Swift Basics 1 – Assignments

Exercise 1

**Declare a floating point variable that represents temperature and assign the current temperature to it. If you don't have a thermometer, guess the temperature. :-)**

**var temperature: Float = 55.3**

**print(temperature)**

**Then assign a different temperature to it. Pick one at random, it**

**doesn't matter.**

**var temperature: Float = 55.3**

**print(temperature)**

**var temperature2: Float = 40.2**

**print(temperature2)**

Exercise 2

**Declare a constant integer value that represents the number of**

**seconds in an hour and assign that number to it on the same line.**

**Then try to assign a different value to the constant. Why doesn't it**

**work?**

**let sec\_per\_min = 60**

**print(sec\_per\_min)**

**//sec\_per\_min = "50"**

**print(sec\_per\_min)**

Note: We can use overriding in var but not with let(because its **constant**)

Exercise 3

**Declare an integer variable with an explicit type annotation and then one without.**

**Var name: string**

Exercise 4

**Declare a constant integer value that represents the number of wheels of a car.**

**let carwheels:Int = 4**

**print(carwheels)**

**Don't assign it a value on the same line. On the next line, assign a value to the constant. Why does this work?**

Exercise 5

**Declare the constant π using the name π, which you can type by pressing alt-p.**

let π = 3.14

print(π)

Exercise 6

**Declare a variable using an emoji in the name.**

**var 😺 = "cat"**

**print(😺)**

Exercise 7

**Print a variable using the print() function.**

var car = "benz"

print(car)

Exercise 8

**What is the maximum value that can be stored in an Int16?  
total is: 65,535  
Write the code that prints the maximum value of the Int16 type.**

**let maxValue = Int16.max**

**What type is the constant pi in the example below? Why?**

**let pi = 3 + 0.141592654  
Pi is inferred to be of type Double**

Exercise 9

**What happens if you try the following code? Why?**

**let myNumber: UInt = -17**

* **Will get an error  
  Int is an Integer type which can store positive and negative values. UInt is an unsigned integer which can store only positive values.**

Exercise 10

**What happens if you try the following code? Why?**

**let bigNumber: Int16 = 32767 + 1**

**will get an error   
let bigNumber: Int = 32767 + 1**

Exercise 11

**Why does the following code not work? What do you need to add to it to make it work, if we absolutely want to store this value as an integer, i.e. 3, but we don't want to change the type of the**

**variables?**

**let pi = 3.141592654**

**let approximatePi: Int = pi  
cannot use approximate with Constant (let)**

Exercise 12

**There are two types of comments. Single-line and multiline**

**comments. Write one of both.**

-// this is comment

Exercise 13

**In Swift multiline comments can be nested. Write a nested multiline comment.**

/\* This is a comment

over multiple lines. \*/

Exercise 14

**Write two sentences in one line.  
/\* This is Ruaa, learning a swift. \*/**