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Swift



Book Swift Hours Sams Teach Yourself

Joyce A. Cascio

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Notes and tips point out shortcuts and solutions Learn how to Set up your Swift development environment Master Swift s fundamental data types and operators Make the most of arrays and dictionaries Control program flow modify execution paths and iterate code Perform complex actions with functions Work with higher order functions and closures Harness the power of structs enums classes and class inheritance Customize initializers of classes structs and enums Implement instance methods type methods and advanced type functionality Take full advantage of Swift's advanced memory allocation Extend type functionality with protocols and extensions Leverage the power of generics chaining and other advanced features Interoperate with Objective C code Interact with user interfaces Take advantage of Swift's Standard Library features and Sams Teach Yourself IOS 8 Application Development in 24 Hours John Ray, 2015 In just 24 sessions of one hour each learn how to build powerful applications for today s hottest handheld devices the iPhone and iPad Using this book s straightforward step by step approach you ll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University His many books include Using TCP IP Special Edition Maximum Mac OS X Security Mac OS X Unleashed Teach Yourself Dreamweaver MX in 21 Days and Sams Teach Yourself iOS 7 Application Development in 24 Hours Printed in full color figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6 x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple s new language Swift Test code using the new iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Segues Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Integrate online services using Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace debug and monitor your applications as **Swift in 24 Hours, Sams Teach Yourself** BJ Miller, 2014-11-26 In just 24 lessons of one hour or less Sams they run Teach Yourself Swift in 24 Hours helps you build next generation OS X and iOS apps with Apple s new Swift programming language This book s straightforward step by step approach helps you quickly master Swift s core concepts structure and

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