

Swift 4 Programming Cookbook 50 Task Oriented Recipes To Make You Productive With Swift 4

Find practical, logical, and efficient recipes for building cross-platform apps for iOS 15, macOS, and watchOS using Swift 5.5, Xcode 13, and SwiftUI 3.0 Key Features: Apply the declarative programming paradigm to build cross-platform UIs for Apple devices Learn to integrate UIKit, Core Data, Firebase, and Sign in with Apple with SwiftUI Adopt the new SwiftUI 3.0 features to build visually appealing UIs speedily Book Description: SwiftUI provides an innovative and simple way to build beautiful user interfaces (UIs) for all Apple platforms, from iOS and macOS through to watchOS and tvOS, using the Swift programming language. In this recipe-based cookbook, you'll cover the foundations of SwiftUI as well as the new SwiftUI 3 features introduced in iOS 15 and explore a range of essential techniques and concepts that will help you through the development process. The cookbook begins by explaining how to use basic SwiftUI components. Once you've learned the core concepts of UI development, such as Views, Controls, Lists, and ScrollViews, using practical implementations in Swift, you'll advance to adding useful features to SwiftUI using drawings, built-in shapes, animations, and transitions. You'll understand how to integrate SwiftUI with exciting new components in the Apple development ecosystem, such as Combine for managing events and Core Data for managing app data. Finally, you'll write iOS, macOS, and watchOS apps by sharing the same SwiftUI codebase. By the end of this SwiftUI book, you'll have discovered a range of simple, direct solutions to common problems encountered when building SwiftUI apps. What You Will Learn: Explore various layout presentations in SwiftUI such as HStack, VStack, LazyHStack, and LazyVGrid Create widgets to quickly display relevant content at glance Get up to speed with drawings in SwiftUI using built-in shapes, custom paths, and polygons Discover modern animation and transition techniques in SwiftUI Add user authentication using Firebase and Sign in with Apple Manage concurrency with Combine and async/await in SwiftUI Solve the most common SwiftUI problems, such as integrating a MapKit map, unit testing, snapshot testing, and previewing layouts Who this book is for: This book is for mobile developers who want to learn SwiftUI as well as experienced iOS developers transitioning from UIKit to SwiftUI. The book assumes knowledge of the Swift programming language. Knowledge of object-oriented design and data structures will be useful but not necessary. You'll also find this book to be a helpful resource if you're looking for reference material regarding the implementation of various features in SwiftUI.

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 FeaturesUnderstand how closures work and make use of generics with protocols to write flexible codeDiscover the fundamentals of Swift and build apps with frameworks such as Foundation, Networking, and UIKitGet to grips with the new features of Swift 5.3, including SwiftUI, CoreML and the Vision FrameworkBook 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 learnExplore basic to advanced concepts in Swift 5.3 programmingUnderstand conditional statements, loops, and how to handle errors in SwiftDefine flexible classes and structs using genericsUse advanced operators and create custom onesBuild iOS apps using the powerful features of UIKit or the new SwiftUI frameworkImport your own custom functionality into Swift PlaygroundsRun Swift on Linux and investigate server-side programming with the server-side framework VaporUse Swift to implement machine learning models using CoreML and VisionWho 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.

Get to grips with Apple ' s new SwiftUI framework for creating robust UIs for iOS and iPadOS using Swift programming Key FeaturesUse SwiftUI for building dynamic apps for Apple devices from scratchUnderstand declarative syntax in cross-platform development and how states work within SwiftUILearn to develop watchOS apps by reusing SwiftUI codeBook Description SwiftUI is the new and powerful interface toolkit that lets you design and build iOS, iPadOS, and macOS apps using declarative syntax. It is a powerful way to develop the UI elements of applications, which would normally be tightly coupled to application logic. Learn SwiftUI will get you up to speed with the framework and cross-device UI development in no time. Complete with detailed explanations and practical examples, this easy-to-follow guide will teach you the fundamentals of the SwiftUI toolkit. You'll learn how to build a powerful iOS and iPadOS application that can be reused for deployment on watchOS. As you progress, you'll delve into UI and unit testing in iOS apps, along with learning how to test your SwiftUI code for multiple devices. The book will also show you how to integrate SwiftUI features such as data binding and network requests into your current application logic. By the end of this book, you will have learned how to build a cross-device application using the SwiftUI framework and Swift programming. What you will learnExplore the fundamentals of SwiftUI and compare it with existing UI frameworksWrite SwiftUI syntax and understand what should and shouldn't be included in SwiftUI's layerAdd text and images to a SwiftUI view and decorate them using SwiftUI's modifiersCreate basic forms, and use camera and photo library functions to add images to themUnderstand the core concepts of Maps in iOS apps and add a MapView in SwiftUIDesign extensions within your existing apps to run them on watchOSHandle networking calls in SwiftUI to retrieve data from external sourcesWho this book is for This SwiftUI book helps any mobile app developer looking to understand the fundamentals of the new SwiftUI framework along with the benefits of cross-device development. A solid understanding of iOS and macOS app development, along with some knowledge of the Swift programming language, will be beneficial. Basic programming knowledge is essential to grasp the concepts covered in the book effectively.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

WWE Ultimate Superstar Guide

Simple Solutions for Game Development Problems

Develop Apps for iOS

Solutions & Examples for IOS Apps

IOS 8 Swift Programming Cookbook

50 task-oriented recipes to make you productive with Swift 4

A Best Practice Guide to Solving the Most Common Problems in Using SwiftUI

Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity's advanced features such as artificial intelligence, high-end physics, and GUI transformations. Create amazing Graphical User Interfaces (GUIs) with Unity's new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high-end complex Android games, then this book is for you. Readers are expected to have a basic understanding of Unity 5, working with its environment, and its basic concepts. What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces (GUIs) with Unity's new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and best loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity's intuitive, easy-to-learn toolset and this book, it's never been easier to become a game developer. You will begin with the basic concepts of Android game development, a brief history of Android games, the building blocks of Android games in Unity 5, and the basic flow of games. You will configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, prefabs, animations, triggers, colliders, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and controlling them with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplays, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing the game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores. Style and approach A step-by-step and detailed guide to developing high-end complex Android games utilizing the advanced concepts

of Unity.

Ready to build truly stunning apps for iPhone, iPad, and Apple Watch? This cookbook—written exclusively in Swift 3—provides more than 120 proven solutions for tackling the latest features in iOS 10 and watchOS 3. With these code-rich recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking functionality, the UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and services through Siri Write your own iMessage extensions that allow added interactivity Work with features in Swift 3, Xcode 8, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Spotlight APIs to make your app content searchable Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields

Take the guesswork out of using regular expressions. With more than 140 practical recipes, this cookbook provides everything you need to solve a wide range of real-world problems. Novices will learn basic skills and tools, and programmers and experienced users will find a wealth of detail. Each recipe provides samples you can use right away. This revised edition covers the regular expression flavors used by C#, Java, JavaScript, Perl, PHP, Python, Ruby, and VB.NET. You'll learn powerful new tricks, avoid flavor-specific gotchas, and save valuable time with this huge library of practical solutions. Learn regular expressions basics through a detailed tutorial Use code listings to implement regular expressions with your language of choice Understand how regular expressions differ from language to language Handle common user input with recipes for validation and formatting Find and manipulate words, special characters, and lines of text Detect integers, floating-point numbers, and other numerical formats Parse source code and process log files Use regular expressions in URLs, paths, and IP addresses Manipulate HTML, XML, and data exchange formats Discover little-known regular expression tricks and techniques

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.

SwiftUI Cookbook

Discover solutions and best practices to tackle the most common problems while building SwiftUI apps

A Gentle Introduction to Numerical Simulations with Python

Unity Game Development Cookbook

Upgrade your knowledge and become an expert in the latest version of the Swift programming language, 6th Edition

Learning Swift

Mastering iOS 14 Programming

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!

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!

Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer. This book is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school, and it is now updated for Swift 4. Many people have a difficult time believing they can learn to write iOS apps. Swift 4 for Absolute Beginners will show you how to do so. You'll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch. Gary Bennett and Brad Lees are full-time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 14 years of writing apps, teaching online iOS courses, the experience from their first three iOS books, along with their online instruction and free online forum at XcelMe.com to create an excellent training book. And the material in this book is supplemented by with the free, live online training sessions. What You'll Learn Work with Swift classes, properties, and functions Examine proper user interface and user experience design Understand Swift data types: integers, floats, strings, and Booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, and iPad, and Watch using the Swift programming language. No previous programming experience is necessary.

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 learn

- Build a professional iOS application using Xcode 12.4 and Swift 5.3
- Create impressive new widgets for your apps with iOS 14
- Extend the audience of your app by creating an App Clip
- Improve the flow of your code with the Combine framework
- Enhance your app by using Core Location
- Integrate Core Data to persist information in your app
- Train and use machine learning models with Core ML
- Create engaging augmented reality experiences with ARKit 4 and the Vision framework

Who 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.

Essentials for Every Game

Detailed Solutions in Eight Programming Languages

Swift 4 Programming Cookbook

The Big Nerd Ranch Guide

Swift 3 Programming Cookbook

Program the Internet of Things with Swift for iOS

SwiftUI For Dummies

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

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.

A comprehensive guide for programming enthusiasts who wish to gain a firm command of the fundamentals and advanced Swift concepts

Key Features Sixth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5.3 programming language

Get to grips with popular and modern design techniques to write easy-to-manage Swift code Use core Swift features such as concurrency, generics, and copy-on-write in your code

Book 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 learn Understand core Swift components, such as operators, collections, control flows, and functions Identify how and when to use classes, structures, and enumerations Use protocol-oriented design with extensions to write easy-to-manage code Leverage 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 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

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

iOS 15 Programming Fundamentals with Swift

Swift 4 for Absolute Beginners

Fundamentals of Computer Programming with C#

Swift For Dummies

Kickstart your mobile app development journey by building iOS apps with Swift 5.5 and Xcode 13, 6th Edition

Regular Expressions Cookbook

IOS Animations by Tutorials (Sixth Edition): Setting Swift in Motion

Over 50 exciting and powerful recipes to help you unearth the promise of iOS programming About This Book Create high performance iOS apps with a focus on application development APIs and techniques Enrich your UI skills with UIStoryboard, Autolayout, Size classes, and Container view Produce enhanced results with iOS 10 as a result of learning and implementing pro-level practices, techniques, and solutions Who This Book Is For If you are an iOS developer on a quest to develop your perfect iOS app, then this book is for you. It would also prove to be a valuable resource for those who want to get up and running with iOS development through a clear, practical approach. In order to unleash the full potential of this book, basic Swift programming knowledge is necessary. What You Will Learn Build your own custom UIViews through code or the interface builder Implement a dynamic and interactive interface in an iOS app Work on various graphics related elements and the process of using them together to make meaningful shapes. Use the side over and split view to interact with multiple apps concurrently Encrypt JSON calls to make the app more secure Work on web markup feature to enhance search optimization In Detail Do you want to understand all the facets of iOS programming and build complex iOS apps? Then you have come to the right place. This problem-solution guide will help you to eliminate expensive learning curves and focus on specific issues to make you proficient at tasks and the speed-up time involved. Beginning with some advanced UI components such as Stack Views and UICollectionView, you will gradually move on to building an interface efficiently. You will work through adding gesture recognizer and touch elements on table cells for custom actions. You will work with the Photos framework to access and manipulate photos. You will then prepare your app for multitasking and write responsive and highly efficient apps. Next, you will integrate maps and core location services while making your app more secure through various encryption methods. Finally, you will dive deep into the advanced techniques of implementing notifications while working with memory management and optimizing the performance of your apps. By the end of the book, you will master most of the latest iOS 10 frameworks. Style and approach This is the best practical resource on iOS 10 development. This book, with its no nonsense approach and a clear practical focus, will be your best friend on your quest to develop your perfect iOS app. The best thing about this book is that in addition to recipes on iOS programming techniques and app development essentials, it will take you on a complete guided tour of all the new app development APIs that are shipped with iOS 10.

This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

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.

In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS 14 development using SwiftUI. You'll start building your first SwiftUI app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1: Introduction Chapter 2: Body Mass Index Calculator Chapter 3: To-Do List App Using List Chapter 4: Persistent Data Using Core Data Chapter 5: Extending Core Data to CloudKit Chapter 6: Getting Data from an API: GitHub Users Chapter 7: Machine Learning with Core ML Chapter 8: C.R.U.D. Notes App with Firebase/Firestore Chapter 9: Building Cross Platform Apps in SwiftUI The goal of this book is to teach you SwiftUI development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing. Follow him at www.greglim.net

Swift Cookbook

Reactive Programming with Swift

Solutions and Examples for iOS Apps

iOS 11 Swift Programming Cookbook

Beginning SwiftUI

Data Structures & Algorithms in Swift (Fourth Edition)

Solutions and Examples for iOS Apps

Learn how to build apps using Apple's native APIs for the Internet of Things, including the Apple Watch, HomeKit, and Apple Pay. You'll also see how to interface with popular third-party hardware such as the Raspberry Pi, Arduino, and the FitBit family of devices. Program the Internet of Things with Swift and iOS is an update to the previous version and includes all new Swift 4 code. This book is a detailed tutorial that provides a detailed "how" and "why" for each topic, explaining Apple-specific design patterns as they come up and pulling lessons from other popular apps. To help you getting up and running quickly, each chapter is framed within a working project, allowing you to use the sample code directly in your apps. The Internet of Things is not limited to Apple devices alone, so this book also explains how to interface with popular third-party hardware devices, such as the Fitbit and Raspberry Pi, and generic interfaces, like Restful APIs and HTTPS. You'll also review new API's like Face ID and new design considerations, and look more closely at SSL and how to make IoT connected apps more resistant to hackers. The coverage of Apple Watch has been expanded as well. The Internet of Things is waiting — be a part of it! What You'll Learn Use Apple's native IoT Frameworks, such as HealthKit, HomeKit, and FaceID Interact with popular third-party hardware, such as the Raspberry Pi, Arduino, and FitBit Work with real projects to develop skills based in experience Make a smarter IoT with SiriKit and CoreML Who This Book Is For The primary audience for this book are readers who have a grasp of the basics of iOS development and are looking to improve their Internet of Things-specific skills. Intermediate to Advanced level. The secondary audience would be business decision makers (managers, business analysts, executives) who are looking to gain a rough understanding of what is involved in Internet of Things development for iOS.

Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK--including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

SwiftUI is an innovative new framework to build UI for all Apple platforms using Swift. This recipe-based guide covers the new features of SwiftUI 2 introduced on iOS14 and helps you migrate from UIKit with a simple learning curve through practical solutions. Learn how SwiftUI combines with Apple dev tools to build truly cross-platform Apple apps.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts

Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Structured concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

iOS 15 Programming for Beginners

iOS Swift Game Development Cookbook

iOS app programming for kids and other beginners

Learn How to Program Apps for the Internet of Things

Hello Swift!

Mastering Swift 5.3

Over 60 proven recipes for developing better iOS applications with Swift 5.3, 2nd Edition

See WWE Superstars like you've never seen them before! The Ultimate Superstars Guide by BradyGames is an illustrated compendium of all the biggest Superstars to ever grace the WWE ring The Ultimate Superstars Guide is filled with more than 200 illustrations of your favourite WWE Superstars including Hulk Hogan, Triple H and more. Learn everything you need to know about these amazing athletes with facts, stats, and more.

Covers iOS 7 and Xcode 5 Apple lavished iOS with a rich and evolving library of resolution-independent 2D drawing utilities. Its APIs include powerful features such as transparency, path-based drawing, anti-aliasing, and more. Harness these low-level, lightweight drawing routines in your apps to build images, to create PDFs, to display views, and to print. In this guide, Erica Sadun, bestselling author of The Core iOS 6 Developer's Cookbook and The Advanced iOS 6 Developer's Cookbook, helps readers explore iOS drawing through an abundance of examples alongside plenty of explanations and tips. This short work provides the basic how-to developers need to get started. You will learn about these specific topics: The basic concepts of Quartz (Core Graphics) and UIKit drawing The coordinate system, paths, masking, and clipping Text drawing Transparency and alpha channels, drawing modes, blending, colors, and spaces Transforms and geometry Patterns, shadows, and gradients Bitmaps and pixels Approximately 311 pages. For related content by author Erica Sadun, see iOS Auto Layout Demystified, The Core iOS 6 Developer's Cookbook, and The Advanced iOS 6 Developer's Cookbook. informit.com/sadun To access the code samples, visit <https://github.com/erica/iOS-Drawing>.

Entirely rewritten for Apple's Swift programming language, this updated cookbook helps you overcome the vexing issues you're likely to face when creating apps for iOS devices. You'll find hundreds of new and revised recipes for using the iOS 8 SDK, including techniques for working with Health data and HomeKit accessories, enhancing and animating graphics, storing and protecting data, sending and receiving notifications, and managing files and folders among them. Each recipe includes sample code on GitHub that you can use right away. Use CloudKit APIs to store information in the cloud with ease Create custom keyboards and extensions Access users' health-related information with HealthKit Interact with accessories inside the user's home with HomeKit Create vibrant and lifelike user interfaces with UIKit Dynamics Use the Keychain to protect your app's data Develop location-aware and multitasking-aware apps Work with iOS 8's audio and video APIs Use Event Kit UI to manage calendars, dates, and events Take advantage of the accelerometer and the gyroscope Get working examples for implementing gesture recognizers Retrieve and manipulate contacts and groups from the Address Book Determine a camera's availability and access the Photo Library
Publisher's note: This edition from 2020 is outdated and does not make use of the most recent iOS and swift features. A new sixth edition, updated for iOS 15 and including new advanced topics, such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay, has now been published Key FeaturesExplore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth editionKick-start your iOS programming career and have fun building your own iOS appsDiscover the new features of iOS 14 such as Mac Catalyst, SwiftUI, widgets and App ClipsBook Description If you're looking to work and experiment with powerful iOS 14 features such as widgets and App Clips to create your own apps, this iOS programming guide is for you. The book offers a comprehensive introduction for experienced programmers who are new to iOS, taking you through the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. Fully updated to cover the new iOS 14 features, along with Xcode 12 and Swift 5.3, this fifth edition of iOS 14 Programming for Beginners starts with an introduction to the Swift programming language and shows you how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app using the storyboards feature in the latest version of Xcode and implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI, a new way to build apps for all Apple devices. Finally, you'll set up testers for your app and understand what you need to do to publish your app on the App Store. By the end of this book, you'll not only be well versed in writing and publishing applications, but you'll also be able to apply your iOS development skills to enhance existing apps. What you will learnGet to grips with the fundamentals of Xcode 12 and Swift 5.3, the building blocks of iOS developmentUnderstand how to prototype

an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app
Implement the latest iOS features, such as widgets and App Clips Convert an existing iPad app into an Apple Silicon Mac app
Design, deploy, and test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development.
Experienced programmers looking to explore the latest iOS 14 features will also find this book useful.

iOS 11 Swift Programming Cookbook

Practical UIKit Solutions

iOS 14 Programming for Beginners

Graphics and Animation on iOS

iOS Programming Cookbook

iOS Drawing

Mastering Swift 5

Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

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

Make Delightful Animations with Swift! There's no denying it: creating animations is one of the most enjoyable parts of iOS development. Animations are fun to create, they breathe life into your user interface, and they make your app a delight to use. In this book, you'll learn about iOS animation in Swift from beginning to advanced through a series of hands-on tutorials and challenges, that make your app look and feel great. Who This Book Is For This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations. Topics Covered in iOS Animations by Tutorials: View Animations: Start with the basics by learning how to animate views: size, position, color, and more. Springs: Make your animations bounce with realistic spring behavior. Transitions: Add subtle transitions when you add or remove subviews. Keyframe Animations: Learn how to make complex animations with precise multi-stage timing. Animation and Auto Layout: Learn how to animate with Auto Layout by animating constraints. Layer Animations: Dive deeper and use layer animation for more advanced techniques. Shapes and Masks: Learn how to use shapes and layer masks for cool effects. Gradient Animations: Make moving gradients like the "slide to unlock" screen. Stroke and Path Animations: Animate lines moving over time along a path. 3D Animations: Rotate, translate, and scale your layers over time in three dimensions. And much more, including: Particle emitters, frame animations, third party animation libraries, and more!

*Learn Data Structures & Algorithms in Swift! Data structures and algorithms form the basis of computer programming and are the starting point for anyone looking to become a software engineer. Choosing the proper data structure and algorithm involves understanding the many details and trade-offs of using them, which can be time-consuming to learn - and confusing. This is where this book, Data Structures & Algorithms in Swift, comes to the rescue! In this book, you'll learn the nuts and bolts of how fundamental data structures and algorithms work by using easy-to-follow tutorials loaded with illustrations; you'll also learn by working in Swift playground code. Who This Book Is For This book is for developers who know the basics of Swift syntax and want a better theoretical understanding of what data structures and algorithms are to build more complex programs or ace a whiteboard interview. Topics Covered in Data Structures & Algorithms in Swift *Basic data structures and algorithms, including stacks, queues and linked lists. *How protocols can be used to generalize algorithms. *How to leverage the algorithms of the Swift standard library with your own data structures. *Trees, tries and graphs. *Building algorithms on top of other primitives. *A complete spectrum of sorting algorithms from simple to advanced. *How to think about algorithmic complexity. *Finding shortest paths, traversals, subgraphs and much more. After reading this book, you'll have a solid foundation on data structures and algorithms and be ready to solve more complex problems in your apps elegantly.*

Build professional-grade iOS 14 applications with Swift 5.3 and Xcode 12.4, 4th Edition

Learn SwiftUI

Swift Programming

An introductory guide to creating intuitive cross-platform user interfaces using Swift 5

Beginning Swift

iOS 8 Swift Programming Cookbook

Master the fundamentals of programming in Swift 4

Jazz up your iPhone and iPad apps with some slick graphics and animation—and keep users from looking elsewhere. This short and concise book shows developers with even little Cocoa programming experience how to create impressive graphics and animation effects with relatively easy coding. Learn how to incorporate smooth animations and draw images in your apps to achieve the classy look you want. The recipes in this book include step-by-step instructions and simple code solutions that you can put to work right away. Learn basic concepts for adapting to different screen sizes Construct, set, and use colors Draw text, images, lines, and rectangles Add shadows to shapes Create and draw gradients Learn how to animate and scale, rotate, or move views

iOS 15 Programming for Beginners is an introductory guide to learning the essentials of Swift programming and iOS development for building your first iOS app and publishing it on the App Store. Fully updated to cover the latest features in iOS 15, this practical guide will help you get up to speed with writing iOS apps from scratch.

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.

Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race Using our cookbook format, we pinpoint the problem, set out the solution, and discuss how to solve your problem in the best and most straightforward way possible so you can move onto the next step in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

Get started with building iOS apps with Swift 5.3 and Xcode 12, 5th Edition

Solutions & Examples for iOS Apps

IOS 7 Programming Cookbook

Programming for Computations - Python

The Bulgarian C# Book

Deep dive into the latest edition of the Swift programming language, 5th Edition

A Beginner's Guide to Core Graphics and Core Animation

Swift is the future of Apple programming - the heir apparent to Objective-C, and that's good news! Designed from the ground up to be a simpler programming language, it's now easier than ever to get started creating apps for iPhone or iPad, or applications for Mac OS X! Trust Dummies to get you off to a strong start with Swift, whether you are an existing Objective-C programmer looking to port your code to Swift or even if you've never programmed for Apple in the past. Find out how to set up Xcode for a new Swift applications, use operators, objects, and data types; control program flow with conditional statement; and create new functions, statements, and declarations. Learn useful patterns in an object-oriented environment and take advantage of frameworks to speed your coding along. Find out how Swift does away with pointer variables and how to reference and dereference variables instead. Existing programmers will find out how to quickly port existing objective-c applications into Swift and get into the swing of the new language very ... swiftly. In the book, you'll find coverage of: -Moving existing Objective-C code to Swift -Operators -Collections and objects -Data types -Controlling data flow -Creating and using functions -Expressions -Statements -Patterns, generic parameters, and arguments -Initializing and deinitializing data -Closures -Classes -Methods -Memory management with automatic reference counting -Casting and nesting types -Using extensions and protocols

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.

Mastering Android Game Development with Unity

Implementing Practical Data Structures with Swift

IOS 10 Swift Programming Cookbook

Building Apps for macOS, iOS, and Beyond

RxSwift (Fourth Edition)