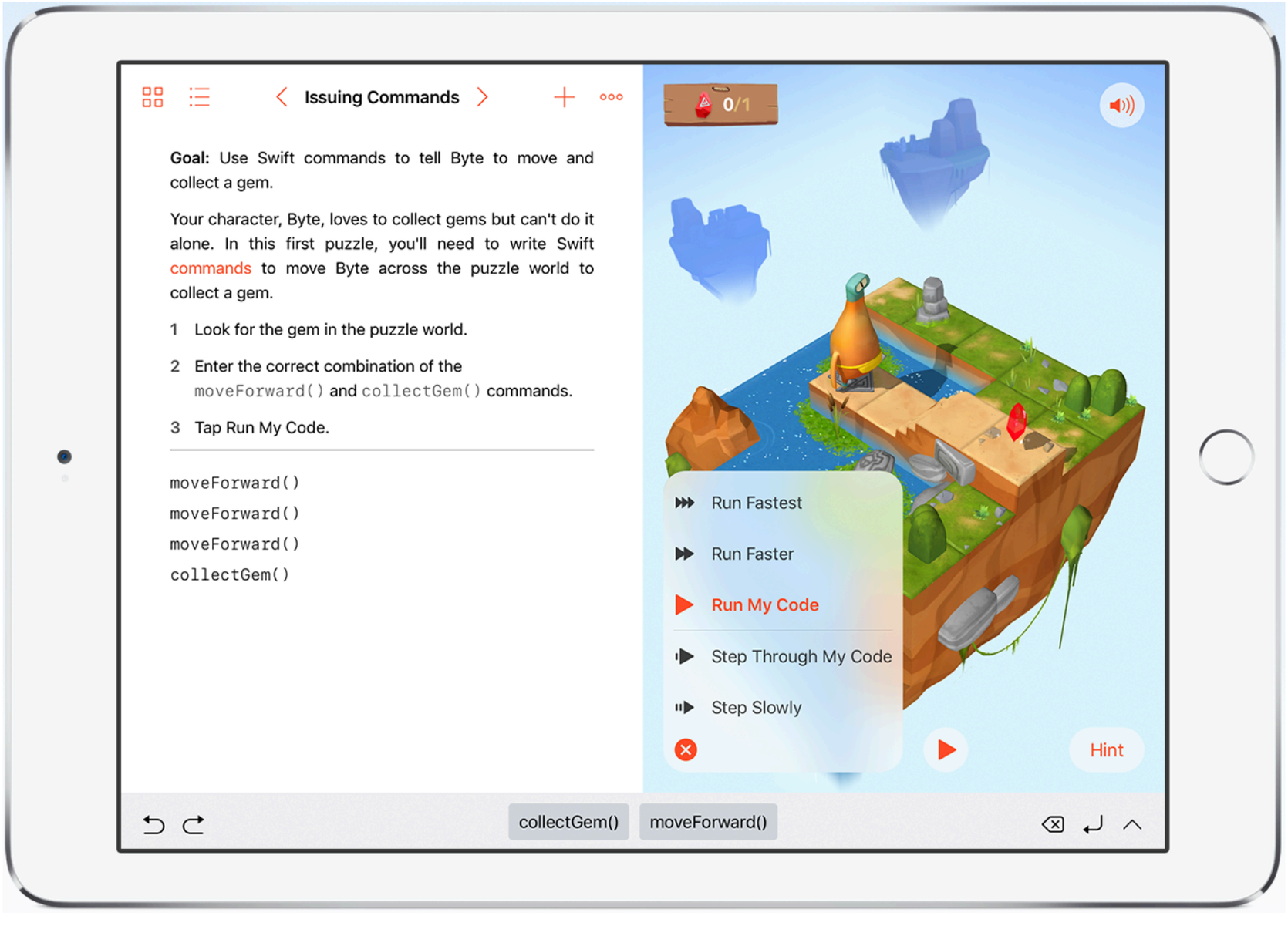
Playground

Playground

Fast campus

Create small programs called “playgrounds” that instantly show the results of the code that you write



Get started with a playground

Fast campus

Welcome to Xcode

Version 10.1 (10B61)

Get started with a playground
Explore new ideas quickly and easily.

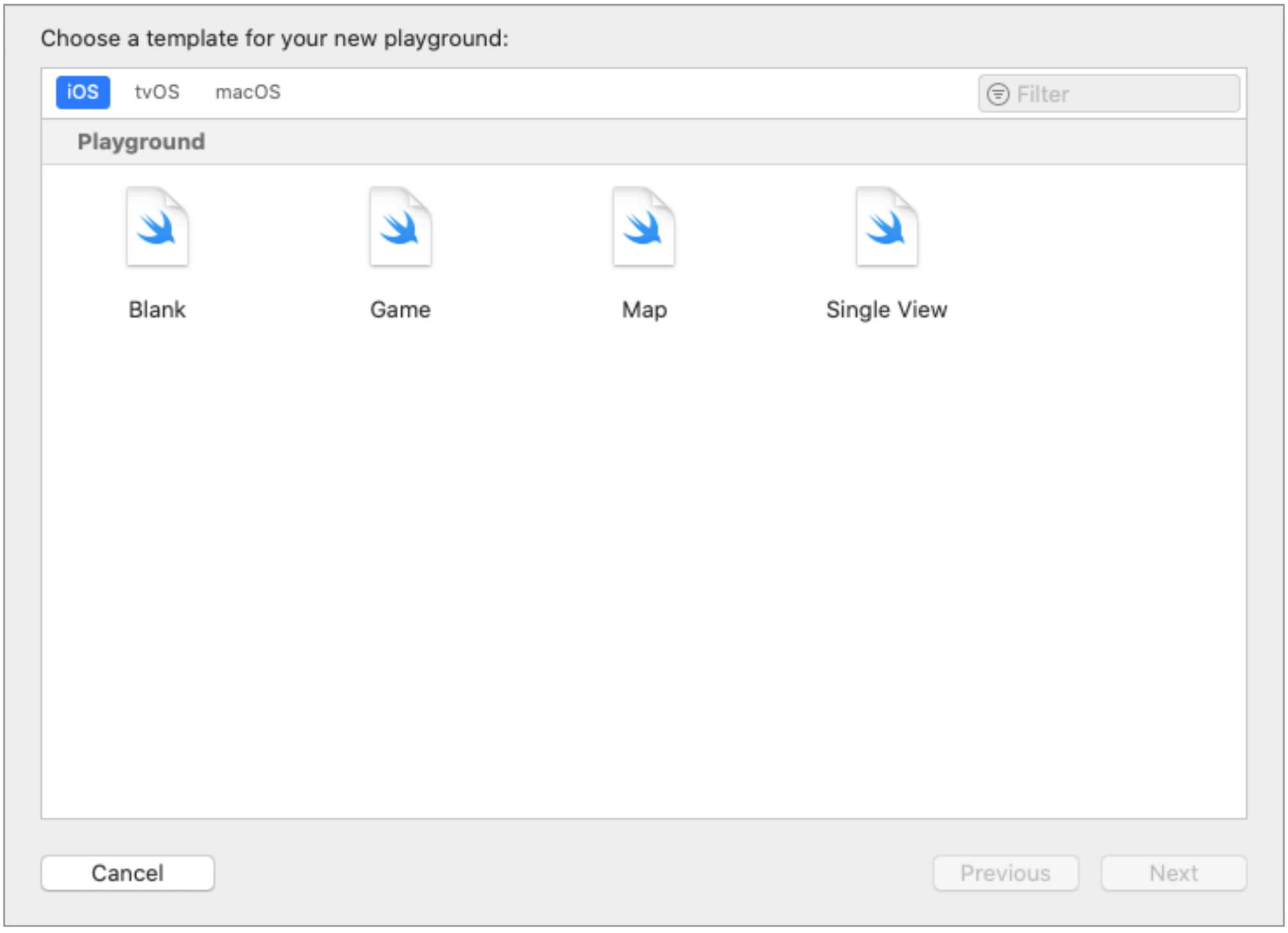
Create a new Xcode project
Create an app for iPhone, iPad, Mac, Apple Watch, or Apple TV.

Clone an existing project
Start working on something from a Git repository.

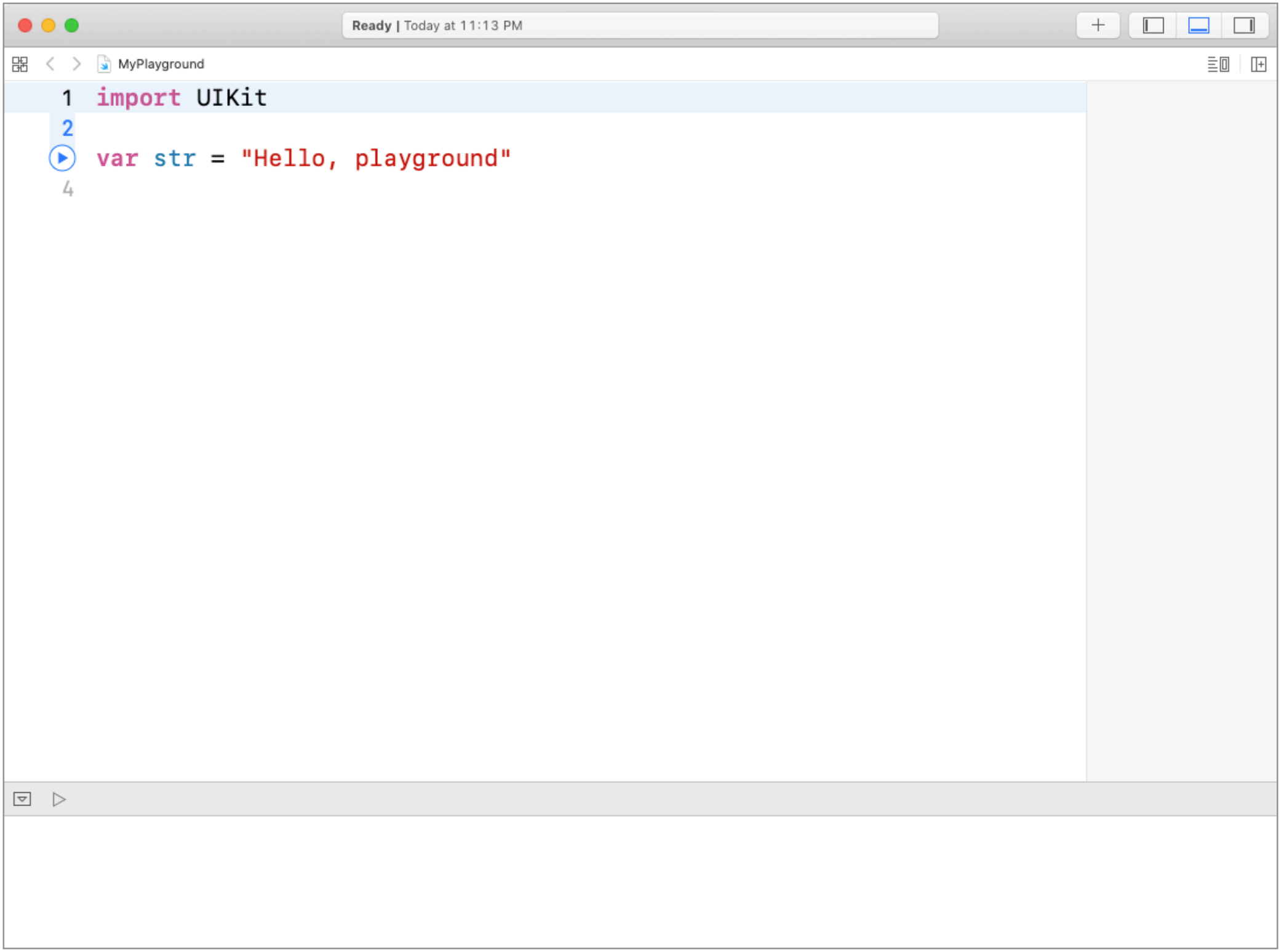
No Recent Projects

Open another project...

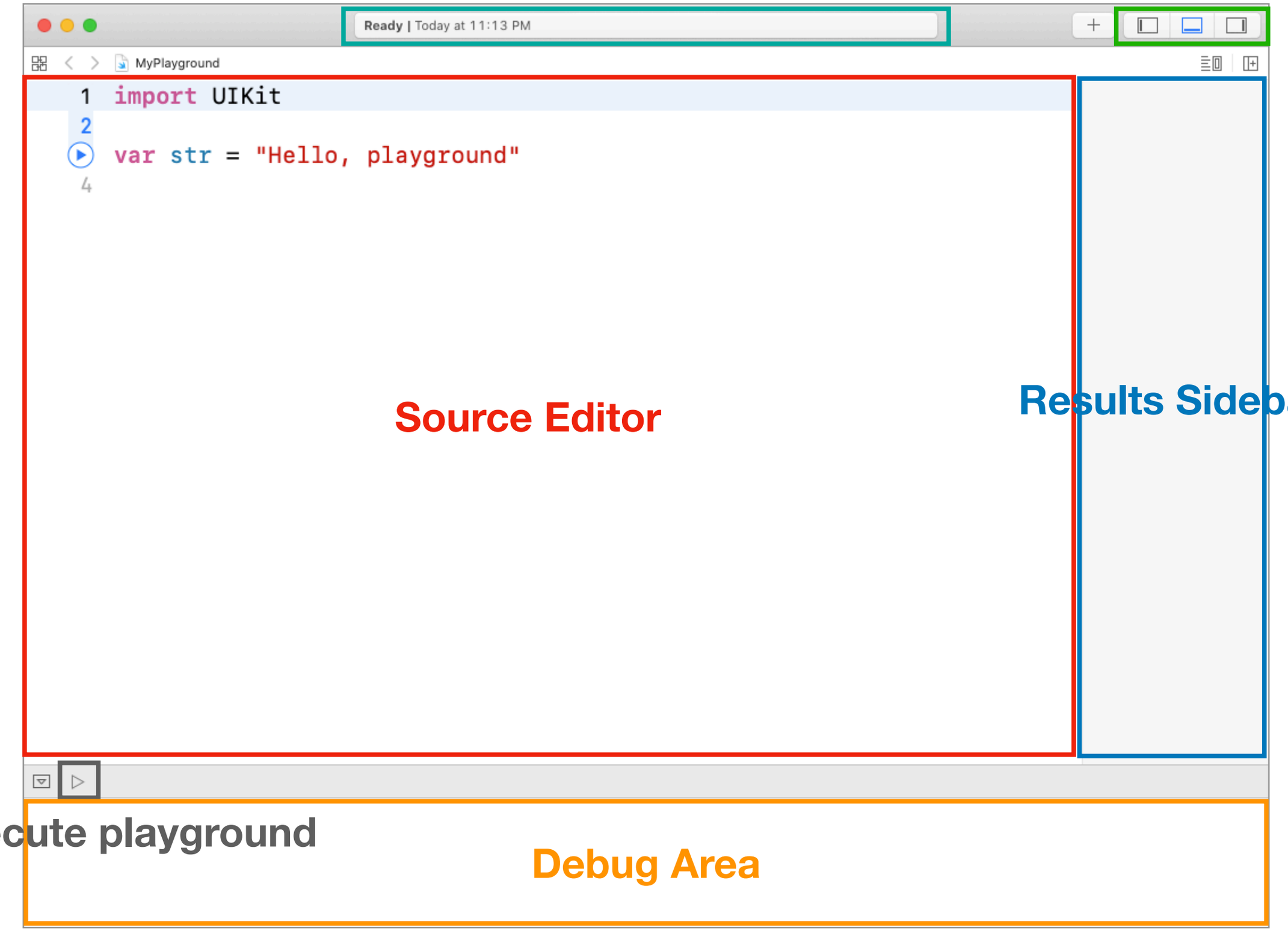
Templates


Choose a template for your new playground:
iOS
tvOS
macOS
Filter
Playground
Blank
Game
Map
Single View
Cancel
Previous
Next

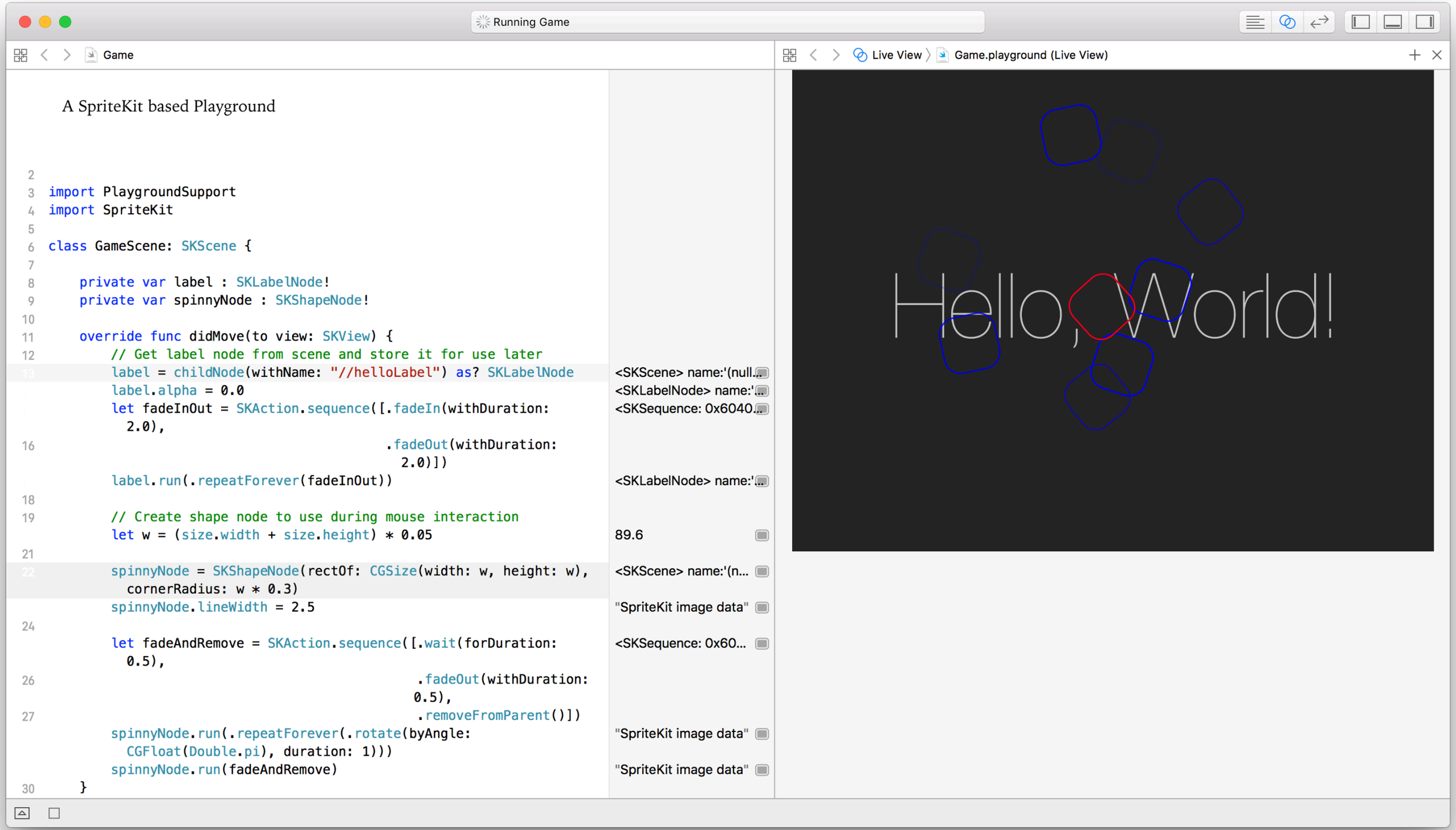
Blank


Ready | Today at 11:13 PM
MyPlayground
1 import UIKit
2
var str = "Hello, playground"
4

Playground Area



Game


Running Game
Game
A SpriteKit based Playground
import PlaygroundSupport
import SpriteKit
class GameScene: SKScene {
private var label : SKLabelNode!
private var spinnyNode : SKShapeNode!
override func didMove(to view: SKView) {
// Get label node from scene and store it for use later
label = childNode(withName: "//helloLabel") as? SKLabelNode
label.alpha = 0.0
let fadeInOut = SKAction.sequence([.fadeIn(withDuration: 2.0),
.fadeOut(withDuration: 2.0)])
label.run(.repeatForever(fadeInOut))
// Create shape node to use during mouse interaction
let w = (size.width + size.height) * 0.05
spinnyNode = SKShapeNode(rectOf: CGSize(width: w, height: w), cornerRadius: w * 0.3)
spinnyNode.lineWidth = 2.5
let fadeAndRemove = SKAction.sequence([.wait(forDuration: 0.5),
.fadeOut(withDuration: 0.5),
.removeFromParent()])
spinnyNode.run(.repeatForever(.rotate(byAngle: CGFloat(Double.pi), duration: 1)))
spinnyNode.run(fadeAndRemove)
}
<SKScene> name:'(null...
<SKLabelNode> name:'...
<SKSequence: 0x6040...
<SKLabelNode> name:'...
89.6
<SKScene> name:'(n...
"SpriteKit image data"
<SKSequence: 0x60...
"SpriteKit image data"
"SpriteKit image data"
Live View
Game.playground (Live View)
Hello, World!

Map

Fast campus

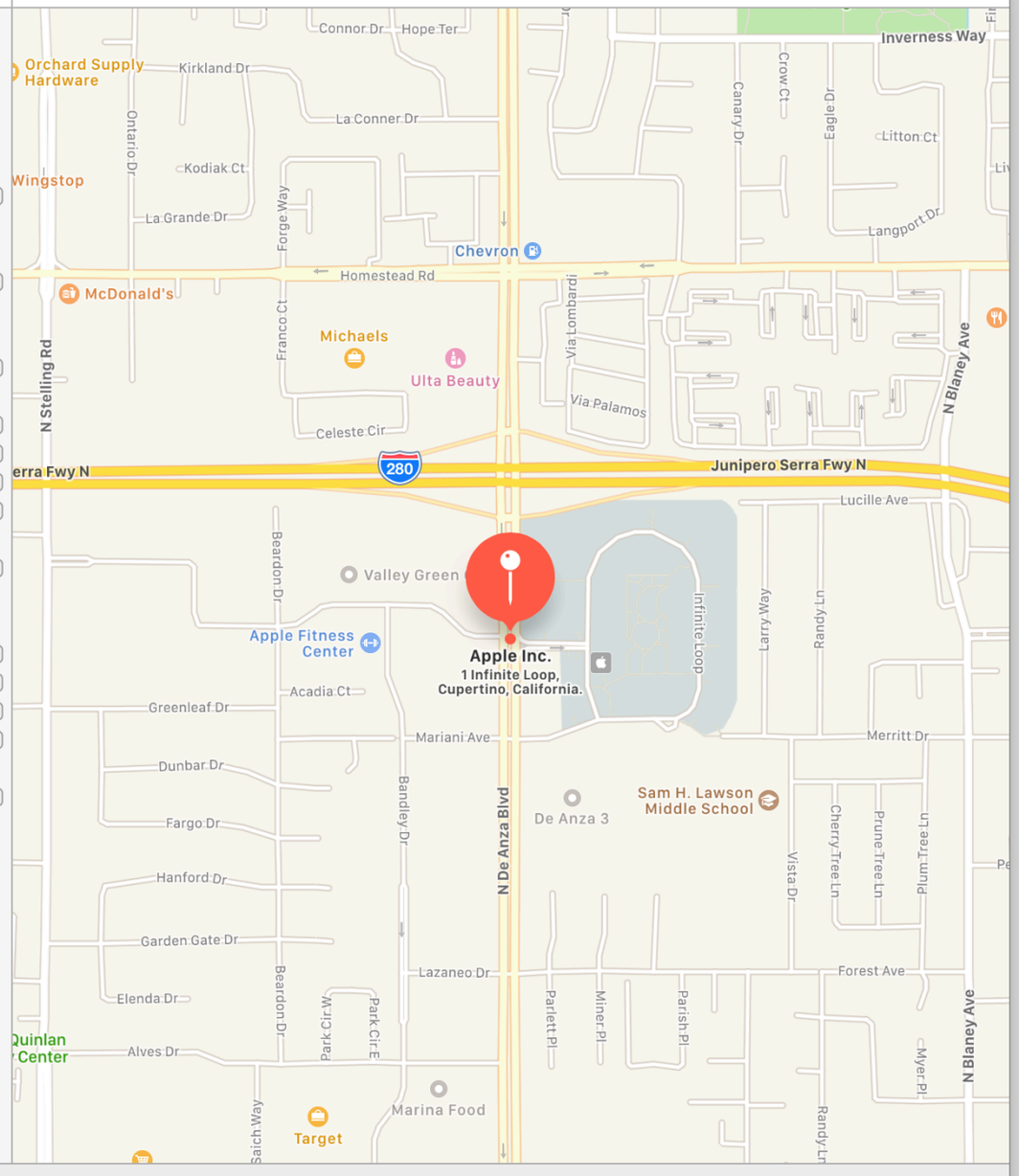
Running Map

Map

```
1  //: A MapKit based Playground
2
3  import MapKit
4  import PlaygroundSupport
5
6
7  let infiniteLoopCoord = CLLocationCoordinate2DMake(37.331695, -122.0322854)
8
9  // Now let's create a MKMapView
10 let mapView = MKMapView(frame: CGRect(x:0, y:0, width:800, height:800))
11
12 // Define a region for our map view
   var mapRegion = MKCoordinateRegion()
14
   let mapRegionSpan = 0.02
   mapRegion.center = infiniteLoopCoord
   mapRegion.span.latitudeDelta = mapRegionSpan
   mapRegion.span.longitudeDelta = mapRegionSpan
19
   mapView.setRegion(mapRegion, animated: true)
21
22 // Create a map annotation
   let annotation = MKPointAnnotation()
   annotation.coordinate = infiniteLoopCoord
   annotation.title = "Apple Inc."
   annotation.subtitle = "1 Infinite Loop, Cupertino, California."
27
   mapView.addAnnotation(annotation)
29
30 // Add the created mapView to our Playground Live View
31 PlaygroundPage.current.liveView = mapView
32
```

```
__C.CLLocationCoordin...
MKMapView
__C.MKCoordinateRegion
0.02
__C.MKCoordinateRegion
__C.MKCoordinateSpan
__C.MKCoordinateSpan
MKMapView
<MKPointAnnotation...
<MKPointAnnotation...
<MKPointAnnotation: 0...
<MKPointAnnotation: 0...
MKMapView
```

Live View 〉 Map.playground (Live View)



Single View

Fast campus

Running 113

113

```
1  //: A UIKit based Playground for presenting user
     interface
2
3  import UIKit
4  import PlaygroundSupport
5
6  class MyViewController : UIViewController {
7    override func loadView() {
       let view = UIView()                                  "empty image"
       view.backgroundColor = .white                        "empty image"
10
       let label = UILabel()                                "empty image"
       label.frame = CGRect(x: 150, y: 200, width: 200,     "empty image"
         height: 20)
       label.text = "Hello World!"                          "empty image"
14     label.textColor = .black                             "empty image"
15
       view.addSubview(label)                               "empty image"
       self.view = view                                     .MyViewController: 0x7fa651c01760>
18   }
19 }
20
21 // Present the view controller in the Live View window
22 PlaygroundPage.current.liveView = MyViewController()
23
```

Live View › 113.playground (Live View)

Hello World!