I/ Simple types

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1 / Variables

Their values can change over time

Ex : **var** str = "Hello, playground"

Because **str** is a variable we can change it:

Ex : str = "Goodbye"

var favoriteShow = "Orange is the New Black"
favoriteShow = "The Good Place"
favoriteShow = "Doctor Who"

Total score: 6/6 checked

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2 / Strings and integers

Ex : var meaningOfLife = 42 <= **Int called**

var meaningOfLifeString = "Forty two" <= String called

!! we *can't* change its type: it will always be an integer. !!

Total score: 6/6 checked

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3 / Multi-line strings

First Method =>

Ex 1:

```
var str1 = """
This goes
over multiple
lines
"""
```

Ex 2:

```
var burns = """
The best laid schemes
O′ mice and men
Gang aft agley
"""
```

Second Method =>

```
var str2 = """
This goes \
over multiple \
lines
"""
```

Total score: 12/12 checked

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4 / Doubles and booleans

Doubles => Doubles are different from integers

Ex : var pi = 3.141
var myDouble = 1.0

!! we can’t add an int and Boolean together !!

Booleans => either true or false its value

Ex : var awesome = true

Total score: 6/6 checked

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5 / String interpolation

Place any type of variable inside your string => **\()**

Ex 1 :

var score = 85
var str = "Your score was \(score)"

Ex 2 :

var city = "Cardiff"
var message = "Welcome to \(city)!"

Total score: 6/6 checked

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6 / Constants

Set a value once and never change it => values that can be set once and never again

Ex :

let taylor = "swift"

Total score: 6/6 checked

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7 / Type annotations

Be more explicit about the type of data => type inference

Tell Swift that a variable is going to exist : **var** name: String

Other Ex :

let album: String = "Reputation"
let year: Int = 1989
let height: Double = 1.78
let taylorRocks: Bool = true
var percentage: Double = 99

Total score: 6/6 checked