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CS330: Programming Language Project (PLP)
Assignment 2: Installation, programming environment, and Hello, World!

Install your programming language, write a "hello world" program, and run the program.

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[dhcp-92-125:~ melatassefa$ swift --version
Apple Swift version 5.2.4 (swiftlang-1103.0.32.9 clang-1103.0.32.53)
Target: x86_64-apple-darwin19.6.0
[dhcp-92-125:~ melatassefa$ cd Desktop
[dhcp-92-125:Desktop melatassefa$ swift hello.swift
Hello World
```

1. **Can this language be installed on any operating system (Windows, Mac, Unix/Linux)? If not, what are its limitations?**
Swift is an open-source language so it can be installed on most operating systems, including iOS, macOS, Linux, Windows and Android.

2. **Give instructions for how to install the language**
Go to https://swift.org/download/, and download the version that's applicable to your operating system. After the download finishes, run the program and follow the instructions to install Swift.

3. **Where do you write programs in this language (as in: in a text editor, a special editor just for that language, something else?) Does this language come with a recommended programming environment? What is it? If not, how did you pick the one that you'll be using?**
I write my programs on Atom, a text editor, and I chose this primarily for convenience reasons, because I was using it in some of my other courses, but there are other options available. The most common and recommended programming environment is XCode.[2]

4. **How do you run programs that you write?**
I use Terminal on Mac and type swift file_name.swift to run the code.

5. **Is there a lot of boiler-plate code that you need to write a program (like in Java)? Or can you just start writing (like in Python and Perl)?**
There is no boiler-plate code in Swift, you just start from wherever you want to start!

6. **How do you write comments in your language?**
You write comments using // in Swift.[3]

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[1] Inc., Apple. "Swift.org." *A Swift Tour - The Swift Programming Language (Swift 5.3)*, docs.swift.org/swift-book/GuidedTour/GuidedTour.html.
[2] Inc., Apple. "Xcode." *Apple Developer*, developer.apple.com/xcode/.
[3] Inc., Apple. "Swift.org." *The Basics - The Swift Programming Language (Swift 5.3)*, docs.swift.org/swift-book/LanguageGuide/TheBasics.html.