E-Portfolio Handout iOS App Development

Swift: Initialize a variable

var declares a changeable object:

var someFullyChangeable : String = "" // can only be Any String
var anotherFullyChangeable : String? // can also be nil (= null)

let declares an object, which cannot be changed but you can change properties:

let changeableProperties : People?

Swift: Structures

A use case of structures could be to build a json object (just one example)
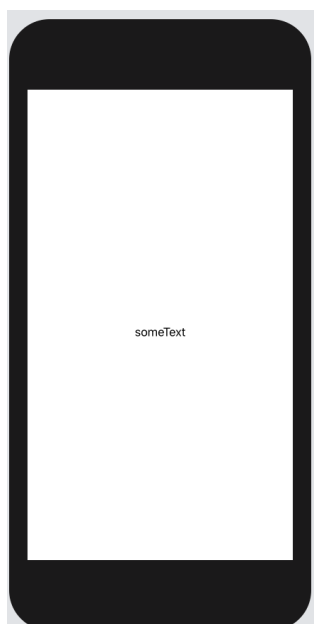
```
struct People : Codable {
        var name : String
        var address : Address
        var postal : Int
        var town : String
}
```
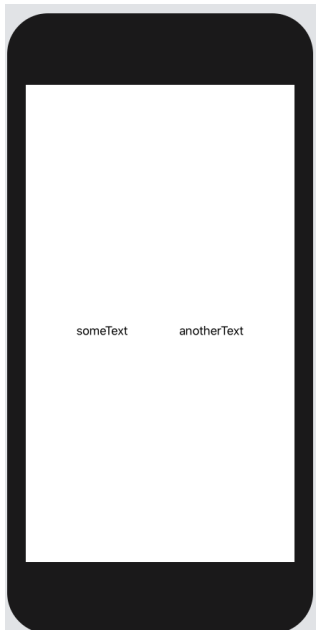
Swift: SwiftUI

SwiftUI has a lot of potential to build an UI. This are the most important elements:

Text("someText") – Display a String

VStack { Text("someText") } – Displays a String in a Vertical Structure:

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HStack { Spacer() Text("someText") Spacer() Text("anotherText") Spacer() }
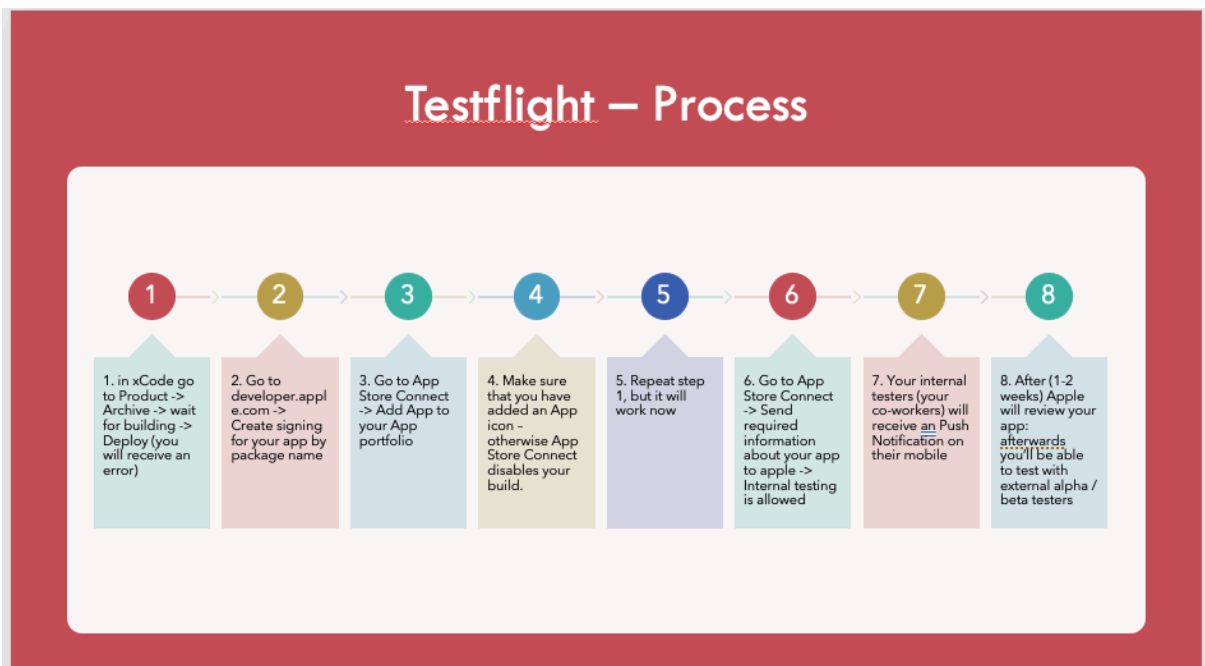

Image(systemName: "plus") – Displays the "plus" Image out of the system library
Image(name: "someName") – Displays an Image but you have to add it to your project first

TextField(title: Text("Enter something"), output) – Displays a textfield

```
List(someDataset, id: uniqueID) { forEachLoopVariable in
        VStack {
        //Enter element settings for your list
        }
}
```

Niclas Schmuck

Testflight : Process

I hope this handout will help you if you are interested in learning swift ☺.