

# FREE EPUB FUNCTIONAL PROGRAMMING IN SWIFT CHRIS EIDHOF (Download Only)

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LEARN SWIFTUI 2020-04-03

GET TO GRIPS WITH APPLE S NEW SWIFTUI FRAMEWORK FOR CREATING ROBUST UIS FOR IOS AND IPADOS USING SWIFT PROGRAMMING KEY FEATURESUSE SWIFTUI FOR BUILDING DYNAMIC APPS FOR APPLE DEVICES FROM SCRATCHUNDERSTAND DECLARATIVE SYNTAX IN CROSS PLATFORM DEVELOPMENT AND HOW STATES WORK WITHIN SWIFTUILEARN TO DEVELOP WATCHOS APPS BY REUSING SWIFTUI CODEBOOK DESCRIPTION SWIFTUI IS THE NEW AND POWERFUL INTERFACE TOOLKIT THAT LETS YOU DESIGN AND BUILD IOS IPADOS AND MACOS APPS USING DECLARATIVE SYNTAX IT IS A POWERFUL WAY TO DEVELOP THE UI ELEMENTS OF APPLICATIONS WHICH WOULD NORMALLY BE TIGHTLY COUPLED TO APPLICATION LOGIC LEARN SWIFTUI WILL GET YOU UP TO SPEED WITH THE FRAMEWORK AND CROSS DEVICE UI DEVELOPMENT IN NO TIME COMPLETE WITH DETAILED EXPLANATIONS AND PRACTICAL EXAMPLES THIS EASY TO FOLLOW GUIDE WILL TEACH YOU THE FUNDAMENTALS OF THE SWIFTUI TOOLKIT YOU LL LEARN HOW TO BUILD A POWERFUL IOS AND IPADOS APPLICATION THAT CAN BE REUSED FOR DEPLOYMENT ON WATCHOS AS YOU PROGRESS YOU LL DELVE INTO UI AND UNIT TESTING IN IOS APPS ALONG WITH LEARNING HOW TO TEST YOUR SWIFTUI CODE FOR MULTIPLE DEVICES THE BOOK WILL ALSO SHOW YOU HOW TO INTEGRATE SWIFTUI FEATURES SUCH AS DATA BINDING AND NETWORK REQUESTS INTO YOUR CURRENT APPLICATION LOGIC BY THE END OF THIS BOOK YOU WILL HAVE LEARNED HOW TO BUILD A CROSS DEVICE APPLICATION USING THE SWIFTUI FRAMEWORK AND SWIFT PROGRAMMING WHAT YOU WILL LEARNEXPLORE THE FUNDAMENTALS OF SWIFTUI AND COMPARE IT WITH EXISTING UI FRAMEWORKSWRITE SWIFTUI SYNTAX AND UNDERSTAND WHAT SHOULD AND SHOULDN T BE INCLUDED IN SWIFTUI S LAYERADD TEXT AND IMAGES TO A SWIFTUI VIEW AND DECORATE THEM USING SWIFTUI S MODIFIERSCREATE BASIC FORMS AND USE CAMERA AND PHOTO LIBRARY FUNCTIONS TO ADD IMAGES TO THEMUNDERSTAND THE CORE CONCEPTS OF MAPS IN IOS APPS AND ADD A MAPVIEW IN SWIFTUIDESIGN EXTENSIONS WITHIN YOUR EXISTING APPS TO RUN THEM ON WATCHOSHANDLE NETWORKING CALLS IN SWIFTUI TO RETRIEVE DATA FROM EXTERNAL SOURCESWHO THIS BOOK IS FOR THIS SWIFTUI BOOK HELPS ANY MOBILE APP DEVELOPER LOOKING TO UNDERSTAND THE FUNDAMENTALS OF THE NEW SWIFTUI FRAMEWORK ALONG WITH THE BENEFITS OF CROSS DEVICE DEVELOPMENT A SOLID UNDERSTANDING OF IOS AND MACOS APP DEVELOPMENT ALONG WITH SOME KNOWLEDGE OF THE SWIFT PROGRAMMING LANGUAGE WILL BE BENEFICIAL BASIC PROGRAMMING KNOWLEDGE IS ESSENTIAL TO GRASP THE CONCEPTS COVERED IN THE BOOK EFFECTIVELY

SWIFT Cookbook 2021-02-26

DISCOVER RECIPES FOR BUILDING FEATURE RICH RELIABLE IOS NATIVE APPS AND EXPLORE THE LATEST FEATURES IN SWIFT 5 3 WITH THE HELP OF PROVEN INDUSTRY STANDARD RECIPES MODERN DESIGN TECHNIQUES AND POPULAR STRATEGIES KEY FEATURESUNDERSTAND HOW CLOSURES WORK AND MAKE USE OF GENERICS WITH PROTOCOLS TO WRITE FLEXIBLE CODEDISCOVER THE FUNDAMENTALS OF SWIFT AND BUILD APPS WITH FRAMEWORKS SUCH AS FOUNDATION NETWORKING AND UIKITGET TO GRIPS WITH THE NEW FEATURES OF SWIFT 5 3 INCLUDING SWIFTUI COREML AND THE VISION FRAMEWORKBOOK DESCRIPTION SWIFT IS AN EXCITING MULTI PLATFORM GENERAL PURPOSE PROGRAMMING LANGUAGE AND WITH THIS BOOK YOU LL EXPLORE THE FEATURES OF ITS LATEST VERSION SWIFT 5 3 THE BOOK BEGINS WITH AN INTRODUCTION TO THE BASIC BUILDING BLOCKS OF SWIFT 5 3 ITS SYNTAX AND THE FUNCTIONALITIES OF SWIFT CONSTRUCTS YOU LL THEN DISCOVER HOW SWIFT PLAYGROUNDS PROVIDE AN IDEAL PLATFORM TO WRITE EXECUTE AND DEBUG YOUR SWIFT CODE AS YOU ADVANCE THROUGH THE CHAPTERS THE BOOK WILL SHOW YOU HOW TO BUNDLE VARIABLES INTO TUPLES OR SETS ORDER YOUR DATA WITH AN ARRAY STORE KEY VALUE PAIRS WITH DICTIONARIES AND USE PROPERTY OBSERVERS YOU LL ALSO GET TO GRIPS WITH THE DECISION MAKING AND CONTROL STRUCTURES IN SWIFT EXAMINE ADVANCED FEATURES SUCH AS GENERICS AND OPERATORS AND EXPLORE FUNCTIONALITIES OUTSIDE OF THE STANDARD LIBRARY ONCE YOU VE LEARNED HOW TO BUILD IOS APPLICATIONS USING UIKIT YOU LL FIND OUT HOW TO USE SWIFT FOR SERVER SIDE PROGRAMMING RUN SWIFT ON LINUX AND INVESTIGATE VAPOR FINALLY YOU LL DISCOVER SOME OF THE NEWEST FEATURES OF SWIFT 5 3 USING SWIFTUI AND COMBINE TO BUILD ADAPTIVE AND REACTIVE APPLICATIONS AND FIND OUT HOW TO USE SWIFT TO BUILD AND INTEGRATE MACHINE LEARNING MODELS ALONG WITH APPLE S VISION FRAMEWORK BY THE END OF THIS SWIFT BOOK YOU LL HAVE DISCOVERED SOLUTIONS TO BOOST YOUR PRODUCTIVITY WHILE DEVELOPING CODE USING SWIFT 5 3 WHAT YOU WILL LEARNEXPLORE BASIC TO ADVANCED CONCEPTS IN SWIFT 5 3 PROGRAMMINGUNDERSTAND CONDITIONAL STATEMENTS LOOPS AND HOW TO HANDLE ERRORS IN SWIFTDEFINE FLEXIBLE CLASSES AND STRUCTS USING GENERICSUSE ADVANCED OPERATORS AND CREATE CUSTOM ONESBUILD IOS APPS USING THE POWERFUL FEATURES OF UIKIT OR THE NEW SWIFTUI FRAMEWORKIMPORT YOUR OWN CUSTOM FUNCTIONALITY INTO SWIFT PLAYGROUNDSRUN SWIFT ON LINUX AND INVESTIGATE SERVER SIDE PROGRAMMING WITH THE SERVER SIDE FRAMEWORK VAPORUSE SWIFT TO IMPLEMENT MACHINE LEARNING MODELS USING COREML AND VISIONWHO THIS BOOK IS FOR THIS BOOK IS FOR EXPERIENCED IOS DEVELOPERS LOOKING TO LEARN ABOUT THE DIVERSE FEATURES OFFERED BY SWIFT 5 3 ALONG WITH TIPS AND TRICKS TO EFFICIENTLY CODE AND BUILD APPLICATIONS KNOWLEDGE OF GENERAL PROGRAMMING CONCEPTS WILL ASSIST IN UNDERSTANDING KEY CONCEPTS

LEARNING CORE AUDIO 2012-04-03

AUDIO CAN AFFECT THE HUMAN BRAIN IN THE MOST POWERFUL AND PROFOUND WAYS USING APPLE S CORE AUDIO YOU CAN LEVERAGE ALL THAT POWER IN YOUR OWN MAC AND IOS SOFTWARE IMPLEMENTING FEATURES RANGING FROM AUDIO CAPTURE TO REAL TIME EFFECTS MP3 PLAYBACK TO VIRTUAL INSTRUMENTS WEB RADIO TO VOIP SUPPORT THE MOST SOPHISTICATED AUDIO PROGRAMMING SYSTEM EVER CREATED CORE AUDIO IS NOT SIMPLE IN LEARNING CORE AUDIO TOP MAC PROGRAMMING AUTHOR CHRIS ADAMSON AND LEGENDARY CORE AUDIO EXPERT KEVIN AVILA FULLY EXPLAIN THIS CHALLENGING FRAMEWORK ENABLING EXPERIENCED MAC OR IOS PROGRAMMERS TO MAKE THE MOST OF IT IN PLAIN LANGUAGE ADAMSON AND AVILA EXPLAIN WHAT CORE AUDIO CAN DO HOW IT WORKS AND HOW IT BUILDS ON THE NATURAL PHENOMENA OF SOUND AND THE HUMAN LANGUAGE OF AUDIO NEXT USING CRYSTAL CLEAR CODE EXAMPLES THEY GUIDE YOU THROUGH RECORDING PLAYBACK FORMAT CONVERSION AUDIO UNITS 3D AUDIO MIDI CONNECTIVITY AND OVERCOMING UNIQUE CHALLENGES OF CORE AUDIO PROGRAMMING FOR IOS COVERAGE INCLUDES MASTERING CORE AUDIO S SURPRISING STYLE AND CONVENTIONS RECORDING AND PLAYBACK WITH AUDIO QUEUE SYNTHESIZING AUDIO PERFORM EFFECTS ON AUDIO STREAMS CAPTURING FROM THE MIC MIXING MULTIPLE STREAMS MANAGING FILE STREAMS CONVERTING FORMATS CREATING 3D POSITIONAL AUDIO USING CORE MIDI ON THE MAC LEVERAGING YOUR COCOA AND OBJECTIVE C EXPERTISE IN CORE AUDIO S C BASED ENVIRONMENT AND MUCH MORE WHEN YOU VE MASTERED THE BLACK ARTS OF CORE AUDIO YOU CAN DO SOME SERIOUS MAGIC THIS BOOK WILL TRANSFORM YOU FROM AN ACOLYTE INTO A TRUE CORE AUDIO WIZARD

# FUNCTIONAL PROGRAMMING IN SWIFT 2014-11-01

THIS BOOK WILL TEACH YOU HOW TO USE SWIFT TO APPLY FUNCTIONAL PROGRAMMING TECHNIQUES TO YOUR IOS OR OS X PROJECTS THESE TECHNIQUES COMPLEMENT OBJECT ORIENTED PROGRAMMING THAT MOST OBJECTIVE C DEVELOPERS WILL ALREADY BE FAMILIAR WITH PROVIDING YOU WITH A VALUABLE NEW TOOL IN YOUR DEVELOPER S TOOLBOX WE WILL START BY TAKING A LOOK AT SWIFT S NEW LANGUAGE FEATURES SUCH AS HIGHER ORDER FUNCTIONS GENERICS OPTIONALS ENUMERATIONS AND PATTERN MATCHING MASTERING THESE NEW FEATURES WILL ENABLE YOU TO WRITE FUNCTIONAL CODE EFFECTIVELY AFTER THAT WE WILL PROVIDE SEVERAL EXAMPLES OF HOW TO USE FUNCTIONAL PROGRAMMING PATTERNS TO SOLVE REAL WORLD PROBLEMS THESE EXAMPLES INCLUDE A COMPOSITIONAL AND TYPE SAFE API AROUND CORE IMAGE A LIBRARY FOR DIAGRAMS BUILT ON CORE GRAPHICS AND A SMALL SPREADSHEET APPLICATION BUILT FROM SCRATCH

# MASTERING IOS 14 PROGRAMMING 2021-03-19

BECOME A PROFESSIONAL IOS DEVELOPER WITH THE MOST IN DEPTH AND ADVANCED GUIDE TO SWIFT 5.3 XCODE 12.4 ARKIT 4 CORE ML AND IOS 14 S NEW FEATURES KEY FEATURES EXPLORE THE WORLD OF IOS APP DEVELOPMENT THROUGH PRACTICAL EXAMPLES UNDERSTAND CORE IOS PROGRAMMING CONCEPTS SUCH AS CORE DATA NETWORKING AND THE COMBINE FRAMEWORK EXTEND YOUR IOS APPS BY ADDING AUGMENTED REALITY AND MACHINE LEARNING CAPABILITIES WIDGETS APP CLIPS DARK MODE AND ANIMATIONS BOOK DESCRIPTION MASTERING IOS 14 DEVELOPMENT ISN T A STRAIGHTFORWARD TASK BUT THIS BOOK CAN HELP YOU DO JUST THAT WITH THE HELP OF SWIFT 5.3 YOU LL NOT ONLY LEARN HOW TO PROGRAM FOR IOS 14 BUT ALSO BE ABLE TO WRITE EFFICIENT READABLE AND MAINTAINABLE SWIFT CODE THAT REFLECTS INDUSTRY BEST PRACTICES THIS UPDATED FOURTH EDITION OF THE IOS 14 BOOK WILL HELP YOU TO BUILD APPS AND GET TO GRIPS WITH REAL WORLD APP DEVELOPMENT FLOW YOU LL FIND DETAILED BACKGROUND INFORMATION AND PRACTICAL EXAMPLES THAT WILL HELP YOU GET HANDS ON WITH USING IOS 14 S NEW FEATURES THE BOOK ALSO CONTAINS EXAMPLES THAT HIGHLIGHT THE LANGUAGE CHANGES IN SWIFT 5.3 AS YOU ADVANCE THROUGH THE CHAPTERS YOU LL SEE HOW TO APPLY DARK MODE TO YOUR APP UNDERSTAND LISTS AND TABLES AND USE ANIMATIONS EFFECTIVELY YOU LL THEN CREATE YOUR CODE USING GENERICS PROTOCOLS AND EXTENSIONS AND FOCUS ON USING CORE DATA BEFORE PROGRESSING TO PERFORM NETWORK CALLS AND UPDATE YOUR STORAGE AND UI WITH THE HELP OF SAMPLE PROJECTS TOWARD THE END YOU LL MAKE YOUR APPS SMARTER USING MACHINE LEARNING STREAMLINE THE FLOW OF YOUR CODE WITH THE COMBINE FRAMEWORK AND AMAZE USERS BY USING VISION FRAMEWORK AND ARKIT 4.0 FEATURES BY THE END OF THIS IOS DEVELOPMENT BOOK YOU LL BE ABLE TO BUILD APPS THAT HARNESS ADVANCED TECHNIQUES AND MAKE THE BEST USE OF IOS 14 S FEATURES WHAT YOU WILL LEARN BUILD A PROFESSIONAL IOS APPLICATION USING XCODE 12.4 AND SWIFT 5.3 CREATE IMPRESSIVE NEW WIDGETS FOR YOUR APPS WITH IOS 14 EXTEND THE AUDIENCE OF YOUR APP BY CREATING AN APP CLIP IMPROVE THE FLOW OF YOUR CODE WITH THE COMBINE FRAMEWORK ENHANCE YOUR APP BY USING CORE LOCATION INTEGRATE CORE DATA TO PERSIST INFORMATION IN YOUR APP TRAIN AND USE MACHINE LEARNING MODELS WITH CORE ML CREATE ENGAGING AUGMENTED REALITY EXPERIENCES WITH ARKIT 4 AND THE VISION FRAMEWORK WHO THIS BOOK IS FOR THIS BOOK IS FOR DEVELOPERS WITH SOME EXPERIENCE IN IOS PROGRAMMING WHO WANT TO ENHANCE THEIR APPLICATION DEVELOPMENT SKILLS BY UNLOCKING THE FULL POTENTIAL OF THE LATEST IOS VERSION WITH SWIFT

# IOS 10 SDK DEVELOPMENT 2017-03-24

ALL IN ON SWIFT IOS 10 AND XCODE 8 MAKE IT CLEARER THAN EVER THAT SWIFT IS APPLE S LANGUAGE OF THE FUTURE CORE FRAMEWORKS HAVE BEEN REDESIGNED TO WORK BETTER WITH SWIFT AND THE LANGUAGE ITSELF CONTINUES TO EVOLVE QUICKLY IOS 10 SDK DEVELOPMENT IS THE PURE SWIFT APPROACH TO DEVELOPING FOR THE IOS PLATFORM THIS COMPLETELY REVISED AND UPDATED EDITION OF THE BESTSELLING IOS GUIDE SHOWS YOU HOW TO PULL IN THE SDK S ENORMOUS FEATURE SET AND DELIVER POWERFUL REAL WORLD APPS FOR IPHONE AND IPAD USING MODERN SWIFT PROGRAMMING TECHNIQUES SWIFT IS THE LANGUAGE OF THE FUTURE FOR IOS DEVELOPMENT AND THIS COMPLETELY REVISED AND UPDATED BOOK IS YOUR GUIDE FROM THE COMMUNITY DRIVEN CHANGES IN SWIFT 3 TO THE OVERHAUL OF IOS FOUNDATION FRAMEWORK TO MAKE IT MORE SWIFTY IOS 10 AND XCODE 8 MARK AN ALL IN COMMITMENT TO SWIFT AND THIS NEW EDITION MATCHES THAT COMMITMENT LEARN NOT JUST THE SYNTAX OF THE SWIFT LANGUAGE BUT ALSO STYLISH SWIFT THE IDIOMATIC USES OF THE LANGUAGE AND BEST PRACTICES YOU LL FIND IN THE WILD FROM THERE MOVE INTO DEVELOPING A COMPLETE REAL WORLD PODCAST CLIENT SAMPLE APPLICATION COMPLETELY NEW FOR THIS EDITION FEATURING INTERNET ACCESS TABLES NAVIGATION AND MEDIA PLAYBACK ALL WITH THE MOST MODERN APPROACHES PROVIDED BY APPLE S IOS 10 FRAMEWORKS AND TOOLS GO BEYOND CODE TO MASTER THE PRACTICES THAT PROFESSIONAL DEVELOPERS RELY ON TESTING DEBUGGING PUBLISHING ON THE APP STORE AND MANAGING YOUR APP OVER THE LONG HAUL AS A BONUS YOU LL GET A TASTE OF CUTTING EDGE IOS 10 FEATURES SUCH AS THE NEW SIRI VOICE COMMAND API SWIFT S TIME IS HERE WHETHER YOU RE NEW TO SWIFT OR JUST CATCHING UP ON IOS LATEST FEATURES IOS 10 SDK DEVELOPMENT WILL HELP YOU MASTER THE LANGUAGE AND THE PLATFORM

# ADVANCED SWIFT 2016-03-18

ADVANCED SWIFT TAKES YOU THROUGH SWIFT S FEATURES FROM LOW LEVEL PROGRAMMING TO HIGH LEVEL ABSTRACTIONS IN THIS BOOK WE LL WRITE ABOUT ADVANCED CONCEPTS IN SWIFT PROGRAMMING IF YOU HAVE READ THE SWIFT PROGRAMMING GUIDE AND WANT TO EXPLORE MORE THIS BOOK IS FOR YOU SWIFT IS A GREAT LANGUAGE FOR SYSTEMS PROGRAMMING BUT ALSO LENDS ITSELF FOR VERY HIGH LEVEL PROGRAMMING WE LL EXPLORE BOTH HIGH LEVEL TOPICS FOR EXAMPLE PROGRAMMING WITH GENERICS AND PROTOCOLS AS WELL AS LOW LEVEL TOPICS FOR EXAMPLE WRAPPING A C LIBRARY AND STRING INTERNALS

# IOS APPRENTICE 2014-12-01

LEARN IPHONE AND IPAD PROGRAMMING VIA TUTORIALS IF YOU RE NEW TO IOS AND SWIFT OR TO PROGRAMMING IN GENERAL LEARNING HOW TO WRITE AN APP CAN SEEM INCREDIBLY OVERWHELMING THAT S WHY YOU NEED A BOOK THAT SHOWS YOU HOW TO WRITE AN APP STEP BY STEP HAS TONS OF ILLUSTRATIONS AND SCREENSHOTS TO MAKE EVERYTHING CLEAR IS WRITTEN IN A FUN AND EASY GOING MANNER IN THIS BOOK YOU WILL LEARN HOW TO MAKE YOUR OWN IPHONE AND IPAD APPS THROUGH A SERIES OF FOUR

EPIC LENGTH HANDS ON TUTORIALS THESE HANDS ON TUTORIALS DESCRIBE IN FULL DETAIL HOW TO BUILD A NEW APP FROM SCRATCH FOUR TUTORIALS FOUR APPS EACH NEW APP WILL BE A LITTLE MORE ADVANCED THAN THE ONE BEFORE AND TOGETHER THEY COVER EVERYTHING YOU NEED TO KNOW TO MAKE YOUR OWN APPS BY THE END OF THE SERIES YOU LL BE EXPERIENCED ENOUGH TO TURN YOUR IDEAS INTO REAL APPS THAT YOU CAN SELL ON THE APP STORE TUTORIAL 1 BULL S EYE IN THE FIRST TUTORIAL IN THE BOOK YOU LL START OFF BY BUILDING A SIMPLE BUT FUN GAME TO LEARN THE BASICS OF IPHONE PROGRAMMING IN THE PROCESS YOU LL GET FAMILIAR WITH XCODE INTERFACE BUILDER AND SWIFT IN AN EASYGOING MANNER TUTORIAL 2 CHECKLISTS IN THE SECOND TUTORIAL IN THE SERIES YOU LL CREATE YOUR OWN TO DO LIST APP IN THE PROCESS YOU LL LEARN ABOUT THE FUNDAMENTAL DESIGN PATTERNS THAT ALL IOS APPS USE AND ABOUT TABLE VIEWS NAVIGATION CONTROLLERS AND DELEGATES NOW YOU RE MAKING APPS FOR REAL TUTORIAL 3 MYLOCATIONS IN THE THIRD TUTORIAL YOU LL DEVELOP A LOCATION AWARE APP THAT LETS YOU KEEP A LIST OF SPOTS THAT YOU FIND INTERESTING IN THE PROCESS YOU LL LEARN ABOUT CORE LOCATION CORE DATA MAP KIT AND MUCH MORE TUTORIAL 4 STORESEARCH MOBILE APPS OFTEN NEED TO TALK TO WEB SERVICES AND THAT S WHAT YOU LL DO IN THIS FINAL TUTORIAL OF THE BOOK YOU LL MAKE A STYLISH APP FOR IPHONE AND IPAD THAT LETS YOU SEARCH FOR PRODUCTS ON THE ITUNES STORE USING HTTP REQUESTS AND JSON IT IS MY SINCERE BELIEF THAT THIS SERIES CAN TURN YOU FROM A COMPLETE NEWBIE INTO AN ACCOMPLISHED IOS DEVELOPER BUT YOU DO HAVE TO PUT IN THE TIME AND EFFORT BY WRITING THIS BOOK I VE DONE MY PART NOW IT S UP TO YOU

## APP ARCHITECTURE 2018-05-13

THIS BOOK EXPLAINS A RANGE OF APPLICATION DESIGN PATTERNS AND THEIR IMPLEMENTATION TECHNIQUES USING A SINGLE EXAMPLE APP FULLY IMPLEMENTED IN FIVE DESIGN PATTERNS INSTEAD OF ADVOCATING FOR ANY PARTICULAR PATTERN WE LAY OUT THE PROBLEMS ALL ARCHITECTURES ARE TRYING TO ADDRESS CONSTRUCTING THE APP S COMPONENTS COMMUNICATING BETWEEN THE VIEW AND THE MODEL AND HANDLING NON MODEL STATE WE SHOW HIGH LEVEL SOLUTIONS TO THESE PROBLEMS AND BREAK THEM DOWN TO THE LEVEL OF IMPLEMENTATION FOR FIVE DIFFERENT DESIGN PATTERNS TWO COMMONLY USED AND THREE MORE EXPERIMENTAL THE COMMON ARCHITECTURES ARE MODEL VIEW CONTROLLER AND MODEL VIEW VIEWMODEL COORDINATOR IN ADDITION TO EXPLAINING THESE PATTERNS CONCEPTUALLY AND ON THE IMPLEMENTATION LEVEL WE DISCUSS SOLUTIONS TO COMMONLY ENCOUNTERED PROBLEMS LIKE MASSIVE VIEW CONTROLLERS ON THE EXPERIMENTAL SIDE WE EXPLAIN VIEW STATE DRIVEN MODEL VIEW CONTROLLER MODELADAPTER VIEWBINDER AND THE ELM ARCHITECTURE BY EXAMINING THESE EXPERIMENTAL PATTERNS WE EXTRACT VALUABLE LESSONS THAT CAN BE APPLIED TO OTHER PATTERNS AND TO EXISTING CODE BASES

## THINKING IN SWIFTUI 2020-03-16

SWIFTUI IS RADICALLY DIFFERENT FROM UIKIT SO IN THIS SHORT BOOK WE WILL HELP YOU BUILD A MENTAL MODEL OF HOW SWIFTUI WORKS WE EXPLAIN THE MOST IMPORTANT CONCEPTS IN DETAIL AND WE FOLLOW THEM UP WITH EXERCISES TO GIVE YOU HANDS ON EXPERIENCE SWIFTUI IS STILL A YOUNG FRAMEWORK AND AS SUCH WE DON T BELIEVE IT S APPROPRIATE TO WRITE A COMPLETE REFERENCE INSTEAD THIS BOOK FOCUSES ON TRANSITIONING YOUR WAY OF THINKING FROM THE OBJECT ORIENTED STYLE OF UIKIT TO THE DECLARATIVE STYLE OF SWIFTUI THINKING IN SWIFTUI IS GEARED TOWARD READERS WHO ARE FAMILIAR WITH SWIFT AND WHO HAVE EXPERIENCE BUILDING APPS IN FRAMEWORKS LIKE UIKIT

## HOSPITAL CHAPLAINCY IN THE TWENTY-FIRST CENTURY 2017-03-02

THE PLACE OF RELIGION IN PUBLIC LIFE CONTINUES TO BE A MUCH DEBATED TOPIC IN WESTERN NATIONS THIS BOOK CHARTS THE CHANGING ROLE OF HOSPITAL CHAPLAINS AND EXAMINES THROUGH DETAILED CASE STUDIES THE REALITIES OF PRACTICE AND THE POLITICAL DEBATES WHICH EITHER THREATEN OR SUSTAIN THE SERVICE THIS SECOND EDITION INCLUDES A NEW INTRODUCTION AND UPDATED MATERIAL THROUGHOUT TO PRESENT FRESH INSIGHTS AND RESEARCH ABOUT CHAPLAINCY INCLUDING IN RELATION TO NEW ATHEISM AND THE DEVELOPING DEBATE ABOUT SECULARISM AND RELIGION IN PUBLIC LIFE SWIFT CONCLUDES THAT CHAPLAINS MUST DO MORE TO COMMUNICATE THE VALUE OF WHAT THEY BRING TO THE BEDSIDE

## HANDS-ON SWIFT 5 MICROSERVICES DEVELOPMENT 2020-03-02

LEARN TO DESIGN AND DEPLOY FULLY FUNCTIONING MICROSERVICES FOR YOUR APPLICATIONS FROM SCRATCH USING SWIFT DOCKER AND AWS KEY FEATURESUNDERSTAND SERVER SIDE SWIFT DEVELOPMENT CONCEPTS FOR BUILDING YOUR FIRST MICROSERVICEBUILD MICROSERVICES USING VAPOR 4 AND DEPLOY THEM TO THE CLOUD USING DOCKERLEARN EFFECTIVE TECHNIQUES FOR ENHANCING MAINTAINABILITY AND STABILITY OF YOUR SWIFT APPLICATIONSBOOK DESCRIPTION THE CAPABILITIES OF THE SWIFT PROGRAMMING LANGUAGE ARE EXTENDED TO SERVER SIDE DEVELOPMENT USING POPULAR FRAMEWORKS SUCH AS VAPOR THIS ENABLES SWIFT PROGRAMMERS TO IMPLEMENT THE MICROSERVICES APPROACH TO DESIGN SCALABLE AND EASY TO MAINTAIN ARCHITECTURE FOR IOS MACOS IPADOS AND WATCHOS APPLICATIONS THIS BOOK IS A COMPLETE GUIDE TO BUILDING MICROSERVICES FOR IOS APPLICATIONS YOU LL START BY EXAMINING SWIFT AND VAPOR AS BACKEND TECHNOLOGIES AND COMPARE THEM TO THEIR ALTERNATIVES THE BOOK THEN COVERS THE CONCEPT OF MICROSERVICES TO HELP YOU GET STARTED WITH DEVELOPING YOUR FIRST MICROSERVICE THROUGHOUT THIS BOOK YOU LL WORK ON A CASE STUDY OF WRITING AN E COMMERCE BACKEND AS A MICROSERVICE APPLICATION YOU LL UNDERSTAND EACH MICROSERVICE AS IT IS BROKEN DOWN INTO DETAILS AND WRITTEN OUT AS CODE THROUGHOUT THE BOOK YOU LL ALSO BECOME FAMILIAR WITH VARIOUS ASPECTS OF SERVER SIDE DEVELOPMENT SUCH AS SCALABILITY DATABASE OPTIONS AND INFORMATION FLOW FOR MICROSERVICES THAT ARE UNWRAPPED IN THE PROCESS AS YOU ADVANCE YOU LL GET TO GRIPS WITH MICROSERVICES TESTING AND SEE HOW IT IS DIFFERENT FROM TESTING A MONOLITH APPLICATION ALONG THE WAY YOU LL EXPLORE TOOLS SUCH AS DOCKER POSTMAN AND AMAZON SERVICES BY THE END OF THE BOOK YOU LL BE ABLE TO BUILD A READY TO DEPLOY APPLICATION THAT CAN BE USED AS A BASE FOR FUTURE APPLICATIONS WHAT YOU WILL LEARNGRASP SERVER SIDE SWIFT DEVELOPMENT CONCEPTS USING PRACTICAL EXAMPLESUNDERSTAND THE MICROSERVICES APPROACH AND WHY SWIFT IS A GREAT CHOICE FOR BUILDING MICROSERVICESDESIGN AND STRUCTURE MOBILE AND WEB APPLICATIONS USING MICROSERVICES ARCHITECTUREDISCOVER THE AVAILABLE DATABASE OPTIONS AND UNDERSTAND WHICH ONE TO CHOOSESCALE AND MONITOR YOUR MICROSERVICESUSE POSTMAN TO AUTOMATE TESTING FOR YOUR MICROSERVICES APIWHO THIS BOOK IS FOR THE BOOK IS FOR IOS IPADOS AND MACOS DEVELOPERS AND SWIFT PROGRAMMERS WHO WANT TO UNDERSTAND HOW SWIFT CAN BE USED FOR BUILDING MICROSERVICES THE BOOK ASSUMES FAMILIARITY WITH SWIFT PROGRAMMING AND THE FUNDAMENTALS OF THE WEB INCLUDING HOW

## CLASSIC COMPUTER SCIENCE PROBLEMS IN SWIFT 2018-03-24

SUMMARY CLASSIC COMPUTER SCIENCE PROBLEMS IN SWIFT INVITES READERS TO INVEST THEIR ENERGY IN SOME FOUNDATIONAL TECHNIQUES THAT HAVE BEEN PROVEN TO STAND THE TEST OF TIME ALONG THE WAY THEY LL LEARN INTERMEDIATE AND ADVANCED FEATURES OF THE SWIFT PROGRAMMING LANGUAGE A WORTHWHILE SKILL IN ITS OWN RIGHT PURCHASE OF THE PRINT BOOK INCLUDES A FREE EBOOK IN PDF KINDLE AND EPUB FORMATS FROM MANNING PUBLICATIONS ABOUT THE TECHNOLOGY DON T JUST LEARN ANOTHER LANGUAGE BECOME A BETTER PROGRAMMER INSTEAD TODAY S AWESOME IOS APPS STAND ON THE SHOULDERS OF CLASSIC ALGORITHMS CODING TECHNIQUES AND ENGINEERING PRINCIPLES MASTER THESE CORE SKILLS IN SWIFT AND YOU LL BE READY FOR AI DATA CENTRIC PROGRAMMING MACHINE LEARNING AND THE OTHER DEVELOPMENT CHALLENGES THAT WILL DEFINE THE NEXT DECADE ABOUT THE BOOK CLASSIC COMPUTER SCIENCE PROBLEMS IN SWIFT DEEPENS YOUR SWIFT LANGUAGE SKILLS BY EXPLORING FOUNDATIONAL CODING TECHNIQUES AND ALGORITHMS AS YOU WORK THROUGH EXAMPLES IN SEARCH CLUSTERING GRAPHS AND MORE YOU LL REMEMBER IMPORTANT THINGS YOU VE FORGOTTEN AND DISCOVER CLASSIC SOLUTIONS TO YOUR NEW PROBLEMS YOU LL APPRECIATE AUTHOR DAVID KOPEC S AMAZING ABILITY TO CONNECT THE CORE DISCIPLINES OF COMPUTER SCIENCE TO THE REAL WORLD CONCERNS OF APPS DATA PERFORMANCE AND EVEN NAILING YOUR NEXT JOB INTERVIEW WHAT S INSIDE BREADTH FIRST DEPTH FIRST AND A SEARCH ALGORITHMS CONSTRAINT SATISFACTION PROBLEMS SOLVING PROBLEMS WITH GRAPH ALGORITHMS NEURAL NETWORKS GENETIC ALGORITHMS AND MORE ALL EXAMPLES WRITTEN IN SWIFT 4 1 ABOUT THE READER FOR READERS COMFORTABLE WITH THE BASICS OF SWIFT ABOUT THE AUTHOR DAVID KOPEC IS AN ASSISTANT PROFESSOR OF COMPUTER SCIENCE AND INNOVATION AT CHAMPLAIN COLLEGE IN BURLINGTON VERMONT HE IS AN EXPERIENCED IOS DEVELOPER AND THE AUTHOR OF DART FOR ABSOLUTE BEGINNERS TABLE OF CONTENTS SMALL PROBLEMS SEARCH PROBLEMS CONSTRAINT SATISFACTION PROBLEMS GRAPH PROBLEMS GENETIC ALGORITHMS K MEANS CLUSTERING FAIRLY SIMPLE NEURAL NETWORKS MISCELLANEOUS PROBLEMS

## SWIFT AS PRIEST AND SATIRIST 2009

THE ESSAYS IN THIS VOLUME COVER FOUR BROAD CATEGORIES 1 ESSAYS THAT HISTORICIZE HIS RELATIONSHIP TO THE CHURCH OF IRELAND AND TO THE BRUISING WORLD OF EIGHTEENTH CENTURY THEOLOGICAL DISCOURSE IN GENERAL 2 ESSAYS THAT EXAMINE HOW SWIFT REPRESENTS RELIGIOUS FIGURES AND CONTROVERSIES IN HIS POETRY AND PROSE INCLUDING A A TALE OF A TUB 3 ESSAYS THAT THEORIZE THE RELATIONSHIPS BETWEEN RELIGIOUS AND LITERARY GENRES 4 ESSAYS THAT ARTICULATE THE LINKS BETWEEN SWIFT S SATIRES AND CONTEMPORARY RELIGIOUS PHILOSOPHICAL AND SCIENTIFIC DISCOURSE BOOK JACKET

## SWIFT COOKBOOK - THIRD EDITION 2023

THIS BOOK EXPLORES THE RICH PHILOSOPHICAL CONTENT OF THE WRITINGS OF JONATHAN SWIFT IT DISCUSSES THESE PHILOSOPHICAL TOPICS AGAINST THEIR IDEENGESCHICHTLICHE BACKGROUND AND DEMONSTRATES THAT SWIFT S WORK OFFERS STARTING POINTS FOR PHILOSOPHICAL REFLECTION THAT ARE STILL TOPICAL TODAY

## JONATHAN SWIFT AND PHILOSOPHY 2016-12-07

LEVERAGE SWIFT AND ENHANCE YOUR CODE TO TAKE YOUR APPLICATIONS TO THE NEXT LEVEL ABOUT THIS BOOK BUILD SOLID HIGH PERFORMANCE APPLICATIONS IN SWIFT INCREASE YOUR EFFICIENCY BY GETTING TO GRIPS WITH CONCURRENCY AND PARALLEL PROGRAMMING USE SWIFT TO DESIGN PERFORMANCE ORIENTED SOLUTIONS WHO THIS BOOK IS FOR THIS BOOK IS AIMED AT EXPERIENCED SWIFT DEVELOPERS WANTING TO OPTIMIZE THEIR PROGRAMS ON APPLE PLATFORMS TO OPTIMIZE APPLICATION PERFORMANCE WHAT YOU WILL LEARN BUILD SOLID STABLE AND RELIABLE APPLICATIONS USING SWIFT USE REPL AND PL TO MANAGE AND CONFIGURE RELATIONAL DATABASES EXPLORE SWIFT S FEATURES INCLUDING ITS STATIC TYPE SYSTEM VALUE OBJECTS AND FUNCTIONAL PROGRAMMING DESIGN REUSABLE CODE FOR HIGH PERFORMANCE IN SWIFT USE TO XCODE LLBD AND REPL TO DEBUG COMMANDS AVOID SHARING RESOURCES BY USING CONCURRENCY AND PARALLEL PROGRAMMING UNDERSTAND THE LAZY LOADING PATTERN LAZY SEQUENCES AND LAZY EVOLUTION IN DETAIL SWIFT IS ONE OF THE MOST POPULAR AND POWERFUL PROGRAMMING LANGUAGES FOR BUILDING IOS AND MAC OS APPLICATIONS AND CONTINUES TO EVOLVE WITH NEW FEATURES AND CAPABILITIES SWIFT IS CONSIDERED A REPLACEMENT TO OBJECTIVE C AND HAS PERFORMANCE ADVANTAGES OVER OBJECTIVE C AND PYTHON SWIFT ADOPTS SAFE PROGRAMMING PATTERNS AND ADDS MODERN FEATURES TO MAKE PROGRAMMING EASIER MORE FLEXIBLE AND MORE FUN DEVELOP SWIFT AND DISCOVER BEST PRACTICES THAT ALLOW YOU TO BUILD SOLID APPLICATIONS AND OPTIMIZE THEIR PERFORMANCE FIRST A FEW OF PERFORMANCE CHARACTERISTICS OF SWIFT WILL BE EXPLAINED YOU WILL IMPLEMENT NEW TOOLS AVAILABLE IN SWIFT INCLUDING PLAYGROUNDS AND REPL THESE WILL IMPROVE YOUR CODE EFFICIENCY ENABLE YOU TO ANALYSE SWIFT CODE AND ENHANCE PERFORMANCE NEXT THE IMPORTANCE OF BUILDING SOLID APPLICATIONS USING MULTITHREADING CONCURRENCY AND MULTI CORE DEVICE ARCHITECTURE IS COVERED BEFORE MOVING ON TO BEST PRACTICES AND TECHNIQUES THAT YOU SHOULD UTILIZE WHEN BUILDING HIGH PERFORMANCE APPLICATIONS SUCH AS CONCURRENCY AND LAZY LOADING FINALLY YOU WILL EXPLORE THE UNDERLYING STRUCTURE OF SWIFT FURTHER AND LEARN HOW TO DISASSEMBLE AND COMPILE SWIFT CODE STYLE AND APPROACH THIS IS A COMPREHENSIVE GUIDE TO ENHANCING SWIFT PROGRAMMING TECHNIQUES AND METHODOLOGY TO ENABLE FASTER APPLICATION DEVELOPMENT

## SWIFT HIGH PERFORMANCE 2015-11-06

DEVELOPING APPS FOR APPLE S BROADENING PLATFORM OF DEVICES IS AN EXCITING TOPIC THESE DAYS APPLE CREATED THE SWIFT PROGRAMMING LANGUAGE TO BUILD STATE OF THE ART APPS USING THE LATEST APPLE TECHNOLOGIES IN THIS 200 PAGE BOOK AUTHOR SCOTT GARDNER ARTICULATES THE SIMILARITIES AND DIFFERENCES BETWEEN TRADITIONAL OBJECTIVE C BASED PROGRAMMING AND SWIFT REVEALING WHAT YOU NEED TO KNOW FROM SYNTAX CHANGES TO EMERGING BEST PRACTICES AND PARADIGM SHIFTS TO WRITE POWERFUL EXPRESSIVE AND FLEXIBLE CODE IN SWIFT WRITTEN AT A BRISK PACE AND IN A METHODOICAL STYLE YOU LL LEARN HOW TO APPLY YOUR OBJECTIVE C SKILLS TO SUCCESSFULLY TRANSITION TO PROGRAMMING IN SWIFT IN THIS BOOK YOU LL LEARN WHAT IS SWIFT AND HOW DOES IT COMPARE TO OBJECTIVE C HOW TO BECOME PROFICIENT IN SWIFT BY



LEVERAGING YOUR EXISTING OBJECTIVE C SKILLS HOW TO TAKE ADVANTAGE OF NEW CAPABILITIES IN SWIFT WHAT ARE THE EMERGING BEST PRACTICES IN SWIFT PROGRAMMING TRANSITIONING TO SWIFT REACHES OUT TO ALL DEVELOPERS WHO ARE INTERESTED IN CREATING STATE OF THE ART APPS FOR APPLE S BROADENING PLATFORM OF DEVICES FOR BOTH CONSUMERS AND ENTERPRISE APPLE S INTRODUCTION OF THE NEW SWIFT PROGRAMMING LANGUAGE RAISES MANY QUESTIONS THIS BOOK ADDRESSES THOSE QUESTIONS DIRECTLY AND PREPARES DEVELOPERS FOR BUILDING THE NEXT GENERATION OF APPS IN SWIFT TO SURPRISE AND DELIGHT USERS THE WORLD OVER

*TRANSITIONING TO SWIFT 2014-12-19*

LEARN ABOUT ADVANCED CONCEPTS IN SWIFT PROGRAMMING

*ADVANCED SWIFT 2017-11-13*

LEARN THE CRITICAL TIPS AND TECHNIQUES TO MAKE USING XCODE FOR THE IPHONE IPAD OR MAC EASIER AND EVEN FUN EXPLORE THE FEATURES AND FUNCTIONALITY OF XCODE YOU MAY NOT HAVE HEARD OF GO UNDER THE HOOD TO DISCOVER HOW PROJECTS REALLY WORK SO WHEN THEY STOP WORKING YOU LL KNOW HOW TO FIX THEM EXPLORE THE COMMON PROBLEMS DEVELOPERS FACE WHEN USING XCODE AND FIND OUT HOW TO GET THE MOST OUT OF YOUR IDE DIG INTO XCODE AND YOU LL DISCOVER IT S RICHER AND MORE POWERFUL THAN YOU MIGHT HAVE THOUGHT GET A HUGE PRODUCTIVITY BOOST BY WORKING WITH XCODE INSTEAD OF AGAINST IT INSTEAD OF HACKY CODE FIXES AND MANUAL PROCESSES ONCE YOU KNOW THE THE WHY AND HOW OF XCODE S PROCESS YOU LL DISCOVER THAT DOING THINGS XCODE S WAY MAKES YOUR APP DEVELOPMENT MORE ELEGANT AND LESS AGGRAVATING EXPLORE THE MAJOR FEATURES OF XCODE PROJECT MANAGEMENT BUILDING UIS WITH STORYBOARDS CODE EDITING COMPILING APPS FIXING BUGS AND PERFORMANCE PROBLEMS UNIT AND UI TESTING AND SOURCE CODE MANAGEMENT GO BEYOND THE BASICS AND EXPLORE TASKS THAT PROFESSIONALS DEAL WITH WHEN THEY RE WORKING ON BIG PROJECTS CREATE STORYBOARDS THAT MANY DEVELOPERS CAN WORK ON AT ONCE EVEN AS PROJECTS GROW TO HUNDREDS OR THOUSANDS OF FILES FIND THE TOOLS THAT MAKE THE CODE EDITOR PLEASANT TO WORK WITH EVEN IN LONG CODING SESSIONS DISCOVER THE RIGHT WAY TO FIND AND FIX BUGS WHEN YOU HAVE LOTS OF CODE THAT S NOT ALWAYS PLAYING NICELY TOGETHER DIG INTO SPECIFIC AND LITTLE DISCUSSED FEATURES THAT HELP DEVELOPERS ON APPLE S OTHER PLATFORMS MACOS WATCHOS AND TVOS WHEN YOU RE READY TO DISTRIBUTE YOUR APP LEARN HOW APPLE S CODE SIGNING SYSTEM REALLY WORKS FIND OUT WHEN TO LET XCODE HANDLE IT AUTOMATICALLY AND HOW TO DO IT MANUALLY WHEN NEEDED DISCOVER HOW MUCH EASIER AND MORE FUN IOS DEVELOPMENT IS WHEN YOU KNOW THE SECRETS OF THE TOOLS WHAT YOU NEED THIS BOOK REQUIRES XCODE 9 AND A MAC RUNNING MACOS HIGH SIERRA 10 13 2 OR LATER ADDITIONALLY AN IOS DEVICE IS RECOMMENDED FOR ON DEVICE TESTING BUT NOT REQUIRED

XCODE TREASURES *2018-10-22*

A COMPREHENSIVE GUIDE FOR PROGRAMMING ENTHUSIASTS WHO WISH TO GAIN A FIRM COMMAND OF THE FUNDAMENTALS AND ADVANCED SWIFT CONCEPTS KEY FEATURESSIXTH EDITION OF THIS BESTSELLING BOOK IMPROVED AND UPDATED TO COVER THE LATEST VERSION OF THE SWIFT 5 3 PROGRAMMING LANGUAGEGET TO GRIPS WITH POPULAR AND MODERN DESIGN TECHNIQUES TO WRITE EASY TO MANAGE SWIFT CODEUSE CORE SWIFT FEATURES SUCH AS CONCURRENCY GENERICS AND COPY ON WRITE IN YOUR CODEBOOK 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 LEARNUNDERSTAND CORE SWIFT COMPONENTS SUCH AS OPERATORS COLLECTIONS CONTROL FLOWS AND FUNCTIONSIDENTIFY HOW AND WHEN TO USE CLASSES STRUCTURES AND ENUMERATIONSUSE PROTOCOL ORIENTED DESIGN WITH EXTENSIONS TO WRITE EASY TO MANAGE CODELEVERAGE DESIGN PATTERNS WITH SWIFT TO SOLVE COMMONLY OCCURRING DESIGN PROBLEMSAPPLY COPY ON WRITE FOR YOUR CUSTOM VALUE TYPES TO IMPROVE PERFORMANCEADD CONCURRENCY TO YOUR APPLICATIONS USING GRAND CENTRAL DISPATCH AND OPERATION QUEUESIMPLEMENT GENERICS TO WRITE FLEXIBLE AND REUSABLE CODEWHO 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

FUNCTIONAL SWIFT *2019*

PEOPLE LIVING WITH MENTAL HEALTH CHALLENGES ARE NOT EXCLUDED FROM GOD S LOVE OR EVEN THE FULLNESS OF LIFE PROMISED BY JESUS UNFORTUNATELY THIS HOPE IS OFTEN LOST AMID THE WELL MEANING LABELS AND MEDICAL TREATMENTS THAT DOMINATE THE MENTAL HEALTH FIELD TODAY IN FINDING JESUS IN THE STORM JOHN SWINTON MAKES THE CASE FOR RECLAIMING THAT HOPE BY CHANGING THE WAY WE TALK ABOUT MENTAL HEALTH AND REMEMBERING THAT ABOVE ALL PEOPLE ARE PEOPLE REGARDLESS OF HOW UNCONVENTIONALLY THEY EXPERIENCE LIFE FINDING JESUS IN THE STORM IS A CALL FOR THE CHURCH TO BE AN EPICENTER OF COMPASSION FOR THOSE EXPERIENCING DEPRESSION SCHIZOPHRENIA BIPOLAR DISORDER AND RELATED DIFFICULTIES THAT MEANS BREAKING FREE OF THE ASSUMPTIONS THAT OFTEN ACCOMPANY THESE DIAGNOSES ALLOWING FOR THE POSSIBILITY THAT PEOPLE LIVING WITHIN UNCONVENTIONAL STATES OF MENTAL HEALTH MIGHT EXPERIENCE GOD IN UNIQUE WAYS THAT ARE REAL AND PERHAPS EVEN REVELATORY IN EACH CHAPTER SWINTON GIVES VOICE TO THOSE EXPERIENCING THE MENTAL HEALTH CHALLENGES IN QUESTION SO READERS CAN SEE FIRSTHAND WHAT GOD S HEALING LOOKS LIKE IN A VARIETY OF CIRCUMSTANCES THE RESULT IS A BOOK ABOUT

PEOPLE INSTEAD OF SYMPTOMS DESCRIPTION INSTEAD OF DIAGNOSIS AND LIFEGIVING HOPE FOR EVERYONE IN THE MIDST OF THE STORM

MASTERING SWIFT 5.3 2020-11-23

THE IOS 8 SDK CHANGES EVERYTHING NEW PROGRAMMING LANGUAGE NEW WAYS TO WORK WITH OTHER APPS NEW TOOLS TO DO COOL STUFF IN A WORLD OF IPHONES AND IPADS IT S A GREAT TIME TO MAKE A FRESH START DEVELOPING APPS FOR THE PLATFORM THIS BOOK GUIDES YOU THROUGH THE STATE OF THE ART OF IOS DEVELOPMENT INCLUDING THE RADICALLY OVERHAULED XCODE 6 TOOLCHAIN THE IOS 8 SDK AND THE NEW IPHONE 6 AND IPHONE 6 PLUS ENTIRELY REWRITTEN TO USE APPLE S NEW SWIFT PROGRAMMING LANGUAGE THIS BOOK WILL TAKE YOU THROUGH THE FUNDAMENTALS OF WRITING APPS THAT ARE RESPONSIVE ADAPTIVE PRACTICAL AND EXCITING WHETHER YOU RE STARTING OUT OR STARTING OVER IOS 8 HAS SET DEVELOPERS ON A NEW PATH WITH A CAPABLE AND PRACTICAL NEW PROGRAMMING LANGUAGE A WIDE VARIETY OF NEW FEATURES AND FRAMEWORKS AND A NEW SPIRIT OF OPENNESS AND CONNECTIVITY IT S A LONG WAY FROM THE LOCKED DOWN WEBAPPS ONLY ORIGINAL IPHONE IOS 8 SDK DEVELOPMENT IS A PRACTICAL GUIDE TO THE ESSENTIALS OF DEVELOPING FOR IOS 8 YOU LL START BUILDING AND REVISING A REAL APP THAT S WRITTEN ENTIRELY IN APPLE S NEW SWIFT PROGRAMMING LANGUAGE YOU LL SEND NETWORK REQUESTS AND HANDLE THE RESPONSES BUILD FROM ONE SCREEN TO MANY ADAPT FROM THE CLOSE CONFINES OF THE IPHONE SCREEN TO THE WIDE EXPANSE OF THE IPAD AND ACCOMMODATE THE BIG IPHONE 6 IN BETWEEN YOU LL MASTER THE FUNDAMENTALS OF KEEPING APPS RESPONSIVE WITH GRAND CENTRAL DISPATCH ORGANIZE YOUR LOGIC INTO VIEW CONTROLLERS DELIGHT USERS WITH MULTI TOUCH GESTURES AND PHOTO MANIPULATION AND OFFER SERVICES TO OTHER APPS THROUGH IOS 8 EXTENSIONS YOU LL ALSO LEARN THE FINE ARTS OF TESTING DEBUGGING AND THE CARE AND FEEDING OF YOUR APP BEFORE SUBMITTING TO THE APP STORE AND AFTER IT S IN THE PUBLIC S HANDS THE IOS 8 SDK CHANGES EVERYTHING CHANGE WITH IT IT S ONLY GETTING BETTER WHAT YOU NEED THIS TITLE COVERS THE IOS 8 SDK AND XCODE 6 READERS WILL NEED A MAC WITH OS X 10.9 MAVERICKS OR LATER AND XCODE 6 FREE FROM THE MAC APP STORE

FINDING JESUS IN THE STORM 2020-09-22

THIS IS THE EBOOK OF THE PRINTED BOOK AND MAY NOT INCLUDE ANY MEDIA WEBSITE ACCESS CODES OR PRINT SUPPLEMENTS THAT MAY COME PACKAGED WITH THE BOUND BOOK THROUGH THE AUTHORS CAREFULLY CONSTRUCTED EXPLANATIONS AND EXAMPLES YOU WILL DEVELOP AN UNDERSTANDING OF SWIFT GRAMMAR AND THE ELEMENTS OF EFFECTIVE SWIFT STYLE THIS BOOK IS WRITTEN FOR SWIFT 3.0 AND WILL ALSO SHOW YOU HOW TO NAVIGATE XCODE 8 AND GET THE MOST OUT OF APPLE S DOCUMENTATION THROUGHOUT THE BOOK THE AUTHORS SHARE THEIR INSIGHTS INTO SWIFT TO ENSURE THAT YOU UNDERSTAND THE HOWS AND WHYS OF SWIFT AND CAN PUT THAT UNDERSTANDING TO USE IN DIFFERENT CONTEXTS AFTER WORKING THROUGH THE BOOK YOU WILL HAVE THE KNOWLEDGE AND CONFIDENCE TO DEVELOP YOUR OWN SOLUTIONS TO A WIDE RANGE OF PROGRAMMING CHALLENGES USING SWIFT

IOS 8 SDK DEVELOPMENT 2015

IN 1835 AFTER BEING TURNED OUT BY HIS MEAN SPIRITED UNCLE CHRIS DAHLBERG DECIDES TO HARVEST SOME OF THE TIMBER ON HIS GRANDFATHER S LAND IN MINNESOTA AND FLOAT THE GIANT LOGS DOWN THE MISSISSIPPI RIVER TO MARKET IN ST LOUIS

SWIFT PROGRAMMING 2016-11-23

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

SWIFT RIVERS 2004-10-01

SWIFT GREATLY SIMPLIFIES THE PROCESS OF DEVELOPING APPLICATIONS FOR APPLE DEVICES THIS BOOK PROVIDES YOU WITH THE ESSENTIAL SKILLS TO HELP YOU GET STARTED WITH DEVELOPING APPLICATIONS USING SWIFT KEY FEATURES TEACHES YOU HOW TO CORRECTLY STRUCTURE AND ARCHITECT SOFTWARE USING SWIFT USES REAL WORLD EXAMPLES TO CONNECT THE THEORY TO A PROFESSIONAL SETTING IMPARTS EXPERTISE IN THE CORE SWIFT STANDARD LIBRARY BOOK DESCRIPTION TAKE YOUR FIRST FORAY

INTO PROGRAMMING FOR APPLE DEVICES WITH SWIFT SWIFT IS FUNDAMENTALLY DIFFERENT FROM OBJECTIVE C AS IT IS A PROTOCOL ORIENTED LANGUAGE WHILE YOU CAN STILL WRITE NORMAL OBJECT ORIENTED CODE IN SWIFT IT REQUIRES A NEW WAY OF THINKING TO TAKE ADVANTAGE OF ITS POWERFUL FEATURES AND A SOLID UNDERSTANDING OF THE BASICS TO BECOME PRODUCTIVE WHAT YOU WILL LEARN EXPLORE THE FUNDAMENTAL SWIFT PROGRAMMING CONCEPTS LANGUAGE STRUCTURE AND THE SWIFT PROGRAMMING SYNTAX LEARN HOW SWIFT COMPARES TO OTHER COMPUTER LANGUAGES AND HOW TO TRANSFORM YOUR THINKING TO LEVERAGE NEW CONCEPTS SUCH AS OPTIONALS AND PROTOCOLS MASTER HOW TO USE KEY LANGUAGE ELEMENTS SUCH AS STRINGS AND COLLECTIONS GRASP HOW SWIFT SUPPORTS MODERN APPLICATION DEVELOPMENT USING ADVANCED FEATURES SUCH AS BUILT IN UNICODE SUPPORT AND HIGHER ORDER FUNCTIONS WHO THIS BOOK IS FOR IF YOU ARE SEEKING FUNDAMENTAL SWIFT PROGRAMMING SKILLS IN PREPARATION FOR LEARNING TO DEVELOP NATIVE APPLICATIONS FOR IOS OR MACOS THIS BOOK IS THE BEST FOR YOU YOU DON T NEED TO HAVE ANY PRIOR SWIFT KNOWLEDGE HOWEVER OBJECT ORIENTED PROGRAMMING EXPERIENCE IS DESIRED

## SWIFT IN DEPTH *2018-12-10*

ADVANCED SWIFT TAKES YOU THROUGH SWIFT S FEATURES FROM LOW LEVEL PROGRAMMING TO HIGH LEVEL ABSTRACTIONS IN THIS BOOK WE LL WRITE ABOUT ADVANCED CONCEPTS IN SWIFT PROGRAMMING IF YOU HAVE READ THE SWIFT PROGRAMMING GUIDE AND WANT TO EXPLORE MORE THIS BOOK IS FOR YOU SWIFT IS A GREAT LANGUAGE FOR SYSTEMS PROGRAMMING BUT ALSO LENDS ITSELF FOR VERY HIGH LEVEL PROGRAMMING WE LL EXPLORE BOTH HIGH LEVEL TOPICS FOR EXAMPLE PROGRAMMING WITH GENERICS AND PROTOCOLS AS WELL AS LOW LEVEL TOPICS FOR EXAMPLE WRAPPING A C LIBRARY AND STRING INTERNALS

## BEGINNING SWIFT *2018-05-31*

IOS 9 GIVES DEVELOPERS NEW TOOLS FOR CREATING APPS FOR IPHONE AND IPAD AND OUR NEW EDITION OF THE CLASSIC IOS GUIDE IS UPDATED TO MATCH IN THIS COMPLETELY REVISED EDITION YOU LL WORK THROUGH AN APP S ENTIRE LIFECYCLE FROM CREATING THE PROJECT TO PUBLISHING ON THE APP STORE STARTING WITH THE BASICS SEE HOW SWIFT 2 0 OFFERS MORE POWER WITH LESS BOILERPLATE CODE BRINGING ELEGANT ERROR HANDLING AND FUNCTIONAL PROGRAMMING CONCEPTS TO YOUR APP DEVELOPMENT THEN DIG INTO THE CAPABILITIES OF THE IOS FRAMEWORKS BY BUILDING A REAL WORLD APP FROM A SIMPLE BUTTON TO A MULTI SCREEN CLIENT THAT CLEANLY HANDLES MULTI TASKING NETWORKING TOUCH GESTURES AND MORE ADAPT A USER INTERFACE FROM THE SMALLEST IPHONE TO THE BIGGEST IPAD MULTITASK ALONGSIDE OTHER APPS AND SEE HOW EXTENSIONS LET AN APP SPREAD ITS FUNCTIONALITY THROUGHOUT THE SYSTEM

## ADVANCED SWIFT *2016-09-29*

LEARN AUGMENTED REALITY AUGMENTED REALITY IS GOING TO BE THE NEXT BIG THING THERE S ABSOLUTELY NO DOUBT ABOUT IT IF YOU WANT TO BUILD REALISTIC AND IMMERSIVE AR EXPERIENCES FOR THE APPLE PLATFORM THIS BOOK IS YOUR GOLDEN TICKET APPLE AUGMENTED REALITY BY TUTORIALS IS THE EASIEST AND FASTEST WAY TO GET HANDS ON EXPERIENCE USING APPLE FRAMEWORKS AND TECHNOLOGIES LIKE REALITY COMPOSER REALITYKIT AND ARKITWHO THIS BOOK IS FORTHIS BOOK IS FOR BEGINNER TO INTERMEDIATE IOS DEVELOPERS WHO ALREADY KNOW THE BASICS OF SWIFT DEVELOPMENT AND ARE LOOKING TO BUILD IMMERSIVE AR EXPERIENCES FOR THE APPLE PLATFORM TOPICS COVERED IN APPLE AR BY TUTORIALSAR QUICK LOOK DISCOVER HOW TO INTEGRATE AR QUICK LOOK INTO YOUR APPS TO GIVE THEM SOME COOL AR SUPERPOWERS REALITY COMPOSER REALITY FILES FIND OUT HOW TO LEVERAGE THE POWER OF REALITY COMPOSER TO CREATE INTERACTIVE AR BASED EXPERIENCES REALITY CONVERTER PBR MATERIALS DISCOVER HOW PBR MATERIALS CAN ADD A LEVEL OF REALISM TO YOUR AR OBJECTS AND HOW TO USE REALITY CONVERTER TO CONVERT VIEW CUSTOMIZE AND CREATE USDZ CONTENT REALITYKIT LEARN TO SET UP AND USE REALITYKIT TO BUILD A FACE BASED AUGMENTED REALITY APP FACIAL BLEND SHAPES BUILD A FULLY INTERACTIVE AUGMENTED REALITY FACE MASK THAT REACTS TO YOUR FACIAL EXPRESSIONS USING BLEND SHAPES ARKIT GET A COMPLETE INTRODUCTION TO ARKIT APPLE S FRAMEWORK FOR CREATING FULLY INTERACTIVE AUGMENTED REALITY AND LEARN ABOUT THE DIFFERENT TYPES OF RENDERING OPTIONS AVAILABLE WITH ARKIT RAYCASTING PHYSICS LEARN ABOUT RAYCASTING 2D HIT TESTING AND THE SPRITEKIT PHYSICS ENGINE AS YOU ADD MORE FEATURES AND FUNCTIONALITY TO YOUR GAME ECS COLLABORATIVE EXPERIENCES BUILD A COLLABORATIVE AR EXPERIENCE AND LEARN HOW TO CREATE AND MANAGE A MULTIPLEER CONNECTION OBJECT CAPTURE LEARN HOW TO CREATE REALISTIC 3D MODELS FROM REAL LIFE OBJECTS WITH PHOTOGRAMMETRY AFTER READING THIS BOOK YOU LL HAVE A DEEP UNDERSTANDING OF THE TECHNOLOGIES AND FRAMEWORKS USED TO CREATE POWERFUL IMMERSIVE AR EXPERIENCES FOR THE APPLE PLATFORM

## IOS 9 SDK DEVELOPMENT *2016*

LEARN HOW TO MAKE 3D GAMES IN SWIFT USING APPLE S BUILT IN 3D GAME FRAMEWORK SCENKIT THROUGH A SERIES OF MINI GAMES AND CHALLENGES YOU WILL GO FROM BEGINNER TO ADVANCED AND LEARN EVERYTHING YOU NEED TO MAKE YOUR OWN 3D GAME BY THE TIME YOU RE FINISHED READING THIS BOOK YOU WILL HAVE MADE 4 COMPLETE MINI GAMES INCLUDING GAMES SIMILAR TO FRUIT NINJA MARBLE MADNESS AND CROSSY ROAD BACK COVER

## APPLE AUGMENTED REALITY BY TUTORIALS (SECOND EDITION) *2022-02-23*

IOS DEVELOPMENT WITH SWIFT IS A HANDS ON GUIDE TO CREATING IOS APPS IT TAKES YOU THROUGH THE EXPERIENCE OF BUILDING AN APP FROM IDEA TO APP STORE AFTER SETTING UP YOUR DEV ENVIRONMENT YOU LL LEARN THE BASICS BY EXPERIMENTING IN SWIFT PLAYGROUNDS THEN YOU LL BUILD A SIMPLE APP LAYOUT ADDING FEATURES LIKE ANIMATIONS AND UI WIDGETS ALONG THE WAY YOU LL RETRIEVE FORMAT AND DISPLAY DATA INTERACT WITH THE CAMERA AND OTHER DEVICE FEATURES AND TOUCH ON CLOUD AND NETWORKING BASICS

## 3D APPLE GAMES BY TUTORIALS SECOND EDITION *2017-11-16*

LEARN DATA STRUCTURES ALGORITHMS IN SWIFT DATA STRUCTURES AND ALGORITHMS FORM THE BASIS OF COMPUTER PROGRAMMING AND ARE THE STARTING POINT FOR ANYONE LOOKING TO BECOME A SOFTWARE ENGINEER CHOOSING THE PROPER DATA



STRUCTURE AND ALGORITHM INVOLVES UNDERSTANDING THE MANY DETAILS AND TRADE OFFS OF USING THEM WHICH CAN BE TIME CONSUMING TO LEARN AND CONFUSING THIS IS WHERE THIS BOOK DATA STRUCTURES ALGORITHMS IN SWIFT COMES TO THE RESCUE IN THIS BOOK YOU LL LEARN THE NUTS AND BOLTS OF HOW FUNDAMENTAL DATA STRUCTURES AND ALGORITHMS WORK BY USING EASY TO FOLLOW TUTORIALS LOADED WITH ILLUSTRATIONS YOU LL ALSO LEARN BY WORKING IN SWIFT PLAYGROUND CODE WHO THIS BOOK IS FOR THIS BOOK IS FOR DEVELOPERS WHO KNOW THE BASICS OF SWIFT SYNTAX AND WANT A BETTER THEORETICAL UNDERSTANDING OF WHAT DATA STRUCTURES AND ALGORITHMS ARE TO BUILD MORE COMPLEX PROGRAMS OR ACE A WHITEBOARD INTERVIEW TOPICS COVERED IN DATA STRUCTURES ALGORITHMS IN SWIFT BASIC DATA STRUCTURES AND ALGORITHMS INCLUDING STACKS QUEUES AND LINKED LISTS HOW PROTOCOLS CAN BE USED TO GENERALIZE ALGORITHMS HOW TO LEVERAGE THE ALGORITHMS OF THE SWIFT STANDARD LIBRARY WITH YOUR OWN DATA STRUCTURES TREES TRIES AND GRAPHS BUILDING ALGORITHMS ON TOP OF OTHER PRIMITIVES A COMPLETE SPECTRUM OF SORTING ALGORITHMS FROM SIMPLE TO ADVANCED HOW TO THINK ABOUT ALGORITHMIC COMPLEXITY FINDING SHORTEST PATHS TRAVERSALS SUBGRAPHS AND MUCH MORE AFTER READING THIS BOOK YOU LL HAVE A SOLID FOUNDATION ON DATA STRUCTURES AND ALGORITHMS AND BE READY TO SOLVE MORE COMPLEX PROBLEMS IN YOUR APPS ELEGANTLY

## IOS DEVELOPMENT WITH SWIFT *2017-12*

BUILD FAST AND POWERFUL APPLICATIONS BY EXPLOITING THE POWER OF PROTOCOL ORIENTED PROGRAMMING IN SWIFT ABOUT THIS BOOK THE ONLY BOOK THAT SHOWS HOW TO HARNESS THE POWER OF PROTOCOL ORIENTED PROGRAMMING IN SWIFT TO BUILD REAL WORLD APPLICATIONS GET FAMILIAR WITH THE PROTOCOL FOCUSED APPROACH OF APPLICATION DEVELOPMENT INCREASE THE OVERALL PRODUCTIVITY AND PERFORMANCE OF APPLICATIONS WITH PROTOCOL ORIENTED PROGRAMMING WHO THIS BOOK IS FOR THIS BOOK IS FOR SWIFT DEVELOPERS WHO WANT TO LEARN AND IMPLEMENT PROTOCOL ORIENTED PROGRAMMING IN THEIR REAL WORLD APPLICATIONS WHAT YOU WILL LEARN THE DIFFERENCE BETWEEN OBJECT ORIENTED PROGRAMMING AND PROTOCOL ORIENTED PROGRAMMING THE DIFFERENCE BETWEEN REFERENCE AND VALUE TYPES AND WHEN TO USE EACH HOW WE CAN LEVERAGE TUPLES TO REDUCE THE COMPLEXITY OF OUR CODE WHAT ARE PROTOCOLS AND HOW TO USE THEM HOW TO IMPLEMENT PROTOCOL EXTENSIONS TO CREATE A VERY FLEXIBLE CODE BASE HOW TO IMPLEMENT SEVERAL DESIGN PATTERNS IN A PROTOCOL ORIENTED APPROACH HOW TO SOLVE REAL WORLD DESIGN ISSUE WITH PROTOCOL ORIENTED PROGRAMMING IN DETAIL AT THE HEART OF SWIFT S DESIGN IS AN INCREDIBLY POWERFUL IDEA PROTOCOL ORIENTED PROGRAMMING ITS MANY BENEFITS INCLUDE BETTER CODE MAINTAINABILITY INCREASED DEVELOPER PRODUCTIVITY AND SUPERIOR APPLICATION PERFORMANCE THE BOOK WILL TEACH THE READER HOW TO APPLY THE IDEAS BEHIND THE PROTOCOL ORIENTED PROGRAMMING PARADIGM TO IMPROVE THE CODE THEY WRITE THIS BOOK WILL INTRODUCE THE READERS TO THE WORLD OF PROTOCOL ORIENTED PROGRAMMING IN SWIFT AND WILL DEMONSTRATE THE IDEAS BEHIND THIS NEW PROGRAMMING PARADIGM WITH REAL WORLD EXAMPLES IN ADDITION TO LEARNING THE CONCEPTS OF PROTOCOL ORIENTED PROGRAMMING IT ALSO SHOWS THE READER HOW TO REDUCE THE COMPLEXITY OF THEIR CODEBASE USING PROTOCOL EXTENSIONS BEGINNING WITH HOW TO CREATE SIMPLE PROTOCOLS READERS WILL LEARN HOW TO EXTEND PROTOCOLS AND ALSO TO ASSIGN BEHAVIORS TO THEM BY THE END OF THIS BOOK READERS WILL BE ABLE TO HARNESS THE POWER OF PROTOCOL ORIENTED PROGRAMMING TO BUILD REAL WORLD APPLICATIONS STYLE AND APPROACH IN ITS LATEST RELEASE OF SWIFT APPLE HAS INTRODUCED PROTOCOL EXTENSIONS AS A NEW FEATURE AT THE HEART OF SWIFT S DESIGN MAKING SWIFT 2 A PROTOCOL ORIENTED LANGUAGE PROTOCOL ORIENTED PROGRAMMING BEING A LESS EXPLORED OOP PARADIGM THERE IS LITTLE GUIDANCE ON HOW TO TAKE ADVANTAGE OF PROTOCOL EXTENSIONS IN REAL WORLD APPLICATIONS IN ADDITION TO OFFERING AN IN DEPTH COVERAGE OF PROTOCOL ORIENTED PROGRAMMING AND ITS CONCEPTS THIS BOOK ALSO EXPLAINS HOW A DEVELOPER CAN LEVERAGE THESE FEATURES TO BUILD POWERFUL REAL WORLD APPLICATIONS

## **DATA STRUCTURES & ALGORITHMS IN SWIFT (FOURTH EDITION)** *2021-09-15*

LEARN ABOUT ADVANCED CONCEPTS IN SWIFT PROGRAMMING

## *PROTOCOL ORIENTED PROGRAMMING WITH SWIFT* *2016-02-23*

WRITE A FULL STACK SWIFT APP AND DEPLOY IT TO PRODUCTION KITURA GIVES YOU THE POWER TO CREATE PRODUCTION READY RESTFUL APIS WRITTEN IN SWIFT COUPLED WITH THE POWER OF DOCKER AND KUBERNETES YOU CAN TAKE YOUR SWIFT TO THE SERVER AND BEYOND SERVER SIDE SWIFT WITH KITURA WILL WALK YOU THROUGH THE DEVELOPMENT OF EMOJI JOURNAL A SOCIAL NETWORK FOCUSED ON YOUR FEELINGS YOU LL LEARN HOW REST WORKS HOW TO DOCUMENT YOUR API HOW TO SET UP AN ORM AND USER AUTHENTICATION AND EVEN HOW TO CREATE A WEB FRONT END AS WELL AS AN IOS FRONTEND YOU LL ALSO LEARN ABOUT HOW TO USE POWERFUL DEPLOYMENT TOOLS TO MANAGE AND RUN YOUR API IN ANY POPULAR CLOUD THAT YOU CHOOSE WHO THIS BOOK IS FOR THIS BOOK IS FOR ANY DEVELOPER WHO HAS HAD SOME EXPOSURE TO SWIFT AND WANTS TO LEARN HOW TO USE THOSE SKILLS TO WRITE CODE THAT OPERATES ON THE SERVER TOPICS COVERED IN SERVER SIDE SWIFT WITH KITURA KUERYORM LEARN HOW TO MAP YOUR SWIFT API TO POSTGRES SQL A VERY POPULAR DATABASE THE OPENAPI SPEC LEARN HOW TO SELF DOCUMENT YOUR API AND TO PROVIDE A TOOL FOR RAPIDLY TESTING AND ITERATING ON IT STENCIL USE AN OPEN SOURCE TEMPLATING TOOL TO CREATE A WEB APP FOR YOUR SWIFT APP ON THE SERVER AUTHENTICATION PROTECT YOUR SWIFT API FROM UNWANTED REQUESTS AND LEARN HOW TO APPLY MULTIPLE DIFFERENT TYPES OF PROTECTION SECURITY DEMYSTIFY THE WORLD OF TLS AND LEARN HOW TO SECURE COMMUNICATIONS TO AND FROM YOUR SERVER DEPLOYMENT LOCALHOST ISN T ENOUGH PUSH YOUR SERVER TO PRODUCTION WITH DOCKER AND KUBERNETES ONE THING YOU CAN COUNT ON AFTER READING THIS BOOK YOU LL BE PREPARED TO TAKE ADVANTAGE OF ALL THAT KITURA HAS TO OFFER ABOUT THE TUTORIAL TEAM THE TUTORIAL TEAM IS A GROUP OF APP DEVELOPERS AND AUTHORS WHO WRITE TUTORIALS AT THE POPULAR WEBSITE RAYWENDERLICH COM WE TAKE PRIDE IN MAKING SURE EACH TUTORIAL WE WRITE HOLDS TO THE HIGHEST STANDARDS OF QUALITY WE WANT OUR TUTORIALS TO BE WELL WRITTEN EASY TO FOLLOW AND FUN IF YOU VE ENJOYED THE TUTORIALS WE VE WRITTEN IN THE PAST YOU RE IN FOR A TREAT THE TUTORIALS WE VE WRITTEN FOR THIS BOOK ARE SOME OF OUR BEST YET AND THIS BOOK CONTAINS DETAILED TECHNICAL KNOWLEDGE YOU SIMPLY WON T BE ABLE TO FIND ANYWHERE ELSE

## ADVANCED SWIFT 2019

DEVELOP THE SKILLS REQUIRED TO CREATE COMPELLING MAINTAINABLE AND ROBUST IOS AND OS X APPS WITH SWIFT ABOUT THIS BOOK WRITE EXPRESSIVE UNDERSTANDABLE AND MAINTAINABLE SWIFT 2 CODE WITH THIS HANDS ON TUTORIAL UNVEIL THE COMPLEX UNDERPINNINGS OF SWIFT TO TURN YOUR APP IDEAS INTO REALITY THIS BOOK IS PACKED WITH REAL LIFE EXAMPLES TO HELP YOU IMPLEMENT CONCEPTS AS YOU LEARN WHO THIS BOOK IS FOR IF YOU ARE LOOKING TO BUILD IOS OR OS X APPS USING THE MOST MODERN TECHNOLOGY THIS BOOK IS IDEAL FOR YOU YOU WILL FIND THIS BOOK ESPECIALLY USEFUL IF YOU ARE NEW TO PROGRAMMING OR IF YOU ARE YET TO DEVELOP FOR IOS OR OS X NO PRIOR PROGRAMMING EXPOSURE IS REQUIRED WHAT YOU WILL LEARN FORM 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 UTILIZE THE VAST RESOURCES WRITTEN IN OBJECTIVE C TO BETTER INFORM YOUR SWIFT PROGRAMMING DEVELOP A BASIC PORTFOLIO OF SWIFT CODE BY LEARNING THE CRITICAL CONCEPTS EXPERIENCE BOTH OBJECT ORIENTED AND FUNCTIONAL PROGRAMMING GET TO KNOW THE NEW CODING TECHNIQUES MADE AVAILABLE BY SWIFT 2 DISCOVER RESOURCES TO ENSURE YOU NEVER STOP BECOMING A BETTER DEVELOPER IN DETAIL SWIFT IS APPLE S NEW PROGRAMMING LANGUAGE AND THE FUTURE OF IOS AND OS X APP DEVELOPMENT IT IS A HIGH PERFORMANCE LANGUAGE THAT FEELS LIKE A MODERN SCRIPTING LANGUAGE ON THE SURFACE SWIFT IS EASY TO JUMP INTO BUT IT HAS COMPLEX UNDERPINNINGS THAT ARE CRITICAL TO BECOMING PROFICIENT AT TURNING AN IDEA INTO REALITY THIS BOOK IS AN APPROACHABLE STEP BY STEP INTRODUCTION INTO PROGRAMMING WITH SWIFT FOR EVERYONE IT BEGINS BY GIVING YOU AN OVERVIEW OF THE KEY FEATURES THROUGH PRACTICAL EXAMPLES AND PROGRESSES TO MORE ADVANCED TOPICS THAT HELP DIFFERENTIATE THE PROFICIENT DEVELOPERS FROM THE MEDIOCRE ONES IT COVERS IMPORTANT CONCEPTS SUCH AS VARIABLES OPTIONALS CLOSURES GENERICS AND MEMORY MANAGEMENT MIXED IN WITH THOSE CONCEPTS IT ALSO HELPS YOU LEARN THE ART OF PROGRAMMING SUCH AS MAINTAINABILITY USEFUL DESIGN PATTERNS AND RESOURCES TO FURTHER YOUR KNOWLEDGE THIS ALL CULMINATES IN WRITING A BASIC IOS APP THAT WILL GET YOU WELL ON YOUR WAY TO TURNING YOUR OWN APP IDEAS INTO REALITY STYLE AND APPROACH THIS IS AN APPROACHABLE 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

## *SERVER SIDE SWIFT WITH KITURA (SECOND EDITION): BUILDING WEB APIs AND APPS IN KITURA 2019-12-02*

WHAT SORT OF COMBINATION OF HYPOCRITE AND PARADOX IS JOHN KERRY ASKS THIS HEATED CRITIQUE OF THE DEMOCRATIC PRESIDENTIAL CANDIDATE S VIETNAM ERA MILITARY SERVICE AND ANTIWAR ACTIVISM O NEILL A LAWYER AND SWIFT BOAT VETERAN AND CORSI AN EXPERT ON VIETNAM ANTIWAR MOVEMENTS SHOW HOW KERRY MISREPRESENTED HIS WARTIME EXPLOITS AND IS THEREFORE INCOMPETENT TO SERVE AS COMMANDER IN CHIEF BUTTRESSED BY INTERVIEWS WITH NAVY VETERANS WHO PATROLLED VIETNAM S WATERS SOME ALONG WITH KERRY READERS WILL DISCOVER HOW HE EXAGGERATED MINOR INJURIES SELF INFLICTED OTHERS WROTE FICTITIOUS DIARY ENTRIES AND FILED PHONY REPORTS OF HIS HEROISM UNDER FIRE ALL IN A CALCULATED QUEST TO SECURE CAREER ENHANCING COMBAT MEDALS

## LEARNING SWIFT 2016-03-23

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