



# Beginning reactive programming with Swift : using RxSwift, Amazon Web Services, and JSON with iOS and macOS /

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Electronic books

Monografía

Learn the basics of reactive programming and how it makes apps more responsive. This book shows you how to incorporate reactive programming into existing development products and cycles using RXSwift and RxCocoa on iOS and Mac. As we move away from the traditional paradigm of typing or touching one step at a time to interact with programs, users expect apps to adapt and not need constant hand-holding. People today expect their devices to do much more than just follow commands. They expect devices to react and adapt. Reactive programming, a new term for asynchronous processing, requires new app architectures, and you'll learn how these are already built into iOS and macOS in many places. As part of this more complex environment, you'll move beyond Cocoa and Cocoa Touch to incorporate data from Amazon Web Services (AWS), JavaScript Object Notation (JSON), and other formats, and standards. Together with the concepts of reactive programming and RxSwift, these tools help you build more powerful and useful apps that have wide appeal and use. What You'll Learn Work with tools such as Darwin microkernel, RxSwift, and RxCocoa Use Git repositories and other resources to get into coding Create apps that adapt to gestures and UI interaction as well as what's happening in and around the environment of the app itself. Who This Book Is For This book is for Swift programmers interested in learning to create reactive apps with RxSwift

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**Contenido:** Intro; Table of Contents; About the Author; About the Technical Reviewer; Introduction; Part I: Building Composite Apps with Swift; Chapter 1: Building Blocks: Projects, Workspaces, Extensions, Delegates, and Frameworks; Component Architecture Overview; Looking at the iOS and macOS Building Blocks; Extensions; Delegates and Protocols; Frameworks; Building with the Building Blocks; Using a Workspace; Building with Combinations of Building Blocks; Command-Line Integration; Summary; Chapter 2: Using CocoaPods; Install CocoaPods; Create a Simple App (Single-View App); Summary Part II: Using Codable Data with Swift and iOSChapter 3: Reading and Writing JSON Data; Identifying Data That Needs to Be Shared; Considering Security for Sharing Data; The Challenges of Sharing Data; Identifying Data Elements; Managing Inconsistent Data Types; Exploring the Document and Structure Issues; Looking at JSON; Using JSON-The Basics; Summary; Chapter 4: Using JSON Data with Swift; Getting Started with a JSON Swift Playground; Using the JSON Integration Tools in Swift; Integrating a Swift Array; Integrating a Swift Dictionary; Summary; Part III: Integrating Facebook Logins Chapter 5: Setting Up a Facebook Account with iOSBeginning to Explore the Facebook iOS SDK; Looking at the Components of the Facebook iOS SDK; Summary; Chapter 6: Managing Facebook Logins; Beginning the Facebook SDK Login Process; Providing Basic iOS/Facebook Integration; Connecting the iOS app to your Facebook App; Summary; Chapter 7: Adding a Facebook Login to an iOS App; Starting to Integrate the Facebook SDK with an iOS app; Download the Facebook SDK for Swift; Adding Frameworks and Functionality to Your Facebook App; Enhancing Your App; Summary Part IV: Storing Data in Amazon Web ServicesChapter 8: Working with Amazon Web Services and Cocoa; Comparing Components; Using AWS with Cocoa; Sharing Data with Others; Using Data Across Platforms; Playing to Your Strengths; Playing to Your Users' Expectations; Exploring AWS; Getting Started with AWS; Comparing Cocoa and AWS Products for Data Management; Summary; Chapter 9: Managing AWS Logins; Looking at AWS Accounts and the Root User; Creating Organizations; Working with IAM; Integrating AWS with Xcode; Summary; Chapter 10: Beginning an AWS Project; Setting Up the iOS App Setting Up the iOS ProjectExploring the Documentation; Creating a Project; Setting Up the Back End; Add the Pods; Summary; Part V: Using RxSwift; Chapter 11: Getting Into Code; Getting Started; Installing RxSwift from GitHub; Using the RxSwift Playground; Looking at a Formatted Playground; Summary; Chapter 12: Thinking Reactively; What Are We Developing?; Approaches to Programming; Programming Paradigms; Structural Paradigms; Operational Paradigms; Design Patterns; Processing Configurations; Introducing Reactive Programming; Focusing on ReactiveX; Summary

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