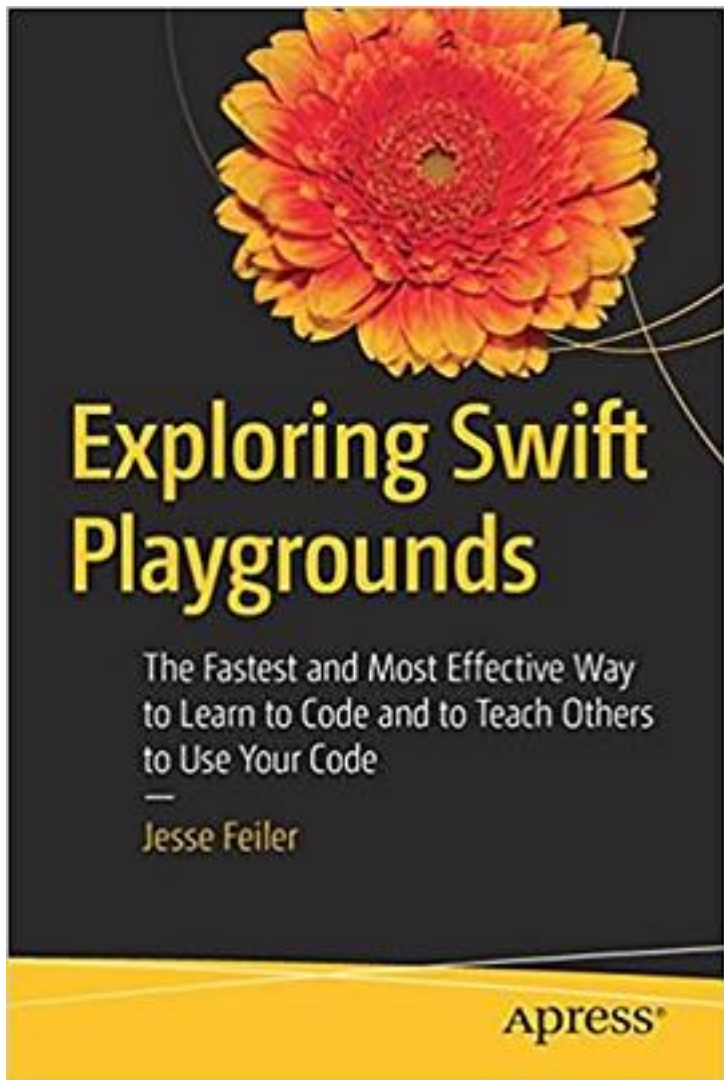


Exploring Swift Playgrounds: The Fastest and Most Effective Way to Learn to Code and to Teach Others to Use Your Code



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Exploring Swift Playgrounds shows you how to use playgrounds to try out your basic app design ideas to see what they look like and how they behave. It doesn't matter if you can't remember a pesky little bit of syntax. Rather than look it up, you can try it out in a playground. More and more of the APIs are now available through playgrounds, so that you can do more than ever before. Going beyond print, the Swift Playgrounds book tool allows for immersive experiences for users learning code, organization processes, and anything else that can be described in the rich (and free) authoring tools provided by Apple. All of which you can learn how to use in Exploring Swift Playgrounds. What You'll Learn:

Build Swift playgrounds for others to use
Teach yourself and others with Swift playgrounds
Use Swift playgrounds in your development process
Who This Book Is For: Students with no prior coding knowledge and experienced developers.

作者介绍:

From the Back Cover

Learn how to build playgrounds so you can test your code, syntax, and ideas quickly. You can even learn from playgrounds built by others or build playgrounds to teach. And the playgrounds you build and use on your Mac and on your iPad are automatically shared using your Apple ID. Exploring Swift Playgrounds shows you how to use playgrounds to try out your basic app design ideas to see what they look like and how they behave. It doesn't matter if you can't remember a pesky little bit of syntax. Rather than look it up, you can try it out in a playground. More and more of the APIs are now available through playgrounds, so that you can do more than ever before. Going beyond print, the Swift Playgrounds book tool allows for immersive experiences for users learning code, organization processes, and anything else that can be described in the rich (and free) authoring tools provided by Apple. All of which you can learn how to use in Exploring Swift Playgrounds.

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About the Author

Jesse Feiler is a developer, consultant, and author specializing in database technologies and location-based apps. He is the creator of Minutes Machine the meeting management app, as well as Saranac River Trail app a guide to the Trail that includes location-based updates as well as social media tools. His apps are available in the App Store and are published by Champlain Arts Corp (champlainarts.com). Jesse is heard regularly on WAMC Public Radio for the Northeast's The Roundtable. founder of Friends of Saranac River Trail, Inc. A native of Washington DC, he has lived in New York City and currently lives in Plattsburgh NY.

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