

```
/**
Assignment Operator
We have already used the assignment operator for simple values.
var value = 17
value = 1337
*/
```

```
/**
Exercise 2.1
What would happen if you used the assignment operator in the following way? (This is mainly an
exercise for Objective-C coders.)
var value = 17
if value = 19 {
    print("Whatever and stuff.")
}
*/
var value = 17
//if value = 19 { //Error Use of '=' in a boolean context, use '=='
//    instead
if value == 19 {
    print("Whatever and stuff.")
}
```

```
/**
Arithmetic Operators
Everyone knows how these work. They're basically the same as in other lanugages. +, -, *, /
*/
```

```
/**
Exercise 2.2
Use all the arithmetic operators in a single statement and assign the result to a constant.
*/
```

```
let a = 1 + 2          // equals 3
let b = 5 - 3          // equals 2
let c = 2 * 3          // equals 6
let d = 10.0 / 2.5     // equals 4
```

```
/**
Exercise 2.3
Append the string "Larionov" to the end of the string "Igor " and assign the resulting string to a
constant.
*/
```

```
let context = "Igor " + "Larionov"
```

```
/**
Exercise 2.3
What happens if you try the unary increment operator (e.g. value++) from other C-like languages?
var value = 0
```

```

    value++
    */
var value2 = 0
//value2++ // Error Cannot find operator '++' in scope; did you mean
'+= 1'?

```

```

/**
Exercise 2.4
How do you check if two strings are equal in Swift?
*/
if "Hi" == "Hi" {
    print("This is the way to check if strings equal")
}

```

```

/**
Exercise 2.5
Let's compare some tuples. Guess if these are true or false:
(1, "zebra") < (2, "apple")
(2, "zebra") < (1, "apple")
(3, "apple") < (3, "bird")
(4, "dog") == (4, "dog")
(4, "dog") == (4, "cat")
*/
(1, "zebra") < (2, "apple") //true
(2, "zebra") < (1, "apple") //false
(3, "apple") < (3, "bird") //true
(4, "dog") == (4, "dog") //true
(4, "dog") == (4, "cat") //false

```

```

/**
Ternary Conditional Operator
Exercise 2.6
Use the ternary conditional operator to assign the correct number of days in a year to the constant
daysInYeardepending on the value of leapYear.
var leapYear = true
*/
//leap year = a year will have 366 days
var leapYear = true
let daysInYeardepending = leapYear ? 366 : 365

```

```

/**
Nil-Coalescing Operator
Coalescing is not the easiest word to spell. You could think of it as the default operator, I guess.
*/

```

```

/**
Exercise 2.7

```

Use the nil-coalescing operator ?? to provide a fallback value if a value for the optional variable name has not been provided.

// The first name is optional in this example.

```
var firstName: String? = nil
```

// The last name is however not optional.

```
var lastName: String = "Jones"
```

// Use ?? operator here to provide a fallback value,

// if no first name has been provided.

// For example, the default value could be "Dr.",

// because this code is to be used at a medical conference. var name: String = firstName

```
name += " " + lastName
```

```
print(name)
```

```
*/
```

// The first name is optional in this example.

```
var firstName: String? = nil
```

// The last name is however not optional.

```
var lastName: String = "Jones"
```

// Use ?? operator here to provide a fallback value,

// if no first name has been provided.

// For example, the default value could be "Dr.",

// because this code is to be used at a medical conference.

```
var name: String = firstName ?? "Dr."
```

```
name += " " + lastName
```

```
print(name)
```

```
/**
```

Range Operators

Exercise 2.8: Closed Range Operator

Define a closed range, e.g. for an amplifier volume knob that goes from 0 to 11. The range should include both 0 and 11, because this amplifier really does go to 11.

```
*/
```

```
for i in 0...11 {
```

```
    print(i)
```

```
}
```

```
/**
```

Exercise 2.9: Open Range Operator

Define an open range, e.g. for an amplifier volume knob that goes from 0 to 10. The range should include both 0 and 10, but not 11.

```
*/
```

```
for i in 0..<11 {
```

```
    print(i)  
}
```