

Download Ebook Swift For Dummies Read Pdf Free

[Swift For Dummies](#) [SwiftUI For Dummies](#) [Swift For Dummies](#) [Beginning iPhone Development with Swift 5 macOS Programming for Absolute Beginners](#) [Objective-C For Dummies](#) [Beginning Swift iOS App Development For Dummies](#) [Swift for Beginners](#) [Swift in Depth](#) [Swift 5 Cheat Sheet](#) [Swift 5 for Absolute Beginners](#) [Go Programming Language For Dummies](#) [Swift Development with Cocoa](#) [Head First Swift](#) [Political Philosophy](#) [Pro iPhone Development with Swift 5 Test-Driven Development in Swift](#) [Growth Hacking For Dummies](#) [Python For Dummies](#) [Data Structures & Algorithms in Swift \(Fourth Edition\)](#) [Beginning Programming All-in-One For Dummies](#) [iOS 13 Programming for Beginners](#) [IOS Development with Swift](#) [Practical Artificial Intelligence with Swift](#) [SwiftUI Essentials - iOS 14 Edition](#) [A Confederacy of Dunces](#) [Cloud Computing For Dummies](#) [IOS 15 Programming for Beginners - Sixth Edition](#) [UIKit Apprentice \(Second Edition\)](#) [Political Philosophy](#) [Fahrenheit 451](#) [Beginning iPhone Development with SwiftUI](#) [Pro iPhone Development with SwiftUI](#) [The Giver](#) [Mastering Swift 5.3](#) [Astronomy For Dummies](#) [Calligraphy For Dummies](#) [Coding with JavaScript For Dummies](#) [Introducing SQLite for Mobile Developers](#)

Data Structures & Algorithms in Swift (Fourth Edition) Feb 08 2021 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.

Go Programming Language For Dummies Oct 19 2021 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 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.

IOS Development with Swift Nov 07 2020 "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.

Political Philosophy Jul 16 2021 Bringing political philosophy out of the ivory tower and within the reach of all, this book provides us with the tools to cut through the complexity of modern politics.

Swift for Beginners Feb 20 2022 LEARNING A NEW PROGRAMMING LANGUAGE can be daunting. With Swift, Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative programming language for Cocoa and Cocoa Touch. Now in its second edition, *Swift for Beginners* has been updated to accommodate the evolving features of this rapidly adopted language. 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 Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode, Playgrounds, and the REPL **COMPANION WEBSITE:** www.peachpit.com/swiftbeginners2 includes additional resources.

Astronomy For Dummies Sep 25 2019 Your updated guide to exploring the night sky Do you know the difference between a red giant and a white dwarf? From asteroids to black holes, this easy-to-understand guide takes you on a grand tour of the universe. Featuring updated star maps, charts, and an insert with gorgeous full-color photographs, Astronomy For Dummies provides an easy-to-follow introduction to exploring the night sky. Plus, this new edition also comes with chapter quizzes online to help your understanding. For as long as people have been walking the earth, those people have looked up into the night sky and wondered about the nature of the cosmos. Without the benefit of science to provide answers, they relied on myth and superstition to help them make sense of what they saw. Lucky for us, we live at a time when regular folks, equipped with nothing more than their naked eyes, can look up into the night sky and gain admittance to infinite wonders. If you know what to look for, you can make out planets, stars, galaxies, and even galactic clusters comprising hundreds of millions of stars and spanning millions of light-years. Whether you're an amateur astronomer, space enthusiast, or enrolled in a first year astronomy course, Astronomy For Dummies gives you a reason to look into the heavens. Includes updated schedules of coming eclipses of the Sun and Moon and a revised planetary appendix Covers recent discoveries in space, such as water on the Moon and Pluto's demotion from "planet" status Collects new websites, lists of telescope motels, sky-watching guides, and suggestions for beginner's telescopes and suppliers Provides free online access to chapter quizzes to help you understand the content Ever wonder what's out there in the big ol' universe? This is the book for you!

SwiftUI For Dummies Sep 29 2022 The simplest way to create world-class apps Have a unique app idea but worried you don't quite have the coding skills to build it? Good news: You can stop fretting about someone beating you to market with the same idea and start work right now using SwiftUI. SwiftUI is a gateway app development framework that has become one of the best ways for fledgling developers to get iOS apps off the ground without having to become a coding expert overnight. SwiftUI For Dummies makes that process even faster, providing a friendly introduction to the SwiftUI and Swift programming language and helping you feel right at home creating and building with playgrounds. The book also covers the frameworks and APIs that make it so easy to create smooth, intuitive interfaces—just dive right in and have fun! Combine projects into workspaces Employ Xcode editing tools Use constants and variables Test your code on iOS Simulator Time is of the essence, and with SwiftUI For Dummies, it's also on your side. Get going with this friendly guide today, and you'll be celebrating the successful launch of your app way before you thought possible!

Growth Hacking For Dummies Apr 12 2021 Hack your business growth the scientific way Airbnb. Uber. Spotify. To join the big fish in the disruptive digital shark tank you need to get beyond siloed sales and marketing approaches. You have to move ahead fast—with input from your whole organization—or die. Since the early 2010s, growth hacking culture has developed as the way to achieve this, pulling together multiple talents—product managers, data analysts, programmers, creatives, and yes, marketers—to build a lean, mean, iterative machine that delivers the swift sustainable growth you need to stay alive and beat the competition. Growth Hacking for Dummies provides a blueprint for building the machine from the ground-up, whether you're a fledgling organization looking for ways to outperform big budgets and research teams, or an established business wanting to apply emerging techniques to your process. Written by a growth thought leader who learned from the original growth hacking gurus, you'll soon be an expert in the tech world innovations that make this the proven route to the big time: iteration, constant testing, agile approaches, and flexible responses to your customers' evolving needs. Soup to nuts: get a full overview of the growth hacking process and tools Appliance of science: how to build and implement concept-testing models Coming together: pick up best practices for building a cross-disciplinary team Follow the data: find out what your customers really want You know you can't just stay still—start moving ahead by developing the growth hacking mindset that'll help you win big and leave the competition dead in the water!

Objective-C For Dummies May 26 2022 Learn the primary programming language for creating iPhone and Mac apps The only thing hotter than the iPhone right now is new apps for the iPhone. Objective-C is the primary language for programming iPhone and Mac OS X applications, and this book makes it easy to learn Objective-C. Even if you have no programming experience, Objective-C For Dummies will teach you what you need to know to start creating iPhone apps. It provides an understanding of object-oriented programming in an entertaining way that helps you learn. iPhone and Mac apps are hot, and most are created with Objective-C Covers Xcode 3.2, which is included in Mac OS X Snow Leopard Explains object-oriented programming concepts in a straightforward but fun style that makes learning easy Ideal for those with no programming experience as well as those who may know other languages but are new to Objective-C Prepares you to start creating iPhone and Mac OS X apps Understand Mac programming concepts and patterns, and why to use them Bonus CD includes all code samples used in the book Objective-C For Dummies gives you the tools to turn your idea for an iPhone app into reality. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Swift For Dummies Oct 31 2022 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 use 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.

Beginning Programming All-in-One For Dummies Jan 10 2021 Let there be code! Beginning Programming All-in-One For Dummies offers one guide packed with 7 books to teach you programming across multiple languages. Coding can seem complex and convoluted, but Dummies makes it simple and easy to understand. You'll learn all about the principles of programming, algorithms, data structures, debugging programs, unique applications of programming and more while learning about some of the most popular programming languages used today. Move confidently forward in your computer science coursework or straight into the workforce. You'll come away with a rock-solid foundation in the programming basics, using data, coding for the web, and building killer apps. Learn the basics of coding, including writing and compiling code, using algorithms, and data structures Get comfortable with the syntax of several different programming languages Wrap your mind around interesting programming opportunities such as conducting biological experiments within a computer or programming a video game engine Develop cross-platform applications for desktop and mobile devices This essential guide takes the complexity and convolution out of programming for beginners and arms you with the knowledge you need to follow where the code takes you.

UIKit Apprentice (Second Edition) May 02 2020 Learn iPhone and iPad Programming via Tutorials! If you're new to iOS or 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 four engaging, epic-length 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, UIKit 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. 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, which supports both Dark and Light appearances, for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON.

Swift For Dummies Aug 29 2022 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 15 Programming for Beginners - Sixth Edition Jun 02 2020 Learn iOS app development and work with Xcode 13 and Apple's iOS 15 simulators Key Features: Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 15 such as Mac Catalyst, SwiftUI, Swift Concurrency, and SharePlay Book Description: With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store. iOS 15 Programming for Beginners is a comprehensive introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. Complete with hands-on tutorials, projects, and self-assessment questions, this easy-to-follow guide will help you get well-versed with the Swift language to build your apps and introduce exciting new technologies that you can incorporate into your apps. You'll learn how to publish iOS apps and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance your app development journey. What You Will Learn: Get to grips with the fundamentals of Xcode 13 and Swift 5.5, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features such as Swift Concurrency and SharePlay Convert an existing iPad app into a Mac app with Mac Catalyst Design, deploy, and test your iOS applications with design patterns and best practices Who this book is for: This book is for anyone who has programming experience but is new to Swift and iOS app development. Basics knowledge of programming, including loops, boolean, and so on, is necessary.

Test-Driven Development in Swift May 14 2021 Leverage Swift to practice effective and efficient test-driven development (TDD) methodology. Software testing and TDD are evergreen programming concepts—yet Swift developers haven't widely adopted them. What's needed is a clear roadmap to learn and adopt TDD in the Swift world. Over the past years, Apple has invested in XCTest and Xcode's testing infrastructure, making testing a new top priority in their ecosystem. Open-source

libraries such as Quick and Nimble have also reached maturity. The tools are there. This book will show you how to wield them. TDD has much more to offer than catching bugs. With this book, you'll learn a philosophy for building software. TDD enables engineers to solve problems incrementally, writing only as much code as necessary. By decomposing big problems into small steps, you can move along at a fast pace, always making visible progress. Participate in the test-driven development journey by building a real iOS application and incorporating new concepts through each chapter. The book's concepts will emerge as you figure out ways to use tests to drive the solutions to the problems of each chapter. Through the TDD of a single application, you'll be introduced to all the staples and advanced concepts of the craft, understand the trade offs each technique offers, and review an iterative process of software development. Test-Driven Development in Swift provides the path for a highly efficient way to make amazing apps. What You'll Learn Write tests that are easy to maintain Look after an ever-growing test suite Build a testing vocabulary that can be applied outside the Swift world See how Swift programming enhances the TDD flow seen in dynamic languages Discover how compiler errors can provide the same helpful guidance as failing tests do Who This Book Is For Mid-level developers keen to write higher quality code and improve their workflows. Also, developers that have already been writing tests but feel they are not getting the most out of them.

Introducing SQLite for Mobile Developers Jun 22 2019 This brief book is an introduction to SQLite for both iOS and Android developers. The book includes an optional introduction to SQL, a discussion of when to use SQLite, and chapters devoted to using SQLite with the most likely programming languages and then goes through adding a simple database to an Android or iOS app and finally a chapter on managing the app's life cycle. What You Will Learn: • The basics of SQLite• The SQL you need to use SQLite effectively• How to integrate a database into your mobile app• How to maintain the app Who this book is for: This book is for Android or iOS developers who wish to use a lightweight but flexible database for their applications. It mobile development experience but does not assume anything but very basic database knowledge.

Swift Development with Cocoa Sep 17 2021 Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world

Pro iPhone Development with SwiftUI Dec 29 2019 You know the basics. Your Swift code flows with logic and ease. This isn't your first time building a workable app for iOS platforms. Now, it's time to build a magical app for iOS platforms! Move beyond what you mastered in the best-selling *Beginning iPhone Development with SwiftUI*. Debug Swift code, use multi-threaded programming with Grand Central Dispatch, pass data between view controllers, and design apps functional in multiple languages. Not only will your apps run like magic under the hood but, with the new standard of SwiftUI, you'll add animations, scaling, multiscreen support, and so much more to your interfaces. You'll also see how to integrate audio and video files in your apps, access the camera and send pictures to and from the Photos library, use location services to pinpoint your user's position on a map, and display web pages in-app. Don't just stop at flawless code and stickily engaging interfaces. Give your apps a mind with Apple's advanced frameworks for machine learning, facial and text recognition, and augmented reality. *Pro iPhone Development with SwiftUI* enlightens you to the world of rich design, solid code, and thoughtful processing needed to make apps that wow. Integrate all these extraordinary iOS features and embrace the world of possibilities in the Swift programming language with SwiftUI. What You Will Learn Save and retrieve data when apps close or get pushed in the background Recognize speech with Apple's advanced frameworks Create augmented reality apps Understand spoken commands with Siri Who This Book is For Aspiring iOS app developers familiar with the Apple Swift programming language and/or the iOS SDK, but ready to move to the next level.

The Giver Nov 27 2019 Living in a "perfect" world without social ills, a boy approaches the time when he will receive a life assignment from the Elders, but his selection leads him to a mysterious man known as the Giver, who reveals the dark secrets behind the utopian facade.

iOS 13 Programming for Beginners Dec 09 2020 A step-by-step guide to learning iOS app development and exploring the latest Apple development tools Key FeaturesExplore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth editionKick-start your iOS programming career and have fun building your own iOS appsDiscover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and moreBook Description iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS, covering the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app, using the latest version of Xcode, and also implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps,

and will be able to apply the skills you've gained to enhance your apps. What you will learn
Get to grips with the fundamentals of Xcode 11 and Swift 5, the building blocks of iOS development
Understand how to prototype an app using storyboards
Discover the Model-View-Controller design pattern, and how to implement the desired functionality within the app
Implement the latest iOS features such as Dark Mode and Sign In with Apple
Understand how to convert an existing iPad app into a Mac app
Design, deploy, and test your iOS applications with industry patterns and practices
Who this book is for
This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will also find this book useful.

Cloud Computing For Dummies Jul 04 2020 The easy way to understand and implement cloud computing technology written by a team of experts
Cloud computing can be difficult to understand at first, but the cost-saving possibilities are great and many companies are getting on board. If you've been put in charge of implementing cloud computing, this straightforward, plain-English guide clears up the confusion and helps you get your plan in place. You'll learn how cloud computing enables you to run a more green IT infrastructure, and access technology-enabled services from the Internet ("in the cloud") without having to understand, manage, or invest in the technology infrastructure that supports them. You'll also find out what you need to consider when implementing a plan, how to handle security issues, and more. Cloud computing is a way for businesses to take advantage of storage and virtual services through the Internet, saving money on infrastructure and support
This book provides a clear definition of cloud computing from the utility computing standpoint and also addresses security concerns
Offers practical guidance on delivering and managing cloud computing services effectively and efficiently
Presents a proactive and pragmatic approach to implementing cloud computing in any organization
Helps IT managers and staff understand the benefits and challenges of cloud computing, how to select a service, and what's involved in getting it up and running
Highly experienced author team consults and gives presentations on emerging technologies
Cloud Computing For Dummies gets straight to the point, providing the practical information you need to know.

A Confederacy of Dunces Aug 05 2020 One of the BBC's '100 Novels That Shaped Our World' 'My favourite book of all time... it stays with you long after you have read it - for your whole life, in fact' Billy Connolly
A monument to sloth, rant and contempt, a behemoth of fat, flatulence and furious suspicion of anything modern - this is Ignatius J. Reilly of New Orleans, noble crusader against a world of dunces. The ordinary folk of New Orleans seem to think he is unhinged. Ignatius ignores them, heaving his vast bulk through the city's fleshpots in a noble crusade against vice, modernity and ignorance. But his momma has a nasty surprise in store for him: Ignatius must get a job. Undaunted, he uses his new-found employment to further his mission - and now he has a pirate costume and a hot-dog cart to do it with...
Never published during his lifetime, John Kennedy Toole's hilarious satire, *A Confederacy of Dunces* is a Don Quixote for the modern age, and this Penguin Modern Classics edition includes a foreword by Walker Percy. 'A pungent work of slapstick, satire and intellectual incongruities ... it is nothing less than a grand comic fugue' *The New York Times*

Python For Dummies Mar 12 2021 Python is one of the most powerful, easy-to-read programming languages around, but it does have its limitations. This generalpurpose, high-level language that can be extended and embedded is a smart option for many programming problems, but a poor solution to others. *Python For Dummies* is the quick-and-easy guide to getting the most out of this robust program. This hands-on book will show you everything you need to know about building programs, debugging code, and simplifying development, as well as defining what actions it can perform. You'll wrap yourself around all of its advanced features and become an expert Python user in no time. This guide gives you the tools you need to:
Master basic elements and syntax
Document, design, and debug programs
Work with strings like a pro
Direct a program with control structures
Integrate integers, complex numbers, and modules
Build lists, stacks, and queues
Create an organized dictionary
Handle functions, data, and namespace
Construct applications with modules and packages
Call, create, extend, and override classes
Access the Internet to enhance your library
Understand the new features of Python 2.5
Packed with critical idioms and great resources to maximize your productivity, *Python For Dummies* is the ultimate one-stop information guide. In a matter of minutes you'll be familiar with Python's building blocks, strings, dictionaries, and sets; and be on your way to writing the program that you've dreamed about!

Beginning iPhone Development with Swift 5 Jul 28 2022 Learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. In this edition of the best selling book, you'll also learn about touch gestures, table views, and collection views for displaying data on a user interface. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple application. You'll start with designing basic user interfaces and then explore more sophisticated ones that involve multiple screens such as navigation controllers, tab bars, tool bars, page views, and split views that are particularly useful on the larger screens of the iPad and certain iPhone models. And there's much more!

Beginning iPhone Development with Swift 5 covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps. Once you're ready, move on to *Pro iPhone Development with Swift 5* to learn more of the really unique aspects of iOS programming and the Swift language. What You Will Learn
Discover what data persistence is, and why it's important
Build cool, crisp user interfaces
Display data in Table Views
Work with all the most commonly used iOS Frameworks
Who This Book is For
Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.

Beginning Swift Apr 24 2022 Swift greatly simplifies the process of developing applications for Apple devices. This book provides you with the essential skills to help you get started with developing applications using Swift. Key Features
Teaches you how to correctly structure and architect software using Swift
Uses real-world examples to connect the theory to a professional setting
Imparts expertise in the core Swift standard library
Book Description
Take your first foray into 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.

Pro iPhone Development with Swift 5 Jun 14 2021 If you've already learned the basics of Swift and iOS programming, it's time to take your skills to the next level. In this follow up work to the best-selling *Beginning iPhone Development with Swift*, you'll learn tips for organizing and debugging Swift code, using multi-threaded programming with Grand Central Dispatch, passing data between view controllers, and designing apps for multiple languages. You'll also see how to play audio and video files, access the camera and save pictures to the Photos library, use location services to pinpoint your position on a map, display web pages, and create animation to spice up any user interface. Finally, you'll learn how to use Apple's advanced frameworks for machine learning, facial and text recognition, and creating augmented reality apps. *Pro iPhone Development with Swift 5* provides insightful instruction on how to improve your existing apps or create powerful new iOS apps using the latest version of the Swift programming language. What You Will Learn Save and retrieve data when apps close or get pushed in the background Recognize speech with Apple's advanced frameworks Create augmented reality apps Understand spoken commands with Siri Who This Book is For Aspiring iOS app developers familiar with the Apple Swift programming language and/or the iOS SDK, but ready to move to the next level.

Swift in Depth Jan 22 2022 Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. *Swift in Depth* is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book *Swift in Depth* guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and 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

Fahrenheit 451 Feb 29 2020 A totalitarian regime has ordered all books to be destroyed, but one of the book burners suddenly realizes their merit.

Calligraphy For Dummies Aug 24 2019 You've always admired beautiful calligraphy, but you probably figured it was way too hard to master, right? Calligraphy is actually much easier than you ever dreamed. All you need is the right guide and you'll be up to speed in no time! *Calligraphy For Dummies* lets anyone discover the art and fun of lettering. With this hands-on guide, you'll be able to develop your craft and test it out in no time. Starting with the italic alphabet, you'll discover different types of strokes, how to angle your pen, and how to join letters. This easy-to-follow, step-by-step guide shows you: All the tools you need to practice the craft Where to get the proper ink and paper How to master several alphabets Different variations to change the look of letters How to mix and match your alphabets How to create a poster, sign, or certificate Ways to design and letter a quotation Common mistakes that can easily be avoided *Calligraphy For Dummies* also provides tips on how to put your calligraphy skills to good use, with ideas for making money, adding flair to wedding invitations, and more! It also includes ten fun alphabets and practice pages to hone in on your talent, as well as examples of poorly formed letters to keep you on track. With a little practice, you'll be creating stunning letters and experiencing the joys of writing calligraphy!

macOS Programming for Absolute Beginners Jun 26 2022 Learn how to code for the iMac, Mac mini, Mac Pro, and MacBook using Swift, Apple's hottest programming language. Fully updated to cover the new MacBook Touch Bar, *macOS Programming for Absolute Beginners* will not only teach complete programming novices how to write macOS programs, but it can also help experienced programmers moving to the Mac for the first time. You will learn the principles of programming, how to use Swift and Xcode, and how to combine your knowledge into writing macOS programs. If you've always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages, then you'll want to learn Swift. Swift is your gateway to both Mac and iOS app development while being powerful and easy to learn at the same time, and *macOS Programming for Absolute Beginners* is the perfect place to start

- add it to your library today. What You'll Learn/div Master the basic principles of object-oriented programming Use Xcode, the main programming tool used for both macOS and iOS development See what makes Swift unique and powerful as a programming language and why you should learn it Create macOS programs using Swift and Xcode Apply interface principles that follow Apple's Human Interface Guidelines Take advantage of the new Touch Bar Who This Book Is For People who want to learn programming for the first time and for experienced programmers wanting to learn Xcode and the Mac for the first time. **Coding with JavaScript For Dummies** Jul 24 2019 Go from beginner to builder quickly with this hands-on JavaScript guide Coding with JavaScript For Dummies provides easy, hands-on instruction for anyone looking to learn this popular client-side language. No experience? No problem! This friendly guide starts from the very beginning and walks you through the basics, then shows you how to apply what you've learned to real projects. You'll start building right away, including web page elements and simple applications, so you can immediately see how JavaScript is used in the real world. Online exercises allow you to test your code and expand your skills, and the easy-to-follow instruction provides step-by-step guidance toward understanding the JavaScript syntax, applications, and language. JavaScript enhances static web pages by providing dynamic elements that can adapt and react to user action. It's a need-to-know tool for aspiring web designers, but anyone can benefit from understanding this core development language. Coding with JavaScript For Dummies takes you from beginner to builder quickly as you: Learn what JavaScript does, how it works, and where to use it Master the core elements of JavaScript and immediately put it to work Build interactive web elements and try out your code online Create basic applications as you apply JavaScript to the app development workflow Anytime a website responds to your movement around the screen, that's JavaScript. It makes websites more functional, more beautiful, and more engaging, and your site visitors will demand nothing less. If you want to build a better website, you need JavaScript. If you need JavaScript, Coding with JavaScript For Dummies gets you started off quickly and painlessly, with plenty of hands-on practice.

Swift 5 for Absolute Beginners Nov 19 2021 Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Many people have a difficult time believing they can learn to write iOS apps. *Swift 5 for Absolute Beginners* will show you how to do so. You'll learn Object-Oriented Programming (OOP) and be introduced to User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch. What You'll Learn Work with Swift classes, properties, and functions Examine proper User Interface (UI) and User Experience (UX) design Understand Swift data types: integers, floats, strings, and booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary. Political Philosophy Mar 31 2020 A guidebook about political philosophy, focusing on the following aspects: Social justice, liberty, equality, community, and democracy.

Mastering Swift 5.3 Oct 26 2019 A comprehensive guide for programming enthusiasts who wish to gain a firm command of the fundamentals and advanced Swift concepts Key FeaturesSixth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5.3 programming languageGet to grips with popular and modern design techniques to write easy-to-manage Swift codeUse core Swift features such as concurrency, generics, and copy-on-write in your codeBook Description Over the years, *Mastering Swift* has proven itself among developers as a popular choice for an in-depth and practical guide to the Swift programming language. This sixth edition comes with the latest features, an overall revision to align with Swift 5.3, and two new chapters on building swift from source and advanced operators. From the basics of the language to popular features such as concurrency, generics, and memory management, this in-depth guide will help you develop your expertise and mastery of the language. As you progress, you will gain practical insights into some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. The book will also show you how to use and apply them in your own projects. In later chapters, you will understand how to use the power of protocol-oriented programming to write flexible and easier-to-manage code in Swift. Finally, you will learn how to add the copy-on-write feature to your custom value types, along with understanding how to avoid memory management issues caused by strong reference cycles. By the end of this Swift book, you will have mastered the Swift 5.3 language and developed the skills you need to effectively use its features to build robust applications. What you will learnUnderstand core Swift components, such as operators, collections, control flows, and functionsIdentify how and when to use classes, structures, and enumerationsUse protocol-oriented design with extensions to write easy-to-manage codeLeverage design patterns with Swift to solve commonly occurring design problemsApply copy-on-write for your custom value types to improve performanceAdd concurrency to your applications using Grand Central Dispatch and operation queuesImplement generics to write flexible and reusable codeWho this book is for This book is for beginners with a basic understanding of programming and experienced developers looking to learn Swift programming. Familiarity with Apple's tools will be beneficial but not mandatory. All examples should also work on the Linux and Windows platforms

Swift 5 Cheat Sheet Dec 21 2021 • This book has covered the latest Swift 5.3. • Use this book as a quick reference guide (like a cheat sheet) for Swift programming language. Access any topic inside a chapter in just one tap. • For beginners and for dummies, this book is a step-by-step guide to understanding object-oriented programming with Swift. • If you are an experienced developer who knows at least one modern programming language well, then this book is designed to teach you how to think and program in Swift Programming language. • Each topic is covered with clear and concise examples for Swift programming language using Playground. I hope you find this book to be a useful and worthy addition to your library. I've had a

great time writing it. Hopefully you'll have a great time reading and learning the latest version of Swift 5.3. I will keep updating this book to make it much simpler and more productive. Thank you for purchasing a copy! -Amit Chaudhary, 10th January 2021

• Chapters Covered in this book: 1. Basics 2. Constants 3. Variables 4. Data Types 5. Operators 6. String and Characters 7. Control Flow 8. Collection Types (Arrays, Sets, and Dictionaries) 9. Functions 10. Closures 11. Enumerators 12. Structures 13. Classes 14. Properties 15. Subscripts 16. Methods 17. Inheritance 18. Initializers 19. De-Initializers/ Deallocation 20. Protocols 21. Extensions/ Categories 22. Automatic Reference Count 23. Type Casting/ Type Checking 24. Generics 25. Optional Chaining 26. Nested Types 27. Error Handling

Practical Artificial Intelligence with Swift Oct 07 2020 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 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

SwiftUI Essentials - iOS 14 Edition Sep 05 2020 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.

iOS App Development For Dummies Mar 24 2022 If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more There's no time like now to tap into the power of iOS – start building the next big app today with help from iOS App Development For Dummies!

Head First Swift Aug 17 2021 What will you learn from this book? Swift is best known as Apple's programming language of choice for developing apps on iOS, iPadOS, macOS, watchOS, and tvOS. But it's far more versatile than that. Open source Swift is also gaining ground as a language for systems programming and server-side code, and it runs on Linux and Windows. So where do you start? With Head First Swift, you'll explore from the ground up: from collecting and controlling data to reusing code, producing custom data types, and structuring programs and user interfaces with SwiftUI by building safe, protocol-driven code. With Swift under your belt, you'll be ready to build everything from mobile and web apps to games, frameworks, command-line tools, and beyond. What's so special about this book? If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn Swift through a multisensory experience that engages your mind rather than a text-heavy approach that puts you to sleep.

Beginning iPhone Development with SwiftUI Jan 28 2020 Tame the power of Apple's new user interface toolkit, SwiftUI. Integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders with less effort and more efficiency. You'll also learn about touch gestures, lists, and grids for displaying data on a user interface. And you'll even go beyond those simple controls to liven up any user interface with simple animation techniques. Spice your designs up with movement, scaling, and resizing, including spring and bounce effects! You'll start with basic designs and then explore more sophisticated ones. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, this book offers a comprehensive course in iPhone and iPad programming. The book starts with a gentle introduction to using Xcode and then guides you through the creation of your first simple application. You'll

create user interfaces for that application using multiple screens in two different ways—using Navigation View and Tab Bars. Beginning iPhone Development with Swift UI covers the basic information you need to get up and running quickly to turn your great ideas into working iOS apps with stunningly interactive interfaces using SwiftUI. Once you're ready, move on to Pro iPhone Development with Swift UI to learn more of the unique aspects of iOS programming and the Swift language. What You Will Learn Discover the basics of designing a user interface using SwiftUI Build cool, crisp user interfaces that use animation Display data in lists and outlines Organize user interfaces in forms and groups Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and/or the iOS SDK.

Download Ebook Swift For Dummies Read Pdf Free

Download Ebook fasttrack.hk on December 1, 2022 Read Pdf Free