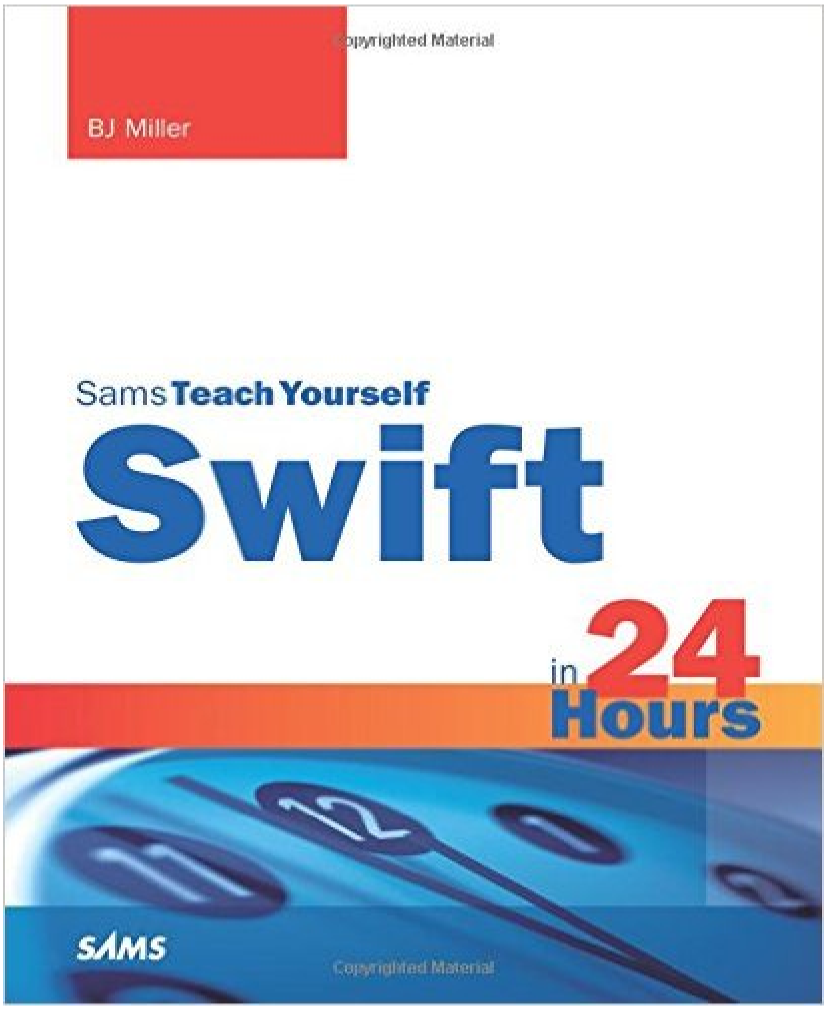
Swift In 24 Hours, Sams Teach Yourself (Sams Teach Yourself -- Hours)



Synopsis

In just 24 lessons of one hour or less, Sams Teach Yourself Swift in 24 Hours helps you build next-generation OS X and iOS apps with Appleâ ™s new Swift programming language. This bookâ ™s straightforward, step-by-step approach helps you quickly master Swiftâ ™s core concepts, structure, and syntax and use Swift to write safe, powerful, modern code. In just a few hours youâ ™ll be applying advanced features such as extensions, closures, protocols, and generics. Every lesson builds on what youâ ™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 Swiftâ ™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 Swiftâ ™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 Swiftâ ™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

Book Information

Series: Sams Teach Yourself -- Hours

Paperback: 448 pages

Publisher: Sams Publishing; 1 edition (December 6, 2014)

Language: English

ISBN-10: 067233724X

ISBN-13: 978-0672337246

Product Dimensions: 6.9 x 1 x 8.8 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 starsÂ Â See all reviewsÂ (30 customer reviews)

Best Sellers Rank: #568,186 in Books (See Top 100 in Books) #58 inÂ Books > Computers &

Technology > Programming > Languages & Tools > Swift   #303 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development   #2222 inÂ Books > Textbooks > Computer Science > Programming Languages

Customer Reviews

This book is excellent for a beginner to the language, but does not attempt to be a get-rich-quick app creation book(though it does show applications of Swift with storyboards and such). It aims to give you a solid foundation of AppleÃ¢Â Â™s new language and not for creating apps for iOS or full programs in OS X.Do not read this book as your first attempt at programming, too much is assumed for that and thatÃ¢Â Â™s fine, itÃ¢Â Â™s a Swift book, not an intro to programming textbook.I enjoyed the author’s friendly writing style and I thought the pages turned easily even for a programming book. I enjoyed the length of the Try-It-Now exercises. Some books have pages and pages of long programs that just serve to lose you, but I found these exercises to be a good size to get in, learn some code, then get out and onto the next lesson.Depending on your level of programming proficiency, this book ramps up to advanced topics very quickly, which is to be expected for a book covering an entire new language as robust as Swift.In conclusion I feel that you are getting a great value from this book and IÃ¢Â Â™m glad I have it. I canÃ¢Â Â™t honestly think of anything negative to say about it or what it contains, my only hangups were some of the advanced features of the language and IÃ¢Â Â™m really not sure how those couldÃ¢Â Â™ve been taught any differently or made easier. Swift is no joke, and there are times I had to walk away from the book to let things sink in. ThereÃ¢Â Â™s a lot of information coming at you. It will also make for a great quick reference guide since each subject is contained neatly in itÃ¢Â Â™s own chapter.

The author does not waste a single word - every paragraph is dense with information. I took my time, I stopped calling the chapters Ã¢Â ÂœhoursÃ¢Â Â• and just called them chapters because I didnÃ¢Â Â™t care how long it took me. I could tell this was the good stuff presented in a very efficient way, just like the authorÃ¢Â Â™s code. He uses the reason of _making more succinct code_ as a motivation to introduce a lot of the material here and that threads itÃ¢Â Â™s way through the whole book.I have done a few other Ã¢Â Âœin 24 hoursÃ¢Â Â• books (and Ã¢Â Âœin 30 daysÃ¢Â Â• when they were named that) and this one uses a very different approach than I was expecting. It threw me off at first, but then I realized how much more efficient this way is. It also helps that Apple has given us the playground in Xcode which totally changes things for authors, trainers, and students probably even more than pro coders.The books IÃ¢Â Â™ve used in the past explained a concept and built a whole app to demonstrate that one concept. Next chapter, next concept, and whole new app. Instead of that, this book shows each little concept at a time in snippets in playgrounds (which show you the immediate results as you type it in).The pattern is clear from the start and follows through each chapter. He introduces a concept, shows a code snippet with generic names like Ã¢Â Âœclass MyClass : OtherClass { Ã¢Â Âœ, explains a bit more about it and then does a code snip with a real example like Ã¢Â Âœclass Car : Vehicle {Ã¢Â Âœ, and starts building on that, all of the code can be followed along with in the playground (get into some exceptions to this later in the book that you need full projects for). He usually goes between 2 different examples in each chapter. At the end of each chapter, he has some Q&AÃ¢Â Â™s and then thereÃ¢Â Â™s an Ã¢Â ÂœExerciseÃ¢Â Â• where the book explains code for you to write on your own. This is always another scenario that needs to be solved in the same way the other examples were solved in that chapter - itÃ¢Â Â™s just that itÃ¢Â Â™s Ã¢Â ÂœEmployee: CompanyÃ¢Â Â• instead of Ã¢Â ÂœCar: VehicleÃ¢Â Â• this time, for example - it will usually mix several of the different things youÃ¢Â Â™ve learned so youÃ¢Â Â™re putting together different pieces to solve this one. They were challenging and did a good job of tying things together but everything you needed was there in example already in some form.I happened to be keeping track of my time so I know approximately how many hours this Ã¢Â Âœin 24 hoursÃ¢Â Â• book took _me_, but I think I should give a little background on me because the time is going to vary so much for any given person. IÃ¢Â Â™m sure there are lots of people who could breeze through this in 24 hours. Hint (not me)IÃ¢Â Â™d call my programming experience pretty scattered and my skill/knowledge maybe 3.8 on a scale from 1 to 10(being expert). Pretty serious hobby for about 2 or 3 years as a kid, then a few scattered here and there since, some in college, and then got a Mac a few years ago and have been learning as I can on the side. I did the Sams Teach Yourself iPhone Application development and most of the iOS5 Application development (lot of the same text those 2, btw - but singularly good stuff). Those were both a few years ago now though, so rusty and totally new to Swift.Well, I got back serious about learning this with Swift being out and the Watch coming so I went looking for an Ã¢Â Âˆin 24 hoursÃ¢Â Â™ book on it. IÃ¢Â Â™m pretty fanatical about not glossing over material I donÃ¢Â Â™t really understand and I probably read slower than average. So here you go - I averaged over 4 hours per Ã¢Â ÂœHourÃ¢Â Â• in this book - clocking in 106 hours. But they were well worth it. Actually IÃ¢Â Â™m sure IÃ¢Â Â™ll put many more hours with this book because it will make an awesome reference. IÃ¢Â Â™m even working on a reference guide / cheat sheet type thing from it.Ok so, hmm - things I would change. Well, I can only think of a few pretty minor suggestions (1) Explain the github thing at the beginning of the book (2) Link to your blog at the beginning of the book (3) put some more love on your github (a) include code for the exercises!!! (b) why is Ch23Ã¢Â Â™s Ã¢Â ÂœSongsÃ¢Â Â• incomplete? - The parsing isnÃ¢Â Â™t in there, looks different, etc. and then nothing for Ch24? Like I wrote - minor issues.I learned a lot, had lots of triumphant Ã¢Â Âœah haÃ¢Â Â• moments and I know IÃ¢Â Â™ll be using this as a constant reference for a while. Thank you very much, BJ Miller and everyone else who made this book.

First off this book is not going to have your writing iOS apps in 24 one hour lessons. It is a solid introduction the new Swift programming language but it only touches on actual visual iOS development in the final chapters. The book is mainly code snippets you Ã¢Â ÂœrunÃ¢Â Â• in the sandbox mode of the IDE. With those expectations set letÃ¢Â Â™s have a look at what the book teaches you about Swift.Following the established pattern of the series you are giving a concise lesson about a narrowly defined topic that should take around an hour to complete. Each lesson has an explanation followed by a workshop with a decent set of sample code, which you can download if you donÃ¢Â Â™t want to type, to demonstrate the topic.If you have never programmed before the topics can get pretty deep and I am sure many lessons will take supportive text from the web to fully understand. If you have programmed before in just about any C based language Ã¢Â Â“ C / C++ / Java / Objective C Ã¢Â Â“ then things should got pretty smoothly as you are being introduced to the Swift syntax of very familiar programming concepts. Swift has added a lot to the C language syntax making programming faster and less error prone. The book covers those additions making a nice reference to everyone new to the Swift language.Once the basics of the language are covered two of the last three chapters of the book jumps into deeper concepts but only has a single chapter to cover what generally takes a full book to cover. I have mixed feelings on if these topics should have even been touched. If you have ever done any iOS programming you know that using Interface Builder is not straight forward. The attempt to provide a super minimal introduction here just so you can have one tiny iOS app that is just a table with a details view seems a bit of a stretch.The chapter on Asynchronous programming is a very advanced topic and I did not feel it belonged in a book listing itself as Beginning to Intermediate. It is a subject you will need to know about at some point in your iOS programming career but probably will lead to more user confusion that help in this type of book.The hour on understanding optional values was the most confusing to me. Not sure if it was the examples or the number of deviations that Swift handles in the area but I felt I came out of that chapter knowing less than when I went in. I am going to reread the Apple eBook and look online to see if I can clear this up.I ran into a couple of minor issues with the book. One chapter refers to a graphic being in blue and red but everything in the book is gray. You can guess which is which as they are different gray scales but I assume they thought the book would be printed in color. The other issue was a code example where a Ã¢Â ÂˆsÃ¢Â Â™ is concatenated to a string to make a word plural. Yes, this is a simple example everyone understands but it breaks internationalization coding rules. Starting a user down the road to bad habits should not take place in a book for beginning programmers.Swift is not finished, Apple knows it and the book knows it and points that fact out a bit too often. Maybe that should have been covered once and left at that.The book makes assumptions that you might be a new programmer but then tosses in a lot of references to Objective C. I would have liked to see those side notes set aside in a shaded section so those who did not come from an Objective C background would easily skip them and those who know Objective C could easily find them. I appreciated the references but felt the way they were intermixed in the text a big jarring at times.Previously I had read the free Apple eBook on Swift. While it covered a lot of the same ground it was more of a Ã¢Â Âœhere is the syntaxÃ¢Â Â• without solid real world examples. This book went into much better detail with lots of sample code. I came out really feeling I had a solid grasp of Swift. I felt like I got a lot out of the book and it was an easy read. I would recommend it for people who really want to see what Swift has to offer at the syntax level.

Download to continue reading...

Swift in 24 Hours, Sams Teach Yourself (Sams Teach Yourself -- Hours) Sams Teach Yourself UNIX System Administration in 24 Hours (Sams Teach Yourself in 24 Hours) Sams Teach Yourself WordPerfect Office 2000 for Linux in 24 Hours (Teach Yourself -- 24 Hours) Sams Teach Yourself DirectX 7 in 24 Hours (Teach Yourself -- Hours) Sams Teach Yourself RoboHELP 2000 for HTML Help in 24 Hours (Teach Yourself -- Hours) Sams Teach Yourself ADO 2.5 in 21 Days (Sams Teach Yourself...in 21 Days) Alpha Teach Yourself Bookkeeping in 24 Hours (Alpha Teach Yourself in 24 Hours) Taylor Swift: The Ultimate Fan Book 2015: Taylor Swift Facts, Quotes and Quiz (Taylor Swift Fan Books) (Volume 2) Taylor Swift: The Ultimate Fan Book 2015: Taylor Swift Facts, Quiz and Quotes (Taylor Swift Fan Books) Teach Yourself How to Become a Webmaster in 14 Days (Sams Teach Yourself) Sams Teach Yourself UNIX System Administration in 21 Days (Teach Yourself -- Days) Teach Yourself Unix Shell Programming in 14 Days (Sams Teach Yourself) Teach Yourself Database Programming With Delphi in 21 Days (Sams Teach Yourself) Teach Yourself Borland Delphi in 21 Days (Sams Teach Yourself) Teach Yourself Visual C++ in 21 Days (Sams Teach Yourself) Teach Yourself Java in 21 Days: Professional Reference Edition (Sams Teach Yourself) Sams Teach Yourself FreeBSD in 24 Hours Sams Teach Yourself the Windows Registry in 24 Hours Unreal Engine 4 Game Development in 24 Hours, Sams Teach Yourself Sams Teach Yourself Programming with Java in 24 Hours (4th Edition)