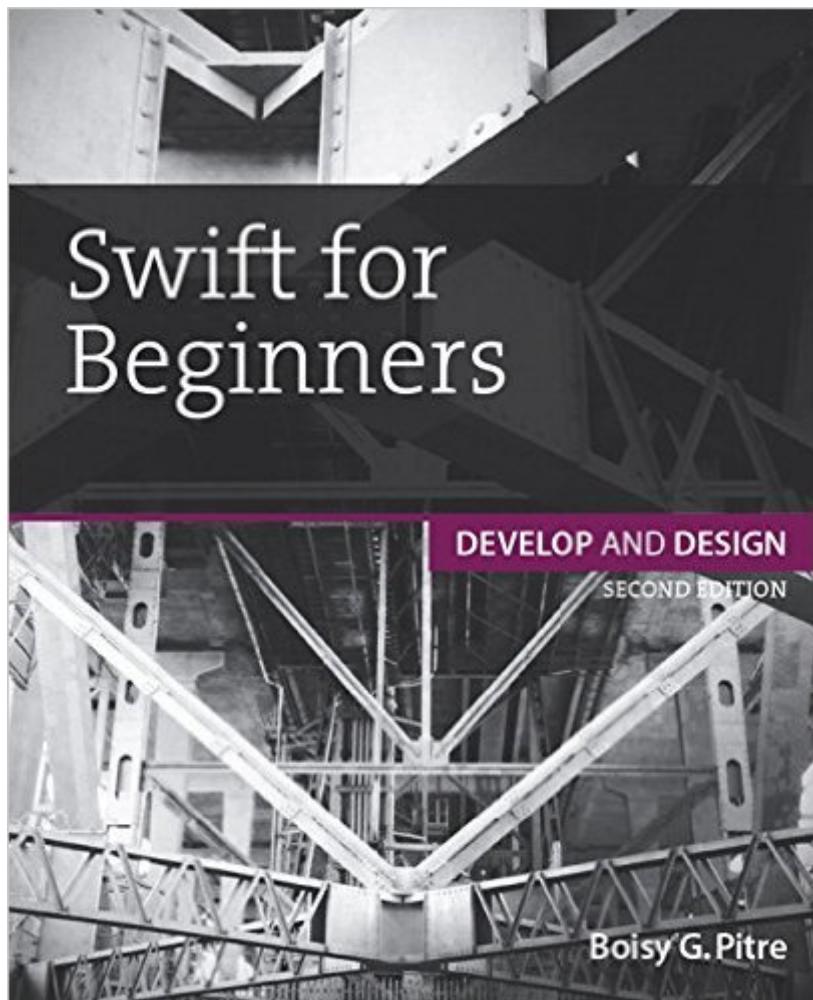


The book was found

# Swift For Beginners: Develop And Design (2nd Edition)



## Synopsis

LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative programming language for Cocoa and Cocoa Touch. Now in its second edition, Swift for Beginners has been updated to accommodate the evolving features of this rapidly adopted language. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this hands-on guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the 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 development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL. A COMPANION WEBSITE: [www.peachpit.com/swiftbeginners2](http://www.peachpit.com/swiftbeginners2) includes additional resources.

## Book Information

Series: Develop and Design

Paperback: 336 pages

Publisher: Peachpit Press; 2 edition (December 27, 2015)

Language: English

ISBN-10: 0134289773

ISBN-13: 978-0134289779

Product Dimensions: 7.3 x 0.8 x 9 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #270,836 in Books (See Top 100 in Books) #30 in Books > Computers & Technology > Programming > Languages & Tools > Swift #148 in Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development #4322 in Books > Textbooks > Computer Science

## Customer Reviews

Love love love this book! I tried online courses, other books and Apple tutorials and nothing helped me like this book. I am an absolute beginner with no coding experience and this book was perfect. Spoke in regular English with great explanations and examples! I cannot say enough good things!

As someone who is beginning to learn Swift programming, I really loved this book. It was clear and concise in its approach and explained the subject without overloading the reader. I bought a second copy for my nephew who is also interested in learning programming.

This book presumes no prior knowledge of an object-oriented language. Apple is currently on Swift 2.2, which is not code-compatible with the programs in this, or any other text, published before March of 2016. However, I have tested the latest code which is available for free on the publisher's website. Though the code in the Kindle edition and print edition are now obsolete, the code on the supporting website is current. This book covers "Playgrounds" and does not venture into iOS programming. If you are a beginner, this is a great place to start.

[Download to continue reading...](#)

Swift for Beginners: Develop and Design (2nd Edition) Taylor Swift: The Ultimate Fan Book 2015: Taylor Swift Facts, Quotes and Quiz (Taylor Swift Fan Books) (Volume 2) Taylor Swift: The Ultimate Fan Book 2015: Taylor Swift Facts, Quiz and Quotes (Taylor Swift Fan Books) Swift for Beginners: Develop and Design iOS Animations by Tutorials Second Edition: Updated for Swift 2.2: iOS 9 and Swift 2.2 Edition iOS 9 App Development Essentials: Learn to Develop iOS 9 Apps Using Xcode 7 and Swift 2 iOS 10 Programming Fundamentals with Swift: Swift, Xcode, and Cocoa Basics Swift Walker: A Space Adventure: Swift Walker Science and Geography Books for Kids, Book 3 Universal Methods of Design: 100 Ways to Research Complex Problems, Develop Innovative Ideas, and Design Effective Solutions PASSIVE INCOME: Develop A Passive Income Empire - Complete Beginners Guide To Building Riches Through Multiple Streams (Multiple Streams, Passive Income Riches, E-commerce Empire) Passive Income: Develop A Passive Income Empire: Complete Beginners Guide To Building Riches Through Multiple Streams Interior Design: A True Beginners Guide to Decorating On a Budget (interior design, decorating your home, home decorating, diy projects, home organization, living room, design) Swift OS X Programming for Absolute Beginners Swift 2 for Absolute Beginners Design for Manufacturability: How to Use Concurrent Engineering to Rapidly Develop Low-Cost, High-Quality Products for Lean Production Ruby: Programming, Master's Handbook: A TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms (Code like a PRO in ... web design, tech, perl, ajax, swift, python,) Java Programming: Master's Handbook: A TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms (Code like a PRO in ... web design, tech, perl, ajax, swift, python) Rag Quilting for Beginners: How-to quilting book with 11 easy rag quilting patterns for

beginners, #2 in the Quilting for Beginners series (Volume 2) Day Trading: 3 Manuscripts Penny Stocks Beginners, Options Trading Beginners, Forex Beginners (Trading,Stocks,Day Trading,Options Trading) Android Studio Development Essentials - Android 7 Edition: Learn to Develop Android 7 Apps with Android Studio 2.2

[Dmca](#)