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# Advanced Swift

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Advanced  
Swift

By Chris Eidhof and Airspeed Velocity



## Synopsis

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).

## Book Information

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## Customer Reviews

I'm a bit torn. The book has some amazing content. But it makes for quite a hard read as the difficulty level varies dramatically from page to page. I feel as if the authors got tired of explaining things at low levels at times and just said "screw it, we'll just hope they understand."For example, the book early on explains what an array is. It shows you how to define an array with:`let fibs = [0, 1, 1, 2, 3, 5]`and describes some properties such as `first`, `last`, etc. Extremely basic content like this. You get a bit bored at times going through the pedantry that surely shouldn't be mentioned in a book titled "Advanced Swift."Then later on, the authors explicitly mention that the protocol chapter will include information about constraints, type erasure and associated types. Great. I don't know much about those concepts, but I'll be sure to learn them when we get there. But for some reason, he then decides he's just going to go ahead and structure his examples using these concepts anyways even though he hasn't taught them yet...Furthermore, one section in the String chapter, the author decides "bitcast" is common knowledge to readers who weren't familiar with what an array was

when they opened the book. Upon looking it up, I found that it is a term specific to LLVM. He then uses `COpaquePointers`, `unsafeBitCast`, an `~` operator, a

This book is really a masterpiece. Reminds me of other advanced books from years ago like *Effective C++* and *Effective Perl Programming*. It contains such great explanations of the advanced features of the language and is strictly committed to an idiomatic Swift syntax--highlighting key differences between Swift and other languages that really set Swift apart. I have been doing Swift development from day one and haven't looked back--yet this book has filled in many gaps in my understanding that I didn't realize were there. When I read the chapter on optionals for example, I thought I would just breeze through it since I knew everything about them--or so I thought. I was wrong. Lots of really good insight in that chapter alone. And it just gets better from there. I am giving the book 5 stars based on the content alone since it is so rich. I will, however, mention and this is more of a shame-on-you in the publishing realm--there are widows and orphans in the code snippets. A code block will begin with a single line at the end of one page (widow) and complete on the next page (forcing me to flip back and forth to get the gist of the snippet). Or the code block will almost all finish on one page and one line will appear on the next (orphan). I realize this is a nit and I can live with it, but I would get that fixed in the publishing for a future release as it would improve the experience. Last point--and this is more of a general complaint about Kindle books. While it was nice that I was able to get the Kindle version for free here on after purchasing the print version, the code layout in Kindle is (still) abysmal. It's very challenging to read code coherently.

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