

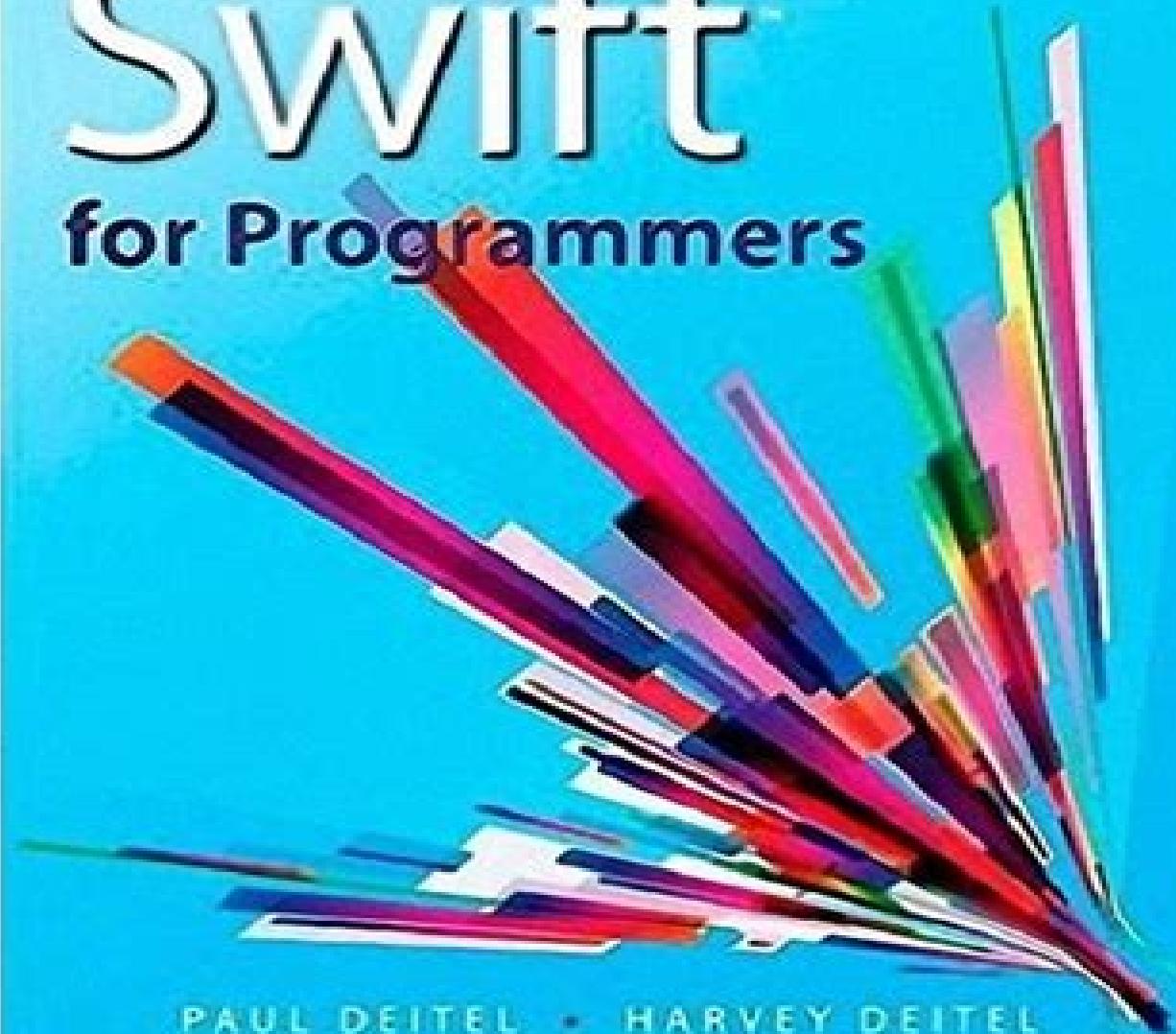


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# Swift

## for Programmers



PAUL DEITEL • HARVEY DEITEL

# Swift Programmers Deitel Developer Series

**David Kirk**



## **Swift Programmers Deitel Developer Series:**

**Swift for Programmers** Paul J. Deitel, Harvey Deitel, 2015      **Swift for Programmers** Paul J. Deitel, Harvey M. Deitel, 2015 Swift for Programmers is a programming language focused book designed to get practicing programmers up to speed quickly in Swift programming The Deitels provide thousands of lines of proven Swift code in the book using a mix of code snippets and live code examples When they present code snippets rather than full length complete programs the snippet will be extracted from a Deitel created compiled live code example to ensure that the snippet is correct      **IOS 8 for Programmers** Paul J. Deitel, Harvey M. Deitel, Abbey Deitel, 2015 This tutorial employs the Deitels proven app driven approach to teaching mobile programming Each chapter is built around a single unique app The chapter begins with a detailed walk through of what the app does then dives into the underlying code By the end of the chapter the reader has not only learned key iOS programming principles but has actually built a working iOS app      **Swift for Programmers** Paul J. Deitel, Harvey Deitel, 2015-01-16 The professional programmer s Deitel guide to Apple s new Swift programming language for the iOS and OS X platforms Written for programmers with a background in object oriented programming in a C based language like Objective C Java C or C this book applies the Deitel signature live code approach with scores of complete working real world programs to explore the new Swift language in depth The code examples feature syntax shading code highlighting rich commenting line by line code walkthroughs and live program outputs The book features thousands of lines of proven Swift code and tips that will help you build robust applications Start with an introduction to Swift using an early classes and objects approach then rapidly move on to more advanced topics When you master the material you ll be ready to build industrial strength object oriented Swift applications About This Book The Swift programming language was arguably the most significant announcement at Apple s 2014 Worldwide Developers Conference Although apps can still be developed in Objective C Apple says that Swift is its applications programming and systems programming language of the future Swift is a contemporary language with simpler 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](http://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](http://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](http://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](http://www.deitel.com/training) or to [deitel.deitel.com](http://deitel.deitel.com) Join the Deitel social networking communities on Facebook at [facebook.com/DeitelFan](https://facebook.com/DeitelFan) Twitter at [deitel](https://twitter.com/deitel) Google at [google.com/DeitelFan](https://google.com/DeitelFan) LinkedIn at [bit.ly/DeitelLinkedIn](https://bit.ly/DeitelLinkedIn) YouTube at [youtube.com/user/DeitelTV](https://youtube.com/user/DeitelTV) and subscribe to the Deitel Buzz Online e mail newsletter at [www.deitel.com/newsletter/subscribe.html](http://www.deitel.com/newsletter/subscribe.html) C# 6 for Programmers Paul Deitel,Harvey Deitel,2016-08-09 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 The professional programmer s Deitel guide to C 6 and object oriented development for Windows Written for programmers with a background in high level language programming C 6 for Programmers applies the Deitel signature live code approach to teaching programming and explores Microsoft s C 6 and NET in depth Concepts are presented in the context of 170 fully coded and tested apps complete with syntax shading code highlighting code walkthroughs program outputs and hundreds of savvy software development tips Start with an introduction to C using an early classes and objects approach then rapidly move on to more advanced topics including LINQ asynchronous programming with `async` and `await` and more You ll enjoy the treatment of object oriented programming and an object oriented design UML ATM case study including a complete C implementation When you ve mastered the book you ll be ready to start building industrial strength object oriented C apps Paul Deitel and Harvey Deitel are the founders of Deitel PLINQ Parallel LINQ for multicore performance Asynchronous programming with `async` and `await` functional programming with lambdas delegates and immutability Files relational database with LINQ to Entities Object oriented design ATM case study with full code implementation Emphasis on performance and software engineering principles

Python for Programmers Paul Deitel,Harvey Deitel,2019-03-15 The professional programmer s Deitel guide to Python with introductory artificial intelligence case studies Written for programmers with a background in another high level language Python for Programmers uses hands on instruction to teach today s most compelling leading edge computing technologies and programming in Python one of the world s most popular and fastest growing languages Please read the Table of Contents diagram inside the front cover and the Preface for more details In the context of 500 real world examples ranging from individual snippets to 40 large scripts and full implementation case studies you ll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms After covering Python Chapters 1 5 and a few key parts of Chapters 6 7 you ll be able to handle significant portions of the hands on introductory AI case studies in Chapters 11 16 which are loaded with cool powerful contemporary examples These include natural language processing data mining Twitter for sentiment analysis cognitive computing with IBM Watson™ supervised machine learning with classification and regression unsupervised machine learning with clustering computer vision through deep learning and convolutional neural networks deep learning with recurrent neural networks big data with Hadoop Spark™ and NoSQL databases the Internet of Things and more You ll also work directly or indirectly with cloud based services including Twitter Google Translate™ IBM Watson Microsoft Azure OpenMapQuest PubNub and more Features 500 hands on real world live code examples from snippets to case studies IPython code in Jupyter Notebooks Library focused Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage Control statements functions strings files JSON serialization CSV exceptions Procedural functional style and object oriented programming Collections Lists tuples dictionaries sets NumPy arrays pandas Series DataFrames Static dynamic and interactive visualizations Data experiences with real world datasets and data sources Intro to Data Science sections AI basic stats simulation animation random variables data wrangling regression AI big data and cloud data science case studies NLP data mining Twitter IBM Watson™ machine learning deep learning computer vision Hadoop Spark™ NoSQL IoT Open source libraries NumPy pandas Matplotlib Seaborn Folium SciPy NLTK TextBlob spaCy Textatistic Tweepy scikit learn Keras and more Accompanying code examples are available here [http://ptgmedia.pearsoncmg.com/imprint\\_downloads/informit-bookreg/9780135224335\\_9780135224335\\_examples.zip](http://ptgmedia.pearsoncmg.com/imprint_downloads/informit-bookreg/9780135224335_9780135224335_examples.zip) Register your product for convenient access to downloads updates and or corrections as they become available See inside book for more information

*Sviluppare applicazioni iOS con Swift* Abbey Deitel,Harvey Deitel,Paul Deitel,2016-04-13T00:00:00+02:00 L App Store un mercato composto da milioni di app e miliardi di download Le possibilit sono enormi ma prendervi parte con successo non semplice Questo manuale insegna un approccio professionale allo sviluppo di app per i device di Cupertino con iOS 8 Xcode 6 Cocoa Touch e Swift Il testo strutturato secondo un metodo pragmatico il lettore viene guidato passo passo nella creazione di sette applicazioni complete ognuna delle quali introduce nuove funzionalit e tecnologie per mostrarne i meccanismi e la relativa sintassi in un contesto

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**Augmented Reality** Osslan Osiris Vergara Villegas, Vianey Guadalupe Cruz Sánchez, 2024-06-03 This book focuses on augmented reality AR technology which uses the real environment to superimpose virtual elements Therefore the reader can create applications that simulate scenarios that can be dangerous or expensive to generate in the real world AR has proven helpful in education marketing and industrial scenarios AR technology improves the user experience of various disciplines incorporating virtual information that maximizes the experience and adds knowledge This book intends students researchers

and developers to have the possibility of finding the foundations on which AR technology rests Our book intends that students researchers and developers i learn the basics of AR ii understand the technologies that support AR iii know about AR applications that have been a watershed iv gain an understanding of the critical elements needed to implement an AR application v acquire skill in the step by step development of an AR application vi learn how to use the instruments to evaluate an AR application vii understand how to present the information about study cases and viii gain knowledge about AR challenges and trends

**Android 6 for Programmers** Paul J. Deitel,Harvey Deitel,Alexander Wald,2015-12-01 The professional programmer s Deitel guide to smartphone and tablet app development using Android 6 and Android Studio Billions of apps have been downloaded from Google Play This book gives you everything you need to start developing great apps quickly and getting them published on Google Play The book uses an app driven approach each new technology is discussed in the context of eight fully coded and tested Android apps complete with syntax shading code highlighting code walkthroughs and sample outputs Apps you ll develop include Welcome App Cannon Game Tip Calculator Weather Viewer Flag Quiz Twitter Searches Doodlz Address Book Practical Example Rich Coverage of Android 6 Android Studio Gradle Vector Asset Studio Theme Editor Material Design App Templates and Themes AppCompatActivity Library Android Design Support Library RecyclerView FloatingActionButton TextInputLayout Material Design Elevation and Icons REST Web Services JSON Threading SQLite Database Android 6 Permissions Cursors Loaders ContentProviders Supporting Various Screen Sizes Resolutions Accessibility Internationalization Activities Fragments Intents Preferences GUIs Layouts Menus Resource Files Events Touch Gesture Processing Images Audio Graphics Animation Immersive Mode PrintHelper Google Play Store App Publishing Pricing Marketing In App Advertising In App Billing Virtual Goods and more About This Book The first generation Android phones were released in October 2008 As of June 2015 Android had 82 8% of the global smartphone market share compared to 13 9% for Apple and 2 6% for Microsoft [http://www.idc.com/prodserv/smartphone/os\\_market\\_share.jsp](http://www.idc.com/prodserv/smartphone/os_market_share.jsp) Billions of apps have been downloaded from Google Play and more than one billion Android devices were shipped worldwide in 2014 <http://www.cnet.com/news/android-shipments-exceed-1-billion-for-first-time-in-2014/> The opportunities for Android app developers are enormous This book presents leading edge computing technologies for professional software developers At the heart of the book is the Deitel app driven approach concepts are presented in the context of complete working Android apps rather than using code snippets The introduction and app test drives at the beginning of each chapter show one or more sample executions The book s source code is available at <http://www.deitel.com/books/AndroidFP3> The apps in this book were carefully designed to introduce you to key Android features and APIs You ll quickly learn everything you need to start building Android apps beginning with a test drive of the Tip Calculator app in Chapter 1 then building one new app in each of Chapters 2 through 9 By the time you reach Chapter 10 you ll be ready to create your own apps for submission to Google Play and other app marketplaces You ll master the Google Play submission process including uploading your apps You ll

decide whether to sell your apps or offer them for free and learn how to market them via social media and monetize them with in app advertising in app billing virtual goods and more

**Books in Print** ,1994      **Programming in Swift** Stephen G. Kochan,Patrick Mick,2025-05-25 Programming in Swift is a concise carefully written tutorial on the Swift language and its use in developing iOS and OS X applications The book makes no assumptions about prior experience with programming languages or with Swift's precursor Objective C Because of this both beginners and experienced programmers alike can use this book to quickly and effectively learn the fundamentals of Swift programming Readers can also learn the concepts of contemporary object oriented programming without having to first learn all of the intricacies of a procedural language like C This approach combined with many small program examples and exercises at the end of each chapter makes it ideally suited for either classroom use or self study

*The British National Bibliography* Arthur James Wells,1992      **Swift Fundamentals Parts I and II** Paul Deitel,2015 In Swift Fundamentals LiveLessons Paul Deitel teaches core Swift programming concepts through his signature live code approach Rather than using code snippets Deitel presents concepts in the context of complete working Swift programs that run on iOS 8 and OS X This video is intended for three audiences considering using Swift Objective C programmers who are developing new iOS and or OS X apps and who want to quickly begin using Swift in their apps Objective C programmers who are enhancing existing iOS and or OS X apps and who want to quickly begin using Swift in their apps Java C and C programmers who are new to iOS and OS X development and who want to start developing iOS and or OS X apps in Swift Throughout the video Deitel emphasizes software engineering best practices gleaned from many years of programming experience The source code repository for this LiveLesson can be found at [www.informit.com](http://www.informit.com) title 9780134049854 About the Instructor Paul J Deitel CEO and Chief Technical Officer of Deitel Associates Inc is a graduate of MIT where he studied Information Technology He holds the Sun now Oracle Certified Java Programmer and Certified Java Developer certifications and is an Oracle Java Champion Through Deitel Associates Inc he has delivered Java C Visual Basic C C and Internet programming courses to industry clients including Cisco IBM Sun Micro systems Dell Siemens Lucent Technologies Fidelity NASA at the Kennedy Space Center the National Severe Storm Laboratory White Sands Missile Range Rogue Wave Software Boeing SunGard Higher Education Stratus Cambridge Technology Partners One Wave Hyperion Software Adra Systems Entergy CableData Systems Nortel Networks Puma iRobot Invensys and many more He and his co author Dr Harvey M Deitel are the world's best selling programming language textbook professional book authors

*Beginning Swift Programming* Wei-Meng Lee,2014-12-04 Enter the Swift future of iOS and OS X programming Beginning Swift Programming is your ideal starting point for creating Mac iPhone and iPad apps using Apple's new Swift programming language Written by an experienced Apple developer and trainer this comprehensive guide explains everything you need to know to jumpstart the creation of your app idea Coverage includes data types strings and characters operators and functions arrays and dictionaries control flow and looping with expert guidance on classes

objects class inheritance closures protocols and generics This succinct yet complete overview provides a detailed introduction to the core features of Swift Apple developed Swift to address the limitations of Objective C and add features found in more complex languages like Python The results is simpler cleaner more expressive code with automatic memory management functional programming patterns and more including built in features that make Swift apps faster scalable and more secure This book explains it all helping developers master Apple s new language Become fluent with syntax that s easier to read and maintain Understand inferred types for cleaner less mistake prone code Learn the key features that make Swift more expressive than Objective C Learn the new optional types in Swift that make your code more resilient Understand the key design patterns in iOS and Mac OS programming using protocols and delegates Learn how to use generics to create highly reusable code Learn the new access controls mechanism in Swift Get up to speed quickly to remain relevant and ahead of the curve

**The Swift Developer's Cookbook (includes Content Update Program)** Erica Sadun,2015-12-15

In The Swift Developer s Cookbook renowned author Erica Sadun joins powerful strategies with ready to use Swift code for solving everyday development challenges As in all of Sadun s programming best sellers The Swift Developer s Cookbook translates modern best practices into dozens of well tested easy to apply solutions This book s code examples were created in response to real world questions from working developers to reflect Swift s newest capabilities and best practices Each chapter groups related tasks together You can jump straight to your solution without having to identify the right class or framework first Sadun covers key Swift development concepts shows you how to write robust and efficient code and helps you avoid common pitfalls other developers struggle with She offers expert strategies for working with this immensely powerful language taking into account Swift s rapid evolution and its migration tools Whether you re moving to modern Swift from Objective C from older versions of the Swift language or from the world of non Apple languages this guide will help you master both the how and why of effective Swift development Industry recruiters are scrambling to find Swift developers who can solve real problems and produce effective working code Get this book and you ll be ready Coverage includes Writing effective Swift code that communicates clearly and coherently to the compiler your team and to future you who will be maintaining this code Using Xcode to handle changes in Swift s language constructs as the language evolves Building feedback documentation and output to meet your development and debugging needs Making the most of optionals and their supporting constructs Using closures to encapsulate state and functionality and treat actions as variables for later execution Leveraging control flow with innovative Swift specific statements Working with all Swift types classes enumerations and structures Using generics and protocols to build robust code that expands functionality beyond single types Making the most of the powerful Swift error system Working with innovative features such as array indexing general subscripting statement labels custom operators and more This book is part of the Pearson Content Update Program CUP As the technology changes sections of this book will be updated or new sections will be added The updates will be delivered to you via a free Web

Edition of this book which can be accessed with any Internet connection      **Forthcoming Books** Rose Army,2003-04

Learning Swift Paris Buttfield-Addison,Jon Manning,Tim Nugent,2016-05-02 Get hands on experience with Apple s Swift programming language by building real working apps With this practical guide skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 2 by developing three complete tightly linked versions of the Notes application for the OS X iOS and watchOS platforms In the process you ll learn Swift s fundamentals including its syntax and features along with the basics of the Cocoa CocoaTouch and WatchKit frameworks This book teaches you how to use common design patterns for Swift how to structure an application for Apple s platforms and how to submit working apps to the App Store Divided into four distinct parts this book includes Swift 2 basics Learn Swift s features for object oriented development as well as various developer tools OS X app development Set up your app work with its documents and build out its features iOS app development Use multimedia contacts location notifications and iCloud files to build a fully featured iOS Notes app Advanced app extensions Support Apple Watch and learn how to debug monitor and test all three of your Swift apps      **IOS 8 App Development with Swift** Paul J. Deitel,2016 In these two LiveLessons videos Paul Deitel presents everything you need to know to become an expert iOS programmer using the Swift programming language In Swift Fundamentals LiveLessons Deitel teaches core Swift programming concepts through his signature live code approach In iOS 8 App Development Fundamentals LiveLessons Deitel uses an app driven approach each new technology is discussed in the context of seven fully tested iOS 8 apps Resource description page      **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

## Unveiling the Power of Verbal Artistry: An Emotional Sojourn through **Swift Programmers Deitel Developer Series**

In a global inundated with displays and the cacophony of instant conversation, the profound power and mental resonance of verbal artistry usually diminish into obscurity, eclipsed by the continuous onslaught of noise and distractions. However, nestled within the lyrical pages of **Swift Programmers Deitel Developer Series**, a charming work of literary splendor that impulses with fresh thoughts, lies an remarkable trip waiting to be embarked upon. Published by way of a virtuoso wordsmith, that mesmerizing opus instructions visitors on a mental odyssey, softly revealing the latent potential and profound influence stuck within the complicated internet of language. Within the heart-wrenching expanse of this evocative evaluation, we can embark upon an introspective exploration of the book is central subjects, dissect its charming publishing style, and immerse ourselves in the indelible impact it leaves upon the depths of readers souls.

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## **Swift Programmers Deitel Developer Series Introduction**

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