



Swift 5 for Absolute Beginners

Learn to Develop Apps for iOS

Fifth Edition

Stefan Kaczmarek
Brad Lees
Gary Bennett

Apress®

Swift For Absolute Beginners

Arjan Egges



Swift For Absolute Beginners:

Swift for Absolute Beginners Gary Bennett, Brad Lees, 2015-01-02 The professional development team that brought you two editions of Objective C for the Absolute Beginners and have taught thousands of developers around the world to write some of the most popular iPhone apps in their categories on the app store have now leveraged their instruction for Swift. *Swift for Absolute Beginners* 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. Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 12 years of writing apps teaching online iOS courses the experience from their first two iOS books along with their free online instruction and free online forum to create an excellent training book. Topics include How to be successful at learning Swift Using Swift Playgrounds to learn iOS development quickly What is Object Oriented Programming What are Swift classes properties and functions Proper user interface and user experience design Swift data types integers floats strings booleans How to use Swift data collections arrays and dictionaries Boolean logic comparing data and flow control Writing iPhone apps from scratch Avoiding Swift pitfalls. Many students have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process. This book along with the free live online training sessions helps students stay motivated and overcome obstacles while they learn to be great iOS developers.

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.

Swift 3 for Absolute Beginners Gary Bennett, Brad Lees, 2016-12-19 Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer. This book 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 and it is now updated for Swift 3. Many people have a difficult time believing they can learn to write iOS apps. Swift 3 for Absolute Beginners along with the free live online training sessions will show you how to do so. You'll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch. Gary Bennett and Brad Lees are full-time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 12 years of writing apps, teaching online iOS courses, the experience from their first three iOS books along with their online instruction and free online forum at XcelMe.com to create an excellent training book. What You'll Learn: Work with Swift classes, properties, and functions. Examine proper user interface and user experience 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. Who This Book Is For: Anyone who wants to learn to develop apps for the Mac, iPhone, and iPad and Watch using the Swift programming language. No previous programming experience is necessary.

Swift for Absolute Beginners Aniket Jain, 2025-02-07. Swift for Absolute Beginners: A Step by Step Approach for Beginners. Are you eager to learn Swift programming from scratch? Whether you're a complete novice or looking to solidify your fundamentals, *Swift for Absolute Beginners: A Step by Step Approach for Beginners* is the ultimate guide to mastering the Swift programming language quickly and effectively. With a structured, hands-on, and beginner-friendly approach, this book will take you from writing your first Swift program to building real-world iOS applications, with no prior coding experience required. What You'll Learn: Getting Started with Swift. Install Xcode, set up your environment, and grasp the basics of Swift programming for beginners. Swift Fundamentals: Master variables, constants, data types, operators, and user input handling. Control Flow: Loops. Learn how to use conditional statements (if-else), loops (for and while), and iteration techniques. Functions: Modular Programming. Write reusable, efficient code with functions and closures. Collections: File Handling. Work with arrays, dictionaries, sets, tuples, and manage files in Swift programming language. Object Oriented Programming (OOP): Learn the fundamentals of classes, objects, inheritance, and protocols. Error Handling: Debugging. Understand Swift's exception handling, debugging techniques, and best practices. Building iOS Applications: Explore Swift programming for beginners by learning UI design and iOS app development with UIKit and SwiftUI. Why Choose This Swift Programming Book? Beginner-Friendly, Step by Step, Perfect for anyone looking to learn Swift programming with no prior experience. Hands-On Learning: Real-world examples, coding exercises, and mini-projects to reinforce each concept. Comprehensive, Up-to-Date: Covers everything from Swift programming beginner concepts to advanced techniques. Practical Applications: Learn how the Swift programming language for beginners is used in iOS app development, UI design, and more. Who Is This Book For? **Swift 4 for Absolute Beginners** Stefan Kaczmarek, Brad Lees, Gary Bennett, 2017-12-19. Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer. This book 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 and it is now updated for Swift 4 Many people have a difficult time believing they can learn to write iOS apps Swift 4 for Absolute Beginners will show you how to do so You'll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 14 years of writing apps teaching online iOS courses the experience from their first three iOS books along with their online instruction and free online forum at XcelMe.com to create an excellent training book And the material in this book is supplemented by with the free live online training sessions What You'll Learn Work with Swift classes properties and functions Examine proper user interface and user experience 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 Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone and iPad and Watch using the Swift programming language No previous programming experience is necessary *macOS Programming for Absolute Beginners* Wallace Wang, 2017-02-28 Learn how to code for the iMac Mac mini Mac Pro and MacBook using Swift Apple's hottest programming language Fully updated to cover the new MacBook Touch Bar macOS Programming for Absolute Beginners will not only teach complete programming novices how to write macOS programs but it can also help experienced programmers moving to the Mac for the first time You will learn the principles of programming how to use Swift and Xcode and how to combine your knowledge into writing macOS programs If you've always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages then you'll want to learn Swift Swift is your gateway to both Mac and iOS app development while being powerful and easy to learn at the same time and macOS Programming for Absolute Beginners is the perfect place to start add it to your library today What You'll Learn

Master the basic principles of object oriented programming Use Xcode the main programming tool used for both macOS and iOS development See what makes Swift unique and powerful as a programming language and why you should learn it Create macOS programs using Swift and Xcode Apply interface principles that follow Apple's Human Interface Guidelines Take advantage of the new Touch Bar Who This Book Is For People who want to learn programming for the first time and for experienced programmers wanting to learn Xcode and the Mac for the first time

Swift 2 for Absolute Beginners Gary Bennett, Brad Lees, 2015-10-14 Swift 2 for Absolute Beginners 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 and it is now updated for Swift 2 Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 12 years of writing apps teaching online iOS courses the

experience from their first three iOS books along with their online instruction and free online forum at XcelMe.com to create an excellent training book. Many people have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process. This book along with the free live online training sessions helps students stay motivated and overcome obstacles while they learn to be great iOS developers.

Swift Game Programming for Absolute Beginners Arjan Egges, 2015-08-03 Concepts of game programming are explained well and no prior knowledge of Swift language programming is required. The images and audio provided are professional and clean. William Fahle Computing Review May 31, 2016 Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four fun and colorful games. Learn the Swift 2.0 language and learn to create game apps for iOS at the same time—a double win. The four games you'll develop while reading this book are Painter, Tut's Tomb, Penguin Pairs, and Tick Tick. These four games are casual arcade style games representing the aim and shoot, casual puzzle, and platform styles of game play. Professionally developed game assets form part of the book download. You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family. The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects, and game states, define levels for players to pass through, implement animations based upon realistic physics, and much more. Along the way, you'll learn the language but always in the context of fun and games. Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the main programming language for iOS devices and Mac OS X. Swift is a must-learn language for anyone targeting Apple devices, and Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language.

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

Swift Daniel Bell, 2019-10-10 Do you want to develop iPhone apps but don't know where to start? If you want to learn Swift programming from scratch, this short book is for you. Learn Swift for iPhone/iOS development: no programming development experience is required. Download your copy NOW. Book Objectives: This book is about Swift programming. The following are the objectives of the author: To familiarize you with the basics of Swift programming language. To equip you

with Swift programming skills both beginner and advanced skills To help you understand the difference between Swift and Objective C To help you appreciate the power of Swift as a programming language for the development of mobile applications Who this Book is for The author intends to benefit any of the following groups of people Anybody who wants to learn basic Swift programming skills Anybody who needs to advance their Swift programming skills Anybody who needs to learn iOS app development for iOS 9 and above Professors lecturers or tutors who are looking to find better ways to explain Swift programming to their students in the simplest and easiest way Students and academicians especially those focusing on Swift programming computer science and software development Requirements The author expects you to have a computer installed with Mac OS X If you don't have a MacBook you can consider creating a Mac OS X virtual machine on your computer What is inside the book SWIFT BASICS SWIFT DATA TYPES SWIFT VARIABLES AND CONSTANTS SWIFT OPERATORS DECISION MAKING SWIFT LOOPS SWIFT FUNCTIONS SWIFT CLASSES SWIFT METHODS SWIFT ARRAYS SWIFT DICTIONARY SWIFT SETS SWIFT CLOSURES From the back cover The author begins by introducing the readers to the foundations of the Swift programming language The aim is to help them the individuals who developed the language how the Swift compiler works The reader has been guided on what they require so as to program in Swift The author has then discussed the basics of Swift including writing comments writing and running the first Swift program Swift syntax etc The various features provided by Swift have been discussed in depth including data types variables constants loops decision making functions operators object oriented programming features etc The author has organized the book into chapters with each chapter having many sub chapters Swift codes have been added alongside thorough explanations of the code and images showing the expected output upon the execution of every script The author begins with the basics of Swift and ends by discussing the complex features provided by the programming language A step by step approach has been employed in every chapter for ease of understanding

Swift Game Programming for Absolute Beginners Arjan Egges, 2015

Concepts of game programming are explained well and no prior knowledge of Swift language programming is required The images and audio provided are professional and clean William Fahle Computing Review May 31 2016 Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four fun and colorful games Learn the Swift 2.0 language and learn to create game apps for iOS at the same time a double win The four games you'll develop while reading this book are Painter Tut's Tomb Penguin Pairs Tick Tick These four games are casual arcade style games representing the aim and shoot casual puzzle and platform styles of game play Professionally developed game assets form part of the book download You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language You'll learn to create game worlds manage game objects and game states define levels for players to pass through implement animations based upon realistic physics and much more Along the way you'll learn the

language but always in the context of fun and games Swift is Apple's new programming language introduced in 2014 to replace Objective C as the main programming language for iOS devices and Mac OS X Swift is a must learn language for anyone targeting Apple devices and Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language

SwiftUI for Absolute Beginners Jayant Varma, 2019-11-12 Dive into the world of developing for all of Apple platforms with SwiftUI Apple's new framework that makes writing applications faster and easier with fewer lines of code This book teaches the basics of SwiftUI to help you write amazing native applications using XCode For developers already familiar with ReactNative this book reviews the declarative state based DSL that manages the UI and updates it automatically will feel just like what they're used to You'll see how SwiftUI reduces the number of lines of code required to achieve the same effects by over 60% and provides a much better experience Like the announcement of Swift in 2014 SwiftUI is expected to fundamentally change the way developing programmers approach coding iPhone and iPad applications This book examines how SwiftUI lowers the entry barrier for developers to write amazing cross platform applications for iOS and iPadOS as well as WatchOS Mac OS and TVOS What You'll Learn Write code in the new SwiftUI syntax Combine views to arrange them for an application Add gestures and controls to an application Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone iPad and Apple Watch using the Swift programming language No previous programming experience is necessary

Absolute Beginners Colin MacInnes, 2011-10-06 London 1958 In the smoky jazz clubs of Soho and the coffee bars of Notting Hill the young and the restless the absolute beginners are forging a new carefree lifestyle of sex drugs and rock n roll Moving in the midst of this world of mods and rockers Teddy gangs and trads and snapping every scene with his trusty Rolleiflex is MacInnes young photographer whose unique wit and honest views remain the definitive account of London life in the 1950s and what it means to be a teenager In this twentieth century cult classic MacInnes captures the spirit of a generation and creates the style bible for anyone interested in Mod culture and the changing face of London in the era of the first race riots and the lead up to the swinging Sixties

Swift 5 for iOS and macOS Jarrel E., 2024-08-10 Swift 5 for iOS and macOS is your definitive guide to mastering Swift the powerful programming language developed by Apple From the basics of Swift syntax to the complexities of advanced programming this book delves deep into the core concepts and techniques that make Swift the preferred language for iOS and macOS development You'll start with the basics learning the syntax operators and control flow that form the building blocks of Swift As you progress you'll discover how to work with essential data structures like arrays dictionaries and sets and explore the powerful features of Swift such as optionals closures and generics This book doesn't just stop at teaching you the language It guides you through the entire app development process from setting up your development environment with Xcode to designing user interfaces with Storyboards and Auto Layout You'll learn how to create both iOS and macOS applications with step by step tutorials that demonstrate real world examples and best practices

Topics such as networking JSON parsing Core Data and user defaults are covered in detail ensuring you have all the tools you need to build robust data driven apps But Swift is more than just a language it s a gateway to building beautiful high performance apps that run seamlessly on Apple s platforms This book covers critical development concepts such as memory management with ARC concurrency with GCD and async await and error handling to ensure your apps are efficient and reliable You ll also explore design patterns performance optimization techniques and best practices for code organization enabling you to write clean maintainable code that scales For developers aiming to release their apps to the public this book provides essential guidance on preparing your app for release including the App Store submission process ad hoc and enterprise distribution and how to optimize your app s performance and user experience You ll also learn about the latest tools and frameworks that can enhance your development workflow from Xcode plugins to essential Swift libraries Swift 5 for iOS and macOS is more than just a tutorial it s a comprehensive resource that will stay with you throughout your development journey Rich with examples best practices and in depth explanations this book is designed to be your go to reference for Swift development Whether you re building your first app or pushing the boundaries of what s possible on iOS and macOS this book will equip you with the knowledge and confidence to succeed Unlock the full potential of Swift and create the next generation of powerful innovative Apple applications

Program the Internet of Things with Swift for iOS

Ahmed Bakir,Manny de la Torriente,Gheorghe Chesler,2015-12-30 Program the Internet of Things with Swift and iOS is a detailed tutorial that will teach you how to build apps using Apple s native APIs for the Internet of Things including the Apple Watch HomeKit and Apple Pay This is the second book by Ahmed Bakir author of Beginning iOS Media App Development and his team at devAtelier LLC who have been involved in developing over 20 mobile projects Written like a code review this book presents a detailed how and why for each topic explaining Apple specific design patterns as they come up and pulling lessons from other popular apps To help you getting up and running quickly each chapter is framed within a working project allowing you to use the sample code directly in your apps The Internet of Things is not limited to Apple devices alone so this book also explains how to interface with popular third party hardware devices such as the Fitbit and Raspberry Pi and generic interfaces like Restful API s and HTTPS The Internet of Things is waiting be a part of it

Developing for Apple TV

using tvOS and Swift Gary Bennett,Brad Lees,Stefan Kaczmarek,2015-12-18 Gary Bennett Brad Lees and Stefan Kaczmarek the team behind Swift 2 for Absolute Beginners brings you a hands on Swift introduction to the new tvOS SDK with a collection of app projects to try out You ll learn how to create a BookStore app for the TV including using Stack Views for book details how to create a photo gallery app and how to use collection view and split view controllers with a music collection app Finally you ll also learn how to store Apple TV app data in iCloud The new Apple TV is here and it s open for your native apps Developing for the Apple TV with tvOS and Swift will get you started developing right away What you will learn How to use stack views in tvOS How to use collection views and split view controllers How to store Apple TV app data

in iCloud How to create native apps for books photos and music on the Apple TV Who this book is for Intermediate iOS developers who want to create native Apple TV apps using the new tvOS SDK **OS X App Development with CloudKit and Swift** Bruce Wade, 2016-05-26 This book is your step by step guide to learning OS X app development using CloudKit and Swift All the development will be done using Apple's Swift 2 programming language You'll see how to define data for your app and build a prototype with Sketch 3 and Keynote Using CloudKit to store OS X application data and separate public and private data readers will learn how to control which data can or cannot be changed in a public data store OS X App Development with CloudKit and Swift takes you from prototyping your app with Sketch 3 all the way through building a data driven app using CloudKit and everything in between What You'll Learn How to create Test Data with CloudKit Dashboard How to refine a prototype How to update CloudKit Data from an app How to add Local Cache to improve performance Who This Book Is For OS X App Development with CloudKit and Swift is for the iOS or OS X developer who is struggling to get to grips with CloudKit If you're looking for a solid example from start to finish using CloudKit with Swift 2 this book's for you You should have an understanding of the Swift language e.g. the differences between var let how to work with control statements closures etc to work confidently with this book **Learn iOS 8 App Development** James Bucanek, 2014-12-09 Learn iOS 8 App Development is both a rapid tutorial and a useful reference You'll quickly get up to speed with Swift Cocoa Touch and the iOS 8 SDK It's an all in one getting started guide to building useful apps You'll learn best practices that ensure your code will be efficient and perform well earning positive reviews on the iTunes App Store and driving better search results and more revenue The iOS 8 SDK offers powerful new features and this book is the fastest path to mastering them and the rest of the iOS SDK for programmers with some experience who are new to iPhone and iPad app development Many books introduce the iOS SDK but few explain how to develop apps optimally and soundly This book teaches both core Swift language concepts and how to exploit design patterns and logic with the iOS SDK based on Swift and the Cocoa Touch framework Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start Get an accelerated treatment of the core fundamentals of Swift Develop your first app using Xcode's advanced interface design tools Build your first iPhone app using the code that you're given as you walk through this book Finally debug and distribute your first app on Apple's iTunes App Store Learn how to create apps for any model of iPhone the iPod Touch the iPad or build universal apps that run on all of them After reading this book you'll be creating professional quality apps ready to upload to the app store making you the prestige and the money you seek **The Complete Beginners Guide to Witchcraft** Raven Willow, 2023-12-20 Step into the enchanting world of witchcraft with The Complete Beginner's Guide to Witchcraft your essential guide to the fundamentals of a practice that has captivated and empowered generations Whether you are drawn to the craft as a spiritual path a source of personal empowerment or a wellspring of natural healing this comprehensive guide lays the foundation for a journey into the mystical and the magical

Discover the rich history of witchcraft from its ancient roots to its modern day revival Explore the core principles that underpin the craft including the ethics of magic the basics of ritual work and the importance of the natural elements Learn how to create and cast spells harness the power of the moon and tap into the energies of herbs crystals and candles Author and seasoned practitioner Raven Willow invites you on a journey of self discovery and growth With a compassionate and understanding voice she demystifies witchcraft making it accessible to everyone regardless of their background or beliefs This guide is filled with practical exercises easy to follow instructions and insightful tips ensuring a smooth and fulfilling experience for the novice witch The Complete Beginner s Guide to Witchcraft is more than just a book it s a key to unlocking your inner potential and connecting with the natural world in profound and transformative ways Whether you re seeking to enhance your personal spirituality improve your life through magic or simply learn more about this fascinating practice this book is the perfect companion on your journey into the world of witchcraft Embark on this magical journey and discover the witch within

SwiftUI Views Quick Start Mark Moeykens, 2023-10-08 Updated for iOS 17 What s the fastest way to learn SwiftUI With Pictures Learn SwiftUI visually with this picture book This unique SwiftUI book uses a picture code format to help you quickly find answers and understand what the code will produce Simple explanations and English are used to teach so you re not confused more than when you began Organized as a visual reference guide to be your copilot while developing

The book delves into Swift For Absolute Beginners. Swift For Absolute Beginners is a crucial topic that needs to be grasped by everyone, ranging from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Swift For Absolute Beginners, encompassing both the fundamentals and more intricate discussions.

1. The book is structured into several chapters, namely:
 - Chapter 1: Introduction to Swift For Absolute Beginners
 - Chapter 2: Essential Elements of Swift For Absolute Beginners
 - Chapter 3: Swift For Absolute Beginners in Everyday Life
 - Chapter 4: Swift For Absolute Beginners in Specific Contexts
 - Chapter 5: Conclusion
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3. In chapter 2, this book will delve into the foundational concepts of Swift For Absolute Beginners. The second chapter will elucidate the essential principles that must be understood to grasp Swift For Absolute Beginners in its entirety.
4. In chapter 3, the author will examine the practical applications of Swift For Absolute Beginners in daily life. The third chapter will showcase real-world examples of how Swift For Absolute Beginners can be effectively utilized in everyday scenarios.
5. In chapter 4, this book will scrutinize the relevance of Swift For Absolute Beginners in specific contexts. The fourth chapter will explore how Swift For Absolute Beginners is applied in specialized fields, such as education, business, and technology.
6. In chapter 5, the author will draw a conclusion about Swift For Absolute Beginners. The final chapter will summarize the key points that have been discussed throughout the book.

The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of Swift For Absolute Beginners.

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Swift For Absolute Beginners Introduction

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