



# **Swift Programming Language**

# Hello World

```
println("Hello World !")
```

```
//var using make a variable.  
var hello = "Hello"
```

```
//let using make a constants.  
let world = "World!"
```

```
println("\$(hello) \$(world)")
```

# Simple Values

```
var name = "ANIL"
```

```
//Weight type is Double.  
var weight: Double = 74.4
```

```
//Correct.
```

```
var myVariable = 4  
myVariable = 10
```

```
//Wrong, because myVariable type is Integer now.  
var myVariable = 4  
myVariable = "Four"
```

# Simple Values

```
var text = "ANIL"  
var number = 7
```

//Combining two variables to one variable.

```
var textNumber = text + String(number)
```

```
println(textNumber)
```

# For - If - Else - Else If

```
//0,1,2,3,4,5,6,7,8,9  
for var i = 0; i < 10; i++ {  
    println(i)  
}
```

```
//1,2,3,4,5  
for i in 1...5 {  
    println(i)  
}
```

```
if condition {  
    /* Codes */  
}
```

```
else if condition {  
    /* Codes */  
}
```

```
else {  
    /* Codes */  
}
```

# Array - Dictionary

//Make an array.

```
var cities = ["Istanbul", "Sivas", "San Francisco", "Seul"]
println(cities[0])
```

//Make a dictionary.

```
var cityCodes = [
    "Istanbul Anadolu": "216",
    "Istanbul Avrupa": "212",
    "Ankara": "312"
]
println(cityCodes["Istanbul Anadolu"] !)
```

# Array

```
var stringArray = ["Hello", "World"]
```

```
//Add element into the array.  
stringArray.append("Objective - C")
```

```
//Insert element into the array.  
stringArray.insert("Apple", atIndex: 2)
```

```
//Remove element into the array.  
stringArray.removeAtIndex(3)
```

```
//Remove last element into the array.  
stringArray.removeLast()
```

# Array

//Get element into the array.

stringArray[1]

stringArray[1...3]

//Get all elements into the array.

for (index, value) in enumerate(stringArray) {

    println("\(index + 1). value is: \(value)")

}

//Get element count in the array.

stringArray.count

# Dictionary

```
var airports = ["SAW": "Sabiha Gokcen Havalimani",
    "IST": "Ataturk Havalimani"]
```

```
//Add element in the dictionary.
airports["JFK"] = "John F Kennedy"
```

```
//Get element count in the dictionary.
airports.count
```

```
//Update element in the dictionary.
airports.updateValue("John F Kennedy Terminal",
    forKey: "JFK")
```

# Dictionary

```
//Remove element in the dictionary.  
airports.removeValueForKey("JFK")
```

```
//Get all elements into the dictionary.  
for (airportCode, airport) in airports {  
    println("Airport Code: \(airportCode) Airport:  
        \(airport)")  
}
```

```
//Get all keys.  
var keysArray = airports.keys
```

```
//Get all values.  
var valuesArray = airports.values
```

```
func sum(num1: int, num2: int) -> int {  
    return num1 + num2  
}
```

```
class hockeyScore {  
    //fields  
    var homeScore: Int  
    var awayScore: Int  
  
    //constructor  
    init(homeScore: Int, awayScore: Int) {  
        self.homeScore = homeScore  
        self.awayScore = awayScore  
    }  
  
    //methods  
    func homeGoal() {  
        homeScore = homeScore + 1  
    }  
  
    func awayGoal() {  
        awayGoal = awayGoal + 1  
    }  
  
    func getScore() -> (homeGoals: Int, awayGoals: Int) {  
        return (homeScore, awayScore)  
    }  
}
```

**Thank you**