

Swift Crash Course

PART II

Demo Agenda

- Loops
- Functions
- Control structures (If/else)
- Structs and Classes

Challenge

- Make a new playground.
- Take the array of albums you made last time.
- Loop through the array and print out the various album details
- Try to come up with a set of classes that models board. Create functions that are shared and some that are piece specific. (If you don't know chess, try baseball or something.)