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Programming Swift Mac Apps 1

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Swift for OS X currently requires the SDK for OS X Yosemite, and when Yosemite ships later this fall, Swift will also be GM on the Mac. In the meantime, you can keep developing your Mac apps with Swift by downloading the beta of Xcode 6.1. The Road Ahead. You'll notice we're using the word "GM", not "final". That's because Swift will continue to advance with new features, improved performance, and refined syntax.

Swift Has Reached 1.0 - Swift Blog - Apple Developer
Learn macOS programming by using this free tutorial series.

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We will walk you through step-by-step on building several macOS apps in Swift 5 and Xcode 10.

in Swift - AppCoda

Swift Playgrounds: Learn to Code 1&2: Use this set of lessons with the Swift Playgrounds app. Developing iOS 10 Apps with Swift: The course is offered by the Stanford University School of Engineering.

How to learn Swift, Apple's language for creating iOS and ...
The following is a Mac OS app, but should work equally well on iOS devices. Keep in mind, to run Swift code you need to

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have Xcode 6, which is currently in beta. Obviously you need to have a Mac to follow around. There are "cloud based" virtual Mac services you can use as well, but my experiences weren't great.

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It starts with Swift. Swift is a programming language created

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by Apple that's as easy to learn as it is powerful to use. The commands are based on words you already know, like `jump` and `forward`. And it's used by the pros to create the most popular apps for iPhone, iPad, Mac, Apple TV and Apple Watch.

Education - Teaching Code - Apple (UK)

Apple goes out of its way enable Mac owners to learn Swift, and use it to develop apps for the iPhone, iPad, iPod Touch, Apple TV and Mac. These resources will help you get started:
How to use ...

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Complete guide to coding & programming on Mac - Macworld UK

Building a Mac desktop app uses the exact same Swift 5 language as iOS apps—there are differences of course from iOS, such as the macOS user interface uses windows instead of screens for an iPhone, but if your coming from iOS, the transition is seamless...an example is on iOS we use a UIImageView, and on macOS we use an UIImageView—simple right?.

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Xcode includes everything developers need to create great applications for Mac, iPhone, iPad, Apple TV, and Apple Watch. Xcode provides developers a unified workflow for user interface design, coding, testing, and debugging. The Xcode IDE combined with the Swift programming language make developing apps easy and fun.

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