SWIFT FINAL
POGIL ROADMAP

1.1 - Introduction to swift
1.2 - constant, variables, types
1.3 - operators and conditional statements

2.1 - strings and functions
2.2 - structures

3.1 - managing structures
3.2 - structures, classes, inheritance

4.1 - unit testing

5.1 - arrays and dictionaries
5.2 - iterating through collections

7.1 - optionals
7.2 - type casting and inspection

8.1 - guard
8.2 - enumeration

9.1 - protocols
9.2 - saving data

10.1 - closures

12.1 - working with the web

13.1 - error handling