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Mastering Swift 2

Dive into the latest release of the Swift programming language with this advanced Apple development book for creating exceptional iOS and OS X applications

Jon Hoffman

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Mastering Swift 5 Jon Hoffman, 2019-04-30 Harness the power of the latest edition with this in depth and comprehensive guide to the Swift language Key Features Fifth edition of this bestselling book improved and updated to cover the latest version of the Swift 5 programming language Get to grips with popular and modern design techniques to write easy to manage Swift code Learn how to use core Swift features such as concurrency generics and copy on write in your code Book Description Over the years the Mastering Swift book has established itself amongst developers as a popular choice as an in depth and practical guide to the Swift programming language The latest edition is fully updated and revised to cover

the new version Swift 5 Inside this book you ll find the key features of Swift 5 easily explained with complete sets of examples From the basics of the language to popular features such as concurrency generics and memory management this definitive guide will help you develop your expertise and mastery of the Swift language Mastering Swift 5 Fifth Edition will give you an in depth knowledge of some of the most sophisticated elements in Swift development including protocol extensions error handling and closures It will guide you on how to use and apply them in your own projects Later you ll see how to leverage the power of protocol oriented programming to write flexible and easier to manage code You will also see how to add the copy on write feature to your custom value types and how to avoid memory management issues caused by strong reference cycles What you will learn Understand core Swift components including operators collections control flows and functions Learn how and when to use classes structures and enumerations Understand how to use protocol oriented design with extensions to write easier to manage code Use design patterns with Swift to solve commonly occurring design problems Implement copy on write for you custom value types to improve performance Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics to write flexible and reusable code Who this book is for This book is for developers who want to delve into the newest version of Swift If you are a developer and learn best by looking at and working with code then this book is for you A basic understanding of Apple s tools would be beneficial but not mandatory All examples should work on the Linux platform as well

[Object-Oriented Programming with Swift 2](#) Gaston C. Hillar, 2016-01-28 Get to grips with object oriented programming in Swift to efficiently build powerful real world applications About This Book Leverage the most efficient object oriented design patterns in your Swift applications Write robust safer and better code using the blueprints that generate objects Build a platform with object oriented code by using real world elements and represent them in your app Who This Book Is For If you are an iOS developer who has a basic idea of object oriented programming and want to incorporate its concepts with Swift to optimize your application s code and create reusable and easily to understand building blocks then this book is for you This is a very useful resource for developers who want to shift from Objective C C Java Python JavaScript or other object oriented languages to Swift What You Will Learn Build solid stable and reliable applications using Swift Work with encapsulation abstraction and polymorphism using Swift 2 0 Customize constructors and destructors based on your needs Develop Swift 2 0 with classes instances properties and methods Take advantage of generic code to maximize code reuse and generalize behaviors Use state of inheritance specialization and the possibility to overload members Write high quality object oriented code to build apps for iOS or Mac OS X In Detail Object Oriented Programming OOP is a programming paradigm based on the concept of objects these are data structures that contain data in the form of fields often known as attributes and code Objects are everywhere and so it is very important to recognize elements known as objects from real world situations and know how they can easily be translated into object oriented code Object Oriented Programming with Swift is an easy to follow guide packed full of hands on examples of

solutions to common problems encountered with object oriented code in Swift It starts by helping you to recognize objects using real life scenarios and demonstrates how working with them makes it simpler to write code that is easy to understand and reuse You will learn to protect and hide data with the data encapsulation features of Swift Then you will explore how to maximize code reuse by writing code capable of working with objects of different types After that you ll discover the power of parametric polymorphism and will combine generic code with inheritance and multiple inheritance Later you move on to refactoring your existing code and organizing your source for easy maintenance and extensions By the end of the book you will be able to create better stronger and more reusable code which will help you build better applications Style and approach This simple guide is packed with practical examples of solutions to common problems Each chapter includes exercises and the possibility for you to test your progress by answering questions

Mastering Swift 4- Fourth Edition

Jon Hoffman,2017-09-27 Dive into the latest release of the Swift programming language with this advanced development book for building highly performant applications About This Book Harness the latest and most advanced features of Swift 4 to develop quality iOS and macOS applications Comprehensive coverage of all the advanced features of Swift and guidance on advanced design techniques Dive deep into protocol extensions learn new error handling model and use featured Swift design patterns to write more efficient code Get to grips with advanced design techniques to write smarter cleaner Swift codeWho This Book Is ForThis book is for developers who want to delve into the newest version of Swift If you are a developer who 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 What You Will Learn Delve into the core components of Swift 4 0 including operators collections control flows and functions Create and use classes structures and enumerations Understand protocol oriented design and see how it can help you write better code Develop a practical understanding of subscripts and extensions Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics and closures to write very flexible and reusable code Make use of Swift s error handling and availability features to write safer codeIn DetailSwift is the definitive language for Apple development today It s a vital part of any iOS and macOS developer s skillset helping them to build the most impressive and popular apps on the App Store the sort of apps that are essential to iPhone and iPad users every day With version 4 0 the Swift team has added new features to improve the development experience making it easier to get the results you want and customers expect Inside you ll find the key features of Swift 4 0 and quickly learn how to use the newest updates to your development advantage From Objective C interoperability and ARC to closures and concurrency this advanced Swift guide will develop your expertise and help you become fluent in this vital programming language We ll give you an in depth knowledge of some of the most sophisticated elements of Swift development including protocol extensions error handling design patterns and concurrency We ll guide you on how to use and apply them in your own projects You ll see how to leverage the power of protocol oriented programming to write flexible and easier to manage

code Style and ApproachA Step by step advanced guide Mastering Swift 3 - Linux Jon Hoffman,2017-01-02 Learn to build fast and robust applications on the Linux platform with Swift About This Book Create robust applications by building a strong foundation in the Swift Language Utilize Swift 3 on the embedded Linux platform for IoT and Robotic projects Build more flexible and high performing applications on desktop server and embedded Linux platforms Who This Book Is For This book is for Linux developers who are interested in quickly learning how to use Swift to create exciting applications on Linux platforms What You Will Learn Install Swift on the Linux platform Explore the power of the Swift language Get to know the proper design techniques Understand Swift s new Core Library Implement popular design patterns with Swift Integrate C libraries with Swift Using Swift on Single Board Computers Learn how to add concurrency to your application with Grand Central Dispatch Learn how to work with Swift Generics Learn how to use the Protocol Oriented design paradigm In Detail Swift is a modern fast and safe programming language created by Apple Writing Swift is interactive and fun the syntax is concise yet expressive and the code runs lightning fast Swift s move to open source has been embraced with open arms and has seen increased adoption in the Linux platform Our book will introduce you to the Swift language further delving into all the key concepts you need to create applications for desktop server and embedded Linux platforms We will teach you the best practices to design an application with Swift 3 via design patterns and Protocol Oriented Programming Further on you will learn how to catch and respond to errors within your application When you have gained a strong knowledge of using Swift in Linux we ll show you how to build IoT and robotic projects using Swift on single board computers By the end of the book you will have a solid understanding of the Swift Language with Linux and will be able to create your own applications with ease Style and approach This easy to follow code rich guide is filled with examples that demonstrate how to put the concepts into practice You ll also get design patterns and best practices to get you writing better applications on the Linux platform Mastering Swift 6 Jon Hoffman,2025-08-18 Become proficient in Swift 6 using advanced techniques and modern programming practices to effortlessly build high performance applications Key Features Perfect your application development capabilities using the latest features of Swift 6 2 Learn advanced techniques like concurrency memory management Generics and Swift Testing Apply best practices in Swift to write clean scalable and maintainable code Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionThis seventh edition of Mastering Swift 6 is your ultimate guide to harnessing the full power of Swift Whether you re aiming to optimize the performance of your applications or looking to explore the exciting new features in Swift 6 2 this book has you covered The author distills his 28 years of experience in the Engineering and IT fields to help you dive deep into advanced concepts and techniques such as concurrency memory management and Generics all essential for creating high performance applications The chapters take you on a flexible journey covering Swift 6 2 s newest features alongside advanced programming topics such as reflection concurrency and Generics Packed with best practices testing strategies and modern programming techniques this book

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Mastering Swift 5.3 Jon Hoffman, 2020-11-23 A comprehensive guide for programming enthusiasts who wish to gain a firm command of the fundamentals and advanced Swift concepts Key Features Sixth edition of this bestselling book improved and updated to cover the latest version of the Swift 5.3 programming language Get to grips with popular and modern design techniques to write easy to manage Swift code Use core Swift features such as concurrency generics and copy on write in your code Book Description Over the years Mastering Swift has proven itself among developers as a popular choice for an in depth and practical guide to the Swift programming language This sixth edition comes with the latest features an overall revision to align with Swift 5.3 and two new chapters on building swift from source and advanced operators From the basics of the language to popular features such as concurrency generics and memory management this in depth guide will help you develop your expertise and mastery of the language As you progress you will gain practical insights into some of the most sophisticated elements in Swift development including protocol extensions error handling and closures The book will also show you how to use and apply them in your own projects In later chapters you will understand how to use the power of protocol oriented programming to write flexible and easier to manage code in Swift Finally you will learn how to add the copy on write feature to your custom value types along with understanding how to avoid memory management issues caused by strong reference cycles By the end of this Swift book you will have mastered the Swift 5.3 language and developed the skills you need to effectively use its features to build robust applications What you will learn Understand core Swift components such as operators collections control flows and functions Identify how and when to use classes structures and enumerations Use protocol oriented design with extensions to write easy to manage code Leverage 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 beginners with a basic understanding of programming and experienced developers looking to learn Swift programming Familiarity with Apple s tools will be beneficial but not

mandatory All examples should also work on the Linux and Windows platforms

Swift: Developing iOS Applications
Andrew J Wagner, Giordano Scalzo, Jon Hoffman, 2016-08-31

Unleash the power of Swift and discover the skills required to build incredible robust iOS applications About This Book Write expressive understandable and maintainable Swift 2 code with this hands on course Unveil the complex underpinnings of Swift to turn your app ideas into reality Specialize in developing real iOS apps and 2D and 3D video games using Swift and CocoaPods Dive deep into protocol extensions learn new error handling model and use featured Swift design patterns to write more efficient code Who This Book Is For This course would be for app developers who are new to developing for iOS or OSX and are trying to get grips with Swift for the first time What You Will Learn From 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 Create a server in Swift to deliver JSON data to an iOS app Take advantage of CocoaPods to use third party libraries Build games with SpriteKit and SceneKit Develop an app running on the cloud to act as an API server for your client s apps Dive into the core components of Swift 2 including operators collections control flow and functions Create and use classes structures and enums including object oriented topics such as inheritance protocols and extensions Develop a practical understanding of subscripts optionals and closures Master Objective C interoperability with mix and match Access network resources using Swift Implement various standard design patterns in the Swift language In Detail The Swift Developing iOS Applications course will take you on a journey to become an efficient iOS and OS X developer with the latest trending topic in town Right from the basics to the advanced level topics this course would cover everything in detail We ll embark our journey by dividing the learning path into four modules Each of these modules are a mini course in their own right and as you complete each one you ll gain key skills and be ready for the material in the next module The first module is like a 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 By the end of this module you ll have a basic understanding of Swift 2 and its functionalities The second module will be the an easy to follow guide filled with tutorials to show you how to build real world apps The difficulty and complexity level increases chapter by chapter Each chapter is dedicated to build a new app beginning from a basic and unstyled app through to a full 3D game The last two chapters show you how to build a complete client server e commerce app right from scratch You ll be able to build well designed apps effectively use AutoLayout develop videogames and build server apps The third and the last module of our course will take an example based approach where each concept covered is supported by example code to not only give you a good understanding of the concept but also to demonstrate how to properly implement it Style and approach This course includes all the resources that will help you jump into the app development This course covers all the important aspects Swift application development and

is divided into individual modules so that you develop your skill after the completion of a module and get ready for the next. Through this comprehensive course you will learn how to use Swift programming with hands-on examples from scratch to finish.

Swift 2 Blueprints Cecil Costa, 2015-10-27 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 your 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 will also be guided through creating 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 2 Design Patterns Julien Lange, 2015-10-28 Build robust and scalable iOS and Mac OS X game applications. About This Book Learn to use and implement the 23 Gang of Four design patterns using Swift 2. Design and architect your code for Swift application development. Understand the role generic UML design and participants in the class diagram of the pattern by implementing them in a step-by-step approach. Who This Book Is For This book is intended for competent Swift developers who want to apply enduring design patterns with Swift to structure and scale their application code. What You Will Learn Choose the appropriate pattern depending on the problem to be solved. Understand the generic class diagram of each of the 23 GoF patterns and how each object participates in the pattern. Use Swift to implement these patterns even though the language doesn't provide all of the object-oriented programming concepts such as abstract class, interface, and so on. Architect your software to avoid the overuse of memory, time spent on calculations,

or high network traffic Find the best way to organize your code to make it more secure from the outside world Prepare your code to make it more flexible when the consumer changes or the third party component hidden code changes Structure your code to change the algorithm to apply at runtime Deliver Flyweight responsibility to your objects In Detail Swift is a multi paradigm language It has expressive features familiar to those used to work with modern functional languages while also keeping the object oriented features of Objective C It remains compatible with Apple s legacy codes and frameworks A design pattern systematically names motivates and explains a general design that addresses a recurring design problem in object oriented systems It describes the problem the solution when to apply the solution and its consequences It also gives implementation hints and examples Knowledge about design patterns is also one of the best ways to make you different compared to other low level developers This book shows you how to use Swift 2 to learn about 23 Gang of Four GoF design patterns and is organized into three categories The book will present you the five creational patterns followed by the seven structural patterns and finishing with the 11 behavioral patterns as defined by the GoF Each chapter will introduce the pattern by defining its role which common problems the pattern should be used for its generic UML representation how each objects presented in the class diagram participate in the pattern and what the role of each of these objects is The book then presents you with a concrete case as an illustration that will be used to implement the pattern using Swift Style and approach A step by step tutorial completed with screenshots and code highlights wherever necessary Each chapter discusses one or more patterns with its definitions and a simple to follow illustration case using a playground or XCText project to implement it with Swift

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