

Swift 4 Tutorials Point

Eventually, you will totally discover a new experience and feat by spending more cash. yet when? realize you take that you require to get those every needs once having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will guide you to understand even more just about the globe, experience, some places, subsequent to history, amusement, and a lot more?

It is your entirely own get older to exploit reviewing habit. accompanied by guides you could enjoy now is **Swift 4 Tutorials Point** below.

Go Programming Language For Dummies - Wei-Meng Lee

2021-04-27

Ready, set, program with Go!

Now is the perfect time to learn the Go Programming Language. It's one of the most in-demand languages among tech recruiters and developers love its simplicity and power.

Go Programming Language For Dummies is an easy way to add this top job skill to your toolkit.

Written for novice and experienced coders alike, this book traverses basic syntax, writing functions, organizing

data, building packages, and interfacing with APIs. Go—or GoLang, as it's also

known—has proven to be a strong choice for developers

creating applications for the cloud-based world we live in.

This book will put you on the path to using the language

that's created some of today's leading web applications, so

you can steer your career where you want to Go! Learn

how Go works and start writing programs and modules

Install and implement the most powerful third-party Go

Downloaded from
test.unicaribe.edu.do on
by guest

packages Use Go in conjunction with web services and MySQL databases Keep your codebase organized and use Go to structure data With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users' hands.

Metal by Tutorials (Third Edition): Beginning Game Engine Development With Metal - Caroline Begbie

2022-04-05

Build your own low-level game engine in Metal! This book introduces you to graphics programming in Metal - Apple's framework for programming on the GPU. You'll build your own game engine in Metal where you can create 3D scenes and build your own 3D games. Who This Book Is For This book is for intermediate Swift developers interested in learning 3D graphics or gaining a deeper understanding of how game engines work. Topics Covered in Metal by Tutorials The Rendering Pipeline: Take a deep dive through the graphics

pipeline. 3D Models: Import 3D models with Model I/O and discover what makes up a 3D model. Coordinate Spaces: Learn the math behind 3D rendering. Lighting: Make your models look more realistic with simple lighting techniques. Shading: Understand how vertex and fragment shaders work. Textures & Materials: Design textures and surfaces for micro detail. Multipass Rendering: Add shadows with advanced lighting effects. Tile-based Deferred Rendering: Take full advantage of your Apple GPU with this rendering technique. GPU-Driven Rendering: Move the rendering setup to the GPU. Tessellation: Discover how to use tessellation to add a higher level of detail using fewer resources. Environment: Add realistic skies and water to your scenes. Particle Systems: Learn how to make stunning visual effects using GPU compute shaders. Character Animation: Bring your 3D models to life with joints and animation. Raytracing: Learn

*Downloaded from
test.unicaribe.edu.do on
by guest*

how to perform raytracing on the GPU. Advanced Lighting & Shadows: Discover signed distance fields and render beautiful shadows. Performance Optimization: Tune up your game with Xcode's new tools. After reading this book, you'll be prepared to take full advantage of graphics rendering with the Metal framework.

IOS Development with Swift - Craig Grummit 2017-12

"iOS development with Swift" is a hands-on guide to creating iOS apps. It takes you through the experience of building an app-- from idea to App store. After setting up your dev environment, you'll learn the basics by experimenting in Swift playgrounds. Then you'll build a simple app layout, adding features like animations and UI widgets. Along the way, you'll retrieve, format, and display data; interact with the camera and other device features; and touch on cloud and networking basics.

Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know

Downloaded from
test.unicaribe.edu.do on
by guest

like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book

is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types,

variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality

methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Swift For Dummies - Jesse Feiler 2015-02-24

Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, *Swift For Dummies* shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn useful patterns in an object-oriented

environment, and take advantage of frameworks to speed your coding along. Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and social media Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

[IOS Apprentice](#) - Matthijs

Hollemaans 2014-12-01

Learn iPhone and iPad

Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you

how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app.

Downloaded from
test.unicaribe.edu.do on
by guest

In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you...

Swift Fundamentals - Mark Lassoff 2014-09-05

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

Downloaded from
test.unicaribe.edu.do on
by guest

150,000 people have learned programming from Mark Lasso-- this book is one of his best. If you want to learn Swift and become an iOS8 developer, this is your book.

IOS 15 Programming Fundamentals with Swift -

Matt Neuburg 2021-10
Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features:

Structured concurrency: async/await, tasks, and actors
Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks: column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more!

Design Patterns by Tutorials (Third Edition): Learning

Design Patterns in Swift -

Joshua Greene 2019-11-26
Learn iOS Design Patterns! Design patterns are reusable solutions to common development problems. They aren't project specific, so you can adapt and use them in countless apps. By learning design patterns, you'll become a better developer, save time and work less. Design Patterns by Tutorials is here to help! This book is the easiest and fastest way to get hands-on experience with the iOS design patterns you need to know.

Who This Book Is For Whether

Downloaded from
test.unicaribe.edu.do on

by guest

you're a beginner, intermediate or advanced iOS developer, this book is for you. You can either read this book from cover to cover, or skip around to just the patterns you want to learn. Topics Covered in Design Patterns by Tutorials Getting Started: You'll first learn about how design patterns work and how they can help you build better, cleaner apps. Fundamental Patterns: You'll progress onto fundamental design patterns, such as MVC, Delegation, and Strategy, which you're likely to use on every iOS app. Intermediate Patterns: You'll then learn about intermediate design patterns, such as MVVM, Factory, and Adapter, which are less common than fundamental patterns but still very useful for most apps. You'll finish off by learning about advanced design patterns, including Flyweight, Mediator and Command. You likely won't use these on every app, but they may be just what you need to solve a difficult problem. One thing you can count on: after reading this

book, you'll be well-prepared to use design patterns in your own apps!

[Data Structures & Algorithms in Swift \(Fourth Edition\)](#) - raywenderlich Tutorial Team 2021-09-15

Learn Data Structures & Algorithms in Swift! Data structures and algorithms form the basis of computer programming and are the starting point for anyone looking to become a software engineer. Choosing the proper data structure and algorithm involves understanding the many details and trade-offs of using them, which can be time-consuming to learn - and confusing. This is where this book, Data Structures & Algorithms in Swift, comes to the rescue! In this book, you'll learn the nuts and bolts of how fundamental data structures and algorithms work by using easy-to-follow tutorials loaded with illustrations; you'll also learn by working in Swift playground code. Who This Book Is For This book is for developers who know the basics of Swift syntax and want

a better theoretical understanding of what data structures and algorithms are to build more complex programs or ace a whiteboard interview. Topics Covered in Data Structures & Algorithms in Swift*Basic data structures and algorithms, including stacks, queues and linked lists. *How protocols can be used to generalize algorithms. *How to leverage the algorithms of the Swift standard library with your own data structures. *Trees, tries and graphs. *Building algorithms on top of other primitives. *A complete spectrum of sorting algorithms from simple to advanced. *How to think about algorithmic complexity. *Finding shortest paths, traversals, subgraphs and much more. After reading this book, you'll have a solid foundation on data structures and algorithms and be ready to solve more complex problems in your apps elegantly.

Coding iPhone Apps for Kids

- Gloria Winquist 2017-05-15
Apple's Swift is a powerful, beginner-friendly programming language that anyone can use

to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: -Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! -Program a number-guessing game with loops to make the computer

Downloaded from
test.unicaribe.edu.do on
by guest

keep guessing until it gets the right answer -Make a real, playable game with graphics and sound effects using SpriteKit -Challenge players by speeding up your game and adding a high-score system Why should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

Expert Swift (First Edition) - raywenderlich Tutorial Team 2021-05-18

Deep Dive Into Swift! Swift is a rich language with a plethora of features to offer. Reading the official documentation or entry-level books is important, but it's not enough to grasp the true power of the language. Expert Swift is here to help, by showing you how to harness the full power of Swift. You'll learn about advanced usages of protocols, generics, functional reactive programming, API design and more. Who This Book is For This book is for intermediate Swift developers who already know

the basics of Swift and are looking to deepen their knowledge and understanding of the language. Topics Covered in Expert Swift

Protocols and Generics: Learn how protocols and generics work, and how you can leverage them in your code to produce clean, long-lasting and easy-to-refactor APIs.

Sequences and Collections: Learn how to use Sequences and Collections to write generic algorithms that operate across type families.

Unsafe: Understand the memory layout of types and how to use typed and untyped pointers.

Functional Reactive Programming: Explore the most important and refined concepts of functional reactive programming and how you can apply these concepts to your apps.

Objective-C Interoperability: Learn how to expose Objective-C code to Swift and vice versa.

Library and API Design: Enhancing your skill set and intuition for designing great APIs. One thing you can count on: after reading this book, you'll be prepared to use the advanced features of

Downloaded from
test.unicaribe.edu.do on
by guest

Swift and improve your existing code with the knowledge you'll acquire.

Swift Development for the Apple Watch - Jon Manning
2016-05-30

Apple Watch is the sort of science-fiction gadget that people used to dream about as kids. What kinds of apps do you envision for this new device? If you're comfortable using OS X, Xcode, and iOS—and familiar with Swift—this concise book shows you the basics of building your own apps for this wrist-mounted computer with Apple's WatchKit framework. You'll learn what an Apple Watch is, what it isn't, and how and why people might interact with apps you build for it. This practical guide also examines the type of apps most suitable for this device, and shows you how to be a good citizen in the iOS/Watch ecosystem. Learn the Watch app lifecycle, and understand how these apps interact with the user's iPhone. Build a Watch app and its iOS counterpart by adding controls, working with multiple screens, and sharing data. Design a

simple glance, the non-interactive Watch component that provides quick-look information. Add functionality to the notification system, including actionable items, and display them on the Watch face. Design and build complications, Watch-face gadgets that can display quick snapshots of information, including future events with Time Travel.

3D Apple Games by Tutorials - Raywenderlich Com Team
2016-12-30

Learn How to Make 3D iOS Games! Learn how to make 3D games in Swift, using Apple's built-in 3D game framework: Scene Kit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own 3D game! By the time you're finished reading this book, you will have made 4 complete mini-games, including games similar to Fruit Ninja, Breakout, Marble Madness, and Crossy Road! Topics Covered in 3D iOS Games by Tutorials: Scene Kit: Get to

Downloaded from
test.unicaribe.edu.do on
by guest

know the basics with your first Scene Kit game project. Nodes: Use nodes with geometry and cameras to construct a 3D scene. Physics: Unleash the power of the built-in physics engine. Render Loop: Learn how you can leverage the Render Loop for updates. Particle Systems: Create massive explosions with the built-in 3D Particle Engine. Scene Editor: Create stunning 3D scenes with the built-in Scene Kit Editor. Cameras: Learn how to move the viewpoint around your game. Lights: Learn how to illuminate your games with different types of lights. Primitives: Construct an entire game with just primitive shapes. Collision Detection: Learn how to detect when your game objects collide. Materials: Unleash reality, and learn about all the various types of textures. Reference Nodes: Leverage the power of reference nodes to build massive scenes. Transitions: Learn how to transition from one scene to another. Actions: Add animation with the built-in

Action Editor. And much more, including: Shadows, Motion Control, Advanced Collision Detection Techniques and Audio.

Swift Programming - Matthew Mathias 2016-11-23

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using

Downloaded from
test.unicaribe.edu.do on
by guest

Swift.

IOS 12 Programming for
Beginners -Third Edition -

Craig Clayton 2018-12-24

Begin your iOS 12 app development journey with this practical guide Key Features Kick-start your iOS programming career and have fun building iOS apps of your choice Get to grips with Xcode 10 and Swift 4.2, the building blocks of iOS development Discover the latest features of iOS 12 - SiriKit, notifications, and much more Book Description Want to build iOS 12 applications from scratch with the latest Swift 4.2 language and Xcode 10 by your side? Forget sifting through tutorials and blog posts; this book is a direct route to iOS development, taking you through the basics and showing you how to put principles into practice. Take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! If you're already an experienced programmer, you can jump right in and learn the

latest iOS 12 features. For beginners, this book starts by introducing you to iOS development as you learn Xcode and Swift. You'll also study advanced iOS design topics, such as gestures and animations, to give your app the edge. You'll explore the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in notifications, custom-UI notifications, maps, and the recent additions in Sirikit. The book will guide you in using TestFlight to quickly get to grips with everything you need to get your project on the App Store. By the end of this book, you'll be ready to start building your own cool iOS applications confidently. What you will learn Explore the distinctive design principles that define the iOS user experience Navigate panels within an Xcode project Use the latest Xcode asset catalogue of Xcode 10 Create a playgrounds project within your projects and understand how Ranges and Control flow work Study operations with integers and work your way

Downloaded from
test.unicaribe.edu.do on
by guest

through if statements Build a responsive UI and add privacy to your custom-rich notifications Set up Sirikit to add voice for Siri shortcuts Collect valuable feedback with TestFlight before releasing your apps on the App Store Who this book is for This book is for you if you are completely new to Swift, iOS, or programming and want to make iOS applications. However, you'll also find this book useful if you're an experienced programmer looking to explore the latest iOS 12 features.

Mastering Swift - Sufyan bin Uzayr 2022-02-28

If you want to become an iOS developer, you have made an excellent choice with this book. Swift holds a significant position in the iOS industry because of the long list of features it serves. It is user-friendly, has great community support, and offers a greater extent of customization. As a result, we can observe a sharp increase in the market demand for developing Apple mobile applications, and with that,

companies search for smart developers with the right skill set. Mastering Swift introduces Apple's excellent Swift standard library style and incorporates usage feedback across multiple Swift projects. However, it should be regarded as a living, changeable document and the basis upon which the programming language is implemented. Before going further into the details of the Swift programming language, the book briefly explains the basic information about the language. It is a high-level language created to develop multifaceted iOS applications that cater to diverse needs of different social and business domains. It is meant to develop high-end apps with multiple complexities. But since it is very close to Objective C, it is easy to code and understand. This feature also makes it incredibly friendly to beginners. Moreover, it is equally compatible with the iPhone, the iPad, Apple Watch, MacBook, and Apple TV, and it can be applied to develop

Downloaded from
test.unicaribe.edu.do on
by guest

equally efficient and scalable apps for them. This book in the Mastering series encircles all the essential aspects of Swift and explores why this programming language is the future for iOS app development. Different from other languages, it requires fewer lines to activate any feature. This paves the way for a shorter development cycle and saves a lot of precious resources. Further, as one of the most reliable iOS programming languages it supports dynamic libraries that indicate executable bits of code that you can link to an application. Because of such support, Swift apps can interoperate with the newest version of the language to make the app irreplaceable. Swift is a language that was not designed but deliberately made open source so as to invite community input, allowing the product to grow and to mature over the years. This could possibly be the most crucial aspect of Swift. As people become more aware of its potential to be used in

servers, web frameworks were more willing to support the demand. Owing to its popularity and significance, its adoption rate in Apple's rivals remains very high. Whether you are a beginner or an advanced learner, if you are planning for iOS app development through Swift, this book can help with the high-domain expertise and experienced resources. Without a doubt, the developers that create native apps are not going to abandon Swift anytime soon. However, it seems like something must evolve for it to keep growing constantly. We believe that Swift is indeed the future for iOS app developers. And if you are convinced and want to start learning the programming language right away, then this book is what you're looking for. Learn more about our other Mastering titles at:
<https://www.routledge.com/Mastering-Computer-Science/book-series/MCS>
SwiftUI by Tutorials (Fourth Edition) - raywenderlich
Tutorial Team 2021-11-11

Downloaded from
test.unicaribe.edu.do on
by guest

Learn & Master SwiftUI! Every developer wants to build the most fluid and engaging declarative UI for their apps with as little code as possible. SwiftUI will help you do just that. Learn all the main concepts through an easy-to-follow tutorials where you'll build apps that teach you to create modern, responsive UI and animations that look great on iOS, iPadOS, watchOS, tvOS, and even macOS. Who This Book Is For? This book is for intermediate iOS developers who already know the basics of iOS, and who wish to know everything there is to know about SwiftUI. Topics Covered in SwiftUI by Tutorials? SwiftUI Overview: Learn SwiftUI features, as well as the differences between Apple's platforms with SwiftUI. Customize your apps for AppKit, UIKit, WatchKit, tvOS, iPadOS and even Catalyst. Testability: See how to apply UI Testing to your SwiftUI apps in this very simple, yet powerful course. Controls & User Input: Learn about controls such as

TextField, Button, Toggle, Slider, Stepper, pickers and many more. State & Data Flow: Learn how to bind data to the UI, about reactive updates to the UI through state management, and in-depth usage of the attributes related to SwiftUI. Accessibility: Learn how to navigate your app with VoiceOver on an iOS device and use the SwiftUI Accessibility API attributes to improve your app's accessible UI. Drawing Custom Graphics & Animations: Create drawings, graphics, animations and even view transitions in SwiftUI. macOS: Learn how to create a document-based Mac app and later start with an existing iOS app and learn how to re-use code, views and assets for creating a macOS app. One thing you can count on: After you finish reading this book, you'll be able to take advantage of the latest and greatest features of SwiftUI to bring modern declarative UX to your apps.

Beginning Swift - Rob Kerr
2018-05-31

Swift greatly simplifies the

Downloaded from
test.unicaribe.edu.do on
by guest

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 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.

Swift for Beginners - Boisy G. Pitre 2015

NOTE: This edition is now out of date, and does not conform with the current version of Swift. Please check out the newer edition instead, which is ISBN 9780134289779.

LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier

*Downloaded from
test.unicaribe.edu.do on
by guest*

of entry for developing iOS and OS X apps by giving developers an innovative new programming language for Cocoa and Cocoa Touch. If you are new to Swift, this book is for you. If you have never used C, C++, or Objective-C, this book is definitely for you. With this hands-on guide, you'll quickly be writing Swift code, using Playgrounds to instantly see the results of your work. Author Boisy G. Pitre gives you a solid grounding in key Swift language concepts-including variables, constants, types, arrays, and dictionaries-before he shows you how to use Swift's innovative Xcode integrated development environment to create apps for iOS and OS X. THIS BOOK INCLUDES: Detailed instruction, ample illustrations, and clear examples Real-world guidance and advice Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL COMPANION WEBSITE: www.peachpit.com/swiftbeginners includes additional

resources.

Enter the Animal - Teya Brooks Pribac 2021-02-01

Historically, grief and spirituality have been jealously guarded as uniquely human experiences. Although non-human animal grief has been acknowledged in recent times, its potency has not been recognised as equal to human grief. Anthropocentric philosophical questions still underpin both academic and popular discussions. In Enter the Animal, Teya Brooks Pribac examines what we do and don't know about grief and spirituality. She explores the growing body of knowledge about attachment and loss and how they shape the lives of both human and non-human animals. A valuable addition to the vibrant interdisciplinary conversation about animal subjectivity, Enter the Animal identifies conceptual and methodological approaches that have contributed to the prejudice against nonhuman animals. It offers a compelling theoretical base for the consideration of grief and

spirituality across species and highlights important ethical implications for how humans treat other animals.

iOS 11 Swift Programming Cookbook - Vandad

Nahavandipoor 2017-12-06

iOS 11, Swift 4, and Xcode 9 provide many new APIs for iOS developers. With this cookbook, you'll learn more than 170 proven solutions for tackling the latest features in iOS 11 and watchOS 4, including new ways to use Swift and Xcode to make your day-to-day app development life easier. This collection of code-rich recipes also gets you up to speed on continuous delivery and continuous integration systems. Ideal for intermediate and advanced iOS developers looking to work with the newest version of iOS, these recipes include reusable code on GitHub, so you can put them to work in your project right away. Among the topics covered in this book: New features in Swift 4 and Xcode 9 Tools for continuous delivery and continuous integration Snapshot testing and test

automation Creating document-based applications Updated Map view and Core Location features iOS 11's Security and Password Autofill Data storage with Apple's Core Data Creating lively user interfaces with UI Dynamics Building iMessage applications and sticker packages Integrating Siri into your apps with Siri Kit Creating fascinating apps for Apple Watch

SwiftUI by Tutorials (First Edition): Declarative App Development on the Apple Ecosystem - Antonio Bello 2019-12-02

Master SwiftUI! Every developer wants to build the most fluid and engaging declarative UI for their apps with as little code as possible. The latest addition to the Apple toolkit - SwiftUI - will help you do just that. This book contains everything you need to know about this exciting and new UI toolkit. You'll build four apps as you learn to create modern, responsive UI and animations that look great on iOS, iPadOS, watchOS, tvOS, and even

*Downloaded from
test.unicaribe.edu.do on
by guest*

macOS. Who This Book Is For
This book is for intermediate iOS developers who already know the basics of iOS, and who wish to know everything there is to know about SwiftUI. It starts with a basic introduction of the toolkit and its features, with later chapters teaching you more complex concepts like testing and animations. Topics Covered in SwiftUI by Tutorials Understanding & Integrating Swift UI: Gain an overview of the SwiftUI features that will teach you to build great apps quickly. The Apple Ecosystem: Learn the differences between Apple's platforms when dealing with SwiftUI. Customize your apps for AppKit, UIKit, WatchKit, tvOS, iPadOS and Catalyst. Controls & User Input: Learn about controls such as UITextField, UIButton, UISwitch, UISlider, UIPickerView and more. Testing & Debugging: Learn how to create user interface tests and debug your app. Drawing Custom Graphics & Using Animations: Create drawings, graphics, animations and even

view transitions in SwiftUI. Complex Interfaces: Use existing custom controls from SwiftUI to build even more complex interfaces in Swift. One thing you can count on: After you finish reading this book, you'll be able to take advantage of the latest and greatest features of SwiftUI to bring modern declarative UX to your apps.

Mastering Swift 5 - Jon Hoffman 2019-04-30

Harness the power of the latest edition with this in-depth and comprehensive guide to the Swift language Key FeaturesFifth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5 programming languageGet to grips with popular and modern design techniques to write easy-to-manage Swift codeLearn how to use core Swift features such as concurrency, generics, and copy-on-write in your codeBook Description Over the years, the Mastering Swift book has established itself amongst developers as a popular choice

Downloaded from
test.unicaribe.edu.do on
by guest

as an in-depth and practical guide to the Swift programming language. The latest edition is fully updated and revised to cover the new version: Swift 5. Inside this book, you'll find the key features of Swift 5 easily explained with complete sets of examples. From the basics of the language to popular features such as concurrency, generics, and memory management, this definitive guide will help you develop your expertise and mastery of the Swift language. Mastering Swift 5, Fifth Edition will give you an in-depth knowledge of some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. It will guide you on how to use and apply them in your own projects. Later, you'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code. You will also see how to add the copy-on-write feature to your custom value types and how to avoid memory management issues caused by

strong reference cycles. What you will learn

- Understand core Swift components, including operators, collections, control flows, and functions
- Learn how and when to use classes, structures, and enumerations
- Understand how to use protocol-oriented design with extensions to write easier-to-manage code
- Use design patterns with Swift, to solve commonly occurring design problems
- Implement copy-on-write for you custom value types to improve performance
- Add concurrency to your applications using Grand Central Dispatch and Operation Queues
- Implement generics to write flexible and reusable code

Who this book is for This book is for developers who want to delve into the newest version of Swift. If you are a developer and learn best by looking at and working with code, then this book is for you. A basic understanding of Apple's tools would be beneficial but not mandatory. All examples should work on the Linux platform as well.

Flutter for Beginners -

Downloaded from
test.unicaribe.edu.do on
by guest

Alessandro Biessek 2019-09-12
A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key FeaturesGet up to speed with the basics of Dart programming and delve into Flutter developmentUnderstand native SDK and third-party libraries for building Android and iOS applications using FlutterPackage and deploy your Flutter apps to achieve native-like performanceBook Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through

developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learnUnderstand the fundamentals of the Dart programming languageExplore

Downloaded from
test.unicaribe.edu.do on
by guest

the core concepts of the Flutter UI and how it compiles for multiple platformsDevelop Flutter plugins and widgets and understand how to structure plugin code appropriatelyStyle your Android and iOS apps with widgets and learn the difference between stateful and stateless widgetsAdd animation to your UI using Flutter's AnimatedBuilder componentIntegrate your native code into your Flutter codebase for native app performanceWho this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

Swift in Depth - Tjeerd in 't Veen 2018-12-10

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

Downloaded from
test.unicaribe.edu.do on
by guest

techniques like generics, efficient error handling, protocol-oriented programming, and 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 Result Best 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 *SwiftUI Essentials - iOS 14 Edition* - Neil Smyth 2020-12-07

The goal of this book is to teach the skills necessary to build iOS 14 applications using SwiftUI, Xcode 12 and the Swift 5.3 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.3 programming language including data types, control flow, functions, object-oriented programming, property wrappers and error handling. An introduction to the key concepts of SwiftUI and project

architecture is followed by a guided tour of Xcode in SwiftUI development mode. The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered include data handling using state properties in addition to observable, state and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also includes chapters covering graphics drawing, user interface animation, view transitions and gesture handling, WidgetKit, document-based apps and SiriKit integration. Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit-based projects and explains the integration of UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store

for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 14 using SwiftUI. Assuming you are ready to download the iOS 14 SDK and Xcode 12 and have an Apple Mac system you are ready to get started.

Swift Apprentice (Seventh Edition) - Eli Ganim

2021-10-26

Learn How to Program with Swift 5.5! Swift is the easiest way to get started developing on Apple's platforms: iOS, iPadOS, macOS, watchOS and tvOS. In this book, you'll learn the basics of Swift from getting started with playgrounds to simple operations to building your own types. Everything you'll learn is platform-neutral; you'll have a firm understanding of Swift by the end of this book, and you'll be ready to move on to whichever app platform you're interested in. Who This Book Is For: This

*Downloaded from
test.unicaribe.edu.do on
by guest*

book is for complete beginners to Swift. No prior programming experience is necessary! Topics Covered in The Swift Apprentice Playground basics: Learn about the coding environment where you can quickly and easily try out your code as you learn. Basic types: Numbers and strings are the basic kinds of data in any app - learn how to use them in Swift. Flow control: Your code doesn't always run straight through - learn how to use conditions and decide what to do. Functions: Group your code together into reusable chunks to run and pass around. Collection types: Discover the many ways Swift offers to store and organize data into collections. Protocols & protocol-oriented programming: Define protocols to make your code more interface-based and compositional. Advanced topics: Learn how to create custom operators, organize your code, write tests, manage memory, serialize your types, concurrency and so much more. After reading this book

and completing your Swift apprenticeship by working through the included exercises and challenges, you'll be ready to take on app development on the platform of your choice!

Grit - Angela Duckworth
2016-05-03

In this instant New York Times bestseller, Angela Duckworth shows anyone striving to succeed that the secret to outstanding achievement is not talent, but a special blend of passion and persistence she calls "grit." "Inspiration for non-genius everywhere" (People). The daughter of a scientist who frequently noted her lack of "genius," Angela Duckworth is now a celebrated researcher and professor. It was her early eye-opening stints in teaching, business consulting, and neuroscience that led to her hypothesis about what really drives success: not genius, but a unique combination of passion and long-term perseverance. In Grit, she takes us into the field to visit cadets struggling through their first days at West Point, teachers working in

some of the toughest schools, and young finalists in the National Spelling Bee. She also mines fascinating insights from history and shows what can be gleaned from modern experiments in peak performance. Finally, she shares what she's learned from interviewing dozens of high achievers—from JP Morgan CEO Jamie Dimon to New Yorker cartoon editor Bob Mankoff to Seattle Seahawks Coach Pete Carroll.

“Duckworth’s ideas about the cultivation of tenacity have clearly changed some lives for the better” (The New York Times Book Review). Among Grit’s most valuable insights: any effort you make ultimately counts twice toward your goal; grit can be learned, regardless of IQ or circumstances; when it comes to child-rearing, neither a warm embrace nor high standards will work by themselves; how to trigger lifelong interest; the magic of the Hard Thing Rule; and so much more. Winningly personal, insightful, and even life-changing, Grit is a book

about what goes through your head when you fall down, and how that—not talent or luck—makes all the difference. This is “a fascinating tour of the psychological research on success” (The Wall Street Journal).

iOS Swift Game Development Cookbook - Jonathon Manning
2018-10-02

Ready to make amazing games for the iPhone and iPad? With Apple’s Swift programming language, it’s never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS

Downloaded from
test.unicaribe.edu.do on
by guest

development in Swift.

High Performance IOS Apps -
Gaurav Vaish 2016-06-16

Now that more people spend more time interacting with mobile apps than with their desktop counterparts, you need to think about your iOS app's performance the moment you write your first line of code.

This practical hands-on guide shows you how. Through specific and concise tips for designing and optimizing your apps, author Gaurav Vaish provides solutions to many common performance scenarios, including reusable code that you can put to work right away.

Advanced Swift - Chris Eidhof
2016-03-18

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).

Starting FORTH - Leo Brodie
1981

Offers an Introductory Guide to Programming in FORTH

Practical Artificial Intelligence with Swift -
Mars Geldard 2019-09-03

Create and implement AI-based features in your Swift apps for iOS, macOS, tvOS, and watchOS. With this practical book, programmers and developers of all kinds will find a one-stop shop for AI and machine learning with Swift. Taking a task-based approach, you'll learn how to build features that use powerful AI features to identify images, make predictions, generate content, recommend things, and more. AI is increasingly essential for every developer—and you don't need to be a data scientist or mathematician to take

Downloaded from
test.unicaribe.edu.do on
by guest

advantage of it in your apps. Explore Swift-based AI and ML techniques for building applications. Learn where and how AI-driven features make sense. Inspect tools such as Apple's Python-powered Turi Create and Google's Swift for TensorFlow to train and build models. I: Fundamentals and Tools—Learn AI basics, our task-based approach, and discover how to build or find a dataset. II: Task Based AI—Build vision, audio, text, motion, and augmentation-related features; learn how to convert preexisting models. III: Beyond—Discover the theory behind task-based practice, explore AI and ML methods, and learn how you can build it all from scratch... if you want to

Swift in 30 Days - Gaurang Ratnaparkhi 2021-09-03
Designing iOS mobile apps using simple Swift codes and libraries. KEY FEATURES ● Combines the fundamentals of Swift and power-packed libraries, including SwiftUI. ● Includes graphical illustrations and step-by-step instructions

on coding your first iOS application. ● Covers end-to-end iOS app development with code debugging and best practices. DESCRIPTION 'Swift in 30 Days' teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified, pragmatic, and quick programming learning without much theory. The book examines the basics of Swift programming, fundamental Swift building blocks, how to write syntax, constructs, define classes, arrays, model data with interfaces, and several examples of Swift programming. The book will help you to create the environment for app development, including tools and libraries like Xcode and SwiftUI. You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application. You will have access to design patterns and learn how to handle errors, debug, and work with protocols. By the end of this

Downloaded from
test.unicaribe.edu.do on
by guest

book, you will become a trusted Swift programmer and a successful iOS developer who will dive deeper into Apple's intelligent app programming challenge. WHAT YOU WILL LEARN ● Create an iOS app from scratch and learn fundamental Swift concepts such as operators and control flow. ● Create intuitive and intelligent user interfaces with an understanding of self-design and constraints. ● Recap OOP concepts and Swift protocol-based programming. ● Work with design patterns, write clean codes, and build expert tables and navigations. ● Work with Xcode and SwiftUI 2.0.

WHO THIS BOOK IS FOR This book is for students, graduates, and entry-level coders who want to learn iOS app development without prior Swift or mobile app development experience.

TABLE OF CONTENTS Week 1 (Beginner) 1. Building Your First App 2. Swift Programming Basics 3. Auto Layout 4. Types and Control Flow Week 2 (Intermediate) 5. Optional Type and More 6.

Code Structuring Week 3 (Advanced) 7. OOP in Swift 8. Protocols and Delegates Week 4 (Bonus) 9. Error handling and Debugging 10. SwiftUI
Programming Fundamentals - Kenneth Leroy Busbee 2018-01-07

Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this textbook/collection were developed by the author and others as independent modules for publication within the Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses.

Mazes for Programmers - Jamis Buck 2015-07-15
Unlock the secrets to creating random mazes! Whether you're a game developer, an algorithm connoisseur, or simply in search of a new puzzle, you're

Downloaded from
test.unicaribe.edu.do on
by guest

about to level up. Learn algorithms to randomly generate mazes in a variety of shapes, sizes, and dimensions. Bend them into Moebius strips, fold them into cubes, and wrap them around spheres. Stretch them into other dimensions, squeeze them into arbitrary outlines, and tile them in a dizzying variety of ways. From twelve little algorithms, you'll discover a vast reservoir of ideas and inspiration. From video games to movies, mazes are ubiquitous. Explore a dozen algorithms for generating these puzzles randomly, from Binary Tree to Eller's, each copiously illustrated and accompanied by working implementations in Ruby. You'll learn their pros and cons, and how to choose the right one for the job. You'll start by learning six maze algorithms and transition from making mazes on paper to writing programs that generate and draw them. You'll be introduced to Dijkstra's algorithm and see how it can help solve, analyze, and visualize mazes. Part 2 shows you how to constrain your

mazes to different shapes and outlines, such as text, circles, hex and triangle grids, and more. You'll learn techniques for culling dead-ends, and for making your passages weave over and under each other.

Part 3 looks at six more algorithms, taking it all to the next level. You'll learn how to build your mazes in multiple dimensions, and even on curved surfaces. Through it all, you'll discover yourself brimming with ideas, the best medicine for programmer's block, burn-out, and the grayest of days. By the time you're done, you'll be energized and full of maze-related possibilities! What You Need: The example code requires version 2 of the Ruby programming language. Some examples depend on the ChunkyPNG library to generate PNG images, and one chapter uses POV-Ray version 3.7 to render 3D graphics.

Mastering Rust - Sufyan bin Uzayr 2022-11-11

Mastering Rust helps the reader master the powerful Rust programming language

*Downloaded from
test.unicaribe.edu.do on
by guest*

for creating stable and versatile applications and projects. Rust is a dependable and robust programming language that was created with today's needs in mind, which is something that several other scripting languages lack. Rust was developed to provide high functions comparable to those of C and C++, and with a focus on code integrity, which is, arguably, lacking in languages such as C. Rust is a dynamically typed language that emphasizes performance and reliability, particularly in parallelism and storage organization. Rust allows you to store data on the tower or the shedload, and it recognizes the importance of performance optimization. It permits even more effective memory usage as well as faster memory management than most other programming languages in its league. Make no mistake about it - Rust is a programming language with a strong learning curve, and is considered complicated by even the most experienced of developers. The rewards for

learning Rust are aplenty, but the learning process itself requires a good deal of determination and hard work. Nonetheless, Rust aims to provide a secure, concurrent, and practical systems language in ways that other programming languages do not, and this is primarily why Rust is often the preferred choice for building complex and highly stable apps. Rust boasts of advantages over many other programming languages in terms of expressiveness, speed, sound design, and memory storage. Though the language is new and constantly changing with time, there is an excellent opportunity in this field for future employment. That said, to learn the reliable language that is Rust, you need to have an equally reliable companion guide in your hands, and this is where *Mastering Rust* comes in. With *Mastering Rust*, learning Rust programming language becomes a charm, and will undoubtedly help readers advance their careers.

The *Mastering Computer*

Downloaded from
test.unicaribe.edu.do on
by guest

Science series is edited by Sufyan bin Uzayr, a writer and educator with more than a decade of experience in the computing field.

Ruby on Rails Tutorial -

Michael Hartl 2016-11-17

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition

include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven

Downloaded from
test.unicaribe.edu.do on
by guest

development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

Data Structures & Algorithms in Kotlin (Second Edition) - raywenderlich Tutorial Team
2021-06-30

Learn Data Structures & Algorithms in Kotlin!Data

structures and algorithms are fundamental tools every developer should have. In this book, you'll learn how to implement key data structures in Kotlin, and how to use them to solve a robust set of algorithms. This book is for intermediate Kotlin or Android developers who already know the basics of the language and want to improve their knowledge. Topics Covered in This Book Introduction to Kotlin: If you're new to Kotlin, you can learn the main constructs and begin writing code. Complexity: When you study algorithms, you need a way to compare their performance in time and space. Learn about the Big-O notation to help you do this. Elementary Data Structures: Learn how to implement Linked List, Stacks, and Queues in Kotlin. Trees: Learn everything you need about Trees - in particular, Binary Trees, AVL Trees, as well as Binary Search and much more. Sorting Algorithms: Sorting algorithms are critical for any developer. Learn to implement the main sorting

Downloaded from
test.unicaribe.edu.do on
by guest

algorithms, using the tools provided by Kotlin. Graphs: Have you ever heard of Dijkstra and the calculation of

the shortest path between two different points? Learn about Graphs and how to use them to solve the most useful and important algorithms.