Object-Oriented Programming with Swift: Part 2

By Gaston C. Hillar

Packt Publishing Limited, United Kingdom, 2016. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book. Get to grips with object-oriented programming in Swift to efficiently build powerful real-world applications About This Book * Leverage the most efficient object-oriented design patterns in your Swift applications * Write robust, safer, and better code using the blueprints that generate objects * Build a platform with object-oriented code by using real-world elements and represent them in your app Who This Book Is For If you are an iOS developer who has a basic idea of object-oriented programming and want to incorporate its concepts with Swift to optimize your application s code and create reusable and easily to understand building blocks, then this book is for you. This is a very useful resource for developers who want to shift from Objective C, C#, Java, Python, JavaScript, or other object-oriented languages to Swift What You Will Learn * Build solid, stable, and reliable applications using Swift * Work with encapsulation, abstraction, and polymorphism using Swift 2.0 * Customize constructors and destructors based on your needs * Develop Swift 2.0 with classes, instances, properties, and methods * Take advantage of generic code...

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