



# Swift 4 for Absolute Beginners: Develop Apps for iOS

*Stefan Kaczmarek, Brad Lees, Gary Bennett*

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**Swift 4 for Absolute Beginners: Develop Apps for iOS** Stefan Kaczmarek , Brad Lees , Gary Bennett Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer. This book 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, and it is now updated for Swift 4. Many people have a difficult time believing they can learn to write iOS apps. Swift 4 for Absolute Beginners will show you how to do so. You'll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch. Gary Bennett and Brad Lees are full-time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 14 years of writing apps, teaching online iOS courses, the experience from their first three iOS books, along with their online instruction and free online forum at XcelMe.com to create an excellent training book. And the material in this book is supplemented by with the free, live online training sessions.

What You'll LearnWork with Swift classes, properties, and functions  
Examine proper user interface and user experience 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

Who This Book Is ForAnyone who wants to learn to develop apps for the Mac, iPhone, and iPad, and Watch using the Swift programming language. No previous programming experience is necessary.

## **Swift 4 for Absolute Beginners: Develop Apps for iOS Details**

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