

Learning Swift

By Andrew J Wagner

Build a solid foundation in Swift to develop smart and robust iOS and OS X applications

About This Book

- Practically write expressive, understandable, and maintainable Swift code
- Discover and optimize the features of Swift to write cleaner and better code
- This is a step-by-step guide full of practical examples to create efficient IOS applications

Who This Book Is For

If you are looking to build iOS or OS X apps using the most modern technology, this book is ideal for you. You will find this book especially useful if you are new to programming or if you have yet to develop for iOS or OS X.

What You Will Learn

- Form a solid understanding of the Swift language
- Learn the practical aspects of how a computer program actually works
- Understand the paradigms used by Apple's frameworks and not be intimidated by them
- Utilize the vast resources written in Objective-C to better inform your Swift programming
- Develop a basic portfolio of Swift code, covering and practicing critical concepts
- Discover resources to ensure you never stop becoming a better developer
- Write and understand concise but expressive functional style code
- Implement various Swift design patterns to solve real-world problems
- Create your own generics for existing applications

In Detail

Swift is Apple's new programming language and the future of iOS and OS X app development. At its surface, Swift is easy to jump into, but it has complex elements that are critical to becoming proficient at turning an idea into reality.

Develop the skills and confidence to dive passionately into creating compelling, maintainable, and elegant apps in Swift. This book provides an approachable, step-by-step introduction into programming with Swift. Each topic is separated into comprehensive sections that are full of practical examples and easy-to-understand explanations. Each section builds on the previous topics to develop a comprehensive understanding of app development in Swift.

It begins by giving an overview of the key features with practical examples and progresses to more advanced topics that help differentiate the skillful developers from the mediocre ones. It covers topics, such as variables, optionals, closures, generics, and memory management. In addition, this book also covers the art

of programming, such as maintainability, useful design patterns, and resources for furthering your knowledge. This all culminates in writing a basic iOS app that will get you well on your way to turning your own app ideas into a reality.

- [Learning Apache Kafka, Second Edition](#)
- [Cocos2d Cross-Platform Game Development Cookbook - Second Edition](#)
- [Wireshark Network Security](#)
- [Getting Started with Citrix XenApp® 7.6](#)
- [Python Machine Learning Blueprints: Intuitive data projects you can relate to](#)
- [Performance Testing with Jmeter - Second Edition](#)
- [PostGIS Essentials](#)
- [Microsoft Dynamics AX 2012 R3 Reporting Cookbook](#)
- [Learning Go programming](#)
- [Learning Python Network Programming](#)
- [Machine Learning in Java](#)
- [Mapbox Cookbook](#)
- [Learning Embedded Linux using the Yocto Project](#)
- [Mastering Tableau](#)
- [Advanced Machine Learning with Python](#)
- [Getting Started with Windows Server Security](#)
- [Mastering KVM Virtualization](#)
- [Learning BeagleBone Python Programming](#)
- [Learning Puppet - Second Edition](#)
- [Inquiry-Based Learning for Science, Technology, Engineering, and Math \(STEM\) Programs: A Conceptual and Practical Resource for Educators \(Innovations in Higher Education Teaching and Learning\)](#)

Learning Swift Summary Details

Learning Swift by By Andrew J Wagner ebook read online.
pdetail:

- Rank: #3988252 in Books
- Published on: 2015-06-30
- Released on: 2015-06-30
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .60" w x 7.50" l, 1.02 pounds
- Binding: Paperback
- 232 pages

editorial:

About the Author

Andrew J Wagner

Andrew J Wagner is an independent software developer who concentrates on iOS development and backend web services and has a degree in computer engineering from Rensselaer Polytechnic Institute, New York. He has also been developing his own iOS apps through his company, Learn Brigade LLC, since 2008 and has experience working with and for large-scale companies and small-scale companies. He is passionate about using computers as a creative outlet and writing software that is beautiful in implementation, functionality, and experience.

Learning Swift by By Andrew J Wagner epub PDF read Online Download.

Learning Swift by By Andrew J Wagner Reader Review Online

Build a solid foundation in Swift to develop smart and robust iOS and OS X applications

About This Book

- Practically write expressive, understandable, and maintainable Swift code
- Discover and optimize the features of Swift to write cleaner and better code
- This is a step-by-step guide full of practical examples to create efficient IOS applications

Who This Book Is For

If you are looking to build iOS or OS X apps using the most modern technology, this book is ideal for you. You will find this book especially useful if you are new to programming or if you have yet to develop for iOS or OS X.

What You Will Learn

- Form a solid understanding of the Swift language
- Learn the practical aspects of how a computer program actually works
- Understand the paradigms used by Apple's frameworks and not be intimidated by them
- Utilize the vast resources written in Objective-C to better inform your Swift programming
- Develop a basic portfolio of Swift code, covering and practicing critical concepts
- Discover resources to ensure you never stop becoming a better developer
- Write and understand concise but expressive functional style code
- Implement various Swift design patterns to solve real-world problems
- Create your own generics for existing applications

In Detail

Swift is Apple's new programming language and the future of iOS and OS X app development. At its surface, Swift is easy to jump into, but it has complex elements that are critical to becoming proficient at turning an idea into reality.

Develop the skills and confidence to dive passionately into creating compelling, maintainable, and elegant apps in Swift. This book provides an approachable, step-by-step introduction into programming with Swift. Each topic is separated into comprehensive sections that are full of practical examples and easy-to-understand explanations. Each section builds on the previous topics to develop a comprehensive understanding of app development in Swift.

It begins by giving an overview of the key features with practical examples and progresses to more advanced topics that help differentiate the skillful developers from the mediocre ones. It covers topics, such as variables, optionals, closures, generics, and memory management. In addition, this book also covers the art of programming, such as maintainability, useful design patterns, and resources for furthering your knowledge. This all culminates in writing a basic iOS app that will get you well on your way to turning your own app ideas into a reality.

Learning Swift by By Andrew J Wagner ebook PDF online