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   Autore                Feiler Jesse

   Titolo                Learn Computer Science with Swift : Computation Concepts,
                         Programming Paradigms, Data Management, and Modern Component
                         Architectures with Swift and Playgrounds / / by Jesse Feiler

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   Edizione              [1st ed. 2018.]

   Descrizione fisica    1 online resource (XVI, 303 p. 116 illus., 113 illus. in color.)

   Disciplina            005.1

   Soggetti              Software engineering
                         Software Engineering/Programming and Operating Systems

   Lingua di pubblicazione   Inglese

   Formato               Materiale a stampa

   Livello bibliografico Monografia

   Note generali         Includes index.

   Sommario/riassunto    Master the basics of solving logic puzzles, and creating algorithms
                         using Swift on Apple platforms. This book is based on the curriculum
                         currently being used in common computer classes. You'll learn to
                         automate algorithmic processes that scale using Swift in the context of
                         iOS, macOS, tvOS, and watchOS. Begin by understanding how to think
                         computationally: to formulate a computational problem and recognize
                         patterns and ways to validate it. Then jump ahead past the abstractions
                         and conceptual work into using code snippets to build frameworks and
                         write code using Xcode and Swift. Once you have frameworks in place,
                         you'll learn to use algorithms and structure data. Finally, you'll see how
                         to bring people into what you've built through a useable UI and how UI
                         and code relate.