

Beginning Swift Development

Kids' Edition



CHARLES IVAN J. MOZAR

CI SOFTWARE BOOKS

Beginning Swift Programming

Puneet Bakshi, Tanmay Bakshi



Beginning Swift Programming:

Beginning Swift Programming Wei-Meng Lee, 2014-12-04 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

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 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 Requirements The 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 cover The 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

Beginning Swift Rob Kerr,Kåre Morstøl,2018-05-31 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

Swift Programming Nln Lnc,Alexander Aronowitz,2021-04-29 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 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

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 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

Beginning Swift Brent Arnold,Rob Kerr,Kare Morstol,2018 We'll begin with exploring the fundamental Swift programming concepts language structure and the Swift programming syntax Then we'll learn to create original custom operators with Swift operators branching and loops Moving on we'll learn how to run application codes and compile errors Having made progress with it we'll see how Swift compares to other computer languages and how to transform your thinking Then master the usage of key language elements such as strings and collections Finally grasp how Swift supports modern application development using advanced features such as built in Unicode support and higher order functions Resource description page

Mastering Swift Sufyan Bin Uzayr,2022 If you want to become an iOS developer

you have made an excellent choice with this book Swift holds a significant position in the iOS industry because of the long list of features it serves It is user friendly has great community support and offers a greater extent of customization As a result we can observe a sharp increase in the market demand for developing Apple mobile applications and with that companies search for smart developers with the right skill set Mastering Swift introduces Apple s excellent Swift standard library style and incorporates usage feedback across multiple Swift projects However it should be regarded as a living changeable document and the basis upon which the programming language is implemented Before going further into the details of the Swift programming language the book briefly explains the basic information about the language It is a high level language created to develop multifaceted iOS applications that cater to diverse needs of different social and business domains It is meant to develop high end apps with multiple complexities But since it is very close to Objective C it is easy to code and understand This feature also makes it incredibly friendly to beginners Moreover it is equally compatible with the iPhone the iPad Apple Watch MacBook and Apple TV and it can be applied to develop equally efficient and scalable apps for them This book in the Mastering series encircles all the essential aspects of Swift and explores why this programming language is the future for iOS app development Different from other languages it requires fewer lines to activate any feature This paves the way for a shorter development cycle and saves a lot of precious resources Further as one of the most reliable iOS programming languages it supports dynamic libraries that indicate executable bits of code that you can link to an application Because of such support Swift apps can interoperate with the newest version of the language to make the app irreplaceable Swift is a language that was not designed but deliberately made open source so as to invite community input allowing the product to grow and to mature over the years This could possibly be the most crucial aspect of Swift As people become more aware of its potential to be used in servers web frameworks were more willing to support the demand Owing to its popularity and significance its adoption rate in Apple s rivals remains very high Whether you are a beginner or an advanced learner if you are planning for iOS app development through Swift this book can help with the high domain expertise and experienced resources Without a doubt the developers that create native apps are not going to abandon Swift anytime soon However it seems like something must evolve for it to keep growing constantly We believe that Swift is indeed the future for iOS app developers And if you are convinced and want to start learning the programming language right away then this book is what you re looking for Learn more about our other Mastering titles at <https://www.routledge.com> Mastering Computer Science book series MCS

Beginning Swift Games Development for iOS James Goodwill, Wesley Matlock, 2015-03-31 Game apps are one of the most popular categories in the Apple iTunes App Store Well the introduction of the new Swift programming language will make game development even more appealing and easier to existing and future iOS app developers In response James Goodwill Wesley Matlock and Apress introduce you to this book Beginning Swift Games Development for iOS In this book you ll learn the fundamental elements of the new Swift language as applied to game

development for iOS In part 1 you ll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as we add new functionality to the game By the end of the book you ll have experience with all the important SpriteKit topics and have a fully functional game as a result In part 2 of this book you ll learn 3D game development using Apple s SceneKit framework and the Swift programming language And you ll follow the same pattern we used for part 1 After reading and using this book you ll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS enabled device and perhaps sell in the Apple iTunes App Store

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 for For 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

Swift Mg Martin,2019-05-02 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

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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 [Swift Foundations](#) Oliver Snowden, Swift Foundations A Beginner s Guide to the Basics Master the Swift Programming Language The Future of iOS App Development Starts Here Are you ready to dive into the world of Swift programming but don t know where to start Swift Foundations is your ultimate beginner friendly guide to learning Swift programming language from the ground up Whether you re dreaming of building your first iOS app or exploring the Swift coding language for robotics macOS or even Swift programming for Windows this book is your launchpad What You ll Learn Inside This Swift Programming Tutorial Clear explanations of Swift s syntax and structure Core programming concepts made simple variables functions loops and more Object oriented and functional programming in Swift A solid grasp of Swift language tutorials that transition you from beginner to confident coder Tips and tricks for using Swift Playground Xcode and how to become an Apple Swift developer Whether you re looking for a Swift programming language tutorial for beginners or want to learn Swift programming to create your own app this book provides the essential foundation every aspiring developer needs No fluff no jargon just straight to the point beginner focused content Perfect For Absolute beginners with no coding experience Developers transitioning from other programming languages to Swift Anyone curious about what is Swift programming and how to use it Future app creators ready to build with Swift for app development and Swift iOS Why Choose This Book This is more than a basic guide it s a step by step Swift programming language guide designed to give you hands on confidence You ll go from wondering What is Swift programming to writing real Swift code With practical examples and clear explanations you ll be creating your own apps or games in no time Discover why Swift is one of the fastest growing languages in tech today Grab your copy of Swift Foundations A Beginner s Guide to the Basics now and start your journey to becoming an Apple Swift developer *Beginning Swift Games Development for iOS* James Goodwill, Wesley Matlock, 2017-05-24 Learn the fundamental elements of the new Swift 3 programming language as applied to game development for new iOS 10 In Part 1 of this book you ll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as you add new functionality to the game By the end of the book you ll have experience with all the important SpriteKit topics and have a fully functional game as a result In Part 2 you ll learn 3D game development using Apple s SceneKit framework and the Swift programming language following the same pattern used

for Part 1 Game apps are one of the most popular categories in the Apple iTunes App Store In response James Goodwill and Wesley Matlock bring you Beginning Swift Games Development for iOS Third Edition an update to their best selling work After reading and using this book you ll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS enabled device What you ll learn Discover what s in the new Swift 3 programming language Apply Swift 3 to iOS 10 and 9 game development Build a 2D game app using SpriteKit and Swift Build a 3D game from 2D using SceneKit and Swift Who this book is for iOS app developers new to Swift or for those thinking of trying iOS game app development for the very first time *Swift for Beginners* Boisy G. Pitre,2015 *Swift for Absolute Beginners* Aniket Jain,2025-02-07 Swift for Absolute Beginners A Step by Step Approach for Beginners Are you eager to learn Swift programming from scratch Whether you re a complete novice or looking to solidify your fundamentals Swift for Absolute Beginners A Step by Step Approach for Beginners is the ultimate guide to mastering the Swift programming language quickly and effectively With a structured hands on and beginner friendly approach this book will take you from writing your first Swift program to building real world iOS applications no prior coding experience required What You ll Learn Getting Started with Swift Install Xcode set up your environment and grasp the basics of Swift programming for beginners Swift Fundamentals Master variables constants data types operators and user input handling Control Flow Loops Learn how to use conditional statements if else loops for and while and iteration techniques Functions Modular Programming Write reusable efficient code with functions and closures Collections File Handling Work with arrays dictionaries sets tuples and manage files in Swift programming language Object Oriented Programming OOP Learn the fundamentals of classes objects inheritance and protocols Error Handling Debugging Understand Swift s exception handling debugging techniques and best practices Building iOS Applications Explore Swift programming for beginners by learning UI design and iOS app development with UIKit and SwiftUI Why Choose This Swift Programming Book Beginner Friendly Step by Step Perfect for anyone looking to learn Swift programming with no prior experience Hands On Learning Real world examples coding exercises and mini projects to reinforce each concept Comprehensive Up to Date Covers everything from Swift programming beginner concepts to advanced techniques Practical Applications Learn how the Swift programming language for beginners is used in iOS app development UI design and more Who Is This Book For [iOS 18 App Development Essentials](#) Neil Smyth,2024-09-16 This book aims to teach the skills necessary to build iOS 18 applications using SwiftUI Xcode 16 and the Swift programming language Beginning with the basics this book outlines the steps to set up an iOS development environment together with an introduction to using Swift Playgrounds to learn and experiment with Swift The book also includes in depth chapters introducing the Swift programming language including data types control flow functions object oriented programming property wrappers structured concurrency and error handling A guided tour of Xcode in SwiftUI development mode follows an introduction to the key concepts of SwiftUI and project architecture The book also covers creating custom SwiftUI views and explains how these views are

combined to create user interface layouts including stacks frames and forms Other topics covered include data handling using state properties and observable state and environment objects as are key user interface design concepts such as modifiers lists tabbed views context menus user interface navigation and outline groups The book also includes chapters covering graphics and chart drawing user interface animation view transitions and gesture handling WidgetKit Live Activities document based apps Core Data SwiftData and CloudKit Chapters also explain how to integrate SwiftUI views into existing UIKit based projects and integrate UIKit code into SwiftUI Finally the book explains how to package up a completed app and upload it to the App Store for publication Along the way the topics covered in the book are put into practice through detailed tutorials the source code for which is also available for download and over 50 online knowledge test quizzes The aim of this book therefore is to teach you the skills to build your own apps for iOS 18 using SwiftUI Assuming you are ready to download the iOS 18 SDK and Xcode 16 and have an Apple Mac system you are ready to get started [Hello Swift!](#) Puneet Bakshi, Tanmay Bakshi, 2019-04-19 Summary Hello Swift is a how to guide to programming iOS Apps with the Swift language written from a kid s perspective This approachable well illustrated step by step guide takes you from beginning programming concepts all the way through developing complete apps Adults will like it too Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology It s fun to play games and explore new things on your iPhone How amazing would it be to create your own apps With a little practice you can Apple s Swift language along with special coding playgrounds and an easy to use programming environment make it easier than ever Take it from author Tanmay Bakshi who started programming when he was just five years old About the Book His book Hello Swift iOS app programming for kids and other beginners teaches you how to write apps for iPhones and iOS devices step by step starting with your first line of Swift code Packed with dozens of apps and special exercises the book will teach you how to program by writing games solving puzzles and exploring what your iPhone can do Hello Swift gets you started Where you go next is up to you What s inside Crystal clear explanations anyone can understand Kid friendly examples including games and puzzles Learn by doing you ll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program Psst Adults like it too About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine He s now the youngest IBM Champion a Cloud Advisor Watson Developer TED Speaker and Manning author Table of Contents Get ready to build apps with Swift Create your first app Your first real Swift code using variables I O laboratory Computers make decisions too Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code Clean it with function detergent Reduce your code Use less do more with class detergent Reading and writing files Frameworks Bookshelves of classes SpriteKit Fun animation time Time to watch your WatchKit code Continuing your journey with Swift **Swift** Code Well Academy, 2016-02-28 Learning to develop apps for the Mac iPhone and iPad using the Swift programming language

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