 This book explains a range of application design patterns and their implementation techniques using a single example app, fully implemented in five design patterns. Instead of advocating for any particular pattern, we lay out the problems all architectures are trying to address: constructing the app's components, communicating between the view and the model, and handling non-model state. We show high-level solutions to these problems and break them down to the level of implementation for five different design patterns - two commonly used and three more experimental. The common architectures are Model-View-Controller and Model-View-ViewModel + Coordinator. In addition to explaining these patterns conceptually and on the implementation level, we discuss solutions to commonly encountered problems, like massive view controllers. On the experimental side we explain View-State-Driven Model-View-Controller, ModelAdapter-ViewBinder, and The Elm Architecture. By examining these experimental patterns, we extract valuable lessons that can be applied to other patterns and to existing code bases.

[Advanced Swift](#) Chris Eidhof 2017-11-13 Learn about advanced concepts in Swift programming.

[RxSwift \(Fourth Edition\)](#) raywenderlich Tutorial Team 2020-08-11 Learn Reactive Programming in Swift with RxSwift! The popularity of reactive programming continues to grow on an every-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms. Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally you'll discover how to exercise full control over the library and leverage the full

power of reactive programming in your apps. This book is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift. Topics Covered in RxSwift:- Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects.- Event Management: Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers.- Being Selective: See how to work with various events using concepts such as filtering, transforming, combining, and time operators.- UI Development: RxSwift makes it easy to work with UI of your apps using RxCocoa, which provides integration of both UIKit and Cocoa.- Intermediate Topics: Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling. And much, much more! By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions!

Advanced Swift Chris Eidhof 2016-03-18 Advanced Swift takes you through Swift's features, from low-level programming to high-level abstractions. In this book, we'll write about advanced concepts in Swift programming. If you have read the Swift Programming Guide, and want to explore more, this book is for you. Swift is a great language for systems programming, but also lends itself for very high-level programming. We'll explore both high-level topics (for example, programming with generics and protocols), as well as low-level topics (for example, wrapping a C library and string internals).

From Zero to iOS Hero Etash Kalra 2019-01-15 Zero to iOS Hero is an easy-to-read, fully comprehensive book aimed at helping students become iOS app developers, without any prior knowledge. With this book, anyone can go from having zero experience in computer science to programming noteworthy applications over the course of four simple sections. Along the way, you'll also get to build 6 brand-new apps, from the ground up. The simple and straightforward lessons in this book use Xcode 9, Swift 4, and iOS 12 to help you transform your idea to a fully-functional app. What you'll learn in Zero to iOS Hero: Explore the Xcode environment paired with the Swift language, Apply your knowledge in using some of Swift's intermediate and advanced features, Learn about fundamental computer science concepts, Employ data structures within Swift, Delve into object-oriented programming for iOS, and Create SIX New Apps! The mission of No Stoppin' is to empower students by promoting and enabling peer-to-peer education by authoring educational content students wouldn't have access to otherwise.

Server Side Swift with Vapor Raywenderlich Com Tutorial Team 2018-08-20 Learn how to use Swift on the server! Server Side Swift with Vapor introduces you to the world of server development with the added bonus of using Swift. You'll learn how to build APIs, web sites, databases, application servers and use Vapor's very own Vapor Cloud to host your solutions off-site. You'll use many of Vapor's modules such as Fluent, Vapor's ORM, and Leaf, the templating engine for building web pages. Who This Book Is For This book is for iOS developers who already know the basics of iOS and Swift development and want to transfer that knowledge to writing server based applications. Topics Covered in Server Side Swift with Vapor HTTP Learn the basics of how to make requests to and from servers. Fluent Learn how to use Fluent to save and manage your models in databases. Controllers Learn how to use controllers to route your requests and responses. Leaf Learn how Vapor's Leaf module and its templating language allow you to build dynamic web sites directly. Middleware Learn how built-in Vapor modules can assist with common tasks such as validating users, settings required response headers, serving static files and more. One thing you can count on: After reading this book, you'll be prepared to write your own server-side applications using Vapor and, of course, Swift.

Swift 4 Programming Cookbook Keith Moon 2017-09-28 Over 50 recipes to help you quickly and efficiently build applications with Swift 4 and Xcode 9 About This Book Write robust and efficient code and avoid common pitfalls using Swift 4 Get a comprehensive coverage of the tools and techniques needed to create multi-platform apps with Swift 4 Packed with easy-to-follow recipes, this book will help you develop code using the latest version of Swift Who This Book Is For If you are looking for a book to help you learn about the diverse features offered by Swift 4 along with tips and tricks to efficiently code and build applications, then this book is for you. Basic knowledge of Swift or general programming concepts will be beneficial. What You Will Learn Explore basic to advanced concepts in Swift 4 Programming Unleash advanced features of Apple's Xcode 9 IDE and Swift Playgrounds Learn about the conditional statements, loops, and how to handle errors in Swift Define flexible classes and structs using Generics, and learn about the advanced operators, and create custom operators Explore functionalities outside of the standard libraries of Swift Import your own custom functionality into Swift Playgrounds Run Swift on Linux and investigate server-side programming with the server side framework Vapor In Detail Swift 4 is an exciting, multi-platform, general-purpose programming language. Being open source, modern and easy to use has made Swift one of the fastest growing programming languages. If you interested in exploring it, then this book is what you need. The book begins with an introduction to the basic building blocks of Swift 4, its syntax and the functionalities of Swift constructs. Then, introduces you to Apple's Xcode 9 IDE and Swift Playgrounds, which provide an ideal platform to write, execute, and debug the codes thus initiating your development process. Next, you'll learn to bundle variables into tuples, set order to your data with an array, store key-value pairs with dictionaries and you'll learn how to use the property observers. Later, explore the decision-making and control structures in Swift and learn how to handle errors in Swift 4. Then you'll, examine the advanced features of Swift, generics and operators, and then explore the functionalities outside of the standard library, provided by frameworks such as Foundation and UIKit. Also, you'll explore advanced features of Swift Playgrounds. At the end of the book, you'll learn server-side programming aspect of Swift 4 and see how to run Swift on Linux and then investigate Vapor, one of the most popular server-side frameworks for Swift. Style and approach Each recipe addresses a specific problem, with a detailed discussion that explains the solution and offers insight into how it works.

Swift 3 Programming Cookbook Keith Moon 2017-03-31 Over 75 recipes to help you quickly and efficiently build applications with Swift About This Book* Write robust and efficient code, and avoid common pitfalls using Swift* Get a comprehensive coverage of the tools and techniques needed to create high-performance apps* Packed with easy-to-follow recipes, this book will help you develop code using the latest version of Swift Who This Book Is For If you are looking for a book to help you learn about the diverse features offered by Swift 3.0 along with tips and tricks to efficiently code and build applications, then this book is for you. Basic knowledge of Swift will be beneficial. What you will learn* Use protocol extensions to provide default behavior for your protocols* Use Swift with multiple programming styles and paradigms* Define flexible classes and structs using Generics* Use OperationQueues to execute and prioritize work* Create higher-order functions that take functions as parameters* Take your work mobile with Playgrounds on iOS* Import your own custom functionality into Swift Playgrounds* Use Swift Package Manager to package your Swift modules for others to use In Detail Swift is an exciting, general purpose programming language. It's open sourcing and porting to Linux present many opportunities to use Swift outside of iOS and OSX app development. As a result, it's a great time to become a Swift developer! This book begins with Swift Constructs and moves on to Data Wrangling. You will then learn how to use Swift with other languages. Also look at how to perform object-oriented programming, Functional Reactive programming, and Protocol Oriented Programming with Swift. Finally, you will get to grips with server-side Swift, its performance, and responsiveness in Swift. With this recipe-based book, you will look at Swift's merits and benefits by covering the problem and solutions on it. This collection of concise, task-oriented recipes immediately makes you productive with Swift, with solutions ranging from core programming topics such as functions, protocol, error handling, and generics to advanced topics such as memory management and concurrency. Finally, you will learn how to improve code efficiency and enhance your application's performance.

Swift in Depth Tjeerd in 't Veen 2018-12-10 Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to

roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

Swift Mg Martin 2019-05-02 Have you ever wanted to learn how to build iOS apps but don't know where to start? Have you tried some of the iOS books and blogs but still you could not get to the end? Do you feel like you need some fundamentals skills in Swift for you to get started? Well, Swift is the new language for you. No need to struggle any more. Swift will help you create both iOS8 and OSX apps in an intriguing and interesting way. If you happen to have some experience working with Objective-C, you might be asking yourself why shift to Swift. After all, you have been creating better apps for OS X for some years. But, did you know that apple had something in store before they released Swift? Whether you are an experienced programmer or just starting out in iOS app design, this book takes you through all the steps of designing an iOS app. If you want to learn how to create outstanding apps that will beat your competitor, this book helps you discover the secret. From Xcode and Swift, the foundation of modern iOS development, you will learn the building blocks of designing a great app so that you can dig deep into the app development. The Swift programming language is innovative, safe and young. So, how do you stay updated with the latest information and avoid being left behind with the most recent developments? Inside you will find from Beginners, Intermediate and Advanced Principles of Swift Programming: Step by step instructions on building apps Sample XCode projects Basic Introduction to Swift Discover major design principles that define iOS user experience. Manage data and manipulate images using effects and filters Latest changes to Swift 5.0 The ABI stability And many more... Don't wait. Grab your copy today.

iOS 11 Swift Programming Cookbook Vandad Nahavandipoor 2017-12-06 iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

iOS Development with Swift Craig Grummitt 2017-11-13 Summary iOS Development with Swift is a hands-on guide to creating apps for iPhone and iPad using the Swift language. Inside, you'll be guided through every step of the process for building an app, from first idea to App Store. This book fully covers Swift 4, Xcode 9, and iOS 11. Our video course, iOS Development with Swift in Motion, is the perfect companion to this book, featuring even more projects and examples for you to dig into in the exciting world of iOS development. Find out more at our website: www.manning.com/livevideo/ios-development-with-swift-lv Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology One billion iPhone users are waiting for the next amazing app. It's time for you to build it! Apple's Swift language makes iOS development easier than ever, offering modern language features, seamless integration with all iOS libraries, and the top-notch Xcode development environment. And with this book, you'll get started fast. About the Book iOS Development with Swift is a hands-on guide to creating iOS apps. It takes you through the experience of building an app—from idea to App Store. After setting up your dev environment, you'll learn the basics by experimenting in Swift playgrounds. Then you'll build a simple app layout, adding features like animations and UI widgets. Along the way, you'll retrieve, format, and display data; interact with the camera and other device features; and touch on cloud and networking basics. What's Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4, Xcode 9, and iOS 11 About the Reader Written for intermediate web or mobile developers. No prior experience with Swift assumed. About the Author Craig Grummitt is a successful developer, instructor, and mentor. His iOS apps have had over 100,000 downloads combined! Table of Contents PART 1 - INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 - BUILDING YOUR INTERFACE View controllers, views, and outlets User interaction Adaptive layout More adaptive layout Keyboard notifications, animation, and scrolling PART 3 - BUILDING YOUR APP Tables and navigation Collections, searching, sorting, and tab bars Local data persistence Data persistence in iCloud Graphics and media Networking Debugging and testing PART 4 - FINALIZING YOUR APP Distributing your app What's next?

Swift Cookbook Keith Moon 2021-02-26 Discover recipes for building feature-rich, reliable iOS native apps and explore the latest features in Swift 5.3 with the help of proven industry standard recipes, modern design techniques, and popular strategies Key Features Understand how closures work and make use of generics with protocols to write flexible code Discover the fundamentals of Swift and build apps with frameworks such as Foundation, Networking, and UIKit Get to grips with the new features of Swift 5.3, including SwiftUI, CoreML and the Vision Framework Book Description Swift is an exciting, multi-platform, general-purpose programming language, and with this book, you'll explore the features of its latest version, Swift 5.3. The book begins with an introduction to the basic building blocks of Swift 5.3, its syntax, and the functionalities of Swift constructs. You'll then discover how Swift Playgrounds provide an ideal platform to write, execute, and debug your Swift code. As you advance through the chapters, the book will show you how to bundle variables into tuples or sets, order your data with an array, store key-value pairs with dictionaries, and use property observers. You'll also get to grips with the decision-making and control structures in Swift, examine advanced features such as generics and operators, and explore functionalities outside of the standard library. Once you've learned how to build iOS applications using UIKit, you'll find out how to use Swift for server-side programming, run Swift on Linux, and investigate Vapor. Finally, you'll discover some of the newest features of Swift 5.3 using SwiftUI and Combine to build adaptive and reactive applications, and find out how to use Swift to build and integrate machine learning models along with Apple's Vision Framework. By the end of this Swift book, you'll have discovered solutions to boost your productivity while developing code using Swift 5.3. What you will learn Explore basic to advanced concepts in Swift 5.3 programming Understand conditional statements, loops, and how to handle errors in Swift Define flexible classes and structs using generics Use advanced operators and create custom ones Build iOS apps using the powerful features of UIKit or the new SwiftUI framework Import your own custom functionality into Swift Playgrounds Run Swift on Linux and investigate server-side programming with the server-side framework Vapor Use Swift to implement machine learning models using CoreML and Vision Who this book is for This book is for experienced iOS developers looking to learn about the diverse features offered by Swift 5.3, along with tips and tricks to efficiently code and build applications. Knowledge of general programming concepts will assist in understanding key concepts.

Expert Swift (First Edition) raywenderlich Tutorial Team 2021-05-18 Deep Dive Into Swift! Swift is a rich language with a plethora of features to offer. Reading the official documentation or entry-level books is

important, but it's not enough to grasp the true power of the language. Expert Swift is here to help, by showing you how to harness the full power of Swift. You'll learn about advanced usages of protocols, generics, functional reactive programming, API design and more. Who This Book is For: This book is for intermediate Swift developers who already know the basics of Swift and are looking to deepen their knowledge and understanding of the language. Topics Covered in Expert Swift: Protocols and Generics: Learn how protocols and generics work, and how you can leverage them in your code to produce clean, long-lasting and easy-to-refactor APIs. Sequences and Collections: Learn how to use Sequences and Collections to write generic algorithms that operate across type families. Unsafe: Understand the memory layout of types and how to use typed and untyped pointers. Functional Reactive Programming: Explore the most important and refined concepts of functional reactive programming and how you can apply these concepts to your apps. Objective-C Interoperability: Learn how to expose Objective-C code to Swift and vice versa. Library and API Design: Enhancing your skill set and intuition for designing great APIs. One thing you can count on: after reading this book, you'll be prepared to use the advanced features of Swift and improve your existing code with the knowledge you'll acquire.

Swift in 30 Days Gaurang Ratnaparkhi 2021-09-03 Designing iOS mobile apps using simple Swift codes and libraries. KEY FEATURES ● Combines the fundamentals of Swift and power-packed libraries, including SwiftUI. ● Includes graphical illustrations and step-by-step instructions on coding your first iOS application. ● Covers end-to-end iOS app development with code debugging and best practices. DESCRIPTION 'Swift in 30 Days' teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified, pragmatic, and quick programming learning without much theory. The book examines the basics of Swift programming, fundamental Swift building blocks, how to write syntax, constructs, define classes, arrays, model data with interfaces, and several examples of Swift programming. The book will help you to create the environment for app development, including tools and libraries like Xcode and SwiftUI. You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application. You will have access to design patterns and learn how to handle errors, debug, and work with protocols. By the end of this book, you will become a trusted Swift programmer and a successful iOS developer who will dive deeper into Apple's intelligent app programming challenge. WHAT YOU WILL LEARN ● Create an iOS app from scratch and learn fundamental Swift concepts such as operators and control flow. ● Create intuitive and intelligent user interfaces with an understanding of self-design and constraints. ● Recap OOP concepts and Swift protocol-based programming. ● Work with design patterns, write clean codes, and build expert tables and navigations. ● Work with Xcode and SwiftUI 2.0. WHO THIS BOOK IS FOR This book is for students, graduates, and entry-level coders who want to learn iOS app development without prior Swift or mobile app development experience. TABLE OF CONTENTS Week 1 (Beginner) 1. Building Your First App 2. Swift Programming Basics 3. Auto Layout 4. Types and Control Flow Week 2 (Intermediate) 5. Optional Type and More 6. Code Structuring Week 3 (Advanced) 7. OOP in Swift 8. Protocols and Delegates Week 4 (Bonus) 9. Error handling and Debugging 10. SwiftUI

Swift Apprentice (Seventh Edition) Eli Ganim 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 platform you're interested in. Who This Book Is For: This book is for complete beginners to Swift. No prior programming experience is necessary! Topics Covered in The Swift Apprentice: Playground basics: Learn about the coding environment where you can quickly and easily try out your code as you learn. Basic types: Numbers and strings are the basic kinds of data in any app - learn how to use them in Swift. Flow control: Your code doesn't always run straight through - learn how to use conditions and decide what to do. Functions: Group your code together into reusable chunks to run and pass around. Collection types: Discover the many ways Swift offers to store and organize data into collections. Protocols & protocol-oriented programming: Define protocols to make your code more interface-based and compositional. Advanced topics: Learn how to create custom operators, organize your code, write tests, manage memory, serialize your types, concurrency and so much more. After reading this book and completing your Swift apprenticeship by working through the included exercises and challenges, you'll be ready to take on app development on the platform of your choice!

Hello Swift! Puneet Bakshi 2019-04-19 Summary Hello Swift! is a how-to guide to programming iOS Apps with the Swift language, written from a kid's perspective. This approachable, well-illustrated, step-by-step guide takes you from beginning programming concepts all the way through developing complete apps. (Adults will like it too!) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own apps? With a little practice, you can! Apple's Swift language, along with special coding playgrounds and an easy-to-use programming environment, make it easier than ever. Take it from author Tanmay Bakshi, who started programming when he was just five years old. About the Book His book, Hello Swift! iOS app programming for kids and other beginners, teaches you how to write apps for iPhones and iOS devices step by step, starting with your first line of Swift code. Packed with dozens of apps and special exercises, the book will teach you how to program by writing games, solving puzzles, and exploring what your iPhone can do. Hello Swift! gets you started. Where you go next is up to you! What's inside Crystal-clear explanations anyone can understand Kid-friendly examples, including games and puzzles Learn by doing—you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program. (Psst! Adults like it, too.) About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker, and Manning author! Table of Contents Get ready to build apps with Swift! Create your first app Your first real Swift code using variables I/O laboratory Computers make decisions, too! Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code: Clean it with function detergent Reduce your code: Use less, do more with class detergent Reading and writing files Frameworks: Bookshelves of classes SpriteKit: Fun animation time Time to watch your WatchKit code Continuing your journey with Swift

Sams Teach Yourself Swift in 24 Hours B. J. Miller 2014-11-26 Offers twenty-four lessons teaching how to build next-generation OS X and iOS apps using Apple's new programming language, with step-by-step instructions for such common tasks as using operators, iterating code with loops, and introducing generics.

Thinking in SwiftUI Florian Kugler 2020-03-16 SwiftUI is radically different from UIKit. So in this short book, we will help you build a mental model of how SwiftUI works. We explain the most important concepts in detail, and we follow them up with exercises to give you hands-on experience. SwiftUI is still a young framework, and as such, we don't believe it's appropriate to write a complete reference. Instead, this book focuses on transitioning your way of thinking from the object-oriented style of UIKit to the declarative style of SwiftUI. Thinking in SwiftUI is geared toward readers who are familiar with Swift and who have experience building apps in frameworks like UIKit.

Learning Swift Jonathon Manning 2018-03-27 Get valuable hands-on experience with Swift, the open source programming language developed by Apple. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with the latest version of Swift by developing a working iOS app from start to finish. You'll begin with Swift programming basics—including guidelines for making your code "Swiftly"—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. Divided into four parts, this book includes: Swift 4 basics: Learn Swift's basic building blocks and the features of object-oriented development Building the Selfiegram app: Build model objects and the UI for your selfie app and add location support, user settings, and notifications Polishing Selfiegram: Create a theme and support for sharing and add custom views, image overlays, and localization Beyond app development: Debug and performance test with Xcode, automate chores with Fastlane, and user-test the app with TestFlight

Learn Swift by Building Applications Emil Atanasov 2018-05-25 Start building your very own mobile apps with this comprehensive introduction to Swift and object-oriented programming Key Features A complete beginner's guide to Swift programming language Understand core Swift programming concepts and techniques for creating popular iOS apps Start your journey toward building mobile app development with this

practical guide Book Description Swift Language is now more powerful than ever; it has introduced new ways to solve old problems and has gone on to become one of the fastest growing popular languages. It is now a de-facto choice for iOS developers and it powers most of the newly released and popular apps. This practical guide will help you to begin your journey with Swift programming through learning how to build iOS apps. You will learn all about basic variables, if clauses, functions, loops, and other core concepts; then structures, classes, and inheritance will be discussed. Next, you'll dive into developing a weather app that consumes data from the internet and presents information to the user. The final project is more complex, involving creating an Instagram like app that integrates different external libraries. The app also uses CocoaPods as its package dependency manager, to give you a cutting-edge tool to add to your skillset. By the end of the book, you will have learned how to model real-world apps in Swift. What you will learn Become a pro at iOS development by creating simple-to-complex iOS mobile applications Master Playgrounds, a unique and intuitive approach to teaching Xcode Tackle the basics, including variables, if clauses, functions, loops and structures, classes, and inheritance Model real-world objects in Swift and have an in-depth understanding of the data structures used, along with OOP concepts and protocols Use CocoaPods, an open source Swift package manager to ease your everyday developer requirements Develop a wide range of apps, from a simple weather app to an Instagram-like social app Get ahead in the industry by learning how to use third-party libraries efficiently in your apps Who this book is for This book is for beginners who are new to Swift or may have some preliminary knowledge of Objective-C. If you are interested in learning and mastering Swift in Apple's ecosystem, namely mobile development, then this book is for you.

Metal Programming Guide Janie Clayton 2017-12-05 Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal® Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework

Learning Swift Paris Buttfield-Addison 2016-05-02 Get hands-on experience with Apple's Swift programming language by building real working apps. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apple's platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes: Swift 2 basics: Learn Swift's features for object-oriented development, as well as various developer tools OS X app development: Set up your app, work with its documents, and build out its features iOS app development: Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app Advanced app extensions: Support Apple Watch and learn how to debug, monitor, and test all three of your Swift apps

Mastering Swift 5 Jon Hoffman 2019-04-30 Harness the power of the latest edition with this in-depth and comprehensive guide to the Swift language Key FeaturesFifth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5 programming languageGet to grips with popular and modern design techniques to write easy-to-manage Swift codeLearn how to use core Swift features such as concurrency, generics, and copy-on-write in your codeBook Description Over the years, the Mastering Swift book has established itself amongst developers as a popular choice as an in-depth and practical guide to the Swift programming language. The latest edition is fully updated and revised to cover the new version: Swift 5. Inside this book, you'll find the key features of Swift 5 easily explained with complete sets of examples. From the basics of the language to popular features such as concurrency, generics, and memory management, this definitive guide will help you develop your expertise and mastery of the Swift language. Mastering Swift 5, Fifth Edition will give you an in-depth knowledge of some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. It will guide you on how to use and apply them in your own projects. Later, you'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code. You will also see how to add the copy-on-write feature to your custom value types and how to avoid memory management issues caused by strong reference cycles. What you will learnUnderstand core Swift components, including operators, collections, control flows, and functionsLearn how and when to use classes, structures, and enumerationsUnderstand how to use protocol-oriented design with extensions to write easier-to-manage codeUse design patterns with Swift, to solve commonly occurring design problemsImplement copy-on-write for you custom value types to improve performanceAdd concurrency to your applications using Grand Central Dispatch and Operation QueuesImplement generics to write flexible and reusable codeWho this book is for This book is for developers who want to delve into the newest version of Swift. If you are a developer and learn best by looking at and working with code, then this book is for you. A basic understanding of Apple's tools would be beneficial but not mandatory. All examples should work on the Linux platform as well.

Mastering iOS 14 Programming Mario Eguiluz Alebicto 2021-03-19 Become a professional iOS developer with the most in-depth and advanced guide to Swift 5.3, Xcode 12.4, ARKit 4, Core ML, and iOS 14's new features Key FeaturesExplore the world of iOS app development through practical examplesUnderstand core iOS programming concepts such as Core Data, networking, and the Combine frameworkExtend your iOS apps by adding augmented reality and machine learning capabilities, widgets, App Clips, Dark Mode, and animationsBook Description Mastering iOS 14 development isn't a straightforward task, but this book can help you do just that. With the help of Swift 5.3, you'll not only learn how to program for iOS 14 but also be able to write efficient, readable, and maintainable Swift code that reflects industry best practices. This updated fourth edition of the iOS 14 book will help you to build apps and get to grips with real-world app development flow. You'll find detailed background information and practical examples that will help you get hands-on with using iOS 14's new features. The book also contains examples that highlight the language changes in Swift 5.3. As you advance through the chapters, you'll see how to apply Dark Mode to your app, understand lists and tables, and use animations effectively. You'll then create your code using generics, protocols, and extensions and focus on using Core Data, before progressing to perform network calls and update your storage and UI with the help of sample projects. Toward the end, you'll make your apps smarter using machine learning, streamline the flow of your code with the Combine framework, and amaze users by using Vision framework and ARKit 4.0 features. By the end of this iOS development book, you'll be able to build apps that harness advanced techniques and make the best use of iOS 14's features. What you will learnBuild a professional iOS application using Xcode 12.4 and Swift 5.3Create impressive new widgets for your apps with iOS 14Extend the audience of your app by creating an App ClipImprove the flow of your code with the Combine frameworkEnhance your app by using Core LocationIntegrate Core Data to persist information in your appTrain and use machine learning models with Core MLCreate engaging augmented reality experiences with ARKit 4 and the Vision frameworkWho this book is for This book is for developers with some experience in iOS programming who want to enhance their application development skills by unlocking the full potential of the latest iOS version with Swift.

Test-Driven Development in Swift Gio Lodi 2021-07-02 Leverage Swift to practice effective and efficient test-driven development (TDD) methodology. Software testing and TDD are evergreen programming

concepts—yet Swift developers haven't widely adopted them. What's needed is a clear roadmap to learn and adopt TDD in the Swift world. Over the past years, Apple has invested in XCTest and Xcode's testing infrastructure, making testing a new top priority in their ecosystem. Open-source libraries such as Quick and Nimble have also reached maturity. The tools are there. This book will show you how to wield them. TDD has much more to offer than catching bugs. With this book, you'll learn a philosophy for building software. TDD enables engineers to solve problems incrementally, writing only as much code as necessary. By decomposing big problems into small steps, you can move along at a fast pace, always making visible progress. Participate in the test-driven development journey by building a real iOS application and incorporating new concepts through each chapter. The book's concepts will emerge as you figure out ways to use tests to drive the solutions to the problems of each chapter. Through the TDD of a single application, you'll be introduced to all the staples and advanced concepts of the craft, understand the trade offs each technique offers, and review an iterative process of software development. Test-Driven Development in Swift provides the path for a highly efficient way to make amazing apps. What You'll Learn Write tests that are easy to maintain Look after an ever-growing test suite Build a testing vocabulary that can be applied outside the Swift world See how Swift programming enhances the TDD flow seen in dynamic languages Discover how compiler errors can provide the same helpful guidance as failing tests do Who This Book Is For Mid-level developers keen to write higher quality code and improve their workflows. Also, developers that have already been writing tests but feel they are not getting the most out of them.

Swift Algorithms and Data Structures Wayne Bishop 2015-08-10

Swift Data Structure and Algorithms Erik Azar 2016-11-18 Master the most common algorithms and data structures, and learn how to implement them efficiently using the most up-to-date features of Swift 3 About This Book Develop a deep understanding of the collections in the Swift Standard Library with this step-by-step guide Develop native Swift data structures and algorithms for use in mobile, desktop, and server-based applications Learn about performance efficiency between different data structures and algorithms Who This Book Is For This book is for developers who want to learn how to implement and use common data structures and algorithms natively in Swift. Whether you are a self-taught developer without a formal technical background or you have a degree in Computer Science, this book will provide with the knowledge you need to develop advanced data structures and algorithms in Swift using the latest language features. What You Will Learn Get to know about the basic data structures and how to use the Swift REPL Use the Swift Standard Library collections bridging to Objective-C collections, and find out about protocol-oriented programming Find out about Swift generators and sequences, and see how to use them to implement advanced data structures such as Stack, StackList, Queue, and LinkedList Implement sorting algorithms such as Insertion Sort, Merge Sort, and Quick Sort and understand the performance trade-offs between them See how to implement various binary trees, B-Tree, and Splay Trees Perform advanced searching methods using Red-Black trees, AVL trees, and Trie trees, and take a look at several substring search algorithms Get to know about the data structures used in graphs and how to implement graphs such as depth-first search, breadth-first search, directed graphs, spanning tree, and shortest path Explore algorithm efficiency and see how to measure it In Detail Apple's Swift language has expressive features that are familiar to those working with modern functional languages, but also provides backward support for Objective-C and Apple's legacy frameworks. These features are attracting many new developers to start creating applications for OS X and iOS using Swift. Designing an application to scale while processing large amounts of data or provide fast and efficient searching can be complex, especially running on mobile devices with limited memory and bandwidth. Learning about best practices and knowing how to select the best data structure and algorithm in Swift is crucial to the success of your application and will help ensure your application is a success. That's what this book will teach you. Starting at the beginning, this book will cover the basic data structures and Swift types, and introduce asymptotic analysis. You'll learn about the standard library collections and bridging between Swift and Objective-C collections. You will see how to implement advanced data structures, sort algorithms, work with trees, advanced searching methods, use graphs, and performance and algorithm efficiency. You'll also see how to choose the perfect algorithm for your problem. Style and approach This easy-to-follow yet comprehensive guide can either be read from beginning to end, or depending on your current knowledge level, you can jump to the specific chapter that interests you. Each chapter topic starts with an introduction to the topic and algorithm before moving on to the hands-on implementation and analysis.

Beginning Swift Rob Kerr 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.

Advanced iOS App Architecture (Fourth Edition) raywenderlich Tutorial Team 2022-02-09 Apply Different Architectures to Your Codebase! Advanced iOS App Architecture guides you through building one real-world app written in different architectures to give you hands-on and practical experience working in different architectures. This book will also guide you through the theory you need to gain a solid foundation of architecture concepts so that you can make your own informed decisions on how to use them in your codebase. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and are looking to build apps using defined architectures, making apps cleaner and easier to maintain. Topics Covered in Advanced iOS App Architecture Navigating Architecture Topics: Learn the theory behind various architectures to help inform which works best for you in different situations you may face. Managing Dependencies: Learn how to manage dependencies both internally and externally within your app. MVVM Architecture: Explore the history of the MVVM architecture and begin building KOOBER - the book's project app - using MVVM principles. Redux Architecture: Explore the history of the Redux architecture and continue building KOOBER using Redux principles. Elements Architecture: Explore the history of the Elements architecture and continue building KOOBER using Elements principles. After reading this book, you'll have the knowledge to decide which types of architecture components suit your apps and you'll have a deep understanding of the covered architectures. About the iOS Architecture Team The architecture team is a group of seasoned developers who work for large multi-national companies who deal with large and diverse code bases on a daily basis. The knowledge procured over years of development is now being transferred to you through book. We hope you enjoy the book and, hopefully, you'll apply some of the architectures you've learned to your own apps!

Swift Protocol-Oriented Programming Jon Hoffman 2019-06-28 Embrace the Protocol-Oriented Programming paradigm, for better code maintainability and increased performance, with Swift programming. Key Features Leverage the power of Protocol-Oriented Programming in your applications Leverage generics to create very flexible frameworks Learn how to implement common design patterns in a protocol-oriented way Book Description Protocol-oriented programming is an incredibly powerful concept at the heart of Swift's design. Swift's standard library was developed using POP techniques, generics, and first-class value semantics; therefore, it is important for every Swift developer to understand these core concepts and take advantage of them. The fourth edition of this book is improved and updated to the latest version of the Swift programming language. This book will help you understand what protocol-oriented programming is all about and how it is different from other programming paradigms such as object-oriented programming. This book covers topics such as generics, Copy-On-Write, extensions, and of course protocols. It also demonstrates how to use protocol-oriented programming techniques via real-world use cases. By the end of this book, you will

know how to use protocol-oriented programming techniques to build powerful and practical applications. What you will learn
Learn the differences between object-oriented programming and protocol-oriented programming
Understand why value types should be prioritized over reference types
Delve into protocols, protocol inheritance, protocol composition, and protocol extensions
Learn how to implement COW (Copy-On-Write) within your custom value types
Understand how memory management works in Swift and how to avoid common pitfalls
Design applications by starting with the protocol rather than the implementation
Who this book is for
This book is intended for Swift developers who have, at minimum an introductory knowledge of the Swift programming language and would like to understand how they can use Protocol-Oriented Programming techniques in their applications.

Functional Programming in Swift Chris Eidhof 2014-11-01 This book will teach you how to use Swift to apply functional programming techniques to your iOS or OS X projects. These techniques complement object-oriented programming that most Objective-C developers will already be familiar with, providing you with a valuable new tool in your developer's toolbox. We will start by taking a look at Swift's new language features, such as higher-order functions, generics, optionals, enumerations, and pattern matching. Mastering these new features will enable you to write functional code effectively. After that, we will provide several examples of how to use functional programming patterns to solve real-world problems. These examples include a compositional and type-safe API around Core Image, a library for diagrams built on Core Graphics, and a small spreadsheet application built from scratch.

Combine raywenderlich Tutorial Team 2021-09-28 Dive into Combine! Writing asynchronous code can be challenging, with a variety of possible interfaces to represent, perform, and consume asynchronous work - delegates, notification center, KVO, closures, etc. Juggling all of these different mechanisms can be somewhat overwhelming. Does it have to be this hard? Not anymore! In this book, you'll learn about Combine - Apple's framework to work with asynchronous events in a unified and reactive way that ensures your app is always up to date based on the latest state of its data. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and Swift development but are interested in learning declarative/reactive programming and take their app and state management to the next level. You'll also find this book interesting if you're interested in SwiftUI - as many of the reactive capabilities keeping your SwiftUI views up-to-date are built on top of Combine. Topics Covered in Combine: Asynchronous Programming with Swift What & Why: Learn what is Combine and reactive programming and the problems they solve, and how you can unify all of your asynchronous piece of work. Operators: Learn how to compose, transform, filter and otherwise manipulate different pieces of asynchronous work using operators. In Practice: You'll gain knowledge on various topics and techniques you'll leverage when writing your own real-life apps, as well as practice these techniques with actual hands-on apps and projects. SwiftUI: You'll learn about how Combine is deeply rooted within SwiftUI and provides it with the ability to reactively update its views based on the state of your app. Advanced Combine: Once you've got a handle on the basics, you'll dive into advanced Combine topics such as Error Handling, Schedulers, and Custom Publishers. By the end of this book, you'll be a pro in building full-fledged applications using Combine's various abilities.

Practical Object-Oriented Design Sandi Metz 2018-07-10 The Complete Guide to Writing Maintainable, Manageable, Pleasing, and Powerful Object-Oriented Applications Object-oriented programming languages exist to help you create beautiful, straightforward applications that are easy to change and simple to extend. Unfortunately, the world is awash with object-oriented (OO) applications that are difficult to understand and expensive to change. Practical Object-Oriented Design, Second Edition, immerses you in an OO mindset and teaches you powerful, real-world, object-oriented design techniques with simple and practical examples. Sandi Metz demonstrates how to build new applications that can "survive success" and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples in the easy-to-understand Ruby programming language, all downloadable from the companion website, poodr.com. Fully updated for Ruby 2.5, this guide shows how to Decide what belongs in a single class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Whatever your previous object-oriented experience, this concise guide will help you achieve the superior outcomes you're looking for. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Mastering Swift 5.3 Jon Hoffman 2020-11-23 A comprehensive guide for programming enthusiasts who wish to gain a firm command of the fundamentals and advanced Swift concepts Key FeaturesSixth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5.3 programming languageGet to grips with popular and modern design techniques to write easy-to-manage Swift codeUse core Swift features such as concurrency, generics, and copy-on-write in your codeBook Description Over the years, Mastering Swift has proven itself among developers as a popular choice for an in-depth and practical guide to the Swift programming language. This sixth edition comes with the latest features, an overall revision to align with Swift 5.3, and two new chapters on building swift from source and advanced operators. From the basics of the language to popular features such as concurrency, generics, and memory management, this in-depth guide will help you develop your expertise and mastery of the language. As you progress, you will gain practical insights into some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. The book will also show you how to use and apply them in your own projects. In later chapters, you will understand how to use the power of protocol-oriented programming to write flexible and easier-to-manage code in Swift. Finally, you will learn how to add the copy-on-write feature to your custom value types, along with understanding how to avoid memory management issues caused by strong reference cycles. By the end of this Swift book, you will have mastered the Swift 5.3 language and developed the skills you need to effectively use its features to build robust applications. What you will learnUnderstand core Swift components, such as operators, collections, control flows, and functionsIdentify how and when to use classes, structures, and enumerationsUse protocol-oriented design with extensions to write easy-to-manage codeLeverage design patterns with Swift to solve commonly occurring design problemsApply copy-on-write for your custom value types to improve performanceAdd concurrency to your applications using Grand Central Dispatch and operation queuesImplement generics to write flexible and reusable codeWho this book is for This book is for beginners with a basic understanding of programming and experienced developers looking to learn Swift programming. Familiarity with Apple's tools will be beneficial but not mandatory. All examples should also work on the Linux and Windows platforms

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reading experience.

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Advanced Swift Updated For Swift 4 Introduction

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