

Adam Henderson – Dave Wood

Swift für Ungeduldige

Der schnelle Einstieg für
Objective-C-Entwickler



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Wei-Meng Lee



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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 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 you ll have to log in with your Apple developer account to see the list of downloads Visit 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 or to deitel.deitel.com Join the Deitel social networking communities on Facebook at facebook.com/DeitelFan Twitter at [deitel](https://twitter.com/deitel) Google at google.com/DeitelFan LinkedIn at bit.ly/DeitelLinkedIn YouTube at youtube.com/user/DeitelTV and subscribe to the Deitel Buzz Online e mail newsletter at www.deitel.com/newsletter/subscribe.html

Application Development with Swift

Hossam Ghareeb,2015-08-28 Develop highly efficient and appealing iOS applications by using the Swift language About This Book Develop a series of applications with Swift using the development kits and new updated APIs Use the new features of iOS 8 to add new flavor to your applications A hands on guide with detailed code snippets to aid you in developing

powerful Swift applications Who This Book Is For If you are an iOS developer with experience in Objective C and wish to develop applications with Swift then this book is ideal for you Familiarity with the fundamentals of Swift is an added advantage but not a necessity What You Will Learn Use playgrounds in Xcode to make the writing of Swift code productive and easy Get acquainted with the advanced features of Swift and make complete use of them in your code Add a new method for authentication to your app using Touch ID Develop health related apps using HealthKit Take your apps to the next level of performance and capability using Metal Develop applications for wearables using WatchKit Use Notification Center to easily access all your notifications Make your users devices more stylish by using Apple s built in Quick Type keyboard instead of the native one In Detail After years of using Objective C for developing apps for iOS Mac OS Apple now offers a new creative easy and innovative programming language for application development called Swift Swift makes iOS application development a breeze by offering speed security and power to your application development process Swift is easy to learn and has awesome features such as being open source debugging interactive playgrounds error handling model and so on Swift has simplified its memory management with Automatic Reference Counting ARC and it is compatible with Objective C This book has been created to provide you with the information and skills you need to use the new programming language Swift The book starts with an introduction to Swift and code structure Following this you will use playgrounds to become familiar with the language in no time Then the book takes you through the advanced features offered by Swift and how to use them with your old Objective C code or projects You will then learn to use Swift in real projects by covering APIs such as HealthKit Metal WatchKit and Touch ID in each chapter The book s easy to follow structure ensures you get the best start to developing applications with Swift Style and approach The book achieves its end goal by dividing its content into two parts Part 1 will take the readers who are new to Swift through its architecture and basics Part 2 of the book will cover content on application development with Swift

Swift for the Really Impatient Matt Henderson,Dave Wood,2014-12-12 Swift for the Really Impatient is the perfect jumpstart to the Swift language for every experienced Objective C developer Leading iOS and OS X developers Matt Henderson and Dave Wood help you take full advantage of Swift s powerful innovations without wasting time on basics you already know Through expert code examples and crystal clear explanations Henderson and Wood reveal how Swift features improve on Objective C and show how to make the most of them You ll quickly master Swift er techniques for using objects classes optionals generics functions closures and more Each chapter includes hands on exercises designed to reinforce and deepen your skills You ll learn how to re implement common Objective C programming solutions in Swift improving code clarity power and performance on both desktop and mobile devices And because you probably won t or can t abandon Objective C anytime soon you ll discover how to use both languages together smoothly integrate Swift into existing projects and workflows and gradually move your current code base into the future Coverage includes Using Swift s new patterns and concise expressive syntax to produce safer more reliable code Leveraging the surprising power of Swift s

data structures Utilizing Swift's type system to help prevent errors common in other languages Using optionals to correctly handle invalid missing or unknown values Implementing generics to reduce duplication improve power and simplify maintenance Interacting with C and Objective C APIs Abstracting functionality for reusable code while maintaining type safety Isolating code in clean flexible low overhead closures Combining Swift with Objective C in the same project Avoiding gotchas when importing Objective C classes in Swift projects Nesting types to improve code clarity Creating shared objects with singletons Managing threading and concurrency with Swift's advanced Grand Central Dispatch GCD patterns

Swift Translation Guide for Objective-C Developers Maurice Kelly (Computer software developer), 2015 Annotation APPLE DESIGNED SWIFT SO YOU wouldn't need previous Apple programming experience but many Apple developers will want to take advantage of Swift in existing projects as well as start writing projects from scratch In this compact to the point guide author and iOS developer Maurice Kelly steps existing Objective C developers through the basics of the Swift language including types syntax variables strings and classes and explores how to use Swift with existing projects and create new apps written completely in Swift If you are an Apple developer this book will quickly give you a solid foundation for writing Swift apps THIS BOOK INCLUDES Detailed instruction and clear examples Real world guidance and advice Detailed directions for using Swift's playgrounds to experiment with your code with a minimum of hassle Emphasis on the core components of the language COMPANION WEBSITE <http://swifttranslationguide.com> includes additional resources [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 result 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 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

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