

Online Library Reactive Programming With Swift
4 Build Asynchronous Reactive Applications With
Easy To Maintain And Clean Code Using Rxswift
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Reactive Programming With Swift 4 Build Asynchronous Reactive Applications With Easy To Maintain And Clean Code Using Rxswift And Xcode 9

Hands-On Reactive Programming with
ReactorBeginning Reactive Programming with
SwiftSwiftUI for MastermindsThe Swift ApprenticeSwift
Functional ProgrammingReactive Programming with
Swift 4RxSwiftAdvanced IOS App Architecture (Second
Edition): Real-World App Architecture in
SwiftCombine: Asynchronous Programming with Swift
(First Edition)Reactive Swift 4 ProgrammingFunctional
Programming, SimplifiedMastering MVVM with Swift:
Updated for Xcode 9 and Swift 4Reactive
Programming with RxJavaServer Side Swift with Kitura
(Second Edition): Building Web APIs and Apps in
KituraData Structures & Algorithms in Swift (Third
Edition): Implementing Practical Data Structures with
SwiftCloud Native JavaReactive Programming with
JavaScriptIOS Apprentice (Eighth Edition): Beginning
IOS Development with Swift and UIKitHigh
Performance IOS AppsHands-On Reactive
Programming with ReactorCore Data by TutorialsApp
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(Third Edition): Learning Design Patterns in
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Hands-On Reactive Programming with Reactor

Learn how to develop applications with SwiftUI today! SwiftUI for Masterminds takes the reader step by step through the technologies required to develop applications for iPhones, iPads and Mac computers. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to combine traditional frameworks with the advanced features provided by SwiftUI to build modern applications. This book is a complete course on app development for Apple devices. Every chapter explores basic and advanced topics, from computer programming to graphics and databases. The information is supported by examples that guide beginners and experts through the development process and gradually introduce them to complex topics. The goal of SwiftUI for Masterminds is to familiarize you with the latest technologies introduced by Apple for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. Introduction to Swift 5.1 Swift Paradigm Declarative User Interfaces SwiftUI Framework Combine Framework Layout and

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Navigation Mac Catalyst UIKit in SwiftUI Collection
Views Text Views MapKit Graphics and Animations
Files Archiving Core Data iCloud CloudKit
AVFoundation Camera and Photos Library WebKit
Views Gesture Recognizers Timers Notifications
Operation Queues Error Handling and more! iOS app
development with iOS 13, Xcode 11 and Swift 5.1 App
development, Swift programming, Create apps,
Create app, iPhone apps, Build app, Swift language,
develop application, Objective-C, Apple development,
iOS development, iOS Apps, Program apps.

Beginning Reactive Programming with Swift

Dive into Combine! Writing asynchronous code can be challenging, with a variety of possible interfaces to represent, perform, and consume asynchronous work - delegates, notification center, KVO, closures, etc. Juggling all of these different mechanisms can be somewhat overwhelming. Does it have to be this hard? Not anymore! In this book, you'll learn about Combine - Apple's framework to work with asynchronous events in a unified and reactive way that ensures your app is always up to date based on the latest state of its data. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and Swift development but are interested in learning declarative/reactive programming and take their app and state management to the next level. You'll also find this book interesting if you're interested in SwiftUI - as many of the reactive capabilities keeping your SwiftUI

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views up-to-date are built on top of Combine. Topics Covered in Combine: Asynchronous Programming with Swift What & Why: Learn what is Combine and reactive programming and the problems they solve, and how you can unify all of your asynchronous piece of work. Operators: Learn how to compose, transform, filter and otherwise manipulate different pieces of asynchronous work using operators. In Practice: You'll gain knowledge on various topics and techniques you'll leverage when writing your own real-life apps, as well as practice these techniques with actual hands-on apps and projects. SwiftUI: You'll learn about how Combine is deeply rooted within SwiftUI and provides it with the ability to reactively update its views based on the state of your app. Advanced Combine: Once you've got a handle on the basics, you'll dive into advanced Combine topics such as Error Handling, Schedulers, and Custom Publishers. By the end of this book, you'll be a pro in building full-fledged applications using Combine's various abilities.

SwiftUI for Masterminds

A step-by-step guide to learning iOS app development and exploring the latest Apple development tools Key Features Explore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and more Book Description iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If

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you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS, covering the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app, using the latest version of Xcode, and also implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learn

- Get to grips with the fundamentals of Xcode 11 and Swift 5, the building blocks of iOS development
- Understand how to prototype an app using storyboards
- Discover the Model-View-Controller design pattern, and how to implement the desired functionality within the app
- Implement the latest iOS features such as Dark Mode and Sign In with Apple
- Understand how to convert an existing iPad app into a Mac app
- Design, deploy, and test your iOS

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applications with industry patterns and practices Who this book is for This book is for anyone who has programming experience but is completely new to Swift and iOS app development. Experienced programmers looking to explore the latest iOS 13 features will also find this book useful.

The Swift Apprentice

This book will teach you how to use Swift to apply functional programming techniques to your iOS or OS X projects. These techniques complement object-oriented programming that most Objective-C developers will already be familiar with, providing you with a valuable new tool in your developer's toolbox. We will start by taking a look at Swift's new language features, such as higher-order functions, generics, optionals, enumerations, and pattern matching. Mastering these new features will enable you to write functional code effectively. After that, we will provide several examples of how to use functional programming patterns to solve real-world problems. These examples include a compositional and type-safe API around Core Image, a library for diagrams built on Core Graphics, and a small spreadsheet application built from scratch.

Swift Functional Programming

This book explains a range of application design patterns and their implementation techniques using a single example app, fully implemented in five design patterns. Instead of advocating for any particular

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pattern, we lay out the problems all architectures are trying to address: constructing the app's components, communicating between the view and the model, and handling non-model state. We show high-level solutions to these problems and break them down to the level of implementation for five different design patterns - two commonly used and three more experimental. The common architectures are Model-View-Controller and Model-View-ViewModel + Coordinator. In addition to explaining these patterns conceptually and on the implementation level, we discuss solutions to commonly encountered problems, like massive view controllers. On the experimental side we explain View-State-Driven Model-View-Controller, ModelAdapter-ViewBinder, and The Elm Architecture. By examining these experimental patterns, we extract valuable lessons that can be applied to other patterns and to existing code bases.

Reactive Programming with Swift 4

Harness the power of the latest edition with this in-depth and comprehensive guide to the Swift language Key Features Fifth edition of this bestselling book, improved and updated to cover the latest version of the Swift 5 programming language Get to grips with popular and modern design techniques to write easy-to-manage Swift code Learn how to use core Swift features such as concurrency, generics, and copy-on-write in your code Book Description Over the years, the Mastering Swift book has established itself amongst developers as a popular choice as an in-depth and practical guide to the Swift programming

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language. The latest edition is fully updated and revised to cover the new version: Swift 5. Inside this book, you'll find the key features of Swift 5 easily explained with complete sets of examples. From the basics of the language to popular features such as concurrency, generics, and memory management, this definitive guide will help you develop your expertise and mastery of the Swift language.

Mastering Swift 5, Fifth Edition will give you an in-depth knowledge of some of the most sophisticated elements in Swift development, including protocol extensions, error handling, and closures. It will guide you on how to use and apply them in your own projects. Later, you'll see how to leverage the power of protocol-oriented programming to write flexible and easier-to-manage code. You will also see how to add the copy-on-write feature to your custom value types and how to avoid memory management issues caused by strong reference cycles. What you will learn

- Understand core Swift components, including operators, collections, control flows, and functions
- Learn how and when to use classes, structures, and enumerations
- Understand how to use protocol-oriented design with extensions to write easier-to-manage code
- Use design patterns with Swift, to solve commonly occurring design problems
- Implement copy-on-write for you custom value types to improve performance
- Add concurrency to your applications using Grand Central Dispatch and Operation Queues
- Implement generics to write flexible and reusable code

Who this book is for This book is for developers who want to delve into the newest version of Swift. If you are a developer and learn best by looking at and working with code, then this book is for you. A basic

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understanding of Apple's tools would be beneficial but not mandatory. All examples should work on the Linux platform as well.

RxSwift

In today's app-driven era, when programs are asynchronous and responsiveness is so vital, reactive programming can help you write code that's more reliable, easier to scale, and better-performing. With this practical book, Java developers will first learn how to view problems in the reactive way, and then build programs that leverage the best features of this exciting new programming paradigm. Authors Tomasz Nurkiewicz and Ben Christensen include concrete examples that use the RxJava library to solve real-world performance issues on Android devices as well as the server. You'll learn how RxJava leverages parallelism and concurrency to help you solve today's problems. This book also provides a preview of the upcoming 2.0 release. Write programs that react to multiple asynchronous sources of input without descending into "callback hell" Get to that aha! moment when you understand how to solve problems in the reactive way Cope with Observables that produce data too quickly to be consumed Explore strategies to debug and to test programs written in the reactive style Efficiently exploit parallelism and concurrency in your programs Learn about the transition to RxJava version 2

Advanced IOS App Architecture (Second Edition): Real-World App Architecture in

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Literate programming is a programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

Combine: Asynchronous Programming with Swift (First Edition)

Reactive Programming with Java and ReactiveX About This Book Explore the essential tools and operators RxJava provides, and know which situations to use them in Delve into Observables and Subscribers, the core components of RxJava used for building scalable and performant reactive applications Delve into the practical implementation of tools to effectively take on complex tasks such as concurrency and backpressure Who This Book Is For The primary

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audience for this book is developers with at least a fundamental mastery of Java. Some readers will likely be interested in RxJava to make programs more resilient, concurrent, and scalable. Others may be checking out reactive programming just to see what it is all about, and to judge whether it can solve any problems they may have. What You Will Learn Learn the features of RxJava 2 that bring about many significant changes, including new reactive types such as Flowable, Single, Maybe, and Completable Understand how reactive programming works and the mindset to "think reactively" Demystify the Observable and how it quickly expresses data and events as sequences Learn the various Rx operators that transform, filter, and combine data and event sequences Leverage multicasting to push data to multiple destinations, and cache and replay them Discover how concurrency and parallelization work in RxJava, and how it makes these traditionally complex tasks trivial to implement Apply RxJava and Retrolambda to the Android domain to create responsive Android apps with better user experiences Use RxJava with the Kotlin language to express RxJava more idiomatically with extension functions, data classes, and other Kotlin features In Detail RxJava is a library for composing asynchronous and event-based programs using Observable sequences for the JVM, allowing developers to build robust applications in less time. Learning RxJava addresses all the fundamentals of reactive programming to help readers write reactive code, as well as teach them an effective approach to designing and implementing reactive libraries and applications. Starting with a brief introduction to reactive programming concepts,

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there is an overview of Observables and Observers, the core components of RxJava, and how to combine different streams of data and events together. You will also learn simpler ways to achieve concurrency and remain highly performant, with no need for synchronization. Later on, we will leverage backpressure and other strategies to cope with rapidly-producing sources to prevent bottlenecks in your application. After covering custom operators, testing, and debugging, the book dives into hands-on examples using RxJava on Android as well as Kotlin. Style and approach This book will be different from other Rx books, taking an approach that comprehensively covers Rx concepts and practical applications.

Reactive Swift 4 Programming

"I don't feel in control of my project's architecture." - You
"MVC simply doesn't cut it. There must be a better solution." - Yours Truly
Despite its widespread, the Model-View-Controller pattern just doesn't cut it for most Swift projects. Take control of your Swift projects with the Model-View-ViewModel pattern.
Massive View Controller Syndrome
Firing up Xcode and starting a new project is a great feeling. The first few days or weeks don't feel like work. Everything goes according to plan. But as the code base of your project grows, it becomes harder and harder to manage the project. The view controllers of your project start to put on weight a lot of weight. They become more than view controllers. They take on responsibilities they didn't sign up for. Don't

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they? Yet you've done everything right. You've stuck to the rules of the Model-View-Controller pattern. Why have you coded yourself in a corner? And why is it frustrating or downright scary to add features or refactor existing functionality? It's Time to Cure MVC! If your project is suffering from Massive View Controller syndrome, then the Model-View-ViewModel pattern is the cure to your problem. The Model-View-ViewModel pattern has been around for many, many years, but it only recently gained traction in the Cocoa community. MVVM extends MVC by resolving common issues. The result is a robust application architecture with lean view controllers, improved testability, and a better separation of concerns. How does that sound? Take Control of Your Project With MVVM! In Mastering MVVM With Swift, we refactor an existing application built with MVC to use MVVM instead. The results are dramatic and the MVVM pattern is surprisingly easy to adopt in your own projects. You learn the differences between Model-View-Controller and Model-View-ViewModel, highlighting the benefits Model-View-ViewModel has over Model-View-Controller. After a short introduction, we take an application built with Model-View-Controller and refactor it to use Model-View-ViewModel instead. Along the way, you learn about the anatomy of view models, how to create them, and how to test them. Last but not least, we add protocols and protocol-oriented programming to the mix to further simplify the view controllers in the project. At the end of this course, you have the knowledge and, more importantly, the hands-on experience to apply Model-View-ViewModel in your own projects. Ready for Xcode 9 and Swift 4! In Mastering MVVM With Swift, you learn

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everything you need to know to integrate MVVM in a new or an existing Swift project. We focus on the key aspects of the pattern and refactor an application that takes advantage of the core features of MVVM. We use the latest and greatest to build an application, which means we use Xcode 9 and Swift 4. Battling Massive View Controller Syndrome Are the view controllers of your projects suffering from Massive View Controller syndrome? You've carefully crafted the architecture of your application using the Model-View-Controller pattern and, yet, the view controllers of your project are ready to burst and they're impossible to test. Adding a feature forces you to wade through hundreds of lines of code. You hope you don't break anything while you carefully add a few lines of code. Don't get me wrong. Your code isn't bad. But there's just so much of it. You've applied the Model-View-Controller pattern like you were told to and you still end up with an architecture you aren't quite happy with. Does this sound familiar? It's Not You. It's MVC. Because Apple's frameworks are impregnated with the Model-View-Controller pattern we think it's the right or only tool for the job. Don't make the same mistake. There's nothing wrong with the Model-View-Controller pattern, but there are better alternatives, especially if you're using Swift.

Functional Programming, Simplified

Learn iOS Design Patterns! Design patterns are reusable solutions to common development problems. They aren't project specific, so you can adapt and use them in countless apps. By learning design patterns,

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you'll become a better developer, save time and work less. Design Patterns by Tutorials is here to help! This book is the easiest and fastest way to get hands-on experience with the iOS design patterns you need to know. Who This Book Is For Whether you're a beginner, intermediate or advanced iOS developer, this book is for you. You can either read this book from cover to cover, or skip around to just the patterns you want to learn. Topics Covered in Design Patterns by Tutorials Getting Started: You'll first learn about how design patterns work and how they can help you build better, cleaner apps. Fundamental Patterns: You'll progress onto fundamental design patterns, such as MVC, Delegation, and Strategy, which you're likely to use on every iOS app. Intermediate Patterns: You'll then learn about intermediate design patterns, such as MVVM, Factory, and Adapter, which are less common than fundamental patterns but still very useful for most apps. You'll finish off by learning about advanced design patterns, including Flyweight, Mediator and Command. You likely won't use these on every app, but they may be just what you need to solve a difficult problem. One thing you can count on: after reading this book, you'll be well-prepared to use design patterns in your own apps!

Mastering MVVM with Swift: Updated for Xcode 9 and Swift 4

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 12 IDE, Cocoa Touch, and the latest version of Apple's acclaimed

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programming language, Swift 5.3. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Multiple trailing closures Code editor document tabs New Simulator features Resources in Swift packages Logging and testing improvements And more! Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 14.

Reactive Programming with RxJava

Learn the basics of reactive programming and how it makes apps more responsive. This book shows you how to incorporate reactive programming into existing development products and cycles using RXSwift and RXCocoa on iOS and Mac. As we move away from the traditional paradigm of typing or touching one step at a time to interact with programs, users expect apps to adapt and not need constant hand-holding. People today expect their devices to do much more than just follow commands. They expect devices to react and adapt. Reactive programming, a new term for asynchronous processing, requires new app architectures, and you'll learn how these are

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already built into iOS and macOS in many places. As part of this more complex environment, you'll move beyond Cocoa and Cocoa Touch to incorporate data from Amazon Web Services (AWS), JavaScript Object Notation (JSON), and other formats, and standards. Together with the concepts of reactive programming and RxSwift, these tools help you build more powerful and useful apps that have wide appeal and use. What You'll Learn Work with tools such as Darwin microkernel, RxSwift, and RxCocoa Use Git repositories and other resources to get into coding Create apps that adapt to gestures and UI interaction as well as what's happening in and around the environment of the app itself. Who This Book Is For This book is for Swift programmers interested in learning to create reactive apps with RxSwift.

Server Side Swift with Kitura (Second Edition): Building Web APIs and Apps in Kitura

As enterprise applications become larger and more distributed, new architectural approaches like reactive designs, microservices, and event streams are required knowledge. Vert.x in Action teaches you to build highly-scalable reactive enterprise applications using the mature, rock-solid Vert.x framework. Vert.x in Action gets you up to speed in the basics of asynchronous programming as you learn to design and code reactive applications. Using the Vert.x asynchronous APIs, you'll build services including web stack, messaging, authentication, and access control. You'll also dive into deployment of

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container-native components with Docker, Kubernetes, and OpenShift. Along the way, you'll check your app's health and learn to test its resilience to external service failures. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Data Structures & Algorithms in Swift (Third Edition): Implementing Practical Data Structures with Swift

Learn iPhone and iPad Programming via Tutorials! If you're new to iOS or Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step. Has tons of illustrations and screenshots to make everything clear. Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through four engaging, epic-length tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Five tutorials, five apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store.

Cloud Native Java

If you've already learned the basics of Swift and iOS programming, it's time to take your skills to the next

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level. In this follow up work to the best-selling Beginning iPhone Development with Swift, you'll learn tips for organizing and debugging Swift code, using multi-threaded programming with Grand Central Dispatch, passing data between view controllers, and designing apps for multiple languages. You'll also see how to play audio and video files, access the camera and save pictures to the Photos library, use location services to pinpoint your position on a map, display web pages, and create animation to spice up any user interface. Finally, you'll learn how to use Apple's advanced frameworks for machine learning, facial and text recognition, and creating augmented reality apps. Pro iPhone Development with Swift 5 provides insightful instruction on how to improve your existing apps or create powerful new iOS apps using the latest version of the Swift programming language. What You Will Learn Save and retrieve data when apps close or get pushed in the background Recognize speech with Apple's advanced frameworks Create augmented reality apps Understand spoken commands with Siri Who This Book is For Aspiring iOS app developers familiar with the Apple Swift programming language and/or the iOS SDK, but ready to move to the next level.

Reactive Programming with JavaScript

Learn GUI application development from the ground up, taking a practical approach by building simple projects that teach the fundamentals of using PyQt. Each chapter gradually moves on to teach more advanced and diverse concepts to aid you in

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designing interesting applications using the latest version of PyQt. You'll start by reviewing the beginning steps of GUI development from, using different projects in every chapter to teach new widgets or concepts that will help you to build better UIs. As you follow along, you will construct more elaborate GUIs, covering topics that include storing data using the clipboard, graphics and animation, support for SQL databases, and multithreading applications. Using this knowledge, you'll be able to build a photo editor, games, a text editor, a working web browser and an assortment of other GUIs. Beginning PyQt will guide you through the process of creating UIs to help you bring your own ideas to life. Learn what is necessary to begin making your own applications and more with PyQt! What You'll Learn Create your own cross-platform GUIs with PyQt and Python Use PyQt's many widgets and apply them to building real applications Build larger applications and break the steps into smaller parts for deeper understanding Work with complex applications in PyQt, from animation to databases and more Who This Book Is For Individuals who already have a fundamental understanding of the Python programming language and are looking to either expand their skills in Python or have a project where they need to create a UI, but may have no prior experience or no idea how to begin.

IOS Apprentice (Eighth Edition): Beginning IOS Development with Swift and UIKit

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From learning about the most sought-after design patterns to a comprehensive coverage of architectural patterns and code testing, this book is all you need to write clean, reusable code. Key Features Write clean, reusable and maintainable code, and make the most of the latest Swift version. Analyze case studies of some of the popular open source projects and give your workflow a huge boost. Choose patterns such as MVP, MVC, and MVVM depending on the application being built. Book Description Swift keeps gaining traction not only amongst Apple developers but also as a server-side language. This book demonstrates how to apply design patterns and best practices in real-life situations, whether that's for new or already existing projects. You'll begin with a quick refresher on Swift, the compiler, the standard library, and the foundation, followed by the Cocoa design patterns – the ones at the core of many Cocoa libraries – to follow up with the creational, structural, and behavioral patterns as defined by the GoF. You'll get acquainted with application architecture, as well as the most popular architectural design patterns, such as MVC and MVVM, and learn to use them in the context of Swift. In addition, you'll walk through dependency injection and functional reactive programming. Special emphasis will be given to techniques to handle concurrency, including callbacks, futures and promises, and reactive programming. These techniques will help you adopt a test-driven approach to your workflow in order to use Swift Package Manager and integrate the framework into the original code base, along with Unit and UI testing. By the end of the book, you'll be able to build

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applications that are scalable, faster, and easier to maintain. What you will learn Work efficiently with Foundation and Swift Standard library Understand the most critical GoF patterns and use them efficiently Use Swift 4.2 and its unique capabilities (and limitations) to implement and improve GoF patterns Improve your application architecture and optimize for maintainability and performance Write efficient and clean concurrent programs using futures and promises, or reactive programming techniques Use Swift Package Manager to refactor your program into reusable components Leverage testing and other techniques for writing robust code Who this book is for This book is for intermediate developers who want to apply design patterns with Swift to structure and scale their applications. You are expected to have basic knowledge of iOS and Swift.

High Performance IOS Apps

Learn How To Program with Swift 2! Swift is the easiest way to get started developing on Apple's platforms: iOS, OS X, watchOS and tvOS. With the release of Swift 2 in 2015, the Swift language is packed with even more features and enhancements. In this book, you'll learn the basics of Swift from getting started with playgrounds to simple operations to building your own types. Everything you'll learn is platform-neutral; you'll have a firm understanding of Swift by the end of this book, and you'll be ready to move on to whichever app platform you're interested in. Who This Book Is For: This book is for complete beginners to Swift 2. No prior programming

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experience is necessary! Topics Covered in The Swift Apprentice Playground basics: Learn about the coding environment where you can quickly and easily try out your code as you learn. Numbers and strings: These are the basic kinds of data in any app -learn how to use them in Swift. Making Decisions: Your code doesn't always run straight through -learn how to use conditions and decide what to do. Functions: Group your code together into reusable chunks to run and pass around. Collection Types: Discover the many ways Swift offers to store and organize data into collections. Building Your Own Types: Learn how to model elements in your app using classes, structures and enumerations. Protocols & Protocol-Oriented Programming: Define protocols to make your code more interface-based and compositional. Error Handling: Make your code more robust and flexible by signaling and handling error conditions gracefully. Functional Programming: Learn how to use Swift in a functional style and how this can make your code clearer and easier to reason about. After reading this book and completing your Swift apprenticeship by working through the included exercises and challenges, you'll be ready to take on app development on the platform of your choice!"

Hands-On Reactive Programming with Reactor

Apply Different Architectures to Your Codebase!
Advanced iOS App Architecture guides you through building one real-world app written in different architectures to give you hands-on and practical

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experience working in different architectures. This book will also guide you through the theory you need to gain a solid foundation of architecture concepts so that you can make your own informed decisions on how to use them in your codebase. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and are looking to build apps using defined architectures, making apps cleaner and easier to maintain. Topics Covered in Advanced iOS App Architecture Navigating Architecture Topics: Learn the theory behind various architectures to help inform which works best for you in different situations you may face. Managing Dependencies: Learn how to manage dependencies both internally and externally within your app. MVVM Architecture: Explore the history of the MVVM architecture and begin building KOOBER - the book's project app - using MVVM principles. Redux Architecture: Explore the history of the Redux architecture and continue building KOOBER using Redux principles. Elements Architecture: Explore the history of the Elements architecture and continue building KOOBER using Elements principles. After reading this book, you'll have the knowledge to decide which types of architecture components suit your apps and you'll have a deep understanding of the covered architectures. About the iOS Architecture Team The architecture team is a group of seasoned developers who work for large multi-national companies who deal with large and diverse code bases on a daily basis. The knowledge procured over years of development is now being transferred to you through book. We hope you enjoy the book and, hopefully, you'll apply some of the architectures

Core Data by Tutorials

If you've had trouble trying to learn Functional Programming (FP), you're not alone. In this book, Alvin Alexander -- author of the Scala Cookbook and former teacher of Java and Object-Oriented Programming (OOP) classes -- writes about his own problems in trying to understand FP, and how he finally conquered it. What he originally learned is that experienced FP developers are driven by two goals: to use only immutable values, and write only pure functions. What he later learned is that they have these goals as the result of another larger goal: they want all of their code to look and work just like algebra. While that sounds simple, it turns out that these goals require them to use many advanced Scala features -- which they often use all at the same time. As a result, their code can look completely foreign to novice FP developers. As Mr. Alexander writes, "When you first see their code it's easy to ask, 'Why would anyone write code like this?'" Mr. Alexander answers that "Why?" question by explaining the benefits of writing pure functional code. Once you understand those benefits -- your motivation for learning FP -- he shares five rules for programming in the book: All fields must be immutable ('val' fields). All functions must be pure functions. Null values are not allowed. Whenever you use an 'if' you must also use an 'else'. You won't create OOP classes that encapsulate data and behavior; instead you'll design data structures using Scala 'case' classes, and write pure functions

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that operate on those data structures. In the book you'll see how those five, simple rules naturally lead you to write pure, functional code that reads like algebra. He also shares one more Golden Rule for learning: Always ask "Why"? Lessons in the book include: How and why to write only pure functions Why pure function signatures are much more important than OOP method signatures Why recursion is a natural tool for functional programming, and how to write recursive algorithms Because the Scala 'for' expression is so important to FP, dozens of pages explain the details of how it works In the end you'll see that monads aren't that difficult because they're a natural extension of the Five Rules The book finishes with lessons on FP data modeling, and two main approaches for organizing your pure functions As Mr. Alexander writes, "In this book I take the time to explain all of the concepts that are used to write FP code in Scala. As I learned from my own experience, once you understand the Five Rules and the small concepts, you can understand Scala/FP." Please note that because of the limits on how large a printed book can be, the paperback version does not include all of the chapters that are in the Kindle eBook. The following lessons are not in the paperback version: Grandma's Cookies (a story about pure functions) The ScalaCheck lessons The Type Classes lessons The appendices Because those lessons didn't fit in the print version, they have been made freely available online. (Alvin Alexander (alvinalexander.com) wrote the popular Scala Cookbook for O'Reilly, and also self-published two other books, How I Sold My Business: A Personal Diary, and A Survival Guide for New Consultants.)

Online Library Reactive Programming With Swift 4 Build Asynchronous Reactive Applications With Easy To Maintain And Clean Code Using Rxswift And Xcode 9 **App Architecture**

Learn Core Data with Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with the basics like setting up your own Core Data Stack all the way to advanced topics like migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps. Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps. Topics Covered in Core Data by Tutorials: Your First Core Data App: You'll click File\New Project and write a Core Data app from scratch! NSManagedObject Subclasses: Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data. The Core Data Stack: Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system. Intermediate Fetching: This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching. NSFetchedResultsController: Learn how to make Core Data play nicely with table views using NSFetchedResultsController! Versioning and Migration: In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model. Unit Tests: In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your

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models. Measuring and Boosting Performance: Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code. Multiple Managed Object Contexts: Learn how multiple managed object contexts can improve performance and make for cleaner code.

iOS 13 Programming for Beginners

Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if you know how to effectively use them, can help create even better apps with clean, crystal-clear code and awesome features. Swift in Depth builds on the reader's core Swift language skills, introducing them to powerful techniques like using higher-order functions, generics, efficient error handling, and protocol-oriented programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Vert.x in Action

Begin your iOS development journey using Swift 4 and XCode 9 with this easy to learn, practical guide. Key Features Explore the latest features of iOS 11 and Swift 4 to build robust applications Kickstart your iOS development career by building your first application from scratch Manage databases and integrate standard elements such as photos and GPS into your app Book Description You want to build iOS applications but where do you start? Forget sifting through tutorials and blog posts, this book is a direct

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route into iOS development, taking you through the basics and showing you how to put the principles into practice. So take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! Whether you're an experienced programmer or a complete novice, this book guides you through every facet of iOS development. From Xcode and Swift, the building blocks of modern iOS development, you'll quickly gain a solid foundation to begin venturing deeper into your development journey. Experienced programmers can jump right in and learn the latest iOS 11 features. You'll also learn advanced topics of iOS design, such as gestures and animations, to give your app the edge. Explore the latest developments in Swift 4 and iOS 11 by incorporating new features, custom-rich notifications, drag and drop features, and the latest developments in SiriKit. With further guidance on beta testing with TestFlight, you'll quickly learn everything you need to get your project on the App Store! What you will learn Get to grips with Swift 4 and Xcode 9, the building blocks of Apple development Get to know the fundamentals of Swift 4, including strings, variables, constants, and control flow Discover the distinctive design principles that define the iOS user experience Build a responsive UI and add privacy to your custom-rich notifications Preserve data and manipulate images with filters and effects Bring in SiriKit to create payment requests inside your app Collect valuable feedback with TestFlight before you release your apps on the App Store Who this book is for This book is for beginners who want to be able to create iOS applications. You do not need any knowledge of Swift or any prior programming

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experience. However, if you have some programming experience, this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store

Swift Protocol-Oriented Programming

Bring the power of functional programming to Swift to develop clean, smart, scalable and reliable applications. About This Book Written for the latest version of Swift, this is a comprehensive guide that introduces iOS, Web and macOS developers to the all-new world of functional programming that has so far been alien to them Get familiar with using functional programming alongside existing OOP techniques so you can get the best of both worlds and develop clean, robust, and scalable code Develop a case study on example backend API with Swift and Vapor Framework and an iOS application with Functional Programming, Protocol-Oriented Programming, Functional Reactive Programming, and Object-Oriented Programming techniques Who This Book Is For Meant for a reader who knows object-oriented programming, has some experience with Objective-C/Swift programming languages and wants to further enhance his skills with functional programming techniques with Swift 3.x. What You Will Learn Understand what functional programming is and why it matters Understand custom operators, function composition, currying, recursion, and memoization Explore algebraic data types, pattern matching, generics, associated type protocols, and type erasure Get acquainted with higher-kinded types and higher-

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order functions using practical examples Get familiar with functional and non-functional ways to deal with optionals Make use of functional data structures such as semigroup, monoid, binary search tree, linked list, stack, and lazy list Understand the importance of immutability, copy constructors, and lenses Develop a backend API with Vapor Create an iOS app by combining FP, OOP, FRP, and POP paradigms In Detail Swift is a multi-paradigm programming language enabling you to tackle different problems in various ways. Understanding each paradigm and knowing when and how to utilize and combine them can lead to a better code base. Functional programming (FP) is an important paradigm that empowers us with declarative development and makes applications more suitable for testing, as well as performant and elegant. This book aims to simplify the FP paradigms, making them easily understandable and usable, by showing you how to solve many of your day-to-day development problems using Swift FP. It starts with the basics of FP, and you will go through all the core concepts of Swift and the building blocks of FP. You will also go through important aspects, such as function composition and currying, custom operator definition, monads, functors, applicative functors, memoization, lenses, algebraic data types, type erasure, functional data structures, functional reactive programming (FRP), and protocol-oriented programming (POP). You will then learn to combine those techniques to develop a fully functional iOS application from scratch Style and approach An easy-to-follow guide that is full of hands-on coding examples of real-world applications. Each topic is explained sequentially and placed in context, and for

the more inquisitive, there are more details of the concepts used. It introduces the Swift language basics and functional programming techniques in simple, non-mathematical vocabulary with examples in Swift.

IOS Animations by Tutorials Second Edition

Learn the basics of reactive programming and how it makes apps more responsive. This book shows you how to incorporate reactive programming into existing development products and cycles using RxSwift and RxCocoa on iOS and Mac. As we move away from the traditional paradigm of typing or touching one step at a time to interact with programs, users expect apps to adapt and not need constant hand-holding. People today expect their devices to do much more than just follow commands. They expect devices to react and adapt. Reactive programming, a new term for asynchronous processing, requires new app architectures, and you'll learn how these are already built into iOS and macOS in many places. As part of this more complex environment, you'll move beyond Cocoa and Cocoa Touch to incorporate data from Amazon Web Services (AWS), JavaScript Object Notation (JSON), and other formats, and standards. Together with the concepts of reactive programming and RxSwift, these tools help you build more powerful and useful apps that have wide appeal and use. What You'll Learn Work with tools such as Darwin microkernel, RxSwift, and RxCocoa Use Git repositories and other resources to get into coding Create apps that adapt to gestures and UI interaction

as well as what's happening in and around the environment of the app itself. Who This Book Is For This book is for Swift programmers interested in learning to create reactive apps with RxSwift.

Swift in Depth

Discover how project Reactor enhances the reactive programming paradigm and allows you to build scalable asynchronous applications Key Features Use reactive APIs, Flux, and Mono to implement reactive extensions Create concurrent applications without the complexity of Java's concurrent API Understand techniques to implement event-driven and reactive applications Book Description Reactor is an implementation of the Java 9 Reactive Streams specification, an API for asynchronous data processing. This specification is based on a reactive programming paradigm, enabling developers to build enterprise-grade, robust applications with reduced complexity and in less time. Hands-On Reactive Programming with Reactor shows you how Reactor works, as well as how to use it to develop reactive applications in Java. The book begins with the fundamentals of Reactor and the role it plays in building effective applications. You will learn how to build fully non-blocking applications and will later be guided by the Publisher and Subscriber APIs. You will gain an understanding how to use two reactive composable APIs, Flux and Mono, which are used extensively to implement Reactive Extensions. All of these components are combined using various operations to build a complete solution. In addition to

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this, you will get to grips with the Flow API and understand backpressure in order to control overruns. You will also study the use of Spring WebFlux, an extension of the Reactor framework for building microservices. By the end of the book, you will have gained enough confidence to build reactive and scalable microservices. What you will learn

- Explore benefits of the Reactive paradigm and the Reactive Streams API
- Discover the impact of Flux and Mono
- Implications in Reactor
- Expand and repeat data in stream processing
- Get to grips with various types of processors and choose the best one
- Understand how to map errors to make corrections easier
- Create robust tests using testing utilities offered by Reactor
- Find the best way to schedule the execution of code

Who this book is for If you're looking to develop event- and data-driven applications easily with Reactor, this book is for you. Sound knowledge of Java fundamentals is necessary to understand the concepts covered in the book.

Beginning Reactive Programming with Swift

"The Reactive approach will help you to write clean, cohesive, resilient, scalable, and maintainable code. Rx Swift belongs to a large family of Rx implementations in different programming languages that all share an almost identical syntax and semantics. We will introduce you to the world of Reactive programming, primarily focusing on mobile platforms. We tell you how you can benefit from using Rx Swift in your projects, existing or new. We are

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going to build a simple application that allows people to look up any movie and add it to a favourites list. With this app we will be able to utilize RxSwift to react in real-time to any business logic that could be done through server-side with Google Firebase. The course will demonstrate how unbelievably easy it is to configure asynchronous behavior and other app aspects that are traditionally considered to be hard to implement and maintain. It explains what Rx is made of, and how to switch to the Reactive way of thinking to get the most out of it."--Resource description page.

iOS 14 Programming Fundamentals with Swift

Leverage the power of the Functional Reactive Programming paradigm with Swift to develop robust iOS applications About This Book Build highly responsive applications with this practical introduction to Reactive programming This book uses ReactiveCocoa, the most popular solution for Reactive Programming on iOS to install, debug, and develop a framework with Swift Switch from the traditional programming style to the reactive paradigm to code your first reactive applications with ease Who This Book Is For Reactive Programming with Swift is for Swift developers who want to start making more powerful and efficient applications. You need a basic understanding of Swift to follow along. This book takes a first-principles approach to what Reactive Programming is and how you can start implementing it in your next iOS applications. What You Will Learn Switch your programming concepts from imperative

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to Functional reactive programming Improve your app's maintenance by developing with a different paradigm Create unit tests and automation tests using the ReactiveCocoa framework Create clear code that is very easy to read Get accustomed to migrating mobile apps to the Reactive way of programming Perform asynchronous calls and join them later In Detail Reactive programming helps you write applications that are more powerful and efficient. You can write more software, help more people, and create applications that scale. Reactive programming is a growing paradigm that we will help you set to work in Swift. Reactive Programming with Swift guides you through migrating from the traditional way of developing to the new ReactiveCocoa framework, which uses Swift as its main programming language. You will learn how to develop with this framework, debug code, create unit tests, use additional frameworks, and convert a traditional framework into a ReactiveCocoa one. Starting with a crash course on the fundamental concepts of Reactive programming, we'll set you up so you're ready to create reactive applications. We'll then move on to topics such as Graphical events, Streaming, and Core data, which will help you dive deeper with advanced programming. The concept of switching your programming concepts from imperative to functional reactive programming will also be covered. By the end of this book, you will be able to successfully create highly functional apps using Swift. Style and approach This book is a fast-paced, practical guide compiled with ample images and screenshots that explain how to create apps and demonstrate their logic.

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Updated for Xcode 7.3 and Swift 2.3 Make Delightful Animations with Swift! There's no denying it: creating animations is one of the most enjoyable parts of iOS development. Animations are fun to create, they breathe life into your user interface, and they make your app a delight to use. In this book, you'll learn about iOS animation in Swift from beginning to advanced through a series of hands-on tutorials and challenges, that make your app look and feel great. Up to date with iOS 9, Xcode 7.3, and Swift 2.3. Who This Book Is For: This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations. Topics Covered in iOS Animations by Tutorials: View Animations: Start with the basics by learning how to animate views: size, position, color, and more. Springs: Make your animations bounce with realistic spring behavior. Transitions: Add subtle transitions when you add or remove subviews. Keyframe Animations: Learn how to make complex animations with precise multi-stage timing. Animation and Auto Layout: Learn how to animate with Auto Layout by animating constraints. Layer Animations: Dive deeper and use layer animation for more advanced techniques. Shapes and Masks: Learn how to use shapes and layer masks for cool effects. Gradient Animations: Make moving gradients like the "slide to unlock" screen. Stroke and Path Animations: Animate lines moving over time along a path. 3D Animations: Rotate, translate, and scale your layers over time in three dimensions. And much more,

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including: Particle emitters, frame animations, and third-party animation libraries! The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps.

Design Patterns by Tutorials (Third Edition): Learning Design Patterns in Swift

Write a full stack Swift app and deploy it to production! Kitura gives you the power to create production-ready RESTful APIs written in Swift. Coupled with the power of Docker and Kubernetes, you can take your Swift to the Server and beyond! Server Side Swift with Kitura will walk you through the development of Emojijournal, a social network focused on your feelings. You'll learn how REST works, how to document your API, how to set up an ORM and user authentication, and even how to create a web front-end as well as an iOS frontend! You'll also learn about how to use powerful deployment tools to manage and run your API in any popular cloud that you choose! Who This Book Is For This book is for any developer who has had some exposure to Swift and wants to learn how to use those skills to write code that operates on the server. Topics Covered in Server Side Swift with Kitura KueryORM: Learn how to map your Swift API to PostgreSQL, a very popular

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database. The OpenAPI Spec: Learn how to self-document your API, and to provide a tool for rapidly testing and iterating on it. Stencil: Use an open-source templating tool to create a web-app for your Swift app on the Server. Authentication: Protect your Swift API from unwanted requests and learn how to apply multiple different types of protection. Security: Demystify the world of TLS and learn how to secure communications to and from your server.

Deployment: Localhost isn't enough; push your server to production with Docker and Kubernetes. One thing you can count on: After reading this book, you'll be prepared to take advantage of all that Kitura has to offer! About the Tutorial Team The Tutorial Team is a group of app developers and authors who write tutorials at the popular website raywenderlich.com. We take pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. If you've enjoyed the tutorials we've written in the past, you're in for a treat. The tutorials we've written for this book are some of our best yet - and this book contains detailed technical knowledge you simply won't be able to find anywhere else.

Flutter For Dummies

What separates the traditional enterprise from the likes of Amazon, Netflix, and Etsy? Those companies have refined the art of cloud native development to maintain their competitive edge and stay well ahead of the competition. This practical guide shows Java/JVM developers how to build better software,

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faster, using Spring Boot, Spring Cloud, and Cloud Foundry. Many organizations have already waded into cloud computing, test-driven development, microservices, and continuous integration and delivery. Authors Josh Long and Kenny Bastani fully immerse you in the tools and methodologies that will help you transform your legacy application into one that is genuinely cloud native. In four sections, this book takes you through: The Basics: learn the motivations behind cloud native thinking; configure and test a Spring Boot application; and move your legacy application to the cloud Web Services: build HTTP and RESTful services with Spring; route requests in your distributed system; and build edge services closer to the data Data Integration: manage your data with Spring Data, and integrate distributed services with Spring's support for event-driven, messaging-centric architectures Production: make your system observable; use service brokers to connect stateful services; and understand the big ideas behind continuous delivery

Mastering Swift 5

Create awesome iOS and Android apps with a single tool! Flutter is an app developer's dream come true. With Google's open source toolkit, you can easily build beautiful apps that work across platforms using a single codebase. This flexibility allows you to get your work out to the widest possible audience. Flutter is already being used by thousands of developers worldwide in a market where billions of apps are downloaded every year. Now is the right time to get

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ahead of the curve with this incredible tool. Flutter for Dummies is your friendly, ground-up route to creating multi-platform apps. From how to construct your initial frameworks to writing code in Dart, you'll find the essentials you need to ride the Flutter revolutionary wave to success. This book includes guidance on how to create an intuitive and stunning UI, add interactivity, and easily pull in data. You'll also see how Flutter features like Hot Reload—providing sub-second refreshes as you refine your work—help you make sure your app is a delight to use. · Start simple: follow steps to build a basic app · It's alive! Keep connected to online data · It moves! Make things fun with animated features · Get the word out: use tips to expand your audience Whether you're a fledgling developer or an expert wanting to add a slick feather to your programming cap, join the Flutter revolution now and soar above the rest!

Functional Programming in Swift

Discover how project Reactor enhances the reactive programming paradigm and allows you to build scalable asynchronous applications Key Features Use reactive APIs, Flux, and Mono to implement reactive extensions Create concurrent applications without the complexity of Java's concurrent API Understand techniques to implement event-driven and reactive applications Book Description Reactor is an implementation of the Java 9 Reactive Streams specification, an API for asynchronous data processing. This specification is based on a reactive programming paradigm, enabling developers to build

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enterprise-grade, robust applications with reduced complexity and in less time. Hands-On Reactive Programming with Reactor shows you how Reactor works, as well as how to use it to develop reactive applications in Java. The book begins with the fundamentals of Reactor and the role it plays in building effective applications. You will learn how to build fully non-blocking applications and will later be guided by the Publisher and Subscriber APIs. You will gain an understanding how to use two reactive composable APIs, Flux and Mono, which are used extensively to implement Reactive Extensions. All of these components are combined using various operations to build a complete solution. In addition to this, you will get to grips with the Flow API and understand backpressure in order to control overruns. You will also study the use of Spring WebFlux, an extension of the Reactor framework for building microservices. By the end of the book, you will have gained enough confidence to build reactive and scalable microservices. What you will learn Explore benefits of the Reactive paradigm and the Reactive Streams API Discover the impact of Flux and Mono implications in Reactor Expand and repeat data in stream processing Get to grips with various types of processors and choose the best one Understand how to map errors to make corrections easier Create robust tests using testing utilities offered by Reactor Find the best way to schedule the execution of code Who this book is for If you're looking to develop event- and data-driven applications easily with Reactor, this book is for you. Sound knowledge of Java fundamentals is necessary to understand the concepts covered in the book.

Online Library Reactive Programming With Swift 4 Build Asynchronous Reactive Applications With Easy To Maintain And Clean Code Using Rxswift And Xcode 9 **Literate Programming**

Learn the hot new front-end web framework from Facebook: ReactJS, an easy way of developing the V in MVC and a better approach to software engineering in JavaScript About This Book Learn to develop webapps for Facebook's front-end development using ReactJS Use functional reactive programming with ReactJS Easyto understand, comprehensive with in-depth coverage of practical examples Who This Book Is For If you are proficient with JavaScript and want to know about functional programming, reactive programming, functional reactive programming, and the Facebook approach to functional reactive programming then this book is for you. This book is also for web/front-end developers who would like webapps to be developed faster and more easily using the ReactJS framework. Basic knowledge of JavaScript is expected. What You Will Learn Learn functional reactive programming with JavaScript for non-mathematicians Experience Facebook's primary front-end framework, ReactJS Using the tools Facebook uses to build a better site in less time Create and implement Node.js Delve into the development of webapps using ReactJS Implementation of FRP ReactJS with live examples In Detail Reactive programming is carried out using the building blocks of functional programming. JavaScript libraries such as ReactJS are used for front-end web development that is both competent and powerful. ReactJS is intensively being used to develop webapps for Facebook. This title is among the first of those addressing how everyday programmers can take

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advantage of (functional) reactive programming without having an extremely heavy mathematical background. It starts with the basics a front-end developer can easily connect with, while also covering the basics of functional programming. Then it goes on to explain non-functional reactive programming with the help of a live example. After that it gives a theoretical overview of reactive programming supported by functional programming. Tools to make functional reactive programming easier like Bacon.js, a library like jQuery, are also covered. Finally, it finishes with building one small and one larger front-end project. Style and approach A rounded and multifaceted approach covers reactive JavaScript with Facebook's ReactJS. The author's lively approach makes the book even more engaging. Also, with easy-to-understand examples, readers will learn how to use functional reactive programming with JavaScript.

Pro iPhone Development with Swift 5

Learn Data Structures & Algorithms in Swift! Data structures and algorithms form the basis of computer programming and are the starting point for anyone looking to become a software engineer. Choosing the right data structure and algorithm involves understanding the many details and trade-offs of using them, which can be time-consuming to learn - and confusing. This is where this book, Data Structures & Algorithms in Swift, comes to the rescue! In this book, you'll learn the nuts and bolts of how fundamental data structures and algorithms work by using easy-to-follow tutorials, loaded with

illustrations; you'll also learn by working in Swift playground code. Who This Book Is For This book is for developers who know the basics of Swift syntax and want a better theoretical understanding of what data structures and algorithms are in order to build more complex programs or ace a whiteboard interview. Topics Covered in Data Structures & Algorithms in Swift Basic data structures and algorithm including stacks, queues and linked lists. How protocols can be used to generalize algorithms. How to leverage the algorithms of the Swift standard library with your own data structures. Trees, tries and graphs. Building algorithms on top of other primitives. A complete spectrum of sorting algorithms from simple to advanced. How to think about algorithmic complexity. Finding shortest paths, traversals, subgraphs and much more. After reading this book, you'll have a solid foundation on data structures and algorithms and be ready to elegantly solve more complex problems in your apps.

Learning RxJava

Learn reactive programming in Swift with RxSwift! The popularity of reactive programming continues to grow on an ever-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms. Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally, you'll discover how to

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exercise full control over the library and leverage the full power of reactive programming in your apps. Who This Book Is For This book is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift. Topics Covered in RxSwift Getting Started Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects. Event Management Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers. Being Selective See how to work with various events using concepts such as filtering, transforming, combining, and time operators. UI Development RxSwift makes it easy to work with the UI of your apps using RxCocoa, which provides an integration of both UIKit and Cocoa. Intermediate Topics Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling. Advanced Topics Round out your RxSwift education by learning about MVVM app architecture, scene-based navigation, and exposing data via services. And much, much more! By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions!

Learn iOS 11 Programming with Swift 4

Embrace the Protocol-Oriented Programming paradigm, for better code maintainability and increased performance, with Swift programming. Key

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Features Leverage the power of Protocol-Oriented Programming in your applications Leverage generics to create very flexible frameworks Learn how to implement common design patterns in a protocol-oriented way Book Description Protocol-oriented programming is an incredibly powerful concept at the heart of Swift's design. Swift's standard library was developed using POP techniques, generics, and first-class value semantics; therefore, it is important for every Swift developer to understand these core concepts and take advantage of them. The fourth edition of this book is improved and updated to the latest version of the Swift programming language. This book will help you understand what protocol-oriented programming is all about and how it is different from other programming paradigms such as object-oriented programming. This book covers topics such as generics, Copy-On-Write, extensions, and of course protocols. It also demonstrates how to use protocol-oriented programming techniques via real-world use cases. By the end of this book, you will know how to use protocol-oriented programming techniques to build powerful and practical applications. What you will learn Learn the differences between object-oriented programming and protocol-oriented programming Understand why value types should be prioritized over reference types Delve into protocols, protocol inheritance, protocol composition, and protocol extensions Learn how to implement COW (Copy-On-Write) within your custom value types Understand how memory management works in Swift and how to avoid common pitfalls Design applications by starting with the protocol rather than the implementation Who this book is for This book is

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intended for Swift developers who have, at minimum an introductory knowledge of the Swift programming language and would like to understand how they can use Protocol-Oriented Programming techniques in their applications.

Beginning PyQt

Ready to build mobile apps that out-perform the rest? If you're an iOS developer with app-building experience, this practical guide provides tips and best practices to help you solve many common performance issues. You'll learn how to design and optimize iOS apps that deliver a smooth experience even when the network is poor and memory is low. Today's picky users want fast and responsive apps that don't hog resources. In this book, author Gaurav Vaish demonstrates methods for writing optimal code from an engineering perspective, using reusable Objective-C code that you can use right away. Up your game and create high-performance native iOS apps that truly stand out from the crowd. Measure key performance indicators—attributes that constitute and affect app performance Write efficient apps by minimizing memory and power consumption, and explore options for using available CPU cores Optimize your app's lifecycle and UI, as well as its networking, data sharing, and security features Learn about application testing, debugging and analysis tools, and monitoring your app in the wild Collect data from real users to analyze app usage, identify bottlenecks, and provide fixes Use iOS 9 upgrades to improve your app's performance

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Learn how to solve blocking user experience and build event based reactive applications with Swift. Key Features Build fast and scalable apps with RxSwift Apply reactive programming to solve complex problems and build efficient programs with reactive user interfaces Take expressiveness, scalability, and maintainability of your Swift code to the next level with this practical guide Book Description RxSwift belongs to a large family of Rx implementations in different programming languages that share almost identical syntax and semantics. Reactive approach will help you to write clean, cohesive, resilient, scalable, and maintainable code with highly configurable behavior. This book will introduce you to the world of reactive programming, primarily focusing on mobile platforms. It will tell how you can benefit from using RxSwift in your projects, existing or new. Further on, the book will demonstrate the unbelievable ease of configuring asynchronous behavior and other aspects of the app that are traditionally considered to be hard to implement and maintain. It will explain what Rx is made of, and how to switch to reactive way of thinking to get the most out of it. Also, test production code using RxTest and the red/ green approach. Finally, the book will dive into real-world recipes and show you how to build a real-world app by applying the reactive paradigm. By the end of the book, you'll be able to build a reactive swift application by leveraging all the concepts this book takes you through. What you will learn Understand the practical benefits of Rx on a mobile

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platform Explore the building blocks of Rx, and Rx data flows with marble diagrams Learn how to convert an existing code base into RxSwift code base Learn how to debug and test your Rx Code Work with Playgrounds to transform sequences by filtering them using map, flatmap and other operators Learn how to combine different operators to work with Events in a more controlled manner. Discover Rx Cocoa and convert your simple UI elements to Reactive components Build a complete RxSwift app using MVVM as design pattern Who this book is for This book is for the developers who are familiar with Swift and iOS application development and are looking out to reduce the complexity of their apps. Prior experience of reactive programming is not necessary.

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