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Titolo	Exploring Swift Playgrounds : The Fastest and Most Effective Way to Learn to Code and to Teach Others to Use Your Code // by Jesse Feiler
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ISBN	9781484226476 148422647X
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (XIII, 192 p. 168 illus., 164 illus. in color.)
Disciplina	005.11
Soggetti	Computer programming Programming languages (Electronic computers) Programming Techniques Programming Languages, Compilers, Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1. Introducing Apple Playgrounds and Swift -- 2. Creating a Simple Swift Playground on Xcode -- 3. Looking at Swift Basics for Playgrounds -- 4. Editing Playgrounds on macOS -- 5. Editing Playgrounds on iOS -- 6. Entering Data and Viewing Results in Swift Playgrounds -- 7. Adding Resource and Source Code to Playgrounds -- 8. Using Touch Gestures in Interactive Playgrounds -- 9. Building a Complex Playground .
Sommario/riassunto	Learn how to build playgrounds so you can test your code, syntax, and ideas quickly. You can even learn from playgrounds built by others or build playgrounds to teach. And the playgrounds you build and use on your Mac and on your iPad are automatically shared using your Apple ID. Exploring Swift Playgrounds shows you how to use playgrounds to try out your basic app design ideas to see what they look like and how they behave. It doesn't matter if you can't remember a pesky little bit of syntax. Rather than look it up, you can try it out in a playground. More and more of the APIs are now available through playgrounds, so that you can do more than ever before. Going beyond print, the Swift Playgrounds book tool allows for immersive experiences for users learning code, organization processes, and anything else that can be

described in the rich (and free) authoring tools provided by Apple. All of which you can learn how to use in Exploring Swift Playgrounds.
