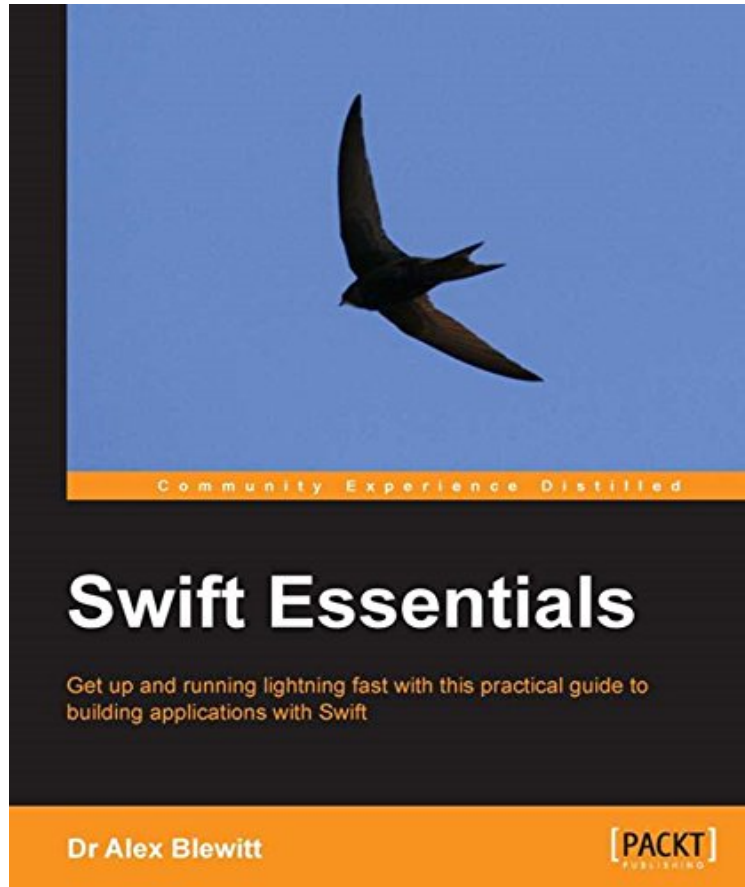


(Download ebook) Swift Essentials

## Swift Essentials

*Von Dr Alex Blewitt*

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**Von Dr Alex Blewitt : Swift Essentials** before purchasing it in order to gage whether or not it would be worth my time, and all praised Swift Essentials:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. The right book to start iOS programming with SwiftVon Ralph WinzingerThis book is a great jumpstart into iOS programming with Swift. Even though Im familiar with iOS programming using Objective-C, Im absolutely sure that this is no must to understand this book. The author starts with explaining the language basics like types and control structures and so its no problem to follow all the examples step by step. After learning about those basics and the Swift programming style in the Swift interpreter on the command line, the reader will immediately start to use the Xcode IDE and create the first small apps for iOS devices. Then user interfaces will be added, networking and faster than one might think, there will be an app to browse GitHub repositories.The book will not only teach you the Swift programming language but it also shows how to use the Xcode IDE and the included interface builder. Even though this is not Swift specific, its essential for creating apps and since those tools are really sophisticated and feature-rich, its really helpful to have them introduced, too. And even if you already know about them because you are an

Objective-C programmer, you will be surprised by the things you will learn about the new Xcode Playground. Besides that, there is a lot of background information, tips and tricks and notes that show that the author is a very experienced iOS programmer who knows what's important for beginners to quickly find a way into iOS programming. Basically, this would be a book that is fun to read on a few evenings but it will take longer than you would think: On nearly every single page you will be invited to open the console window or IDE and to start playing with code. And in my opinion, there's no better way to learn a new language than getting your hands dirty. I really would recommend this book to everyone who wants to learn building iOS apps with Swift. Have fun!

**Kurzbeschreibung** Get up and running lightning fast with this practical guide to building applications with Swift  
**About This Book** Rapidly learn how to program Apple's newest programming language, Swift, from the basics through to working applications  
**Create graphical iOS applications using Xcode and storyboard** Build a network client for GitHub repositories, with full source code on GitHub  
**Who This Book Is For** Whether you are a seasoned Objective-C developer or new to the Xcode platform, Swift Essentials will provide you with all you need to know to get started with the language. Prior experience with iOS development is not necessary, but will be helpful to get the most out of the book.  
**What You Will Learn** Explore the nuts and bolts of the Swift syntax  
Test Swift code interactively with the REPL  
Display graphics with QuickLook in the Swift playground  
Present data in master-detail applications  
Use the Swift storyboard to manage multi-screen applications  
Create graphical UIViews with Swift  
Parse JSON and XML data from network sources  
Build a standalone iOS application from start to finish  
**In Detail** Swift is a new and powerful programming language that represents an essential new programming tool for iOS and OSX applications and builds upon the power of Objective-C while streamlining the developer experience. Swift Essentials is a fast-paced, practical guide showing you the quickest way to put Swift to work in the real world. It guides you concisely through the basics of syntax and development before pushing ahead to explore Swift's higher features through practical programming projects. By the end of the book, you will be able to use Xcode's graphical interface builder, create interactive applications, and communicate with network services.  
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**ber den Autor und weitere Mitwirkende** Dr Alex Blewitt Dr Alex Blewitt has over 20 years of experience in Objective-C and has been using Apple frameworks since NeXTSTEP 3.0. He upgraded his NeXTstation for a TiBook when Apple released Mac OS X in 2001 and has been developing on it ever since. Alex currently works for a financial company in London and writes for the online technology news site InfoQ. He has authored two other books for Packt Publishing. He also has a number of apps on the App Store through Bandlem Limited. When he's not working on technology and the weather is nice, he likes to go flying from the nearby Cranfield airport. Alex writes regularly on his blog <http://alblue.bandlem.com> as well tweets regularly on Twitter, @alblue.