Swift / iOS

a Swift overview of building iOS Apps

A Swift Introduction

A Swift (2.0) Tour *(in Playgrounds)*

This tour gives enough information to start writing code in Swift by showing how to accomplish a variety of programming tasks.

- Simple Values
- Control Flow
- Functions and Closures
- Objects and Classes
- Enumerations and Structures
- Protocols and Extensions
- Generics

Swift Programming Language

Swift (2.0) Language reference *(in Playgrounds)*

This section gives more detailed information about some sections of Swift which are new / unique to the language.

- Collection Types
- Properties
- Initialization
- Automatic Reference Counting
- Optional Chaining
- Error Handling
- Extensions
- Protocols

A Swift way to build

Important Swift / iOS resources for rapid dev.

Standard Libraries and 3rd party resources are essential to iOS app development.

- Swift Standard Library *(in Playgrounds)*
- objc.io
- CocoaPods
- glyphish
- Mockingbird
- Iconspedia

Let's Swiftly Build an App

Start Developing an iOS App *(in XCode 7 beta project)*

Start Developing iOS Apps (Swift) is the perfect starting point for creating apps that run on iPhone and iPad.

- Build a Basic UI
- Connect the UI to Code
- Work with View Controllers
- Define Your Data Model
- Create a Table View
- Implement Navigation
- Persist Data