

*Using*  
**SWIFT PLAYGROUNDS**  
*to teach & mentor*

by  
*Craig Clayton*



@thedevme

# About **ME**



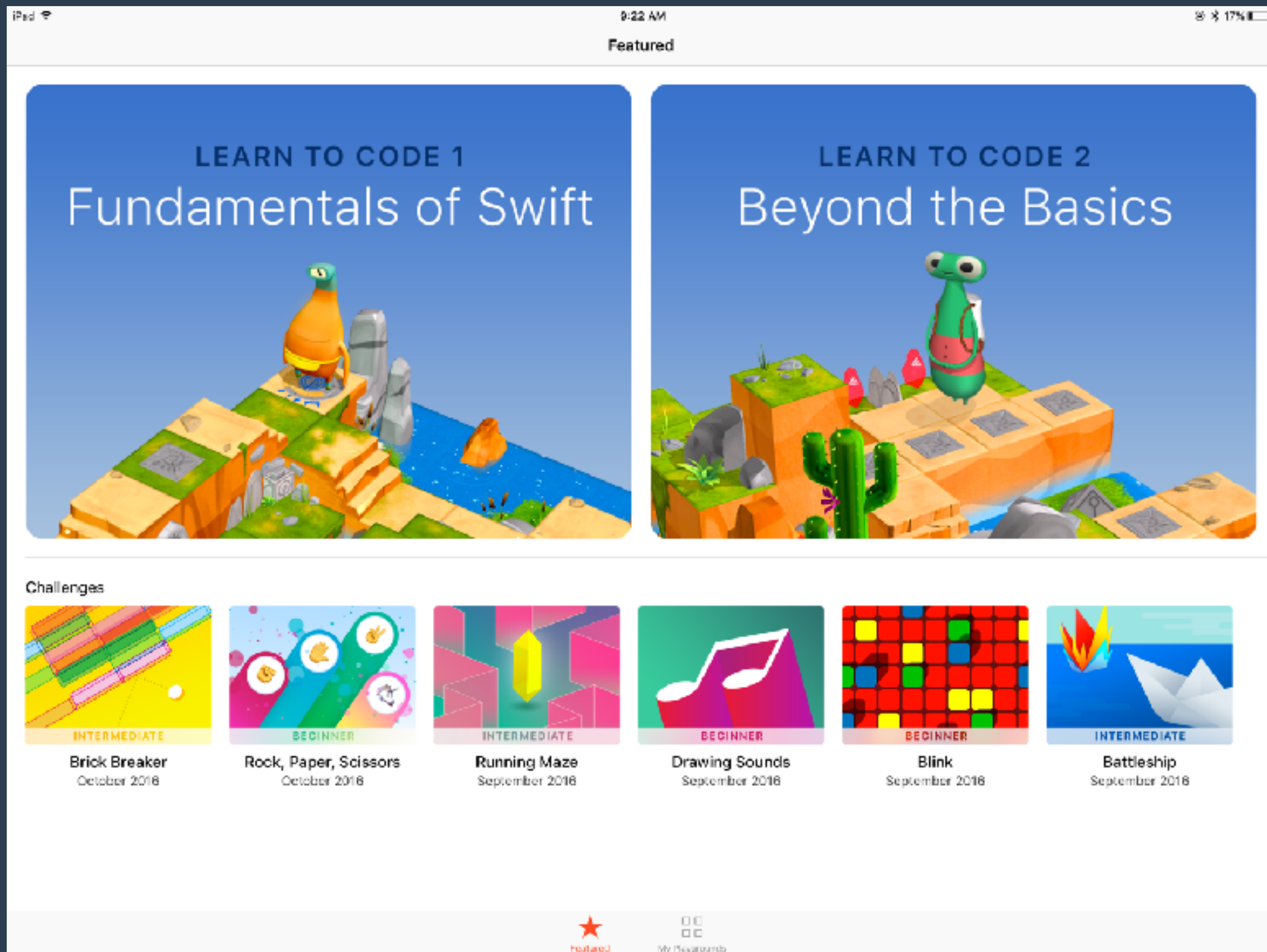
# *the* AGENDA

- 01 What is PlaygroundBooks?
- 02 Why are they important
- 03 How to get started
- 04 Review



# *What is* PLAYGROUNDS

# Swift PLAYGROUNDS



# Swift PLAYGROUNDS



## < Using Loops >



**Goal:** Use a for loop to repeat a sequence of commands.

To break down **coding** tasks, you wrote functions for repeated **patterns**. Now you'll **call** one function multiple times using a **loop**. With a loop, you write your code once and enter the number of times to repeat it.

In this puzzle, there's a gem in the same position in each row. You will collect the gems by following the same pattern multiple times. This is the perfect place for a loop!

- 1 Enter the solution for one row inside the curly braces.
- 2 Decide how many times to repeat the loop.
- 3 Tap the number placeholder and specify the number of repetitions.

```
for i in 1 ...  {
```

Tap to enter code

```
}
```





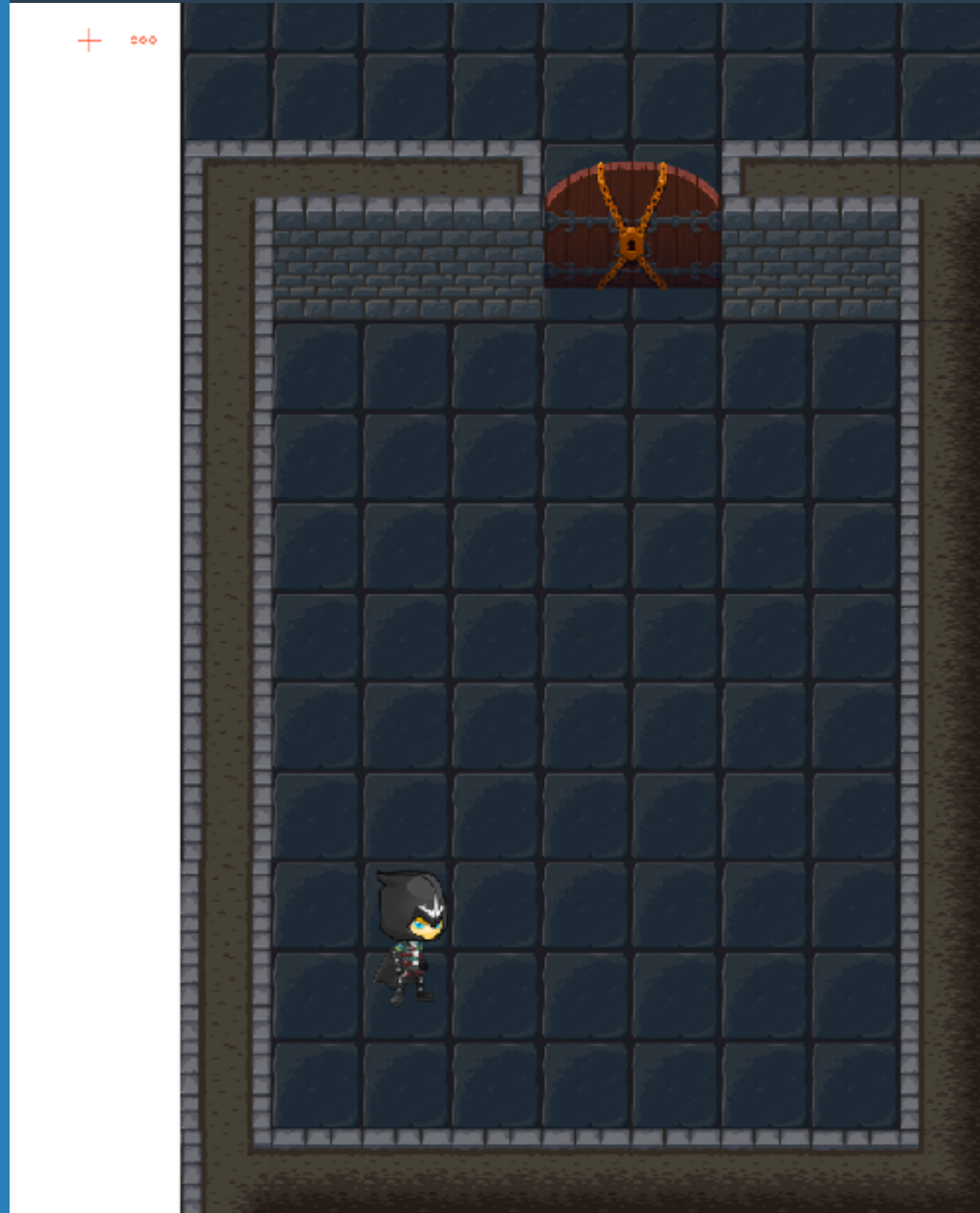
# *Why they are* **IMPORTANT**



# *Playgrounds for* **KIDS**



# Kids FOR-IN LOOPS

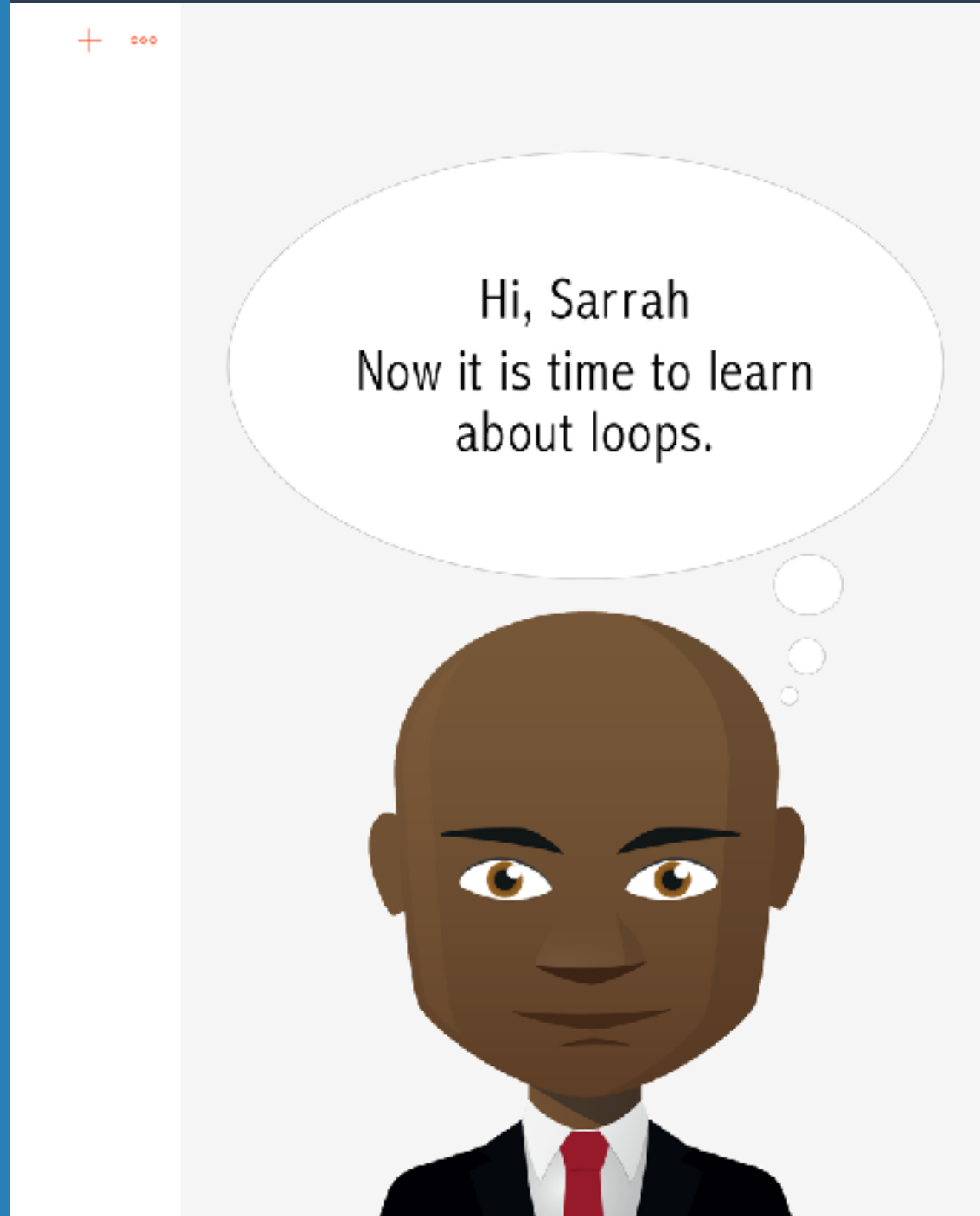




# *Playground for* MENTORING

# LOOPS

01



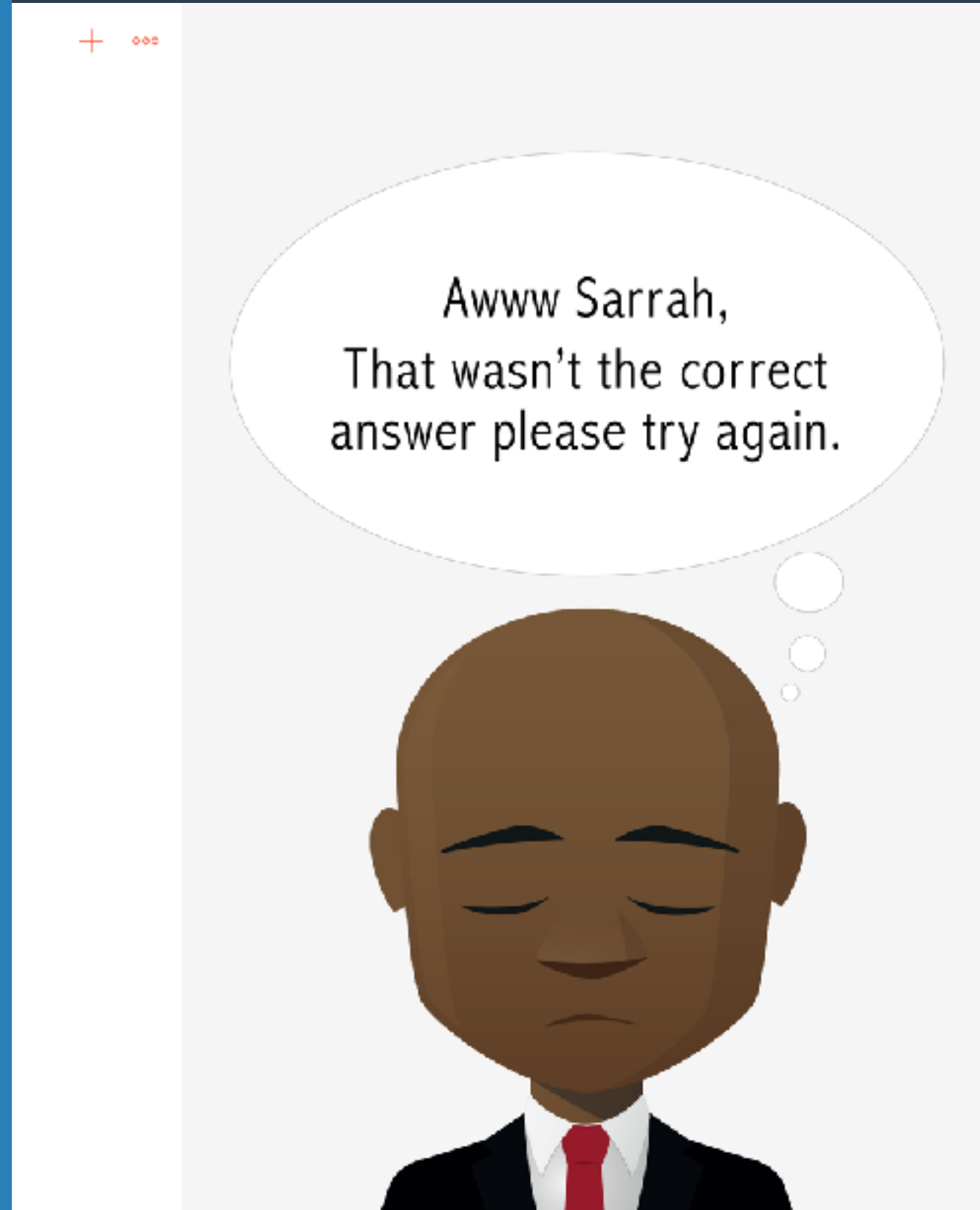
01

02

03

# LOOPS

## 02



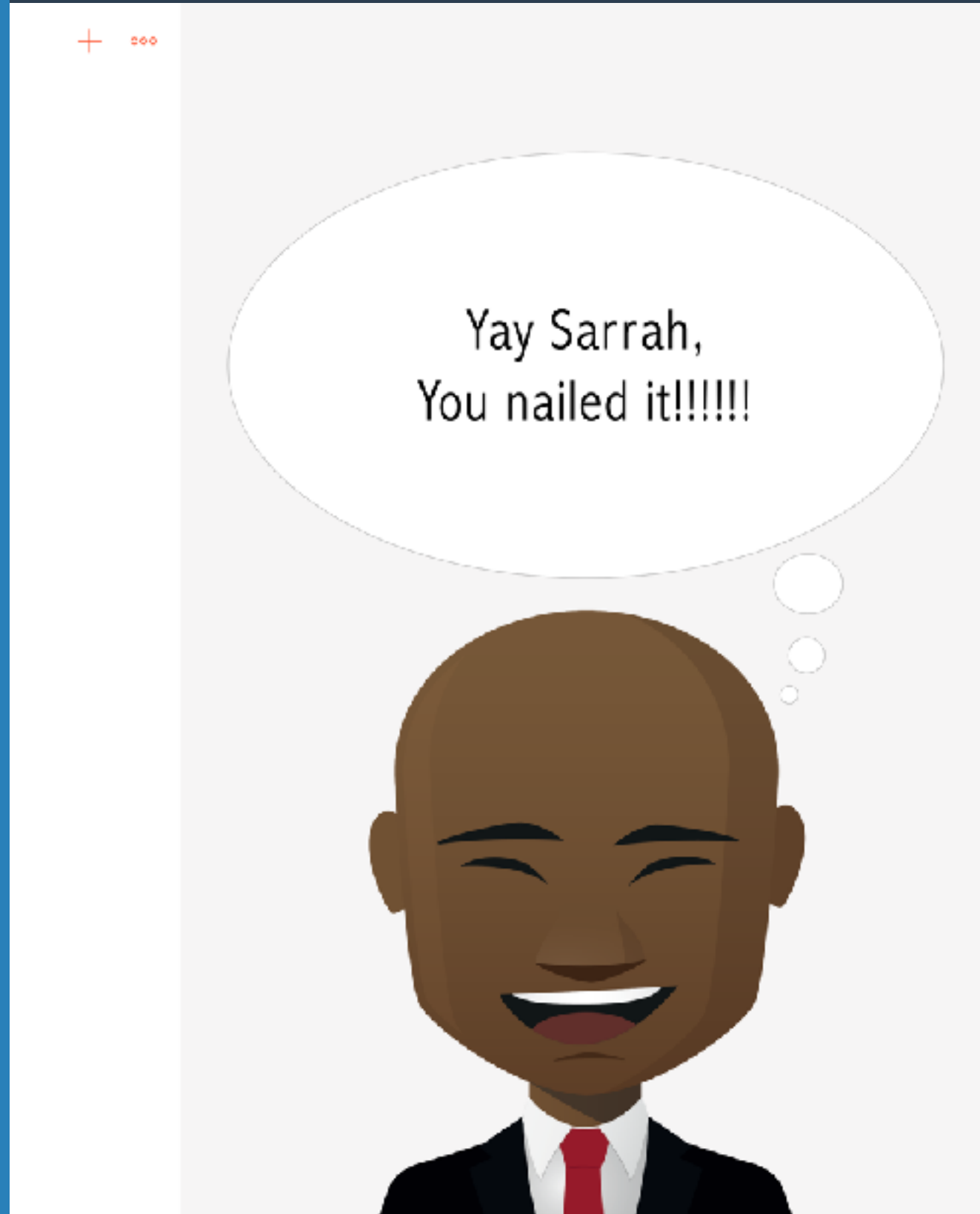
01

02

03

# LOOPS

03



01

02

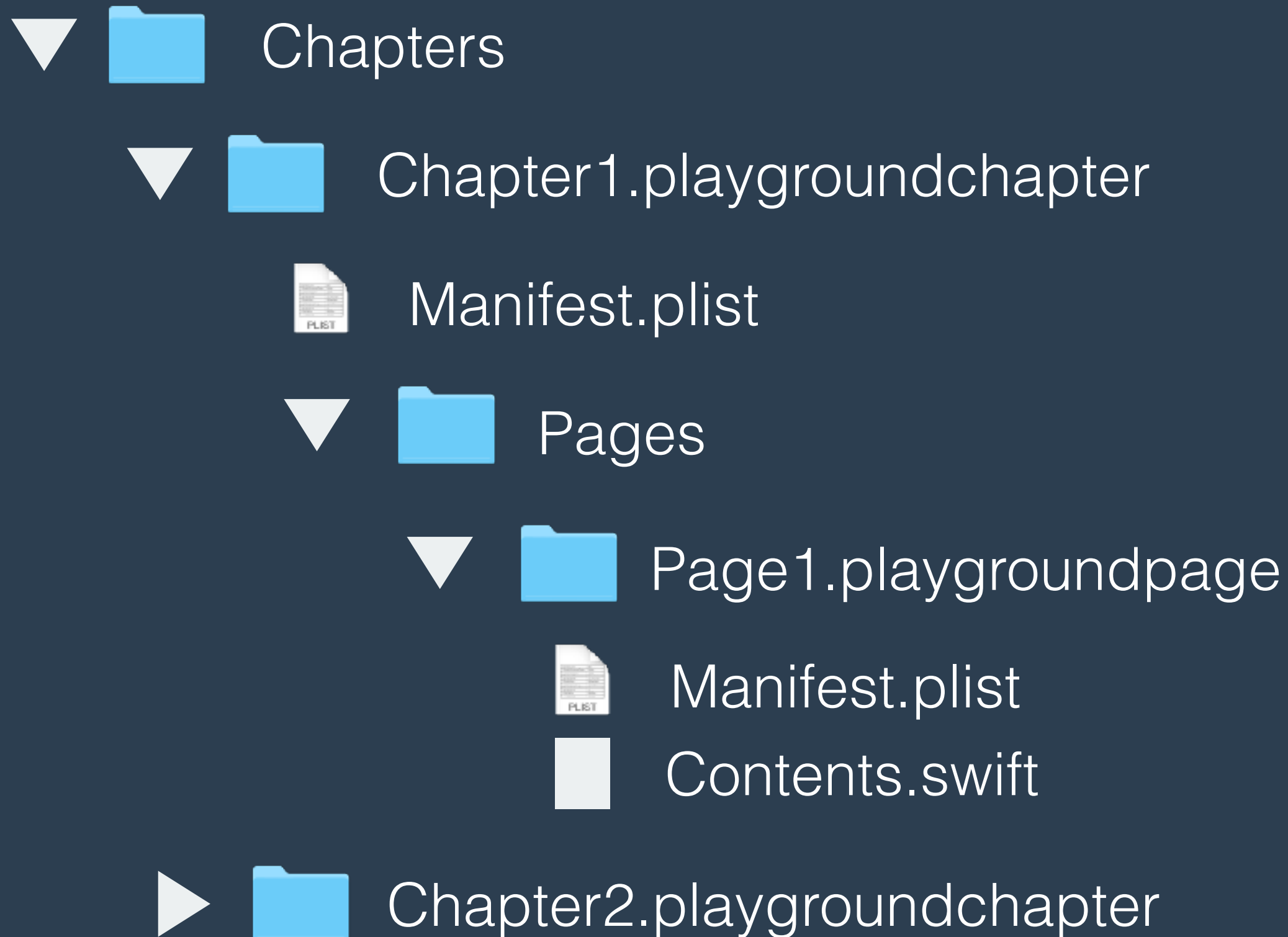
03



# *Project* STRUCTURE



# PROJECT *Structure*





# *Manifest* FILES

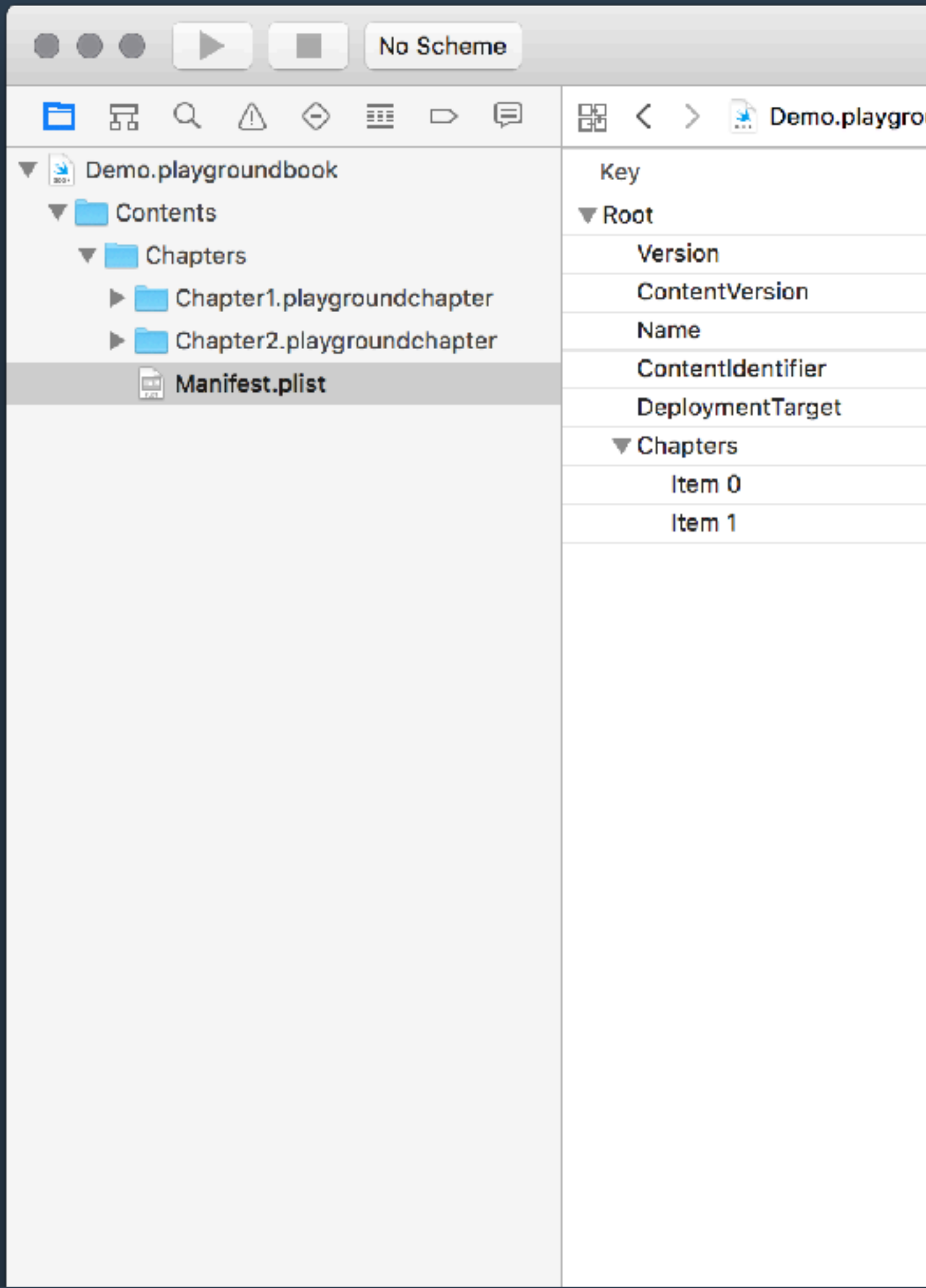


01

02

03

04



# Book MANIFEST

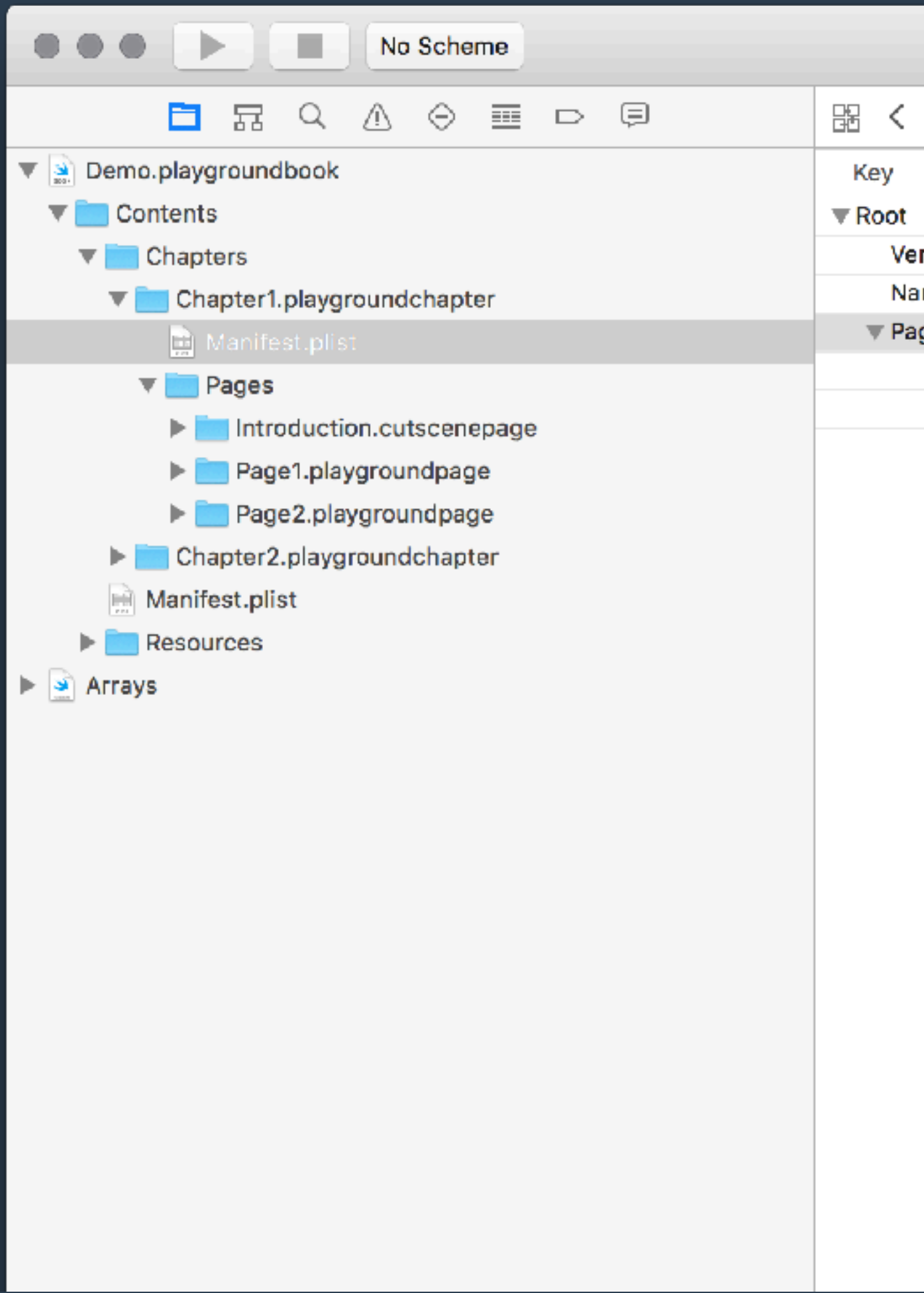
01

01

02

03

04



# Chapter MANIFEST

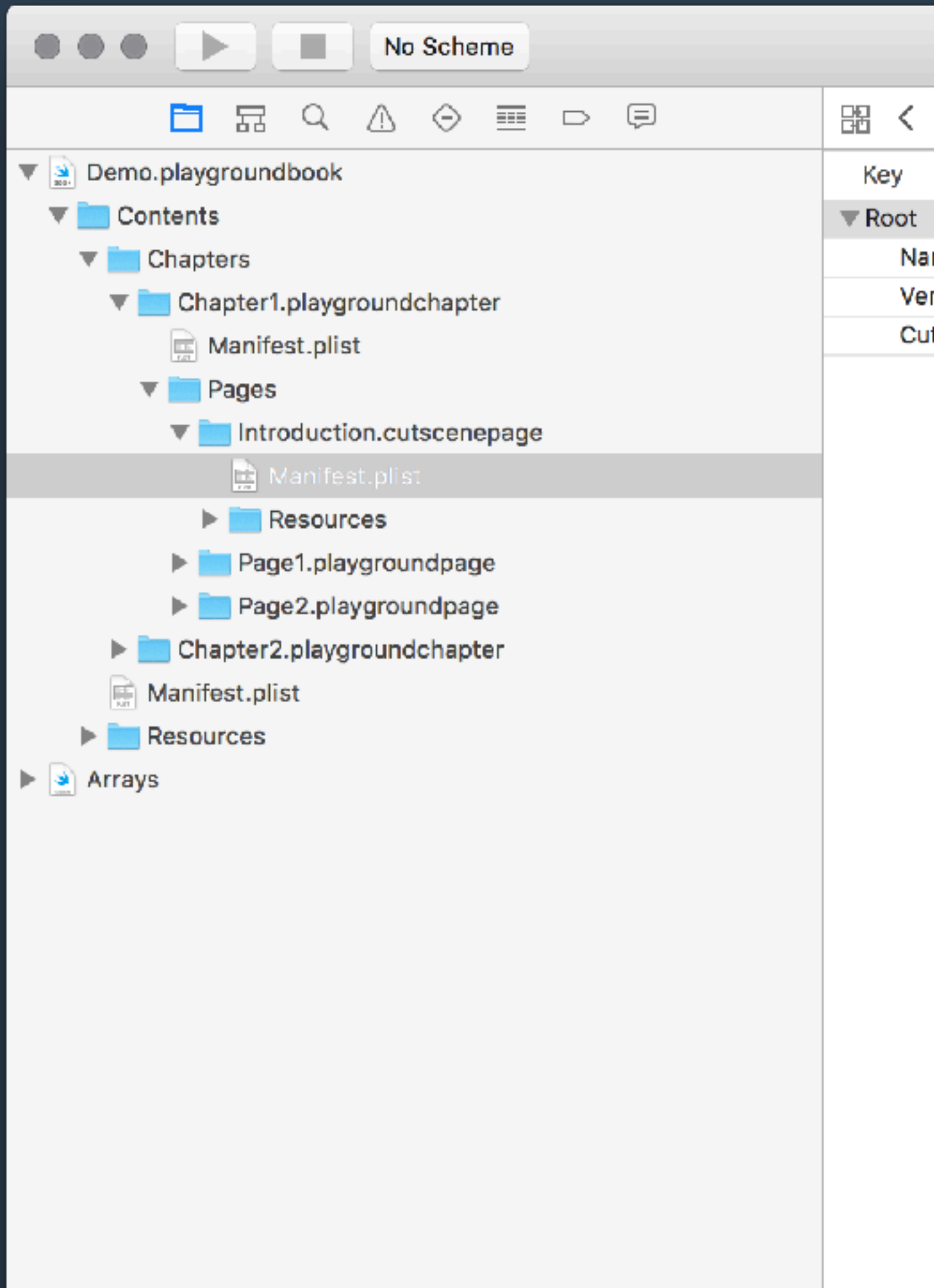
02

01

02

03

04



# Cutsценepage MANIFEST

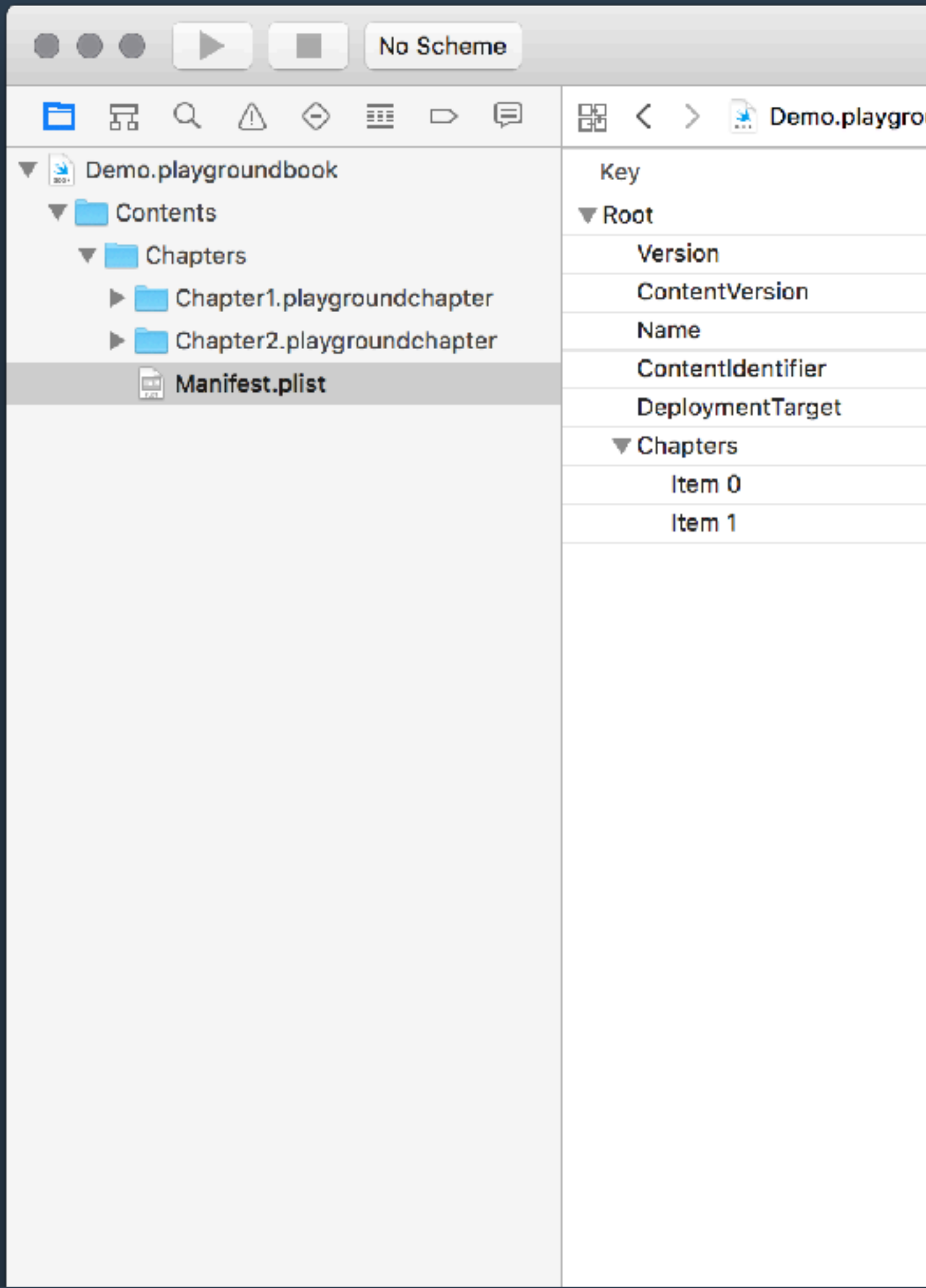
03

01

02

03

04



# Playground Page MANIFEST

04



# *the* GLOSSARY

Key	Type	Value
▼ Root	Dictionary	(1 item)
▼ Terms	Dictionary	(1 item)
▼ Cocoa Academy	Dictionary	(2 items)
Definition	String	A online school that teaches
▼ FirstUse	Dictionary	(2 items)
PageReference	String	Chapter%201/Page1
Title	String	Page

# the GLOSSARY



# *Special* COMMENTS

01

# *Special* COMMENTS

01

02

03

```
// #-hidden-code  
setupPlayground()  
// #-hidden-code
```



02

# *Special* COMMENTS

01

02

03

```
// #-code -  
completion(identifier, hide,  
    setupPlaygroundPage())
```

03


# *Special* COMMENTS

01

02

03

```
//#-editable-code  
//#-end-editable-code
```



# *Code* COMPLETION

# *Code* COMPLETION

```
//#-hidden-code
```

```
func createData() {}  
func createVideoPlayer() {}  
func fetchData() {}  
func showData() {}
```

```
//#-end-hidden-code
```

# *Code* COMPLETION

```
//#-code-completion(everything, hide)  
//#-code-completion(identifier, show,  
createData(), fetchData())
```

# *Code* COMPLETION

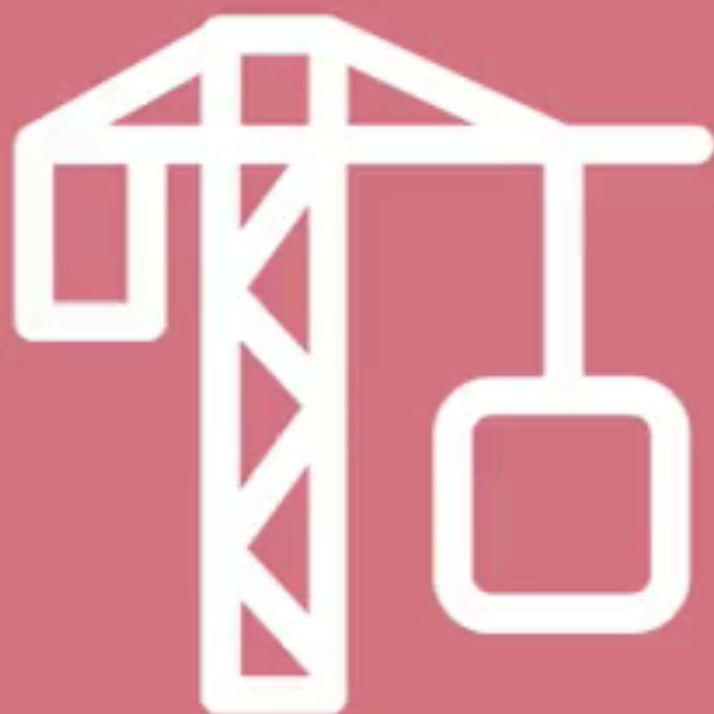
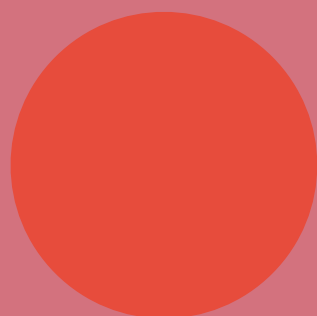
```
func initialize() {  
    // #-editable-code  
  
    // #-end-editable-code  
}
```



# *Creating* CUTSCENES

# Tic-tac-toe Basics

Building up a solid foundation







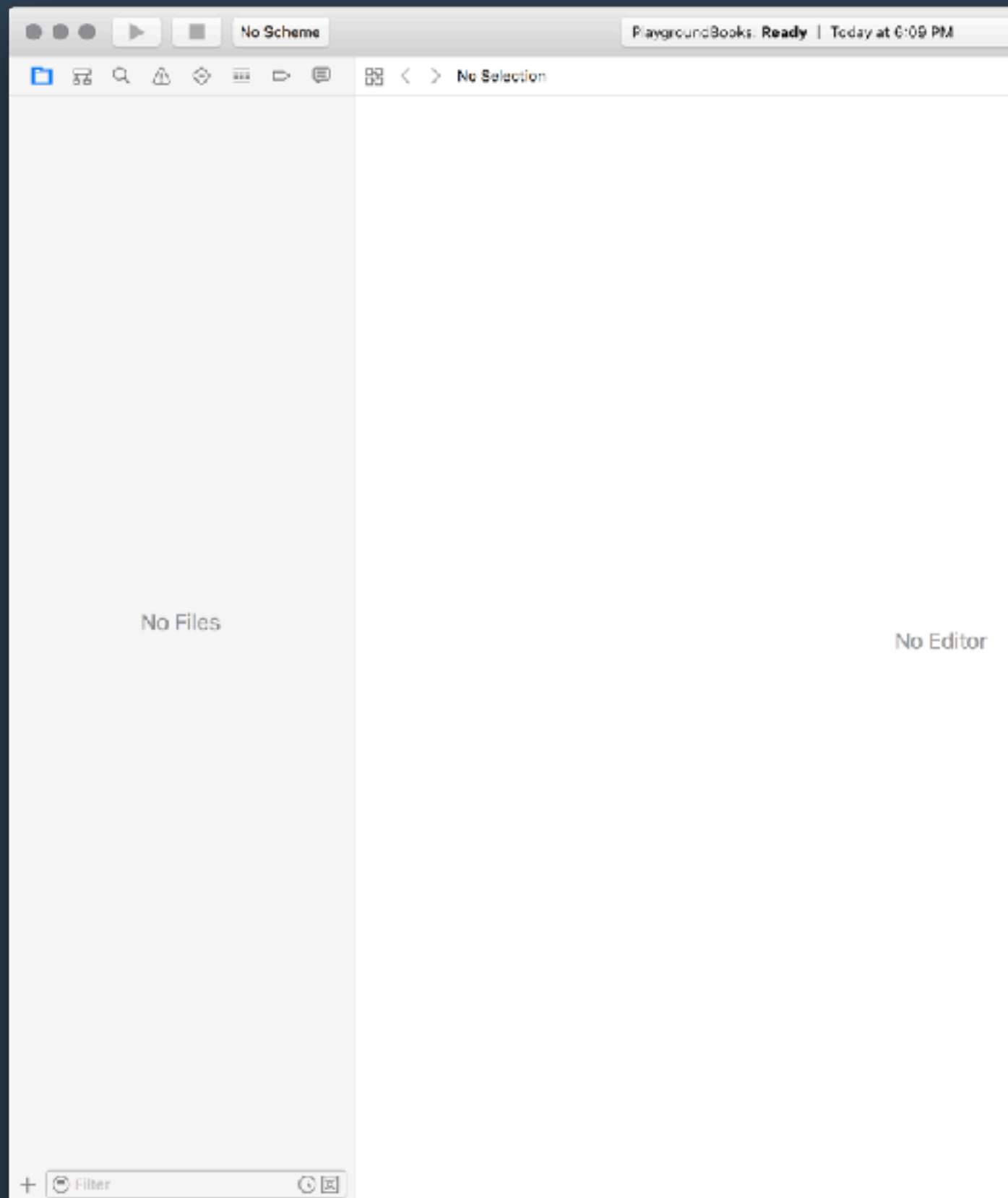
# *Tips for getting* **STARTED**

01

02

03

04



# TIP

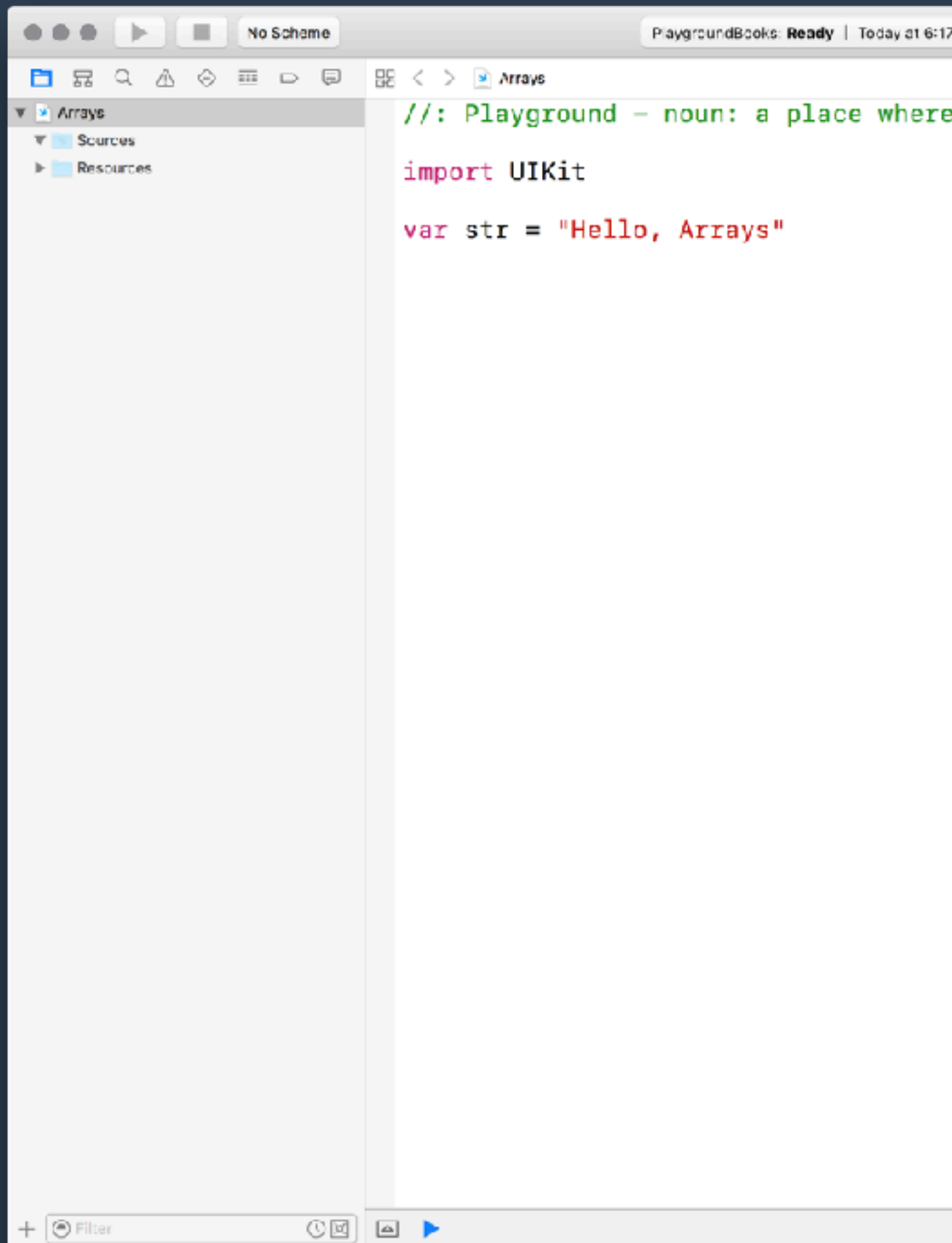
01

01

02

03

04



# TIP

02

01

02

03

04



# TIP

03

01

02

03

04

# TIP

04

# *Other* RESOURCES

# *Other* RESOURCES

Ash Furrow

<http://bit.ly/2eD5q34>

PlaygroundBookGenerator

<http://bit.ly/2d0Emi3>

# QUESTIONS

## *Using* SWIFT PLAYGROUNDS *to teach & mentor*

by  
*Craig Clayton*



@thedevme