### Cheatsheets / Wireframing and Creating a Project in Xcode

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# **Conditionals**

#### if Statement

An if statement executes a code block when its condition evaluates to true. If the condition is false, the code block does not execute.

```
if halloween {
  print("Trick or treat!")
}
// Prints: Trick or treat!
```

var halloween = true

### else Statement

An else statement is a partner to an if statement. When the condition for the if statement evaluates to false, the code within the body of the else will execute.

```
var turbulence = false

if turbulence {
   print("Please stay seated.")
} else {
   print("You may freely move around.")
}

// Prints: You may freely move around.
```

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#### else if Statement

An else if statement provides additional conditions to check for within a standard if / else statement. else if statements can be chained and exist only after an if statement and before an else .

```
var weather = "rainy"

if weather == "sunny" {
   print("Grab some sunscreen")
} else if weather == "rainy" {
   print("Grab an umbrella")
} else if weather == "snowing" {
   print("Wear your snow boots")
} else {
   print("Invalid weather")
}

// Prints: Grab an umbrella
```

### **Comparison Operators**

Comparison operators compare the values of two operands and return a Boolean result:

- < less than</li>
- > greater than
- <= less than or equal to
- >= greater than or equal to
- == equal to
- != not equal to

```
5 > 1  // true
6 < 10  // true
2 >= 3  // false
3 <= 5  // true
"A" == "a"  // false
"B" != "b"  // true
```



### **Ternary Conditional Operator**

The ternary conditional operator, denoted by a ?, creates a shorter alternative to a standard if / else statement. It evaluates a single condition and if true, executes the code before the : . If the condition is false, the code following the : is executed.

#### switch Statement

The Switch statement is a type of conditional used to check the value of an expression against multiple cases. A Case executes when it matches the value of the expression. When there are no matches between the Case statements and the expression, the default statement executes.

```
var driverLicense = true
driverLicense ? print("Driver's Seat") :
print("Passenger's Seat")
// Prints: Driver's Seat
var secondaryColor = "green"
switch secondaryColor {
 case "orange":
    print("Mix of red and yellow")
 case "green":
    print("Mix of blue and yellow")
 case "purple":
    print("Mix of red and blue")
  default:
    print("This might not be a secondary color.")
}
// Prints: Mix of blue and yellow
```

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### switch Statement: Interval Matching

Intervals within a SWitch statement's Case provide a range of values that are checked against an expression.

```
let year = 1905
var artPeriod: String

switch year {
   case 1860...1885:
     artPeriod = "Impressionism"
   case 1886...1910:
     artPeriod = "Post Impressionism"
   case 1912...1935:
     artPeriod = "Expressionism"
   default:
     artPeriod = "Unknown"
}

// Prints: Post Impressionism
```

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### switch Statement: Compound Cases

A compound case within a SWitch statement is a single Case that contains multiple values. These values are all checked against the Switch statement's expression and are separated by commas.

```
let service = "Seamless"

switch service {
   case "Uber", "Lyft":
        print("Travel")
   case "DoorDash", "Seamless", "GrubHub":
        print("Restaurant delivery")
   case "Instacart", "FreshDirect":
        print("Grocery delivery")
   default:
        print("Unknown service")
}

// Prints: Restaurant delivery
```

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#### switch Statement: where Clause

Within a Switch statement, a where clause is used to test additional conditions against an expression.

```
let num = 7

switch num {
  case let x where x % 2 == 0:
    print("\(num) is even")
  case let x where x % 2 == 1:
    print("\(num) is odd")
  default:
    print("\(num) is invalid")
}

// Prints: 7 is odd
```

```
Print Share ■
```

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