iOS Course

Introduction

Get to know each other

- Where would you like to work?
- What programming languages do you know?

Why should we learn iOS Development?

What are we gonna be using?

- Swift
- Xcode
- Github
- CodeSignal

You can find all the course information here: https://github.com/zippi-MD/iOS_Course-roadmap-

Swift

SWIFTS ARE THE FASTEST OF BIRDS. LARGER SPECIES ARE AMONGST THE FASTEST FLIERS IN THE ANIMAL KINGDOM, WITH THE WHITE-THROATED NEEDLETAIL HAVING BEEN REPORTED FLYING AT UP TO 169 KM/H (105 MPH).

EVEN THE COMMON SWIFT CAN CRUISE AT A MAXIMUM SPEED OF 31 METRES PER SECOND (112 KM/H). IN A SINGLE YEAR THE COMMON SWIFT CAN COVER AT LEAST 200,000 KM.

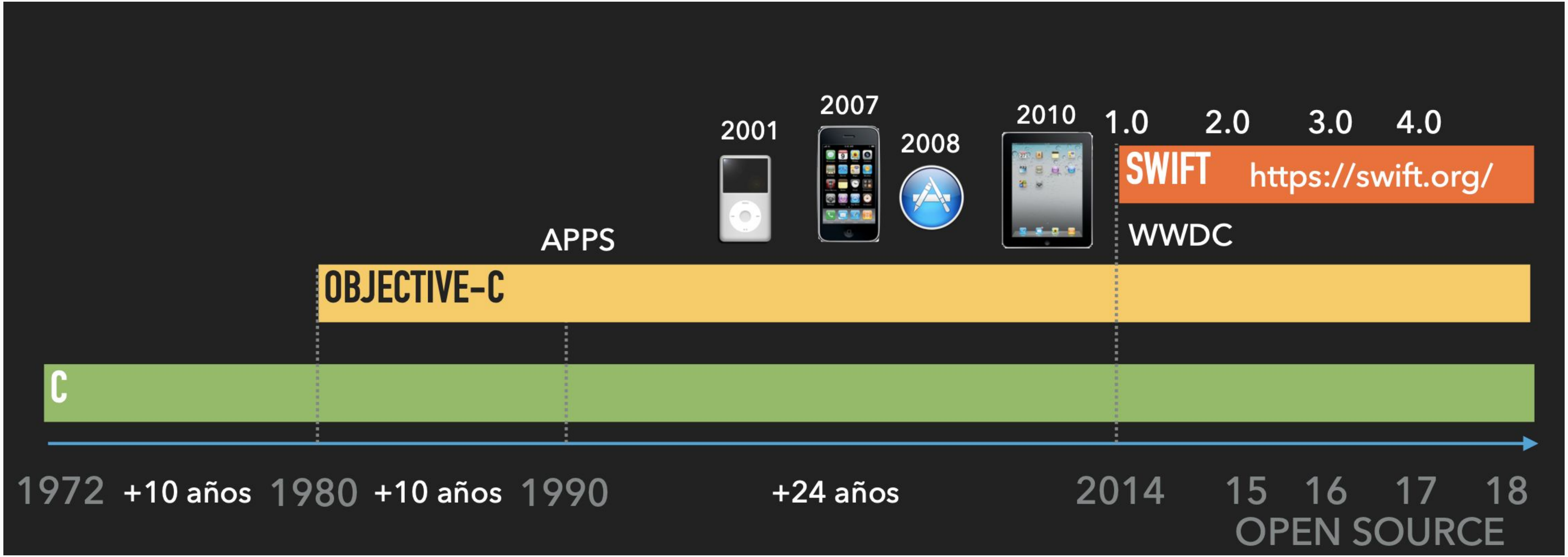
Swift

Language description

Swift is a general-purpose programming language built using a modern approach to safety, performance, and software design patterns.

The goal of the Swift project is to create the best available language for uses ranging from systems programming, to mobile and desktop apps, scaling up to cloud services. Most importantly, Swift is designed to make writing and maintaining correct programs easier for the developer.

- Chris Lattner



2001 2007 2008 2010

1.0 2.0 3.0 4.0

SWIFT https://swift.org/

WWDC

APPS

OBJECTIVE-C

C

1972 +10 años 1980 +10 años 1990 +24 años 2014 15 16 17 18

OPEN SOURCE

Modern language

Objective: secure, fast, clear

Characteristics:

- Open source
- Clear syntax
- Type inference
- ARC
- Generics
- Optionals
- Closures

[basic] Language classification

Generations

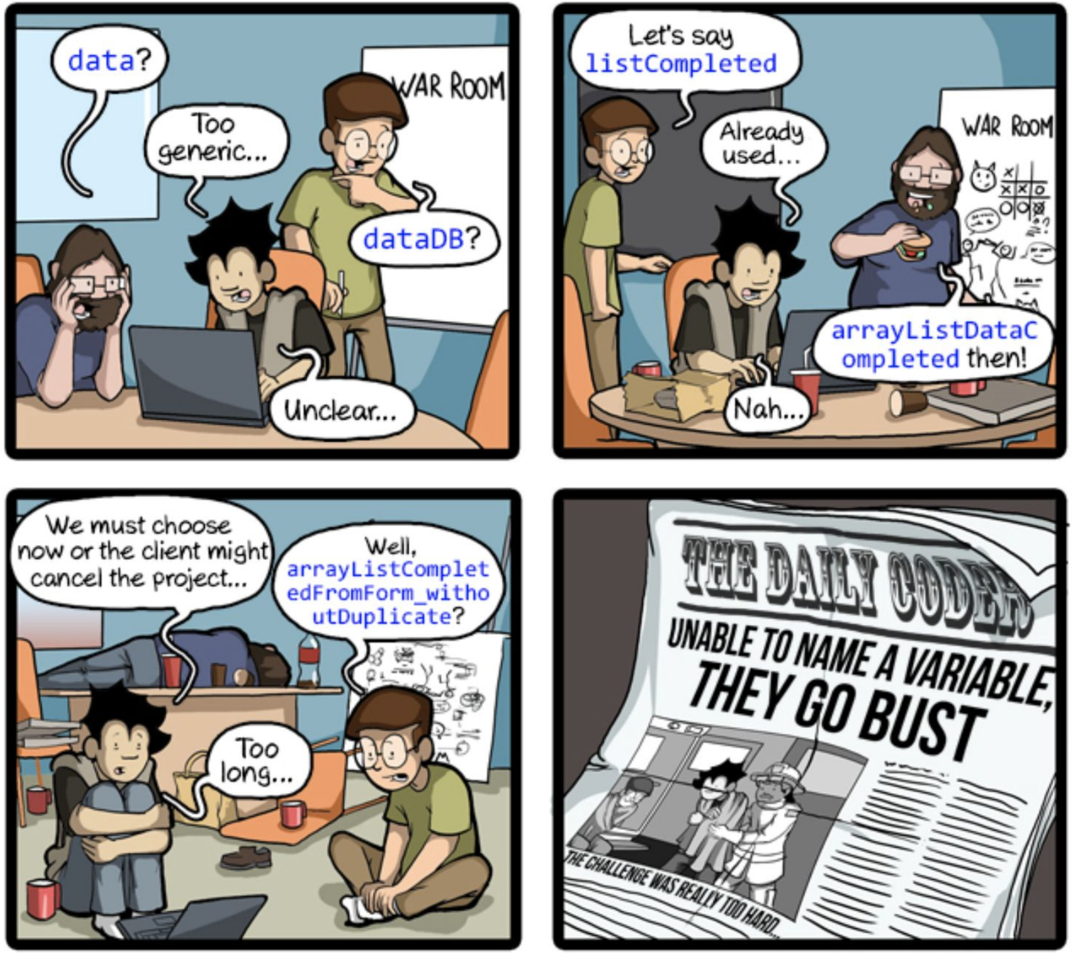
Compiled vs Interpreted

Paradigm

(Functional, OOP, Reactive, etc)

Level of abstraction
(low, medium, high)

Variables


data?
Too generic...
WAR ROOM
dataDB?
Unclear...
Let's say listCompleted
Already used...
WAR ROOM
arrayListDataCompleted then!
Nah...
We must choose now or the client might cancel the project...
Well, arrayListCompletedFromForm_withoutDuplicate?
Too long...
THE DAILY CODER
UNABLE TO NAME A VARIABLE, THEY GO BUST
THE CHALLENGE WAS REALLY TOO HARD...

CommitStrip.com

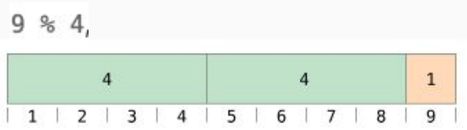
Data types

- Bool
- Integer
- Float
- Double
- Character
- String

Operators

Basic Operators

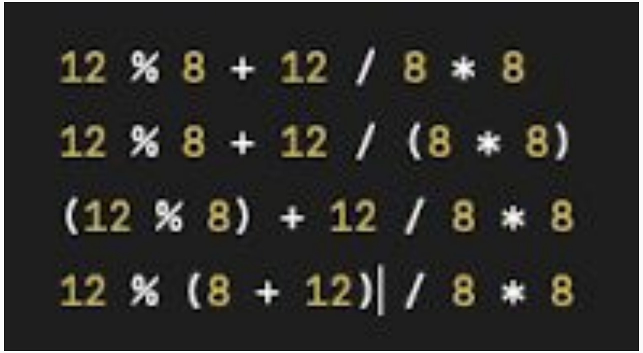
- Assignment (=)
- Addition (+)
- Subtraction (-)
- Multiplication (*)
- Division (/)
- Remainder (%)



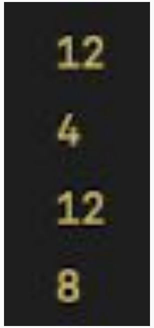
Comparison Operators

- Equal to (a == b)
- Not equal to (a != b)
- Greater than (a > b)
- Less than (a < b)
- Greater than or equal to (a >= b)
- Less than or equal to (a <= b)

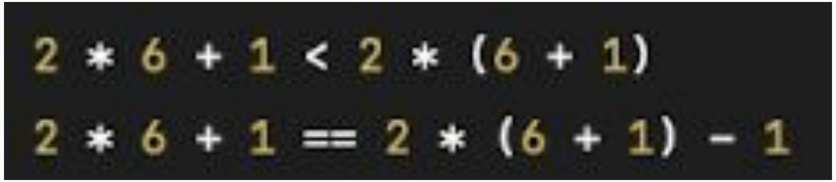
Examples



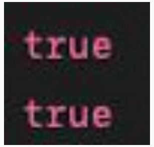
```
12 % 8 + 12 / 8 * 8
12 % 8 + 12 / (8 * 8)
(12 % 8) + 12 / 8 * 8
12 % (8 + 12) / 8 * 8
```



```
12
4
12
8
```



```
2 * 6 + 1 < 2 * (6 + 1)
2 * 6 + 1 == 2 * (6 + 1) - 1
```



```
true
true
```

Functions