Use either auto resizing or constraints (exclusive or)

Stack View for dayzzz!!!

Fit constraints to where it is on the frame

Edit constraints

Under the ruler label

Add + next to installed

Add variance

Then click uninstall

func textFieldShouldReturn(UITextFied)->bool

checkAmount.delegate=self

Swift

Uninitialized variables must be designated a type

var word: String (or Float, Int, bool, Character \*must be specified to avoid assumption of string\*)

let c: Character = “s”

\” allows you to have quotation marks in a string

constant = let

print(“Hello world”)

+ used to concatenate strings

Enumerations

Arrays

Var integers: [Int] (Creates an array of integers)

Dictionaries  
Sets (NSArray, NSDDictionaries, NSSets)

Optionals: Only values which can be NULL, null, nil in swift

Denoted by ?- var color: String?

Unwrapping: Must follow var with ! to access actual value- let actualColor = color!

Unwrapped optionals must be given their own name, but it can be the same name as the optional

if number < 10 {} (Parenthesis not required, but can be used)

for loops

for var i = 0; i<10; i+=1 {}

while i<10 {}

Repeat- Checks if condition is still true at the end of the loop

Switch statement

Functions fun nameOfFunction(width: Double, height: Double) -> Double {return width\*height}

Will return a double (->Double) if void (->Void or can skip arrow)

function arguments can have internal and external names (width w: Double, height h: Double) {return w\*h} external name comes first, if only one argument given then it is assumed this is the internal name

\_ means that there is no external name and that the name of the argument need not be supplied

Throwing and catching errors

The guard statement

Classes and Structs

SCROLL VIEW