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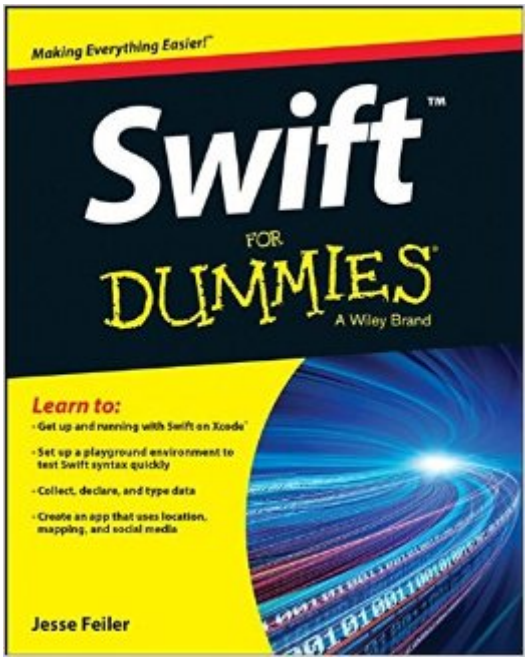
Swift For Dummies



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Synopsis

Get up and running with Swiftâ ”swiftly Brimming with expert advice and easy-to-follow instructions, Swift For Dummies shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it’s never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you’ll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You’ll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along. Plus, you’ll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and social media Whether you’re an existing Objective-C programmer looking to port your code to Swift or you’ve never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

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Customer Reviews

I have always been a fan of the For Dummies series but this book has changed that.The book is a

total mess. It’s unclear and unorganized, and it clearly does’t seem to target a specific audience.If you’re a beginner programmer, do not buy this book. This book assumes that you have some programming knowledge and knowledge with Cocoa Touch frameworks, which is a strange thing in a For Dummies series.When I started reading this book, I thought that I was reading it backwards. Chapter 4 goes into complex and advance programming with references of the unexplained topics on later chapters. The rest of the book made me feel the same.The book’s chapters are structured as follows:Chapter 1: Starts with building an app, Locatapp, that uses Cocoa Touch’s MapKitChapters 2-3: Talks about Xcode environment in way too much details (5 pages on Xcode’s code completion feature)Chapter 4: Jumps into deep coding of the same app introduced in chapter 1 with no explanation at all. The chapter mentions classes, kits, framework, etc.. without explaining them at all. I hardly followed his instructions, which are stated with no explanation whatsoever.Chapters 5-8: Talk about Swift’s syntax and the language itself. It does so in a confusing manner by writing the code in a playground and following the steps provided. Those chapters seem separated from the book, as they do not even mention the app that "should" be built while reading the book.Chapters 9-18: Continues building the app that was started on chapter 4 and introduces other aspects of Swift in the same time.Overall, the book jumped from topic to topic, the writer explains straightforward topics in too much details and leaves the complex topics unexplained, the way instructions are given makes building the app a nightmare, and the pictures seemed misplaced in the paperback version.I do not recommend this book. Both the writer and the editor have to fix those huge mistakes.

I should have read the reviews before buying but I have had such good luck with "dummies" books that I just bought it. AS OTHERS HAVE STATED, THIS BOOK IS A TOTAL MESS. I have been programming for 40 years and consider myself capable of learning almost anything technical. I am not big on object oriented programming but can get by. I read the book on two cross country flights and think i understand even less about Swift than before i started. I just got hoMe and noticed I no longer have the book. I left it on the plane. Great how the subconscious mind works. Now I don;t have to worry about trying to figure out this author’s brain dump. There is no logical development to the ideas presented. It is as if the book was generated from an advanced class lecture in which there was some sense of confirmation that the audience understood what he was talking about. He goes into painful detail about programming details that are not necessary and only distract someone trying to figure out WTF he is talking about.I AM SO GLAD I LEFT THE BOOK ON THE PLANE

I’m a computer tech. People ask me often how they or their kids can learn to program their own apps for ipad or iphone. I was hoping that this would be a book that would be simple enough that a non-programmer could see what goes into programming in swift. Even if it doesn’t teach programming, someone should come back from this with an idea of type of work that goes into programming an app. It’s a for dummies book. It should be simple and lead by the hand. Unfortunately this book does not do that.The first chapter is all about how to setup a project--down to info on how to change text styles. This chapter for the most part is what I thought the book would be. Overly detailed info on setting up so that even the "dummies" can get it.Then chapter two jumps into showing code with a variable and a loop without telling you what either are. Then it really does nothing with variables after showing you how to declare a variable. It doesn’t show you why you would want store variables or make loops but instead has page after page about how the auto-correct feature works and how the timeline feature works. There are literally 5 lines of code in the chapter with setting variables and a simple loop. Later the book tells us that Chapter 2 was our chapter on how to write and test code--you’ve just had code thrown at you and have no idea how to write code.After Chapter 3 on setting up your programming environment in xcode, the second half of chapter 4 is all about getting location data into your app. What? Chapter 4 has all sorts of code that no beginner will even understand. This is a for dummies course. This should be simple small steps and teaching you how things work all along the way. This just jumps and jostles and half teaches! There does seem to be some simpler stuff later in the book, but who would stick around through this slog?Chapter 5 finally teaches you some of the things you can do with data, but instead of teaching you why you would want to know how to manipulate data, it tells you not to worry because your Cocoa touch apps don’t need chapter 5 info. Yes, it says that right at the beginning of the chapter! Why would you have a chapter where you tell people at the beginning of the chapter that they don’t need the info in the chapter! It boggles the mind!It’s like there’s a huge emphasis on getting things installed and set up, but not much emphasis on programming and horribly little explanation when programming is shown. I only scanned the book after Chapter 5--I’m just not going to waste my time. Some of the later chapters seem to have simpler programming that the earlier ones which doesn’t make sense at all. But by the time you get there you’ve lost all the "dummies". I just don’t get this book. It feels like someone took a rough draft, divided it into chapters, threw the chapters up in the air, and then picked the chapter order by whatever order the chapters were picked up... It doesn’t feel like it’s for "dummies" and smart programmers definitely wouldn’t use it as a beginning Swift guide.

It may very well be a good book. However, Apple has updated Xcode and/or Swift so much that this book is obsolete for version Xcode 7 and/or Swift 2. I had to stop reading at page 36 because the examples no way matched what I had on my screen using Xcode 7. It seems pointless to install Xcode 6.X just to get through this book only to have to learn how to do the same stuff in 7. 2 stars since up to page 36 I found it very informative and easy to follow but it doesn't appear there are any updates to the book at the dummies website to account for these discrepancies. There are supposed to be downloads for all examples used in the book, but there isn't anything at the url listed for this book at all. The author also states the source code can be downloaded from his website too, but there is nothing there either. My advice, get a book that EXPLICITLY states what version of Xcode / Swift it was written for.

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