Using and understanding Apple documentation

Overview - Solving code issues

- Use `StackOverflow` and get the required code

- Use Apple API documentations to understand what the code actually does

- For documentation inside Swift/Xcode use `opt + select the code`

Functions in Swift

- `func` is the keyword used for defining a function in Swift

- `for _ in 0..<4` - This is a for loop something similar to `for (int i=0; i<4; i++)`

- `greeting()` - Function call

```
// Function to print "Hello" 4 times us
func greeting(){
    for _ in 0..<4{
        print("Hello")
    }
}

greeting()
```

`Note` : We can use `cmd + A` → `Editor` → `Structure` → `Re-indent` to indent all the code to the proper formatting

Functions with Input & datatypes

- `Type Inference` - Swift's capability to infer the exact data type from the actual data assigned

```
// Function to print "Hello" 4 times us
func myFunction(parameter: DataTyp
    // Code to do something
```

- In swift, the name comes first and then the datatype

- All datatypes start with a capital letter just like parent classes in Java

- The `!` assures Xcode that the current variable will always have the expected datatype value in it (optional strings)

```
}

sender.currentTitle!
```

Linking multiple buttons to Same `IBAction`

- After creating the IBAction, just click on the small dot seen on the left of the `@IBAction` and then drag it to connect it to all the button you want to connect it to

- The same `IBAction` can then be used to refer all the buttons based on the output logged when a button is pressed