Swift is object oriented

variables

* Cannot perform arithmetic operation on two different types of data
* No necesitas especificar si es un string o bool o numero, xcode lo descifra
* Hay lets y var

int hola = 4;

var hola = 4

Arrays and dictionaries

* Dictionaries = arrays where you have a field for a word, and then a key for that word (the definition) after a colon

Optionals

* Allow us to use variables without values without crashing our code
* An optional is a variable that mayo r may not have values, by putting “!” you are saying that you are sure it has a value which is not nil
* The best way to deal with them is to use the if let statements

Ways of storing data

1. User defaults
2. Core data

IB = interface builder,

Click control and drag button to code, so a function gets created

Connection

* Action= when you want to perform an action
* Outlet= when you only want to refer to its value

IBOutlet

* To change the content of a UI element with code

IBAction

* To create some code that will run when a button is tapped

To inserta n image to storyboard, first create an imageView (will be the container of the image); you need to draga n image to your xcode files so that it appears in the options

* Scale to fill, your images streches to fill all image container
* Aspect fit, your image preserves ratio inside image container
* Aspect fill, does the same as aspect fit, but goes beyond the limits of the image container

To convert a string to integer

* Int(string)

To convert an integer to string

* string(int)

Optional

* A var that may or may not have a value
* By putting a ! you are telling Swift that you are sure it will have a value (called unwrapping )

To create variables

* Var
* Let = when variable doesnt change value