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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.

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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.

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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.

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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.

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Based on Big Nerd Ranchs 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.

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