Swift Cheat Sheet

Variables/Constants

```swift
var myVariable = 42
let myConstant = 12
var typedVariable: Type
let typedConstant: Type
```

Functions

```swift
func aFunction(input: Type) ->Type {
    //Do Something
    return theOutput
}
```

Data Types

```
Int          23
Float        2.3
Double       3.1415926
Bool         true/false
String       "abc"
Array        [1,2,3]
Dictionary
             [key: value]
```

Structures

```swift
struct MyStruct {
}
```

Classes

```swift
class myClass: SuperClass {
}
```

IF Statement

```swift
if condition {
    //do X
} elseif otherCondition {
    //do Y
} else {
    //do Z
}
```

Switch Statement

```swift
switch someVariable {
    case 1:
        //do X
    case 2:
        //do X
    default:
        //do X
}
```

Loops

```swift
for variable in low...high {
}

for item in array {
}

while condition {
}
```