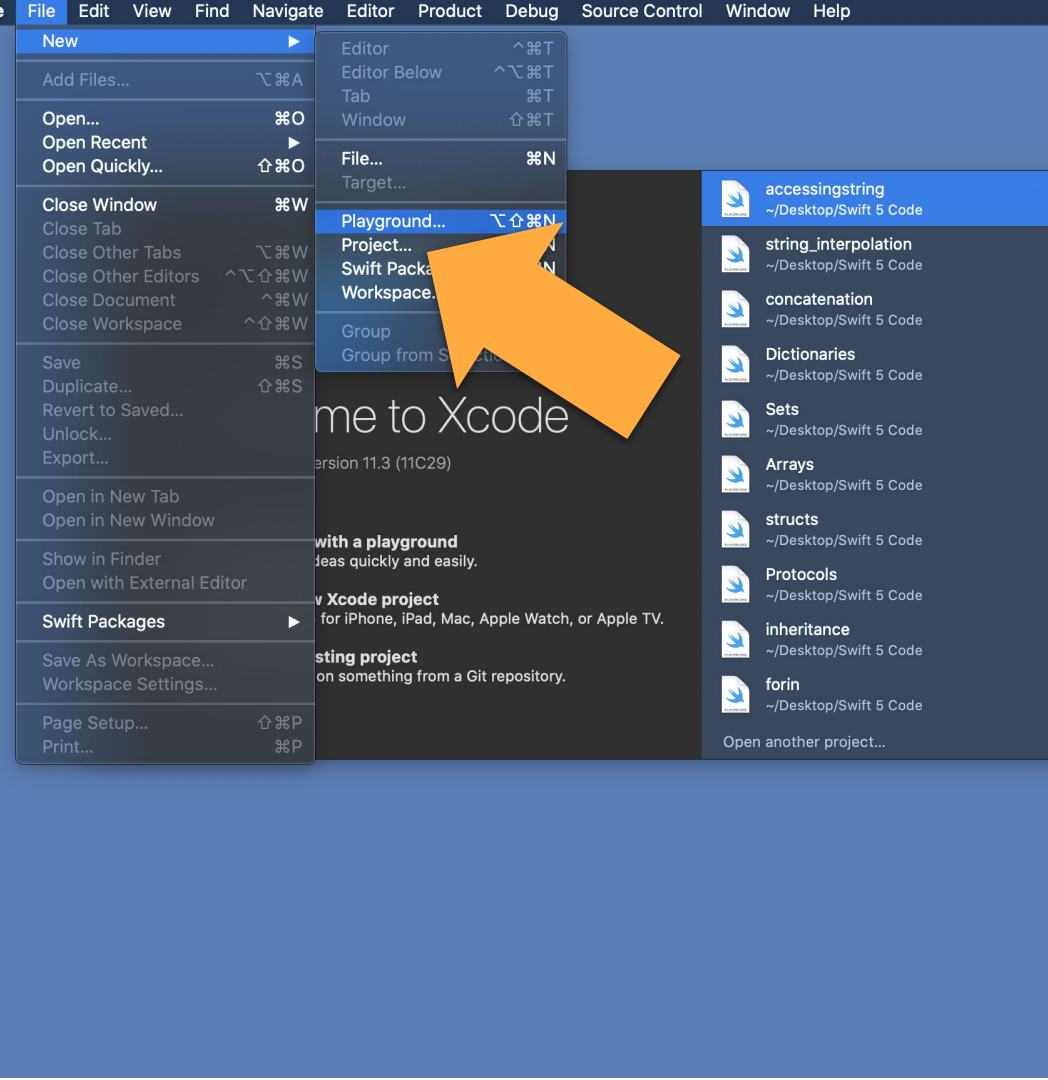


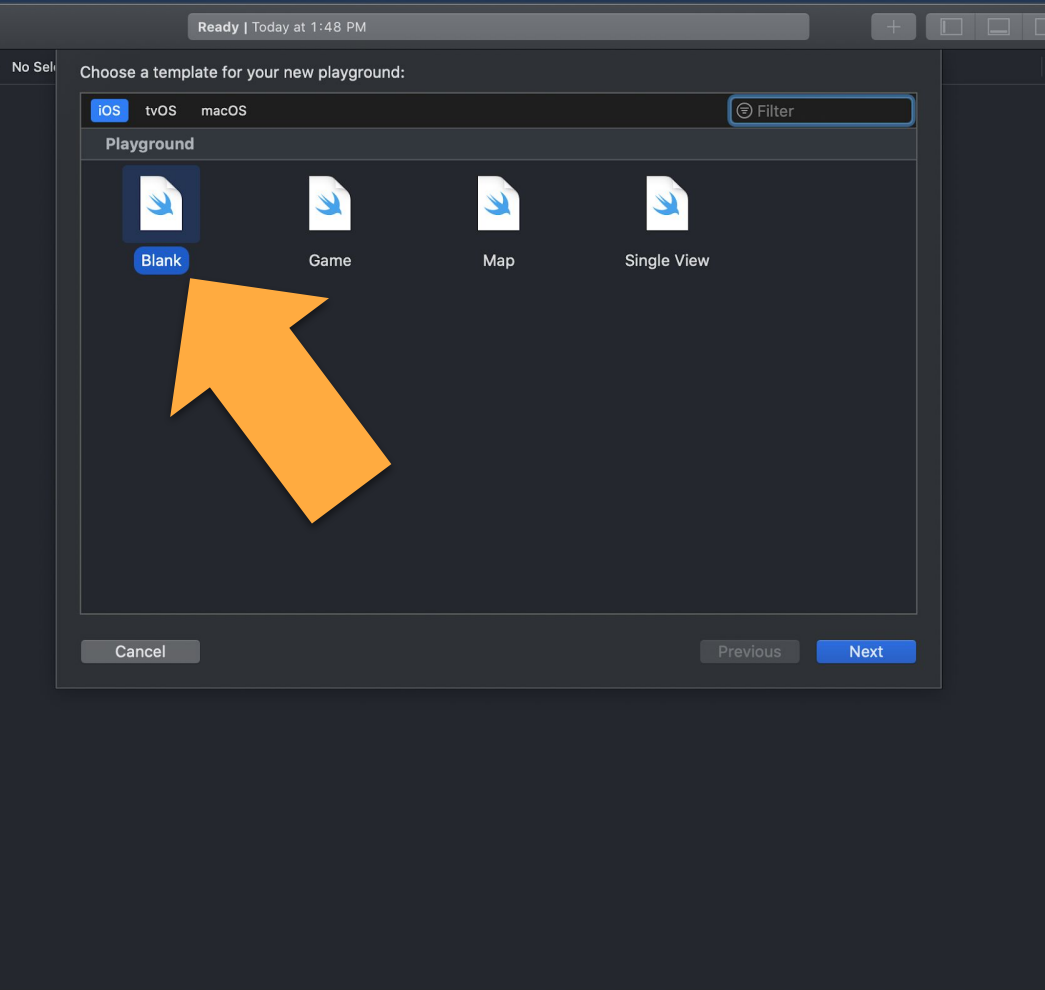


SWIFT: THE LANGUAGE OF IOS DEVELOPMENT

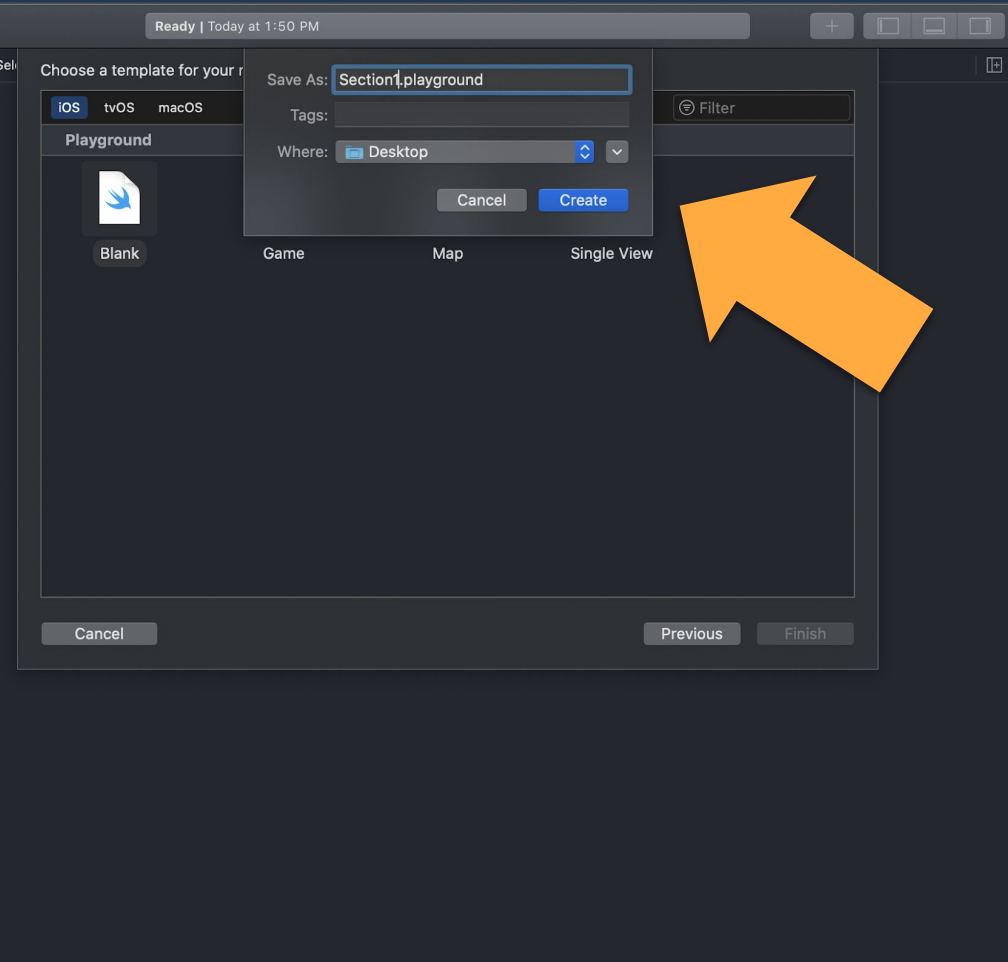
Section 1 Exercise

1. Start Xcode by double clicking the Xcode icon.
2. When Xcode loads, click File → New → Playground to start a Swift Playground.

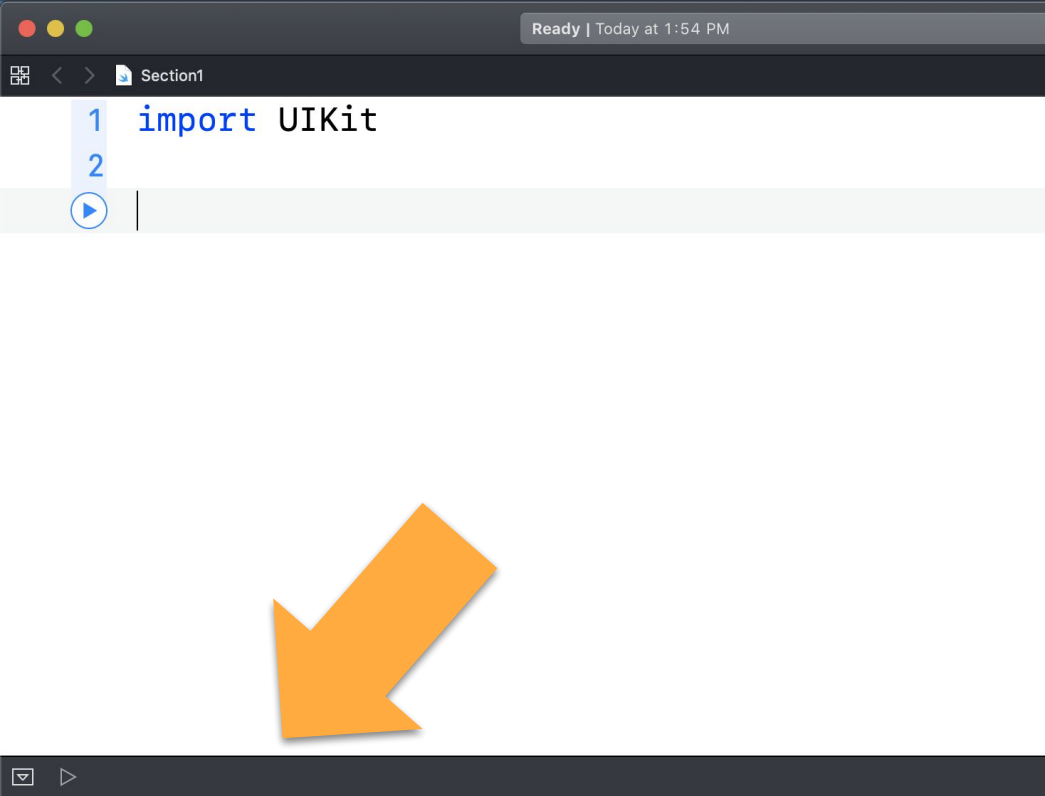




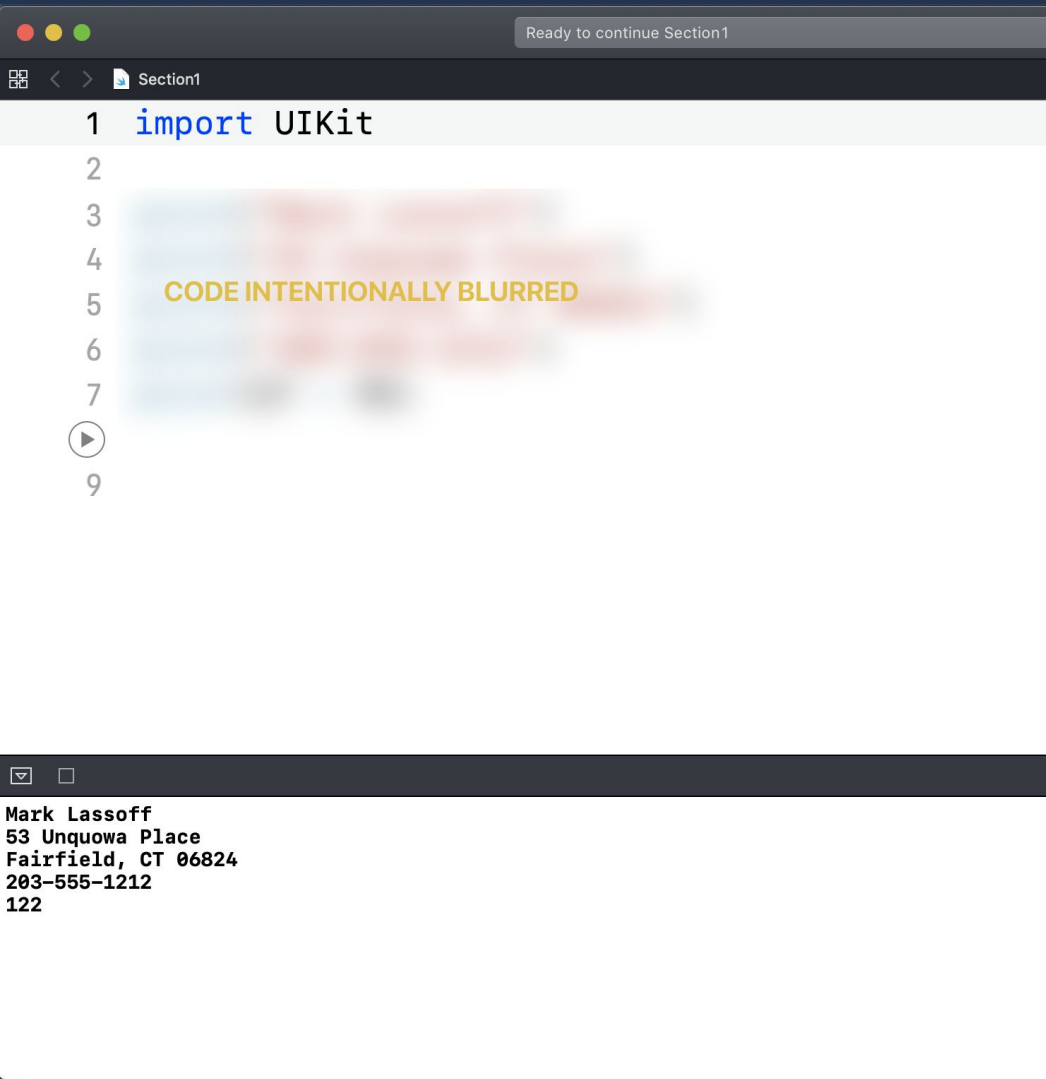
3. From the dialog box that appears, select, iOS from the category bar at the top, then select blank from the templates. This will load a blank template for iOS Swift code.



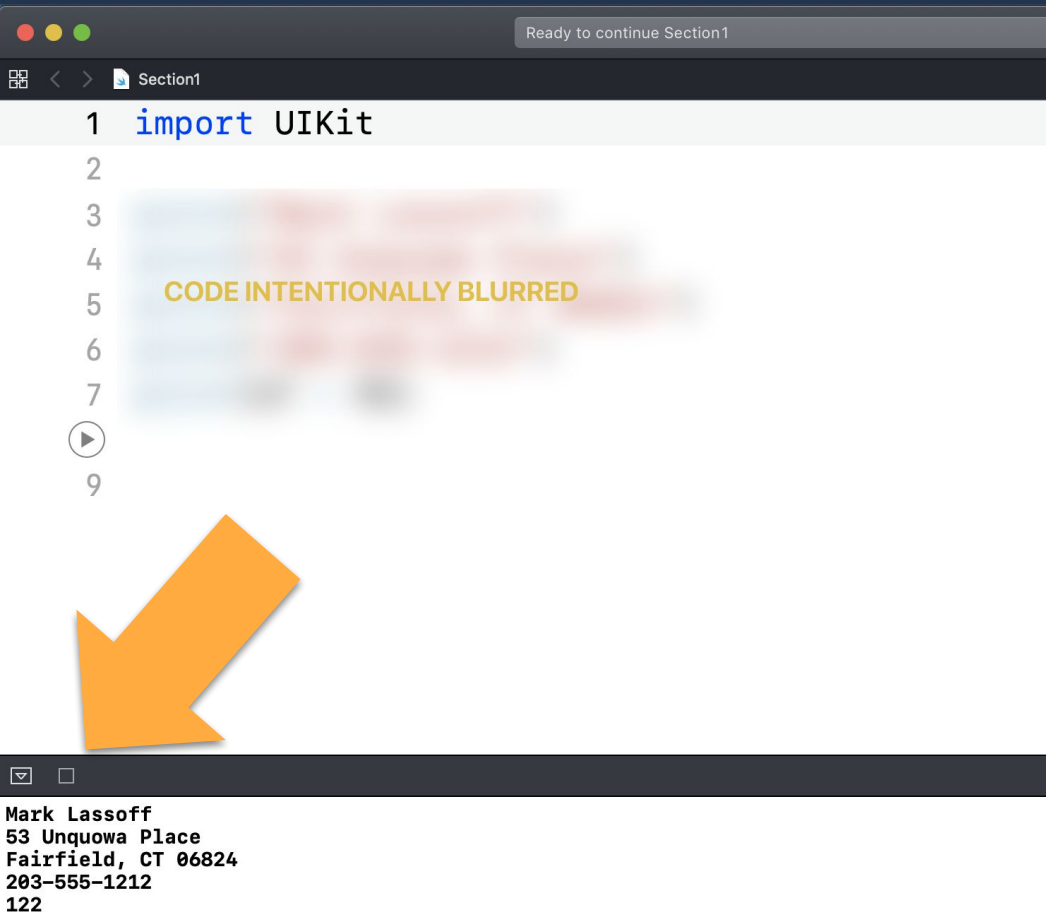
4. Select where you would like to save your playground file. (You might want to place a folder in your Documents folder to contain these files.). Type the filename **Section1.playground** at the prompt. Click the create button to create your playground and save the file.



5. Delete any text aside from the import statement and if necessary expose the terminal area at the bottom of the window by dragging it upward. Your playground window should appear similar to the screenshot on the left.



6. Write a series of Print() statements that will print out:
Your Full Name
Your Address
Your Phone Number
The result of adding 27 to 95 (let Swift do the math).



7. Click the “execute playground” button and once processing has completed check your results against the output at the left.

