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Swift Tutorial

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iOS Dev Portfolio Showcase \u0026amp; Review - Nov 2020 ~~SwiftUI vs UIKit (See UI built 3 different ways)~~

iOS Bootcamp Overview **Swift ios 24 Hour Trainer**

iOS Swift 24-Hour Trainer combines book and video lessons in Apple's Swift programming language to prepare you to build iPhone and iPad apps?and distribute them through the Appstore. First, this approachable text covers the fundamentals of Swift by introducing you to iOS development in this language, and presenting best practices for setting up a development environment and using variables, statements, expressions, operators, functions, and closures.

Swift iOS 24-Hour Trainer: Mishra, Abhishek: 9781119073550 ...

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book and video lessons in Apple's Swift programming language to prepare you to build iPhone and iPad apps—and distribute them through the Appstore. First, this approachable text covers the fundamentals of Swift by introducing you to iOS development in this language, and presenting best practices for setting up a development environment and using variables, statements, expressions, operators, functions, and closures.

Swift iOS 24-Hour Trainer [Book] - O'Reilly Media

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Lesson 3: Introducing Swift - Swift iOS 24-Hour Trainer [Book]

Swift iOS 24-Hour Trainer course covers iOS 9 application development with Swift 2. The course strikes a balance between the iOS absolute basics and more advanced topics such as Test Driven Development, CloudKit, and UI testing. The course is for beginners with little programming experienc...

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Amazon.com: Customer reviews: Swift iOS 24-Hour Trainer

Swift iOS 24-Hour Trainer. by WOW! eBook · January 12, 2016. eBook Details: Paperback: 624 pages; Publisher: WOW! eBook; 11th edition

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(January 11, 2016) Language: English; ISBN-10: 1119073553; ISBN-13: 978-1119073550; eBook Description: Swift iOS 24-Hour Trainer ...

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Swift iOS 24-hour trainer (eBook, 2016) [WorldCat.org]

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The at Home Cycling & Running Virtual Training App

eBook Details: Paperback: 624 pages
Publisher: WOW! eBook; 11th edition
(January 11, 2016) Language: English
ISBN-10: 1119073553 ISBN-13:
978-1119073550 eBook Description:
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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 Apple's new Swift programming language. This book's straightforward, step-by-step

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approach helps you quickly master Swift's core concepts, structure, and syntax and use Swift to write safe, powerful, modern code.

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Jump into the app development world with confidence! iOS Swift 24-Hour Trainer combines book and video

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lessons in Apple's Swift programming language to prepare you to build iPhone and iPad apps—and distribute them through the Appstore. First, this approachable text covers the fundamentals of Swift by introducing you to iOS development in this language, and presenting best practices for setting up a development environment and using variables, statements, expressions, operators, functions, and closures. Next, you explore common tasks, such as alert views, table views, and collection views. You then deepen your knowledge of Swift by considering network programming and local data storage. Finally, this engaging resource dives into slightly more advanced concepts, such as tab bars, web views, the accelerometer, camera, photo library, Google maps,

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and core location. Swift was designed by Apple to incorporate modern scripting features while offering simpler, cleaner syntax than Objective-C to maintain a minimal and easy to read style. This more expressive code offers numerous key features, such as closures unified with function pointers, tuples and multiple value returns, generics, and functional programming patterns. Learn how to obtain a device UDID Test your applications on an actual device, so you can see your work in action Distribute your applications outside of the App store, allowing you to test your work with real users Review common reasons why apps are rejected by Apple to strengthen your case when submitting your apps for distribution iOS Swift 24-Hour Trainer is an essential guide to Apple's Swift programming

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language for beginning programmers.

Put into motion practical examples to master Test-Driven Development (TDD) and acceptance testing in Swift. This book uses a pragmatic approach to writing well-tested code and provides techniques that can be used to retrofit tests to legacy code bases. You'll be introduced to basic principles of TDD, such as Test First, Red-Green-Refactor, Remove Duplicate code, Dependency Injection, and Single Responsibility. Approaches covered include TDD, behavior-driven development (BDD), UI, and acceptance testing with common standard/open source frameworks. iOS Code Testing offers helpful instruction to teach iOS developers to retrospectively fit tests to legacy code, refactor legacy code so as to make the

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code more testable, install and configure a popular Swift BDD framework, practice BDD with Xcode, and create automated UI tests with Xcode. Additionally, many projects have legacy code bases. Legacy code is often seen as a blocker when it comes to implementing any kind of testing. What You Will Learn Fit test to legacy code retrospectively Install and configure popular Swift BDD frameworks Practice BDD with Xcode Who This Book Is For Software practitioners, such as Swift developers and mobile app testers.

A practical, real-world introduction to AWS tools and concepts Amazon Web Services for Mobile Developers: Building Apps with AWS presents a professional view of cloud computing and AWS for experienced iOS/Android

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developers and technical/solution architects. Cloud computing is a rapidly expanding ecosystem, and working professionals need a practical resource to bring them up-to-date on tools that are rapidly becoming indispensable; this book helps expand your skill set by introducing you to AWS offerings that can make your job easier, with a focus on real-world application. Author and mobile applications developer Abhishek Mishra shows you how to create IAM accounts and try out some of the most popular services, including EC2, Lambda, Mobile Analytics, Device Farm, and more. You'll build a chat application in both Swift (iOS) and Java (Android), running completely off AWS Infrastructure to explore SDK installation, Xcode, Cognito authentication, DynamoDB, Amazon

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SNA Notifications, and other useful tools. By actually using the tools as you learn about them, you develop a more intuitive understanding that feels less like a shift and more like a streamlined integration. If you have prior experience with Swift or Java and a solid knowledge of web services, this book can help you quickly take your skills to the next level with a practical approach to learning that translates easily into real-world use. Understand the key concepts of AWS as applied to both iOS and Android developers Explore major AWS offerings for mobile developers, including DynamoDB, RDS, EC2, SNS, Cognito, and more Learn what people are talking about when they use buzzwords like PaaS, IaaS, SaaS, and APaaS Work through explanations by building apps that tie into the AWS

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ecosystem Any job is easier with the right tools, and Amazon Web Services for Mobile Developers: Building Apps with AWS gets you acquainted with an ever-expanding toolkit for mobile app development.

Enter the Swift future of iOS and OS X programming Beginning Swift Programming is your ideal starting point for creating Mac, iPhone, and iPad apps using Apple's new Swift programming language. Written by an experienced Apple developer and trainer, this comprehensive guide explains everything you need to know to jumpstart the creation of your app idea. Coverage includes data types, strings and characters, operators and functions, arrays and dictionaries, control flow, and looping, with expert guidance on classes, objects, class

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inheritance, closures, protocols, and generics. This succinct — yet complete — overview provides a detailed introduction to the core features of Swift. Apple developed Swift to address the limitations of Objective-C, and add features found in more complex languages like Python. The results is simpler, cleaner, more expressive code with automatic memory management, functional programming patterns, and more, including built-in features that make Swift apps faster, scalable, and more secure. This book explains it all, helping developers master Apple's new language. Become fluent with syntax that's easier to read and maintain Understand inferred types for cleaner, less mistake-prone code Learn the key features that make Swift more expressive than Objective-C

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Learn the new optional types in Swift that make your code more resilient Understand the key design patterns in iOS and Mac OS programming using protocols and delegates Learn how to use generics to create highly reusable code Learn the new access controls mechanism in Swift Get up to speed quickly to remain relevant and ahead of the curve.

Transition from Objective-C to the cleaner, more functional Swift quickly and easily Professional Swift shows you how to create Mac and iPhone applications using Apple's new programming language. This code-intensive, practical guide walks you through Swift best practices as you learn the language, build an application, and refine it using advanced concepts and techniques.

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Organized for easy navigation, this book can be read end-to-end for a self-paced tutorial, or used as an on-demand desk reference as unfamiliar situations arise. The first section of the book guides you through the basics of Swift programming, with clear instruction on everything from writing code to storing data, and Section II adds advanced data types, advanced debugging, extending classes, and more. You'll learn everything you need to know to make the transition from Objective-C to Swift smooth and painless, so you can begin building faster, more secure apps than ever before. Get acquainted with the Swift language and syntax Write, deploy, and debug Swift programs Store data and interface with web services Master advanced usage, and bridge Swift and

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Objective-C Professional Swift is your guide to the future of OS X and iOS development.

A practical, real-world introduction to AWS tools and concepts Amazon Web Services for Mobile Developers: Building Apps with AWS presents a professional view of cloud computing and AWS for experienced iOS/Android developers and technical/solution architects. Cloud computing is a rapidly expanding ecosystem, and working professionals need a practical resource to bring them up-to-date on tools that are rapidly becoming indispensable; this book helps expand your skill set by introducing you to AWS offerings that can make your job easier, with a focus on real-world application. Author and mobile applications developer Abhishek

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Mishra shows you how to create IAM accounts and try out some of the most popular services, including EC2, Lambda, Mobile Analytics, Device Farm, and more. You'll build a chat application in both Swift (iOS) and Java (Android), running completely off AWS Infrastructure to explore SDK installation, Xcode, Cognito authentication, DynamoDB, Amazon SNS Notifications, and other useful tools. By actually using the tools as you learn about them, you develop a more intuitive understanding that feels less like a shift and more like a streamlined integration. If you have prior experience with Swift or Java and a solid knowledge of web services, this book can help you quickly take your skills to the next level with a practical approach to learning that translates easily into real-world use. Understand

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the key concepts of AWS as applied to both iOS and Android developers Explore major AWS offerings for mobile developers, including DynamoDB, RDS, EC2, SNS, Cognito, and more Learn what people are talking about when they use buzzwords like PaaS, IaaS, SaaS, and APaaS Work through explanations by building apps that tie into the AWS ecosystem Any job is easier with the right tools, and Amazon Web Services for Mobile Developers: Building Apps with AWS gets you acquainted with an ever-expanding toolkit for mobile app development.

Offers twenty-four lessons teaching how to build next-generation OS X and iOS apps using Apple's new programming language, with step-by-step instructions for such common

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tasks as using operators, iterating code with loops, and introducing generics.

Harness the power of Apple iOS machine learning (ML) capabilities and learn the concepts and techniques necessary to be a successful Apple iOS machine learning practitioner!

Machine learning (ML) is the science of getting computers to act without being explicitly programmed. A branch of Artificial Intelligence (AI), machine learning techniques offer ways to identify trends, forecast behavior, and make recommendations. The Apple iOS Software Development Kit (SDK) allows developers to integrate ML services, such as speech recognition and language translation, into mobile devices, most of which can be used in multi-cloud settings. Focusing on

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Apple's ML services, Machine Learning for iOS Developers is an up-to-date introduction to the field, instructing readers to implement machine learning in iOS applications. Assuming no prior experience with machine learning, this reader-friendly guide offers expert instruction and practical examples of ML integration in iOS. Organized into two sections, the book's clearly-written chapters first cover fundamental ML concepts, the different types of ML systems, their practical uses, and the potential challenges of ML solutions. The second section teaches readers to use models—both pre-trained and user-built—with Apple's CoreML framework. Source code examples are provided for readers to download and use in their own projects. This book helps readers: Understand the theoretical

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concepts and practical applications of machine learning used in predictive data analytics Build, deploy, and maintain ML systems for tasks such as model validation, optimization, scalability, and real-time streaming Develop skills in data acquisition and modeling, classification, and regression. Compare traditional vs. ML approaches, and machine learning on handsets vs. machine learning as a service (MLaaS) Implement decision tree based models, an instance-based machine learning system, and integrate Scikit-learn & Keras models with CoreML Machine Learning for iOS Developers is a must-have resource software engineers and mobile solutions architects wishing to learn ML concepts and implement machine learning on iOS Apps.

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Step-by-step lessons for using PHP and MySQL in a unique book-and-video combination Assuming no previous experience with PHP or MySQL, this book-and-video package is ideal reading for anyone who wants to go beyond HTML/CSS in order to provide clients with the most dynamic web sites possible. The approachable tone breaks down the basics of programming and PHP and MySQL in individual lessons starting with the installation of the programs necessary to run PHP. You begin with a static web site and then watch and learn as PHP functionality is added as you work through the lessons. When working with databases, the MySQL database is introduced with demonstrations that show how to interact with it. The accompanying videos enhance your learning

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experience, as each lesson in the book is portrayed in the video exercises. Lessons include: * Getting started with PHP * Setting up your workspace * Adding PHP to a web page * Learning PHP syntax * Working with variables * Debugging code * Working with complex data * Making decisions * Repeating program steps * Learning about scope * Reusing code with functions * Creating forms * Introducing object-oriented programming * Defining classes * Using classes * Using advanced techniques * Handling errors * Writing secure code * Introducing databases * Introducing MySQL * Creating and connecting to the * Creating tables * Entering data * Selecting data * Using multiple tables * Changing data * Deleting data * Preventing database security issues * Creating user logins *

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Turn the case study into a content management system Note: As part of the print version of this title, video lessons are included on DVD. For e-book versions, video lessons can be accessed at wrox.com using a link provided in the interior of the e-book.

Put the power of AWS Cloud machine learning services to work in your business and commercial applications! Machine Learning in the AWS Cloud introduces readers to the machine learning (ML) capabilities of the Amazon Web Services ecosystem and provides practical examples to solve real-world regression and classification problems. While readers do not need prior ML experience, they are expected to have some knowledge of Python and a basic knowledge of Amazon Web Services. Part One

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introduces readers to fundamental machine learning concepts. You will learn about the types of ML systems, how they are used, and challenges you may face with ML solutions. Part Two focuses on machine learning services provided by Amazon Web Services. You'll be introduced to the basics of cloud computing and AWS offerings in the cloud-based machine learning space. Then you'll learn to use Amazon Machine Learning to solve a simpler class of machine learning problems, and Amazon SageMaker to solve more complex problems.

- Learn techniques that allow you to preprocess data, basic feature engineering, visualizing data, and model building
- Discover common neural network frameworks with Amazon SageMaker
- Solve computer vision problems with

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Amazon Rekognition • Benefit from illustrations, source code examples, and sidebars in each chapter The book appeals to both Python developers and technical/solution architects. Developers will find concrete examples that show them how to perform common ML tasks with Python on AWS. Technical/solution architects will find useful information on the machine learning capabilities of the AWS ecosystem.

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