

```
//  
//  AppDelegate.swift  
//  DITL SwiftTalk
```

What Is Swift

How To Learn, Which We Need

```
//  
// Created by CdxN on 2016/4/07.  
// Copyright © 2016年 CdxN. All rights reserved.
```

```
//  
//  AppDelegate.swift  
//  DITL SwiftTalk
```

Class WhatIsSwift

```
func Languages over the world()  
func Swift Intro()  
func High-Level Language()
```

```
//  
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```

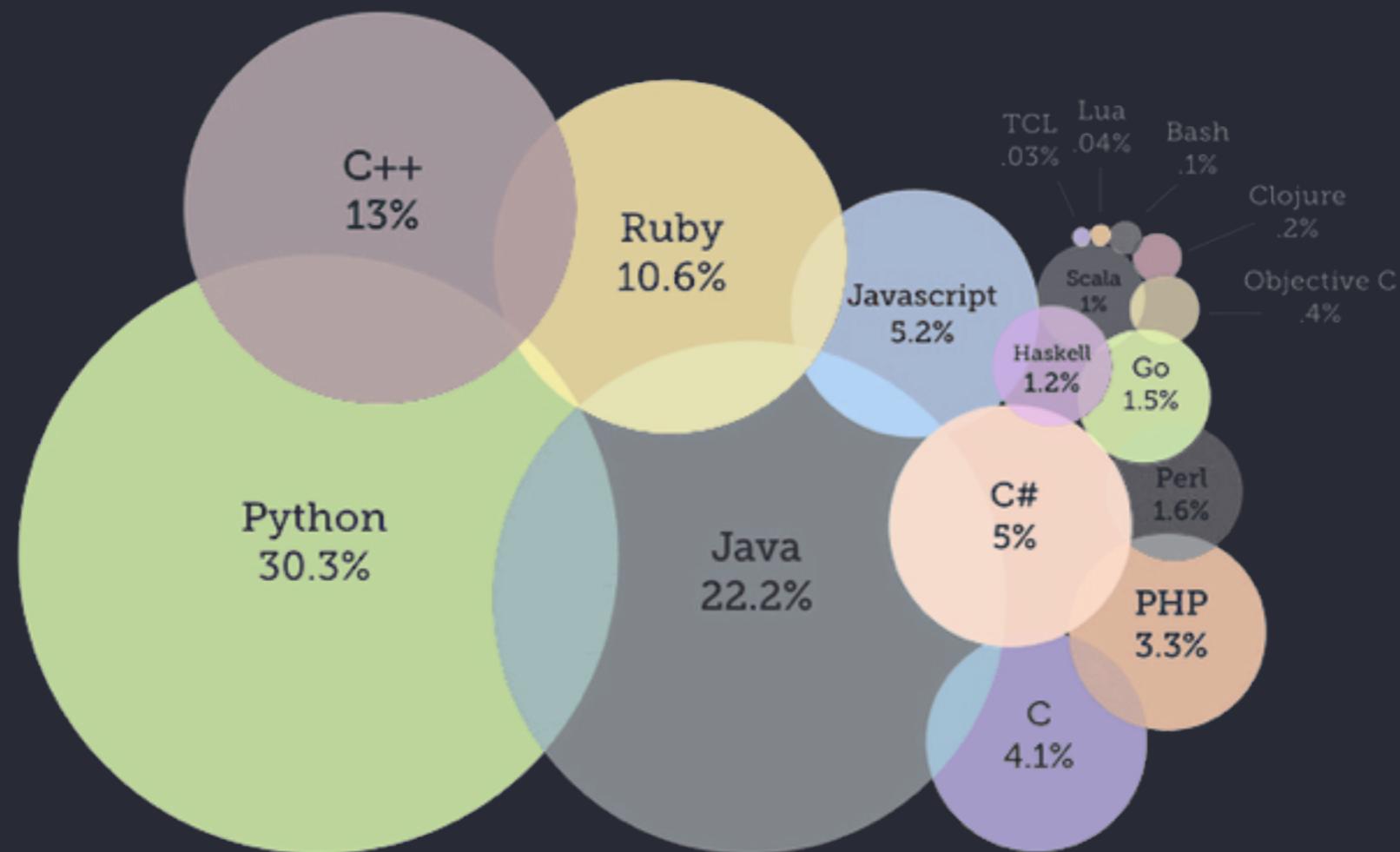
```
// DITL SwiftTalk  
  
class WhatIsSwift: Languages over the world()
```

C	Java	Python
C++	Javascript	PHP
Objective-C		Ruby

```
// 參考資料 : Application, Salary, Geography, Popularity  
// 4 Ways to Pick Your First Programming Language
```

```
// DITL SwiftTalk
```

```
class WhatIsSwift: Languages over the world()
```



```
// 參考資料：codecademy
```

```
// 大家都說要學Coding，但我該先從哪種程式語言下手？
```

// DITL SwiftTalk

class WhatIsSwift: Languages over the world()

在跳進任何一種語言前你最好先問自己

想成為哪一種應用的開發者，想做什麼樣的產品

// Web. App. Game.

// 參考資料：codecademy, After Effect

// 大家都說要學Coding，但我該先從哪種程式語言下手？

```
// DITL SwiftTalk  
  
class WhatIsSwift: Languages over the world()  
// app language
```



Android

JAVA

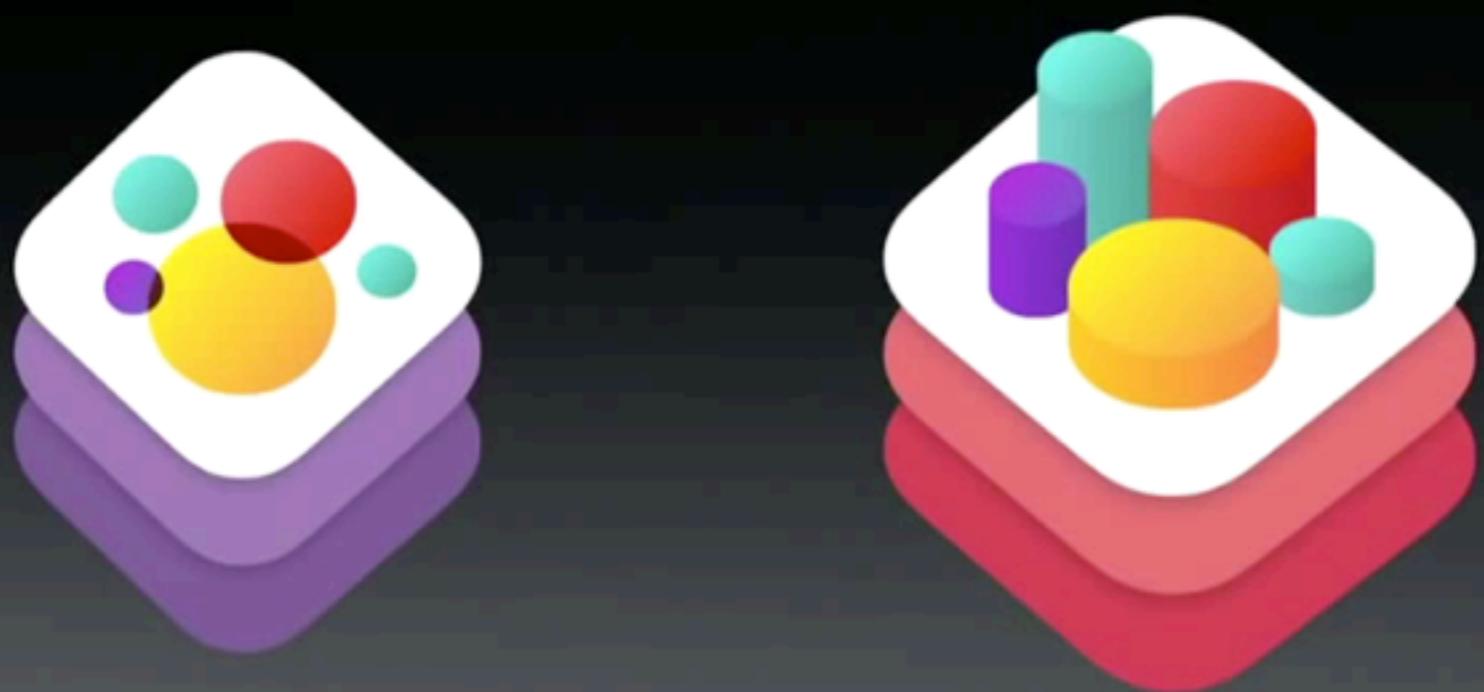


Xcode: iOS & osX

Swift / Objective-C

```
// 參考資料：為什麼沒有一個唯其獨尊的程式語言，能統治這個世界？  
// 看出程式語言的個性和靈魂
```

```
// DITL SwiftTalk  
  
class WhatIsSwift: Swift Intro()  
    // Objective-C without the C  
    // apple WWDC 2014
```



// 2:20

```
// DITL SwiftTalk  
  
class WhatIsSwift: Swift_Intro()  
    // Why Swift is awesome
```

Objective-C是火星人的語言

Swift 是地球人的語言

// 地球人的語言 = 高階語言

```
// 參考資料：Medium文章  
// google search：如果我是初學者，我該投入Swift的懷抱嗎？
```

```
// DITL SwiftTalk  
  
class WhatIsSwift: High-Level Language()  
    // Close to Human Language
```



// 1:05

```
// DITL SwiftTalk  
  
class WhatIsSwift: Swift Intro()  
    // Native languages in a same application  
    // apple WWDC 2014
```

unctional patterns

Protocols and extensions on structs

Pattern matching

Concise syntax

Closures

Native collections

Operator overloading

Namespaces

Tuples

Clear mutability syntax

Interactive playground



Generics

Fast iteration

Optional types

Object orientation

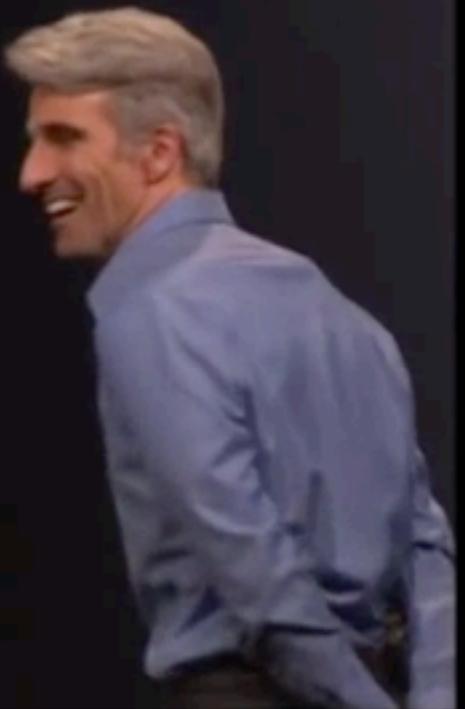
Type inference

Read-Eval-Print-Loop (REPL)

Multiple return types

Compile to native code

// 0:50



```
// DITL SwiftTalk  
  
class WhatIsSwift: Swift_Intro()  
    // Why Swift is awesome
```

點子都是偷來的，Swift 集百家之大成
成為地球上最先進的語言

```
// 不斷改版，語法會改變  
// Swift 還在成長階段
```

```
// 參考資料：Medium文章  
// google search：如果我是初學者，我該投入Swift的懷抱嗎？
```

```
// DITL SwiftTalk  
  
class WhatIsSwift: Swift Intro()  
    // Language Guide available to you now  
    // apple WWDC 2014
```



Demo

// 0:45

```
//  
//  AppDelegate.swift  
//  DITL SwiftTalk
```

Class HowToLearn

```
func Language Guide with Playground()  
func Udacity()
```

```
//  
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```

```
// DITL SwiftTalk  
class HowToLearn: Language Guide with Playground()
```

Language Guide

The Swift Programming Language 中文版

// 這一次，讓中國和世界同步

```
// 參考資料  
// The Swift Programming Language 中文版
```

// DITL SwiftTalk

class HowToLearn: Language Guide with Playground()

The screenshot shows a page from 'The Swift Programming Language 中文版'. The title bar says 'The Swift Programming Language 中文版'. On the left is a sidebar with a table of contents:

- Introduction
- 1. 歡迎使用 Swift
 - 1.1. 關於 Swift
 - 1.2. Swift 初見
- 2. Swift 教程
 - 2.1. 基礎部分
 - 2.2. 基本運算符
 - 2.3. 字符串和字符
 - 2.4. 集合類型
 - 2.5. 控制流
 - 2.6. 函數
 - 2.7. 關包
 - 2.8. 故障
 - 2.9. 頭和結構體
 - 2.10. 屬性
 - 2.11. 方法
 - 2.12. 下標腳本
 - 2.13. 繼承
 - 2.14. 構造過程
 - 2.15. 斷構過程
 - 2.16. 自動引用計數

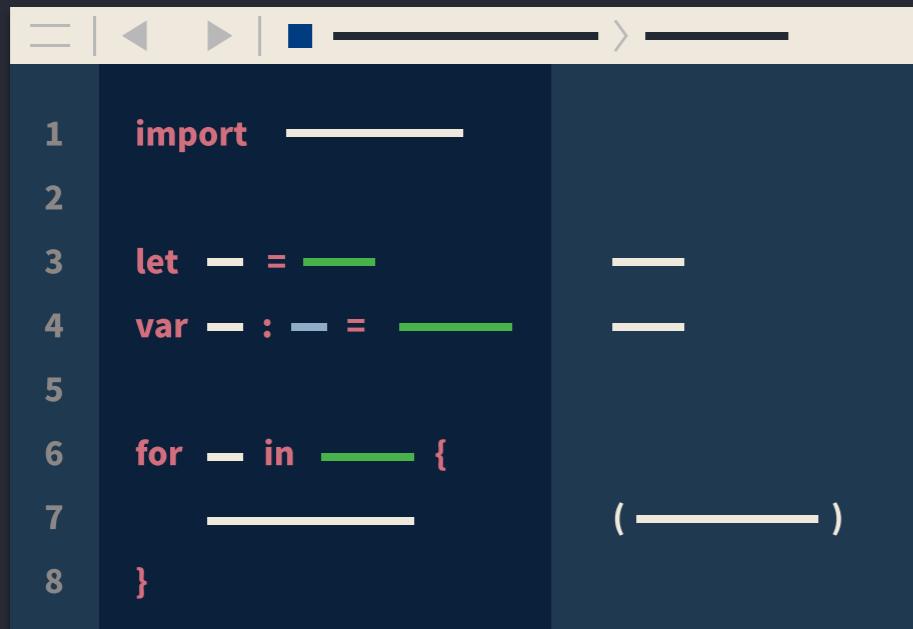
The main content area has a header '關於 Swift'. It includes credits: '翻譯: numbbbbb' and '校對: yeahdongcn'. The text discusses Swift's history, its relationship with Objective-C, and its modern features like automatic reference counting.

// 參考資料

// [The Swift Programming Language 中文版](#)

// 0:30

```
// DITL SwiftTalk  
  
class HowToLearn: Language Guide with Playground()
```



Playground

Xcode 重金打造的遊樂園只開放給 Swift 學徒
// 適合初學者練功

```
// 參考資料  
// The Swift Programming Language 中文版
```

```
// DITL SwiftTalk  
  
class WhatIsSwift: Language Guide with Playground()  
// Powerful Playground Demo  
// apple WWDC 2014
```

Demo



// 1:23

```
// DITL SwiftTalk  
class HowToLearn: Language Guide with Playground()
```

Import Cocoa

```
// Full power of my finger tips
```

```
let hero = NSImage(named: "blimp")
```

```
// NSImage is a stuff from Cocoa
```

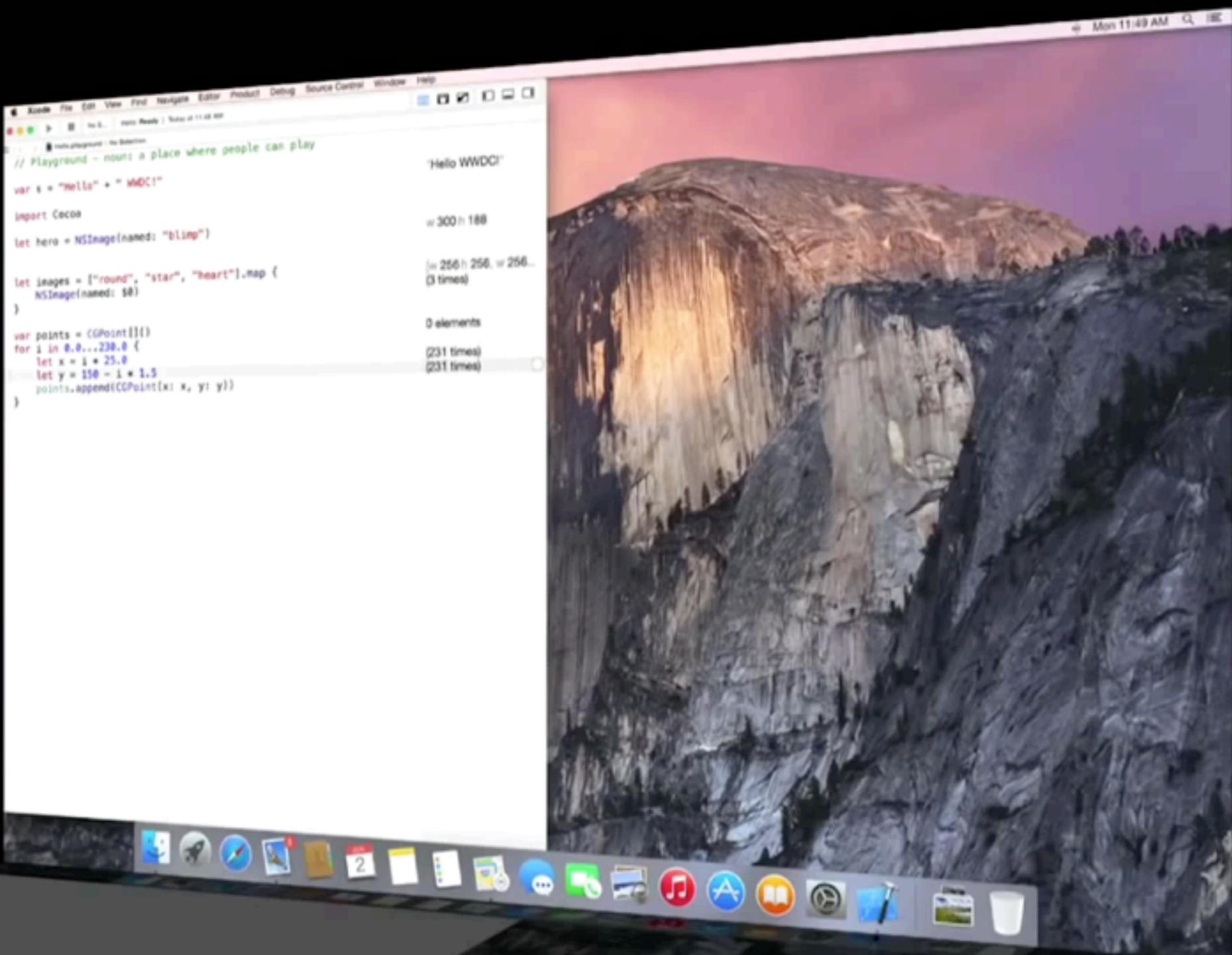
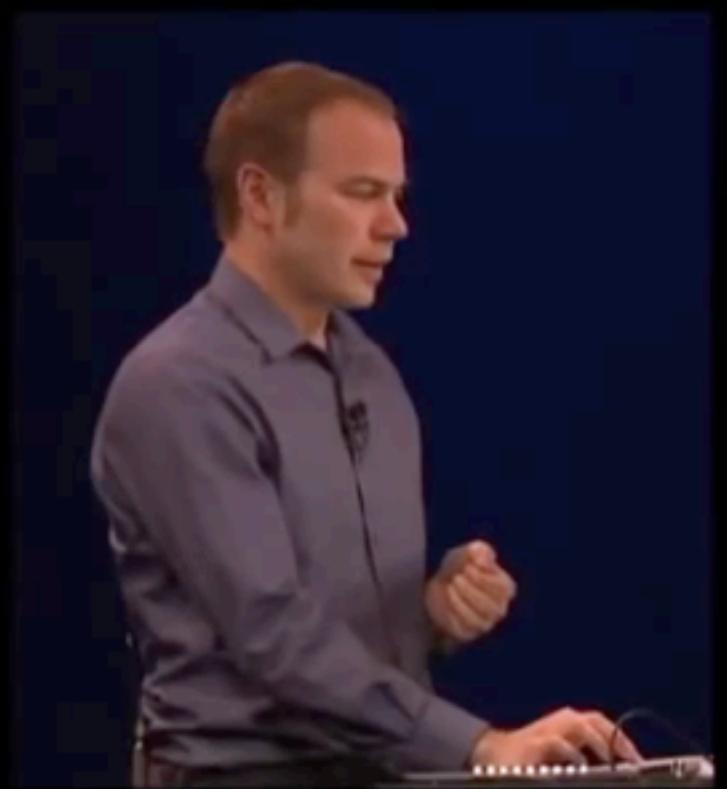
```
// 參考資料  
// The Swift Programming Language 中文版
```

```
// DITL SwiftTalk
```

```
class WhatIsSwift: Language Guide with Playground()
```

```
// Powerful Playground Demo
```

```
// apple WWDC 2014
```



```
// DITL SwiftTalk
```

```
class WhatIsSwift: Language Guide with Playground()
```

```
// Powerful Playground Demo
```

```
// apple WWDC 2014
```



```
// 0:26
```

```
// DITL SwiftTalk
```

```
class HowToLearn: MOOC:Udacity()
```

MOOC

Massive Open Online Courses

// 大規模網路開放課程

```
var MOOC = "EdX, Coursera, Codecademy, Udacity"
```

```
// 參考資料
```

```
// EdX, Coursera, Codecademy, Udacity
```

```
// DITL SwiftTalk

class HowToLearn: MOOC:Udacity()

// At Udacity, we're reinventing education
// Here Udacity, Learning by doing // 1:17
```



```
// DITL SwiftTalk

class HowToLearn: MOOC:Udacity()

// Intro to iOS App Development with Swift
// Courses' average are 1 minute // 1:21
```

The screenshot shows the Udacity mobile application interface. On the left, there's a vertical navigation bar with icons for Home, Lessons, and Settings. Below these are two sections: 'LESSONS' and 'AutoLayout and Buttons'. Under 'LESSONS', there's a list of ten lessons, each with a circular progress indicator. The first lesson, 'Introduction and Xcode', is marked as '3/10'. The second lesson, 'Course Map', has a blue checkmark next to it, indicating it's completed. The third lesson, 'Pitch Perfect Overview', also has a blue checkmark. The other seven lessons are marked with grey dots. The 'AutoLayout and Buttons' section shows '0/16' lessons. At the bottom of the screen, there's a navigation bar with icons for Home, Lessons, and Settings. The main content area displays a video player with a video thumbnail of a man in a plaid shirt, a progress bar showing '0:00 / 1:13', and a control bar with a play/pause button, volume icon, and other video controls.

Course Map

Video: Course Map

Xcode in the Apple Mac AppStore: <https://itunes.apple.com/us/app/xcode/id497799835?mt=12>

or you can search the Mac AppStore for "Xcode"

```
// DITL SwiftTalk  
  
class HowToLearn: MOOC:Udacity()  
    // UIKit Fundamentals  
    // You will be challenged to solve practical problems alone the way // 1:35
```

The image shows a screenshot of a Udacity course video player. On the left, there's a sidebar with a dark blue header containing icons for 'Lessons' (blue), 'Course Map' (orange), 'Click Counter and its Object Di...' (green), 'Coding Click Counter' (red), 'Quiz: Click Counter Quiz' (purple), 'Creating the Count and Label P...' (yellow), 'Diagramming the target action' (pink), 'Setting the Target Action' (teal), 'Experimenting with Target Action' (light blue), 'Actions as Callback Methods' (dark teal), and 'Transitioning to Storyboard La...' (light green). Below this, there's a list of lessons under 'Lessons': 'Outlets & Actions' (3/25), 'Introduction' (checked), 'MemeMe App' (unchecked), 'Course Map', 'Click Counter and its Object Di...', 'Coding Click Counter', 'Quiz: Click Counter Quiz', 'Creating the Count and Label P...', 'Diagramming the target action', 'Setting the Target Action', 'Experimenting with Target Action', 'Actions as Callback Methods', and 'Transitioning to Storyboard La...'. The main area shows a video player with a woman in a grey sweater demonstrating the MemeMe app on an iPhone. The video progress bar shows 0:01 / 0:49. To the right of the video, a close-up image shows a hand holding an iPhone displaying the home screen with various app icons. The video player has a 'MemeMe App' title at the top and a 'Resources' button in the top right corner. At the bottom, it says 'Video: MemeMe App' and 'Have questions? Head to the forums for discussion with the Udacity Community.'

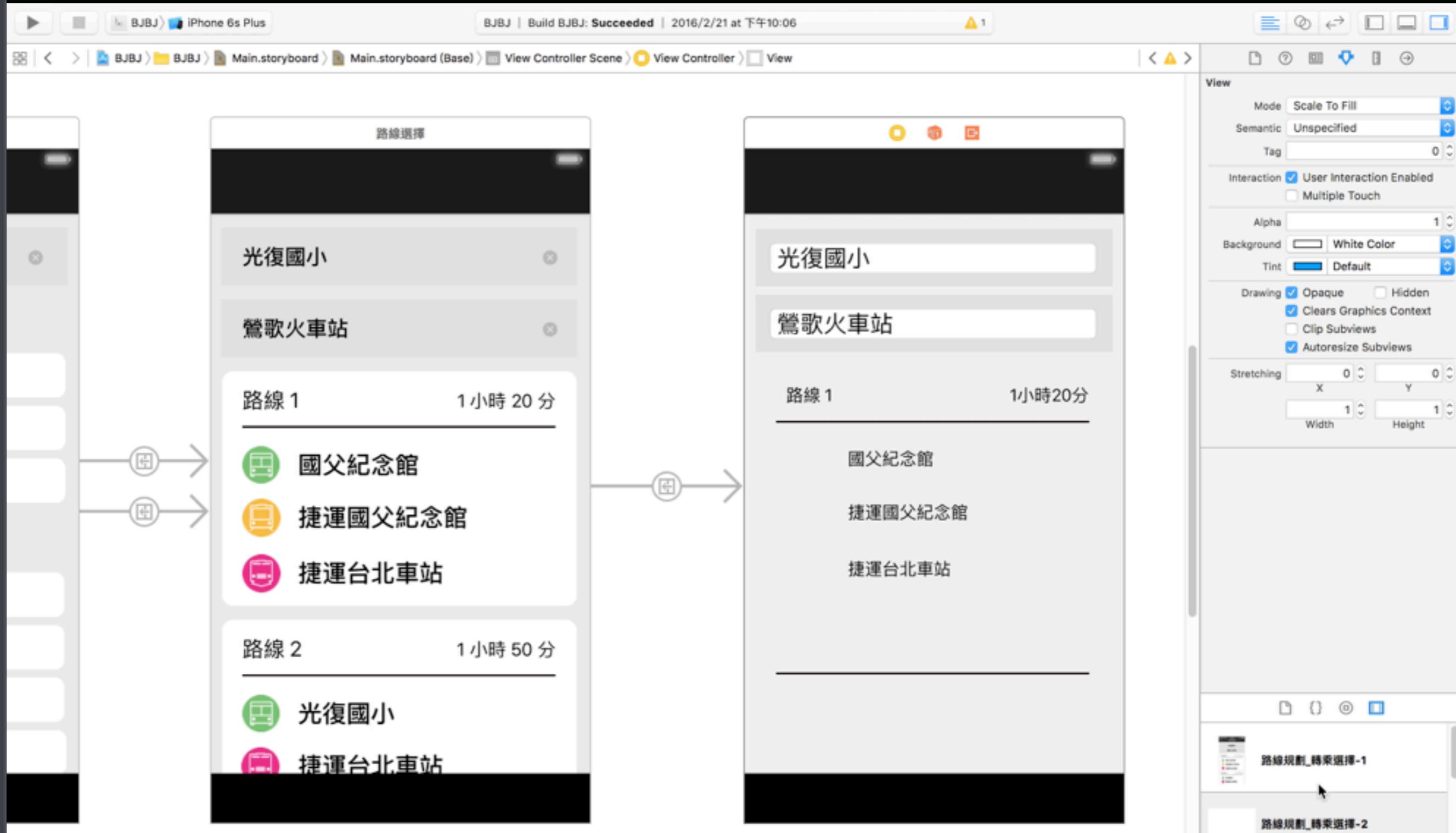
```
// DITL SwiftTalk
```

```
class HowToLearn: M00C:Udacity()
```

```
// Storyboard
```

```
// For Designers, For Prototyping
```

```
// 1:30
```



```
//  
//  AppDelegate.swift  
//  DITL SwiftTalk
```

Class WhichWeNeed

```
func Google(){  
  
    //all you need at here!  
  
}  
  
//  
//  Created by CdxN on 2016/4/07.  
//  Copyright © 2016年 CdxN. All rights reserved.
```

```
// DITL SwiftTalk  
class HowToLearn: Google what you need()
```

Google what you need

Research by yourself

// 客製化的資訊都在網路上

```
// 參考資料  
// youtube search: xcode storyboard intro
```

```
// DITL SwiftTalk
```

```
class HowToLearn: Google what you need()
```

```
// Swift Search
```

```
// You will be challenges to solve practical problems alone the way
```

The screenshot shows the Apple Developer website's search interface. At the top, there is a navigation bar with links for 'Developer', 'Platforms', 'Resources', 'Program', 'Support', 'Member Center', and a search icon. Below the navigation bar, the word 'Search' is prominently displayed. A search bar contains the query 'segue'. Underneath the search bar, there are filter options: 'All' (which is selected), 'Documentation', 'Sample Code', and 'Videos'. The search results section displays 148 results for the query 'segue'. There are two main items listed:

- AppKit Framework Reference**: A storyboard segue specifies a transition or containment relationship between two scenes in a storyboard, where a scene is a view controller or a ...
OS X
- Criar um registo do iTunes Connect para uma app**: ... Depois de ter criado o registo inicial do iTunes Connect, pode ter informação adicional sobre a app para configurar, tal como se segue: ...
OS X
 - Manual do programador do iTunes Connect (iTunes Connect Developer...)**: ... Depois de ter criado o registo inicial do iTunes Connect, pode ter informação adicional sobre a app para configurar, tal como se segue: ...
 - Manual do programador do iTunes Connect (iTunes Connect Developer...)**: ... quando verificar o número do binário. A partir de Pré-lançamento, pode fazer o que se segue: Em Compilações, ver a lista ...

At the bottom left of the screenshot, the text '// 0:37' is visible.

```
//  
//  AppDelegate.swift  
//  DITL SwiftTalk
```

Class OneMoreThing

func Find a partner

// 一個人，走得快

// 一群人，走得遠

```
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```

```
//  
//  AppDelegate.swift  
//  DITL SwiftTalk
```

Thank You

What Is Swift by CdxN

// iamcdxn@gmail.com

```
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```