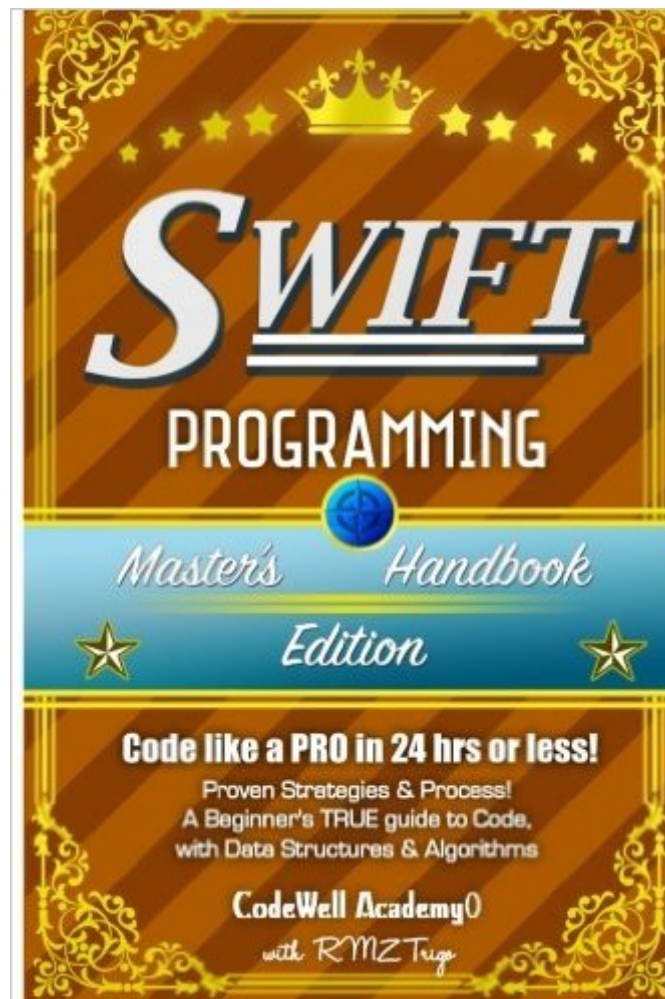# Swift: Programming, Master's Handbook; A TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms (Code Like A PRO In ... Engineering, R Programming, IOS Development)

Synopsis

Your SECRET to creating GREAT Apple Software Today! Read this book for FREE on Kindle Unlimited NOW   Do you want to create the next greatest iPhone app?   Would you like a high-paying career in Programming? Crafted by some of the best minds who have studied in some of the worldâ ™s top universities, Youâ ™re among one of the best learning programs out there. But are you paying THOUSANDS of dollars just to learn how to code well? NO! Hundreds? Not even close. For less than the price of a nice lunch out, Download your copy today! Within this book's pages, you'll find GREAT coding skills to learn - and more. Just some of the questions and topics include: - Certain mistakes in your code you DONâ ™T want to commit... - How to make PROPER data structures in Swift (other books donâ ™t teach you this wayâ) - Taking advantage of the Speed and Flexibility of Swift Programming - Unique Workshops to IMPROVE your Swift coding skills - How to Change your Data in Swift - without causing errors in your code (IMPORTANT!) and Much, much more! World-Class Training This book breaks your training down into easy-to-understand modules. It starts from the very essentials of data structures and functions, so you can write great code - even as a beginner! Scroll to the top and select the "BUY" button for instant download. Youâ ™ll be happy you did!

Book Information

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Customer Reviews

Pardon me... Which book are you folks reviewing here??I am asking because I have purchased and have read "Swift Programming: Master's Handbook Edition today (July 25, 2015). The book has only 5 chapters and is far from complete. It does promise more (see "Phase Two Content") -- at some unspecified date and time.***What _I liked_ about it***[1] Use of pseudo-code to outline the design logic that is eventually encoded with Swift programming language.[2] Link to swiftstub (http://www.swiftstub.com) -- a web-based application that simulates Swift "playground" and allows readers like me to try Swift in *any* web browser on almost any platform![3] The effort to distinguish between the 'effect' and the 'output' of a function in Chapter 5.***What _I did not like_ about it***[1] In chapter 4 we are encouraged to "define two data definitions" called '1stCoffee' and '2ndCoffee'...". This an inexcusable error. Few, if any, modern, higher level, programming languages allow constant or variable names to begin with digits.[2] The use of capitals in pseudo-code is jarring. With few exceptions, modern programming languages use capital letters in very specific contexts.[3] In pseudo code in Chapter 3, it is not clear why "City" precedes "LosAngeles" in"City LosAngeles = new City"This causes some confusion when subsequently the reader sees"LosAngeles-LATITUDE = 34.0500;" -- The beginner would wonder happened to the 'City" prefix?[4] You can do a better job of explaining the difference between Swift's use of 'let' and 'var' keywords.

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