

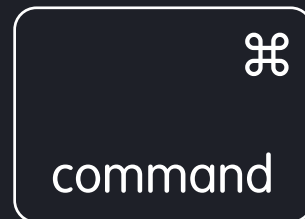
Juggling, Swift, & You



Zev Eisenberg

I'm Zev, and I want to start with a public service announcement:

Enable Mirroring



Enable **Mirroring**



Enable Mirroring



**“How can I learn
to make an app?”**

I work on iOS app here in Boston at Raizlabs, a Rightpoint Company. We host a lot of meetups, and people often come up to me and ask:

"How can I learn to make an app"

I tell them that they should pick out a starter project and learn by doing. It doesn't work for everyone, but it worked for me and for many others.

Make a better X

Make the X you want to see



iJuggle by Nathan Peterson

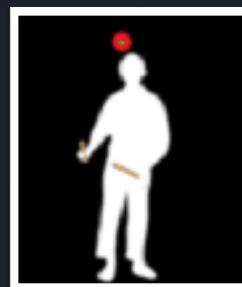
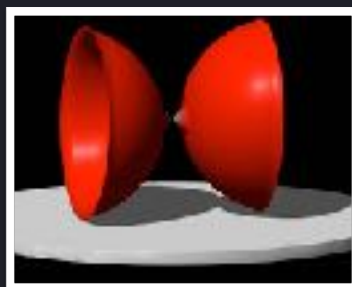


iJuggle by Nathan Peterson

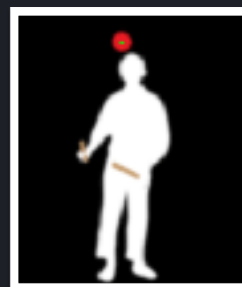
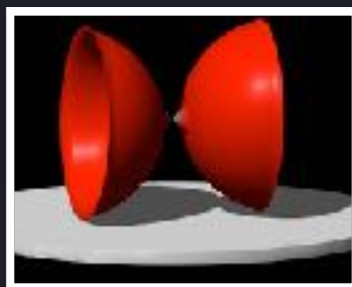


**I was raised by clowns,
but I ran away to join the circuits.**

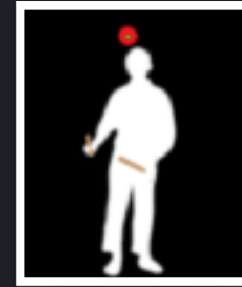
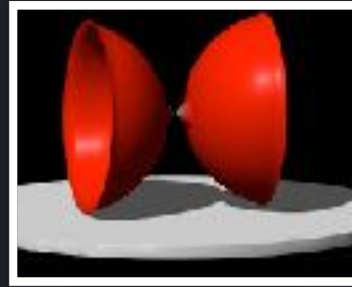
[let people read it]



Graphics by Zev, age 11



Graphics by Zev, age 11



Graphics by Zev, age 11
Handwriting by Zev, age 29

**“How can I learn to notate
a juggling pattern?”**

Colin Wright

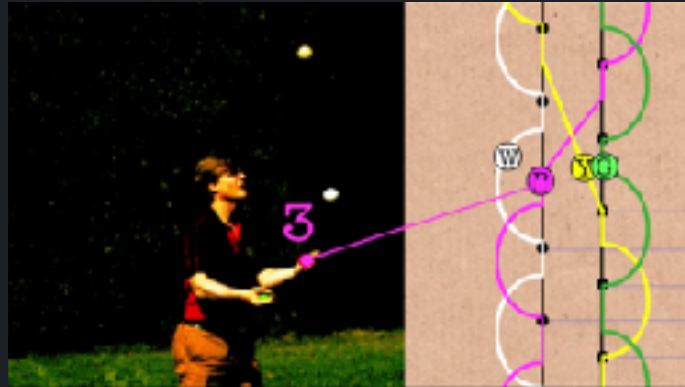


image from Numberphile on YouTube


```
enum Beat {  
    enum Direction {  
        case sameHand  
        case oppositeHand  
    }  
  
    case empty  
    case held  
    case toss(height: Int, direction: Direction)  
}
```

```
public struct Siteswap {  
    public let beats: [Beat]  
  
    public var highestThrow: Beat {  
        // beats array is never empty  
        // – enforced by initializer (not pictured here)  
        return beats.max()!  
    }  
  
    public var period: Int {  
        return beats.count  
    }  
  
}
```