

Key Features Discover the new features and improvements to Swift 3 Get to grips with advanced design patterns and techniques to write smarter, cleaner Swift code Become a more fluent Swift developer and build powerful, impressive iOS and OS X applications

Book Description Swift is the definitive language of Apple development today. It's a vital part of any iOS and OS X developer's skillset, helping them to build the most impressive and popular apps on the App Store—the sort of apps that are essential to iPhone and iPad users every day. With version 3.0, the Swift team have added new features to improve the development experience—making it easier to get the results you want and customers expect. Inside, you'll find the key features of Swift 3.0 and quickly learn how to use the newest updates to your development advantage. From Objective-C interoperability to ARC, to closures and concurrency, this advanced Swift guide will develop your expertise and make you more fluent in this vital programming language. We give you in-depth knowledge of some of the most sophisticated elements of Swift development including protocol extensions, error-handling, design patterns, and concurrency, and guide you on how to use and apply them in your own projects. You'll see how even the most challenging design patterns and programming techniques can be used to write cleaner code and to build more performant iOS and OS X applications. By the end of this book, you'll have a handle on effective design patterns and techniques, which means you'll soon be writing better iOS and OS X applications with a new level of sophistication and control.

What you will learn Dive into the core components of Swift 3.0, including operators, collections, control flow, and functions Create and use classes, structures, and enums Understand object-oriented Swift and see how to tackle inheritance, protocols, and extensions Develop a practical understanding of subscripts, optionals, and closures See how to use the new protocol extension and error handling features of Swift 3.0 Add concurrency to your applications using Grand Central Dispatch

About the Author Jon Hoffman has over 20 years of experience in the field of Information Technology. Over those 20 years, Jon has worked in the areas of System Administration, Network Administration, Network Security, Application Development, and Architecture. Currently, Jon works as a Senior Software Engineer for Syn-Tech Systems. Jon has developed extensively for the iOS platform since 2008. This includes several apps that he has published in the App Store, apps that he has wrote for third-parties, and numerous enterprise applications. What really drives Jon is the challenges in the Information Technology field and there is nothing more exhilarating to him than overcoming a challenge. Some of Jon's other interests are watching Baseball (Go Sox) and Basketball (Go Celtics). Jon also really enjoys Tae Kwon Do where he and his oldest daughter Kailey earned their Black Belts together early in 2014, Kim (his wife) earned her Black Belt in December 2014, and his youngest daughter is currently working towards her Black Belt. I would like to thank my wonderful wife Kim, without whose support, encouragement, patience, and understanding this book would have never been written. I would also like to thank my two wonderful daughters Kailey and Kara who have both been my inspiration and driving force since the days they were born.

A Shade of Vampire 19: A Soldier of Shadows, The Dukes Guide to Correct Behavior: A Dukes Behaving Badly Novel (Dukes Behaving Badly Book 1), The Swedenborg Library (Classic Reprint), Long, Hard & Strong: Extreme Play, Project 2010: Basic [With CDROM] (ILT), Drawing the Living Figure (Dover Anatomy for Artists),

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