

1. Record Nr.	UNINA9910300653703321
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Titolo	Swift 2 for Absolute Beginners [[electronic resource] /] / by Gary Bennett, Brad Lees
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	1-4842-1488-9
Edizione	[2nd ed. 2015.]
Descrizione fisica	1 online resource (345 p.)
Disciplina	004
Soggetti	Apple computer Programming languages (Electronic computers) Computer programming Apple and iOS Programming Languages, Compilers, Interpreters Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Contents at a Glance; Contents; About the Authors; About the Technical Reviewer; Acknowledgments; Introduction; Chapter 1: Becoming a Great iOS Developer; Thinking Like a Developer; Completing the Development Cycle; Introducing Object-Oriented Programming ; Working with the Playground Interface ; Summary; What's Next; Exercises; Chapter 2: Programming Basics; Touring Xcode; Exploring the Workspace Window; Navigating Your Workspace; Editing Your Project Files; Creating Your First Swift Playground Program; Installing and Launching Xcode 7; Using Xcode 7 Xcode Playground IDE: Editor and Results Areas Summary; Exercise; Chapter 3: It's All About the Data; Numbering Systems Used in Programming; Bits; Moore's Law; Bytes; Hexadecimal; Unicode; Data Types; Declaring Constants and Variables; Optionals; Using Variables in Playgrounds; Summary; Exercises; Chapter 4: Making Decisions, Program Flow, and App Design; Boolean Logic; Truth Tables; Comparison Operators; Designing Apps; Pseudocode; Optionals and Forced Unwrapping; Optional Binding; Implicitly Unwrapped Optionals; Flowcharting; Designing and Flowcharting an Example App

The App's Design Using Loops to Repeat Program Statements; Count-Controlled Loops; Condition-Controlled Loops; Infinite Loops; Coding the Example App in Swift; Nested if Statements and else if Statements; Removing Extra Characters; Improving the Code Through Refactoring; Running the App; Design Requirements; Summary; Exercises; Chapter 5: Object-Oriented Programming with Swift; The Object; What Is a Class?; Planning Classes; Planning Properties; Planning Methods; Implementing the Classes; Inheritance; Why Use OOP?; OOP Is Everywhere; Eliminate Redundant Code  
Ease of Debugging Ease of Replacement; Advanced Topics; Interface; Polymorphism; Summary; Exercises; Chapter 6: Learning Swift and Xcode; A Newcomer; Understanding the Language Symbols ;  
Implementing Objects in Swift; Writing Another Program in Xcode; Creating the Project; Summary; Exercises; Chapter 7: Swift Classes, Objects, and Methods; Creating a Swift Class; Instance Variables; Methods; Using Class Methods; Using Instance Methods; Using Your New Class; Creating Your Project; Adding Objects; Writing the Class; Creating the User Interface; Hooking Up the Code  
Running the Program Taking Class Methods to the Next Level; Accessing the Xcode Documentation; Summary; Exercises; Chapter 8: Programming Basics in Swift; Using let vs. var; Understanding Collections; Using Arrays; Using the Dictionary Class; Creating the BookStore Application; Creating Your Class; Introducing Properties; Accessing Variables; Finishing the BookStore Program; Creating the View; Adding Properties; Adding a Description; Creating a Simple Data Model Class; Modifying MasterViewController; Modifying the DetailViewController; Summary; Exercises  
Chapter 9: Comparing Data

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## Sommario/riassunto

Swift 2 for Absolute Beginners 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. 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 14 years of writing apps, 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. Many people have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process. This book, along with the free, live online training sessions, helps students stay motivated and overcome obstacles while they learn to be great iOS developers. Here are some of the highlights: Use Swift Playgrounds to learn iOS development quickly Learn about Swift classes, properties, and functions How to write iPhone and Apple Watch apps from scratch Introduction to Homekit and Internet of Things.

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