

Swift Type

Boisy G. Pitre

Mastering Swift 5 Jon Hoffman, 2019-04-30 Harness the power of the latest edition with this in-depth and comprehensive guide to the Swift language. Key Features: Fifth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5 programming language. Get to grips with popular and modern design techniques to write easy-to-manage Swift code. Learn how to use core Swift features such as concurrency, generics, and copy-on-write in your code. Book Description: Over the years, the Mastering Swift book has established itself amongst developers as a popular choice as an in-depth and practical guide to the Swift programming language. The latest edition is fully updated and revised to cover the new version: Swift 5. Inside this book, you'll find the key features of Swift 5 easily explained with complete sets of examples. From the basics of the language to popular features such as concurrency, generics, and memory management, this definitive guide will help you develop your expertise and mastery of the Swift language. Mastering Swift 5, Fifth Edition will give you an in-depth knowledge of some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. It will guide you on how to use and apply them in your own projects. Later, you'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code. You will also see how to add the copy-on-write feature to your custom value types and how to avoid memory management issues caused by strong reference cycles. What you will learn: Understand core Swift components, including operators, collections, control flows, and functions. Learn how and when to use classes, structures, and enumerations. Understand how to use protocol-oriented design with extensions to write easier-to-manage code. Use design patterns with Swift, to solve commonly occurring design problems. Implement copy-on-write for your custom value types to improve performance. Add concurrency to your applications using Grand Central Dispatch and Operation Queues. Implement generics to write flexible and reusable code. Who this book is for: This book is for developers who want to delve into the newest version of Swift. If you are a developer and learn best by looking at and working with code, then this book is for you. A basic understanding of Apple's tools would be beneficial but not mandatory. All examples should work on the Linux platform as well.

Swift 5 Cheat Sheet Amit Chaudhary, 2021-07-24 • This book has covered the latest Swift 5.3. • Use this book as a quick reference guide (like a cheat sheet) for Swift programming language. Access any topic inside a chapter in just one tap. • For beginners and for dummies, this book is a step-by-step guide to understanding object-oriented programming with Swift. • If you are an experienced developer who knows at least one modern programming language well, then this book is designed to teach you how to think and program in Swift Programming language. • Each topic is covered with clear and concise examples for Swift programming language using Playground. I hope you find this book to be a useful and worthy addition to your library. I've had a great time writing it. Hopefully you'll have a great time reading and learning the latest version of Swift 5.3. I will keep updating this book to make it much simpler and more productive. Thank you for purchasing a copy! -Amit Chaudhary, 10th January 2021 • Chapters Covered in this book: 1. Basics 2. Constants 3. Variables 4. Data Types 5. Operators 6. String and Characters 7. Control Flow 8. Collection Types (Arrays, Sets, and Dictionaries) 9. Functions 10. Closures 11. Enumerators 12. Structures 13. Classes 14. Properties 15. Subscripts 16. Methods 17. Inheritance 18. Initializers 19. De-Initializers/ Deallocation 20. Protocols 21. Extensions/ Categories 22. Automatic Reference Count 23. Type Casting/ Type Checking 24. Generics 25. Optional Chaining 26. Nested Types 27. Error Handling

Swift Pocket Reference Anthony Gray, 2015-11-12 Get quick answers for developing and debugging applications with Swift, Apple's multi-paradigm programming language. Updated to cover the latest features in Swift 2.0, this pocket reference is the perfect on-the-job tool for learning Swift's modern language features, including type safety, generics, type inference, closures, tuples, automatic memory management, and support for Unicode. Designed to work with Cocoa and Cocoa Touch, Swift can be used in tandem with Objective-C, and either language can call APIs implemented in the other. Swift is still evolving, but Apple clearly sees it as the future language of choice for iOS and OS X software development. Topics include: Supported data types, such as strings, arrays, array slices, sets, and dictionaries Program flow: loops, conditional execution, and error handling Classes, structures, enumerations, and functions Protocols, extensions, and generics Memory management Closures: similar to blocks in Objective-C and lambdas in C# Optionals: values that can explicitly have no value Operators, operator overloading, and custom operators Access control: restricting access to types, methods, and properties Ranges, intervals, and strides A full list of built-in global functions and their parameter requirements

Mastering Swift 5.3 Jon Hoffman, 2020-11-23 A comprehensive guide for programming enthusiasts who wish to gain a firm command of the fundamentals and advanced Swift concepts. Key Features: Sixth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5.3 programming language. Get to grips with popular and modern design techniques to write easy-to-manage Swift code. Use core Swift features such as concurrency, generics, and copy-on-write in your code. Book Description: Over the years, Mastering Swift has proven itself among developers as a popular choice for an in-depth and practical guide to the Swift programming language. This sixth edition comes with the latest features, an overall revision to align with Swift 5.3, and two new chapters on building Swift from source and advanced operators. From the basics of the language to popular features such as concurrency, generics, and memory management, this in-depth guide will help you develop your expertise and mastery of the language. As you progress, you will gain practical insights into some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. The book will also show you how to use and apply them in your own projects. In later chapters, you will understand how to use the power of protocol-oriented programming to write flexible and easier-to-manage code in Swift. Finally, you will learn how to add the copy-on-write feature to your custom value types, along with understanding how to avoid memory management issues caused by strong reference cycles. By the end of this Swift book, you will have mastered the Swift 5.3 language and developed the skills you need to effectively use its features to build robust applications. What you will learn: Understand core Swift components, such as operators, collections, control flows, and functions. Identify how and when to use classes, structures, and enumerations. Use protocol-oriented design with extensions to write easy-to-manage code. Leverage design patterns with Swift to solve commonly occurring design problems. Apply copy-on-write for your custom value types to improve performance. Add concurrency to your applications using Grand Central Dispatch and operation queues. Implement generics to write flexible and reusable code. Who this book is for: This book is for beginners with a basic understanding of programming and experienced developers looking to learn Swift programming. Familiarity with Apple's tools will be beneficial but not mandatory. All examples should also work on the Linux and Windows platforms.

Swift for Beginners Boisy G. Pitre, 2014-12-01 NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779. 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 new programming language for Cocoa and Cocoa Touch. 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 Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE: www.peachpit.com/swiftbeginners includes additional resources.

Swift in Depth Tjeerd in 't Veen, 2018-12-10 Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for

Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

Professional Swift Michael Dippery, 2015-06-02 Transition from Objective-C to the cleaner, more functional Swift quickly and easily Professional Swift shows you how to create Mac and iPhone applications using Apple's new programming language. This code-intensive, practical guide walks you through Swift best practices as you learn the language, build an application, and refine it using advanced concepts and techniques. Organized for easy navigation, this book can be read end-to-end for a self-paced tutorial, or used as an on-demand desk reference as unfamiliar situations arise. The first section of the book guides you through the basics of Swift programming, with clear instruction on everything from writing code to storing data, and Section II adds advanced data types, advanced debugging, extending classes, and more. You'll learn everything you need to know to make the transition from Objective-C to Swift smooth and painless, so you can begin building faster, more secure apps than ever before. Get acquainted with the Swift language and syntax Write, deploy, and debug Swift programs Store data and interface with web services Master advanced usage, and bridge Swift and Objective-C Professional Swift is your guide to the future of OS X and iOS development.

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 Protocol-Oriented Programming Jon Hoffman, 2019-06-28 Embrace the Protocol-Oriented Programming paradigm, for better code maintainability and increased performance, with Swift programming. Key FeaturesLeverage the power of Protocol-Oriented Programming in your applications Leverage generics to create very flexible frameworksLearn how to implement common design patterns in a protocol-oriented wayBook Description Protocol-oriented programming is an incredibly powerful concept at the heart of Swift's design. Swift's standard library was developed using POP techniques, generics, and first-class value semantics; therefore, it is important for every Swift developer to understand these core concepts and take advantage of them. The fourth edition of this book is improved and updated to the latest version of the Swift programming language. This book will help you understand what protocol-oriented programming is all about and how it is different from other programming paradigms such as object-oriented programming. This book covers topics such as generics, Copy-On-Write, extensions, and of course protocols. It also demonstrates how to use protocol-oriented programming techniques via real-world use cases. By the end of this book, you will know how to use protocol-oriented programming techniques to build powerful and practical applications. What you will learnLearn the differences between object-oriented programming and protocol-oriented programmingUnderstand why value types should be prioritized over reference typesDelve into protocols, protocol inheritance, protocol composition, and protocol extensionsLearn how to implement COW (Copy-On-Write) within your custom value typesUnderstand how memory management works in Swift and how to avoid common pitfallsDesign applications by starting with the protocol rather than the implementationWho this book is for This book is intended for Swift developers who have, at minimum an introductory knowledge of the Swift programming language and would like to understand how they can use Protocol-Oriented Programming techniques in their applications.

Swift for Beginners Boisy G. Pitre, 2015-11-26 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 COMPANION WEBSITE: www.peachpit.com/swiftbeginners2 includes additional resources.

Introduction to Swift JD Gauchat, 2018-01-02 Learn how to program iOS applications with Swift. After reading this guide, you will know how to program in Swift, how to define functions and objects, and how to write code using the Swift paradigm. Table of Contents INTRODUCTION TO SWIFT Computer Programs Playground Variables Memory Primitive Types Declaration and Initialization Arithmetic Operators Constants Data Types Characters Strings Booleans Optionals Tuples Collections Arrays Sets Dictionaries Conditionals and Loops If and Else Switch While and Repeat While For In Control Transfer Statements SWIFT PARADIGM Programming Paradigms Functions Declaration of Functions Generic Functions Standard Functions Scopes Closures Structures Definition of Structures Methods Initialization Property Keywords Computed Properties Type Properties and Methods Primitive Type Structures and Casting String Structures Array Structures Set Structures Dictionary Structures Range Structures Enumerations Associated Values Methods Objects Definition of Objects Property Observers Type Properties and Methods Optional Chaining Reference Types Memory Management Inheritance Type Casting Any and AnyObject Initialization Deinitialization Protocols Definition of Protocols Extensions Delegates QUICK REFERENCE Primitive Data Types Control Transfer Statements Standard Functions Primitive Type Structures String Array Set Dictionary Range Casting This guide assumes that you have a basic knowledge of app development. If you need to know the requirements to develop iOS applications, download our free guide App Development. For a complete course on app development for iOS, read our book iOS Apps for Masterminds. This guide is a collection of excerpts from the book iOS Apps for Masterminds. The information included in this guide will help you understand a particular aspect of app development in iOS, but it will not teach you everything you need to know to develop an app for Apple devices. If you need a complete course on app development for iOS, read our book iOS Apps for Masterminds. For more information, visit our website at www.formasterminds.com.

Swift For Dummies Jesse Feiler, 2015-02-24 Get up and running with Swift—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.

Swift Pocket Reference Anthony Gray,2014-12-04 Get quick answers for developing and debugging applications with Swift, Apple's multi-paradigm programming language. This pocket reference is the perfect on-the-job tool for learning Swift's modern language features, including type safety, generics, type inference, closures, tuples, automatic memory management, and support for Unicode. Designed to work with Cocoa and Cocoa Touch, Swift can be used in tandem with Objective-C, and either of these languages can call APIs implemented in the other. Swift is still evolving, but it's clear that Apple sees it as the future language of choice for iOS and OS X software development. Topics include: Swift's Run-Eval-Print-Loop (REPL) and interactive playgrounds Supported data types, such as strings, arrays, and dictionaries Variables and constants Program flow: loops and conditional execution Classes, structures, enumerations, functions, and protocols Closures: similar to blocks in Objective-C and lambdas in C# Optionals: values that can explicitly have no value Operators, operator overloading, and custom operators Access control: restricting access to types, methods, and properties Built-in global functions and their parameter requirements

Swift for the Really Impatient Matt Henderson,Dave Wood,2015 A guide to the Swift programming language for experienced Objective-C developers covers such topics as syntax, objects, generics, functions, closures, and common patterns, with exercises to reinforce skills.

Swift: Developing iOS Applications Andrew J Wagner,Giordano Scalzo,Jon Hoffman,2016-08-31 Unleash the power of Swift and discover the skills required to build incredible robust iOS applications About This Book Write expressive, understandable, and maintainable Swift 2 code with this hands-on course Unveil the complex underpinnings of Swift to turn your app ideas into reality Specialize in developing real iOS apps, and 2D and 3D video games using Swift and Cocoapods Dive deep into protocol extensions, learn new error handling model and use featured Swift design patterns to write more efficient code Who This Book Is For This course would be for app developers who are new to developing for iOS or OSX and are trying to get grips with Swift for the first time. What You Will Learn From a solid understanding of the Swift 2 language Get to know the practical aspects of how a computer program actually works Understand the paradigms used by Apple's frameworks, so you are not intimidated by them Create a server in Swift to deliver JSON data to an iOS app Take advantage of Cocoapods to use third-party libraries Build games with SpriteKit and SceneKit Develop an app running on the cloud to act as an API server for your client's apps Dive into the core components of Swift 2 including operators, collections, control flow, and functions Create and use classes, structures, and enums including object-oriented topics such as inheritance, protocols, and extensions Develop a practical understanding of subscripts, optionals, and closures Master Objective-C interoperability with mix and match Access network resources using Swift Implement various standard design patterns in the Swift language In Detail The Swift--Developing iOS Applications course will take you on a journey to become an efficient iOS and OS X developer, with the latest trending topic in town. Right from the basics to the advanced level topics, this course would cover everything in detail. We'll embark our journey by dividing the learning path into four modules. Each of these modules are a mini course in their own right; and as you complete each one, you'll gain key skills and be ready for the material in the next module. The first module is like a step-by-step guide to programming in Swift 2. Each topic is separated into compressible sections that are full of practical examples and easy-to-understand explanations. Each section builds on the previous topics, so you can develop a proficient and comprehensive understanding of app development in Swift 2. By the end of this module, you'll have a basic understanding of Swift 2 and its functionalities. The second module will be the an easy-to-follow guide filled with tutorials to show you how to build real-world apps. The difficulty and complexity level increases chapter by chapter. Each chapter is dedicated to build a new app, beginning from a basic and unstyled app through to a full 3D game. The last two chapters show you how to build a complete client-server e-commerce app right from scratch. You'll be able to build well-designed apps, effectively use AutoLayout, develop videogames, and build server apps. The third and the last module of our course will take an example-based approach where each concept covered is supported by example code to not only give you a good understanding of the concept, but also to demonstrate how to properly implement it. Style and approach This course includes all the resources that will help you jump into the app development .This course covers all the important aspects Swift application development and is divided into individual modules so that you develop your skill after the completion of a module and get ready for the next. Through this comprehensive course, you'll learn how to use Swift programming with hands-on examples from scratch to finish!

Swift in 24 Hours, Sams Teach Yourself BJ Miller,2014-11-26 In just 24 lessons of one hour or less, Sams Teach Yourself Swift in 24 Hours helps you build next-generation OS X and iOS apps with Apple's new Swift programming language. This book's straightforward, step-by-step approach helps you quickly master Swift's core concepts, structure, and syntax and use Swift to write safe, powerful, modern code. In just a few hours you'll be applying advanced features such as extensions, closures, protocols, and generics. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Swift development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to... Set up your Swift development environment Master Swift's fundamental data types and operators Make the most of arrays and dictionaries Control program flow, modify execution paths, and iterate code Perform complex actions with functions Work with higher-order functions and closures Harness the power of structs, enums, classes, and class inheritance Customize initializers of classes, structs, and enums Implement instance methods, type methods, and advanced type functionality Take full advantage of Swift's advanced memory allocation Extend type functionality with protocols and extensions Leverage the power of generics, chaining, and other advanced features Interoperate with Objective-C code Interact with user interfaces Take advantage of Swift's Standard Library features and functions Who Should Read this Book Beginner-intermediate level programmers Advanced programmers who are not yet familiar with Swift can benefit

The Swift Programming Language (Swift 4) Apple Inc.,2017-05-30 Swift a safe, fast, and interactive programming language that combines the best in modern language thinking with wisdom from the wider Apple engineering culture and the diverse contributions from its open-source community. The compiler is optimized for performance and the language is optimized for development, without compromising on either.

Beginning Swift Programming Wei-Meng Lee,2014-12-04 Enter the Swift future of iOS and OS X programming Beginning Swift Programming is your ideal starting point for creating Mac, iPhone, and iPad apps using Apple's new Swift programming language. Written by an experienced Apple developer and trainer, this comprehensive guide explains everything you need to know to jumpstart the creation of your app idea. Coverage includes data types, strings and characters, operators and functions, arrays and dictionaries, control flow, and looping, with expert guidance on classes, objects, class inheritance, closures, protocols, and generics. This succinct — yet complete — overview provides a detailed introduction to the core features of Swift. Apple developed Swift to address the limitations of Objective-C, and add features found in more complex languages like Python. The results is simpler, cleaner, more expressive code with automatic memory management, functional programming patterns, and more, including built-in features that make Swift apps faster, scalable, and more secure. This book explains it all, helping developers master Apple's new language. Become fluent with syntax that's easier to read and maintain Understand inferred types for cleaner, less mistake-prone code Learn the key features that make Swift more expressive than Objective-C Learn the new optional types in Swift that make your code more resilient Understand the key design patterns in iOS and Mac OS programming using protocols and delegates Learn how to use generics to create highly reusable code Learn the new access controls mechanism in Swift Get up to speed quickly to remain relevant and ahead of the curve.

Swift for Programmers Paul J. Deitel,Harvey M. Deitel,2015 'Swift for Programmers' is a programming-language focused book designed to get practicing programmers up-to-speed quickly in Swift programming. The Deitels provide thousands of lines of proven Swift code in the book, using a mix of code snippets and live-code examples. When they present code snippets rather than full-length complete programs, the snippet will be extracted from a Deitel-created, compiled, live-code example to ensure that the snippet is correct

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

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