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Swift 2 By Example

Synopsis

Key FeaturesGet up to speed with the new features of Swift 2 by following the exhaustive examples in this bookSpecialize in developing real iOS apps, and 2D and 3D videogames using Swift and CocoapodsLearn how to build server API apps to feed your iOS client appsBook DescriptionSwift is no longer the unripe language it was when launched by Apple at WWDC14, now it's a powerful and ready-for-production programming language that has empowered most new released apps.Swift is a user-friendly language with a smooth learning curve; it is safe, robust, and really flexible.Swift 2 is more powerful than ever; it introduces new ways to solve old problems, more robust error handling, and a new programming paradigm that favours composition over inheritance.Swift 2 by Example is a fast-paced, practical guide to help you learn how to develop iOS apps using Swift. Through the development of seven different iOS apps and one server app, you'll find out how to use either the right feature of the language or the right tool to solve a given problem.We begin by introducing you to the latest features of Swift 2, further kick-starting your app development journey by building a guessing game app, followed by a memory game. It doesn't end there, with a few more apps in store for you: a to-do list, a beautiful weather app, two games: Flappy Swift and Cube Runner, and finally an ecommerce app to top everything off.By the end of the book, you'll be able to build well-designed apps, effectively use AutoLayout, develop videogames, and build server apps.What you will learnCreate a server in Swift to deliver JSON data to an iOS appTake advantage of Cocoapods to use third-party librariesUse a clean and effective architecture to decrease complexity and speed up developmentTake advantage of the most useful parts of the iOS SDKBuild games with SpriteKit and SceneKitDevelop an app running on the cloud to act as an API server for your client's appsAbout the AuthorGiordano Scalzo is a developer with 20 years of programming experience, since the days of the ZXSpectrum.He has worked in C++, Java, .Net, Ruby, Python, and in so many other programming languages he has forgotten the names.After years of backend development, over the past 5 years Giordano has developed extensively for iOS, releasing more than 20 appsâ •apps that he wrote for clients, enterprise applications, or on his own.Currently, he is a contractor in London, whereâ •through his company, Effective Code Ltd, http://effectivecode.co.ukâ •he delivers code for iOS, aiming at quality and reliability.In his spare time, when he is not crafting retro game clones for iOS, he writes his thoughts at http://giordanoscalzo.com.Table of ContentsWelcome to the World of SwiftBuilding a Guess the Number AppA Memory Game in SwiftA TodoList App in SwiftA Pretty Weather AppFlappy SwiftPolishing Flappy SwiftCube RunnerCompleting Cube RunnerASAP â " an E-commerce App in SwiftASAPServer, a Server in Swift

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Customer Reviews

This book is not just a second edition, but a new book that only shares the first few chapters with the last edition, which have been updated from Swift to Swift 2â ”the new standard of this Apple programming language. You will find 11 chapters and each of them is an exhaustive example of a complete App from the blueprints to the source code. These examples are well described with their respective explanations, which help you learn Swift 2.Two wonderful things to notice are that you will learn how to communicate your App with a server and how to work with the new Swift Package Manager. These two skills are well developed in the book with details of the case. The author also did a great work showing the advantage of Xcode (The Apple IDE) in the development process of your Apps.If I really have to point out what you wonâ ™t learn in this book, it is about how to create Terminal-friendly software and the entire Swift potential for desktop software. Due to obvious reasons, the book is biased toward mobile device apps

good examples and content

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