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The Swift Programming Language (Swift 3.0.1): A Swift Tour

The Swift Programming Language Swift 4.0.3 A Swift Tour

Daniel F McAuley



The Swift Programming Language Swift 4.0.3 A Swift Tour:

Whitaker's Books in Print, 1998 **Programming Language Pragmatics** Michael Scott, 2015-11-30 Programming Language Pragmatics Fourth Edition is the most comprehensive programming language textbook available today. It is distinguished and acclaimed for its integrated treatment of language design and implementation with an emphasis on the fundamental tradeoffs that continue to drive software development. The book provides readers with a solid foundation in the syntax, semantics, and pragmatics of the full range of programming languages from traditional languages like C to the latest in functional scripting and object-oriented programming. This fourth edition has been heavily revised throughout with expanded coverage of type systems and functional programming, a unified treatment of polymorphism, highlights of the newest language standards, and examples featuring the ARM and x86-64 bit architectures. Updated coverage of the latest developments in programming language design including C, C++, Java 8, C#, Scala, Go, Swift, Python 3, and HTML5. Updated treatment of functional programming with extensive coverage of OCaml. New chapters devoted to type systems and composite types. Unified and updated treatment of polymorphism in all its forms. New examples featuring the ARM and x86-64 bit architectures.

Programming Models for Parallel Computing Pavan Balaji, 2015-11-20 An overview of the most prominent contemporary parallel processing programming models written in a unique tutorial style. With the coming of the parallel computing era, computer scientists have turned their attention to designing programming models that are suited for high-performance parallel computing and supercomputing systems. Programming parallel systems is complicated by the fact that multiple processing units are simultaneously computing and moving data. This book offers an overview of some of the most prominent parallel programming models used in high-performance computing and supercomputing systems today. The chapters describe the programming models in a unique tutorial style rather than using the formal approach taken in the research literature. The aim is to cover a wide range of parallel programming models enabling the reader to understand what each has to offer. The book begins with a description of the Message Passing Interface (MPI), the most common parallel programming model for distributed memory computing. It goes on to cover one-sided communication models ranging from low-level runtime libraries (GASNet, OpenSHMEM) to high-level programming models (UPC, GA, Chapel, task-oriented programming models Charm, ADLB, Scioto, Swift, CnC) that allow users to describe their computation and data units as tasks so that the runtime system can manage computation and data movement as necessary and parallel programming models intended for on-node parallelism in the context of multicore architecture or attached accelerators (OpenMP, Cilk Plus, TBB, CUDA, OpenCL). The book will be a valuable resource for graduate students, researchers, and any scientist who works with data sets and large computations.

Contributors: Timothy Armstrong, Michael G. Burke, Ralph Butler, Bradford L. Chamberlain, Sunita Chandrasekaran, Barbara Chapman, Jeff Daily, James Dinan, Deepak Eachempati, Ian T. Foster, William D. Gropp, Paul Hargrove, Wen-mei Hwu, Nikhil Jain, Laxmikant Kale, David Kirk, Kathi Knobe, Ariram Krishnamoorthy, Jeffery A. Kuehn, Alexey Kukanov

Charles E Leiserson Jonathan Lifflander Ewing Lusk Tim Mattson Bruce Palmer Steven C Pieper Stephen W Poole Arch D Robison Frank Schlimbach Rajeev Thakur Abhinav Vishnu Justin M Wozniak Michael Wilde Kathy Yelick Yili Zheng **The Semantic Web** Pascal Hitzler, Miriam Fernández, Krzysztof Janowicz, Amrapali Zaveri, Alasdair J.G. Gray, Vanessa Lopez, Armin Haller, Karl Hammar, 2019-05-24 This book constitutes the refereed proceedings of the 16th International Semantic Web Conference ESWC 2019 held in Portoro Slovenia The 39 revised full papers presented were carefully reviewed and selected from 134 submissions The papers are organized in three tracks research track resources track and in use track and deal with the following topical areas distribution and decentralisation velocity on the Web research of research ontologies and reasoning linked data natural language processing and information retrieval semantic data management and data infrastructures social and human aspects of the Semantic Web and machine learning *Canadiana*, 1984 Scientific and Technical Books and Serials in Print, 1984 **Write Great Code, Volume 2, 2nd Edition** Randall Hyde, 2020-08-11 Thinking Low Level Writing High Level the second volume in the landmark Write Great Code series by Randall Hyde covers high level programming languages such as Swift and Java as well as code generation on 64 bit CPUs ARM the Java Virtual Machine and the Microsoft Common Runtime Today s programming languages offer productivity and portability but also make it easy to write sloppy code that isn t optimized for a compiler Thinking Low Level Writing High Level will teach you to craft source code that results in good machine code once it s run through a compiler You ll learn How to analyze the output of a compiler to verify that your code generates good machine code The types of machine code statements that compilers generate for common control structures so you can choose the best statements when writing HLL code Enough assembly language to read compiler output How compilers convert various constant and variable objects into machine data With an understanding of how compilers work you ll be able to write source code that they can translate into elegant machine code NEW TO THIS EDITION COVERAGE OF Programming languages like Swift and Java Code generation on modern 64 bit CPUs ARM processors on mobile phones and tablets Stack based architectures like the Java Virtual Machine Modern language systems like the Microsoft Common Language Runtime *Forthcoming Books* Rose Army, 2003 *Teach Yourself VISUALLY iPhone 11, 11Pro, and 11 Pro Max* Guy Hart-Davis, 2020-02-26 Know your new iPhone 11 11 Pro and 11 Pro Max from the inside out with 900 color screen shots Teach Yourself VISUALLY iPhone is your ultimate guide to getting the most out of your iPhone Apple s graphics driven iOS is perfect for visual learners so this book uses a visual approach to show you everything you need to know to get up and running and much more Full color screen shots walk you step by step through setup customization and everything your iPhone can do Whether you are new to the iPhone or have just upgraded to the 11 11 Pro or 11 Pro Max this book helps you discover your phone s full functionality and newest capabilities Stay in touch by phone text email FaceTime Audio or FaceTime Video calls or social media download and enjoy books music movies and more take edit and manage photos track your health fitness and habits organize your schedule your contacts and your

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National Union Catalog ,1973 Includes entries for maps and atlases **American Book Publishing Record** ,1970

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Books in Print Supplement ,1978 *Subject Guide to Books in Print* ,1991 *A Directory of Computer Software & Related Technical Reports* ,1980 *Mastering Swift 4- Fourth Edition* Jon Hoffman,2017-09-27 Dive into the latest release of the Swift programming language with this advanced development book for building highly performant applications About This Book Harness the latest and most advanced features of Swift 4 to develop quality iOS and macOS applications Comprehensive coverage of all the advanced features of Swift and guidance on advanced design techniques Dive deep into protocol extensions learn new error handling model and use featured Swift design patterns to write more efficient code Get to grips with advanced design techniques to write smarter cleaner Swift codeWho This Book Is ForThis book is for developers who want to delve into the newest version of Swift If you are a developer who learns best by looking at and working with code then this book is for you A basic understanding of Apple s tools is beneficial but not mandatory What You Will Learn Delve into the core components of Swift 4 0 including operators collections control flows and functions Create and use classes structures and enumerations Understand protocol oriented design and see how it can help you write better code Develop a practical understanding of subscripts and extensions Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics and closures to write very flexible and reusable code Make use of Swift s error handling and availability features to write safer codeIn DetailSwift is the definitive language for Apple development today It s a vital part of any iOS and macOS developer s skillset helping them to build the most impressive and popular apps on the App Store the sort of apps that are essential to iPhone and iPad users every day With version 4 0 the Swift team has added new features to improve the development experience making it easier to get the results you want and customers expect Inside you ll find the key features of Swift 4 0 and quickly learn how to use the newest updates to your development

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