

Functional Programming In Swift

Ebook Chris Eidhof

Learning Functional Programming with Swift

Shaun Wassell 2018

SwiftUI Cookbook Giordano

Scalzo 2020-10-19 Unleash the

power of declarative

programming in SwiftUI with

practical recipes for building

cross-platform Apple

applications for iOS 14,

macOS, and watchOS using

Swift 5.3, Xcode 12, and

SwiftUI 2.0 Key Features Apply

the declarative programming

paradigm for building cross-

platform UIs for Apple devices

Learn to integrate UIKit, Core

Data, Sign in with Apple, and

Firestore with SwiftUI Adopt

the new SwiftUI 2.0 features to

build visually appealing UIs at

speed Book Description SwiftUI

is an innovative and simple way

to build beautiful user

interfaces (UIs) for all Apple

platforms, right from iOS and

macOS through to watchOS

and tvOS, using the Swift

programming language. In this recipe-based book, you'll work with SwiftUI and explore a range of essential techniques and concepts that will help you through the development process. The recipes cover the foundations of SwiftUI as well as the new SwiftUI 2.0 features introduced in iOS 14. Other recipes will help you to make some of the new SwiftUI 2.0 components backward-compatible with iOS 13, such as the Map View or the Sign in with Apple View. The cookbook begins by explaining how to use basic SwiftUI components. Then, you'll learn the core concepts of UI development such as Views, Controls, Lists, and ScrollViews using practical implementation in Swift. By learning drawings, built-in shapes, and adding animations and transitions, you'll discover how to add useful features to the SwiftUI. When you're ready, you'll understand how to

integrate SwiftUI with exciting new components in the Apple development ecosystem, such as Combine for managing events and Core Data for managing app data. Finally, you'll write iOS, macOS, and watchOS apps while sharing the same SwiftUI codebase. By the end of this SwiftUI book, you'll have discovered a range of simple, direct solutions to common problems found in building SwiftUI apps. What you will learn

Explore various layout presentations in SwiftUI such as HStack, VStack, LazyHStack, and LazyVGrid

Create a cross-platform app for iOS, macOS, and watchOS

Get up to speed with drawings in SwiftUI using built-in shapes, custom paths, and polygons

Discover modern animation and transition techniques in SwiftUI

Add user authentication using Firebase and Sign in with Apple

Handle data requests in your app using Core Data

Solve the most common SwiftUI problems, such as integrating a MapKit map, unit testing, snapshot testing, and previewing layouts

Who this book is for This book is for mobile developers who want to learn SwiftUI as well as experienced iOS developers transitioning from UIKit to SwiftUI. The book assumes knowledge of the Swift programming language. Knowledge of object-oriented design and data structures is useful but not necessary.

Elements of Functional Programming Chris Reade 1991

Functional Swift Chris Eidhof 2019

Advanced Swift Chris Eidhof 2019 Learn about advanced concepts in Swift programming.

SwiftUI Cookbook Giordano Scalzo 2021-11-01 Unleash the power of declarative programming in SwiftUI by building cross-platform Apple apps for iOS 15, macOS, and watchOS using Swift 5.5, Xcode 13, and SwiftUI 3

Key Features Apply the declarative programming paradigm to build cross-platform UIs for Apple devices

Learn to integrate UIKit, Core Data, Firebase, and Sign in with

Apple with SwiftUI Adopt the new SwiftUI 3.0 features to build visually appealing UIs speedily Book

Description SwiftUI provides an innovative and simple way to build beautiful user interfaces (UIs) for all Apple platforms, from iOS and macOS through to watchOS and tvOS, using the Swift programming language. In this recipe-based cookbook, you'll cover the foundations of SwiftUI as well as the new SwiftUI 3 features introduced in iOS 15 and explore a range of essential techniques and concepts that will help you through the development process. The cookbook begins by explaining how to use basic SwiftUI components. Once you've learned the core concepts of UI development, such as Views, Controls, Lists, and ScrollViews, using practical implementations in Swift, you'll advance to adding useful features to SwiftUI using drawings, built-in shapes, animations, and transitions. You'll understand how to integrate SwiftUI with exciting

new components in the Apple development ecosystem, such as Combine for managing events and Core Data for managing app data. Finally, you'll write iOS, macOS, and watchOS apps by sharing the same SwiftUI codebase. By the end of this SwiftUI book, you'll have discovered a range of simple, direct solutions to common problems encountered when building SwiftUI apps. What you will learn

- Explore various layout presentations in SwiftUI such as HStack, VStack, LazyHStack, and LazyVGrid
- Create widgets to quickly display relevant content at glance
- Get up to speed with drawings in SwiftUI using built-in shapes, custom paths, and polygons
- Discover modern animation and transition techniques in SwiftUI
- Add user authentication using Firebase and Sign in with Apple
- Manage concurrency with Combine and async/await in SwiftUI
- Solve the most common SwiftUI problems, such as integrating a MapKit map, unit testing, snapshot testing, and

previewing layouts Who this book is for This book is for mobile developers who want to learn SwiftUI as well as experienced iOS developers transitioning from UIKit to SwiftUI. The book assumes knowledge of the Swift programming language. Knowledge of object-oriented design and data structures will be useful but not necessary. You'll also find this book to be a helpful resource if you're looking for reference material regarding the implementation of various features in SwiftUI.

Functional Swift: Updated for Swift 4 Florian Kugler 2014-11 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.

Learning Functional Programming with Swift

2018 Learn how to write more robust and maintainable Swift code by making the switch to functional programming.

Swift for the Really Impatient Matt Henderson 2014-12-12 Swift for the Really Impatient is the perfect jumpstart to the Swift language for every experienced Objective-C developer. Leading iOS and OS X developers Matt Henderson and Dave Wood help you take full advantage of Swift's powerful innovations, without wasting time on basics you

already know. Through expert code examples and crystal-clear explanations, Henderson and Wood reveal how Swift features improve on Objective-C and show how to make the most of them. You'll quickly master "Swift-er" techniques for using objects, classes, optionals, generics, functions, closures, and more. Each chapter includes hands-on exercises designed to reinforce and deepen your skills. You'll learn how to re-implement common Objective-C programming solutions in Swift, improving code clarity, power, and performance on both desktop and mobile devices. And, because you probably won't (or can't) abandon Objective-C anytime soon, you'll discover how to use both languages together, smoothly integrate Swift into existing projects and workflows, and gradually move your current code base into the future. Coverage includes Using Swift's new patterns and concise, expressive syntax to produce safer, more reliable code Leveraging the surprising

power of Swift's data structures Utilizing Swift's type system to help prevent errors common in other languages Using optionals to correctly handle invalid, missing, or unknown values Implementing generics to reduce duplication, improve power, and simplify maintenance Interacting with C and Objective-C APIs Abstracting functionality for reusable code while maintaining type safety Isolating code in clean, flexible, low-overhead closures Combining Swift with Objective-C in the same project Avoiding gotchas when importing Objective-C classes in Swift projects Nesting types to improve code clarity Creating shared objects with singletons Managing threading and concurrency with Swift's advanced Grand Central Dispatch (GCD) patterns

Swift Functional Programming Dr. Fatih Nayebe 2017-04-26 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-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.

Swift in Depth Tjeerd in 't Veen 2018-12-10 Summary Now updated for Swift 5! Swift is more than just a fun language to build iOS applications with. It features a host of powerful tools that, if effectively used, can help you create even better apps with clean, crystal-clear code and awesome features. *Swift in Depth* is designed to help you unlock these tools and quirks and get developing next-gen apps, web services, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to create your first toy iOS or Mac app in Swift. Writing secure, reliable, professional-grade software is a different

animal altogether. The Swift language includes an amazing set of high-powered features, and it supports a wide range of programming styles and techniques. You just have to roll up your sleeves and learn Swift in depth. About the Book Swift in Depth guides you concept by concept through the skills you need to build professional software for Apple platforms, such as iOS and Mac; also on the server with Linux. By following the numerous concrete examples, enlightening explanations, and engaging exercises, you'll finally grok powerful techniques like generics, efficient error handling, protocol-oriented programming, and advanced Swift patterns. Author Tjeerd in 't Veen reveals the high-value, difficult-to-discover Swift techniques he's learned through his own hard-won experience. What's inside Covers Swift 5 Writing reusable code with generics Iterators, sequences, and collections Protocol-oriented programming Understanding

map, flatMap, and compactMap Asynchronous error handling with Result Best practices in Swift About the Reader Written for advanced-beginner and intermediate-level Swift programmers. About the Author Tjeerd in 't Veen is a senior software engineer and architect in the mobile division of a large international banking firm. Table of Contents Introducing Swift in depth Modeling data with enums Writing cleaner properties Making optionals second nature Demystifying initializers Effortless error handling Generics Putting the pro in protocol-oriented programming Iterators, sequences, and collections Understanding map, flatMap, and compactMap Asynchronous error handling with Result Protocol extensions Swift patterns Delivering quality Swift code Where to Swift from here Mastering Swift 5 Jon Hoffman 2019-04-30 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 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 your 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 understanding of Apple's tools would be beneficial but not mandatory. All examples should work on the Linux platform as well. Mastering Swift 6 Jon Hoffman 2025-08-18 Become proficient in Swift 6 using advanced techniques and modern programming practices to effortlessly build high-performance applications Key Features Perfect your application development capabilities using the latest features of Swift 6.2 Learn advanced techniques like concurrency, memory management, Generics, and Swift Testing Apply best practices in Swift to write clean, scalable, and maintainable code Purchase of the print or Kindle book includes a free PDF eBook

Book Description This seventh edition of Mastering Swift 6 is your ultimate guide to harnessing the full power of Swift. Whether you're aiming to optimize the performance of your applications or looking to explore the exciting new features in Swift 6.2, this book has you covered. The author distills his 28 years of experience in the Engineering and IT fields to help you dive deep into advanced concepts and techniques, such as concurrency, memory management, and Generics, all essential for creating high-performance applications. The chapters take you on a flexible journey, covering Swift 6.2's newest features alongside advanced programming topics such as reflection, concurrency, and Generics. Packed with best practices, testing strategies, and modern programming techniques, this book equips you with the skills to develop scalable, high-performance applications with confidence. Whether you're looking to stay competitive or simply want to excel in Swift 6,

this book provides the tools and knowledge you need to succeed. What you will learn

- Optimize your application's performance to meet the demands of the modern user
- Develop readable, well-structured code by utilizing Swift development strategies
- Use reflection with the Mirror API to observe your application's execution at runtime
- Conquer advanced topics, such as concurrency, memory management, and generics
- Find out how to use result builders and how to create custom operators in Swift
- Effectively test your Swift code with the all-new Swift Testing framework

Who this book is for

This book is for developers who have a fundamental grasp of the Swift language and aspire to take their development skills to the next level by learning about the advanced topics and techniques of the Swift language. All examples are compatible with Linux, in addition to the MacOS, iOS, iPadOS, VisionOS, and WatchOS platforms, unless

otherwise noted.

Swift 2 Functional

Programming Fatih Nayebi

2016-06-30 Bring the power of Swift functional programming to iOS, Web, macOS, watchOS and tvOS application

development and build clean, smart, scalable and reliable applications

About This Book-

Written for Swift 3 -Developers

Preview version, this is a comprehensive guide that

introduces iOS and OS X

developers to the all-new world of functional programming that has so far been alien to them-

Learn about first-class

functions and how imperative-style patterns can be converted

into functional code using some simple techniques-

The book will get you familiar with using functional programming

alongside existing OOP

techniques so you can get the

best of both worlds and

develop clean, robust code

Who This Book Is For

The book is for developers with a basic

knowledge of Swift

programming aiming to

incorporate functional

programming paradigms in

their day-to-day application development

What You Will Learn- First-class, higher-order, and pure functions- Closures and capturing values- Custom operators, recursion, and memoization- Value and reference types in Swift- Enumerations, algebraic data types, patterns, and pattern matching- Generics and associated type protocols- Higher-order functions such as map, flatMap filter, and reduce- Dealing with optionals, fmap, and apply for multiple functional mapping- Functional data structures such as Semigroup, Monoid, Binary Search Tree, Linked List, Stack, and Lazy List- Immutability, copy constructors, and lenses- Combining FP paradigms with OOP, FRP, and POP in your day-to-day development activities- Developing a backend application with Swift- Developing an iOS application with FP, OOP, FRP, and POP paradigms

In Detail

This book is based on Swift 3 Developer preview version and aims at simplifying the functional

programming (FP) paradigms making it easily usable, by showing you how to solve many of your day-to-day development problems. Whether you are new to functional programming and Swift or experienced, this book will strengthen the skills you need to design and develop high-quality, scalable, and efficient applications. The book starts with functional programming concepts, the basics of Swift 3, and essential concepts such as functions, closures, optionals, enumerations, immutability, and generics in detail with coding examples. Furthermore, this book introduces more advanced topics such as function composition, monads, functors, applicative functors, memoization, lenses, algebraic data types, functional data structures, functional reactive programming (FRP), protocol-oriented programming (POP) and mixing object-oriented programming (OOP) with functional programming (FP) paradigms. Finally, this book provides a working code example of a front-end

application developed with these techniques and its corresponding back-end application developed with Swift. Style and approach This is an easy-to-follow guide 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.

Learning Swift Second Edition

Andrew J Wagner 2016-03-23

Develop the skills required to create compelling, maintainable, and robust iOS and OS X apps with Swift Key Features [*] Write expressive, understandable, and maintainable Swift 2 code with this hands-on tutorial [*] Unveil the complex underpinnings of Swift to turn your app ideas into reality [*] This book is packed with real-life examples to help you implement concepts as you learn Book

Description Swift is Apple's new programming language and the future of iOS and OS X app development. It is a high-performance language that feels like a modern scripting language. On the surface, Swift is easy to jump into, but it has complex underpinnings that are critical to becoming proficient at turning an idea into reality. This book is an approachable, step-by-step introduction into programming with Swift for everyone. It begins by giving you an overview of the key features through practical examples and progresses to more advanced topics that help differentiate the proficient developers from the mediocre ones. It covers important concepts such as Variables, Optionals, Closures, Generics, and Memory Management. Mixed in with those concepts, it also helps you learn the art of programming such as maintainability, useful design patterns, and resources to further your knowledge. This all culminates in writing a basic iOS app that will get you

well on your way to turning your own app ideas into reality. What you will learn [*] Form a solid understanding of the Swift 2 language [*] Get to know the practical aspects of how a computer program actually works [*] Understand the paradigms used by Apple's frameworks so you are not intimidated by them [*] Utilize the vast resources written in Objective-C to better inform your Swift programming [*] Develop a basic portfolio of Swift code by learning the critical concepts [*] Experience both object-oriented and functional programming [*] Get to know the new coding techniques made available by Swift 2 [*] Discover resources to ensure you never stop becoming a better developer Who this book is for If you are looking to build iOS or OS X apps using the most modern technology, this book is ideal for you. You will find this book especially useful if you are new to programming or if you are yet to develop for iOS or OS X. No prior programming exposure is required.

Advanced Swift Chris Eidhof 2017-11-13 Learn about advanced concepts in Swift programming.

Swift Functional Programming Fatih Nayebi 2017-04-26 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 techniquesWho This Book Is

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-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. This is 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.

Advanced Swift Chris Eidhof 2016-03-18 Advanced Swift takes you through Swift's features, from low-level programming to high-level abstractions. In this book, we'll write about advanced concepts in Swift programming. If you have read the Swift Programming Guide, and want to explore more, this book is for you. Swift is a great language for systems

programming, but also lends itself for very high-level programming. We'll explore both high-level topics (for example, programming with generics and protocols), as well as low-level topics (for example, wrapping a C library and string internals).

Thinking in SwiftUI Florian Kugler 2020-03-16 SwiftUI is radically different from UIKit. So in this short book, we will help you build a mental model of how SwiftUI works. We explain the most important concepts in detail, and we follow them up with exercises to give you hands-on experience. SwiftUI is still a young framework, and as such, we don't believe it's appropriate to write a complete reference. Instead, this book focuses on transitioning your way of thinking from the object-oriented style of UIKit to the declarative style of SwiftUI. Thinking in SwiftUI is geared toward readers who are familiar with Swift and who have experience building apps in frameworks like UIKit.

The Swift Developer's

Cookbook (includes Content Update Program)

Erica Sadun 2015-12-15 In The Swift Developer's Cookbook, renowned author Erica Sadun joins powerful strategies with ready-to-use Swift code for solving everyday development challenges. As in all of Sadun's programming best-sellers, The Swift Developer's Cookbook translates modern best practices into dozens of well-tested, easy-to-apply solutions. This book's code examples were created in response to real-world questions from working developers to reflect Swift's newest capabilities and best practices. Each chapter groups related tasks together. You can jump straight to your solution without having to identify the right class or framework first. Sadun covers key Swift development concepts, shows you how to write robust and efficient code, and helps you avoid common pitfalls other developers struggle with. She offers expert strategies for working with this immensely powerful language, taking into account Swift's

rapid evolution and its migration tools. Whether you're moving to modern Swift from Objective-C, from older versions of the Swift language, or from the world of non-Apple languages, this guide will help you master both the "how" and "why" of effective Swift development. Industry recruiters are scrambling to find Swift developers who can solve real problems and produce effective working code. Get this book, and you'll be ready. Coverage includes Writing effective Swift code that communicates clearly and coherently to the compiler, your team, and to "future you," who will be maintaining this code Using Xcode to handle changes in Swift's language constructs as the language evolves Building feedback, documentation, and output to meet your development and debugging needs Making the most of optionals and their supporting constructs Using closures to encapsulate state and functionality and treat actions as variables for later execution Leveraging control

flow with innovative Swift-specific statements Working with all Swift types: classes, enumerations, and structures Using generics and protocols to build robust code that expands functionality beyond single types Making the most of the powerful Swift error system Working with innovative features such as array indexing, general subscripting, statement labels, custom operators, and more This book is part of the Pearson Content Update Program (CUP). As the technology changes, sections of this book will be updated or new sections will be added. The updates will be delivered to you via a free Web Edition of this book, which can be accessed with any Internet connection.

Functional Programming In Swift Ebook Chris

Eidhof

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