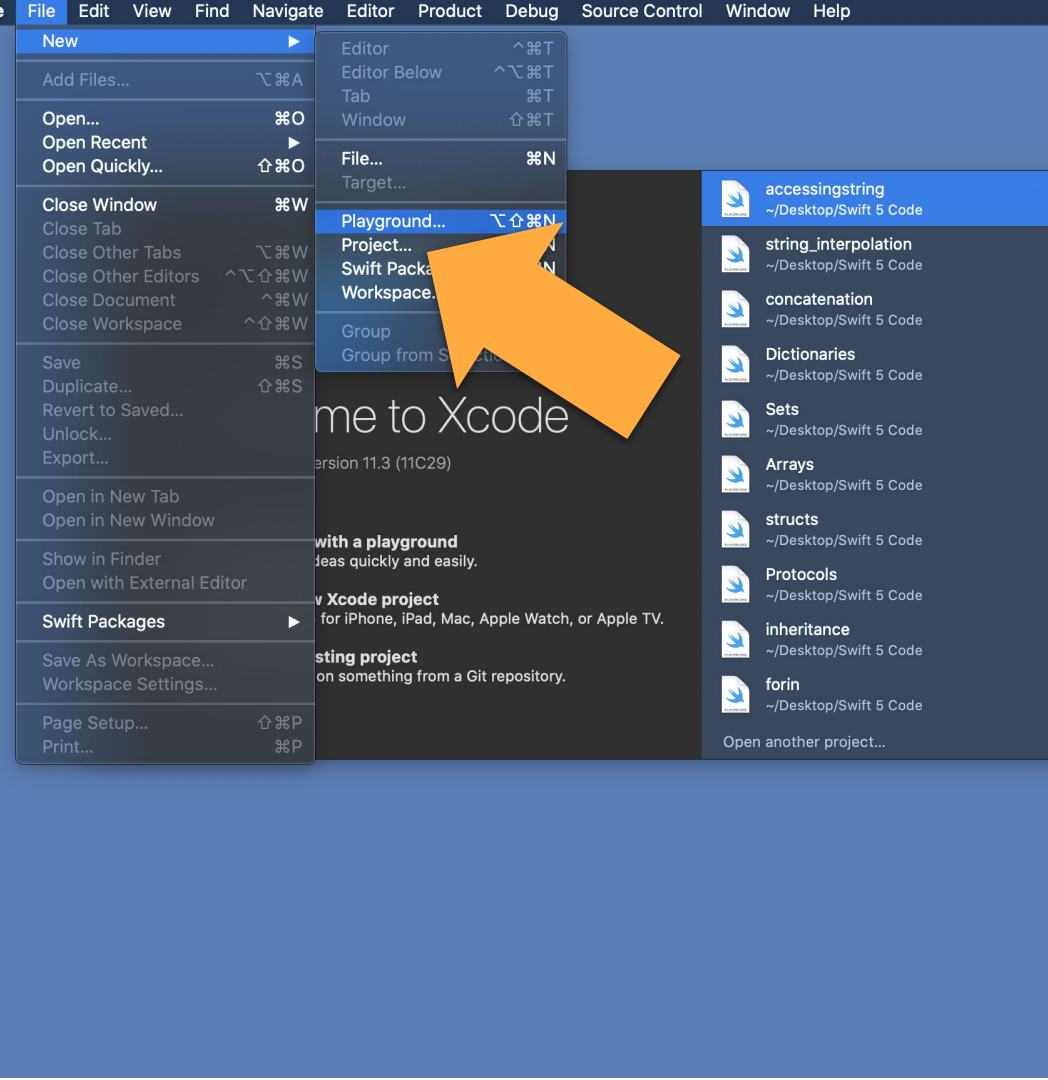


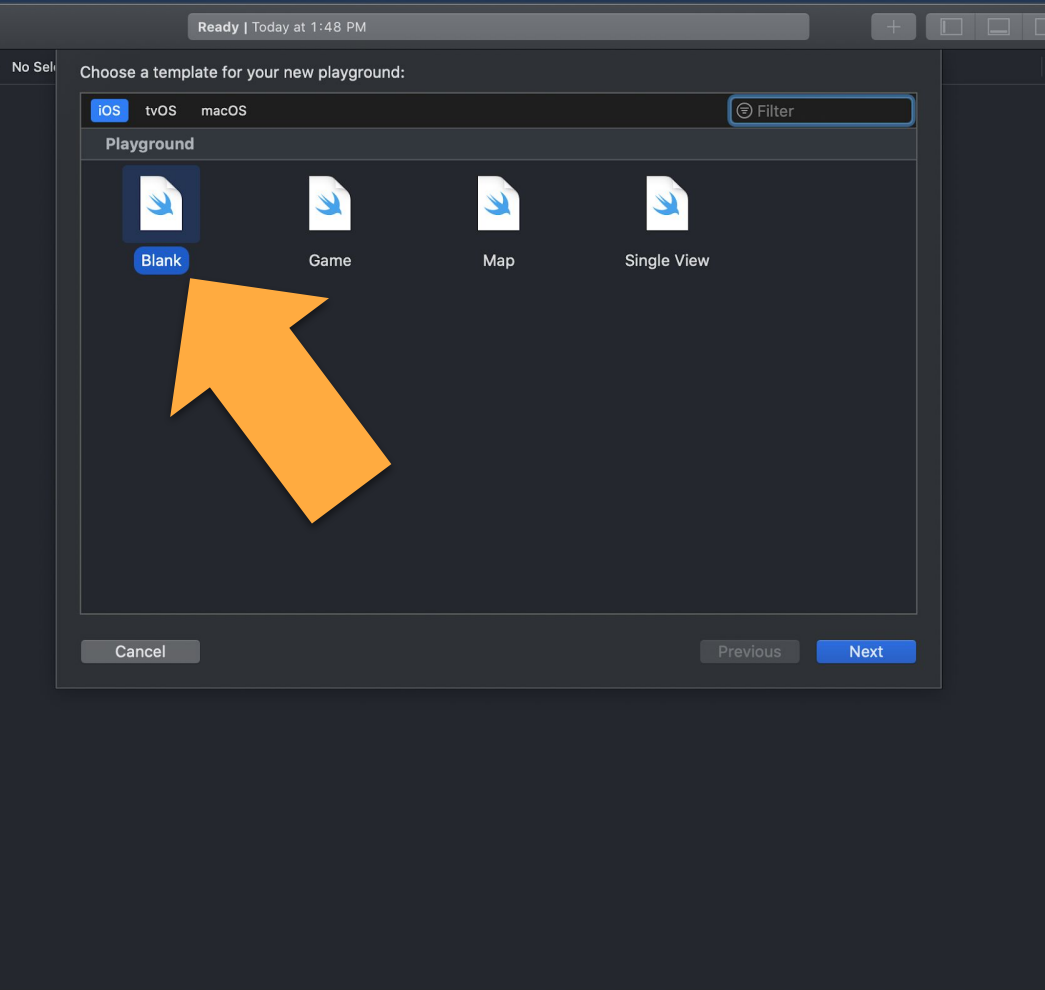
A close-up photograph of a hand holding a black iPhone. The screen is dark, and the white Apple logo and the word 'iOS' are visible. The background is blurred, showing what appears to be a car wheel.

SWIFT: THE LANGUAGE OF IOS DEVELOPMENT

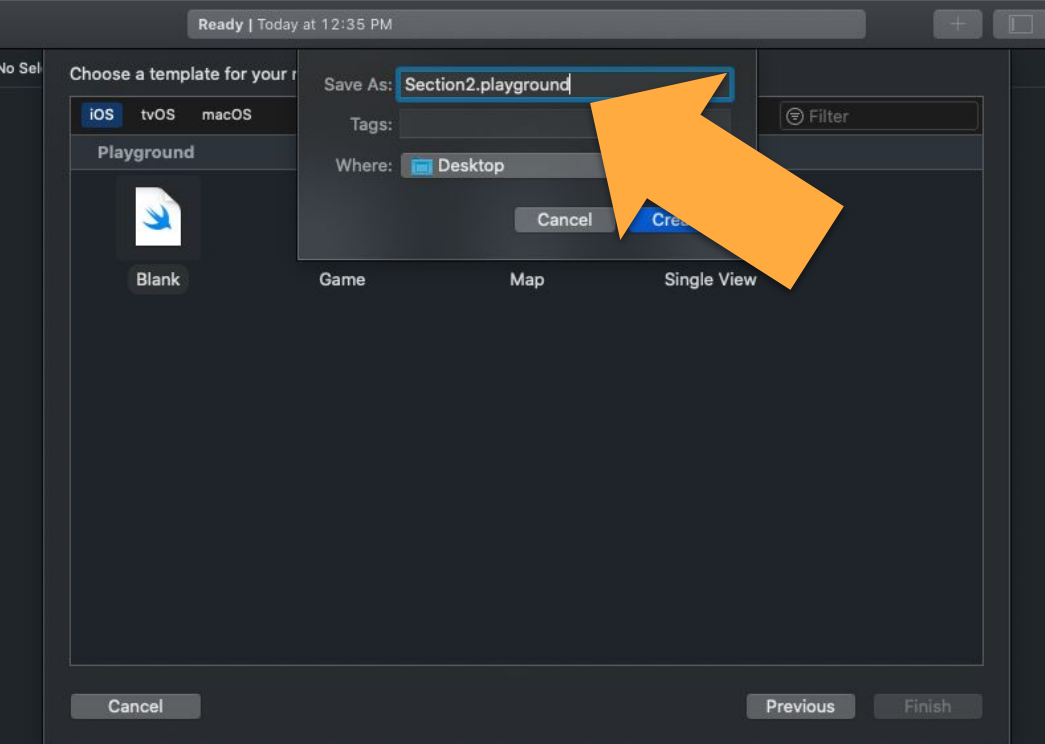
Section 2 Exercise

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

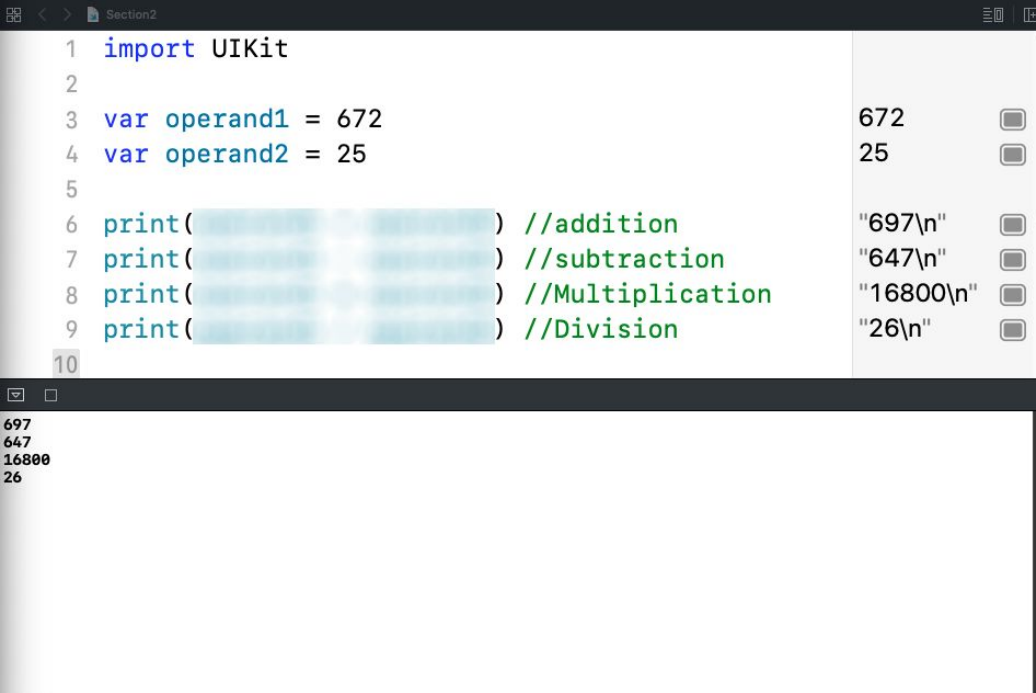




3. From the dialog box that appears, select, iOS from the category bar at the top, then select blank from the templates. This will load a blank template for iOS Swift code.



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 **Section2.playground** at the prompt. Click the create button to create your playground and save the file.



The image shows a screenshot of the Xcode IDE. The main editor window displays a Swift file named 'Section2'. The code defines two variables, 'operand1' and 'operand2', and then prints the results of addition, subtraction, multiplication, and division. The values for the variables are 672 and 25. The print statements are commented with '//addition', '//subtraction', '//Multiplication', and '//Division'. The terminal window at the bottom shows the output of the program: 697, 647, 16800, and 26. The code is as follows:

```
1 import UIKit
2
3 var operand1 = 672
4 var operand2 = 25
5
6 print(operand1 + operand2) //addition
7 print(operand1 - operand2) //subtraction
8 print(operand1 * operand2) //Multiplication
9 print(operand1 / operand2) //Division
10
```

The terminal output is:

```
697
647
16800
26
```



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.

```

1 import UIKit
2
3 var operand1 = 672
4 var operand2 = 25
5
6 print(operand1 + operand2) //addition
7 print(operand1 - operand2) //subtraction
8 print(operand1 * operand2) //Multiplication
9 print(operand1 / operand2) //Division

```

SOLUTION

672
25

"697\n"
"647\n"
"16800\n"
"26\n"

697
647
16800
26



```
1 import UIKit
2
3 var poem =
4
5
6
7
8
9
10 print (poem)
11
12 let str1 = "Swift is the"
13 let str2 = "the language of iOS Development"
14
15 print
```



6. Create a new playground file called Section 2.1. 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.

"Roses are..." ☐

"Swift is the" ☐

"the langu..." ☐

"Swift is th..." ☐

```
Roses are red
Violets are Blue
I love Swift Coding
And, so will You
Swift is the the language of iOS Development
```

```
1 import UIKit
2
3 var poem = """
4 Roses are red
5 Violets are Blue
6 I love Swift Coding
7 And, so will You
8 """
9
10 print (poem)
11
12 let str1 = "Swift is the"
13 let str2 = "the language of iOS Development"
14
15 print (str1 + " " + str2)
```

SOLUTION

"Roses are... ☐

"Roses are... ☐

"Swift is the" ☐

"the langu... ☐

"Swift is th... ☐

Roses are red
Violets are Blue
I love Swift Coding
And, so will You
Swift is the the language of iOS Development