

1. Record Nr.	UNINA9910154828603321
Autore	Bennett Gary
Titolo	Swift 3 for Absolute Beginners [[electronic resource] /] / by Gary Bennett, Brad Lees
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2016
ISBN	1-4842-2331-4
Edizione	[3rd ed. 2016.]
Descrizione fisica	1 online resource (XXIV, 322 p. 239 illus.)
Disciplina	005.13
Soggetti	Programming languages (Electronic computers) Computer programming Programming Languages, Compilers, Interpreters Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Ch. 1: Becoming a Great iOS Developer -- Ch. 2: Programming Basics -- Ch. 3: It's All About the Data -- Ch. 4: Making Decisions, Program Flow, and App Design -- Ch. 5: Object-Oriented Programming with Swift -- Ch. 6: Learning Swift and Xcode -- Ch. 7: Swift Classes, Objects, and Methods -- Ch. 8: Programming Basics in Swift -- Ch. 9: Comparing Data -- Ch. 10: Creating User Interfaces -- Ch. 11: Storing Information -- Ch. 12: Protocols and Delegates -- Ch. 13: Introducing the Xcode Debugger -- Ch. 14: A Swift iPhone App -- Ch. 15: Apple Watch and WatchKit -- Ch. 16: A Swift HealthKit iPhone App.
Sommario/riassunto	Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer. This book is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school, and it is now updated for Swift 3. Many people have a difficult time believing they can learn to write iOS apps. Swift 3 for Absolute Beginners, along with the free, live online training sessions will show you how to do so. You'll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch. Gary Bennett and Brad Lees are full-time professional iOS

developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 12 years of writing apps, teaching online iOS courses, the experience from their first three iOS books, along with their online instruction and free online forum at XcelMe.com to create an excellent training book. What You'll Learn:

- Work with Swift classes, properties, and functions
- Examine proper user interface and user experience design
- Understand Swift data types: integers, floats, strings, and booleans
- Use Swift data collections: arrays and dictionaries
- Review Boolean logic, comparing data, and flow control

Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, and iPad, and Watch using the Swift programming language. No previous programming experience is necessary.
