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Introduction. Advanced Swift is quite a bold title for a book, so perhaps we should start with what we mean by it.. When we began writing the first edition of this book, Swift was barely a year old. We did so before the beta of 2.0 was released – albeit tentatively, because we suspected the language would continue to evolve as it entered its second year.

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Book Update: Thinking in Swift UI. Posted on  
December 17th 2020 by Chris Eidhof . Over the  
last few months, we have been busy updating  
our book, Thinking in SwiftUI. Today, we're  
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Custom Alignment - Swift Talk - objc.io  
Chris is one of the objc.io co-founders, and  
host of Swift Talk. He also co-authored the  
Functional Swift, Advanced Swift, App  
Architecture, and Thinking in SwiftUI books.  
Before, he wrote apps such as Deckset and  
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Advanced Swift Objc Io - Turismo In Italia  
I'm co-author of Advanced Swift, one of the (or the?) most in-depth books about Swift you'll find.. The fourth edition, published in May 2019, has been thoroughly revised and expanded for Swift 5. Praise. A \$50 investment can make a \$50k difference in your life.

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Advanced Swift - Ole Begemann  
FOUNDER OF OBJC.IO. Chris Eidhof is the founder of objc.io and host of Swift Talk. He started UIKonf and the Functional Swift Conference. He co-wrote the books Functional Swift, Advanced Swift and App Architecture, and built the Mac apps Deckset and Scenery.

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Advanced Swift takes you through Swift's features, from low-level programming to high-level abstractions. In this book, we'll write about advanced concepts in Swift programming. If you have read the Swift Programming Guide, and want to explore more, this book is for you. Swift is a great language for systems programming, but also lends itself for very high-level programming. We'll explore both high-level topics (for example, programming with generics and protocols), as well as low-level topics (for example, wrapping a C library and string internals).

SwiftUI is radically different from UIKit. So in this short book, we will help you build a mental model of how SwiftUI works. We explain the most important concepts in detail, and we follow them up with exercises to give you hands-on experience. SwiftUI is still a young framework, and as such, we don't believe it's appropriate to write a complete reference. Instead, this book focuses on transitioning your way of thinking from the object-oriented style of UIKit to the declarative style of SwiftUI. Thinking in SwiftUI is geared toward readers who are familiar with Swift and who have experience building apps in frameworks like UIKit.

This book explains a range of application design patterns and their implementation techniques using a single example app, fully implemented in five design patterns. Instead

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of advocating for any particular pattern, we lay out the problems all architectures are trying to address: constructing the app's components, communicating between the view and the model, and handling non-model state. We show high-level solutions to these problems and break them down to the level of implementation for five different design patterns - two commonly used and three more experimental. The common architectures are Model-View-Controller and Model-View-ViewModel + Coordinator. In addition to explaining these patterns conceptually and on the implementation level, we discuss solutions to commonly encountered problems, like massive view controllers. On the experimental side we explain View-State-Driven Model-View-Controller, ModelAdapter-ViewBinder, and The Elm Architecture. By examining these experimental patterns, we extract valuable lessons that can be applied to other patterns and to existing code bases.

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and

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to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

Swift greatly simplifies the process of developing applications for Apple devices. This book provides you with the essential skills to help you get started with developing applications using Swift. Key Features Teaches you how to correctly structure and architect software using Swift Uses real-world examples to connect the theory to a professional setting Imparts expertise in the core Swift standard library Book Description Take your first foray into

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programming for Apple devices with Swift. Swift is fundamentally different from Objective-C, as it is a protocol-oriented language. While you can still write normal object-oriented code in Swift, it requires a new way of thinking to take advantage of its powerful features and a solid understanding of the basics to become productive. What you will learn

Explore the fundamental Swift programming concepts, language structure, and the Swift programming syntax

Learn how Swift compares to other computer languages and how to transform your thinking to leverage new concepts such as optionals and protocols

Master how to use key language elements, such as strings and collections

Grasp how Swift supports modern application development using advanced features, such as built-in Unicode support and higher-order functions

Who this book is for

If you are seeking fundamental Swift programming skills, in preparation for learning to develop native applications for iOS or macOS, this book is the best for you. You don't need to have any prior Swift knowledge; however, object-oriented programming experience is desired.

This book will teach you how to use Swift to apply functional programming techniques to your iOS or OS X projects. These techniques complement object-oriented programming that most Objective-C developers will already be familiar with, providing you with a valuable new tool in your developer's toolbox. We will

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start by taking a look at Swift's new language features, such as higher-order functions, generics, optionals, enumerations, and pattern matching. Mastering these new features will enable you to write functional code effectively. After that, we will provide several examples of how to use functional programming patterns to solve real-world problems. These examples include a compositional and type-safe API around Core Image, a library for diagrams built on Core Graphics, and a small spreadsheet application built from scratch.

Core Animation is the technology underlying Apple's iOS user interface. By unleashing the full power of Core Animation, you can enhance your app with impressive 2D and 3D visual effects and create exciting and unique new interfaces. In this in-depth guide, iOS developer Nick Lockwood takes you step-by-step through the Core Animation framework, building up your understanding through sample code and diagrams together with comprehensive explanations and helpful tips. Lockwood demystifies the Core Animation APIs, and teaches you how to make use of Layers and views, software drawing and hardware compositing Layer geometry, hit testing and clipping Layer effects, transforms and 3D interfaces Video playback, text, tiled images, OpenGL, particles and reflections Implicit and explicit animations Property animations, keyframes and transitions Easing,

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frame-by-frame animation and physics  
Performance tuning and much, much more!  
Approximately 356 pages.

Summary Hello Swift! is a how-to guide to programming iOS Apps with the Swift language, written from a kid's perspective. This approachable, well-illustrated, step-by-step guide takes you from beginning programming concepts all the way through developing complete apps. (Adults will like it too!) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own apps? With a little practice, you can! Apple's Swift language, along with special coding playgrounds and an easy-to-use programming environment, make it easier than ever. Take it from author Tanmay Bakshi, who started programming when he was just five years old. About the Book His book, Hello Swift! iOS app programming for kids and other beginners, teaches you how to write apps for iPhones and iOS devices step by step, starting with your first line of Swift code. Packed with dozens of apps and special exercises, the book will teach you how to program by writing games, solving puzzles, and exploring what your iPhone can do. Hello Swift! gets you started. Where you go next is up to you! What's inside Crystal-clear explanations anyone can understand Kid-

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friendly examples, including games and puzzles Learn by doing—you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program. (Psst! Adults like it, too.) About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker, and Manning author! Table of Contents Get ready to build apps with Swift! Create your first app Your first real Swift code using variables I/O laboratory Computers make decisions, too! Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code: Clean it with function detergent Reduce your code: Use less, do more with class detergent Reading and writing files Frameworks: Bookshelves of classes SpriteKit: Fun animation time Time to watch your WatchKit code Continuing your journey with Swift

Apply Different Architectures to Your Codebase! Advanced iOS App Architecture guides you through building one real-world app written in different architectures to give you hands-on and practical experience working in different architectures. This book will also guide you through the theory you need to gain a solid foundation of architecture concepts so that you can make your own informed decisions on how to use them in your codebase. Who This Book Is For

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This book is for intermediate iOS developers who already know the basics of iOS and are looking to build apps using defined architectures, making apps cleaner and easier to maintain. Topics Covered in Advanced iOS App Architecture Navigating Architecture Topics: Learn the theory behind various architectures to help inform which works best for you in different situations you may face. Managing Dependencies: Learn how to manage dependencies both internally and externally within your app. MVVM Architecture: Explore the history of the MVVM architecture and begin building KOOBER - the book's project app - using MVVM principles. Redux Architecture: Explore the history of the Redux architecture and continue building KOOBER using Redux principles. Elements Architecture: Explore the history of the Elements architecture and continue building KOOBER using Elements principles. SwiftUI: Explore SwiftUI and find out how to adapt existing application architectures for use with SwiftUI. After reading this book, you'll have the knowledge to decide which types of architecture components suit your apps and you'll have a deep understanding of the covered architectures. About the iOS Architecture Team The architecture team is a group of seasoned developers who work for large multi-national companies who deal with large and diverse code bases on a daily basis. The knowledge procured over years of development is now being transferred to you

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through book. We hope you enjoy the book and, hopefully, you'll apply some of the architectures you've learned to your own apps

Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. Swift in Depth is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more!

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and

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advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding map, flatMap, and compactMap Asynchronous error handling with ResultBest practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here

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