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1. This book covers new information for Swift 2. From my understanding, Apple announced updates to the Swift language a while ago and so if I'm going to spend time

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learning Swift, I want to make sure I'm learning the most up-to-date material. 2. It truly is for beginners!

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and be introduced to

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User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch.

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NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check

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out the newer edition
instead, which is
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OS X apps by giving
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you'll quickly be

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using Playgrounds to

instantly see the

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results of your work.

Author Boisy G. Pitre

gives you a solid

grounding in key Swift

language concepts-

including variables,

constants, types,

arrays, and

dictionaries-before he

shows you how to use

Swift's innovative

Xcode integrated

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environment to create

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examples Real-world
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Best practices from
an experienced Mac
and iOS developer
Emphasis on how to
use Xcode,

Playgrounds, and the
REPL COMPANION

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WEBSITE: www.peachpit.com/swiftbeginners includes additional resources.

The professional development team that brought you two editions of Objective-C for the Absolute Beginners and have taught thousands of developers around the world to write

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Some of the most popular iPhone apps in their categories on the app store, have now leveraged their instruction for Swift. Swift for Absolute Beginners is perfect for those with no programming background, those with some programming experience but no

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quickly What is Object
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are Swift classes,
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collections: arrays

and dictionaries

Boolean logic,

comparing data, and

flow control Writing

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scratch Avoiding Swift

pitfalls Many students

have a difficult time

believing they can

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apps or just staying

motivated through

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your step-by-step
guide to learning how
to code using Swift,
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Beginners teaches
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language in the
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language, and learn

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to create game apps for iOS at the same time – a double win!

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Along the way you'll

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learn the language, but always in the context of fun and games. Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the main programming language for iOS devices and Mac OS X. Swift is a must learn language for

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Apple devices, and
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you'll ever have in
stepping over the
threshold toward
eventual mastery of
the language.

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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

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Objectives
This book
is about Swift

programming. The
following are the

objectives of the

author: To familiarize
you with the basics of

Swift programming
language. To equip

you with Swift

programming skills,

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both beginner and advanced skills. To help you understand the difference between Swift and Objective-C. To help you appreciate the power of Swift as a programming language for the development of mobile applications.

Who this Book is for?

The author intends to

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benefit any of the following groups of people: Anybody who wants to learn basic Swift programming skills. Anybody who needs to advance their Swift programming skills. Anybody who needs to learn iOS app development for iOS 9 and above.

Professors, lecturers

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or tutors who are looking to find better ways to explain Swift programming to their students in the simplest and easiest way. Students and academicians, especially those focusing on Swift programming, computer science and software development.

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Requirements

The author expects you to have a computer

installed with Mac OS X. If you don't have a

MacBook, you can consider creating a

Mac OS X virtual machine on your

computer. What is inside the book?

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SWIFT OPERATORS

DECISION MAKING

SWIFT LOOPS

SWIFT FUNCTIONS

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CLOSURES From the

back coverThe author

begins by introducing

the readers to the

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Foundations of the Swift programming language. The aim is to help them the individuals who developed the language, how the Swift compiler works. The reader has been guided on what they require so as to program in Swift. The author has then discussed the basics

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of Swift including writing comments, writing and running the first Swift program, Swift syntax, etc. The various features provided by Swift have been discussed in depth, including data types, variables, constants, loops, decision making, functions, operators, object

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Absolute programming features, etc. The author has organized the book into chapters, with each chapter having many sub-chapters. Swift codes have been added, alongside thorough explanations of the code and images showing the expected output upon the execution of every

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script. The author begins with the basics of Swift and ends by discussing the complex features provided by the programming language. A step-by-step approach has been employed in every chapter for ease of understanding.

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Like the announcement of Swift in 2014, SwiftUI is expected to fundamentally change the way developing programmers approach coding iPhone and iPad applications. This

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book examines how

SwiftUI lowers the
entry barrier for

developers to write

amazing cross-

platform applications

for iOS and iPadOS

as well as WatchOS,

Mac OS, and TVOS.

What You'll Learn

Write code in the new

SwiftUI syntax

Combine views to

arrange them for an

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Absolute Add

gestures and controls
to an application Who

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learn to develop apps
for the Mac, iPhone,
iPad, and Apple

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programming
language. No
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experience is

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will not only teach complete programming novices how to write macOS programs, but it can also help experienced programmers moving to the Mac for the first time. You will learn the principles of programming, how to use Swift and Xcode, and how to combine your knowledge into

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