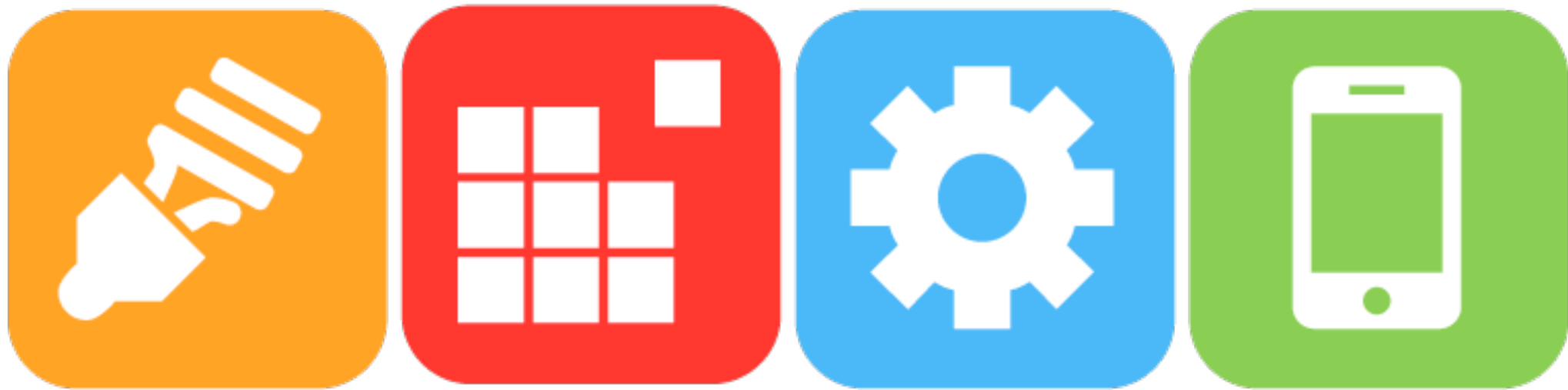


iOS Weekend



Invest in your future one weekend at a time!

Intro to Swift Programming

Based on WWDC 2014 Developer Preview
Language Syntax Subject to Change

FocalShift

- Provides contract software development, project management, and architectural guidance for clients developing native "mobile-first" applications.
- Specializes in the creation of mobile software solutions for iOS devices and develops Linux-based backend web services in support of connected mobile apps.



Introducing Swift

- Swift is a new programming language for iOS and OS X apps that builds on the best of C and Objective-C, without the constraints of C compatibility.
- Swift adopts safe programming patterns and adds modern features to make programming easier, more flexible, and more fun.

- Swift's clean slate, backed by the mature and much-loved Cocoa and Cocoa Touch frameworks, is an opportunity to reimagine how software development works.

- Swift is friendly to new programmers.
- It is the first industrial-quality systems programming language that is as expressive and enjoyable as a scripting language.
- It supports playgrounds, an innovative feature that allows programmers to experiment with Swift code and see the results immediately, without the overhead of building and running an app.

ional patterns

Protocols and extensions on structs

Pattern mat

se syntax

Closures

Generics

Fast iter

e collections

Optional

tor overloading

Object orient

spaces

Tuples

Type infe

mutability syntax

Read-Eval-Print-Loop (

ctive playground

Multiple return types

Compile to native



SAFE

MODERN

POWER

Is Objective-C Dead?



Is Objective-C Dead?

No

Hi, I am an ...



Hi, am an Objective-C Programmer



Hi, I am a Swift programmer

Hi, I am an ...

Apple Developer!



Getting Started

- Download Xcode6-Beta - Must be in paid (\$99) Apple Developer Program to get access to beta.
- Read Apple-provided iBooks - Available on iBooks Store for Free.
- Experiment with Playgrounds

iBooks

- “The Swift Programming Language”
- “Using Swift with Cocoa and Objective-C”

Xcode6-Beta

- Installs on Mavericks
- Can co-exist with Xcode 5.1.1
- Use “xcode-select” to select command-line tools if needed.
- Be careful when opening project files.

Playgrounds



Welcome to Xcode

Version 6.0 (6A215I)



Get started with a playground
Explore new ideas quickly and easily



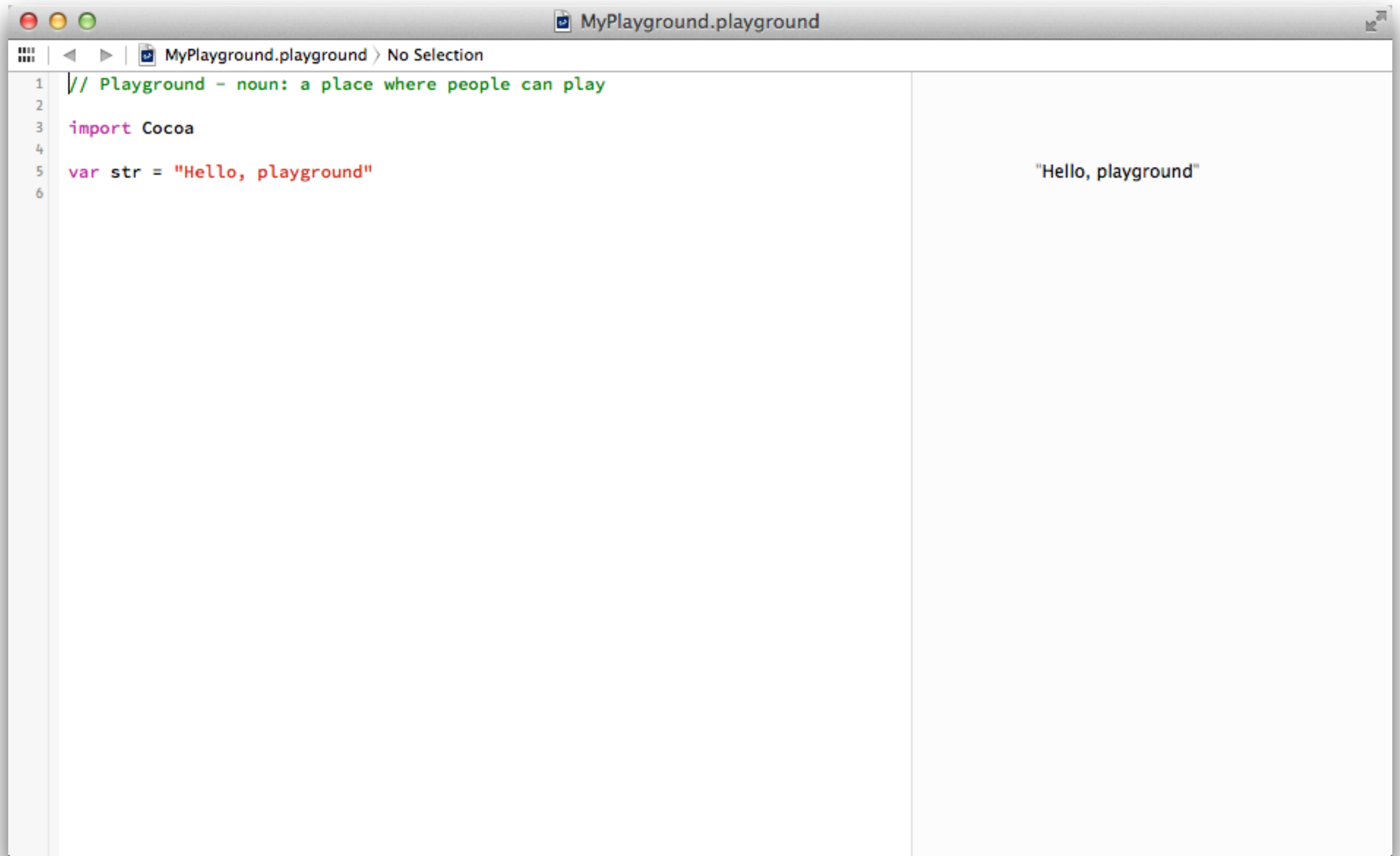
Create a new Xcode project
Start building a new iPhone, iPad or Mac application.



Check out an existing project
Start working on something from an SCM repository

No Recent Projects

Open another project..



Command-Line Swift

- REPL - Read, Eval, Print, Loop
- `sudo xcode-select --switch /Applications/Xcode6-Beta.app/`
- `xcrun swift`
- Use “:exit” to quit the REPL

```
09:50:32 ~
$ sudo xcode-select --switch /Applications/Xcode6-Beta.app/
Password:
09:50:40 ~
$ xcrun swift
Welcome to Swift! Type :help for assistance.
  1> import Cocoa
  2> var str = "Hello, playground"
str: String = "Hello, playground"
  3> :exit

09:51:02 ~
$ █
```

Language Topics for Today

- Literals
- Types
- Operators
- Functions

Practice Files

<https://github.com/iosweekend-samples/swift-intro-playgrounds>

Thank You

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