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Radoslava Leseva Adams, Hristo Lesev

Migrating to Swift from Flash and ActionScript

- Leverages your ActionScript skills and experience to give you a head start with Swift and iOS.
- Gives you the fastest way to migrate to a new set of tools, workflow and programming language with illustrated step-by-step tutorials.
- Serves as a quick reference with recipes for specific mobile development tasks

Build on your knowledge of ActionScript to take the fast track developing iOS apps with Apple's latest language, Swift. Swift's syntax is easier to understand than Objective-C for people already familiar with ActionScript. At the same time it offers a number of new features and richer expressiveness than both ActionScript and Objective-C. Switching to a new platform usually involves migration on three levels: tools, workflow, and programming language. This book is structured as a guide that will help you on each level with step-by-step tutorials. Apart from the tutorials, it comes with recipes for some of the most popular mobile development topics: social network integration and messaging, taking advantage of device capabilities, networking and working with local and iCloud data, advertising in your app or game, and 2D and 3D graphics. The book also includes a final chapter that takes you through Apple's App Store submission process. Don't just build your apps, sell them.

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