

Swift Cheat Sheet

Types

Int	3
Float	3.14
Double	3.1415925359
Bool	true, false
String	"Angela", "Philipp"

Variables

```
let iAmAConstant : Int = 42
var iAmAVariable : Int = 23
later... iAmAVariable = 46
var inferredVariable = "I'm a string"
var optionalString:String? = nil
```

Strings

```
var combi = "\(string1)
+ \(string2)"
let numberString = "2"
var integer
=numberString.toInt
```

Classes

```
class myClass:someSuperClass {
  var myProperty:Int?
  override init() {
    myProperty = 12
  } //methods }
```

Methods

```
func myMethod() -> Bool {
  return true }
func methodWithParam (a:Int, b:int) {
  a + b
}
```

Arrays + Dict

```
let one = "Uno"
let two = "Dos"
var array : [String]
= [one, two]
array.append("Tres")
print("two = \(array[1])")
```

```
var dict :
Dictionary [String: Int] =
["One": 1, "Two": 2]
dict["Two"] = 2
dict["One"] = nil //delete
for (string, number) in dict{ }
```

If + For Loops

```
if someCondition == true { //do x
} else { //do y }
for fruit in fruitBasket { //do something}
for i in 0...4 { //do something else }
for i in 0..<4 { //do another thing }
```

Switch

```
switch someVariable {
  case 1: "Hello"
  case 2: "Good Bye"
  default: "Nothing"
}
```

