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Learn How To Program with Swift 3! Swift is the easiest way to get started developing on Apple's platforms: iOS, OS X, watchOS and tvOS. With the release of Swift 3 in 2016, the Swift language is packed with even more features and enhancements. 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 book is for complete beginners to Swift 3. 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. Numbers and strings: These are the basic kinds of data in any app - learn how to use them in Swift. Making Decisions: 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. Building Your Own Types: Learn how to model elements in your app using classes, structures and enumerations. Protocols & Protocol-Oriented Programming: Define protocols to make your code more interface-based and compositional. Error Handling: Make your code more robust and flexible by signaling and handling error conditions gracefully. Functional Programming: Learn how to use Swift in a functional style and how this can make your code clearer and easier to reason about. 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!

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Learn How to Program with Swift 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 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!

Build for iOS & Android With Flutter! Flutter is an exciting development toolkit that lets you build apps for iOS, Android, and even web and desktop, all from a single codebase. It uses a declarative approach to UI development. You can "hot reload" code while developing, and apps will perform at native speed thanks to its custom rendering engine. With Flutter and Flutter Apprentice, you can achieve the dream of building fast applications, faster. Who This Book Is For: This book is for developers who are new to Flutter, and also developers that already have some experience with building apps for the iOS and Android platforms, or web apps. Topics Covered in Flutter Apprentice: Widgets: Use Flutter widgets to build modern mobile user interfaces. Navigation: Navigate between multiple screens within a Flutter app, including using deep links. Networking and Persistence: Fetch data from the network, parse the JSON response and cache data locally in a SQLite database. State Management: Explore the all-important ideas of state management in Flutter and learn about various state management techniques and tools. Streams: Learn about Dart streams and how to use them in Flutter apps. Deployment: Learn to prepare and deploy your app to mobile app stores. One thing you can count on: After reading this book, you'll be prepared to create and deploy full-featured mobile apps to both the iOS App Store and the Google Play Store, without having to write two separate apps.

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