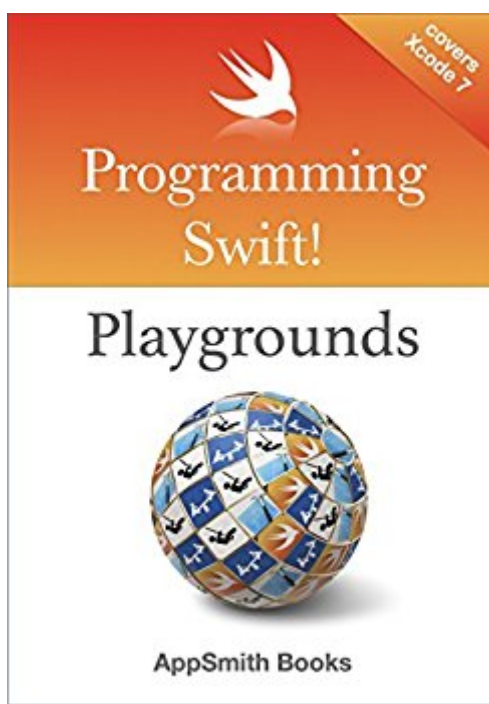


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Programming Swift! Playgrounds



Synopsis

2nd Edition. Updated for Xcode 7. "Programming Swift! Playgrounds" is a free supplementary ebook in the "Programming Swift!" series from AppSmith books. This book will give you a visual, guided tour of Xcode Playgrounds with hands-on coding examples that addresses the 4 main areas of Xcode playgrounds all bound together in one handy ebook. Topics covered include: The basics, getting to know playgrounds and the various panels like: the code editor, the results sidebar, the assistant editor, console output, quick view and inline results panels and the time line. You'll go behind the scenes and work with the built in Sources and Resources folders for adding support code files and resources such as images. You'll work with the XCPlayground framework and tap into the playground specific functions like, XCPShowView and XCPCatureValue. There's also a chapter on playgrounds with rich comments using Markdown. This book is design to accompany the other books in the Programming Swift! series, so you'll have an up-to-date, handy, hands-on reference for the latest version of Xcode Playgrounds!

Book Information

File Size: 2432 KB

Print Length: 48 pages

Simultaneous Device Usage: Unlimited

Publisher: AppSmith Books; 2 edition (July 6, 2015)

Publication Date: July 6, 2015

Sold by:Â Digital Services LLC

Language: English

ASIN: B0115PV52U

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #507,766 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #93

inÂ Books > Computers & Technology > Programming > Languages & Tools > Swift #466

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