



## Swift 2 for Absolute Beginners

By Gary Bennett, Brad Lees

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**Swift 2 for Absolute Beginners** By Gary Bennett, Brad Lees

*Swift 2 for Absolute Beginners* 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 2.

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 12 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.

Many people have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process. This book, along with the free, live online training sessions, helps students stay motivated and overcome obstacles while they learn to be great iOS developers.

### What you'll learn

- Using Swift Playgrounds to learn iOS development quickly
- What is Object Oriented Programming
- What are Swift classes, properties, and functions
- Proper user interface and user experience design
- Swift data types: integers, floats, strings, booleans
- How to use Swift data collections: arrays and dictionaries
- Boolean logic, comparing data, and flow control
- Writing iPhone and Watch apps from scratch
- Introduction to HealthKit

### Who this book is for

This book is for anyone 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.

## Table of Contents

- Ch. 1: Becoming a Great iOS Developer
- Ch. 2: Programming Basics
- Ch. 3: It's All about the Data
- Ch. 4: Making Decisions, Program Flow, and App Design
- Ch. 5: Object-Oriented Programming with Swift
- Ch. 6: Learning Swift and Xcode
- Ch. 7: Swift Classes, Objects, and Methods
- Ch. 8: Programming Basics in Swift
- Ch. 9: Comparing Data
- Ch. 10: Creating User Interfaces
- Ch. 11: Storing Information
- Ch. 12: Protocols and Delegates
- Ch. 13: Introducing the Xcode Debugger
- Ch. 14: A Swift iPhone App
- Ch. 15: Developing an Apple Watch App
- Ch. 16: Developing a HealthKit App

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### Editorial Review

#### From the Back Cover

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Many people have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process. This book, along with the free, live online training sessions, helps students stay motivated and overcome obstacles while they learn to be great iOS developers. Here are some of the highlights:

- Use Swift Playgrounds to learn iOS development quickly
- Learn about Swift classes, properties, and functions
- How to write iPhone and Apple Watch apps from scratch
- Introduction to Homekit and Internet of Things

#### About the Author

**Gary Bennett** is president of [xcelMe.com](http://xcelMe.com). xcelMe teaches iPhone/iPad programming courses online. Gary has taught hundreds of students how to develop iPhone/iPad apps, and has several very popular apps on the iTunes App Store. Gary's students have some of the best-selling apps on the iTunes App Store. Gary also worked for 25 years in the technology and defense industries. He served 10 years in the U.S. Navy as a nuclear engineer aboard two nuclear submarines. After leaving the Navy, Gary worked for several companies as a software developer, chief information officer, and resident. As CIO, he helped take VistaCare public in 2002. Gary also co-authored *emiPhone Cool Projects* for Apress. Gary lives in Scottsdale, Arizona with his wife, Stefanie, and their four children.

**Brad Lees** has more than 12 years of experience in application development and server management. He has specialized in creating and initiating software programs in real-estate development systems and financial institutions. His career has been highlighted by his positions as information systems manager at The Lyle Anderson Company, product development manager for Smarsh, vice president of application development for iNation, and IT manager at The Orcutt/Winslow Partnership, the largest architectural firm in Arizona. A graduate of Arizona State University, Brad and his wife, Natalie, reside in Phoenix with their five children.

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