

Swift for Beginners: Develop and Design

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 new programming language for Cocoa and Cocoa Touch.

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 handson 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
- Real-world guidance and advice
- Best practices from an experienced Mac and iOS developer
- Emphasis on how to use Xcode, Playgrounds, and the REPL

COMPANION WEBSITE:

www.peachpit.com/swiftbeginners includes additional resources.

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