



Swift for Beginners: Develop and Design (2nd Edition)

Boisy G. Pitre

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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:

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