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