HOW TO START

LEARNING

SWIFT PROGRAMMING:
A STEP-BY-STEP GUIDE

Learning Swift Programming

James Bucanek

Learning Swift Programming:

  Swift Language for Humans Shaping Edge,2019-10-25 Have you ever wondered of creating your own iPhone or iPad application and share it in the App Store but don t know where to get started Well for creating great iPhone apps Swift Programming Language is the way to go Swift was introduced by Apple in 2014 and it has been the standard language to create iOS and Mac OS applications This book covers the basics of Swift Programming Language for Complete Beginners who have little to no programming experience and are looking to start learning Swift in Quick Easy way Literally if you have no coding background this book is just for you The book covers everything you need to know in Swift Language by starting from scratch and going all the way upto making you ready for the next step of creating apps To get best out of the book you must code along with learning about the concepts explained in the book The book also has code snippets and output snippets for you to understand every element in the code What you will learn Learn about various data types in Swift Understand core Swift components Learn how to create and use variables operators collections and control flows Understand how to use custom loops switch cases and functions Who is this book forFor those who have little to no programming experience at all and are completely new to Swift Programming Table of Content1 Getting Started with Swift2 Variables in Swift3 How to use Operators in Swift4 Strings in Swift5 Collection Types in Swift6 Control Flow in Swift7 How to use Functions in Swift

  Learning Swift Programming Jacob Schatz,2014-12-09 Get started fast with Swift programming for iOS and OS X Learning Swift Programming is a fast paced hands on introduction to writing production quality iOS and OS X apps with Apple s new programming language Written for developers with previous experience in any other modern language this book explains Swift simply and clearly using relevant examples that solve realistic problems Author Jacob Schatz s popular Skip Wilson video tutorials on YouTube have already helped thousands of Apple developers get started with Swift Now he helps you take full advantage of Swift s advanced design remarkable performance and streamlined development techniques Step by step you ll move from basic syntax through advanced features such as closures and generics discovering helpful tips and tricks along the way After you ve mastered Swift s building blocks and learned about its key innovations a full section of case studies walks you through building complete apps from scratch Compare Swift with Objective C JavaScript Python Ruby and C Collect data with arrays and dictionaries and store it with variables and constants Group commonly used code into functions for easy reuse Structure your code with enums structs and classes Use generics to get more done with less code Write closures to share small blocks of functionality Use optionals to write more robust crash resistant and cleaner code Integrate existing Objective C code into new Swift apps Program on the bit and byte level with advanced operators Implement efficient design patterns with protocols and delegates Create animated 2D games with SpriteKit and 3D games with SceneKit Contents at a Glance 1 Getting Your Feet Wet Building Blocks of Swift Optionals A Gift to Unwrap Tuples Number Types and Converting Between Them Coming to Swift from Objective C and C 2 Collecting Data Using Arrays

Modifying Arrays Using Dictionaries 3 Making Things Happen Functions Defining Functions More on Parameters 4 Structuring Code Enums Structs and Classes Enums Structs 5 Making a Game Building a User Interface UI The Action Packed View Controller 6 Reusable Code Closures What Are Closures Closures in Other Languages How Closures Work and Why They re Awesome 7 Subscripts and Advanced Operators Writing Your First Subscript Bits and Bytes with Advanced Operators Customizing Operators Making Your Own Operators Bits and Bytes in Real Life 8 Protocols Writing Your First Protocol Animizable and Humanizable Delegation Protocols as Types Protocols in Collections Optional Chaining 9 Becoming Flexible with Generics The Problem That Generics Solve 10 Games with SpriteKit Setting Up the Project The Start Screen Dangerous Ground A Hero to the Rescue Enemies in Motion Spawned Obstacles Smashing Physics 11 Games with SceneKit Creating DAE Files Creating a New SceneKit Project Your SceneKit Files Making the Game Bridging the Gap to Objective C 12 Apps with UIKit Application Types Loading a Table View Loading Data from a URL **The Swift Developer's Cookbook (includes Content Update Program)** Erica Sadun,2015-12-15 In The Swift Developer s Cookbook renowned author Erica Sadun joins powerful strategies with ready to use Swift code for solving everyday development challenges As in all of Sadun s programming best sellers The Swift Developer s Cookbook translates modern best practices into dozens of well tested easy to apply solutions This book s code examples were created in response to real world questions from working developers to reflect Swift s newest capabilities and best practices Each chapter groups related tasks together You can jump straight to your solution without having to identify the right class or framework first Sadun covers key Swift development concepts shows you how to write robust and efficient code and helps you avoid common pitfalls other developers struggle with She offers expert strategies for working with this immensely powerful language taking into account Swift s rapid evolution and its migration tools Whether you re moving to modern Swift from Objective C from older versions of the Swift language or from the world of non Apple languages this guide will help you master both the how and why of effective Swift development Industry recruiters are scrambling to find Swift developers who can solve real problems and produce effective working code Get this book and you ll be ready Coverage includes Writing effective Swift code that communicates clearly and coherently to the compiler your team and to future you who will be maintaining this code Using Xcode to handle changes in Swift s language constructs as the language evolves Building feedback documentation and output to meet your development and debugging needs Making the most of optionals and their supporting constructs Using closures to encapsulate state and functionality and treat actions as variables for later execution Leveraging control flow with innovative Swift specific statements Working with all Swift types classes enumerations and structures Using generics and protocols to build robust code that expands functionality beyond single types Making the most of the powerful Swift error system Working with innovative features such as array indexing general subscripting statement labels custom operators and more This book is part of the Pearson Content Update Program CUP As the technology changes sections of this book will be updated or new

sections will be added The updates will be delivered to you via a free Web Edition of this book which can be accessed with any Internet connection   *Swift 5 for Absolute Beginners* Stefan Kaczmarek,Brad Lees,Gary Bennett,2019-06-26 Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10 2 to become a great iOS developer This book fully updated for Swift 5 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 Many people have a difficult time believing they can learn to write iOS apps Swift 5 for Absolute Beginners will show you how to do so You ll learn Object Oriented Programming OOP and be introduced to User Interface UI design following Apple s Human Interface Guidelines HIG using storyboards and the Model View Controller MVC pattern before moving on to write your own iPhone and Apple Watch apps from scratch What You ll Learn Work with Swift classes properties and functions Examine proper User Interface UI and User Experience UX 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 Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone iPad and Apple Watch using the Swift programming language No previous programming experience is necessary   **Swift** Daniel Bell,2019-10-10 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 ObjectivesThis 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 andabove 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   Swift for Absolute Beginners Gary Bennett,Brad Lees,2015-05-17 You have a great idea for an app but where to start Apple has created a fun interactive new programming language called Swift and with Swift for Absolute Beginners you can jump right programming for the iPhone or iPad or Mac even if you ve never programmed before Using a hands on approach you ll learn how to think in programming terms Even if you ve never programmed at all you ll start at square one learning Swift with Apple Xcode development tool to build a mental framework for thinking about programming You ll learn about Playgrounds Apple s new tool for executing Swift code immediately and you ll learn all about object oriented programming with Swift how to create user interfaces and even how to debug your app If you re looking to take the first step towards App Store success Swift for Absolute Beginners is the place to start   Learning Swift Paris Buttfield-Addison,Jon Manning,Tim Nugent,2016-05-02 Get hands on experience with Apple s Swift programming language by building real working apps With this practical guide skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete tightly linked versions of the Notes application for the OS X iOS and watchOS platforms In the process you ll learn Swift s fundamentals including its syntax and features along with the basics of the Cocoa CocoaTouch and WatchKit frameworks This book teaches you how to use common design patterns for Swift how to structure an application for Apple s platforms and how to submit working apps to the App Store Divided into four distinct parts this book includes Swift 2 basics Learn Swift s features for object oriented development as well as various developer tools OS X app development Set up your app work with its documents and build out its features iOS app development Use multimedia contacts location notifications and iCloud files to build a fully featured iOS Notes app Advanced app extensions Support Apple Watch and learn how to debug monitor and test all three of your Swift apps   ,   **Cocoa Programming for OS X** Aaron Hillegass,Adam Preble,Nate Chandler,2015-04-16 Covering the bulk of what you need to know to develop full featured applications for OS X this edition is updated for OS X Yosemite 10 10 Xcode 6 and Swift Written in an engaging tutorial style and class tested for clarity and accuracy it is an invaluable resource for any Mac programmer The authors introduce the two most commonly used Mac developer tools Xcode and Instruments They also cover the Swift language basic application architecture and the major design patterns of Cocoa Examples are illustrated with exemplary code written in the idioms of the Cocoa community to show

you how Mac programs should be written After reading this book you will know enough to understand and utilize Apple s online documentation for your own unique needs And you will know enough to write your own stylish code This edition was written for Xcode 6 3 and Swift 1 2 At WWDC 2015 Apple announced Xcode 7 and Swift 2 both of which introduce significant updates that along with some changes to Cocoa for OS X 10 11 affect some of the exercises in this book We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book it is available at https github com bignerdranch cocoa programming for osx 5e blob master Swift2 md *iOS 15 Application Development for Beginners* Arpit Kulsreshtha,2021-12-31 Learn iOS App development with advanced Apple technology and developer centric tools KEY FEATURES Loaded with core developer tools including SwiftUI Xcode and CoreML Covers app architecture design patterns and mobile hardware use in app development Numerous examples covering database GPS image recognition and ML DESCRIPTION This book is a step by step hands on guide for Apple developers to build iOS apps using Swift programming with minimal effort This book will help develop the knowledge and skills necessary to program Apple applications independently This book introduces you to Swift SwiftUI MapKit Xcode and Core ML and guides you through the process of creating a strong marketable iOS application The book begins with the fundamentals of Swift which will serve as the foundation for future app development This book will help readers to develop user interfaces for iOS applications using SwiftUI and Interface Builder as well as the code for views view controllers and data managers The book teaches how to use Core Data and SQLite to store databases It will help you work with Apple technologies and frameworks including Core Location and MapKit for GPS tracking Camera and Photo Library for image storage Core ML for machine learning and implementations of artificial intelligence solutions By the end of this book you will have developed a solid foundation for writing Swift apps utilizing best practices in architecture and publishing them to the app store The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps WHAT YOU WILL LEARN Develop practical skills in Swift programming Xcode and SwiftUI Learn to work around the database file handling and networking while building apps Utilize the capabilities of mobile hardware to include sound images and videos Bring machine learning capabilities using the Core ML framework Integrate features such as App Gestures and Core Location into iOS applications Utilize mobile design patterns and maintain a clean coding style WHO THIS BOOK IS FOR This book is ideal for beginners in programming students and professionals interested in learning how to program in iOS use various developer tools and create Apple apps Working knowledge of any programming language is an advantage but not required TABLE OF CONTENTS 1 Getting Started with Xcode 2 Swift Fundamentals 3 Classes Struct and Enumerations 4 Protocols Extensions and Error Handling 5 TabBar TableView and CollectionView 6 User Interface Design with SwiftUI 7 Database with SQLite and Core Data 8 File Handling in iOS 9 App Gesture Recognizers in iOS 10 Core Location with MapKit 11 Camera And Photo Library 12 Machine Learning with Core ML 13 Networking in iOS Apps 14

Mobile App Patterns and Architectures 15 Publish iOS App on App Store   Learning Swift 2 Programming Jacob Schatz,2015-12-17 Get started fast with Swift 2 programming for iOS and OS X Learning Swift 2 Programming is a fast paced hands on introduction to writing production quality iOS and OS X apps with Apple s programming language Written for developers with experience in any modern language this book explains Swift simply and clearly using relevant examples that solve realistic problems Author Jacob Schatz s popular YouTube video tutorials have already helped thousands of Apple developers get started with Swift Now he helps you take full advantage of Swift s advanced design remarkable performance and streamlined development techniques Step by step you ll move from basic syntax through advanced features such as closures and generics discovering helpful tips and tricks along the way After you ve mastered Swift s building blocks and learned about its key innovations a full section of case studies walks you through building complete apps from scratch Learn how to Compare Swift with Objective C JavaScript Python Ruby and C Collect data with arrays and dictionaries and store it with variables and constants Group commonly used code into functions for easy reuse Structure your code with enums structs and classes Use generics to get more done with less code Write closures to share small blocks of functionality Use optionals to write more robust crash resistant and cleaner code Integrate existing Objective C code into new Swift apps Program on the bit and byte levels with advanced operators Implement efficient design patterns with protocols and delegates Create animated 2D games with SpriteKit and apps with UIKit   Swift Programming Nln Lnc,Alexander Aronowitz,2020-10-14 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 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

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the internet and presents information to the user The final project is more complex involving creating an Instagram like app that integrates different external libraries The app also uses CocoaPods as its package dependency manager to give you a cutting edge tool to add to your skillset By the end of the book you will have learned how to model real world apps in Swift What you will learn Become a pro at iOS development by creating simple to complex iOS mobile applications Master Playgrounds a unique and intuitive approach to teaching Xcode Tackle the basics including variables if clauses functions loops and structures classes and inheritance Model real world objects in Swift and have an in depth understanding of the data structures used along with OOP concepts and protocols Use CocoaPods an open source Swift package manager to ease your everyday developer requirements Develop a wide range of apps from a simple weather app to an Instagram like social app Get ahead in the industry by learning how to use third party libraries efficiently in your apps Who this book is for This book is for beginners who are new to Swift or may have some preliminary knowledge of Objective C If you are interested in learning and mastering Swift in Apple s ecosystem namely mobile development then this book is for you *Learn iOS 8 App Development* James Bucanek,2014-12-09 Learn iOS 8 App Development is both a rapid tutorial and a useful reference You ll quickly get up to speed with Swift Cocoa Touch and the iOS 8 SDK It s an all in one getting started guide to building useful apps You ll learn best practices that ensure your code will be efficient and perform well earning positive reviews on the iTunes App Store and driving better search results and more revenue The iOS 8 SDK offers powerful new features and this book is the fastest path to mastering them and the rest of the iOS SDK for programmers with some experience who are new to iPhone and iPad app development Many books introduce the iOS SDK but few explain how to develop apps optimally and soundly This book teaches both core Swift language concepts and how to exploit design patterns and logic with the iOS SDK based on Swift and the Cocoa Touch framework Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start Get an accelerated treatment of the core fundamentals of Swift Develop your first app using Xcode s advanced interface design tools Build your first iPhone app using the code that you re given as you walk through this book Finally debug and distribute your first app on Apple s iTunes App Store Learn how to create apps for any model of iPhone the iPod Touch the iPad or build universal apps that run on all of them After reading this book you ll be creating professional quality apps ready to upload to the app store making you the prestige and the money you seek **Learning Swift** Andrew J Wagner,2016-03-23 Develop the skills required to create compelling maintainable and robust iOS and OS X apps with Swift About This Book Write expressive understandable and maintainable Swift 2 code with this hands on tutorial Unveil the complex underpinnings of Swift to turn your app ideas into reality This book is packed with real life examples to help you implement concepts as you learn 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 are yet to develop for iOS or OS X No prior

programming exposure is required What You Will Learn Form a solid understanding of the Swift 2 language Get to know the practical aspects of how a computer program actually works Understand the paradigms used by Apple s frameworks so you are not intimidated by them Utilize the vast resources written in Objective C to better inform your Swift programming Develop a basic portfolio of Swift code by learning the critical concepts Experience both object oriented and functional programming Get to know the new coding techniques made available by Swift 2 Discover resources to ensure you never stop becoming a better developer In Detail Swift is Apple s new programming language and the future of iOS and OS X app development It is a high performance language that feels like a modern scripting language On the surface Swift is easy to jump into but it has complex underpinnings that are critical to becoming proficient at turning an idea into reality This book is an approachable step by step introduction into programming with Swift for everyone It begins by giving you an overview of the key features through practical examples and progresses to more advanced topics that help differentiate the proficient developers from the mediocre ones It covers important concepts such as Variables Optionals Closures Generics and Memory Management Mixed in with those concepts it also helps you learn the art of programming such as maintainability useful design patterns and resources to further 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 reality Style and approach This is an approachable step by step guide to programming in Swift 2 Each topic is separated into compressible sections that are full of practical examples and easy to understand explanations Each section builds on the previous topics so you can develop a proficient and comprehensive understanding of app development in Swift 2   *Animating SwiftUI Applications* Stephen DeStefano,J.D. Gauchat,2023-03-13 Unleash the power of SwiftUI by building dynamic cross platform projects that will amaze their usersPurchase of the print or Kindle book includes a free PDF eBook Key FeaturesExplore the basics of declarative programming and animationUnderstand the fundamentals of SwiftUI and animatable propertiesLearn while working on beginner to advanced level animation projectsBook Description Swift and SwiftUI are the backbone of Apple application development making them a crucial skill set to learn Animating SwiftUI Applications focuses on the creation of stunning animations making you proficient in this declarative language and employing a minimal code approach In this book you ll start by exploring the fundamentals of SwiftUI and animation before jumping into various projects that will cement these skills in practice You will explore some simple projects like animating circles creating color spectrums with hueRotation animating individual parts of an image as well as combining multiple views together to produce dynamic creations The book will then transition into more advanced animation projects that employ the GeometryReader which helps align your animations across different devices as well as creating word and color games Finally you will learn how to integrate the SpriteKit framework into our SwiftUI code to create scenes with wind fire rain and or snow scene along with adding physics gravity collisions and particle emitters to your animations By the end of this book you ll have created a number of different

animation projects and will have gained a deep understanding of SwiftUI that can be used for your own creations What you will learnUnderstand the fundamentals of SwiftUI and declarative programmingMaster animation concepts like state variables and time curvesExplore animation properties like hueRotation opacity and scaleCreate animations using physics gravity collision and moreUse the GeometryReader to align views across various platformsCombine different animations for more dynamic effectsAdd audio to your animations for an interactive experienceWho this book is for This book is for aspiring SwiftUI developers who have a basic understanding of Swift It can also be used by SwiftUI developers UIKit developers and iOS developers that are new to SwiftUI and want to improve their animation proficiency **Swift Programming in easy steps** Darryl Bartlett,2019-05-07 Swift is very easy to learn and it s more readable than most programming languages It allows you to build applications for iPhone iPad Apple Watch Apple TV and Mac Swift Programming in easy steps teaches you how to build iOS apps from scratch using Swift 4 Learn Xcode the free software to write apps in Swift Swift Playgrounds the experimenting environment that lets you write code and see results instantly Firebase Google s mobile platform that lets you add functionality to your app SpriteKit that gives you everything you ll need to build 2D games ARKit that allows you to create Augmented Reality experiences for your app users You don t need any prior programming knowledge This book will walk you through the process of user interface design and coding all the way to publishing your apps to the App Store For anyone seeking to discover the easiest way to create apps for Apple devices Covers iOS 12 and Swift 4 Table of Contents Introduction to iOS Development Swift Playgrounds User Interaction Camera Photo Library Location Table Views Firebase Login Database Game Development Advanced Swift Submitting your Apps *Integrative STEM and STEAM Education for Real-Life Learning* David J. Shernoff,2024-10-21 This book illustrates that real life learning in which students conduct scientific investigations and make new innovations to solve real world problems is an integral part of STEM science technology engineering math and STEAM science technology engineering art math education It provides examples of student and teacher work from projects of the Rutgers University Center of Mathematics Science and Computer Education The book examines how new K to 12 education standards and innovative teacher professional development programs which emphasize transdisciplinary approaches to STEM and STEAM lead to the emergence of real life education in schools In addition the book references related research to identify key advances in STEM and STEAM education Special topics include the uses of makerspaces educational video games artificial intelligence AI and machine learning to fuel project based real life learning Key areas of coverage include the role of new K 12 standards in science design thinking computer science and climate change in stimulating integrative STEM STEAM education obstacles and supports for teaching integrative STEM programs modes of collaboration in STEM STEAM and maker based education and the importance of teacher professional development to promote transdisciplinary learning Integrative STEM and STEAM Education for Real Life Learning is an essential resource for researchers professors college students as well as educational leaders and policy makers with interests in the STEM and

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