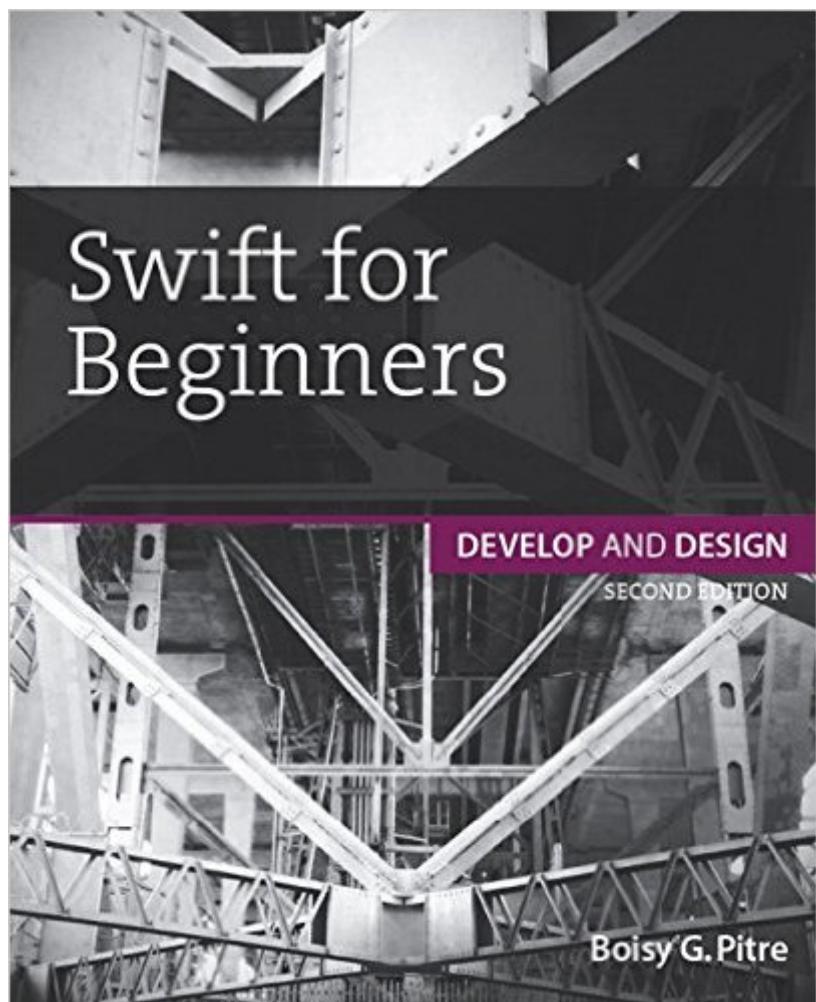


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# Swift For Beginners: Develop And Design (2nd Edition)



## Synopsis

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 programming language for Cocoa and Cocoa Touch. Now in its second edition, Swift for Beginners has been updated to accommodate the evolving features of this rapidly adopted language. 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 hands-on 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 Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL. A COMPANION WEBSITE: [www.peachpit.com/swiftbeginners2](http://www.peachpit.com/swiftbeginners2) includes additional resources.

## Book Information

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## Customer Reviews

Love love love this book! I tried online courses, other books and Apple tutorials and nothing helped me like this book. I am an absolute beginner with no coding experience and this book was perfect. Spoke in regular English with great explanations and examples! I cannot say enough good things!

As someone who is beginning to learn Swift programming, I really loved this book. It was clear and concise in its approach and explained the subject without overloading the reader. I bought a second copy for my nephew who is also interested in learning programming.

This book presumes no prior knowledge of an object-oriented language. Apple is currently on Swift 2.2, which is not code-compatible with the programs in this, or any other text, published before March of 2016. However, I have tested the latest code which is available for free on the publisher's website. Though the code in the Kindle edition and print edition are now obsolete, the code on the supporting website is current. This book covers "Playgrounds" and does not venture into iOS programming. If you are a beginner, this is a great place to start.

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