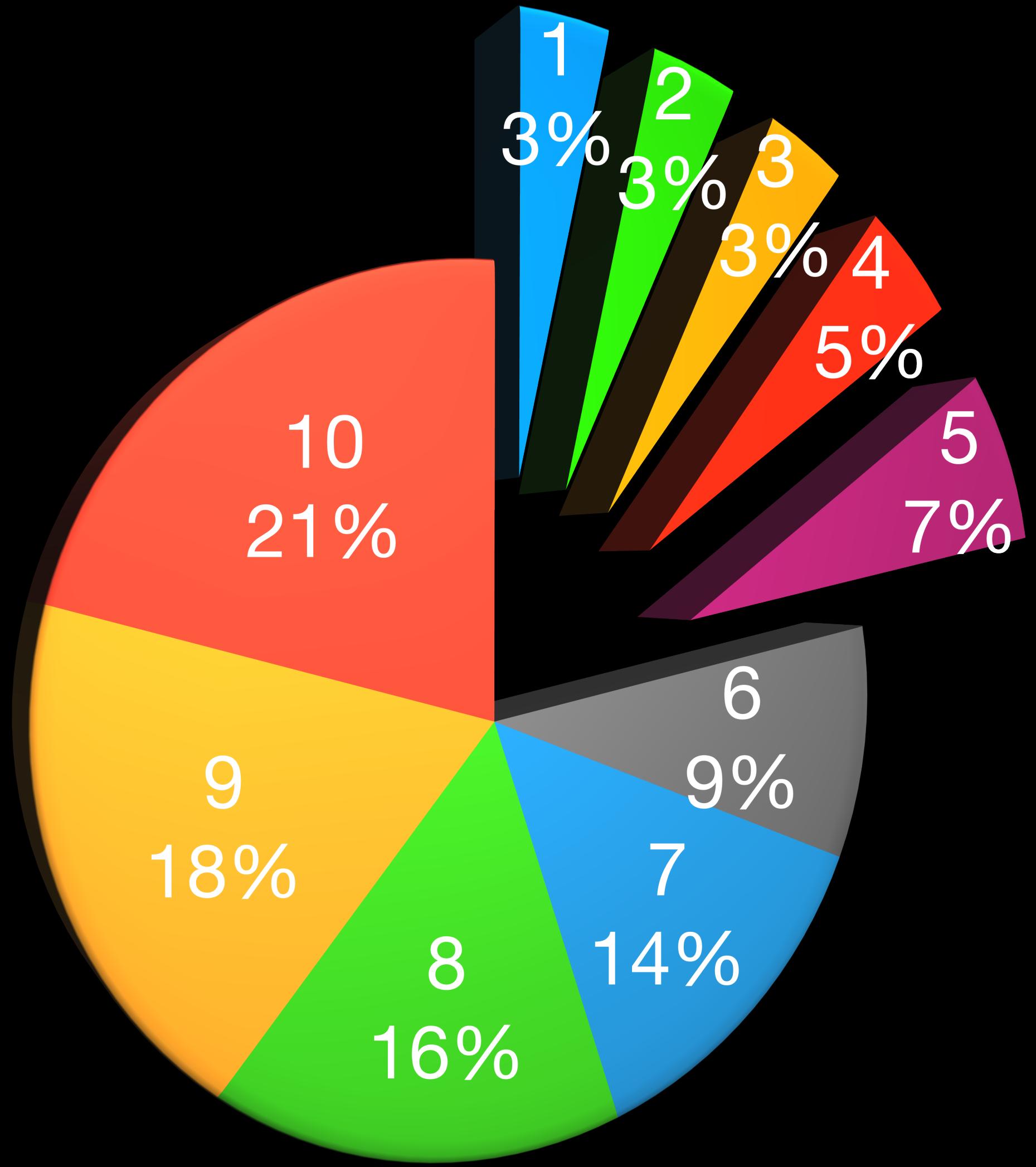


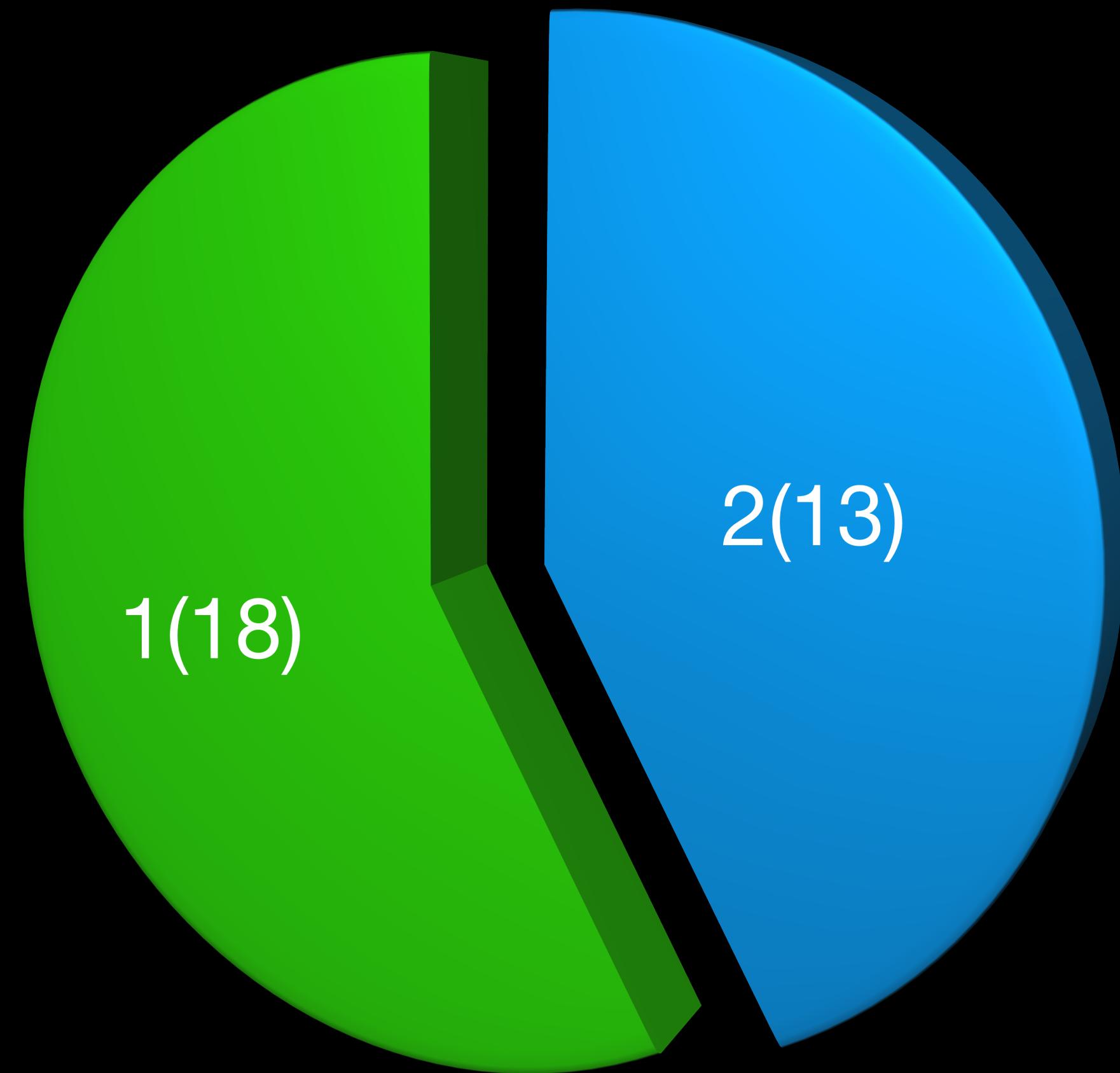
Session 1

The Basics

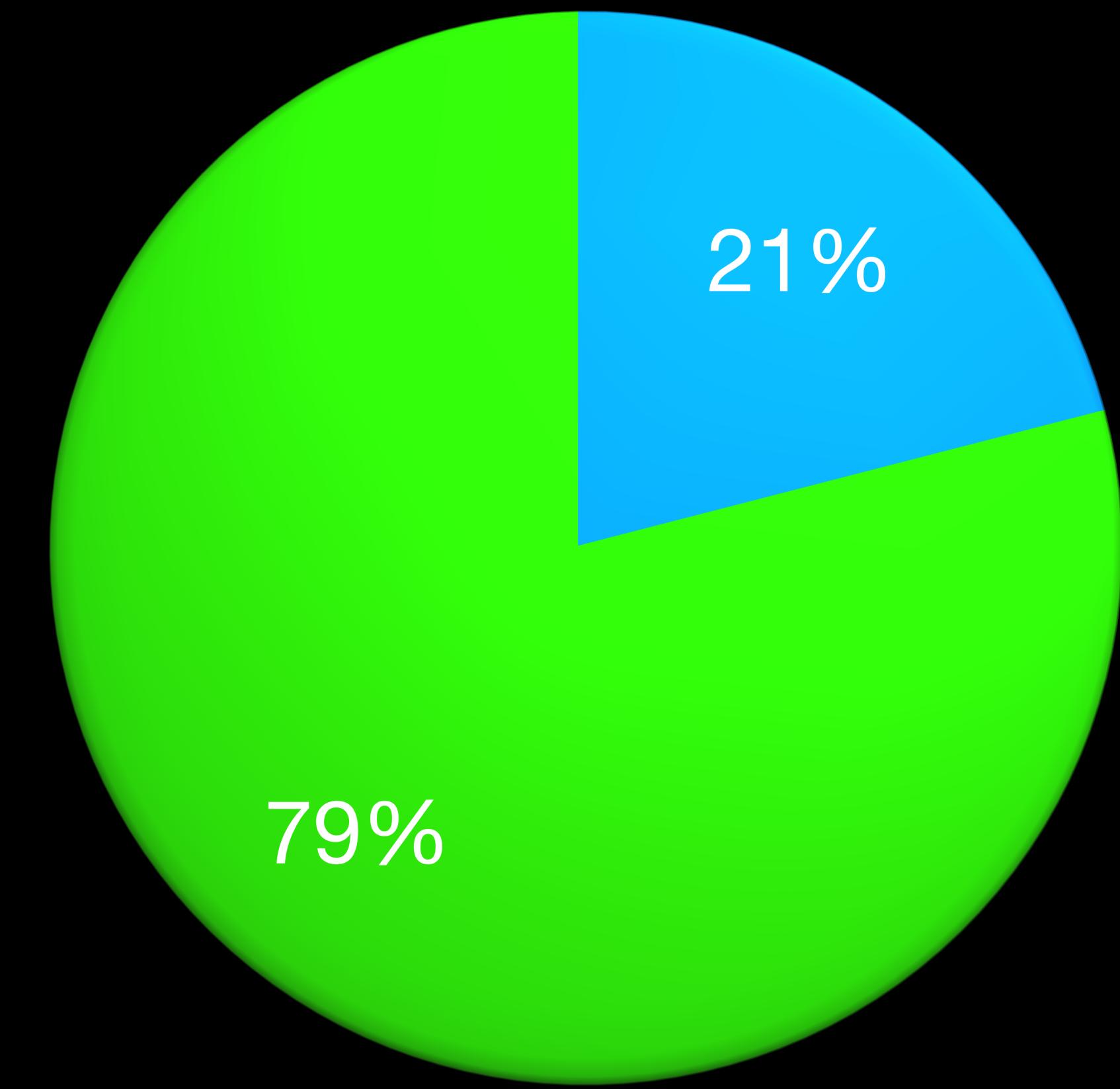
Statistics



How Comfortable are you in OOP



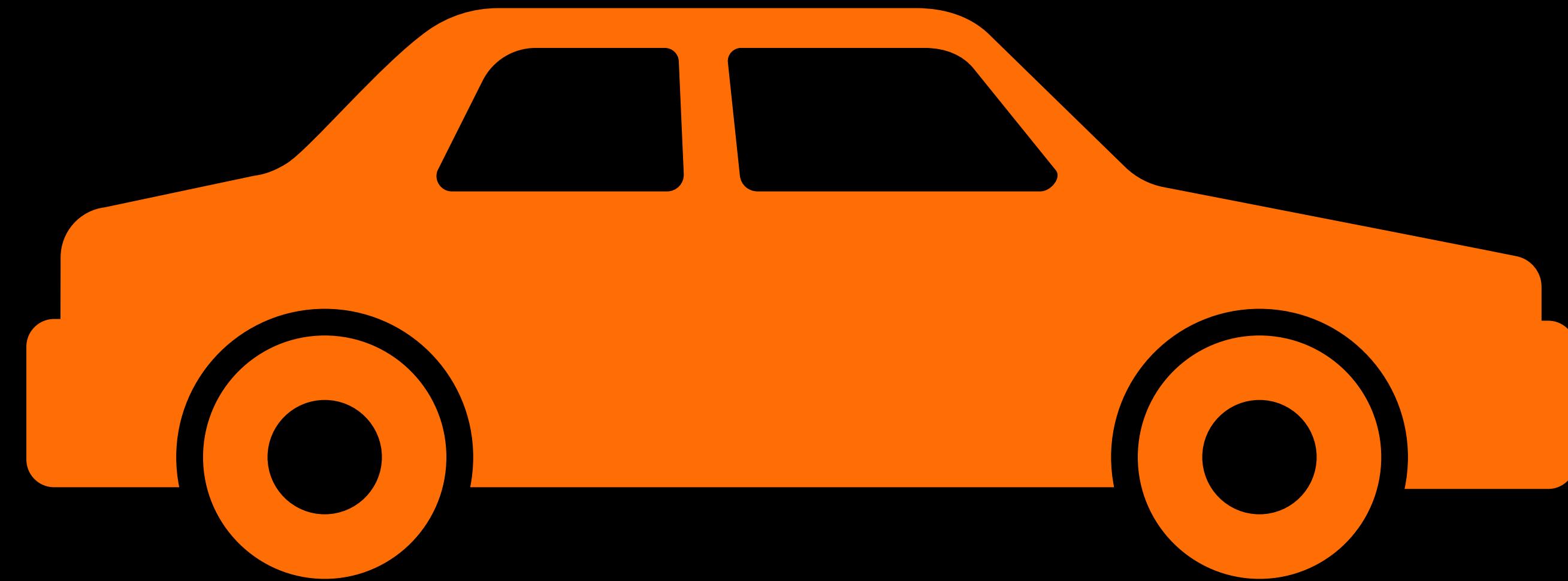
How Comfortable are you in Swift



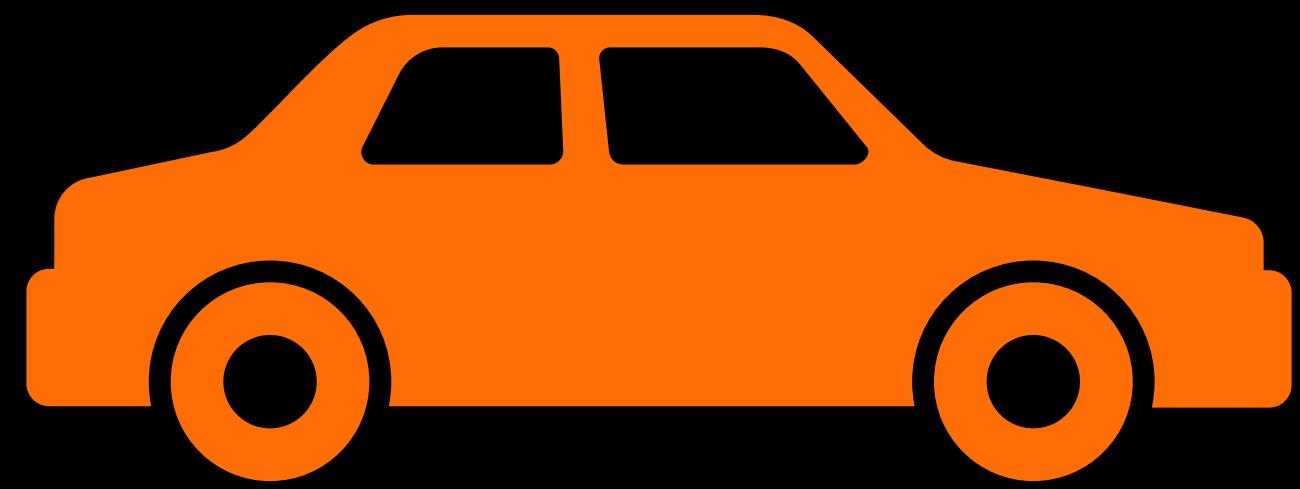
Object Orientated Programming

Object Orientated Programming

Object Orientated Programming



Engine



Wheels

Transmission

Computer

```
public class Car {  
  
    var engine: Engine?  
    let doors: Int = 5  
    let wheels = 4  
    var type: String?  
  
    init(engine: Engine, type: String) {  
  
        self.engine = engine  
        self.type = type  
  
    }  
  
    public func startCar() {  
  
        // Do Stuff  
  
    }  
}
```

```
public class Engine {  
  
    public enum EngineType {  
  
        case I4  
        case V6  
        case V8  
        case V12  
        case W12  
  
    }  
  
    var cyl: Int?  
  
    var type: EngineType?  
  
    init(cyl: Int, type: EngineType) {  
  
        self.cyl = cyl  
  
        self.type = type  
  
    }  
  
}
```


Questions





