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Autore	Weis, Joachim
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Altri autori (Persone)	Horneber, Markus
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2. Record Nr.	UNINA9910821861603321
Autore	Costa Cecil
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Descrizione fisica	1 online resource (392 p.)
Collana	Quick answers to common problems
Disciplina	006
Soggetti	Application software - Development Multiparadigm programming (Computer science)
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Xcode and Swift; Introduction; Installing Xcode from the

App Store; Downloading the Xcode image; Starting a Swift project; Using Swift project options; Creating conditional code; Adding a developer account; Compiling from the command line; Using Swift as an interpreter; Adding a control version system to an existing project; Chapter 2: Standard Library and Collections; Introduction; Creating HTML manually; Printing your object description
Quizzing the userSearching for perfect numbers; Sorting an array of products; Finding the way out; Working with sets; Creating your own set; Organizing a dinner room; Chapter 3: Using Structs and Generics; Introduction; Creating an exam app; Checking the right answer; Avoiding copying of structs; Creating a generic array initializer; Creating a priority list; Creating a protocol for the priority queue; Chapter 4: Design Patterns with Swift; Introduction; Writing into a log file; Creating a factory of musical notes; Simulating a home automation; Delivering some pizzas; Chapter 5: Multitasking
IntroductionWorking of a device while you navigate; Creating an SEO app; Being aware of cyclones; Links on our website; Chapter 6: Playground; Introduction; Creating the first playground; Watching some graphics; Watching the temperature; Stretching an image; Beautifying your text; Receiving JSONs; Dangerous moves; Chapter 7: Swift Debugging with Xcode; Introduction; The Tax income simulator; The best checker movement; Debugging with LLDB; Profiling an app; Chapter 8: Integrating with Objective-C; Introduction; Calling a cab; Hiring a van; Porting from one language to another
Replacing the UI classesUpgrading the app delegate; Creating a framework; Chapter 9: Dealing with Other Languages; Introduction; Using your old address book; Compressing a message; Using assembly code with Swift; Sharing C++ code with Swift; Chapter 10: Data Access; Introduction; Creating an SQLite database; Checking where your IP is from; Tracking your phone activity; Controlling your stock; Voting devices; Chapter 11: Miscellaneous; Introduction; The geekiest keyboard; Time to take your pill; Adding effects your photos; Being a film critic; Leaving breadcrumbs; Exchanging money; Index

Sommario/riassunto

If you are an experienced Objective-C programmer and are looking for quick solutions to many different coding tasks in Swift, then this book is for you. You are expected to have development experience, though not necessarily with Swift.
