

SE 4020: Mobile Application Design and Development

Lecture 02 – Basics of Swift

Topics

- Calculations
- Collections
 - Arrays
 - Dictionaries
 - Set
- Control Structures
 - If, Switch
 - For, While, Repeat
- Ranges
- Optionals

Calculations

- You can't mix and match whitespace styles...
- ...you have to pick one style and stick with it. So your expressions and operators can either be like $8/4$ or be like $8 / 4$, but they can't be like $8 \ / 4$ or be like $8 / \ 4$.

Arrays

- Value Type
- Methods
 - append()
 - remove()
 - insert()
 - max()
 - min()
- Properties
 - count
 - isEmpty

If statement

- Same conditional operators as other C based languages
- Have to use explicit { } for if and else parts

```
var planet = "Jupiter"
if(planet == "Jupiter") {
    print("Jupiter is named after the Roman king of the gods.")
} else if(planet == "Neptune") {
    print("Neptune is inhospitable to life as we know it.")
} else if(planet == "Mars") {
    print("Mars has a lot of Earth-made rovers on it.")
} else if(planet == "Earth") {
    print("Earth is infested with something called 'humans'.")
} else {
    print("All the planets are pretty cool.")
}
```

Switch

- No break statement needed to exit a condition

```
var number = 6

switch(number) {
  case 6:
    print("6 means easy and smooth, all the way!")
  case 8:
    print("8 means sudden fortune!")
  case 99:
    print("99 means eternal!")
  default:
    print("I've told you everything I know about lucky numbers.")
}
```

Exercise

- Calculation of grades using if

≥ 80 A

≥ 75 A-

≥ 70 B+

≥ 65 B

≥ 60 B-

≥ 55 C+

≥ 45 C

≥ 40 C-

Dictionaries

```
var studentGPAs = ["IT21123456": 3.9, "IT21234567": 3.6,  
                  "IT21345678": 3.2, "IT21456789": 2.8]
```

```
// Accessing and updating values in the dictionary  
let gpa1 = studentGPAs["IT21123456"] // gpa1 = 3.9  
studentGPAs["IT21234567"] = 3.8
```

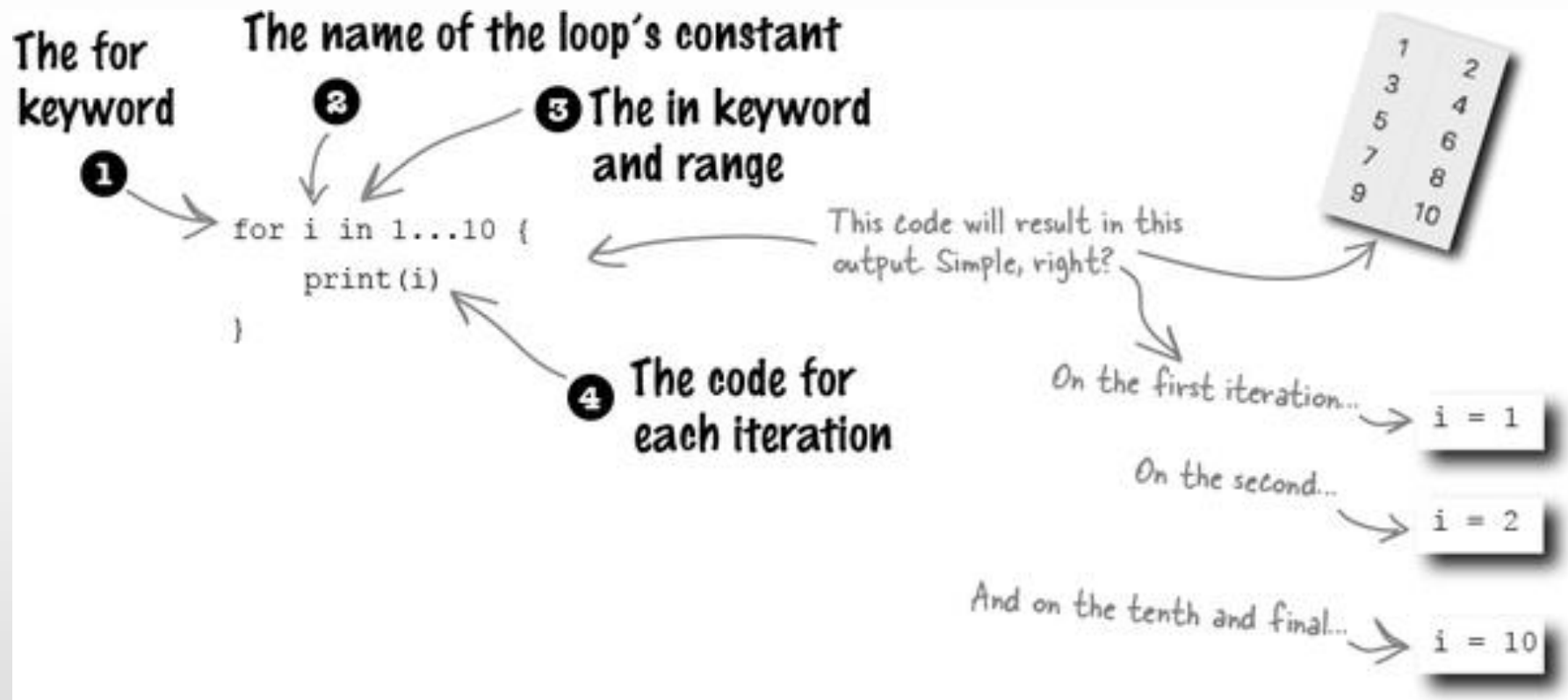

Sets

- Sets are similar to arrays and must also contain just one type, but **sets are unordered, and there can only be one of each distinct value in a set.**
- You can create a set like this:
- `var evenNumbers = Set([2, 4, 6, 8])`
- Or like this:
- `var oddNumbers: Set = [1,3,5,7]`
- `oddNumbers.insert(9)`
- `oddNumbers.remove(5)`

Exercise

1. Write a program to store details of your friends phone numbers.
2. Write a program to store unique towns a group of people come from

For



For

Our drinks array.

```
let drinks = ["Coffee", "Tea", "Water", "Whisky"]
```

Apparently our café is licensed...

Iterating through all the items in the drinks array.

```
for drink in drinks {  
    print("\(drink) is still available!")  
}
```

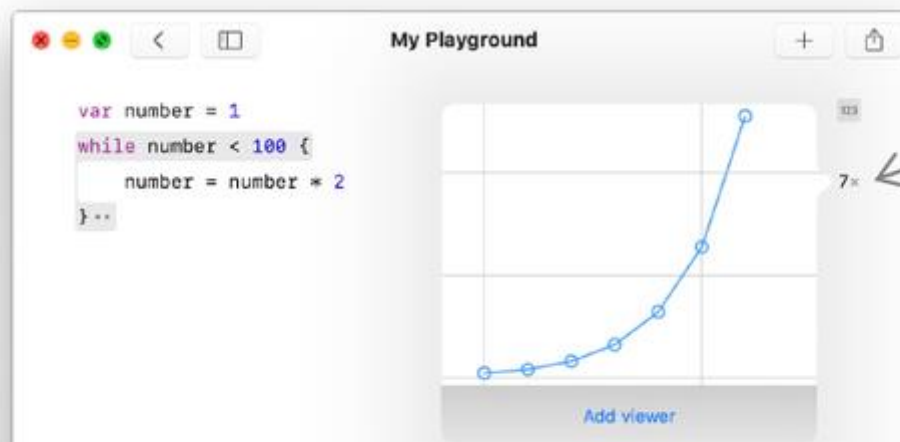
While

A number! We'll start it at 1.

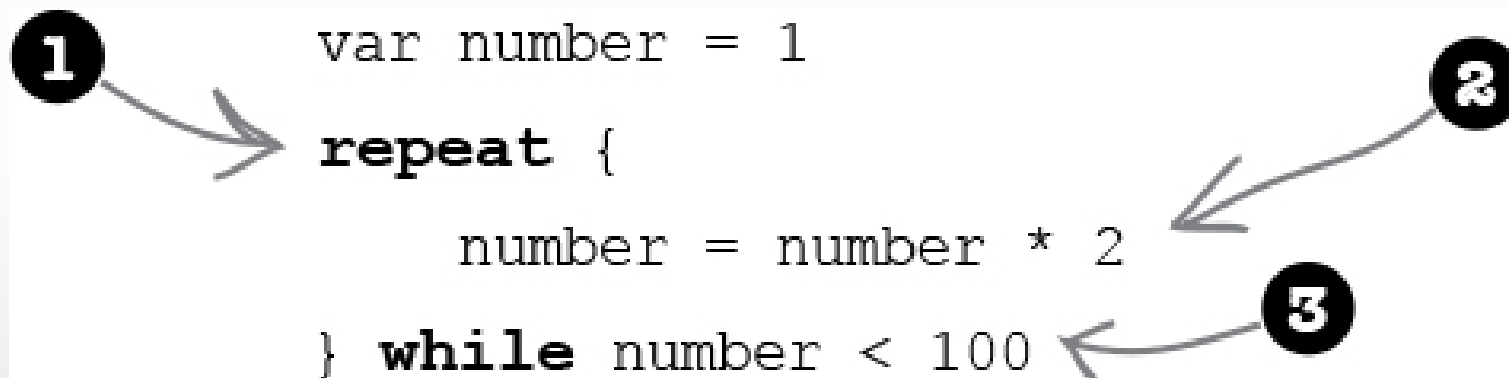
```
var number = 1  
  
1 → while number < 100 {  
    number = number * 2  
    3  
}
```

2

If you click the results button in a Playground you can visualize or display the results of many operations, including loops.



Repeat



```
1  var number = 1
   repeat {
       number = number * 2
   } while number < 100 3
```

Exercise

1. Store marks of students in an array

Calculate and display if they have passed or failed the module.
Assume the pass mark is ≥ 50

Ranges

- Closed Range Operator: `a...b`
 - Represents a range that includes both `a` and `b`.
- Half-Open Range Operator: `a..<b`
 - Represents a range that includes `a` but not `b`.
- One-Sided Ranges: `a...` or `...b`
 - Represents a range from `a` to the end or from the beginning to `b`.
- Countable Range: `a..<b` or `a...b` where `a` and `b` are integers
 - Represents a range of integers that can be enumerated using a `for-in` loop.
- Strideable Range: `stride(from: a, to: b, by: s)` or `stride(from: a, through: b, by: s)`
 - Represents a range of values that can be stepped through with a certain stride or step size, where `a` is the starting value, `b` is the end value (exclusive or inclusive), and `s` is the step size.

Exercise

- Calculation of grades using ranges and switch

≥ 80 A

≥ 75 A-

≥ 70 B+

≥ 65 B

≥ 60 B-

≥ 55 C+

≥ 45 C

≥ 40 C-

Optionals

- An optional value either contains a value or contains nil to indicate that a value is missing. Write a question mark (?) after the type of a value to mark the value as optional.