

Desarrollo de APLICACIONES MÓVILES iOS



Bienvenidos...



IF

```
1  temperatureInFahrenheit = 90
2  if temperatureInFahrenheit <= 32 {
3      print("It's very cold. Consider wearing a scarf.")
4  } else if temperatureInFahrenheit >= 86 {
5      print("It's really warm. Don't forget to wear sunscreen.")
6  } else {
7      print("It's not that cold. Wear a t-shirt.")
8  }
9  // Prints "It's really warm. Don't forget to wear sunscreen."
```

IF LET

- Se define una variable o constante cuyo tiempo de vida se extiende dentro de la ejecución del if.

```
var nombreAlumno:String?
```

```
if let nombreAlumno2 = nombreAlumno {  
    print("nuevo nombre \(nombreAlumno2)")  
}
```

GUARD

- Se define una variable o constante cuyo tiempo de vida se extiende por todo el método.
- Su else debe estar seguido por un return, break, continue o throw.

```
guard condition else {  
    statements  
}
```

- return
- break
- continue
- throw

Guard

```
guard let name = person["name"] else {  
    return  
}
```

```
print("Hello \(name)!")
```



For Loops

```
1  for index in 1...5 {  
2      print("\(index) times 5 is \(index * 5)")  
3  }  
4  // 1 times 5 is 5  
5  // 2 times 5 is 10  
6  // 3 times 5 is 15  
7  // 4 times 5 is 20  
8  // 5 times 5 is 25
```

```
1  let names = ["Anna", "Alex", "Brian", "Jack"]  
2  for name in names {  
3      print("Hello, \(name)!")  
4  }  
5  // Hello, Anna!  
6  // Hello, Alex!  
7  // Hello, Brian!  
8  // Hello, Jack!
```

Switch

```
switch some value to consider {  
  case value 1 :  
    respond to value 1  
  case value 2 ,  
    value 3 :  
    respond to value 2 or 3  
  default:  
    otherwise, do something else  
}
```

```
1 let someCharacter: Character = "z"  
2 switch someCharacter {  
3   case "a":  
4     print("The first letter of the alphabet")  
5   case "z":  
6     print("The last letter of the alphabet")  
7   default:  
8     print("Some other character")  
9 }  
10 // Prints "The last letter of the alphabet"
```

Switch

```
1 let approximateCount = 62
2 let countedThings = "moons orbiting Saturn"
3 let naturalCount: String
4 switch approximateCount {
5 case 0:
6     naturalCount = "no"
7 case 1..
```


Enumeradores

```
enum CompassPoint {  
    case north  
    case south  
    case east  
    case west  
}
```

```
directionToHead = .south  
switch directionToHead {  
case .north:  
    print("Lots of planets have a north")  
case .south:  
    print("Watch out for penguins")  
case .east:  
    print("Where the sun rises")  
case .west:  
    print("Where the skies are blue")  
}  
// Prints "Watch out for penguins"
```

Enumeradores Valores Asociados (Associated Values)

```
enum Barcode {  
    case upc(Int, Int, Int, Int)  
    case qrCode(String)  
}
```

```
switch productBarcode {  
case .upc(let numberSystem, let manufacturer, let product, let check):  
    print("UPC: \(numberSystem), \(manufacturer), \(product), \(check).")  
case .qrCode(let productCode):  
    print("QR code: \(productCode).")  
}
```

Enumeradores Con Valor (Raw Value)

```
enum ASCIIControlCharacter: Character {  
    case tab = "\t"  
    case lineFeed = "\n"  
    case carriageReturn = "\r"  
}
```

```
enum Planet: Int {  
    case mercury = 1, venus, earth, mars, jupiter, saturn, uranus, neptune  
}
```

```
enum CompassPoint: String {  
    case north, south, east, west  
}
```

