

swift pocket reference pdf download



Swift Pocket Reference.

Get quick answers for developing and debugging applications with Swift, Apple's multi-paradigm programming language. This pocket reference is the perfect on-the-job tool for learning Swift's modern language features, including type safety, generics, type inference, closures, tuples, automatic memory management, and support for Unicode.

Designed to work with Cocoa and Cocoa Touch, Swift can be used in tandem with Objective-C, and either of these languages can call APIs implemented in the other. Swift is still evolving, but it's clear that Apple sees it as the future language of choice for iOS and OS X software development.

Similar Books.

by John Bambenek, Agnieszka Klus.

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by Donald K. Burleson.

The Unix for Oracle DBAs Pocket Reference puts within easy reach the commands that Oracle database administrators need most when operating in a Unix environment. If you are an Oracle DBA moving to Unix from another environment such as Windows NT or IBM Mainframe, you know that these commands are far different from those covered in most be.

Price: \$7.99 | Publisher: O'Reilly Media | Release: 2001.

by Quest Software.

Oracle database administration is a complex and stressful job. In a series of easy-to-use checklists, this concise pocket reference summarizes the enormous number of tasks you must perform as an Oracle DBA. Each section takes a step-by-step "cookbook" approach to presenting DBA quick-reference material. The Oracle DBA Checklists.

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C++ is a complex language with many subtle facets. This is especially true when it comes to object-oriented and template programming. The C++ Pocket Reference is a memory aid for C++ programmers, enabling them to quickly look up usage and syntax for unfamiliar and infrequently used aspects of the language. The book's small size makes it e.

Price: \$7.99 | Publisher: O'Reilly Media | Release: 2006.

Swift Pocket Reference.

Get quick answers for developing and debugging applications with Swift, Apple's multi-paradigm programming language. Updated to cover the latest features in Swift 2.0, Swift Pocket Reference: Programming for iOS and OS X is the perfect on-the-job tool for learning Swift's modern language features, including type safety, generics, type inference, closures, tuples, automatic memory management, and support for Unicode.

Book Description.

Topics included: Getting Started with Swift 2 • A Taste of Swift • Basic Language Features • Types • Variables and Constants • Tuples • Operators • Strings and Characters • Arrays • Dictionaries • Sets • Functions • Closures • Optionals • Program Flow • Classes • Structures • Enumerations • Access Control • Extensions • Checking and Casting Types • Protocols • Memory Management • Generics • Operator Overloading • Ranges, Intervals, and Strides • Global Functions • Changes From Swift 1.0.

Xcode 6 Swift - Displaying a local PDF.

I wanted to be able to display a local PDF in my app but couldn't find an effective method to do so. I have already tried creating a Webview and downloading the PDF each time the app runs, but I would like for the app to display a local version. I found multiple tutorials on YouTube, however, they were all in Objective-C. Here are the links (in objective-c) of something similar to what I'm trying to do:

I'm new to programming in general, so it would be great if your steps would be as detailed as possible. Thanks in advance.

Save file in document directory in swift 3?

I am saving files in a document directory in swift 3 with this code:

But as you can see, I am not using FileManager to get document directory path as FileManager gives only URL not string.

How to get string from file manager? Is there any chance of crash in my code?

4 Answers 4.

Please think the other way round.

URL is the recommended way to handle file paths because it contains all convenience methods for appending and deleting path components and extensions – rather than String which Apple has removed those methods from.

You are discouraged from concatenating paths like `path = path + name`. It's error-prone because you are responsible for all slash path separators.

Further you don't need to create a file with FileManager. Data has a method to write data to disk.

Learn Swift Programming with No-Charge Books.

Swift is a powerful and intuitive general-purpose programming language for the OS X, iOS, watchOS, and Linux operating systems. It is developed by Apple Inc. Swift is intended to be more resilient to erroneous code (“safer”) than Objective-C, and more concise.

Swift is a new language, first appearing in 2014. It is friendly to new programmers, feels familiar to Objective-C developers, and the language is optimized for development. It was launched under a proprietary license, but Apple made the language open source in December 2015 by releasing Swift 2.2 and later under the Apache License 2.0. By open-sourcing Swift, developers are able to use the language for their own purposes and go beyond OS X, iOS and watchOS apps.

Besides the official Swift Programming Language book (featured below), there are no other good quality open source Swift books. Given the short passage of time since Apple open sourced the language, this isn't that surprising. There was an interesting ‘The Swift Book’, which is available under the MIT license, but it is mostly incomplete and updates have stalled. Fortunately, there are some excellent Swift books which can be read without charge which fill the void.

We have published a series covering the best open source programming books for other popular languages. Read them here .

The Swift Programming Language.

By Apple Inc. (525 pages)

The Swift Programming Language is the authoritative reference for Swift, offering a guided tour, a comprehensive guide, and a formal reference of the language.

The book is available as a ePub, but there are PDF versions available to download.

Swift Pocket Reference.

By Anthony Gray (186 pages)

This pocket reference sets out Swift's modern language features, including type safety, generics, type inference, closures, tuples, automatic memory management, and support for Unicode.

Swift's Run-Eval-Print-Loop (REPL) and interactive playgrounds Supported data types, such as strings, arrays, and dictionaries Variables and constants Program flow: loops and conditional execution Classes, structures, enumerations, functions, and protocols Closures: similar to blocks in Objective-C and lambdas in C# Optionals: values that can explicitly have no value Operators, operator overloading, and custom operators Access control: restricting access to types, methods, and properties Built-in global functions and their parameter requirements.

Learn Swift.

By Aidan Finn (HTML)

The aim of this book is to quickly and succinctly introduce and demonstrate all the major features of the Swift programming language.

Running Code – create a simple hello world program and run it in Swift Basics – sets out some of the basics of Swift Constants and Variables Static Typing and Type Inference – with reference to the benefits of static typing Arrays Dictionaries – learn how to perform some common operations on dictionaries Tuples – a brief look at this ordered list of elements Control Flow – if, loops, switch, altering control Optionals – declaring, forced unwrapping, conditional unwrapping, using optionals, and dictionaries Functions and Closures – defining and more Classes – introduces classes, showing you how to define a class, methods, properties: stored and computed, lazy stored properties, property callbacks, subscripts, object initialization, deinitialization, inheritance, and more Structures – highlights the differences between structures and classes Enumerations – defining and using, raw values, associated values, associates values versus raw values, pattern matching with switch Protocols – defining and conforming to a protocol Extensions – defining extensions Memory Management – highlights where you may need to get involved in the memory management of objects manually Error handling – try, catch and throws, assertions, enums Generics – a way of defining functions or types that can work with multiple different data types What next? – some resources for building iOS or OS X apps in Swift.

What's New in Swift 3.

By Paris Buttfield-Addison, Jon Manning, Tim Nugent (39 pages)

This book offers a concise tour of Swift 3 and its growing ecosystem. The book highlights the new features of Swift 3, and using it on non-Apple platforms.

This book helps the reader to:

Get a high-level view of Swift 3's changes and new features, and learn how this version differs from Swift 2 Explore the Swift Evolution Process and the full list of accepted proposals—including those not yet implemented Dive into Swift 3's changes to the language's syntax, standard library features, and other areas Examine Swift 3's use on the server, and use a simple program to learn about Swift's use on Linux Find further resources for learning about, working with, and converting projects to Swift 3.

Hacking with Swift.

By Paul Hudson (HTML)

Hacking with Swift is designed for beginners to intermediate programmers wishing to learn Swift 3 and iOS development with real-world, practical projects. The e-book contains the following projects.