# Swift 2 Design Patterns (Paperback)

By Julien Lange

Packt Publishing Limited, United Kingdom, 2015. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.Build robust and scalable iOS and Mac OS X game applications About This Book * Learn to use and implement the 23 Gang of Four design patterns using Swift 2 * Design and architect your code for Swift application development * Understand the role, generic UML design, and participants in the class diagram of the pattern by implementing them in a step-by-step approach Who This Book Is For This book is intended for competent Swift developers who want to apply enduring design patterns with Swift to structure and scale their application code. What You Will Learn * Choose the appropriate pattern depending on the problem to be solved * Understand the generic class diagram of each of the 23 GoF patterns and how each object participates in the pattern * Use Swift to implement these patterns even though the language doesn t provide all of the object-oriented programming concepts such as abstract class, interface, and so on * Architect your software to avoid the overuse of memory, time spent on calculations, or high network traffic * Find the best way to...

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