Swift Programming Guide

Variables & Constants:

- var name = "John"

- let age = 30

Control Flow:

- if, else, switch

- for-in, while

Functions:

```swift
func greet(name: String) -> String {
    return "Hi, ¥(name)"
}
```

Collections:

- Arrays: var list = [1, 2, 3]

- Dictionary: var dict = ["name": "John"]

SwiftUI Basics:

- @State, Text(), Button(), VStack(), NavigationView

Example:

```swift
struct ContentView: View {
  @State var count = 0
  var body: some View {
    VStack {
      Text("Count: ¥(count)")
      Button("Increase") { count += 1 }
    }
```

```
    }

}
```