

1. Record Nr.	UNISA996396934003316
Autore	Lithgow William <1582-1645?>
Titolo	A most delectable and true discourse, of an admired and painefull peregrination from Scotland, to the most famous kingdomes in Europe, Asia and Affricke [[electronic resource]] : With the particular descriptions (more exactly set downe then hath beene heeretofore in English) of Italy Sycilia, Dalmatia, Ilyria, Epire, Peloponnesus, Macedonia, Thessalia, and the whole continent of Greece, Creta, Rhodes, the Iles Cyclades ... and the chiefest countries of Asia Minor. From thence, to Cyprus, Phænicia, Syria ... and the sacred citie Ierusalem, &c
Pubbl/distr/stampa	London, : Printed by Nicholas Okes, and are to be sold by Thomas Archer, at his shop in Popes head Palace, 1616
Edizione	[The second impression,]
Descrizione fisica	[8], 126, [2] p
Soggetti	Voyages and travels
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Running title reads: The trauels of William Lithgow in Europe, Asia, and Affricke. The last leaf is blank. Reproduction of the original in the British Library.
Sommario/riassunto	eebo-0018

2. Record Nr.	UNINA9910792499703321
Autore	Wagner Andrew J.
Titolo	Learning Swift : build a solid foundation in Swift to develop smart and robust iOS and OS X applications // Andrew J. Wagner
Pubbl/distr/stampa	Birmingham, England ; ; Mumbai, [India] : , : Packt Publishing, , 2015 ©2015
Descrizione fisica	1 online resource (266 p.)
Collana	Community Experience Distilled
Disciplina	005.1
Soggetti	Programming languages (Electronic computers) Swift (Computer program language) iOS (Electronic resource)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewer; www. PacktPub.com; Table of Contents; Preface; Chapter 1: Introducing Swift; Defining our goals for this book; Setting up the development environment; Running our first Swift code; Understanding playgrounds; Learning with this book; Summary; Chapter 2: Building Blocks - Variables, Collections, and Flow Control; Core Swift types; Constants and variables; Containers; Tuples; Arrays; Dictionaries; Swift's type system; Printing to the console; Control flow; Conditionals; Switches; Loops; Functions; Basic functions Parameterized functions Functions that return values; Functions with default arguments; Bringing it all together; Summary; Chapter 3: One Piece at a Time - Types, Scopes, and Projects; Structs; Types versus instances; Properties; Member and static methods; Computed properties; Reacting to property changes; Subscripts; Custom initialization; Classes; Inheriting from another class; Initialization; Overriding initializers; Required initializers; Designated and convenience initializers; Overriding methods and computed properties; Methods; Computed properties; Casting; Upcasting; Downcasting Enumerations Basic declaration; Testing enumeration values; Raw values; Associated values; Methods and properties; Projects; Setting up a command-line Xcode project; Creating and using an external file;

Interfacing with code from other files; File organization and navigation; Extensions; Scope; How is scope defined; Nested types; Access control; Summary; Chapter 4: To Be or Not to Be - Optionals; Introducing optionals; Unwrapping an optional; Optional binding; Forced unwrapping; Nil coalescing; Optional chaining; Implicitly unwrapped optionals; Debugging optionals
The underlying implementation Summary; Chapter 5: A Modern Paradigm - Closures and Functional Programming; Functional programming philosophy; State and side effects; Declarative versus imperative code; Closures; Closures as variables; Closures as parameters; Syntactic sugar; Building blocks of functional programming in Swift; The filter function; The reduce function; The map function; The sorted function; How these affect the state and nature of code; Lazy evaluation; Curried functions; Summary; Chapter 6: Make Swift Work for You - Protocols and Generics; Protocols; Defining a protocol Implementing a protocol Using type aliases; Defining a generic; The generic function; The generic type; Type constraints; Protocol constraints; Where clauses for protocols; Where clauses for equality; Extending the existing generics; Enhancing arrays; Enhancing dictionaries; Putting protocols and generics to use; Generators; Sequences; Product of Fibonacci numbers under 50; Summary; Chapter 7: Everything is Connected - Memory Management; How data is stored on a computer; Filesystem; Memory; Value types versus reference types; Determining if a value or reference type; Behavior on assignment Behavior on input

Sommario/riassunto

If you are looking to build iOS or OS X apps using the most modern technology, this book is ideal for you. You will find this book especially useful if you are new to programming or if you have yet to develop for iOS or OS X.
