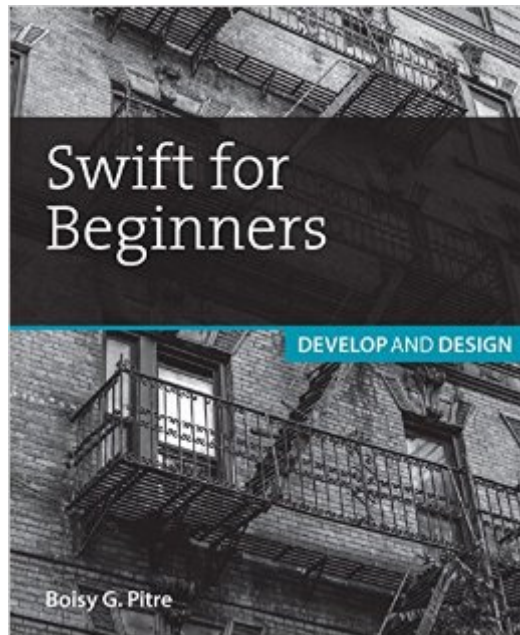# Swift For Beginners: Develop And Design

Synopsis

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBNÂ 9780134289779.   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, youâ ™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 conceptsâ "including variables, constants, types, arrays, and dictionariesâ "before he shows you how to use Swiftâ ™s innovative Xcode integrated development environment to create apps for iOS and OS X. Â 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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Customer Reviews

The book has been a good introduction so far. However, I didn't even get to page 10 without finding typos like, "the Apple developer *Proram*" and, "If your not already a *memory* of the..." Typos happen, and I am lucky to type one of these reviews or a short email without a typo, so I

sympathize. But in a reviewed and proof-read work, this is a little off-putting. I worry about the accuracy of the content when I see things like that, especially for someone just learning the material. And for young engineers, it sets a bad example of the importance of accuracy and craftsmanship in their work. I have other Peachpit books that are all wonderful, and this is not quite to the level of the others.Still, among the Swift books I perused, I am confident this is the superior choice for learning, and can recommend it.

This book is a really great introduction for Swift programming. I had zero knowledge of programming before I purchased it; you don't need any experience to get started!The thing I was looking forward to the most was getting involved with Swift in mobile development; however, I feel like that chapter went 0-60 way too fast. This type of language is tough to wrap your head around as a beginner, and by the time I got to the game, I didn't feel nearly ready to tackle the code. However, it could just be me needing to run through a few chapters again. It would also be helpful if there were more references to material discussed earlier.All in all, great book and great introduction to the language.

The best I have found. Other beginning books have trivial examples. Pitre has great examples - not trivial - but nottoo complicated. Concepts used over in later examples to review. Concepts that are totally new in Swift are explained.Great job on optionals - new in Swift. Also good on tools in Xcode to find bugs. Do need to carefully follow instructions orcan get lost. Making lot of mistakes (I did) and bad repair can lead to linker error - dyld: symbol not found- _swift_is a mask. Instead of starting over try to clean the project (cmd + shift + k) suggested on google search worked for me. Urge Pitre to follow upwith book on advanced topics. His explanations are great! I will be first in line for an advanced book!

Pitre offers an insightful, direct, and hands-on approach to Swift. I read the book and felt that I had written it! When the fundamentals are being taught, Pitre's wonderful way of giving you the ability to work through the problem then showing you exactly what needs to be done. He goes through problem solving and diagnostics, development and execution, and even publishing when you get through everything.What I enjoyed most of all was the candid and simple approach to all phases of Swift. I used this as a textbook and wrote notes in my margin so that I could quickly reference each concept. Each lesson was done well and broken into step-by-step segments so each section is manageable and easy to follow.Thank you for making a GREAT book for any beginner!

Reasonably accessible introduction to the Swift language and its application for Max and IOS programming.What I like about it:Lively style. You can see the author makes the effort not to be boring, and it mostly succeeds in this, though sometimes he ends up being a bit too wordy and convoluted than necessary. I am a firm believer of the importance of keeping attention high in knowledge transfer, so I ' d rather see someone err trying to be interesting and stylish then resign to an easy boredom.Patience and real hand holding. The book is faithful to its "for beginners" title. It goes nice and slow, not expecting much its readers and not giving anything for granted. It does expect some effort though. Learning to program is a complex endeavour, do not expect it s gonna be like reading the news..What I don't like about it:Minor gripes but.. maybe sections of exercises (with solutions) could have helped the student to gauge his understanding, and gain confidence and satisfaction from his efforts. Also, I liked the use of a simple Mac and IOS app to explore how to use Swift in context, but I would have loved to see more of them, and surely I would not have chosen the boring loan interest calculator example for the cocoa app, and for the IOS example I would have chosen something more stereotypical app than the Simon game.This said, I think this book deserves some praise and could be a decent start for someone starting to explore the world of max and iOS programming.

I'd like to thank Boisy Pitre for going to the trouble of writing this book. It's true you don't need any prior experience to get through this entire book, although I read this after completing an online Swift course, so I had a small bit of familiarity. He did a good job of speaking in plain english and using real world analogies to relate some of the mystifying concepts to the readers. I only wish there was even more of that. Sometimes, the book would go a little quick, as though the reader had an unshakable, permanent grip on Swift.In the end, definitely glad I got this book and finished it. He helped solidify some of the concepts in my head, like how you create an object, what an object actually is, yada yada yada.

I found this to be an excellent resource and introductory text for the Swift language. The concepts and topics covered were a great foundation, and the examples made sense. A few more, smaller examples would have been helpful, however you can't write everything into just one book. Highly recommended beginner's resource!

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