
Swift Programming Master S Handbook A True Beginn

Swift

Ultimate SwiftUI Handbook for iOS Developers

Swift Programming for Ios and OS X

Swift Programming

Swift

iOS 13 Programming Fundamentals with Swift

Learn Swift by Building Applications

Learn SwiftUI

Mastering Swift 5

Mastering Swift 5.3

Swift Programming

iOS 9 Programming Fundamentals with Swift

iOS 10 SDK Development

Practical Swift

Professional Swift

Mastering Swift

iOS 12 Programming Fundamentals with Swift

IOS 15 Programming Fundamentals with Swift

IOS 11 Programming Fundamentals with Swift

Metal Programming Guide

Swift for Programmers

Swift For Dummies

Beginning Swift Programming

Swift Programming

iOS 14 Programming Fundamentals with Swift

Swift 5

IOS 10 Programming Fundamentals with Swift

The Swift Developer's Cookbook (includes Content Update Program)

Swift Style

Swift for Beginners

Beginning Swift

Swift 5 Cheat Sheet

Swift iOS 24-Hour Trainer

Beginner's Guide to IOS 10 App Development Using Swift 3

Swift

Beginner's Guide to iOS 13 App Development Using Swift 5. 1

Swift

iOS 8 Programming Fundamentals with Swift

Swift

Swift Mastery

*Swift Programming
Master S Handbook A
True Beginn*

*Downloaded from
<http://uconnect.hawaii.edu/tyquest>*

HERNANDEZ MATIAS

Swift John Wiley & Sons

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 learn

Understand core Swift components, including

operators, collections, control flows, and functions

Learn how and when to use classes, structures, and enumerations

Understand how to use protocol-oriented design with extensions to write easier-to-manage code

Use design patterns with Swift, to solve commonly occurring design problems

Implement copy-on-write for you custom value types to improve performance

Add concurrency to your applications using Grand Central Dispatch and Operation Queues

Implement generics to write flexible and reusable code

Who this book is for

This book is for developers who want to delve into the 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.

Ultimate SwiftUI Handbook for iOS Developers "O'Reilly Media, Inc."

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 2.0—the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift's object-oriented concepts: variables and functions, scopes and

namespaces, object types and instances Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and sets Learn how to declare, instantiate, and customize Swift object types—enums, structs, and classes Discover powerful Swift features such as protocols and generics Catch up on Swift 2.0 innovations: option sets, protocol extensions, error handling, guard statements, availability checks, and more Tour the lifecycle of an Xcode project from inception to App Store Create app interfaces with nibs and the nib editor, Interface Builder Understand Cocoa's event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa's C and Objective-C APIs Once you

master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 9. Swift Programming for Ios and OS X* Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. 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 lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design

Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 12.*

Swift Programming Packt Publishing Ltd Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift—Apple's new programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift's object-oriented concepts: variables and functions, scopes and

namespaces, object types and instances
Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, and dictionaries Learn how to declare, instantiate, and customize Swift object types—enums, structs, and classes Discover powerful Swift features such as protocols and generics Tour the lifecycle of an Xcode project from inception to App Store Create app interfaces with nibs and the nib editor, Interface Builder Understand Cocoa’s event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa’s C and Objective-C APIs Once you master the fundamentals, you’ll be ready to tackle the details of iOS app development with author Matt Neuburg’s companion guide, *Programming iOS 8*.

Swift Pearson Technology Group
NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779. *LEARNING A NEW PROGRAMMING LANGUAGE* can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this hands-on guide, you’ll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language

concepts—including variables, constants, types, arrays, and dictionaries—before he shows you how to use Swift’s innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE:

www.peachpit.com/swiftbeginners includes additional resources.

[iOS 13 Programming Fundamentals with Swift](#) "O'Reilly Media, Inc."

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!

Learn Swift by Building Applications

Packt Publishing Ltd

Transition from Objective-C to the cleaner, more functional Swift quickly and easily Professional Swift shows you how to create Mac and iPhone applications using Apple's new programming language. This code-intensive, practical guide walks you through Swift best practices as you learn the language, build an application, and refine it using advanced concepts and techniques. Organized for easy navigation, this book can be read end-to-

end for a self-paced tutorial, or used as an on-demand desk reference as unfamiliar situations arise. The first section of the book guides you through the basics of Swift programming, with clear instruction on everything from writing code to storing data, and Section II adds advanced data types, advanced debugging, extending classes, and more. You'll learn everything you need to know to make the transition from Objective-C to Swift smooth and painless, so you can begin building faster, more secure apps than ever before. Get acquainted with the Swift language and syntax Write, deploy, and debug Swift programs Store data and interface with web services Master advanced usage, and bridge Swift and Objective-C Professional Swift is your guide to the future of OS X and

iOS development.

Learn SwiftUI Pragmatic Bookshelf

Discover the do's and don'ts involved in crafting readable Swift code as you explore common Swift coding challenges and the best practices that address them. From spacing, bracing, and semicolons to proper API style, discover the whys behind each recommendation, and add to or establish your own house style guidelines. This practical, powerful, and opinionated guide offers the best practices you need to know to work successfully in this equally opinionated programming language. Apple's Swift programming language has finally reached stability, and developers are demanding to know how to program the language properly. Swift Style guides you through the ins and outs of Swift

programming best practices. This is the first best practices book for serious, professional Swift programmers and for programmers who want to shine their skills to be hired in this demanding market. A style guide offers a consistent experience of well-crafted code that lets you focus on the code's underlying meaning, intent, and implementation. This book doesn't offer canonical answers on Swift coding style. It explores the areas of Swift where structure comes into play. Whether you're developing a personal style or a house style, there are always ways to enhance your code choices. You'll find here the ideas and principles to establish or enhance your own best style practices. Begin with simple syntactical styling. Strengthen code bracing for easy

readability. Style your closures for safety and resilience. Perfect spacing and layout. Master literal initialization and typing. Optimize control flow layout and improve conditional style choices. Transition from Objective-C and move code into Swift the right way. Boost API design using proper naming and labeling. Elevate defaulted arguments and variadics to their right places. Finally, Erica offers her own broad recommendations on good coding practice. What You Need: Recent version of the Swift programming language

Mastering Swift 5 "O'Reilly Media, Inc." Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 12 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.3. With

this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. 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: Multiple trailing closures Code editor document tabs New Simulator features Resources in Swift packages Logging and testing improvements And more! Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 14.

Mastering Swift 5.3 Packt Publishing Ltd
 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. Swift is a general-purpose, multi-paradigm, object-oriented, functional, imperative and block structured language. It is the result of the latest research on programming languages and is built using a modern approach to safety, software design patterns by Apple Inc.. It is the brand new programming language for iOS application, macOS application, watchOS

application, tvOS application. Soon it became one of top 5 programming language and gained popularity among Apple developer community over the few years of time replacing the old school Objective C. What you will learn
 Understand core Swift components, such as operators, collections, control flows, and functions
 Learn how and when to use classes, structures, and enumerations
 Understand how to use protocol-oriented design with extensions to write easier-to-manage code
 Use design patterns with Swift to solve commonly occurring design problems
 Apply copy-on-write for your custom value types to improve performance
 Add concurrency to your applications using Grand Central Dispatch and Operation Queues
 Implement generics to write

flexible and reusable code Who this book is forThis book is for developers who want to delve into the latest version of Swift. If you are a developer looking to learn in a practical way by working with code, then this book is for you. A basic understanding of Apple's tools will be beneficial but not mandatory. All examples should work on the Linux platform as well.Want To Know More?Scroll to the top and select buy.

Swift Programming Packt Publishing Ltd

Learning to develop apps for the Mac, iPhone, and iPad using the Swift programming language.

[iOS 9 Programming Fundamentals with](#)

[Swift](#) Mastering Computer Science

You'll begin with Swift programming basics-including guidelines for making

your code "Swifty"-and learn how to work with Xcode and its built-in Interface Builder. Then you'll dive step-by-step into building and customizing a basic app for taking, editing, and deleting selfies. You'll also tune and test the app for performance and manage the app's presence in the App Store.Swift is a general-purpose, multi-paradigm, object-oriented, functional, imperative and block structured language. It is the result of the latest research on programming languages and is built using a modern approach to safety, software design patterns by Apple Inc.. It is the brand new programming language for iOS application, macOS application, watchOS application, tvOS application. Soon it became one of top 5 programming language and gained popularity among

Apple developer community over the few years of time replacing the old school Objective C. What you will learn

- Understand core Swift components, such as operators, collections, control flows, and functions
- Learn how and when to use classes, structures, and enumerations
- Understand how to use protocol-oriented design with extensions to write easier-to-manage code
- Use design patterns with Swift to solve commonly occurring design problems
- Apply copy-on-write for your custom value types to improve performance
- Add concurrency to your applications using Grand Central Dispatch and Operation Queues
- Implement generics to write flexible and reusable code

Who this book is for
This book is for developers who want to delve into the latest version of

Swift. If you are a developer looking to learn in a practical way by working with code, then this book is for you. A basic understanding of Apple's tools will be beneficial but not mandatory. All examples should work on the Linux platform as well.

Want To Know More?
Scroll to the top and select buy.

iOS 10 SDK Development Createspace Independent Publishing Platform

Take a firsthand tour of Xcode and all the latest features Swift 3 has to offer. If you have picked up this book, chances are you know a little bit about Swift Programming. With *Practical Swift* you'll develop an advanced understanding of the language that will enable you to create a reference guide using Xcode Playgrounds, one you can continue to grow throughout your iOS career. This

book not only shows you how to code in a clean and concise manner, but also the why behind the code. Understanding why will be instrumental in your advancement as a Swift developer. What You'll learn: Review the evolution of Swift and the latest features in Swift 3 Study architecture and design patterns Examine Protocol Oriented Programming Understand Swift generics Test Swift code Build an iOS App with core data from scratch Who This Book Is For: The primary audience for this book is developers who have started learning iOS and Swift and want to learn more of the intermediate to advanced topics available in Swift. The secondary audience is developers who have experience in iOS and Swift and want a good reference book for concepts they

might already know, but are looking to re-enforce.

Practical Swift Amit Chaudhary

This book covers iOS 13 app design fundamentals using the latest Swift 5.1 programming language, Xcode 11 and iOS 13.1 SDK. The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest Hello World app is developed step by step. In the next chapter, basics of the Swift 5 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 complete apps (including a 2D game) are developed in separate chapters. As

the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app on simulators and real devices. Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction: General info and the steps of developing an iOS app. Chapter 2. Setting up your development environment: Installing Xcode, setting up signing identities, viewing/adding simulators and real devices. Chapter 3. Test drive - the Hello World: Creating a new Xcode project, adding and positioning user interface objects, building the project, running the developed app on the simulator and on the real device. Chapter 4. Swift

programming language: Variables, constants, optionals, arrays, dictionaries, sets, if-else and switch-case decision making statements, for and while loops, functions, classes, objects and inheritance in Swift 5. Each concept is clearly explained step by step with code examples and screenshots. Chapter 5. Disco lights app: Using buttons and connecting actions to buttons in the code. Chapter 6. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. Chapter 7. Simple die roller app: Using random number generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code. Chapter 8. Exercise calorie

calculator app: Using global variables, creating tabbed apps and utilizing segmented controls.Chapter 9. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map.Chapter 10. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS.Chapter 11. Bounce the ball game: Basics of SpriteKit that is used to develop 2D iOS games, adding objects to the game, sensing screen touches, moving game objects according to touches, combining all these and more to develop a complete 2D game.This book includes 212 figures and 101 code snippets that are used to explain app development concepts

clearly. Full resolution colour figures and project files can be viewed and downloaded from the book's companion website: www.yamaclis.com/ios13swift5
Professional Swift Orange Education Pvt Ltd

Enter the Swift future of iOS and OS X programming Beginning Swift Programming is your ideal starting point for creating Mac, iPhone, and iPad apps using Apple's new Swift programming language. Written by an experienced Apple developer and trainer, this comprehensive guide explains everything you need to know to jumpstart the creation of your app idea. Coverage includes data types, strings and characters, operators and functions, arrays and dictionaries, control flow, and looping, with expert guidance on classes,

objects, class inheritance, closures, protocols, and generics. This succinct — yet complete — overview provides a detailed introduction to the core features of Swift. Apple developed Swift to address the limitations of Objective-C, and add features found in more complex languages like Python. The results is simpler, cleaner, more expressive code with automatic memory management, functional programming patterns, and more, including built-in features that make Swift apps faster, scalable, and more secure. This book explains it all, helping developers master Apple's new language. Become fluent with syntax that's easier to read and maintain. Understand inferred types for cleaner, less mistake-prone code. Learn the key features that make Swift more

expressive than Objective-C. Learn the new optional types in Swift that make your code more resilient. Understand the key design patterns in iOS and Mac OS programming using protocols and delegates. Learn how to use generics to create highly reusable code. Learn the new access controls mechanism in Swift. Get up to speed quickly to remain relevant and ahead of the curve.

Mastering Swift John Wiley & Sons
All in on Swift! iOS 10 and Xcode 8 make it clearer than ever that Swift is Apple's language of the future. Core frameworks have been redesigned to work better with Swift, and the language itself continues to evolve quickly. iOS 10 SDK Development is the pure-Swift approach to developing for the iOS platform. This completely revised and updated edition

of the bestselling iOS guide shows you how to pull in the SDK's enormous feature set and deliver powerful, real-world apps for iPhone and iPad using modern Swift programming techniques. Swift is the language of the future for iOS development, and this completely revised and updated book is your guide. From the community-driven changes in Swift 3 to the overhaul of iOS' Foundation framework to make it more "Swiftly," iOS 10 and Xcode 8 mark an "all in" commitment to Swift, and this new edition matches that commitment. Learn not just the syntax of the Swift language but also stylish Swift, the idiomatic uses of the language, and best practices you'll find in the wild. From there, move into developing a complete, real-world podcast client sample

application-completely new for this edition-featuring Internet access, tables, navigation, and media playback, all with the most modern approaches provided by Apple's iOS 10 frameworks and tools. Go beyond code to master the practices that professional developers rely on: testing, debugging, publishing on the App Store, and managing your app over the long haul. As a bonus, you'll get a taste of cutting-edge iOS 10 features, such as the new Siri voice-command API. Swift's time is here. Whether you're new to Swift or just catching up on iOS' latest features, iOS 10 SDK Development will help you master the language and the platform.

iOS 12 Programming Fundamentals with Swift Independently Published

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.

IOS 15 Programming Fundamentals with Swift Peachpit Press

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3-the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 10* .

IOS 11 Programming Fundamentals with Swift Addison-Wesley Professional

Get to grips with Apple's new SwiftUI framework for creating robust UIs for iOS and iPadOS using Swift programming Key Features Use SwiftUI for building dynamic apps for Apple devices from scratch Understand declarative syntax in cross-platform development and how states work within SwiftUI Learn to develop watchOS apps by reusing SwiftUI code Book 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 learn Explore the fundamentals of SwiftUI and compare it with existing UI

frameworks Write SwiftUI syntax and understand what should and shouldn't be included in SwiftUI's layer. Add text and images to a SwiftUI view and decorate them using SwiftUI's modifiers. Create basic forms, and use camera and photo library functions to add images to them. Understand the core concepts of Maps in iOS apps and add a MapView in SwiftUI. Design extensions within your existing apps to run them on watchOS. Handle networking calls in SwiftUI to retrieve data from external sources. Who 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. *Metal Programming Guide* "O'Reilly Media, Inc."

Do you want to develop iPhone apps but don't know where to start? If you want to learn Swift programming from Scratch, this short book is for you. Learn Swift for iPhone iOS development, no programming development experience is required. Download your copy NOW!! Book Objectives: This book is about Swift programming. The following are the objectives of the author: To familiarize you with the basics of Swift programming language. To equip you with Swift programming skills, both

beginner and advanced skills. To help you understand the difference between Swift and Objective-C. To help you appreciate the power of Swift as a programming language for the development of mobile applications.

Who this Book is for? The author intends to benefit any of the following groups of people: Anybody who wants to learn basic Swift programming skills. Anybody who needs to advance their Swift programming skills. Anybody who needs to learn iOS app development for iOS 9 and above. Professors, lecturers or tutors who are looking to find better ways to explain Swift programming to their students in the simplest and easiest way. Students and academicians, especially those focusing on Swift programming, computer science and

software development. RequirementsThe author expects you to have a computer installed with Mac OS X. If you don't have a MacBook, you can consider creating a Mac OS X virtual machine on your computer. What is inside the book?

SWIFT BASICS SWIFT DATA TYPES SWIFT VARIABLES AND CONSTANTS SWIFT OPERATORS DECISION MAKING SWIFT LOOPS SWIFT FUNCTIONS SWIFT CLASSES SWIFT METHODS SWIFT ARRAYS SWIFT DICTIONARY SWIFT SETS SWIFT CLOSURES

From the back coverThe author begins by introducing the readers to the foundations of the Swift programming language. The aim is to help them the individuals who developed the language, how the Swift compiler works. The reader has been guided on what they require so as to

program in Swift. The author has then discussed the basics of Swift including writing comments, writing and running the first Swift program, Swift syntax, etc. The various features provided by Swift have been discussed in depth, including data types, variables, constants, loops, decision making, functions, operators, object oriented programming features, etc. The author has organized the book into chapters, with each chapter having

many sub-chapters. Swift codes have been added, alongside thorough explanations of the code and images showing the expected output upon the execution of every script. The author begins with the basics of Swift and ends by discussing the complex features provided by the programming language. A step-by-step approach has been employed in every chapter for ease of understanding.