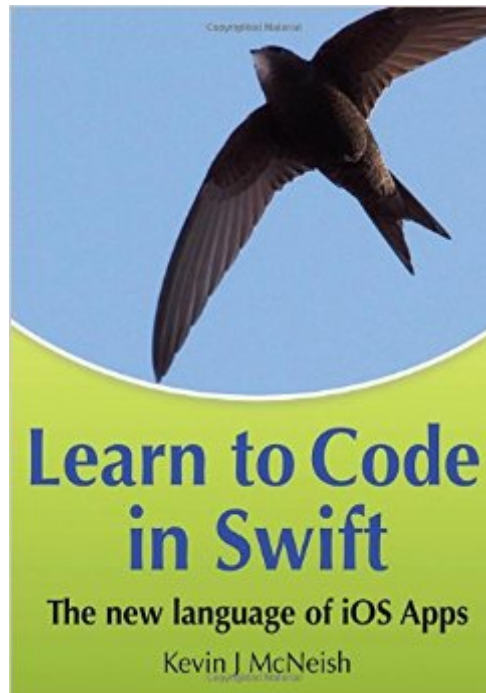


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# Learn To Code In Swift: The New Language Of IOS Apps



## Synopsis

I have been trying to learn code for that past couple weeks with Apples Swift Guide and YouTube videos but was learning slow as I would get confused. Last night I got the demo of this book and read the first 50 pages. I felt that I learned so much in those 50 pages in one night than I have for the last couple weeks. He does a really good job at explaining things to someone that knows nothing or where to begin - iBook Reviews I'm an experienced programmer, primarily in scripting languages and am new to iOS. This is my first book of McNeish's but it won't be my last. His way of laying out the context along with the syntax and progressing through the language systematically allows you to digest the information without being overloaded. -

RickWMaster Coding iOS Apps Quickly! This book uses practical examples demonstrating how to use the full power of Swift in your iOS apps. It provides clear, in-depth explanations of even the most challenging Swift concepts. Includes Training Videos This book teaches you best practices for creating iOS apps in Swift using advanced educational tools such as: 20 step-by-step movies with coding exercises 25 Swift sample projects An online forum where you can get all your questions answered. Updated to Swift 2.1 and Xcode 7 This book has been updated to Swift 2.1 and requires the use of Xcode 7 or newer. As Apple releases new versions of iOS and Xcode, this book will be updated to the latest versions, and you can request an updated copy from , free of charge! What You Will Learn Here are some of the concepts you will master in this book: Understanding Swift Classes and Objects Working With Optionals Arrays and Other Collections Looping and Conditional Statements Advanced Properties Data Types and Conversions Working With Strings Enumerations Initializers Access Control Unit Testing Your Code Inheritance and Polymorphism Mastering Protocols and Delegates The Power of Extensions Generics in the Real World Understanding Closures Appendix containing Swift free functions, data types, and operators Handling Errors About the Author Kevin McNeish is a featured writer and blogger for iPhone Life magazine, winner of the prestigious Publishing Innovation Award, and an award-winning app developer. Kevin is also Chief Software architect of Oak Leaf Enterprises, Inc. He has a knack for explaining difficult concepts in a way that you can truly understand. Follow Kevin on Twitter: @kjmneish His blog: [iphonelife.com/blog/kevin%20mcneish](http://iphonelife.com/blog/kevin%20mcneish)

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## Customer Reviews

I had the opportunity to read the book "Learn to Code in Swift - The new language of iOS Apps" by Kevin J. McNeish, over year end holidays. I've been looking for a good book on Swift, as I spent last summer translating my own app from Objective-C to Swift. While I really didn't know what I was doing, I had done a literal translation as a means of trying to learn the syntax of the language. Since then, I have been trying to get a better understanding of some of the differences between Objective-C and Swift, so that I may be able to clean up my app a bit. I had met Kevin at MacWorld some years ago, and had picked up his first iBook on Objective-C. I found it to be a good beginner's book. With that as a background I was looking forward to reading this book. Let's begin with the structure of an individual chapter. Each chapter has a specific theme, and within that theme Kevin spends considerable time explaining the specifics and concepts behind that theme. Unlike many books, he doesn't assume that you are an expert in computer theory or computer science. While he doesn't go too deep on the theory, he does explain enough of it to help solidify the concepts of the specific theme. Each theme is broken apart into specific concepts or, if appropriate, API calls. He provides simple to understand code examples so that the concepts stick with you. He also spends enough time explaining the Xcode environment, which is a great boon for someone just getting started learning iOS programming. I have yet to find a book that does this, so it was refreshing to learn a few tricks I had not yet discovered. Quick aside: Years ago when I first started programming professionally, I had to share a development environment with the production system on an IBM midrange computer called the System 38. The customer I was working for got upset with me, as I used to treat it like a PC, i.e. Write some code, compile, look at the syntax errors, fix them, write some more code, rinse and repeat until the program was done. My boss came to me one day, after getting many complaints that I was impacting the customer's business with all my compiles, and said - "Michael, you only get three compiles to get a program finished. One for

syntax, one for debugging, and one for production use." I was floored... How would I ever do this, well the answer was, learn how the computer thinks. Desk check your code, and program flow - making sure to fully understand all the inputs, behaviors, and outputs. This advice changed the way I programmed. I feel that I need to understand, not only the big picture, but the details and how the operating system works. In Learn to Code in Swift, Kevin helped me get a much deeper understanding of the actual behavior and reasoning around many of the concepts I had tried to pick up by converting my code last summer. Continuing with the structure of the chapters, Kevin then provides a handy summary of all the points he just presented. I can imagine a companion book that just consists of those summaries. Perhaps this is how he structured his outline for the book. But I find myself going back to those pages to reinforce the lessons. He then provides an exercise to allow the reader to practice what they just learned. And finally, and I love this part, he provides a video online to walk you thru the steps making sure you got the exercise right. And as with most programming books, all the source code is available for downloading. Overall, I found this book to be an excellent starting point for people wanting to learn Swift within the context of iOS programming. Now that Apple has released Swift into Open Source, I am sure that the language will grow and mature quickly. Having a good understanding of the fundamentals of the language is critical to take advantage of it overtime. Kevin's book certainly provides you with that foundation. Highly recommended.

Frankly, I know Kevin since more than a decade, attended one of his five-days workshop, and he simply keeps on delivering solid, high quality content that is logically structured, easy to read and to understand. Despite being a seasoned software developer in other programming languages I was very pleased when Apple introduced their completely renewed and well-designed programming language Swift. And although I'm more focused on using C# on Xamarin to develop smartphone and mobile application I always like to keep an eye on other technologies. As Swift is surely one of them I thought to give Kevin's book a shot... And he has delivered as expected. Only by looking at the table of content I knew that this is going to be a fun read. The book is actually structured like a set of full-day classes or better said a training workshop for beginners in Swift. It starts with the basic elements of Swift, then covers code workflow and finishes of with more advanced topics like closures and error handling. Throughout the chapters there are some samples which have some hidden gems (for those knowing Kevin, his family and friends more closely). Those samples put a smile on my face and gave me a couple of chuckles, like in chapter 10 when Kevin explains the handling of arrays in Swift using "well-known" names as array elements. Unfortunately, I'm giving a 4

stars rating only for two reasons:\* The amount of either typographic, grammar or contextual errors. The book version I had at the time reading had at least an error in every chapter. Some of them are quite obvious just by reading through the chapters, others are a bit trickier, ie. explanations in text don't match the illustrations or diagrams. Surely, the quality in this area could be better with a little bit of editorial activities.\* Formatting issues and display of images or videos. Actually, I read the book using three different devices - a classic Kindle, an iPad mini using the Kindle app, and the web edition of the Kindle app. First, on the classic e-ink-based Kindle some of the images either didn't load at all or the display was too blurry or too dark to enjoy the visual appearance. Same applies to videos which wouldn't even play (but this could be due to my low-bandwidth internet connection). Second, after finishing 'Chapter 22: Generics in the Real World' you'll get the book rating screen despite two more chapters and appendices to read. Luckily, these issues are easy to fix, and I hope that Kevin is going to provide an update soon. I'd like to close my book review with a paragraph from the 'About the author' chapter which sums it up beautifully: "I learned that writing software is a very creative process. In just a matter of hours, I could conceive an idea, create a software design and have it up and running on a computer." This book on learning how to write software in Swift is highly recommended.

Update: This seems like a fantastic book so far. I'm just about at page 100, still plenty to go but have been making progress recently. The author does a great job explaining the mechanics of coding swift in xcode. He's also got videos at the end of each chapter which I've so far not needed but it's nice to know they are there in case I miss something in the text. I'm at the point where the author is doing such a good job that I'm curious why there aren't more reviews on the book here. It seems really really good. Probably also worth noting that the print version of the book has reasonable sized type that's easy to read.----- original review below -----So far so good! This is just over a 500 page book. I'm about 50 pages in, which is where the book talks about 'optionals' .I had muddled with Swift before, but didn't know what optionals were, and never really understood when I needed or didn't need to 'unwrap' them. Honestly, I didn't even know what they were called. I was really excited when I got to chapter 4 and realized it was explaining what all that stuff was about. So far it looks to be a great book!

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