








# TP 2 - Swift

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## Part 1

- Using the Project Navigator ( + ) , open main.swift.
- Swift programs generally contain a main.swift file, which contains code for the starting point, or "main entry point," of a Swift program.
- Run the program ( + ) , and observe the console ( +  + ) to see the program's output.
- Declare two variables.

---

```
1 var numberOfPlanets: Int = 8
2 var diameterOfEarth: Float = 24859.82 // In miles, from pole ↔
    to pole
```

---

- Swift single-line comments begin with `//`.
- Remove the printing of `Hello World!` and add some of your own `print` calls below the variable declarations.

---

```
1 print("Welcome to our solar system!")
2 print("There are \(numberOfPlanets) planets to explore.")
3 print("You are currently on Earth, which has a circumference ↔
    of \(diameterOfEarth) miles.")
```

---

- Run the program, and observe the console output.
- Remove the type annotations from the two variable declarations.

---

```
1 var numberOfPlanets = 8
2 var diameterOfEarth = 24859.82 // In miles, from pole to pole
```

---

- Run the program, and observe how the program works the same.
- The values of `numberOfPlanets` and `diameterOfEarth` do not change while the program is running.

- Change the variable declarations to constant declarations.
- Run the program, and observe how the program works the same.
- You should always start with `let`, and fallback to `var` if needed.

## Part 2

- We need to ask the user their name, to capture what they type, and to print it back on the console.
- Implement an idiomatic approach to capturing console input from the user with a provided utility function, `getln`.

---

```
1 print("What is your name?")
2 let name = getln()
3 print("Nice to meet you, \(name). My name is Eliza, I'm an ↵
    old friend of Siri.")
```

---

- Unlike `print`, which is part of the Swift Standard Library, the `getln` function is a "helper" function provided as a convenience with this particular Xcode project.
- Using the Project Navigator, locate and select the `HelperFunctions.swift` file.
- Xcode will compile all of the Swift source files within the Xcode project before running the application.
- `getln` function retrieves keyboard input from the console, and returns what the user has typed as a `String` value.
- Run the program, interact with the console, and observe the output.
- We could suggest an adventure, and ask the traveler if he or she would like the program to choose a random planet to visit.

---

```
1 print("Let's go on an adventure!")
2 print("Shall I randomly choose a planet for you to visit? (Y ↵
    or N)")
3 let decision = getln()
```

---

- We need the program to make a decision on what to do, based on what the traveler types, stored in the constant `decision`.
- Implement a decision using an `if` statement and an `else` clause.

---

```
1 if decision == "Y" {
2     print("Ok! Traveling to...")
3     // TODO: travel to random planet
4 } else {
5     print("Ok, name the planet you would like to visit...")
6     // TODO: let the user select a planet to visit
7 }
```



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- Run the program, interact with the console, and enter Y or N to observe the respective output.

## Part 3

- We need to ask the traveler if he wants to visit a random planet, and to prompt for another answer "as long as the traveler does not answer Y or N."
- Modify the existing user input capturing and decision making to leverage a while loop to carry out the repetitive task of waiting for the user to type Y or N.
- Run the program, interact with the console, try some arbitrary input, and observe that the program continues to prompt until Y or N is entered.

## Part 4

- We need to model what happens during the space adventure, such as greeting the travelers, asking them what planets they want to travel to, and then traveling to the planets.
- Add a new Swift file ( + ) called SpaceAdventure.swift. Be sure that the SpaceAdventure group is selected, and that the SpaceAdventure target is checked.
- Explain the convention of using an individual file to contain a single class definition, and how the file name (SpaceAdventure.swift) alludes to the name of the class it contains.
- At a high level of thinking, the code in main.swift should have just two jobs: to create a SpaceAdventure object, and to start the adventure.
- Above the existing code within main.swift, instantiate a SpaceAdventure object.

---

```
1 import Foundation
2
3 let adventure = SpaceAdventure()
4
5 let numberOfPlanets = 8
6 ...
```

---

- Observe the errors in the Xcode editor.
- We now have to write the **SpaceAdventure** class definition. Using the Project Navigator, select **SpaceAdventure.swift** and implement a basic class definition.
- Return to **main.swift**, and observe that the error notice disappears.
- We might call a method upon a **SpaceAdventure** object, telling it to **start**. Add a method call using the **SpaceAdventure** object.

---

```
1 adventure.start()
```

---

- Observe the error notice in the Xcode editor.

## Part 5

- **SpaceAdventure** object does not know how to handle the **start** method call.
- Add an empty implementation of the **start** method to the **SpaceAdventure** class.
- Return to **main.swift**, and observe how the Xcode error notices disappear.
- Cut and paste the existing code from **main.swift** into the body of the **SpaceAdventure start** method implementation.
- Run the program, and interact with the console to demonstrate that the existing functionality remains intact.
- **main.swift** now only creates a **SpaceAdventure** object, and tells the **SpaceAdventure** object to **start**.

## Part 6

- The **start** method seems to do three things: print an introduction, greet the user, and determine which planet to travel to.
- Extract the first few lines of **start** into a new private method called **displayIntroduction**. Replace the extracted code with a method call at the beginning of **start**. The **displayIntroduction** will only be called by the **start** method, and is marked **private** to indicate that only code within the same file will be able to call **displayIntroduction**.
- The **start** method uses a pair of **print** and **getln** methods twice, to prompt for and capture user input. Encapsulate the work of prompting for and capturing user input into a private method called **responseToPrompt**.
- Replace the relevant lines of code in **start** to use the new **responseToPrompt** method.
- Extract the greeting-related code in **start** into a new method called **greetAdventurer**.

- Extract the remaining code in `start` into a new method called `determineDestination`. Update the `start` method to call the new `greetAdventurer` and `determineDestination` methods.
- Run the program and confirm that the functionality remains unchanged.

## Part 7

- We need to model a collection of planets, using a `PlanetarySystem` class.
- Add a new Swift file called `PlanetarySystem.swift` to the project.
- Using the Project Navigator, select `PlanetarySystem.swift` and implement a basic `PlanetarySystem` class definition.
- Add a property declaration to the `PlanetarySystem` class to represent the name of the planetary system. Swift requires that all constant properties be assigned values during instantiation, within the implementation of an initializer.
- Add a parameterized initializer to the `PlanetarySystem` class.
- `SpaceAdventure` should consist of a `PlanetarySystem` to travel within, we need to add a `PlanetarySystem` property to the `SpaceAdventure` class.
- Add the new `PlanetarySystem` property to the `SpaceAdventure` class.

---

```

1 class SpaceAdventure {
2     let planetarySystem = PlanetarySystem(name: "Solar System"↵
3     ")
4 ...

```

---

- Update the implementation of `displayIntroduction`, removing some previous demonstration code, and using the `PlanetarySystem` name to display the introductory message.
- Discuss how `name` is a property of a `PlanetarySystem` object, and how `planetarySystem` is a property of a `SpaceAdventure` object.
- Run the program, and observe how the console output reflects the name of the planetary system.

## Part 8

- Configure the Planetary System with a list of planets (in the initializer). Use this list of planets for the random destination.
- To go further, make it possible for the user to choose his Planetary System before choosing his destination planet.