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Dive into the latest release of the Swift programming language with this advanced development book for building highly performant applications.About This Book* Harness the latest and most advanced features of Swift 4 to develop quality iOS and macOS applications* Comprehensive coverage of all the advanced features of Swift and guidance on advanced design techniques* Dive deep into protocol extensions, learn new error handling model, and use featured Swift design patterns to write more efficient code* Get to grips with advanced design techniques to write smarter, cleaner Swift codeWho This Book Is ForThis book is for developers who want to delve into the newest version of Swift. If you are a developer who learns best by looking at and working with code, then this book is for you. A basic understanding of Apple's tools is beneficial but not mandatory.What You Will Learn* Delve into the core components of Swift 4.0, including operators, collections, control flows, and functions* Create and use classes, structures, and enumerations* Understand protocol-oriented design and see how it can help you write better code* Develop a practical understanding of subscripts and extensions* Add concurrency to your applications using Grand Central Dispatch and Operation Queues* Implement generics and closures to write very flexible and reusable code* Make use of Swift's error handling and availability features to write safer codeIn DetailSwift is the definitive language for Apple development today. It's a vital part of any iOS and macOS developer's skillset, helping them to build the most impressive and popular apps on the App Store-the sort of apps that are essential to iPhone and iPad users every day. With version 4.0, the Swift team has added new features to improve the development experience, making it easier to get the results you want and customers expect. Inside, you'll find the key features of Swift 4.0 and quickly learn how to use the newest updates to your development advantage. From Objective-C interoperability and ARC to closures and concurrency, this advanced Swift guide will develop your expertise and help you become fluent in this vital programming language.We'll give you an in-depth knowledge of some of the most sophisticated elements of Swift development, including protocol extensions, error-handling, design patterns, and concurrency. We'll guide you on how to use and apply them in your own projects. You'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code.Style and ApproachA Step-by-step advanced guide

Mastering iOS 14 Programming is the fourth book in the Mastering iOS series, which started back in 2016 with iOS 10. In this latest edition, you'll learn how to build robust iOS apps by harnessing advanced techniques and making the best use of iOS 14's features.

Swift is the definitive language for Apple development today and it's a vital part of any iOS and macOS developer's skill set. The Mastering Swift book over the years has established itself as one of the popular choices for an in-depth and practical guide on Swift programming language amongst developers. The latest fifth edition is fully ...

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Swift Language is now more powerful than ever; it has introduced new ways to solve old problems and has gone on to become one of the fastest growing popular languages. It is now a de-facto choice for iOS developers and it powers most of the newly released and popular apps. This practical guide will help you to begin your journey with Swift ...

From learning about the most sought-after design patterns to a comprehensive coverage of architectural patterns and code testing, this book is all you need to write clean, reusable code Key Features Write clean, reusable and maintainable code, and make the most of the latest Swift version. Analyze case studies of some of the popular open source projects and give your workflow a huge boost Choose patterns such as MVP, MVC, and MVVM depending on the application being built Book Description Swift keeps gaining traction not only amongst Apple developers but also as a server-side language. This book demonstrates how to apply design patterns and best practices in real-life situations, whether that's for new or already existing projects. You'll begin with a quick refresher on Swift, the compiler, the standard library, and the foundation, followed by the Cocoa design patterns – the ones at the core of many cocoa libraries – to follow up with the creational, structural, and behavioral patterns as defined by the GoF. You'll get acquainted with application architecture, as well as the most popular architectural design patterns, such as MVC and MVVM, and learn to use them in the context of Swift. In addition, you'll walk through dependency injection and functional reactive programming. Special emphasis will be given to techniques to handle concurrency, including callbacks, futures and promises, and reactive programming. These techniques will help you adopt a test-driven approach to your workflow in order to use Swift Package Manager and integrate the framework into the original code base, along with Unit and UI testing. By the end of the book, you'll be able to build applications that are scalable, faster, and easier to maintain. What you will learn Work efficiently with Foundation and Swift Standard library Understand the most critical GoF patterns and use them efficiently Use Swift 4.2 and its unique capabilities (and limitations) to implement and improve GoF patterns Improve your application architecture and optimize for maintainability and performance Write efficient and clean concurrent programs using futures and promises, or reactive programming techniques Use Swift Package Manager to refactor your program into reusable components Leverage testing and other techniques for writing robust code Who this book is for This book is for intermediate developers who want to apply design patterns with Swift to structure and scale their applications. You are expected to have basic knowledge of iOS and Swift.

Build full-stack shopping list applications from scratch for web and mobile platforms using Xcode, Vapor, and Swift Key Features Build, package, and deploy an end-to-end app solution for mobile and web with Swift 4 Increase developer productivity by creating reusable client and server components Develop backend services for your apps and websites using Vapor framework Book Description Making Swift an open-source language enabled it to share code between a native app and a server. Building a scalable and secure server backend opens up new possibilities, such as building an entire application written in one language–Swift. This book gives you a detailed walk-through of tasks such as developing a native shopping list app with Swift and creating a full-stack backend using Vapor (which serves as an API server for the mobile app). You'll also discover how to build a web server to support dynamic web pages in browsers, thereby creating a rich application experience. You'll begin by planning and then building a native iOS app using Swift. Then, you'll get to grips with building web pages and creating web views of your native app using Vapor. To put things into perspective, you'll learn how to build an entire full-stack web application and an API server for your native mobile app, followed by learning how to deploy the app to the cloud, and add registration and authentication to it. Once you get acquainted with creating applications, you'll build a tvOS version of the shopping list app and explore how easy is it to create an app for a different platform with maximum code shareability. Towards the end, you'll also learn how to create an entire app for different platforms in Swift, thus enhancing your productivity. What you will learn Get accustomed to server-side programming as well as the Vapor framework Learn how to build a RESTful API Make network requests from your app and handle error states when a network request fails Deploy your app to Heroku using the CLI command Write a test for the Vapor backend Create a tvOS version of your shopping list app and explore code-sharing with an iOS platform Add registration and authentication so that users can have their own shopping lists Who this book is for This book is for developers who are looking to build full-stack web and native mobile applications using Swift. An understanding of HTML, CSS, and JavaScript would be beneficial when building server-rendered pages with Vapor.

"This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations"--Back cover.

iOS 13 Programming for Beginners is a popular introductory guide on learning the essentials of Swift programming and iOS development for building your first iOS app and publishing it on the App Store. Fully updated to cover the latest features of iOS 13, you will be up to speed with writing your first iOS app with this practical guide.

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