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  Verified Functional Programming in Agda Aaron Stump,2016-02-01 Agda is an advanced programming language based on Type Theory Agda s type system is expressive enough to support full functional verification of programs in two styles In external verification we write pure functional programs and then write proofs of properties about them The proofs are separate external artifacts typically using structural induction In internal verification we specify properties of programs through rich types for the programs themselves This often necessitates including proofs inside code to show the type checker that the specified properties hold The power to prove properties of programs in these two styles is a profound addition to the practice of programming giving programmers the power to guarantee the absence of bugs and thus improve the quality of software more than previously possible Verified Functional Programming in Agda is the first book to provide a systematic exposition of external and internal verification in Agda suitable for undergraduate students of Computer Science No familiarity with functional programming or computer checked proofs is presupposed The book begins with an introduction to functional programming through familiar examples like booleans natural numbers and lists and techniques for external verification Internal verification is considered through the examples of vectors binary search trees and Braun trees More advanced material on type level computation explicit reasoning about termination and normalization by evaluation is also included The book also includes a medium sized case study on Huffman encoding and decoding   **Functional Programming: A PragPub Anthology** Michael Swaine,2017-07-20 Explore functional programming and discover new ways of thinking about code You know you need to master functional programming but learning one functional language is only the start In this book through articles drawn from PragPub magazine and articles written specifically for this book you ll explore functional thinking and functional style and idioms across languages Led by expert guides you ll discover the distinct strengths and approaches of Clojure Elixir Haskell Scala and Swift and learn which best suits your needs Contributing authors Rich Hickey Stuart Halloway Aaron Bedra Michael Bevilacqua Linn Venkat Subramaniam Paul Callaghan Jose Valim Dave Thomas Natasha Murashev Tony Hillerson Josh Chisholm and Bruce Tate Functional programming is on the rise because it lets you write simpler cleaner code and its emphasis on immutability makes it ideal for maximizing the benefits of multiple cores and distributed solutions So far nobody s invented the perfect functional language each has its unique strengths In Functional Programming A PragPub Anthology you ll investigate the philosophies tools and idioms of five different functional programming languages See how Swift the development language for iOS encourages you to build highly scalable apps using functional techniques like map and reduce Discover how Scala allows you to transition gently but deeply into functional programming without losing the benefits of the JVM while with Lisp based Clojure you can plunge fully into the functional style Learn about advanced functional concepts in Haskell a pure functional language making powerful use of the type system with type inference and type classes And see how functional programming is becoming more elegant and

friendly with Elixir a new functional language built on the powerful Erlang base The industry has been embracing functional programming more and more driven by the need for concurrency and parallelism This collection of articles will lead you to mastering the functional approach to problem solving So put on your explorer s hat and prepare to be surprised The goal of exploration is always discovery What You Need Familiarity with one or more programming languages **Image Processing and Computer Vision in iOS** Oge Marques,2020-11-23 This book presents the fundamentals of mobile visual computing in iOS development and provides directions for developers and researchers interested in developing iOS applications with image processing and computer vision capabilities Presenting a technical overview of some of the tools languages libraries frameworks and APIs currently available for developing iOS applications Image Processing and Computer Vision in iOS reveals the rich capabilities in image processing and computer vision Its main goal is to provide a road map to what is currently available and a path to successfully tackle this rather complex but highly rewarding task *Advanced Swift* Chris Eidhof,Ole Begemann,Florian Kugler (Software developer),Ben Cohen,2019 Learn about advanced concepts in Swift programming **Mobile DevOps Playbook** Moataz Nabil,2023-09-28 Learn to use mobile DevOps for faster more efficient mobile development by uncovering the secrets of mobile application development lifecycle Key Features Discover best practices and mobile DevOps tools for test automation app releases performance optimization security error tracking and more Enhance efficiency speed and quality of your development process with mobile DevOps Explore mobile DevOps components like continuous integration testing deployment and monitoring Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionTo build mobile apps you need to understand mobile first features tools and processes that help you build test and release robust apps faster and more efficiently The multitude of challenges stemming from mobile development s inherent complexities including native iOS and Android app creation cross platform frameworks and the implementation of scalable architectures within extensive teams collectively contribute to a substantial number of obstacles that can significantly prolong the release process This book will help you understand and implement the best practices of mobile DevOps for continuous integration testing delivery deployment and monitoring You ll explore different challenges faced by developers due to varied OSs the unforgiving nature of mobile applications and continuous updates to mobile phones and learn how to maneuver through these challenges You ll also get to grips with the latest trends while discovering the potential future of mobile DevOps with valuable insights and guidance about integrating mobile development teams into your organization By the end of this book you ll be well equipped to successfully implement mobile DevOps and build fast qualitative and efficient mobile apps for your team or organization What you will learn Discover the principles components and concepts of mobile DevOps Develop a successful mobile CI CD strategy in your organization Identify the tools and processes for mobile app release and distribution Develop and release mobile applications efficiently and reliably Implement continuous testing with mobile DevOps Leverage Mobile DevSecOps to improve security efficiency of your Mobile app

development process Understand how Platform Engineering and IDP Teams can improve Developer Productivity in Mobile DevOps Identify and fix problems with mobile application performance and data usage Who this book is forThis book is for DevOps engineers looking to learn more about mobile DevOps to build effective processes for releasing mobile apps quickly and frequently It s also an excellent resource for mobile developers mobile release managers mobile architects mobile platform engineers and QA engineers involved in mobile app development Familiarity with DevOps and mobile app challenges related to testing releasing and monitoring especially at scale is a prerequisite **Advanced Swift** Chris Eidhof,Airspeed Velocity,2016-03-18 Advanced Swift takes you through Swift s features from low level programming to high level abstractions In this book we ll write about advanced concepts in Swift programming If you have read the Swift Programming Guide and want to explore more this book is for you Swift is a great language for systems programming but also lends itself for very high level programming We ll explore both high level topics for example programming with generics and protocols as well as low level topics for example wrapping a C library and string internals *Advanced Swift* Chris Eidhof,Ole Begemann,Airspeed Velocity,2017-11-13 Learn about advanced concepts in Swift programming **"Looks Good to Me"** Adrienne Braganza,2025-01-07 Deliver code reviews that consistently build up your team and improve your applications Looks Good to Me offers a unique approach to delivering meaningful code reviews that goes beyond superficial checklists and tense critical conversations Instead you ll learn how to improve both your applications and your team dynamics Looks Good to Me teaches you how to Understand a code review s benefits proactively prevent loopholes and bottlenecks Co create an objective code review system Clarify responsibilities author reviewer team lead manager and the team itself Establish manageable guidelines and protocols Align with your team and explicitly document the policies they will follow Automate code quality with linting formatting static analysis and automated testing Compose effective comments for any situation Consider combining code reviews with pair programming or mob programming AI for code reviews Inside Looks Good to Me you ll find comprehensive coverage of every part of the code review process from choosing a system to keeping reviews manageable for everyone involved With this mix of tools processes common sense and compassion you ll run a highly effective review process from first commit to final deployment Foreword by Scott Hanselman About the technology Transform code reviews into the positive productive experiences they re meant to be Whether it s your code under the microscope or you re the one giving the feedback this sensible guide will help you avoid the tense debates fruitless nitpicking and unnecessary bottlenecks you ve come to expect from code reviews About the book Looks Good to Me teaches the considerate common sense approach to code reviews pioneered by author Adrienne Braganza You ll learn how to create a cohesive team environment align review goals and expectations clearly and be prepared for any changes or obstacles you may face Along the way you ll master practices that adapt to how your team does things with multiple options and solutions relatable scenarios and personal tidbits You ll soon be running highly effective reviews that make your code and your team

stronger What s inside Why we do code reviews Automate processes for code quality Write effective comments About the reader For any team member from developer to lead About the author Adrienne Braganza is an engineer speaker instructor and author of the bestselling book Coding for Kids Python Table of Contents Part 1 1 The significance of code reviews 2 Dissecting the code review 3 Building your team s first code review process Part 2 4 The Team Working Agreement 5 The advantages of automation 6 Composing effective code review comments Part 3 7 How code reviews can suck 8 Decreasing code review delays 9 Eliminating process loopholes 10 The Emergency Playbook Part 4 11 Code reviews and pair programming 12 Code reviews and mob programming 13 Code reviews and AI A Team Working Agreement starter template B Emergency Playbook starter template C PR templates D List of resources **Mastering Advanced Swift 6** Beckford M Wescott,2025-09-06 Have you ever opened Xcode and stared at Swift code wondering Am I really using this language to its full potential Do you find yourself writing applications that work but feel like there s always a faster cleaner or smarter way to do it Are you ready to break through the limitations of basic Swift programming and truly master the advanced techniques that professional developers rely on every day MASTERING ADVANCED SWIFT 6 is not just another programming book it s a guided journey into the depths of Swift 6 Whether you re curious about the latest Swift 6 2 features eager to write scalable high performance applications or want to confidently handle complex concepts like concurrency generics and memory management this book is designed to challenge teach and inspire you Have you struggled to understand protocol oriented programming structured concurrency or property wrappers Have you ever wished you could optimize your code prevent retain cycles and write safer more efficient applications without guessing This book answers those questions and many more With real world examples hands on projects and in depth explorations you ll see exactly how advanced Swift concepts are applied in production grade applications Do you want to write code that s not only functional but also elegant readable and maintainable Are you ready to explore advanced SwiftUI techniques leverage result builders and fully harness the power of actors and async await for safe concurrent programming Are you curious how Swift 6 can help you build cross platform applications for iOS macOS watchOS VisionOS and even Linux Through step by step explanations practical projects and professional guidance this book takes you from simply knowing Swift to mastering it You will learn how to structure your applications efficiently write reusable code and tackle advanced challenges with confidence It s about giving you the tools to go beyond tutorials and start thinking like a professional Swift developer Are you ready to elevate your skills and become the developer you ve always aspired to be Don t let your knowledge plateau Don t settle for basic understanding when you can master advanced Swift 6 and unlock your full potential Take the leap dive in master the language and transform the way you build applications with Swift 6 today **Mastering Advanced Swift** HAWKINGS. J. CROWD,2025-01-28 MASTERING ADVANCED SWIFT UNLOCK THE POWER OF MODERN iOS DEVELOPMENT Take your iOS development skills to the next level with Mastering Advanced Swift This comprehensive guide dives deep into the intricacies of Swift empowering you to

build robust high performance and elegant iOS applications Go beyond the basics and explore the cutting edge techniques used by industry professionals This book is not just another Swift tutorial It s a journey into the heart of the language where you ll uncover the power of advanced concepts like Memory Management Master ARC understand retain cycles and optimize memory usage for peak app performance Concurrency and Asynchronous Programming Harness Grand Central Dispatch GCD and the latest Swift Concurrency features async await actors to create responsive and efficient applications Generics and Protocols Write highly reusable and flexible code with advanced generic techniques and protocol oriented programming Metaprogramming and Reflection Explore the power of metaprogramming to write more dynamic and adaptable code Advanced Data Structures and Algorithms Implement complex data structures and algorithms to solve challenging problems and optimize your app s performance Testing and Debugging Learn advanced debugging techniques and implement robust testing strategies to ensure the quality and stability of your applications 1 Modern iOS Architectures Explore and implement popular architectural patterns like MVVM VIPER and Clean Architecture to build scalable and maintainable apps SwiftUI and Combine Integrate modern declarative UI frameworks with powerful reactive programming techniques Mastering Advanced Swift is packed with real world examples practical exercises and expert insights making it the perfect resource for experienced Swift developers looking to elevate their skills Whether you re building complex enterprise apps or pushing the boundaries of mobile innovation this book will equip you with the knowledge and tools you need to succeed in the ever evolving world of iOS development Who This Book Is For This book is for developers who already have a solid foundation in Swift and are looking to expand their knowledge and skills Familiarity with basic iOS development concepts is recommended Unlock your full potential as an iOS developer Start mastering advanced Swift today **Advanced IOS App Architecture (Third Edition)** Josh Berlin,raywenderlich Tutorial Team,Rene Cacheaux,2020-09 Apply Different Architectures to Your Codebase Advanced iOS App Architecture guides you through building one real world app written in different architectures to give you hands on and practical experience working in different architectures This book will also guide you through the theory you need to gain a solid foundation of architecture concepts so that you can make your own informed decisions on how to use them in your codebase Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and are looking to build apps using defined architectures making apps cleaner and easier to maintain Topics Covered in Advanced iOS App Architecture Navigating Architecture Topics Learn the theory behind various architectures to help inform which works best for you in different situations you may face Managing Dependencies Learn how to manage dependencies both internally and externally within your app MVVM Architecture Explore the history of the MVVM architecture and begin building KOOBER the book s project app using MVVM principles Redux Architecture Explore the history of the Redux architecture and continue building KOOBER using Redux principles Elements Architecture Explore the history of the Elements architecture and continue building KOOBER using Elements principles SwiftUI Explore SwiftUI and

find out how to adapt existing application architectures for use with SwiftUI After reading this book you ll have the knowledge to decide which types of architecture components suit your apps and you ll have a deep understanding of the covered architectures About the iOS Architecture Team The architecture team is a group of seasoned developers who work for large multi national companies who deal with large and diverse code bases on a daily basis The knowledge procured over years of development is now being transferred to you through book We hope you enjoy the book and hopefully you ll apply some of the architectures you ve learned to your own apps   **Swift in 30 Days** Gaurang Ratnaparkhi,2021-09-03 Designing iOS mobile apps using simple Swift codes and libraries KEY FEATURES Combines the fundamentals of Swift and power packed libraries including SwiftUI Includes graphical illustrations and step by step instructions on coding your first iOS application Covers end to end iOS app development with code debugging and best practices DESCRIPTION Swift in 30 Days teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified pragmatic and quick programming learning without much theory The book examines the basics of Swift programming fundamental Swift building blocks how to write syntax constructs define classes arrays model data with interfaces and several examples of Swift programming The book will help you to create the environment for app development including tools and libraries like Xcode and SwiftUI You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application You will have access to design patterns and learn how to handle errors debug and work with protocols By the end of this book you will become a trusted Swift programmer and a successful iOS developer who will dive deeper into Apple s intelligent app programming challenge WHAT YOU WILL LEARN Create an iOS app from scratch and learn fundamental Swift concepts such as operators and control flow Create intuitive and intelligent user interfaces with an understanding of self design and constraints Recap OOP concepts and Swift protocol based programming Work with design patterns write clean codes and build expert tables and navigations Work with Xcode and SwiftUI 2 0 WHO THIS BOOK IS FOR This book is for students graduates and entry level coders who want to learn iOS app development without prior Swift or mobile app development experience TABLE OF CONTENTS Week 1 Beginner 1 Building Your First App 2 Swift Programming Basics 3 Auto Layout 4 Types and Control Flow Week 2 Intermediate 5 Optional Type and More 6 Code Structuring Week 3 Advanced 7 OOP in Swift 8 Protocols and Delegates Week 4 Bonus 9 Error handling and Debugging 10 SwiftUI   Mastering Swift 4- Fourth Edition Jon Hoffman,2017-09-27 Dive into the latest release of the Swift programming language with this advanced development book for building highly performant applications About This Book Harness the latest and most advanced features of Swift 4 to develop quality iOS and macOS applications Comprehensive coverage of all the advanced features of Swift and guidance on advanced design techniques Dive deep into protocol extensions learn new error handling model and use featured Swift design patterns to write more efficient code Get to grips with advanced design techniques to write smarter cleaner Swift codeWho This Book Is ForThis book is for developers who want to delve into the

newest version of Swift If you are a developer who learns best by looking at and working with code then this book is for you A basic understanding of Apple s tools is beneficial but not mandatory What You Will Learn Delve into the core components of Swift 4 0 including operators collections control flows and functions Create and use classes structures and enumerations Understand protocol oriented design and see how it can help you write better code Develop a practical understanding of subscripts and extensions Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics and closures to write very flexible and reusable code Make use of Swift s error handling and availability features to write safer codeIn DetailSwift is the definitive language for Apple development today It s a vital part of any iOS and macOS developer s skillset helping them to build the most impressive and popular apps on the App Store the sort of apps that are essential to iPhone and iPad users every day With version 4 0 the Swift team has added new features to improve the development experience making it easier to get the results you want and customers expect Inside you ll find the key features of Swift 4 0 and quickly learn how to use the newest updates to your development advantage From Objective C interoperability and ARC to closures and concurrency this advanced Swift guide will develop your expertise and help you become fluent in this vital programming language We ll give you an in depth knowledge of some of the most sophisticated elements of Swift development including protocol extensions error handling design patterns and concurrency We ll guide you on how to use and apply them in your own projects You ll see how to leverage the power of protocol oriented programming to write flexible and easier to manage code Style and ApproachA Step by step advanced guide *iOS 15 Application Development for Beginners* Arpit Kulsreshtha,2021-12-31 Learn iOS App development with advanced Apple technology and developer centric tools KEY FEATURES Loaded with core developer tools including SwiftUI Xcode and CoreML Covers app architecture design patterns and mobile hardware use in app development Numerous examples covering database GPS image recognition and ML DESCRIPTION This book is a step by step hands on guide for Apple developers to build iOS apps using Swift programming with minimal effort This book will help develop the knowledge and skills necessary to program Apple applications independently This book introduces you to Swift SwiftUI MapKit Xcode and Core ML and guides you through the process of creating a strong marketable iOS application The book begins with the fundamentals of Swift which will serve as the foundation for future app development This book will help readers to develop user interfaces for iOS applications using SwiftUI and Interface Builder as well as the code for views view controllers and data managers The book teaches how to use Core Data and SQLite to store databases It will help you work with Apple technologies and frameworks including Core Location and MapKit for GPS tracking Camera and Photo Library for image storage Core ML for machine learning and implementations of artificial intelligence solutions By the end of this book you will have developed a solid foundation for writing Swift apps utilizing best practices in architecture and publishing them to the app store The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an

understanding of Apple apps WHAT YOU WILL LEARN Develop practical skills in Swift programming Xcode and SwiftUI Learn to work around the database file handling and networking while building apps Utilize the capabilities of mobile hardware to include sound images and videos Bring machine learning capabilities using the Core ML framework Integrate features such as App Gestures and Core Location into iOS applications Utilize mobile design patterns and maintain a clean coding style WHO THIS BOOK IS FOR This book is ideal for beginners in programming students and professionals interested in learning how to program in iOS use various developer tools and create Apple apps Working knowledge of any programming language is an advantage but not required TABLE OF CONTENTS 1 Getting Started with Xcode 2 Swift Fundamentals 3 Classes Struct and Enumerations 4 Protocols Extensions and Error Handling 5 TabBar TableView and CollectionView 6 User Interface Design with SwiftUI 7 Database with SQLite and Core Data 8 File Handling in iOS 9 App Gesture Recognizers in iOS 10 Core Location with MapKit 11 Camera And Photo Library 12 Machine Learning with Core ML 13 Networking in iOS Apps 14 Mobile App Patterns and Architectures 15 Publish iOS App on App Store **Swift Cookbook** Keith Moon,Chris Barker,2021-02-26 Discover recipes for building feature rich reliable iOS native apps and explore the latest features in Swift 5 3 with the help of proven industry standard recipes modern design techniques and popular strategies Key FeaturesUnderstand how closures work and make use of generics with protocols to write flexible codeDiscover the fundamentals of Swift and build apps with frameworks such as Foundation Networking and UIKitGet to grips with the new features of Swift 5 3 including SwiftUI CoreML and the Vision FrameworkBook Description Swift is an exciting multi platform general purpose programming language and with this book you ll explore the features of its latest version Swift 5 3 The book begins with an introduction to the basic building blocks of Swift 5 3 its syntax and the functionalities of Swift constructs You ll then discover how Swift Playgrounds provide an ideal platform to write execute and debug your Swift code As you advance through the chapters the book will show you how to bundle variables into tuples or sets order your data with an array store key value pairs with dictionaries and use property observers You ll also get to grips with the decision making and control structures in Swift examine advanced features such as generics and operators and explore functionalities outside of the standard library Once you ve learned how to build iOS applications using UIKit you ll find out how to use Swift for server side programming run Swift on Linux and investigate Vapor Finally you ll discover some of the newest features of Swift 5 3 using SwiftUI and Combine to build adaptive and reactive applications and find out how to use Swift to build and integrate machine learning models along with Apple s Vision Framework By the end of this Swift book you ll have discovered solutions to boost your productivity while developing code using Swift 5 3 What you will learnExplore basic to advanced concepts in Swift 5 3 programmingUnderstand conditional statements loops and how to handle errors in SwiftDefine flexible classes and structs using genericsUse advanced operators and create custom onesBuild iOS apps using the powerful features of UIKit or the new SwiftUI frameworkImport your own custom functionality into Swift PlaygroundsRun Swift on Linux and investigate server

side programming with the server side framework VaporUse Swift to implement machine learning models using CoreML and VisionWho this book is for This book is for experienced iOS developers looking to learn about the diverse features offered by Swift 5 3 along with tips and tricks to efficiently code and build applications Knowledge of general programming concepts will assist in understanding key concepts   **Swift** Mg Martin,2019-05-02 Have you ever wanted to learn how to build IOS apps but don t know where to start Have you tried some of the IOS books and blogs but still you could not get to the end Do you feel like you need some fundamentals skills in Swift for you to get started Well Swift is the new language for you No need to struggle any more Swift will help you create both IOS8 and OSX apps in an intriguing and interesting way If you happen to have some experience working with Objective C you might be asking yourself why shift to Swift After all you have been creating better apps for OS X for some years But did you know that apple had something in store before they released Swift Whether you are an experienced programmer or just starting out in iOS app design this book takes you through all the steps of designing an iOS app If you want to learn how to create outstanding apps that will beat your competitor this book helps you discover the secret From Xcode and Swift the foundation of modern iOS development you will learn the building blocks of designing a great app so that you can dig deep into the app development The Swift programming language is innovative safe and young So how do you stay updated with the latest information and avoid being left behind with the most recent developments Inside you will find from Beginners Intermediate and Advanced Principles of Swift Programming Step by step instructions on building apps Sample XCode projects Basic Introduction to Swift Discover major design principles that define iOS user experience Manage data and manipulate images using effects and filters Latest changes to Swift 5 0 The ABI stability And many more Don t wait Grab your copy today   **Practical Swift** Eric Downey,2016-12-01 Take a firsthand tour of Xcode and all the latest features Swift 3 has to offer If you have picked up this book chances are you know a little bit about Swift Programming With Practical Swift you ll develop an advanced understanding of the language that will enable you to create a reference guide using Xcode Playgrounds one you can continue to grow throughout your iOS career This book not only shows you how to code in a clean and concise manner but also the why behind the code Understanding why will be instrumental in your advancement as a Swift developer What You ll learn Review the evolution of Swift and the latest features in Swift 3 Study architecture and design patterns Examine Protocol Oriented Programming Understand Swift generics Test Swift code Build an iOS App with core data from scratch Who This Book Is For The primary audience for this book is developers who have started learning iOS and Swift and want to learn more of the intermediate to advanced topics available in Swift The secondary audience is developers who have experience in iOS and Swift and want a good reference book for concepts they might already know but are looking to re enforce   *Learning Swift* Paris Buttfield-Addison,Jon Manning,Tim Nugent,2016-05-02 Get hands on experience with Apple s Swift programming language by building real working apps With this practical guide skilled programmers with little or no knowledge of Apple development will learn how

to code with Swift 2 by developing three complete tightly linked versions of the Notes application for the OS X iOS and watchOS platforms In the process you ll learn Swift s fundamentals including its syntax and features along with the basics of the Cocoa CocoaTouch and WatchKit frameworks This book teaches you how to use common design patterns for Swift how to structure an application for Apple s platforms and how to submit working apps to the App Store Divided into four distinct parts this book includes Swift 2 basics Learn Swift s features for object oriented development as well as various developer tools OS X app development Set up your app work with its documents and build out its features iOS app development Use multimedia contacts location notifications and iCloud files to build a fully featured iOS Notes app Advanced app extensions Support Apple Watch and learn how to debug monitor and test all three of your Swift apps   **Mastering Swift 3** Jon Hoffman,2016-10-25 Dive into the latest release of the Swift programming language with this advanced Apple development book About This Book Discover the new features and improvements to Swift 3 Get to grips with advanced design patterns and techniques to write smarter cleaner Swift code Become a more fluent Swift developer and build powerful impressive iOS and OS X applications Who This Book Is For This book is for developers who want to dive into the newest version of Swift If you are a developer that learns best by looking at and working with code then this book is for you A basic understanding of Apple s tools is beneficial but not mandatory What You Will Learn Dive into the core components of Swift 3 0 including operators collections control flow and functions Create and use classes structures and enums Understand object oriented Swift and see how to tackle inheritance protocols and extensions Develop a practical understanding of subscripts optionals and closures See how to use the new protocol extension and error handling features of Swift 3 0 Add concurrency to your applications using Grand Central Dispatch In Detail Swift is the definitive language of Apple development today It s a vital part of any iOS and OS X developer s skillset helping them to build the most impressive and popular apps on the App Store the sort of apps that are essential to iPhone and iPad users every day With version 3 0 the Swift team have added new features to improve the development experience making it easier to get the results you want and customers expect Inside you ll find the key features of Swift 3 0 and quickly learn how to use the newest updates to your development advantage From Objective C interoperability to ARC to closures and concurrency this advanced Swift guide will develop your expertise and make you more fluent in this vital programming language We give you in depth knowledge of some of the most sophisticated elements of Swift development including protocol extensions error handling design patterns and concurrency and guide you on how to use and apply them in your own projects You ll see how even the most challenging design patterns and programming techniques can be used to write cleaner code and to build more performant iOS and OS X applications By the end of this book you ll have a handle on effective design patterns and techniques which means you ll soon be writing better iOS and OS X applications with a new level of sophistication and control Style and approach Packed with practical examples that show you how to put the concepts you learn into practice quickly we ll takes you through some of the most advanced and

sophisticated elements of the language in a practical and actionable way You can also download the code to use yourself

<u>Swift Programming in easy steps</u> Darryl Bartlett,2019-05-07 Swift is very easy to learn and it s more readable than most programming languages It allows you to build applications for iPhone iPad Apple Watch Apple TV and Mac Swift Programming in easy steps teaches you how to build iOS apps from scratch using Swift 4 Learn Xcode the free software to write apps in Swift Swift Playgrounds the experimenting environment that lets you write code and see results instantly Firebase Google s mobile platform that lets you add functionality to your app SpriteKit that gives you everything you ll need to build 2D games ARKit that allows you to create Augmented Reality experiences for your app users You don t need any prior programming knowledge This book will walk you through the process of user interface design and coding all the way to publishing your apps to the App Store For anyone seeking to discover the easiest way to create apps for Apple devices Covers iOS 12 and Swift 4 Table of Contents Introduction to iOS Development Swift Playgrounds User Interaction Camera Photo Library Location Table Views Firebase Login Database Game Development Advanced Swift Submitting your Apps

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