



Apple



Swift

# The Swift Programming Language Ibook Apple Inc

**Tao Wei**



## **The Swift Programming Language Ibook Apple Inc:**

*iPhone Portable Genius* Paul McFedries,2014-10-20 iPhone Portable Genius is packed with practical advice and covers all the key features in clear no nonsense language accessible to those new to the iPhone family Even experienced iPhone users can discover new tips and tricks that help save time and eliminate hassles This full color guide is designed for the visual learner featuring plenty of screenshots that illustrate various techniques Genius icons highlight smarter more innovative ways to do what you need to do better and faster You ll find essential information about iOS Siri iCloud and learn how to use your iPhone to manage organize and navigate your life Each new iPhone release inspires fervor as consumers clamor to get their hands on the latest and greatest Why the excitement Because as seamlessly functional as the iPhone is it just keeps getting better iPhone Portable Genius teaches you the techniques that translate across generations and upgrades as well as the fundamentals of iOS Learn to Connect to a network configure your settings and work with iCloud Max out the media features surf the Web and check your e mail Manage your contacts appointments e books and libraries Sync your apps photos music and more A comprehensive index designed for easy navigation clear concise instruction and a small portable size make this handy guide ideal for new iPhone users Making calls is only the beginning and iPhone Portable Genius shows you how much your iPhone has to offer Swift™ Step By Step Solution with Programs book Dr Ashad Ullah Qureshi,2020-08-01 Learn Swift with this detailed guide featuring step by step solutions and practical programs This book covers fundamental concepts advanced techniques and real world applications making it an essential resource for developers looking to create powerful and efficient iOS applications using Swift *Pro iOS Table Views and Collection Views* Tim Duckett,2015-12-30 Table views and collection views are the bread and butter of iOS apps With them you can create everything from the simplest of lists to fully tricked out user interfaces Pro iOS Table and Collection Views with Swift covers table views and collection views on all sizes of iOS devices including the new Apple Watch *Learn Swift on the Mac* Waqar Malik,2015-04-06 There s a new language in town Swift is Apple s new native fast and easy to learn programming language for iOS and OS X app development It s their Objective C without the C If you are an iOS developer or planning to become one learning Swift is your 1 priority and Learn Swift on the Mac tells you everything you need to get up to speed well swiftly You ll start with the Swift Playground and an introduction to object oriented programming so you can immediately see Swift in action You then learn about all of the key language features like functions and closures classes methods extensions and how Swift works just as well as Objective C when it comes to easy memory management with ARC Finally you ll learn how to use Swift alongside Objective C as well as with Core Data and you ll learn how to put all of the pieces together with a health app using Apple s new HealthKit framework Using iPhones, iPads, and iPods Matthew Connolly,Tony Cosgrave,2014-10-28 Apple Inc has sold more than 500 million iPhones iPads and iPodTouches Library patrons are increasingly coming to libraries with the expectation that their Apple devices will work flawlessly with library services or that they can find an iPad to use at

the library if they don't have one of their own. Libraries and librarians today are expected to be adept with the latest technology and to be able to apply it to popular use as well as scholarly research.

**Using iPhones and iPads: A Practical Guide for Librarians** offers library professionals a clear path to Apple readiness. The authors, a librarian and a software developer at a prominent research library, combine their experience in library public services and mobile technology to provide easy-to-follow, step-by-step instructions to help you get up to speed on ensuring that your library website and online resources are iDevice-friendly, creating a custom app for your library and making it available in iTunes, starting an iPad lending program, using iDevices for librarianship and library work, assessing and advertising iDevice programs, acquiring, configuring, and deploying iDevices to users, and recommended apps that can help you and your users. Whether you work at a large academic institution or a small public library, this book will show you how to become iDevice literate quickly and easily.

**My OS X (El Capitan Edition)** John Ray, 2015-10-06

My OS X is filled with beginning through intermediate tasks presented in a thorough step-by-step format that guide you through learning everything you need to know to use the El Capitan release of OS X. The goal is not to teach you how to type or click a mouse but how to configure network settings, customize your desktop, use built-in apps, optimize battery life, set up backup solutions, and much more. In My OS X you will find step-by-step instructions with callouts to OS X photos that show you exactly what to do. Help when you run into hardware or operating system problems or limitations. Tips and Notes to help you get the most from OS X. Full-color step-by-step tasks walk you through getting and keeping OS X working just the way you want. The tasks include: Managing, arranging, and tagging your files; Staying informed and productive with Notification Center; Creating and navigating virtual workspaces in Mission Control; Opening and organizing apps with Launchpad; Accessing network devices and resources; Activating and using iCloud services; Communicating online with email, instant messaging, and video; Keeping appointments with Calendar and Reminders; Planning trips and checking traffic with Maps; Keeping up to date with friends and family via Twitter and Facebook; Downloading and enjoying music, movies, books, and more; Sharing purchases with your family; Challenging your friends to games with Game Center; Working seamlessly with iOS Devices with Handoff and AirDrop; Protecting and securing your system and data; Expanding your system with peripheral devices; Troubleshooting common system problems.

**Haxe Game Development Essentials** Jeremy McCurdy, 2015-11-26

Create games on multiple platforms from a single codebase using Haxe and the HaxeFlixel engine. About This Book: Learn the modern cross-platform language Haxe to build games without any trouble. Create engaging 2D games that are compatible with desktop, web, and mobile platforms. Learn how to speed up your workflow with OpenFL and HaxeFlixel using this useful and compact guide. Who This Book Is For: This book is for game developers with some experience programming games on one or more platforms already. If you want to leverage your game development experience on one platform to develop for multiple platforms and to get up and running quickly, this book is for you. Having prior experience with a language similar to Haxe such as ActionScript or JavaScript will help but isn't required. What You Will

Learn Understand the fundamentals of the Haxe programming language Set up a development environment that will work on Windows Mac and Linux Create fun 2D games using OpenFL and HaxeFlixel Understand how to implement a user interface Enhance the gameplay experience with cool animations Improve immersion by adding sound Make your game modular and easily expandable using configuration files Compile games that will work on desktop web and mobile platforms In Detail Haxe is a powerful and high level multi platform language that s incredibly easy to learn Used by thousands of developers and many high profile companies Haxe is quickly emerging as a forerunner in the area of cross platform programming OpenFL builds on top of Haxe to make developing for multiple platforms quick and painless HaxeFlixel provides you with the tools you need to build amazing 2D games easier than ever before Cross platform development has been supercharged using the Haxe programming language making it increasingly easy and hassle free to develop multi platform games If you ve programmed games before and want to learn out how to deliver games across multiple platforms or develop games faster then Haxe Game Development Essentials is the book for you It starts by showing you how to set up your development environment then running you through some Haxe language fundamentals and finally taking you through the process of programming a game from start to finish You will learn how to create a side scrolling shooter game using HaxeFlixel Next you will learn to enhance the game with new gameplay features user interfaces animations sound and configuration files to make your game expandable Once your game is built and ready you will learn how to deploy it to web Android iOS and desktop systems By the end of this book you will be confident about creating multi platform games using Haxe OpenFL and HaxeFlixel in a faster and easier way Style and approach Since this book is aimed at people who have worked on games before this book is written in a way that will get you quickly up to speed with a new set of tools but will still be accessible for less experienced developers Each chapter covers an essential milestone in building a game from start to finish The chapters move in a logical fashion starting with the basics of Haxe development and ending with preparing a game for deployment

**Xamarin Continuous Integration and Delivery** Gerald Versluis,2017-05-09 Learn everything you need to set up a full featured automated pipeline for Xamarin development and deployment Automate everything from the build step through to deployment and delivery to your customer If you thought this level of automation could be achieved only by large companies with generous funding think again You as a single developer or working in a small team or company can automate your processes to punch heavier than your weight What s more you can achieve this level of automation completely for free This hands on guide takes you step by step from setting up your first automated build all the way to integrated unit testing and finally through to delivering a high quality app to your testers and end users The automation presented in this book saves a lot of frustration and recurring work providing you more time to focus on building the robust and compelling apps that delight your customers and keep you steps ahead of the competition Not only does this book teach how to get a grip on consistent quality but it covers the use of HockeyApp to track events and usage and to report errors and anomalies back to

home base for developers to investigate Many times it s possible to detect and fix errors before a user even notices they are there This book Teaches the necessity of an automated development pipeline Helps you set up an automated pipeline for Xamarin development Integrates testing on physical devices to ensure high quality apps What You ll Learn Why you want an automated development pipeline Obtain and configure the automated tooling Continuously integrate your apps Run automated unit tests Push updates to your customers Monitor and detect errors without user intervention Who This Book Is For App developers looking for ways to ensure consistent quality of work and wanting to know how their apps are doing in actual use by customers

Swift for Programmers Paul J. Deitel, Harvey Deitel, 2015-01-16 The professional programmer s Deitel guide to Apple s new Swift programming language for the iOS and OS X platforms Written for programmers with a background in object oriented programming in a C based language like Objective C Java C or C this book applies the Deitel signature live code approach with scores of complete working real world programs to explore the new Swift language in depth The code examples feature syntax shading code highlighting rich commenting line by line code walkthroughs and live program outputs The book features thousands of lines of proven Swift code and tips that will help you build robust applications Start with an introduction to Swift using an early classes and objects approach then rapidly move on to more advanced topics When you master the material you ll be ready to build industrial strength object oriented Swift applications About This Book The Swift programming language was arguably the most significant announcement at Apple s 2014 Worldwide Developers Conference Although apps can still be developed in Objective C Apple says that Swift is its applications programming and systems programming language of the future Swift is a contemporary language with simpler syntax than Objective C Because Swift is new its designers were able to include popular programming language features from languages such as Objective C Java C Ruby Python and many others These features include automatic reference counting ARC type inference optionals String interpolation tuples closures lambdas extensions generics operator overloading functions with multiple return values switch statement enhancements and more We ve been able to develop apps more quickly in Swift than with Objective C and the code is shorter clearer and runs faster on today s multi core architectures Swift also eliminates the possibility of many errors common in other languages making your code more robust and secure Some of these error prevention features include no implicit conversions ARC no pointers required braces around every control statement s body assignment operators that do not return values requiring initialization of all variables and constants before they re used array bounds checking automatic checking for overflow of integer calculations and more You can combine Swift and Objective C in the same app to enhance existing Objective C apps without having to rewrite all the code Your apps will easily be able to interact with the Cocoa Cocoa Touch frameworks which are largely written in Objective C You can also use the new Xcode playgrounds with Swift A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it This allows you to see and hear your code s results as you write it quickly find and fix

errors and conveniently experiment with features of Swift and the Cocoa Cocoa Touch frameworks Practical Example Rich Coverage of Classes Objects Methods Properties Initializers Deinitializers Bridging Tuples Array and Dictionary Collections Structures Enumerations Closures ARC Inheritance Polymorphism Protocols Type Methods Type Properties Generics Strings and Characters Operator Overloading Operator Functions Custom Operators Subscripts Access Control Type Casting and Checking Nested Types Nested Methods Optionals Optional Chaining Extensions Xcode Playgrounds Intro to Cocoa Touch with a Fully Coded iOS 8 Tip Calculator App Overflow Operators Attributes Patterns More topics online IMPORTANT NOTE ABOUT XCODE AND SWIFT With Xcode 6.3 and Swift 1.2 Apple introduced several changes in Swift that affect the book's source code Please visit [www.deitel.com/books/iOS8FP1](http://www.deitel.com/books/iOS8FP1) for updated source code The changes do not affect Xcode 6.2 users You can download Xcode 6.2 from [developer.apple.com/downloads/index.action](http://developer.apple.com/downloads/index.action) you'll have to log in with your Apple developer account to see the list of downloads Visit [www.deitel.com](http://www.deitel.com) Download code examples For information on Deitel's Dive Into Series programming training courses delivered at organizations worldwide visit [www.deitel.com/training](http://www.deitel.com/training) or to [deitel.deitel.com](http://deitel.deitel.com) Join the Deitel social networking communities on Facebook at [facebook.com/DeitelFan](https://facebook.com/DeitelFan) Twitter at [deitel](https://twitter.com/deitel) Google at [google.com/DeitelFan](https://google.com/DeitelFan) LinkedIn at [bit.ly/DeitelLinkedIn](https://bit.ly/DeitelLinkedIn) YouTube at [youtube.com/user/DeitelTV](https://youtube.com/user/DeitelTV) and subscribe to the Deitel Buzz Online e-mail newsletter at [www.deitel.com/newsletter/subscribe.html](http://www.deitel.com/newsletter/subscribe.html) **Swift OS X Programming for**

**Absolute Beginners** Wallace Wang, 2015-08-11 Swift OS X Programming for Absolute Beginners is your step by step guide to learning how to code using Swift Apple's hottest new programming language This book will not only teach complete programming novices how to write OS X programs but it can also help experienced programmers moving to the Macintosh for the first time You will learn to understand the principles of programming how to use Swift and Xcode and how to combine your knowledge into writing OS X programs If you've always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages then you'll want to learn Swift Swift is your gateway to both Macintosh and iOS app development while being powerful and easy to learn at the same time and Swift OS X Programming for Absolute Beginners is the perfect place to start add it to your library today

Pro iPhone Development with Swift 5 Wallace Wang, 2019-06-18 If you've already learned the basics of Swift and iOS programming it's time to take your skills to the next level In this follow up work to the best selling Beginning iPhone Development with Swift you'll learn tips for organizing and debugging Swift code using multi threaded programming with Grand Central Dispatch passing data between view controllers and designing apps for multiple languages You'll also see how to play audio and video files access the camera and save pictures to the Photos library use location services to pinpoint your position on a map display web pages and create animation to spice up any user interface Finally you'll learn how to use Apple's advanced frameworks for machine learning facial and text recognition and creating augmented reality apps Pro iPhone Development with Swift 5 provides insightful instruction on how to improve your existing apps or create powerful new iOS

apps using the latest version of the Swift programming language What You Will Learn Save and retrieve data when apps close or get pushed in the background Recognize speech with Apple s advanced frameworks Create augmented reality apps Understand spoken commands with Siri Who This Book is For Aspiring iOS app developers familiar with the Apple Swift programming language and or the iOS SDK but ready to move to the next level *SwiftUI for Absolute Beginners* Jayant Varma,2019-11-13 Dive into the world of developing for all of Apple platforms with SwiftUI Apple s new framework that makes writing applications faster and easier with fewer lines of code This book teaches the basics of SwiftUI to help you write amazing native applications using XCode For developers already familiar with ReactNative this book reviews the declarative state based DSL that manages the UI and updates it automatically will feel just like what they re used to You ll see how SwiftUI reduces the number of lines of code required to achieve the same effects by over 60% and provides a much better experience Like the announcement of Swift in 2014 SwiftUI is expected to fundamentally change the way developing programmers approach coding iPhone and iPad applications This 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 application Add gestures and controls to an application Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone iPad and Apple Watch using the Swift programming language No previous programming experience is necessary **Learn Swift 2 on the Mac** Waqar Malik,2015-12-19 If you are an iOS developer or planning to become one learning Swift 2 is your 1 priority and this book tells you everything you need to get up to speed well swiftly You ll start with the Swift Playground and an introduction to object oriented programming so you can immediately see Swift in action You then learn about all of the key language features like functions and closures classes methods extensions and how Swift works just as well as Objective C when it comes to easy memory management with ARC Finally you ll learn how to use Swift alongside Objective C as well as with Core Data and you ll learn how to put all of the pieces together with a health app using Apple s HealthKit framework

*NewMedia* ,1999

**Bowker's Complete Sourcebook of Personal Computing, 1985** R.R. Bowker Company,1984

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Virtually All Other Microcomputer related Services Includes Background Information Glossary

**More iPhone**

**Development with Swift** Alex Horovitz, Kevin Kim, David Mark, Jeff LaMarche, Jayant Varma, 2015-03-31 Interested in iPhone and iPad apps development Want to learn more Whether you are a relative newcomer to iPhone and iPad or iOS development or an old hand looking to expand your horizons we have the perfect Swift flavored book for you The update to the bestselling **More iPhone Development** by Dave Mark and Jeff LaMarche **More iPhone Development with Swift** digs deeper into the new Apple Swift programming language and iOS 8 SDK explaining complex concepts and techniques in the same friendly easy to follow style you ve come to expect **More iPhone Development with Swift** covers topics like Swift Core Data peer to peer

networking using Multipeer Connectivity working with data from the web MapKit in application e mail Camera Live Previews integration Barcode scanning Face recognition and more All the concepts and APIs are clearly presented with code snippets you can customize and use as you like in your own apps You ll journey through coverage of concurrent programming and some advanced techniques for debugging your applications **Swift Quick Syntax Reference** Matthew

Campbell,2014-09-30 Swift Quick Syntax Reference is a condensed code and syntax reference to the new Apple Swift programming language which is the alternative new programming language alongside Objective C behind the APIs found in the Apple iOS SDK 8 and OS X Yosemite SDK It presents the essential Swift syntax in a well organized format that can be used as a handy reference You won t find any technical jargon bloated samples drawn out history lessons or witty stories in this book What you will find is a language reference that is concise to the point and highly accessible The book is packed with useful information and is a must have for any Swift programmer In the Swift Quick Syntax Reference you will find a concise reference to the Swift language syntax using the new Playgrounds Playgrounds lets you type a line of code and the result appears immediately *Swift 5 for Absolute Beginners* Stefan Kaczmarek,Brad Lees,Gary Bennett,2019-06-26 Stay

motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10 2 to become a great iOS developer This book fully updated for Swift 5 is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school Many people have a difficult time believing they can learn to write iOS apps Swift 5 for Absolute Beginners will show you how to do so You ll learn Object Oriented Programming OOP and be introduced to 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 What You ll Learn Work with Swift classes properties and functions Examine proper User Interface UI and User Experience UX design Understand Swift data types integers floats strings and booleans Use Swift data collections arrays and dictionaries Review Boolean logic comparing data and flow control Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone iPad and Apple Watch using the Swift programming language No previous programming experience is necessary **Learn Swift on the Mac: For OS X and IOS**

Waqar Malik,2015-04-12 There s a new language in town Swift is Apple s new native fast and easy to learn programming language for iOS and OS X app development It s their Objective C without the C If you are an iOS developer or planning to become one learning Swift is your 1 priority and Learn Swift on the Mac tells you everything you need to get up to speed well swiftly You ll start with the Swift Playground and an introduction to object oriented programming so you can immediately see Swift in action You then learn about all of the key language features like functions and closures classes methods extensions and how Swift works just as well as Objective C when it comes to easy memory management with ARC Finally you ll learn

how to use Swift alongside Objective C as well as with Core Data and you'll learn how to put all of the pieces together with a health app using Apple's new HealthKit framework Beginning iPhone Development with Swift 5 Wallace Wang, 2019-05-31 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you'll also learn about touch gestures table views and collection views for displaying data on a user interface Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple application You'll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers tab bars tool bars page views and split views that are particularly useful on the larger screens of the iPad and certain iPhone models And there's much more Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps Once you're ready move on to Pro iPhone Development with Swift 5 to learn more of the really unique aspects of iOS programming and the Swift language What You Will Learn Discover what data persistence is and why it's important Build cool crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and or the iOS SDK

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