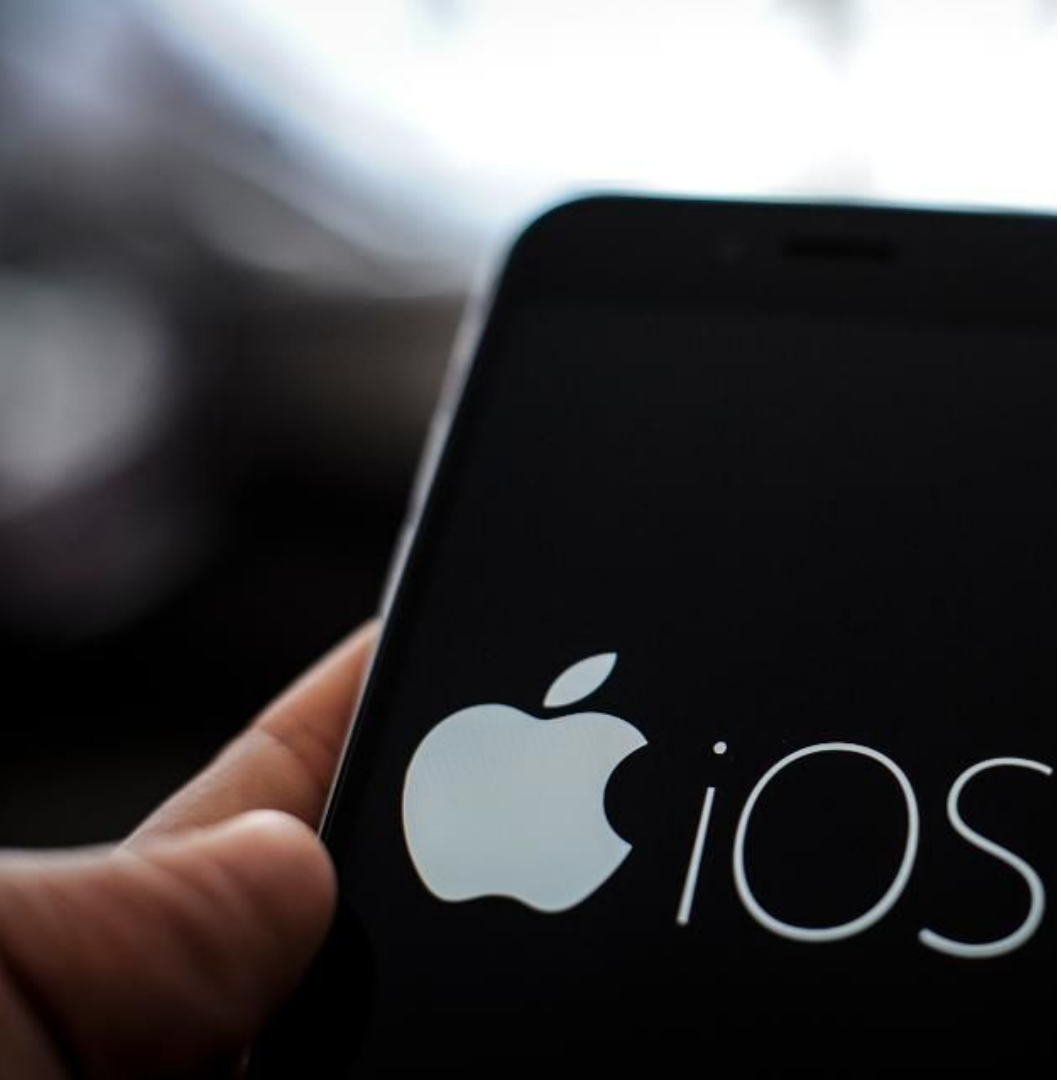
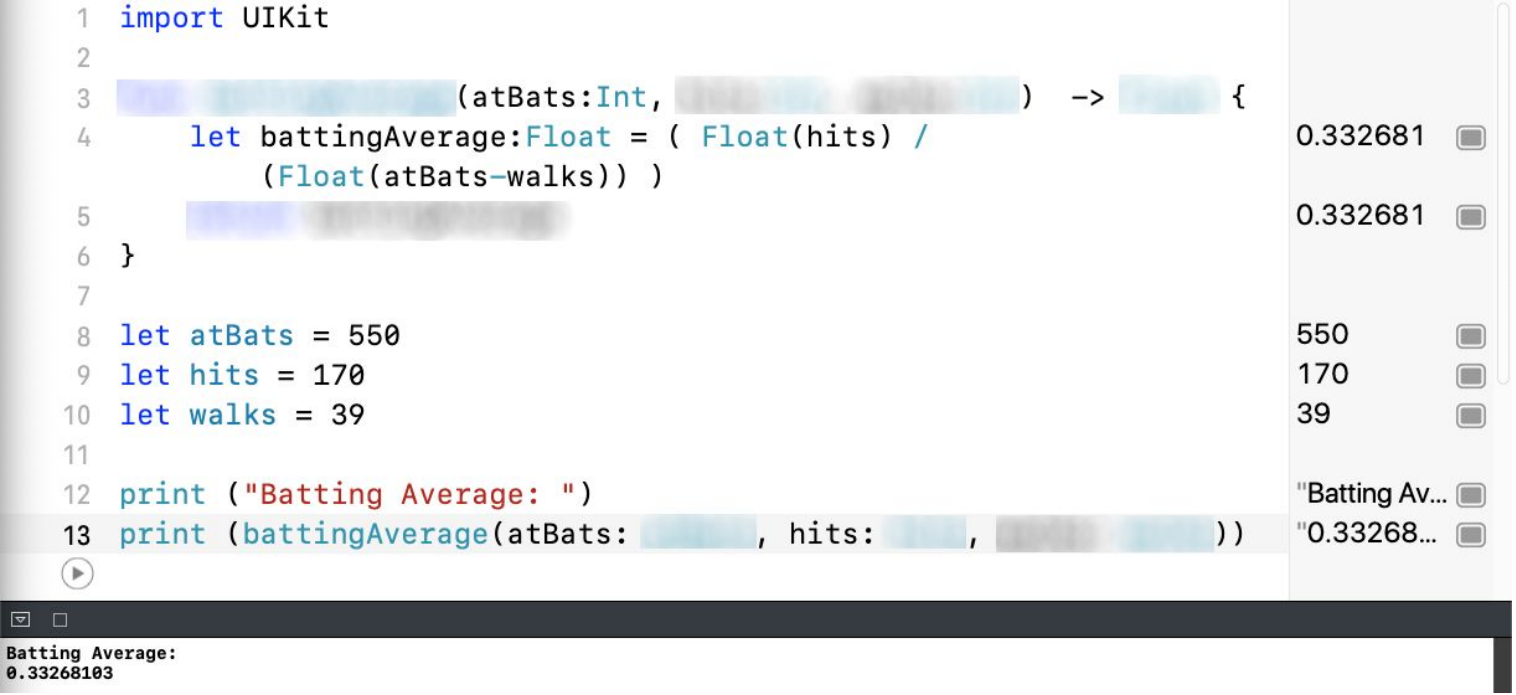


SWIFT: THE LANGUAGE OF IOS DEVELOPMENT

Section 5 Exercise



1. Create a new playground file and title it **Section 5.playground**.

2. Examine the code on the left. Review the result in the terminal area at the bottom of the screen. Using Xcode, recreate the code filling in the necessary code for the blurred area.

The formula for a batting average is:
Hits / (at bats - walks). Note that due to the parenthesis walks is subtracted from at bats first before other operations are completed.

```swift
import UIKit

func battingAverage(atBats:Int, hits:Int, walks:Int)  -> Float {
    let battingAverage:Float = ( Float(hits) /
        (Float(atBats-walks)) )
    return battingAverage
}

let atBats = 550
let hits = 170
let walks = 39

print ("Batting Average: ")
print (battingAverage(atBats: atBats, hits: hits, walks: walks))
```

0.332681
0.332681
550
170
39
"Batting Av...
"0.33268...

```
Batting Average:
0.33268103
```

Section 5.1

```
1  import UIKit
2
3  //function returns True if the integer passed in to it is even
4  //function returns Fals     the integeger passed in is odd
5  [redacted]
6      (value % 2) ==
7      [redacted]
8      [redacted]
9      [redacted]
10     [redacted]
11 [redacted]
12
13 print("2 is even: " + String(isItEven(value: 2)))
14 print("57 is even: " + [redacted])
```

3. In this code exercise you will write almost the entire blurred function.

Remember the **%** operator in arithmetic is the modulus operator which returns the remainder after division (or zero if no remainder). Also remember **Bool**eans types are simply true or false values.

```
2 is even: true
57 is even: false
```

```swift
import UIKit

//function returns True if the integer passed in to it is even
//function returns False if the integegeger passed in is odd
func isItEven(value:Int) -> Bool {
    if(value % 2) == 0{
        return true
    } else {
        return false
    }
}

print("2 is even: " + String(isItEven(value: 2)))
print("57 is even: " + String(isItEven(value:57)))
```


```
2 is even: true
57 is even: false
```