

## Swift 3 Functional Programming

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In functional programming, expressions can be evaluated lazily. For instance, in the following code example, only the first element in the array is evaluated: let oneToFour = [1, 2, 3, 4] let firstNumber = oneToFour.lazy.map ( { \$0 \* 3}).first! print (firstNumber) // The result is going to be 3.

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Swift as a multi-paradigm language. Swift is not a functional language, but a multi-paradigm one. While it's possible to write functional code in Swift, you should not try to force it where it does not make sense. Swift is not a functional language, and the iOS SDK is object-oriented.

**Functional Programming in Swift: an Unusual yet Powerful** ...

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Swift is a general-purpose, multi-paradigm, compiled programming language developed by Apple Inc. and the open-source community, first released in 2014.Swift was developed as a replacement for Apple's earlier programming language Objective-C, as Objective-C had been largely unchanged since the early 1980s and lacked modern language features.Swift works with Apple's Cocoa and Cocoa Touch ...

**Swift (programming language) - Wikipedia**

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3. The author talks up how elegant functional programming can be, and then uses a half dozen third party libraries in order to create a extremely simple todo list app. It would have been much preferable to show how to elegantly make a functional swift app before throwing in all that additional baggage.

**Amazon.com: Customer reviews: Swift 3 Functional Programming**

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

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.

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,monotization, 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.

Implement object-oriented programming paradigms with Swift 3.0 and mix them with modern functional programming techniques to build powerful real-world applications About This Book Leverage the most efficient object-oriented design patterns in your Swift applications Write robust, safer, and better code using the blueprints that generate objects Build a platform with object-oriented code using real-world elements and represent them in your apps Who This Book Is For This book is for iOS and macOS developers who want to get a detailed practical understanding of object-oriented programming with the latest version of Swift: 3.0. What You Will Learn Write high-quality and easy-to-maintain reusable object-oriented code to build applications for iOS, macOS, and Linux Work with encapsulation, abstraction, and polymorphism using Swift 3.0 Work with classes, instances, properties, and methods in Swift 3.0 Take advantage of inheritance, abstraction, and polymorphism Explore functional programming techniques mixed with object-oriented code in Swift 3.0 Understand the differences between Swift 3.0, previous Swift versions, and Objective-C code In Detail Swift has quickly become one of the most-liked languages and developers de-facto choice when building applications that target iOS and macOS. In the new version, the Swift team wants to take its adoption to the next level by making it available for new platforms and audiences. This book introduces the object-oriented paradigm and its implementation in the Swift 3 programming language to help you understand how real-world objects can become part of fundamental reusable elements in the code. This book is developed with XCode 8.x and covers all the enhancements included in Swift 3.0. In addition, we teach you to run most of the examples with the Swift REPL available on macOS and Linux, and with a Web-based Swift sandbox developed by IBM capable of running on any web browser, including Windows and mobile devices. You will organize data in blueprints that generate instances. You'll work with examples so you understand how to encapsulate and hide data by working with properties and access control. Then, you'll get to grips with complex scenarios where you use instances that belong to more than one blueprint. You'll discover the power of contract programming and parametric polymorphism. You'll combine generic code with inheritance and multiple inheritance. Later, you'll see how to combine functional programming with object-oriented programming and find out how to refactor your existing code for easy maintenance. Style and approach This simple guide is packed with practical examples of solutions to common problems. Each chapter includes exercises and the possibility for you to test your progress by answering a quiz

Bring the power of Swift functional programming to iOS, Web, macOS, watchOS and tvOS application development and build clean, smart, scalable and reliable applicationsAbout 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 codeWho This Book Is ForThe book is for developers with a basic knowledge of Swift programming aiming to incorporate functional programming paradigms in their day-to-day application developmentWhat 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 paradigmsIn DetailThis 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 approachThis 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.

Learn How To Program with Swift 3! Swift is the easiest way to get started developing on Apple's platforms: iOS, OS X, watchOS and tvOS. With the release of Swift 3 in 2016, the Swift language is packed with even more features and enhancements. In this book, you'll learn the basics of Swift from getting started with playgrounds to simple operations to building your own types. Everything you'll learn is platform-neutral; you'll have a firm understanding of Swift by the end of this book, and you'll be ready to move on to whichever app platform you're interested in. Who This Book Is For: This book is for complete beginners to Swift 3. No prior programming experience is necessary! Topics Covered in The Swift Apprentice Playground basics: Learn about the coding environment where you can quickly and easily try out your code as you learn. Numbers and strings: These are the basic kinds of data in any app - learn how to use them in Swift. Making Decisions: Your code doesn't always run straight through - learn how to use conditions and decide what to do. Functions: Group your code together into reusable chunks to run and pass around. Collection Types: Discover the many ways Swift offers to store and organize data into collections. Building Your Own Types: Learn how to model elements in your app using classes, structures and enumerations. Protocols & Protocol-Oriented Programming: Define protocols to make your code more interface-based and compositional. Error Handling: Make your code more robust and flexible by signaling and handling error conditions gracefully. Functional Programming: Learn how to use Swift in a functional style and how this can make your code clearer and easier to reason about. After reading this book and completing your Swift apprenticeship by working through the included exercises and challenges, you'll be ready to take on app development on the platform of your choice!

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 ResultBest 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

If you've had trouble trying to learn Functional Programming (FP), you're not alone. In this book, Alvin Alexander -- author of the Scala Cookbook and former teacher of Java and Object-Oriented Programming (OOP) classes -- writes about his own problems in trying to understand FP, and how he finally conquered it. What he originally learned is that experienced FP developers are driven by two goals: to use only immutable values, and write only pure functions. What he later learned is that they have these goals as the result of another larger goal: they want all of their code to look and work just like algebra. While that sounds simple, it turns out that these goals require them to use many advanced Scala features -- which they often use all at the same time. As a result, their code can look completely foreign to novice FP developers. As Mr. Alexander writes, "When you first see their code it's easy to ask, 'Why would anyone write code like this?'" Mr. Alexander answers that "Why?" question by explaining the benefits of writing pure functional code. Once you understand those benefits -- your motivation for learning FP -- he shares five rules for programming in the book: All fields must be immutable ('val' fields). All functions must be pure functions. Null values are not allowed. Whenever you use an 'if' you must also use an 'else'. You won't create OOP classes that encapsulate data and behavior; instead you'll design data structures using Scala 'case' classes, and write pure functions that operate on those data structures. In the book you'll see how those five, simple rules naturally lead you to write pure, functional code that reads like algebra. He also shares one more Golden Rule for learning: Always ask "Why?" Lessons in the book include: How and why to write only pure functions Why pure function signatures are much more important than OOP method signatures Why recursion is a natural tool for functional programming, and how to write recursive algorithms Because the Scala 'for' expression is so important to FP, dozens of pages explain the details of how it works In the end you'll see that monads aren't that difficult because they're a natural extension of the Five Rules The book finishes with lessons on FP data modeling, and two main approaches for organizing your pure functions As Mr. Alexander writes, "In this book I take the time to explain all of the concepts that are used to write FP code in Scala. As I learned from my own experience, once you understand the Five Rules and the small concepts, you can understand Scala FP." Please note that because of the limits on how large a printed book can be, the paperback version does not include all of the chapters that are in the Kindle eBook. The following lessons are not in the paperback version: Grandma's Cookies (a story about pure functions) The ScalaCheck lessons The Type Classes lessons The Appendices Because those lessons didn't fit in the print version, they have been made freely available online. (Alvin Alexander (alvinalexander.com) wrote the popular Scala Cookbook for O'Reilly, and also self-published two other books, How I Sold My Business: A Personal Diary, and A Survival Guide for New Consultants.)

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).

Take your macOS Sierra to the next level using the latest tools, designs, and best coding practices while developing with Swift 3.0 About This Book Learn to harness the power of macOS with the elegance of the Swift programming language Become highly competent in building apps on the macOS platform Get the most in-depth guide with a hands-on approach on the latest version of macOS Who This Book Is For This book is for developers who have some experience with macOS and want to take their skills to next level by unlocking the full potential of latest version of macOS with Swift 3 to build impressive applications. Basic knowledge of Swift will be beneficial but is not required. What You Will Learn Combine beautiful design with robust code for the very best user experience Bring the best coding practices to the new macOS Sierra See what's new in Swift 3.0 and how best to leverage the Swift language Master Apple's tools, including Xcode, Interface Builder, and Instruments Use Unix and other common command-line tools to increase productivity Explore the essential Cocoa frameworks, including networking, animation, audio, and video In Detail macOS continues to lead the way in desktop operating systems, with its tight integration across the Apple ecosystem of platforms and devices. With this book, you will get an in-depth knowledge of working on macOS, enabling you to unleash the full potential of the latest version using Swift 3 to build applications. This book will help you broaden your horizons by taking your programming skills to next level. The initial chapters will show you all about the environment that surrounds a developer at the start of a project. It introduces you to the new features that Swift 3 and Xcode 8 offers and also covers the common design patterns that you need to know for planning anything more than trivial projects. You will then learn the advanced Swift programming concepts, including memory management, generics, protocol-oriented and functional programming, and with this knowledge you will be able to tackle the next several chapters that deal with Apple's own Cocoa frameworks. It also covers AppKit, Foundation, and Core Data in detail which is a part of the Cocoa umbrella framework. The rest of the book will cover the challenges posed by asynchronous programming, error handling, debugging, and many other areas that are an indispensable part of producing software in a professional environment. By the end of this book, you will be well acquainted with Swift, Cocoa, and AppKit, as well as a plethora of other essential tools, and you will be ready to tackle much more complex and advanced software projects. Style and approach This comprehensive guide takes a hands-on practical approach incorporating a visually-rich format rather than a text heavy format. The focus is on teaching the core concepts through a series of small projects and standalone examples so you gain expertise with various aspects of macOS application development.

Learn Reactive Programming in Swift with RxSwift!The popularity of reactive programming continues to grow on an every-increasing number of platforms and languages. Rx lets developers easily and quickly build apps with code that can be understood by other Rx developers - even over different platforms.Not only will you learn how to use the RxSwift port to create complex reactive applications on iOS, you'll also see how to easily solve common application design issues by using RxSwift. Finally you'll discover how to exercise full control over the library and leverage the full power of reactive programming in your apps.This books is for iOS developers who already feel comfortable with iOS and Swift, and want to dive deep into development with RxSwift.Topics Covered in RxSwift- Getting Started: Get an introduction to the reactive programming paradigm, learn the terminology involved and see how to begin using RxSwift in your projects. - Event Management: Learn how to handle asynchronous event sequences via two key concepts in Rx - Observables and Observers. - Being Selective: See how to work with various events using concepts such as filtering, transforming, combining, and time operators. - UI Development: RxSwift makes it easy to work with UI of your apps using RxCocoa, which provides integration of both UIKit and Cocoa. - Intermediate Topics: Level up your RxSwift knowledge with chapters on reactive networking, multi-threading, and error handling.And much, much more!By the end of this book, you'll have hands-on experience solving common issues in a reactive paradigm - and you'll be well on your way to coming up with your own Rx patterns and solutions!