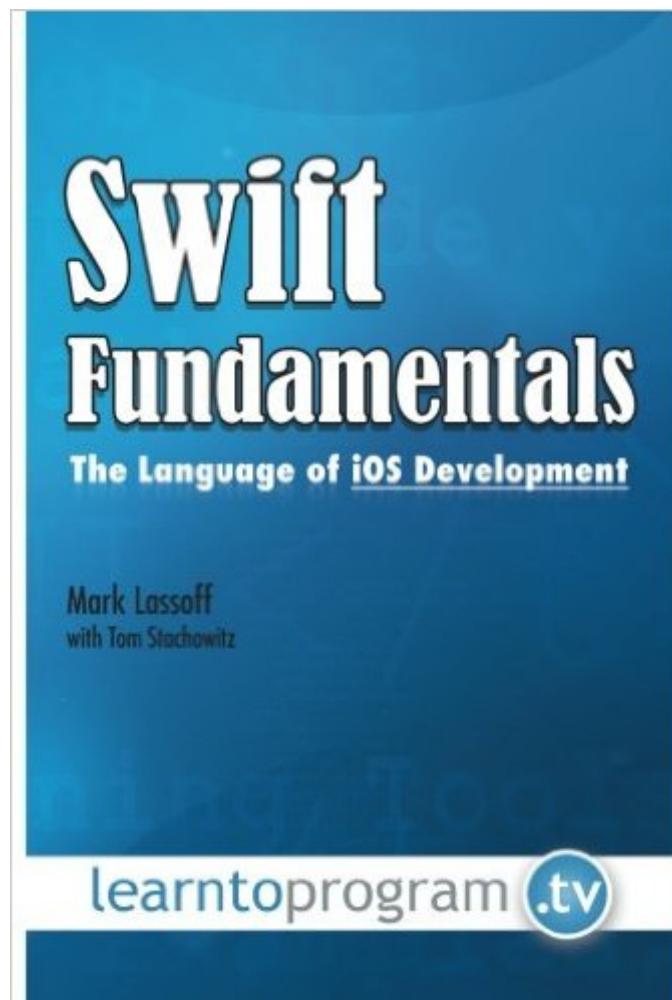


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# Swift Fundamentals: The Language Of iOS Development



## Synopsis

Have you been wanting to develop Apps for iOS but don't have the prerequisite language skills? Have you tried other iOS books and the code just went over your head? Do you feel like you need a little more coding experience before tackling mobile? Do you want to get a head start on iOS8 development? There is no mobile platform that has proved more dominant-- or more lucrative than iOS! If you're planning on creating native iOS apps, you must know Swift. Swift is an easy-to-learn and powerful language that is used to create iOS8 and OSX apps in the very near future. Companies are scrambling to hire Swift developers and those with aspirations to create iOS apps are learning it as fast as they can. Author Mark Lassoff is a master-instructor with years of teaching experience. You'll master the Swift programming language as you complete the multiple lab exercises that are both interesting and engaging. Dozens and dozens of code examples are available for you to load up and study. Over 150,000 people have learned programming from Mark Lassoff-- this book is one of his best. If you want to learn Swift and become an iOS8 developer, this is your book.

## Book Information

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## Customer Reviews

I have just completed going through the book and performing all its exercises. On the positive side: the book is for the individual who already knows how to program but wants to learn the basics of Apple's new programming language (PL): Swift. The book covers the basics of the Swift PL

adequately. The example iOS application, which the student is to create and execute, is appropriate for the level of the language presented in the book. On the negative side, it is obvious the book did not receive an adequate technical review before proceeding to publication. There are numerous errors in the book when the student attempts the various exercises with the XCODE 6.1 IDE. Too many programming examples do not compile, as presented in the book, without errors. The book needs a corrigendum available on the authors' website as soon as possible. It is obvious the authors' first priority was to be among the first books on Swift over the technical correctness of the book. I do not recommend this book for a neophyte programmer as he / she will be frustrated when attempting erroneous code examples in the book!

While the book does a decent job of covering the basics, it's nothing more than a marketing tool for their online courses. At the end of each chapter there are "Lab" exercises. If you have any issue completing the exercises and need assistance, there is a link provided in the book to the lab solutions. That link takes you directly to a page to signup for their newsletter and provides no solutions whatsoever. Don't bother signing up for their newsletter, they will only solicit you to sign up for an online course. Navigating through the site, there is ZERO support for anyone that purchased one of their books. While most of the major technical book publishers provide downloadable content/support for their books, this company provides none. Their books are merely ploys to get you to subscribe and purchase their online courses. As mentioned by other reviewers, the book is full of programmatic errors as it was hastily written at a time when Swift was only available as part of the Xcode beta via the Apple developer site. If you search through , you will see that many of the Swift books by the major publishers will not be available for another month or so as it takes time to validate and test the code. This book was clearly rushed to publication. One Star for: no online support, programmatic errors, based on beta code, only the last chapter touches on app development, clearly a marketing tool for their online courses. My advice: Wait for a serious Swift book to be released.

(Humbly) I am a seasoned C# developer. I had a difficult time trying to digest Objective C and ultimately abandon my efforts to learn it. When I heard about Swift, and that it was similar to C#, as usual, I hit looking for books on the subject. I found only a few; this being one of them. I decided to take a chance and buy it. I can say "Swift Fundamentals ..." is one of the best written language introductory books I have ever read, and I have read many. (I know I sound like the Authors friend, but I'm not... No connection). It takes you from the "ground up" in a brief yet thorough way. The

book isn't big, so it's easy to read while you're in line or at lunch. 250 pages or so. I wish there were books just like this (style of writing and size) on "everything" I have to stay up on. Get it... You'll dig it :>Note to Authors... This was a great introductory. I'd like to see another book from you guys that takes me a little deeper into Swift so I can start writing production level code. Thank you!

**Background:** I've had almost no experience coding C++, Java, or any of those languages in terms of coding for apps. I find myself an advanced (not expert) programmer when it comes to web-based codes like HTML, CSS, and some Javascript. I found this book perfect for the absolute beginner. There will be terms that fly above your head, but the author does a good job defining them in paragraph, making it easy for the laymen to get through the book easily.

**First Thoughts:** I went through the book and found it extremely helpful and easy to understand for the uninitiated. There are Lab exercises at the end of each chapter which help you build up your abilities to solve problems, but I've found the biggest issue to be that there is no answers to the labs in the back of the book. They can get quite complex near the end, and sometimes it took days for me to figure out. All in all, it was worth it because it definitely helped me understand how to really create code for various scenarios.

**Results:** By the end, I was able to create a basic app, format it cleanly, and add graphics to it. My first trial app was a calculator for Diablo RoS that would calculate upgrade costs for gems and output them based on an algebraic equation. An app like that already existed, but I wanted to test my skills with creating forms, labels, inputs, outputs, etc... Worked just fine! You'll also be comfortable working in Xcode, debugging your code, and testing it.

**Next Steps:** While the book gave you the foundation, you'll find at the end of reading it and studying it - that you'll want to know how to implement iPhone functions into your apps/coding. More advanced things like using Location Services, Camera Functions, Compass, and Accelerometer functions are all left out. Also multi-page or multi-screen apps were not covered in depth.

**Are You On The Fence?** If you're more of a beginner, then this is the book for you. It helps more than online tutorials, because you're able to study the book, write in it, highlight, and take notes. All of which were things helpful to me. If you've had experience coding apps, and are looking to learn Swift, I think you can get away with online tutorials. Many of the Swift code updates are things to syntax that are simplified.

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