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Swift Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides) Mikey Ward. 4.0 out of 5 stars 1 # 1 Best Seller in Swift Programming Language. Paperback. \$28.05. Only 7 left in stock (more on the way). Mastering Swift 5: Deep dive into the latest edition of the Swift programming language, 5th Edition

Swift Programming: The Big Nerd Ranch Guide (Big Nerd ...

Swift Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides) 3rd Edition. Enter your mobile number or email address below and we'll send you a link to download the free Kindle App. Then you can start reading Kindle books on your smartphone, tablet, or computer - no Kindle device required.

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Swift Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides) 1st Edition, Kindle Edition. by Matthew Mathias (Author), John Gallagher (Author) Format: Kindle Edition. 4.3 out of 5 stars 64 ratings. Part of: Big Nerd Ranch Guides (8 Books) Flip to back Flip to front.

Amazon.com: Swift Programming: The Big Nerd Ranch Guide ...

This is essential reading for learning the Swift programming language and the Big Nerd Ranch guides have a solid reputation in terms of quality and breadth of knowledge. The chapters I found most fascinating covered protocols and generics, topics which I had found elusive.

Swift Programming: The Big Nerd Ranch Guide (Big Nerd ...

The title of this book is Swift Programming and it was written by Matthew Mathias, John Gallagher. This particular edition is in a Paperback format. This books publish date is Dec 08, 2016 and it has a suggested retail price of \$44.99. It was published by Big Nerd Ranch Guides and has a total of 459 pages in the book.

Swift Programming: The Big Nerd Ranch Guide (2nd Edition ...

Swift Programming: The Big Nerd Ranch Guide, 3rd Edition. By Mikey Ward. Published Oct 16, 2020 by Big Nerd Ranch Guides. Part of the Big Nerd Ranch Guides series.

Swift Programming: The Big Nerd Ranch Guide, 3rd Edition ...

iOS Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides) Christian Keur. 4.4 out of 5 stars 56. Kindle Edition. \$24.10. SwiftUI Essentials - iOS Edition: Learn to Develop iOS Apps using SwiftUI, Swift 5 and Xcode 11 Neil Smyth. 4.3 out of 5 stars 8. Kindle Edition.

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Swift Programming: The Big Nerd Ranch Guide -- Access Code, 2nd Edition. Swift Programming: The ...

Mathias & Gallagher, Swift Programming: The Big Nerd Ranch ...

The last chapter of the book is a Big Nerd Ranch take on an introduction to building iOS and macOS apps with the SwiftUI framework. This new chapter, which replaces the old "First Cocoa App" and "First iOS App" chapters with a single multi-platform iOS/macOS app in SwiftUI, takes care to introduce and explain some of the fundamental building blocks of SwiftUI apps.

Now Available: Swift Programming: The Big Nerd Ranch Guide ...

Matt Mathias is the Director of Teaching at Big Nerd Ranch and is also an iOS instructor. In a former life, he earned a PhD in sociology and taught at the college level. More recently, he works with Big Nerd Ranch's talented authors and instructors to produce and teach the best programming texts and training possible.

Swift Programming: The Big Nerd Ranch Guide by Matthew ...

Based on Big Nerd Ranch's popular Swift training and its well-tested materials and methodology, this guide teaches concepts and coding through hands-on exercises. You will explore Swift features in Xcode playgrounds, and you will end by building sample apps for the command line and for macOS and iOS.

Swift Programming: The Big Nerd Ranch Guide, 3rd Edition ...

Swift Programming The Big Nerd Ranch Guide. Matthew Mathias & John Gallagher. 4.0 / 5 Ratings; \$31.99; \$31.99; Publisher Description. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. At the same time, you will learn how to ...

Swift Programming on Apple Books

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Scarica il libro Swift Programming: The Big Nerd Ranch ...

We've just released the 7th edition of iOS Programming: The Big Nerd Ranch Guide. It's pretty crazy to write that! That means seven editions and ten years since the original release of iPhone Programming: The Big Nerd Ranch Guide.. iOS development continues to evolve year after year, and so what is considered essential knowledge likewise changes.

iOS Programming: The Big Nerd Ranch Guide - 7th Edition ...

Big Nerd Ranch is a web & mobile app development agency that offers expert training and services. ... Swift, Android, Kotlin, Web and more. Learn More ... programming guides since 2001. Many, many Amazon stars later, we're the proud authors of a series of best-selling programming books, and we've helped hundreds of thousands of programmers ...

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Big Nerd Ranch Guides Developer's Library Brief Description Author Boisy Pitre has thoroughly updated his book to reflect all of Swift 2.0's key improvements, helping new Swift programming students become proficient more quickly, no matter what devices or platforms they intend to target.

Swift Programming: The Big Nerd Ranch Guide: Mathias ...

Swift Programming: The Big Nerd Ranch Guide: Mathias, Matthew, Gallagher, John: 9780134610610: Books - Amazon.ca

Swift Programming: The Big Nerd Ranch Guide: Mathias ...

It should be no surprise that a book beating the Big Nerd Ranch and is an excellent teaching tool. They been experts in mac and is x programming for more than a decade. This was my choice over all other Swift books, including Apple documentation.

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 Swift.

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. Updated for Swift 3.0, the book is also compatible with Swift 2.1. You will also learn 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 this book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started

in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Presents a guide to the concepts and coding of iOS to create a variety of applications, covering such topics as debugger, core location, reference counting, blocks and categories in Objective-C, and push notifications.

Through this guide's carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style - all thoroughly revised for Swift 5.3 and Xcode 12. Based on Big Nerd Ranch's popular Swift training and its well-tested materials and methodology, this guide teaches concepts and coding through hands-on exercises. You will explore Swift features in Xcode playgrounds, and you will end by building sample apps for the command line and for macOS and iOS. After working through the book, you will have the skills to confidently dive into learning app development for Apple platforms like iOS and macOS.

Front-end development targets the browser, putting your applications in front of the widest range of users regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you through essential concepts and APIs as you build a series of applications. You will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how to build modern websites and web applications.

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 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.

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