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This practical guide will help you to begin your journey with Swift programming through learning how to build iOS apps. You will learn all about basic variables, if clauses, functions, loops, and other core concepts; then structures, classes, and inheritance will be discussed.

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Title: Learn Swift by Building Applications; Author(s): Emil Atanasov; Release date: May 2018; Publisher(s): Packt Publishing; ISBN: 9781786463920

Learn Swift by Building Applications [Book]

I know you desire to learn Swift fast and build your app or game as soon as possible. However, the best way for you to learn Swift programming is dependent on how you desire to learn it. Here are four ways you can learn how to code using the Swift programming language. 1. Classroom or Bootcamp Learning. Some people learn better when they are in a classroom environment.

The Best Way To Learn Swift By Building Applications ...

What You Will Learn. Become a pro at iOS development by creating simple-to-complex iOS mobile applications. Master Playgrounds, a unique and intuitive approach to teaching Xcode. Tackle the basics, including variables, if clauses, functions, loops and structures, classes, and inheritance. Model real-world objects in Swift and have an in-depth understanding of the data structures used, along with OOP concepts and protocols.

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In this course, you'll begin learning Swift, Apple's programming language for building iOS applications. You'll start with fundamentals and work your way towards understanding all the core principles necessary to get started creating your first app.

Swift for Beginners | Udacity Free Courses

Swift is a powerful and intuitive programming language for iOS, macOS, tvOS, and watchOS. Writing Swift code is interactive and fun, the syntax is concise yet expressive, and Swift includes modern features developers love. Swift code is safe by design, yet also produces software that runs lightning-fast.

Swift - Apple Developer

Swift is a robust and intuitive programming language created by Apple for building apps for iOS, Mac, Apple TV, and Apple Watch. It's designed to give developers more freedom than ever. Swift is easy to use and open source, so anyone with an idea can create something incredible.

Swift - Apple

Jump Right In Start Developing iOS Apps (Swift) is the perfect starting point for learning to create apps that run on iPhone and iPad. View this set of incremental lessons as a guided introduction to building your first app—including the tools, major concepts, and best practices that will ease your path.

Start Developing iOS Apps (Swift): Jump Right In

Swift, Xcode and the many development tools that are available today make it easier than ever to make your own apps. If you feel inspired to learn iOS development, I recommend you purchase a good book or course. You can learn almost anything online for free these days, including iOS development with tutorials. Doing so isn't always a good idea.

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