

Exploring Swift Playgrounds

The Fastest and Most Effective
Way to Learn to Code and to
Teach Others to Use Your Code



Jesse Feiler

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Jesse Feiler
Plattsburgh, New York, USA

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About the Author



Jesse Feiler is a developer, consultant, and author focusing on Apple technologies for small businesses and nonprofit organizations. His projects have included database design and development with FileMaker and Core Data as well as production process control, publishing project management, and social media strategies for clients such as Federal Reserve Bank of New York, Young & Rubicam, Cutter Consortium, and

Archipenko Foundation. His books have been published by Wiley, Pearson, Apress, and others. His apps, including Utility Smart, Minutes Machine, Saranac River Trail, and The Nonprofit Risk App, are published by Champlain Arts Corp (<http://champlainarts.com>). He is founder of Friends of Saranac River Trail, Inc. and has served on a variety of boards for libraries and nonprofit cultural organizations. A native of Washington, DC, he has lived in New York City and currently lives in Plattsburgh, New York. He can be reached at jfeiler@champlainarts.com.

About the Technical Reviewer



Massimo Nardone has more than 22 years of experiences in Security, Web/Mobile development, Cloud and IT Architecture. His true IT passions are Security and Android.

He has been programming and teaching how to program with Android, Perl, PHP, Java, VB, Python, C/C++ and MySQL for more than 20 years.

He holds a Master of Science degree in Computing Science from the University of Salerno, Italy.

He has worked as a Project Manager, Software Engineer, Research Engineer, Chief Security Architect, Information Security Manager, PCI/SCADA Auditor and Senior Lead IT Security/Cloud/SCADA Architect for many years.

Technical skills include: Security, Android, Cloud, Java, MySQL, Drupal, Cobol, Perl, Web and Mobile development, MongoDB, D3, Joomla, Couchbase, C/C++, WebGL, Python, Pro Rails, Django CMS, Jekyll, Scratch, etc.

He currently works as Chief Information Security Office (CISO) for Cargotec Oyj.

He worked as visiting lecturer and supervisor for exercises at the Networking Laboratory of the Helsinki University of Technology (Aalto University). He holds four international patents (PKI, SIP, SAML and Proxy areas).

Massimo has been reviewing more than 40 IT books for different publishing company and he is the coauthor of *Pro Android Games* (Apress, 2015).

This book is dedicated to Antti Jalonen and his family who are always there when I need them.

Introduction

Once you get beyond the basics of very simple code that doesn't do very much, you quickly discover a conundrum: testing code to do something pretty simple in the context of an app requires you to write a pretty complicated app—in many cases before you can test your simple code. Apple's Swift playgrounds address that issue in many of its guises. With a playground, you can experiment with a simple snippet of code on its own or within a playground that provides the context that your snippet will run in. You don't have to write the whole app in order to test your few lines of code.

You can use a Swift playground as a trainer or teacher: you can build the app context as a playground so that your students can write their snippets inside your playground. Because playgrounds are often used for training and documentation, Apple's Swift playgrounds support their own markup language that lets you format your code and create areas of the playground's code where the user can or must provide their own code. You can even hide some of your playground context so that the user or learner sees only the snippet to be worked with.

Swift playgrounds can be built and run with Playgrounds for iPad or with Xcode for macOS. The code that you write in a playground can be tested in that standalone environment and then copied and pasted into an app being developed with Xcode for macOS, iOS, watchOS, or tvOS.

This book provides an introduction to Swift playgrounds and gets you started either as a developer of playgrounds or a user of playgrounds developed by someone else. As the book progresses, you'll see how to build more and more complex playgrounds.

Playgrounds can provide a powerful and intriguing entry into coding for new coders of any age or background.

Downloading Playgrounds for the Book

You can download playgrounds from the book from the author's website at northcountryconsulting.com. Create an account, log in, and use the Downloads section on the left-hand side of the landing page.