

Swift 3 Protocol Oriented Programming - Second Edition



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SWIFT 3 PROTOCOL ORIENTED PROGRAMMING - SECOND EDITION



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Packt Publishing - ebooks Account. Paperback. Condition: New. 218 pages. Dimensions: 9.2in. x 7.5in. x 0.5in. Key Features Leverage the power of protocol-oriented programming in your applications and learn from real world use cases Create a flexible codebase with protocols and protocol extensions Increase the overall productivity and performance of applications with protocol-oriented programming Book Description One of the most important additions to the new features and capabilities of the Swift programming language was an overhaul of Protocols. Protocol-oriented programming and first class value semantics have now become two incredibly powerful concepts at the heart of Swifts design. This book will help you understand the difference between object-oriented programming and protocol-oriented programming. It will demonstrate how to work with protocol-oriented programming using real world use cases. You will gain solid knowledge of the different types that can be used in Swift and the differences between value and reference types. You will be taught how to utilize the advanced features of protocol-oriented programming to boost the performance of your applications. By the end of the book, you will have a thorough understanding of protocol-oriented programming and how to utilize it to build powerful, practical applications. What you will learn Understand the difference between object-oriented programming and protocol-oriented programming Explore the different types that Swift offers and what pitfalls to avoid Error handling with do-try-catch block Dive into Generics and Generic programming Implement several design patterns in a protocol-oriented way How to design applications by prioritizing the protocol first and the actual type second About the Author Jon Hoffman has over 20 years of experience in the field of information technology. Over those 20 years, Jon has worked in the areas of system administration, network administration, network security, application development, and architecture. Currently, Jon works as a senior software engineer for Syn-Tech Systems. Jon has developed extensively for the iOS platform since 2008. This includes several...



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