

Variables

A variable refers to a storage location in the computer's memory that one can set aside to save, retrieve, and manipulate data.

Variables are denoted by a name.

```
var score = 0
```

Constants

Constants refer to fixed values that a program may not alter during its execution.

```
let pi = 3.14
```

Arithmetic Operators

Swift supports arithmetic operators for:

- `+` addition
- `-` subtraction
- `*` multiplication
- `/` division
- `%` modulo (yields the remainder)

```
var x = 0  
  
x = 4 + 2    // x is now 6  
x = 4 - 2    // x is now 2  
x = 4 * 2    // x is now 8  
x = 4 / 2    // x is now 2  
x = 4 % 2    // x is now 0
```

Types

Type annotation can be used during declaration.

The basic data types are:

- `Int` : integer numbers
- `Double` : floating-point numbers
- `String` : a sequence of characters
- `Bool` : truth values

```
var age: Int = 28  
  
var price: Double = 8.99  
  
var message: String = "good nite"  
  
var lateToWork: Bool = true
```

String Interpolation

String interpolation can be used to construct a `String` from a mix of variables, constants, and others by including their values inside a string literal.

```
var apples = 6  
  
print("I have \(apples) apples!")
```