

Swift in 24 Hours, Sams Teach Yourself (Sams Teach Yourself -- Hours)

BJ Miller



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Swift in 24 Hours, Sams Teach Yourself (Sams Teach Yourself -- Hours) BJ Miller In just 24 lessons of one hour or less, *Sams Teach Yourself Swift in 24 Hours* helps you build nextgeneration OS X and iOS apps with Apple's new Swift programming language.

This book's straightforward, step-by-step approach helps you quickly master Swift's core concepts, structure, and syntax and use Swift to write safe, powerful, modern code. In just a few hours you'll be applying advanced features such as extensions, closures, protocols, and generics. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success.

Step-by-step instructions carefully walk you through the most common Swift development tasks.Practical, hands-on examples show you how to apply what you learn.Quizzes and exercises help you test your knowledge and stretch your skills.Notes and tips point out shortcuts and solutions.

Learn how to ...

- Set up your Swift development environment
- Master Swift's fundamental data types and operators
- Make the most of arrays and dictionaries
- Control program flow, modify execution paths, and iterate code
- Perform complex actions with functions
- Work with higher-order functions and closures
- Harness the power of structs, enums, classes, and class inheritance
- Customize initializers of classes, structs, and enums
- Implement instance methods, type methods, and advanced type functionality
- Take full advantage of Swift's advanced memory allocation
- Extend type functionality with protocols and extensions
- Leverage the power of generics, chaining, and other advanced features
- Interoperate with Objective-C code
- Interact with user interfaces
- Take advantage of Swift's Standard Library features and functions

Who Should Read this Book

- Beginner-intermediate level programmers
- Advanced programmers who are not yet familiar with Swift can benefit

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Valentin Gonzalez:

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