

1. Record Nr.	UNINA9910796828403321
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Titolo	Learn Swift by building applications : explore Swift programming through iOS app development / / Emil Atanasov
Pubbl/distr/stampa	Birmingham ; ; Mumbai : , : Packt, , 2018
ISBN	1-78646-601-5
Edizione	[1st edition]
Descrizione fisica	1 online resource (1 volume) : illustrations
Disciplina	005.3
Soggetti	Swift (Computer program language) Application software - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>Start building your very own mobile apps with this comprehensive introduction to Swift and object-oriented programming</p> <p>About This Book</p> <p>A complete beginner's guide to Swift programming language</p> <p>Understand core Swift programming concepts and techniques for creating popular iOS apps</p> <p>Start your journey toward building mobile app development with this practical guide</p> <p>Who This Book Is For</p> <p>This book is for beginners who are new to Swift or may have some preliminary knowledge of Objective-C. If you are interested in learning and mastering Swift in Apple's ecosystem, namely mobile development, then this book is for you.</p> <p>What You Will Learn</p> <p>Become a pro at iOS development by creating simple-to-complex iOS mobile applications</p> <p>Master Playgrounds, a unique and intuitive approach to teaching Xcode</p> <p>Tackle the basics, including variables, if clauses, functions, loops and structures, classes, and inheritance</p> <p>Model real-world objects in Swift and have an in-depth understanding of the data structures used, along with OOP concepts and protocols</p> <p>Use CocoaPods, an open source Swift package manager to ease your everyday developer requirements</p> <p>Develop a wide range of apps, from a simple weather app to an Instagram-like social app</p> <p>Get ahead in the industry by learning how to use third-party libraries efficiently in your apps</p> <p>In Detail</p> <p>Swift Language is now more powerful than ever; it has introduced new ways</p>

to solve old problems and has gone on to become one of the fastest growing popular languages. It is now a de-facto choice for iOS developers and it powers most of the newly released and popular apps. This practical guide will help you to begin your journey with Swift programming through learning how to build iOS apps. You will learn all about basic variables, if clauses, functions, loops, and other core concepts; then structures, classes, and inheritance will be discussed. Next, you'll dive into developing a weather app that consumes data from the internet and presents information to the user. The final project is more complex, involving creating an Instagram like app that integrates different external libraries. The app also uses CocoaPods as its package dependency manager, to give you a cutting-edge tool to add to your skillset. By the end of the book, you will have learned how to model real-world apps in Swift. Style and approach This book has a very practical and hands-on approach towards teaching the user the new and advanced features of Swift. Downloading the...

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