**import** UIKit

**var** Temperature: Float = 72.9

Temperature = 70.5

//Ex2

**let** sec1: Int = 3600

//sec1 =455

// sec1 is Declared as a constant with the help of "let" keyword and in any programing language we can't change its value after first assignment.

//Ex3

**var** var1: Int

**var** var2 = 3

//Ex4

**let** NoOfWheel: Int

NoOfWheel = 4

////

///

//Ex5

**let** π = 3.141

///

//Ex6

**var** 🧚‍: String

///Ex7

**var** variable1: Int = 15

print(variable1)

//Ex8

**var** IntVar: Int32 = Int32.max

print(IntVar)

**let** pi: Double = 3.141592654

print(pi)

///Data type of pi will be Double because Double data type will give us the upto 9 precsion number after decimal .

//Ex 9

//let myNumber: UInt = -17

//Give us error because UInt is ranged from 0....(+ve) numbers

//Ex10

//let bigNumber: Int16 = 32767 + 1

//Number range is overflow

//Ex11

**let** pi1 = 3.141592654

**var** pi3 = Int(pi1)

**var** approximatePi = pi3

print(approximatePi)

//Ex 12

///

/\* \*/

//Ex 13

/\*\*

cxbxcvb

/\*

xbxcb

\*/

\*/

///Ex 15

///

**var** player=("Igor Larinov",8)

//Ex 16

**let** PlayerName = player.0

**let** PlayerNumber = player.1

print("Player Name is \(PlayerName) and his number is \(PlayerNumber)")

//Ex 17 has sulotion

//Ex 18

**let** value: Int? = 17

**let** banana: Int = value!

print("value is = ", banana)

//Ex 19 88: Fatal error: Unexpectedly found nil while unwrapping an Optional value

//Playground execution failed: at line 90

**let** value1: Int? = **nil**

//let banana1: Int = value1!

//print("value is = ", banana1)

//EX 21

**var** int1: Int = 20

**var** int2: Int = 20

**var** result = 0

**if** (int1 == int2)

{

result = 3 \* (int1 + int2)

print("Result of sum is tripled as both numbers \(int1) and \(int2) are equals and triple sum is =",result)

}

**else**

{

result = int1 + int2

print("Sum of numbers \(int1) and \(int2) is = ", result)

}

//Ex 22

**var** array1 = [1,2,3,4,5]

print("Array Length is = ", array1.count)

**var** firstindexvalue = array1.first

**if**(firstindexvalue != 0 )

{

**if**(array1[0] == 5)

{

print("5 is the first element of the given array")

}

**if**(array1[array1.count-1] == 5)

{

print("5 is the last element of the give array")

}

**else**

{

print("5 is not the first and last element of the given array")

}

}

**else**

{

print("This array is empty")

}

//Ex 23

**var** array2 = [2,23,56,78,909,21]

print(array2)

print("after revers order")

array2.reverse()

print(array2)

//Ex 24

**var** array3 = [1,2,3]

array3.swapAt(0, 2)

print(array3)

//Ex 25

**var** array4 = [4,4,4,4]

**var** sumofarray = 0

**for** i **in** 0...array4.count-1

{

sumofarray += array4[i]

}

print("sum of array elemements is = \(sumofarray)")

//Ex 26

**var** n = 23

**let** n1 = 50

**var** diff = 0

**if**( n > n1)

{

diff = abs(2 \* (n-n1))

print("The double absolute differnece of number is = , \(diff)")

}

**else**

{

diff = abs(n - n1)

print("The differnece of number is = , \(diff)")

}

//Ex 27

**let** firstnum = 10

**let** secnum = 10

**var** bool1 = **true**

**var** sum3 = firstnum + secnum

**if**((firstnum == 20 || secnum == 20) || sum3 == 20)

{

print(bool1)

}

**else**

{

bool1 = **false**

print(bool1)

}

//Ex28

**let** number1 = 3

**let** number2 = -2

**var** bool2 = **true**

**if**((number1 < 0 || number2 < 0) || ((number1 < 0) && (number2 < 0)))

{

print("one or both numbers are -ve=\(bool2)")

}

//Ex29

**let** r1 = 15

**var** bool3 = **true**

**if** (10...30).contains(r1)

{

print("number is within the range ",bool3)

}

//Ex 30

**var** str = "united state of america"

**let** startind = str.index(str.startIndex, offsetBy: 0)

//print(endind)

str.replaceSubrange(...startind, with: "U")

print(str)

**let** endind = str.index(str.endIndex, offsetBy: -2)

str.replaceSubrange(endind..., with: "A")

print(str)