**INTRODUCTION TO SWIFT 4**

Swift 4 is a new programming language developed by Apple Inc for iOS and OS X development.

Swift 4 adopts the best of C and Objective-C, without the constraints of C compatibility.

* Swift 4 provides modern programming features.
* Swift 4 provides Objective-C like syntax.
* Swift 4 is a fantastic way to write iOS and OS X apps.
* Swift 4 unifies the procedural and object-oriented portions of the language.
* Swift 4 does not need a separate library import to support functionalities like input/output or string handling.

Swift 4 comes with playground feature where Swift 4 programmers can write their code and execute it to see the results immediately.

Swift designers took ideas from various other popular languages such as Objective-C, Rust, Haskell, Ruby, Python, C#, and CLU.

 A Simple program to print **Hello, World!** program created for OS X playground:

* var mystring=”Hello, World!”

print(mystring)

If we are creating the same program for iOS playground, then it will include **import UIKit** and the program will look as follows –

* import UIKIT

var mystring=”Hello, World!”

print(mystring)

So Output of the above mentioned program is as follows:

* **Hello, World!**

**BASIC SYNTAX:**

**COMMENT**

Comments are like helping texts in your Swift 4 program.Multi-line comments start with /\* and terminate with the characters \*/ as shown below :

**/\* My first program in Swift 4 \*/**

**SEMICOLONS**

Swift 4 does not require you to type a semicolon (;) after each statement in your code, though it’s optional:

var mystring =”**Hello, World!**”; print(mystring)

**Identifiers**

A Swift 4 identifier is a name used to identify a variable, function, or any other userdefined item.

An identifier starts with an alphabet A to Z or a to z or an underscore \_ followed by zero or more letters, underscores, and digits (0 to 9).

Swift 4 does not allow special characters such as @, $, and % within identifiers.

**myname50 \_temp j a23b9 retVal**

**Keywords**

The reserved words may not be used as constants or variables or any other identifier names, unless they're escaped with backticks.

**Whitespaces**

Whitespace is the term used in Swift 4 to describe blanks, tabs, newline characters, and comments.

Whitespaces separate one part of a statement from another and enable the compiler to identify where one element in a statement, such as int, ends and the next element begins.

**Var age**

There must be at least one whitespace character (usually a space) between **var** and **age** for the compiler to be able to distinguish them.

**Literals**

A literal is the source code representation of a value of an integer, floating-point number, or string type.

**92 // Integer literal**

**4.24159 // Floating-point literal**

**"Hello, World!" // String literal**

**Printing in Swift**

To print anything we use ‘print’ keyword.

It has 3 properties- Items, terminate,