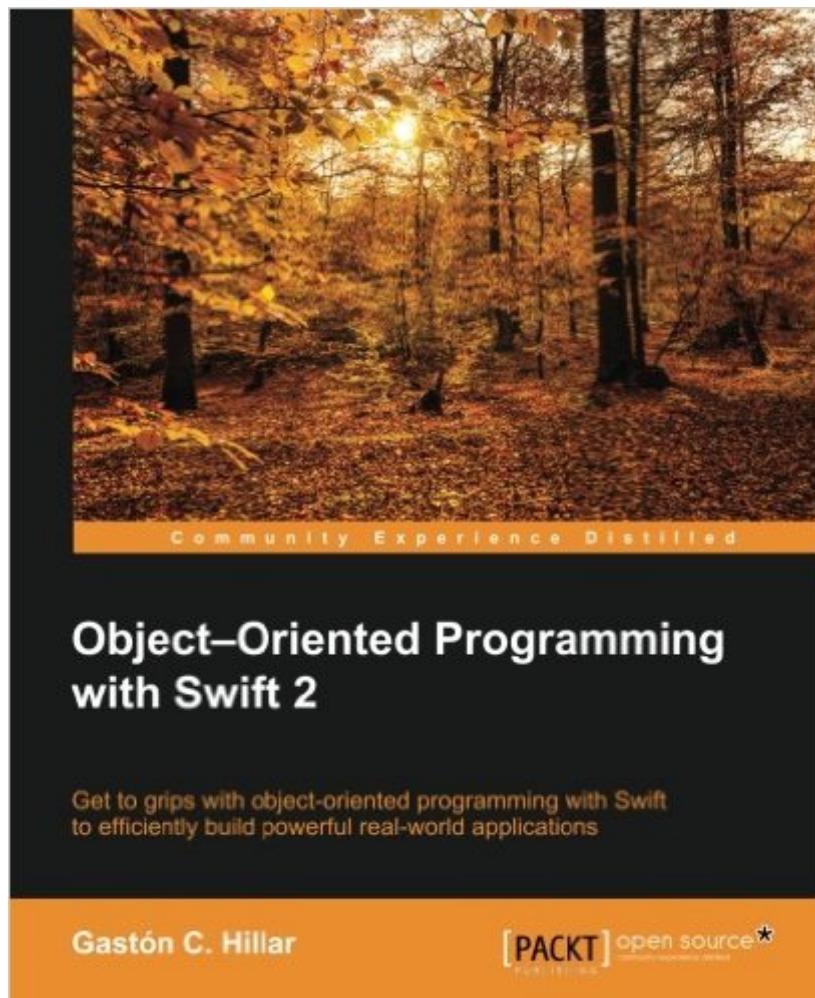


The book was found

Object Oriented Programming With Swift 2



Synopsis

Get to grips with object-oriented programming in Swift to efficiently build powerful real-world applications

About This Book

Leverage the most efficient object-oriented design patterns in your Swift applications

Write robust, safer, and better code using the blueprints that generate objects

Build a platform with object-oriented code by using real-world elements and represent them in your app

Who This Book Is For

If you are an iOS developer who has a basic idea of object-oriented programming and want to incorporate its concepts with Swift to optimize your application's code and create reusable and easily to understand building blocks, then this book is for you. This is a very useful resource for developers who want to shift from Objective C, C#, Java, Python, JavaScript, or other object-oriented languages to Swift

What You Will Learn

Build solid, stable, and reliable applications using Swift

Work with encapsulation, abstraction, and polymorphism using Swift 2.0

Customize constructors and destructors based on your needs

Develop Swift 2.0 with classes, instances, properties, and methods

Take advantage of generic code to maximize code reuse and generalize behaviors

Use state of inheritance, specialization, and the possibility to overload members

Write high quality object-oriented code to build apps for iOS or Mac OS X

In Detail

Object-Oriented Programming (OOP) is a programming paradigm based on the concept of objects; these are data structures that contain data in the form of fields, often known as attributes and code. Objects are everywhere, and so it is very important to recognize elements, known as objects, from real-world situations and know how they can easily be translated into object-oriented code.

Object-Oriented Programming with Swift is an easy-to-follow guide packed full of hands-on examples of solutions to common problems encountered with object-oriented code in Swift. It starts by helping you to recognize objects using real-life scenarios and demonstrates how working with them makes it simpler to write code that is easy to understand and reuse. You will learn to protect and hide data with the data encapsulation features of Swift. Then, you will explore how to maximize code reuse by writing code capable of working with objects of different types. After that, you'll discover the power of parametric polymorphism and will combine generic code with inheritance and multiple inheritance. Later, you move on to refactoring your existing code and organizing your source for easy maintenance and extensions.

By the end of the book, you will be able to create better, stronger, and more reusable code, which will help you build better applications.

Style and approach

This simple guide is packed with practical examples of solutions to common problems. Each chapter includes exercises and the possibility for you to test your progress by answering questions.

Book Information

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Customer Reviews

It was a pleasure to read this book from start to end. This book gives a step-by-step approach to programming, thus maintaining the continuity of topics. It really gets into what object-oriented programming (OOP) is, helping you learn Swift side by side. You will find eight chapters in this book, which has real-life examples to make it easy for us to understand the complex concepts of OOP. Examples such as breeds of dogs, to explain hierarchies are excellent resources used to help novices become experts with easy-to-follow explanations presented in this book. You may think that experts in this field won't find this book interesting, but Swift 2 is a very new language that should be interesting for any programmers as it has exponential growth for mobile platforms. Also, it is an attractive proposal for developers to learn this new language in order to review important topics from OOP. If I really have to point out what this book does not cover it is the fact that you will not learn much of the multiplatform potential of Swift 2 and the use of GUI. However, these are actually topics for a more advanced book which can be covered once you already know how to code in Swift 2.

Excellent source for those already working with Objective-C and want to take the jump to Swift 2. If you are new to programming you'll need to brush up on some of the basics before diving in, but I highly recommend this book to anyone. Even a determined beginner could grasp the concepts presented in this book. (Don't shy away just because you are unsure) This is a valuable book with lots of information to teach you. I especially like the fact that it's not just all about coding and syntax. You'll learn a bit about UML diagrams and how to organize your code better. It does a pretty good

job of teaching you how to think before you write code.

A really valuable book for anyone with experience in another object-oriented language wanting to learn Swift. The author covers all the major concepts and provides clear example code for you to work from. You will learn how to work with the example code within an Xcode Playground, which is extremely useful for learning and experimenting. With the exception of the last chapter the book stays clear of any native iOS development, instead opting to focus purely on the Swift language itself. However, the final chapter does address this by bringing all your knowledge together to build a very simple working iOS app. If you're new to programming then this isn't really the book for you, but if you're coming from another object-oriented language then it's a very good place to start your journey into Swift.

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