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Sams Teach Yourself Java in 24 Hours Rogers Cadenhead,2012 Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs applications and web services

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Miller, 2014-11-26 In just 24 lessons of one hour or less Sams Teach Yourself Swift in 24 Hours helps you build next generation OS X and iOS apps with Apple's new Swift programming language This book's straightforward step by step approach helps you quickly master Swift's core concepts structure and syntax and use Swift to write safe powerful modern code In just a few hours you'll be applying advanced features such as extensions closures protocols and generics Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Swift development tasks Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to Set up your Swift development environment Master Swift's fundamental data types and operators Make the most of arrays and dictionaries Control program flow modify execution paths and iterate code Perform complex actions with functions Work with higher order functions and closures Harness the power of structs enums classes and class inheritance Customize initializers of classes structs and enums Implement instance methods type methods and advanced type functionality Take full advantage of Swift's advanced memory allocation Extend type functionality with protocols and extensions Leverage the power of generics chaining and other advanced features Interoperate with Objective C code Interact with user interfaces Take advantage of Swift's Standard Library features and functions Who Should Read this Book Beginner intermediate level programmers Advanced programmers who are not yet familiar with Swift can benefit

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