Swift 5+

Let us code, design & have fun

Swift 5+

- In the first quarter of 21st century, Smart phone becomes a necessary part of everyone's life.

- Do you ever wonder how does app work in your Iphone?

- Have you ever asked yourself that can I improve the app?

- Maybe you are stuck with social media all day.

- Do you want to build one?

Swift 5+

- Swift is a fabulous way to develop software, whether it's for phones, desktops, servers, or anything else that runs code. It's a **safe**, **fast**, and **interactive** programming language that combines the best in modern language thinking with **wisdom** from the wider **Apple engineering culture** and the diverse contributions from its open-source community. The compiler is optimized for performance and the language is optimized for development, without compromising on either.

Swift 5+

- Swift is **friendly** to the most of **new programmers**. It's an industrial-quality programming language that's as expressive and enjoyable as a scripting language. Writing Swift code in a playground lets you experiment with code and see the results immediately, without the overhead of building and running an app.
- The latest Version is Swift 5+

Swift 5+

- Swift defines away large classes of common programming errors by adopting modern programming patterns:

Swift 5+

- Variables are always initialized before use.
- Array indices are checked for out-of-bounds errors.
- Integers are checked for overflow.
- Optionals ensure that nil values are handled explicitly.
- Memory is managed automatically.
- Error handling allows controlled recovery from unexpected failures.

Requirement

Apple Machine, such as Mac Pro / Air / iMac

No programming background

Level I
12 weeks

Basic Operators

Strings and Characters

Collection Types

Control Flow

Functions

Closures

Enumerations

Structures and Classes

Properties

Methods

Level II
12 weeks

- Subscripts
- Inheritance
- Initialization
- Deinitialization
- Optional Chaining
- Error Handling
- Type Casting
- Nested Types
- Extensions

Level III
12 weeks

- Protocols
- Generics
- Opaque Types
- Automatic Reference Counting
- Memory Safety
- Access Control
- Advanced Operators

After
Level I - III

FASHION APP
PROJECT

SOCIAL MEDIA
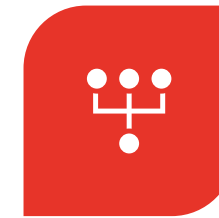PROJECT

ACADEMIC
MANAGEMENT
PROJECT

VIDEO CHANNEL
PROJECT

GAME
DEVELOPMENT

FINANCIAL
ENGINEERING
PROJECT

AND…..YOU
DECIDE