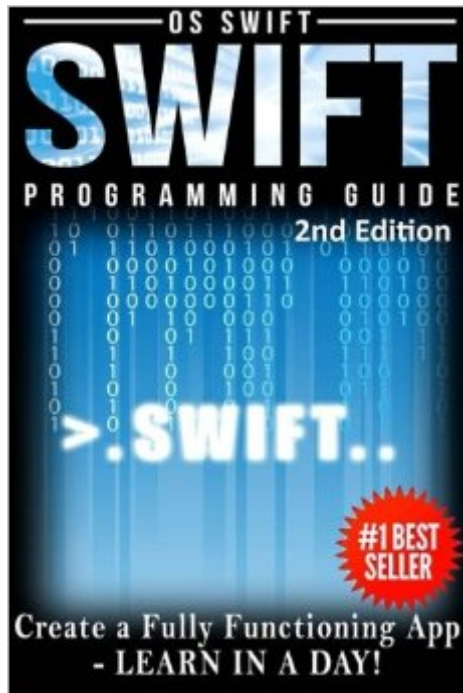


The book was found

Programming Swift: Create A Fully Function App: Learn In A Day!



Synopsis

#1 Best Seller! Learn to Create and Write Your Own Apps - Today! Do you have a great idea for an app or a game? Would you like to make your dream a reality? Do you need the tools and skills to start making your own apps? When you purchase Swift Programming Guide: Create a Fully Functioning App in a Day, you'll learn how to make your own apps and programs right away! These fun and easy tips transform the dreaded chore of learning programming code into a fun hobby. You'll be proud to show off your creations to your friends, coworkers, and family! Would you like to know more about: Playgrounds? Classes and Methods? Arrays and For Loops? Creating Your First iOS App? Storyboards and Interface Builders? This helpful book explains how to use Xcode and Apple's new coding language, Swift, to create amazing new products. It takes you step-by-step through the process of writing your first app! Purchase Swift Programming Guide: Create a Fully Functioning App in a Day now, and start making your own apps TODAY!

Book Information

Paperback: 162 pages

Publisher: CreateSpace Independent Publishing Platform (August 22, 2015)

Language: English

ISBN-10: 151701171X

ISBN-13: 978-1517011710

Product Dimensions: 6 x 0.4 x 9 inches

Shipping Weight: 5.6 ounces (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars Â Â See all reviewsÂ (58 customer reviews)

Best Sellers Rank: #773,002 in Books (See Top 100 in Books) #85 inÂ Books > Computers & Technology > Programming > Languages & Tools > Swift #456 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development #1458 inÂ Books > Computers & Technology > Programming > Introductory & Beginning

Customer Reviews

I don't understand how this was published. The code examples are presented as double-spaced bullet point text. There are no figures, pictures or diagrams in the entire book, even though the text says things like "See Figure 1-1 in Chapter 1." The grammar occasionally wanders off into nonsense. The word "Swift" is misspelled in the 2nd sentence of the 1st page. There is no publisher or author information given anywhere in the book. If you OCR-scanned another book by someone else that was written in a different language; ran it through Google Translate; stripped all the fonts

and formatting; and printed the result on cheap newsprint-quality paper, this would be the result.

Absolutely horrid. Shows how to build apps by saying type this, then type that. Never shows a cohesive complete version of what the program is supposed to look like. When you type it all in, you get all these cryptic errors. Aggravating.

Save your money. Very poorly written. Not a great reference or tutorial. I suspect many of the 5 star reviews are paid for. But that is just my suspicion. I purchased, but returned immediately after discovering the quality of the book.

I bought this book thinking it to be a quick and inexpensive introduction to building an app in Swift. It was well-recommended, judging from most of the reviews, but this batch of blurbs is overwhelmed by sock puppets. A tip off is that most of them begin with "This is a very good book . . .". Well, this is a book that could have benefited from a good copy editor (meet my wife). I suspect that English is not the author's native language. The layout is clunky. The writing is sloppy, vague, confusing and riddled with errors. Nice cover, though. I know some mathematics and it appears no one ever sat down with a calculator and worked out the calculation for the subtotal code in the TipCalculator app. It's incorrect. Unless you already know some Swift and Xcode you'll be hard pressed to get this program to work anyway. Hint: On page 61, top line, after the word "text" there should be an exclamation point. But I like a challenge, and I did succeed in building a working iOS application that would run on the iPhone simulator "sort of". I think I succeeded because I've had some experience in Xcode and Objective-C. Without that, you are in for a wild ride. So much for the first six chapters of the book. Beyond that it might as well be written in Martian. This squalid little booklet is a waste of money. There are much, much better books about Swift on the market.

Worse book ever... poorly written, with completely non-sense sentences, and very convoluted explanations. Should return the money from everyone who purchased this book, and ban it from their website. This is not a serious product.

If you never programmed, this book will definitely teach you how! Being a programmer I found that this book is great for those that would like to develop apps. It gives you the breakdown on arrays etc. This book takes you step by step on how to create an App for Apple! If you have the patience

and love for programming, this book is for you.

Finally a decent Swift book - the wait is over! I've bought a lot of programming books on for just about everything imaginable. Without exception, most have had flow issues where either the example didn't pan out or the instructions skipped a beat, leaving you stuck in the middle of a project.

Learning new things can be challenging, this amazing book made learning a programming language easy. The author presents step-by-step information in an easy to understand writing style that helps the reader develop confidence. While I have not yet developed my own app, I am confident I will be able to do so by simply following the instructions in this book.

[Download to continue reading...](#)

Programming Swift: Create A Fully Function App: Learn In A Day! Swift Programming Artificial Intelligence: Made Easy, w/ Essential Programming Learn to Create your * Problem Solving * Algorithms! TODAY! w/ Machine ... engineering, r programming, iOS development) Taylor Swift: The Ultimate Fan Book 2015: Taylor Swift Facts, Quotes and Quiz (Taylor Swift Fan Books) (Volume 2) Taylor Swift: The Ultimate Fan Book 2015: Taylor Swift Facts, Quiz and Quotes (Taylor Swift Fan Books) iOS 9 App Development Essentials: Learn to Develop iOS 9 Apps Using Xcode 7 and Swift 2 Python Programming Guide + SQL Guide - Learn to be an EXPERT in a DAY!: Box Set Guide (Python, C++, PHP, Swift, Os, Programming Guide) App Development: App Design and Development for Beginners Troubleshooting PC Hardware: An Interactive Computer Diagnostic App (Help Desk in an eBook App 1) Android: Programming in a Day: The Power Guide for Beginners In Android App Programming iOS 10 Programming Fundamentals with Swift: Swift, Xcode, and Cocoa Basics Day Trading: A Beginner's Guide To Day Trading - Learn The Day Trading Basics To Building Riches (Day Trading, Day Trading For Beginner's, Day Trading Strategies Book 1) Day Trading Strategies: A Beginners Guide To Day Trading (Day Trading, Trading, Day Trading Strategies,Day Trading Books,Day Trading For Beginners,Day Trading Stocks,Options Book 1) Ruppel's Manual of Pulmonary Function Testing, 10e (Manual of Pulmonary Function Testing (Ruppel)) Manual of Pulmonary Function Testing, 9e (Manual of Pulmonary Function Testing (Ruppel)) Enterprise Risk Management - Straight to the Point: An Implementation Guide Function by Function (Viewpoints on ERM) Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Fearless Conversation

Participant Guide: How Can We Be Fully Faithful When We're Fully Flawed?: Adult Sunday School Curriculum 13-Week Study Programming #8:C Programming Success in a Day & Android Programming in a Day! iOS Animations by Tutorials Second Edition: Updated for Swift 2.2: iOS 9 and Swift 2.2 Edition Swift Walker: A Space Adventure: Swift Walker Science and Geography Books for Kids, Book 3

[Dmca](#)