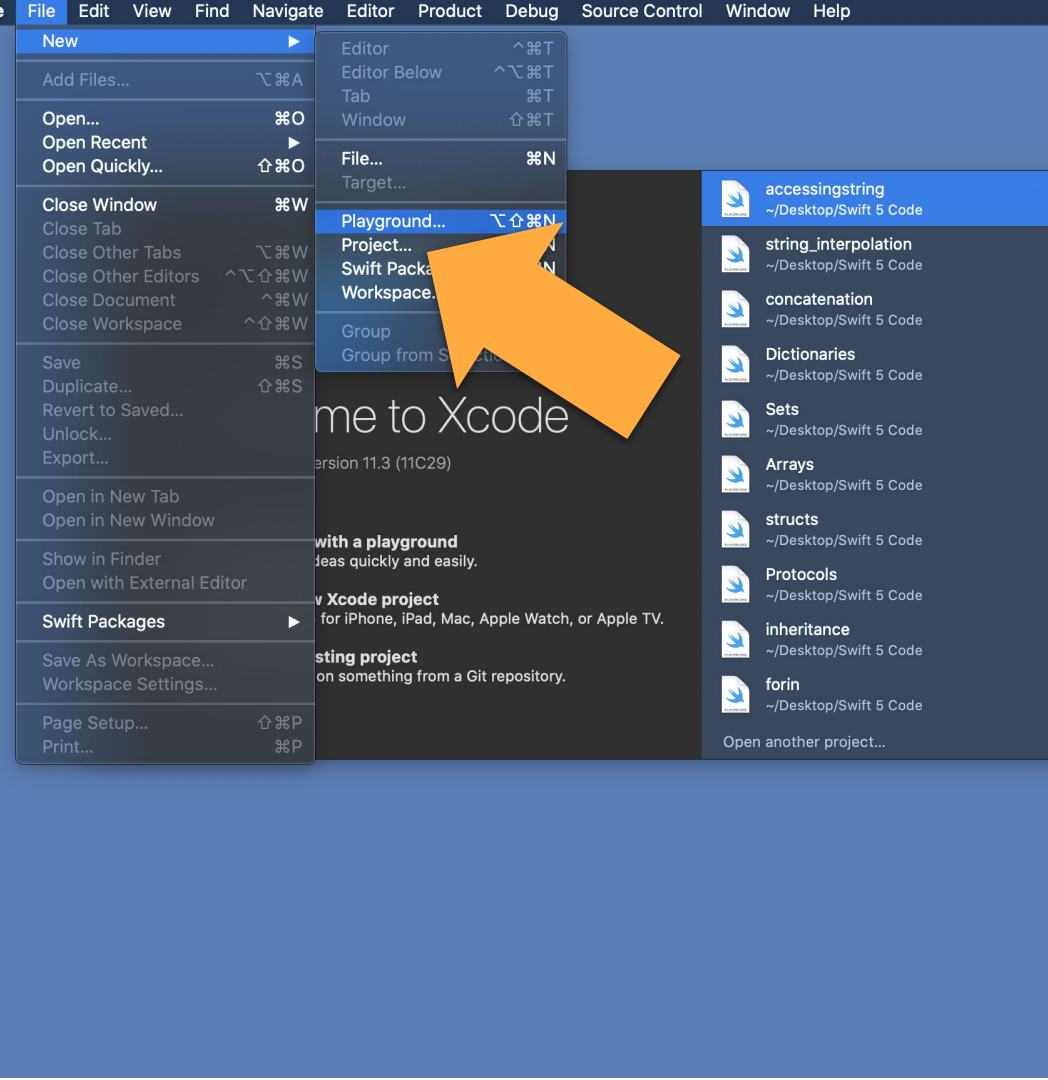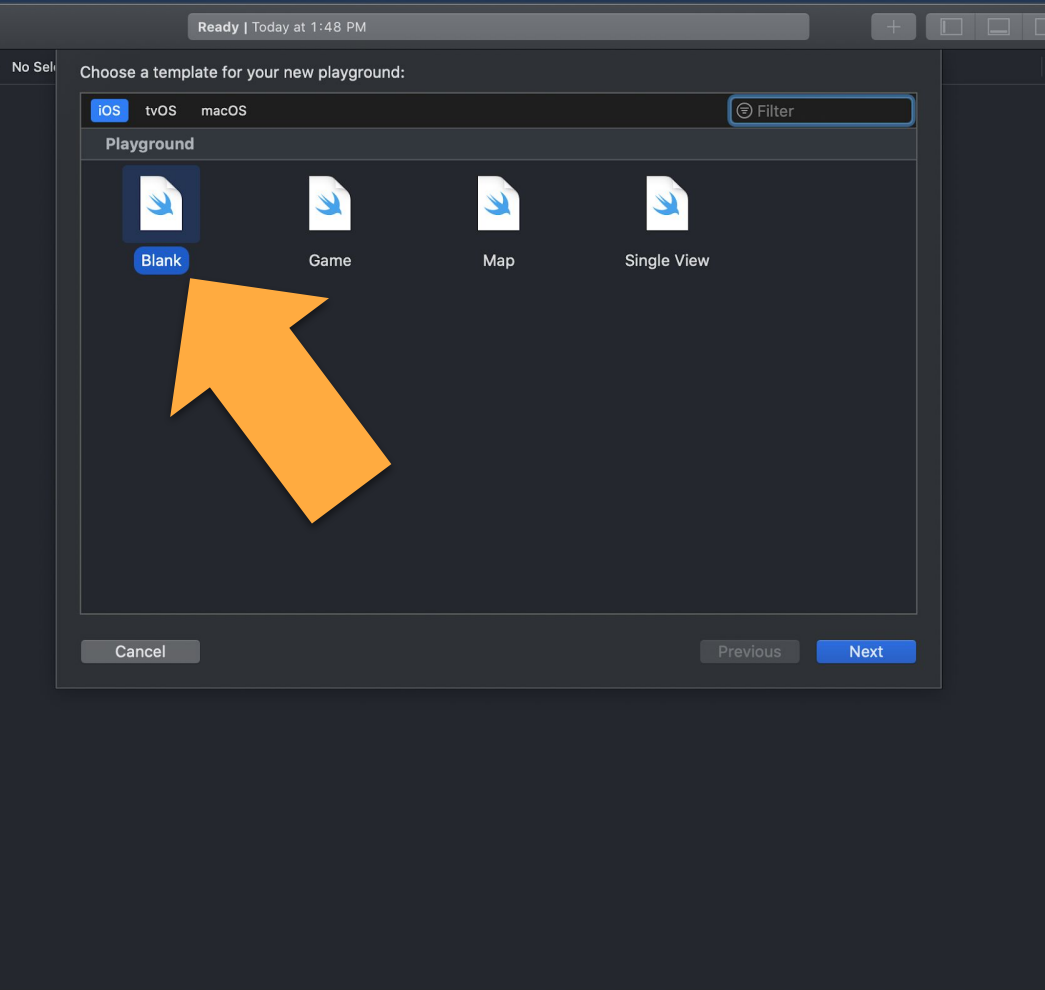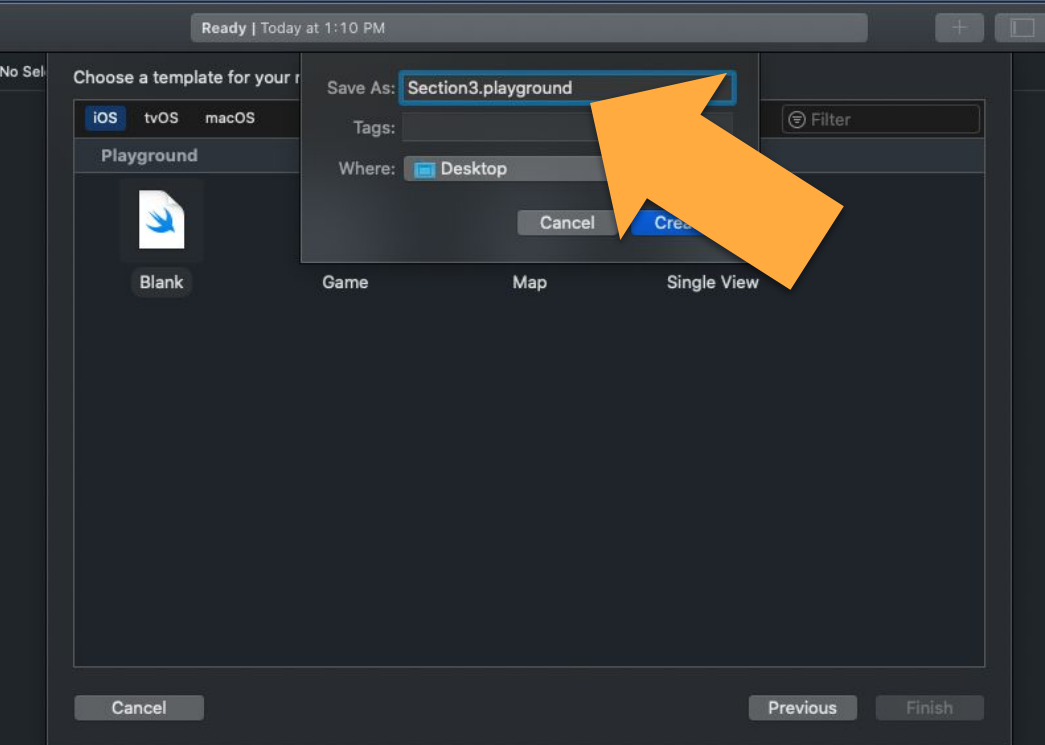# SWIFT: THE LANGUAGE OF IOS DEVELOPMENT

Section 3 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.

Choose a template for your

iOS   tvOS   macOS

Playground

Save As: Section3.playground

Tags:

Where: Desktop

Cancel   Crea

Blank   Game   Map   Single View

Cancel   Previous   Finish

4. Select where you would like to save your playground file. (You might want to place a folder in you Documents folder to contain these files.). Type the filename **Section3.playground** at the prompt. Click the create button to create your playground and save the file.

```
1  import UIKit
2
3  let un:          = "jsmith"
4  let pw:          = "cookies"
5
6  if(                    ){
7      print("Your password is correct")
8  }        {
9      print("Your password is incorrect")
10 }
```
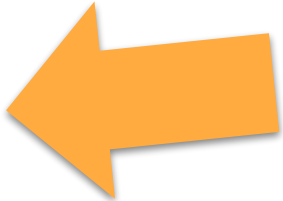
Your password is correct

5. Examine the screenshot at the right. A portion of the code has been blurred out. Using Xcode, complete the code so that you obtain the result that appears at the bottom, in the terminal area.

```swift
import UIKit


let un:String = "jsmith"
let pw:String = "cookies"


if(pw == "cookies"){
    print("Your password is correct")
} else {
    print("Your password is incorrect")
}
```

SOLUTION

"jsmith"
"cookies"

"Your pass...

Your password is correct

```
1  import UIKit
2
3  let taxRateA:         = 0.065
4  let taxRateB:         = 0.085
5  let taxRateC:         = 0.01
6
7  let income:    = 99550.25
8  var taxesDue:Float = 0.0
9
10 if(income < 25000){
11             100
12 } else if (income < 750000){
13
14 }        (income < 110000) {
15
16
17
19 print("Taxes Due: $" + String(taxesDue))
```

6. Create a new playground file called Section 3.1. Note the code at the left. Again some of the code is blurred and the processed result appears at the bottom of the screen, in the terminal area. Using XCode complete the necessary code to obtain the result that appears in the screenshot.

Taxes Due: $6470.766

```swift
import UIKit

let taxRateA:Float = 0.065
let taxRateB:Float = 0.085
let taxRateC:Float = 0.01

let income:Float = 99550.25
var taxesDue:Float = 0.0

if(income < 25000){
    taxesDue = 100
} else if (income < 750000){
    taxesDue = taxRateA * income
} else if (income < 110000) {
    taxesDue = taxRateB * income
} else {
    taxesDue = taxRateC * income
}
print("Taxes Due: $" + String(taxesDue))
```

SOLUTION

Taxes Due: $6470.766