P09 Xcode and Swift

1

Register yourself as a developer at http://developer.apple.com/membercenter. You can use your Apple ID if you already have one.

2

Use your Apple Mac or a VNC connection to one of our Macs and start Xcode.

3

Create a new Playground in Xcode. Try the following:
1. Create an integer and print it.
2. Create a class *Address* with three member variables *name, street* and *country* and two initialization methods. Make country a constant. Create two instances of this class.
3. Add an optional member variable POB of type integer.

4

Wich lines won't compile? Try to figure out what the output of this small script is. Create a new playground and check if you were right by running the program.

```
func printRes(f : ((Int, Int) -> Int), a : Int, b : Int) {
    print(f(a, b));
}

func sum (a: Int, b: Int) -> Int {
    return a + b
}

func division(a: Int, b: Int) -> Double {
    return Double(a) / Double(b)
}

let x = sum(32, 20)
printRes(sum, a: 23, b: 31)

let y = sum(12, b: 6)
printRes(division, a: 23, b: 12)

let z = x / y
let zz = division(x, b: y)

print (z)
print (zz)
```