

Swift Programming Masters Handbook A True Beginners Guide Problem Solving Code Data Science Data Structures Algorithms Code Like A Pro In Mining Software Software Engineering

Jump into the app development world with confidence! iOS Swift 24-Hour Trainer combines book and video lessons in Apple's Swift programming language to prepare you to build iPhone and iPad apps—and distribute them through the Appstore. First, this approachable text covers the fundamentals of Swift by introducing you to iOS development in this language, and presenting best practices for setting up a development environment and using variables, statements, expressions, operators, functions, and closures. Next, you explore common tasks, such as alert views, table views, and collection views. You then deepen your knowledge of Swift by considering network programming and local data storage. Finally, this engaging resource dives into slightly more advanced concepts, such as tab bars, web views, the accelerometer, camera, photo library, Google maps, and core location. Swift was designed by Apple to incorporate modern scripting features while offering simpler, cleaner syntax than Objective-C to maintain a minimal and easy to read style. This more expressive code offers numerous key features, such as closures unified with function pointers, tuples and multiple value returns, generics, and functional programming patterns. Learn how to obtain a device UDID Test your applications on an actual device, so you can see your work in action Distribute your applications outside of the App store, allowing you to test your work with real users Review common reasons why apps are rejected by Apple to strengthen your case when submitting your apps for distribution iOS Swift 24-Hour Trainer is an essential guide to Apple's Swift programming language for beginning programmers.

This book covers everything you need to learn for iOS app development. Swift is just a programming language. To develop an iOS app, you need to learn far more than that. On top of the introduction to Swift, this book will teach you how to lay out the user interface using Xcode and master the essential APIs of the iOS 14 SDK. Most importantly, you will acquire the Swift programming skill by developing a real-world app from the ground up.

SwiftProgramming, Master's Handbook; a True Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms: Code Like a Pro in 24 HrsCreatespace Independent Publishing Platform

Offers twenty-four lessons teaching how to build next-generation OS X and iOS apps using Apple's new programming language, with step-by-step instructions for such common tasks as using operators, iterating code with loops, and introducing generics.

A comprehensive study guide offering in-depth explanation, essay, and test prep for Jonathan Swift's Gulliver's Travels, an immediate popular success when it was published as Travels Into Several Remote Nations of the World in 1726. As a novel of eighteenth century Britain, Gulliver's Travels was a satire on human nature and a parody of the "travellers' tales" literary subgenre that was popular at the time. Moreover, Swift has given us a book which helps us measure our achievements, our failures and our predicaments against those of another age and another set of values. This Bright Notes Study Guide explores the context and history of Swift's classic work, helping students to thoroughly explore the reasons it has stood the literary test of time. Each Bright Notes Study Guide contains: - Introductions to the Author and the Work - Character Summaries - Plot Guides - Section and Chapter Overviews - Test Essay and Study Q&As The Bright Notes Study Guide series offers an in-depth tour of more than 275 classic works of literature, exploring characters, critical commentary, historical background, plots, and themes. This set of study guides encourages readers to dig deeper in their understanding by including essay questions and answers as well as topics for further research.

Mastering Swift 5.3, Sixth Edition will enable you to grasp the Swift basic concepts as well as explore the key features of Swift 5.3 with easy explanations and complete sets of examples

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

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

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.

The Swift programming language is innovative, safe and young. So, how do you stay updated with the latest information and avoid being left behind with the most recent developments? Starters in IOS development tend to depend on Stack Overflow to find help with programming problems. In fact, many programmers tend to check on the Swift syntax on the StackOverflow. These developers cut-and-paste the code into Xcode. Perhaps when Swift 3.0 was out, the code that you copied from StackOverflow wouldn't work, and the reason is that it was written in Swift 2.1. In other words, your Xcode required Swift 3.0, and so, you got struck rewriting parts of the code to the newer version. And this sucks. To help you stay updated with the latest changes in Swift programming, this book will guide you through some of the recent updates released in Swift. Whether you are a starter to IOS development, or you want to stay updated with the current changes in Swift programming language, this book will help you learn important concepts that you need to stay familiar with. When you learn a new concept, you must have a "hook" to link new information onto. This is the way our brains work. When you don't have this hook, you are less likely to understand anything that you try to learn. Do you want to keep up with the latest changes introduced in Swift 5.0? If yes, then invest in this excellent book to help you master every change in Swift. Inside, you will learn: Latest changes to Swift 5.0 The ABI stability Flow control Strings and variables Functions And many more. Don't wait. Grab your copy today.

iOS Programming: The Big Nerd Ranch Guide leads you through the essential concepts, tools, and techniques for developing iOS applications. After completing this book, you will have the know-how and the confidence you need to tackle iOS projects of your own. Based on Big Nerd Ranch's popular iOS Bootcamp course and its well-tested materials and methodology, this bestselling guide teaches iOS concepts and coding in tandem. The result is instruction that is relevant and useful. Throughout the book, the authors explain what's important and share their insights into the larger context of the iOS platform. You get a real understanding of how iOS development works, the many features that are available, and when and where to apply what you've learned.

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.

Design the MIND of a Robotic Thinker! " If you have any interest in AI or programming, this book is a good start. It is really a solid guide and I have to recommend it. " - Sanjin, from Amazon.com " The author did a great job. It's essentially a guide for everybody, who studying artificial intelligence or just interested in programming. " - Irvin J. Hoch, from Amazon.com " Props for the author for coming up with a lay man's illustration regarding swift programming to create AI. " - Lucinda, from Amazon.com * * INCLUDED BONUS: a Quick-start guide to Learning Swift in less than a Day! * * How would you like to Create the Next SIRI? Artificial Intelligence. One of the most brilliant creations of mankind. No longer a sci-fi fantasy, but a realistic approach to making work more efficient and lives easier. And the best news? It's not that complicated after all Does it require THAT much advanced math? NO! And are you paying THOUSANDS of dollars just to learn this information? NO! Hundreds? Not even close. Within this book's pages, you'll find GREAT coding skills to learn - and more. Just some of the questions and topics include: - Complicated scheduling problem? Here's how to solve it. - How good are your AI algorithms? Analysis for Efficiency- How to interpret a system into logical code for the AI- How would an AI system would diagnose a system? We show you...- Getting an AI agent to solve problems for you and Much, much more! World-Class Training This book breaks your training down into easy-to-understand modules. It starts from the very essentials of algorithms and program procedures, so you can write great code - even as a beginner!

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services A Localization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

Swift is the definitive language for Apple development today and it's a vital part of any iOS and macOS developer's skill set. The Mastering Swift book over the years has established itself as one of the popular choices for an in-depth and practical guide on Swift programming language amongst developers. The latest fifth edition is fully ...

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

This handbook brings together past and current research on all aspects of lying and deception, with chapters contributed by leading international experts in the field. We are confronted daily with cases of lying, deception, bullshitting, and 'fake news', making it imperative to understand how lying works, how it can be defined, and whether it can be detected. A further important issue is whether lying should always be considered a bad thing or if, in some cases, it is simply a useful instrument of human cognition. This volume is the first to offer a comprehensive and up-to-date exploration of these and other issues from the combined perspectives of linguistics, philosophy, and psychology. Chapters offer precise definitions of lying and its subtypes, and outline the range of fields in which lying and deception play a role, from empirical lie detection and the acquisition of lying to its role in fiction, metaphor, and humour. They also describe the tools and approaches that are used by scholars researching lying and deception, such as questionnaire studies, EEG, neuroimaging, and the polygraph. The volume will be an essential reference for students and researchers in a range of fields who are looking to deepen their understanding of all aspects of lying and deception, and will contribute to establishing the vibrant new field of interdisciplinary lying research.

Eighteenth century Britain thought of itself as a polite, sentimental, enlightened place, but often its literature belied this self-image. This was an age of satire, and the century's novels, poems, plays, and prints resound with mockery and laughter, with cruelty and wit. The street-level invective of Grub Street pamphleteers is full of satire, and the same accents of raillery echo through the high scepticism of the period's philosophers and poets, many of whom were part-time pamphleteers themselves. The novel, a genre that emerged during the eighteenth century, was from the beginning shot through with satirical colours borrowed from popular romances and scandal sheets. This Handbook is a guide to the different kinds of satire written in English during the 'long' eighteenth century. It focuses on texts that appeared between the restoration of the Stuart monarchy in 1660 and the outbreak of the French Revolution in 1789. Outlier chapters extend the story back to first decade of the seventeenth century, and forward to the second decade of the nineteenth. The scope of the volume is not confined by genre, however. So prevalent was the satirical mode in writing of the age that this book serves as a broad and characteristic survey of its literature. The Oxford Handbook of Eighteenth-Century Satire

reflects developments in historical criticism of eighteenth-century writing over the last two decades, and provides a forum in which the widening diversity of literary, intellectual, and socio-historical approaches to the period's texts can come together.

Description Learn How to Program with Swift! Swift is the easiest way to get started developing on Apple's platforms: iOS, iPadOS, macOS, watchOS and tvOS. In this book, you'll learn the basics of Swift from getting started with playgrounds to simple operations to building your own types. Everything you'll learn is platform-neutral; you'll have a firm understanding of Swift by the end of this book, and you'll be ready to move on to whichever app platform you're interested in. **Who This Book Is For:** This book is for complete beginners to Swift. No prior programming experience is necessary! **Topics Covered in The Swift Apprentice** Playground basics: Learn about the coding environment where you can quickly and easily try out your code as you learn. Basic types: Numbers and strings are the basic kinds of data in any app - learn how to use them in Swift. Flow control: Your code doesn't always run straight through - learn how to use conditions and decide what to do. Functions: Group your code together into reusable chunks to run and pass around. Collection types: Discover the many ways Swift offers to store and organize data into collections. Protocols & protocol-oriented programming: Define protocols to make your code more interface-based and compositional. Advanced topics: Learn how to create custom operators, organize your code, write tests, manage memory, serialize your types and so much more. After reading this book and completing your Swift apprenticeship by working through the included exercises and challenges, you'll be ready to take on app development on the platform of your choice!

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 result 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.

Deep Dive Into Swift! Swift is a rich language with a plethora of features to offer. Reading the official documentation or entry-level books is important, but it's not enough to grasp the true power of the language. **Expert Swift** is here to help, by showing you how to harness the full power of Swift. You'll learn about advanced usages of protocols, generics, functional reactive programming, API design and more. **Who This Book is For** This book is for intermediate Swift developers who already know the basics of Swift and are looking to deepen their knowledge and understanding of the language. **Topics Covered in Expert Swift** Protocols and Generics: Learn how protocols and generics work, and how you can leverage them in your code to produce clean, long-lasting and easy-to-refactor APIs. Sequences and Collections: Learn how to use Sequences and Collections to write generic algorithms that operate across type families. Unsafe: Understand the memory layout of types and how to use typed and untyped pointers. Functional Reactive Programming: Explore the most important and refined concepts of functional reactive programming and how you can apply these concepts to your apps. Objective-C Interoperability: Learn how to expose Objective-C code to Swift and vice versa. Library and API Design: Enhancing your skill set and intuition for designing great APIs. One thing you can count on: after reading this book, you'll be prepared to use the advanced features of Swift and improve your existing code with the knowledge you'll acquire. Have you ever wanted to learn how to build iOS apps but don't know where to start? Have you tried some of the iOS books and blogs but still you could not get to the end? Do you feel like you need some fundamentals skills in Swift for you to get started? Well, Swift is the new language for you. No need to struggle any more. Swift will help you create both iOS8 and OSX apps in an intriguing and interesting way. If you happen to have some experience working with Objective-C, you might be asking yourself why shift to Swift. After all, you have been creating better apps for OS X for some years. But, did you know that apple had something in store before they released Swift? Whether you are an experienced programmer or just starting out in iOS app design, this book takes you through all the steps of designing an iOS app. If you want to learn how to create outstanding apps that will beat your competitor, this book helps you discover the secret. From Xcode and Swift, the foundation of modern iOS development, you will learn the building blocks of designing a great app so that you can dig deep into the app development. The Swift programming language is innovative, safe and young. So, how do you stay updated with the latest information and avoid being left behind with the most recent developments? Inside you will find from **Beginners, Intermediate and Advanced Principles of Swift Programming:** Step by step instructions on building apps Sample XCode projects Basic Introduction to Swift Discover major design principles that define iOS user experience. Manage data and manipulate images using effects and filters Latest changes to Swift 5.0 The ABI stability And many more... Don't wait. Grab your copy today.

Sharpen your skills in Swift by designing and deploying seven fully functional applications **About This Book** Develop a variety of iOS-compatible applications that range from health and fitness to utilities using this project-based handbook. Discover ways to make the best use of the latest features in Swift to build on a wide array of applications. Follow step-by-

step instructions to create Swift apps oriented for the real world Who This Book Is For If you are a competent iOS developer who wants to develop stunning applications with Swift, then this book is for you. Familiarity with Swift programming is assumed. What You Will Learn Get to grips with the basics of Xcode and Swift for application development Create a Photo Sharing application to capture an image, edit it using different features and share it via social media. Develop applications using the WatchKit and exchange data between iPhone and the Watch Use advanced features such as SpriteKit to build a game Install third-party Swift frameworks to improvise on your application development Discover how to simulate home automation with HomeKit Build an application to monitor the user's weight, heart rate and the number of steps for Health Historic Analysis Manipulate media using AVFoundation framework to merge audio and video. In Detail In this book, you will work through seven different projects to get you hands-on with developing amazing applications for iOS devices. We start off with a project that teaches you how to build a utility app using Swift. Moving on, we cover the concepts behind developing an entertainment or social networking related application, for example, a small application that helps you to share images, audio, and video files from one device to another. You'll also be guided through create a city information app with customized table views, a reminder app for the Apple Watch, and a game app using SpriteKit. By the end of this book, you will have the required skillset to develop various types of iOS applications with Swift that can run on different iOS devices. You will also be well versed with complex techniques that can be used to enhance the performance of your applications. Style and approach This book takes a step-by-step approach to help you build apps from scratch and learn the methodology to develop real-time applications using Swift.

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

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.

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.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 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 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 13.

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: –Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! –Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer –Make a real, playable game with graphics and sound effects using SpriteKit –Challenge players by speeding up your game and adding a high-score system Why should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

Develop highly efficient and appealing iOS applications by using the Swift language About This Book Develop a series of

applications with Swift using the development kits and new/updated APIs Use the new features of iOS 8 to add new flavor to your applications A hands-on guide with detailed code snippets to aid you in developing powerful Swift applications Who This Book Is For If you are an iOS developer with experience in Objective-C, and wish to develop applications with Swift, then this book is ideal for you. Familiarity with the fundamentals of Swift is an added advantage but not a necessity. What You Will Learn Use playgrounds in Xcode to make the writing of Swift code productive and easy Get acquainted with the advanced features of Swift and make complete use of them in your code Add a new method for authentication to your app using Touch ID Develop health-related apps using HealthKit Take your apps to the next level of performance and capability using Metal Develop applications for wearables using WatchKit Use Notification Center to easily access all your notifications Make your users devices more stylish by using Apple's built-in Quick Type keyboard, instead of the native one In Detail After years of using Objective-C for developing apps for iOS/Mac OS, Apple now offers a new, creative, easy, and innovative programming language for application development, called Swift. Swift makes iOS application development a breeze by offering speed, security and power to your application development process. Swift is easy to learn and has awesome features such as being open source, debugging, interactive playgrounds, error handling model, and so on. Swift has simplified its memory management with Automatic Reference Counting (ARC) and it is compatible with Objective-C. This book has been created to provide you with the information and skills you need to use the new programming language Swift. The book starts with an introduction to Swift and code structure. Following this, you will use playgrounds to become familiar with the language in no time. Then the book takes you through the advanced features offered by Swift and how to use them with your old Objective-C code or projects. You will then learn to use Swift in real projects by covering APIs such as HealthKit, Metal, WatchKit, and Touch ID in each chapter. The book's easy to follow structure ensures you get the best start to developing applications with Swift. Style and approach The book achieves its end goal by dividing its content into two parts. Part 1 will take the readers, who are new to Swift, through its architecture and basics. Part 2 of the book will cover content on application development with Swift.

Do you ever want to develop iOS applications and you don't know where to start? Are you tired of going through blog posts about Swift concepts? Well, A Comprehensive Intermediate Guide to Learn and Master the Concept of Swift Programming is a masterpiece into iOS app development. It takes you through the fundamentals of Swift app design and helps you realize how to put the principles into practice. Whether you are an experienced programmer or just starting out in iOS app design, this book takes you through all the steps of designing an iOS app. If you want to learn how to create outstanding apps that will beat your competitor, this book helps you discover the secret. From Xcode and Swift, the foundation of modern iOS development, you will learn the building blocks of designing a great app so that you can dig deep into the app development. A Comprehensive Intermediate Guide to Learn and Master the Concept of Swift Programming focuses on complex topics of iOS design such as animations and gestures so that your app can stand out from the rest. It explores some of the recent developments in Swift 4 and iOS 11. It integrates new features that every experienced developer will want to learn. What you will learn Discover major design principles that define iOS user experience Manage data and manipulate images using effects and filters Learn how to send SMS and MMS in using the Message Framework Discover how to build classic animations and the best way to animate Table View in Cells Learn how you can get social in your app using Facebook and Twitter Find out how to handle JSON and Codable in Swift Figure out why interactive views are important and how you can use it in your app And many more... This book is for Intermediate Programmers in Swift language who are interested in enhancing the user design of their apps. However, for those with some experience in programming, this book will help them develop a complete understanding of how to build elegant iOS applications from scratch. Get your copy today!

If you are a developer that learns best by looking at, and working with, code, then this book is for you. A basic understanding of Apple's tools is beneficial but not mandatory.

Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal(R) Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available. Normal 0 false false false EN-US X-NONE X-NONE

Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and

collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with Result Best practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

Swift is Apple's new innovative and user-friendly development language, which is packed with modern features to make programming easier, fun, and flexible. This book begins by giving you a solid Introduction to the Swift programming language so you can quickly begin developing applications using this interesting language. It also covers advanced topics such as Objective-C interoperability, ARC, closures, and concurrency. Each concept covered is backed up with example code and demonstrates how to properly execute it. Next, you will be taught about all of the advanced features of Swift, and its interaction with Apple's APIs and libraries. You'll then learn to interact with REST-based web services using Swift. We will conclude the book by getting equipped to design and build applications using established design patterns.

Swift greatly simplifies the process of developing applications for Apple devices. This course helps you develop client-side and server-side applications, as well as web services 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.

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

The definitive reference work on World Englishes—fully revised, expanded, and updated The Handbook of World Englishes is a collection of articles on the cross-cultural and transnational linguistic convergence and change of the English language. Now in its second edition, this Handbook brings together multiple theoretical, contextual, and ideological perspectives, and offers new interpretations of the changing identities of world Englishes (WE) speakers and examines the current state of the English language across the world. Thematically integrated contributions from leading scholars and researchers explore the expansion, modification, and adaptation of English in various settings and discuss the role of English in local, regional, and global contexts. This highly regarded text has been fully updated throughout the new edition to reflect the current conditions, contexts, and functions of major varieties of English across the world. Significant revisions to topics—such as an overview of the varieties of modern world Englishes and the First Diaspora in Wales and Ireland—reflect expanded scholarship in the field and new directions of research. Each chapter from the first edition has been updated in content and citations, while 11 new chapters cover subjects including world Englishes testing and Postcolonial theory, as well as world Englishes in South America, Russia, Africa, China, Southeast Asia, the United States, and Canada. Examines both traditional and contemporary perspectives on World Englishes Written by international authors, experts in their respective fields Emphasizes the historical development of the English language through a series of diasporas Highlights research into a wide range of sociolinguistic contexts and processes including code switching, newly established WE varieties, and new data on Chinese and Russian Englishes Explores future directions in WE research, development, and application The Handbook of World Englishes is an essential resource for academics, researchers, practitioners, and advanced students in fields including applied linguistics, language teaching, the history of the English language, world literatures, and related social and language sciences.

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.

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