



# SWIFT - 1

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IOS APPLICATION  
 **DEVELOPMENT**

# Agenda

- Basics Concepts
- Intro to Swift
  - Variables and Printing
  - Loops
  - Conditions

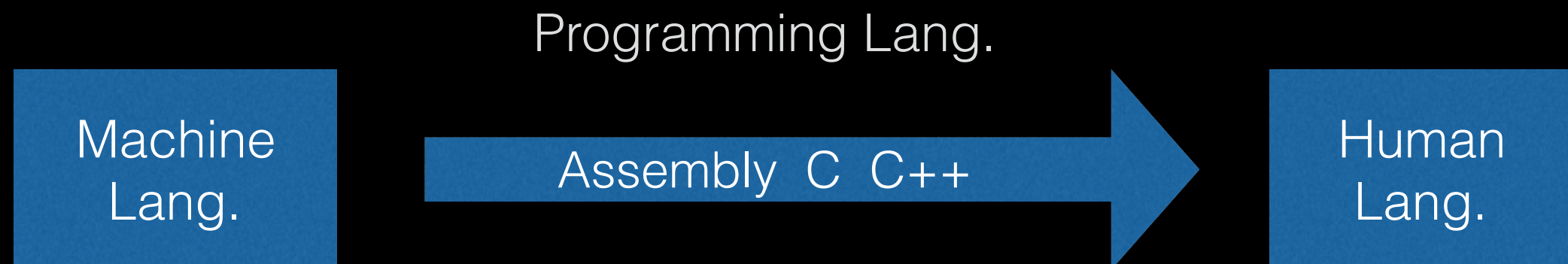
# Programming Languages

# OOP VS FOP

- In Functional programming:
  - Data are named values
  - Functions are value to value mapping
- In OOP:
  - Data are values stores determining state of an object
  - Methods operates on data and results an output depending on the state of the object

# Why Programming Languages?

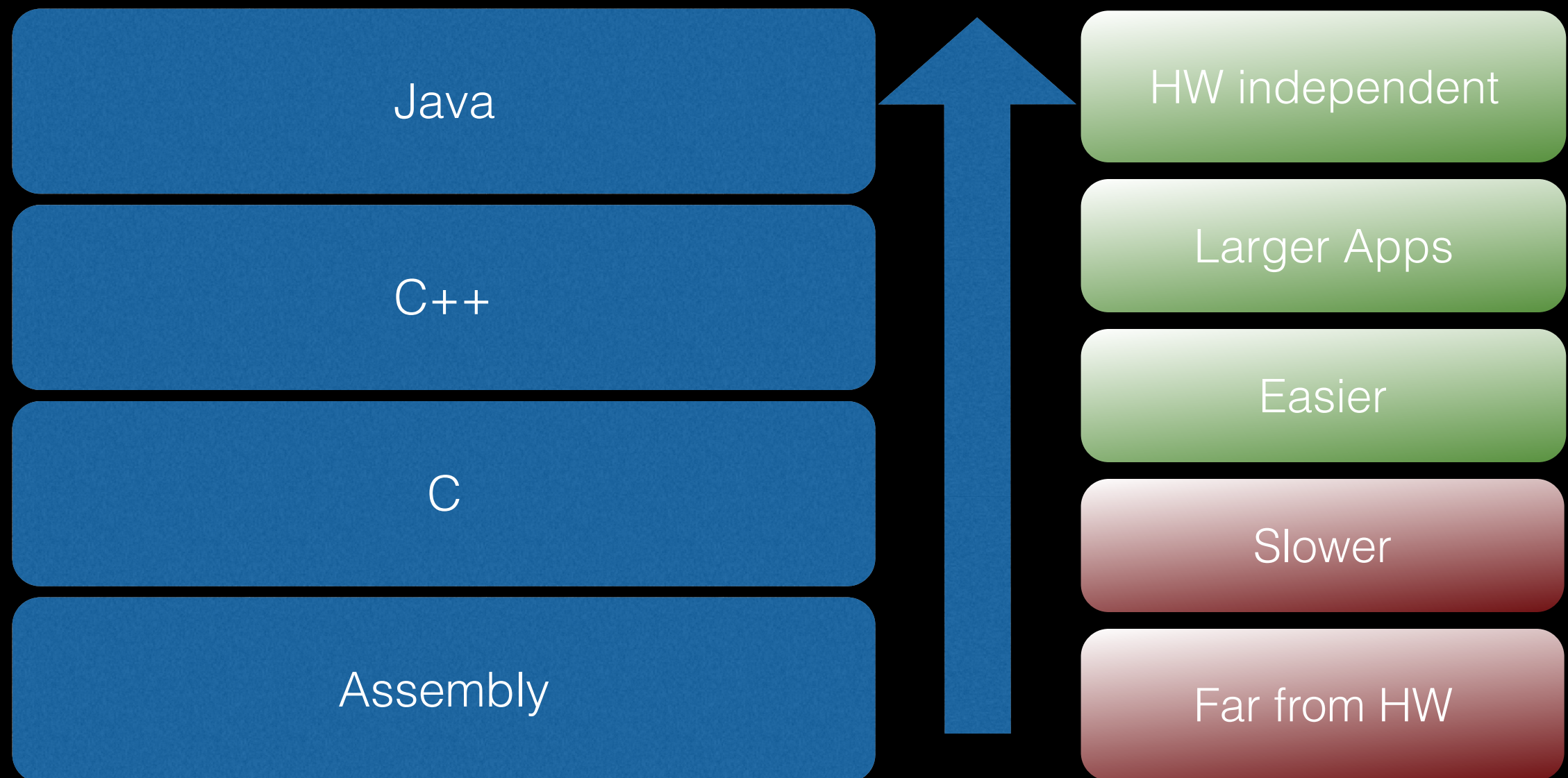
- Hardware is useless without SW
- Programming language is the alternative of writing instruction in machine code
- Programming languages are filling the gap between machine and human languages



# Programming Lang. Levels

- We have low level and high level programming languages
- Low level like assembly
- High level like C
- High and low with respect to hardware

# Languages Levels

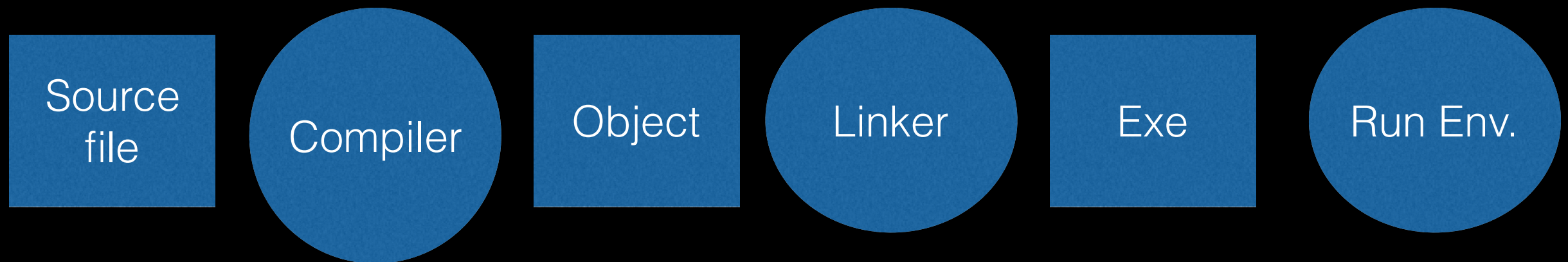


# Software life cycle

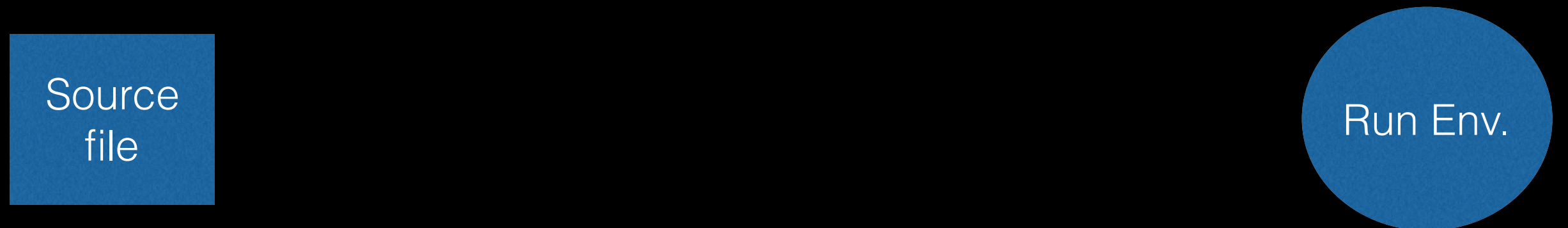


# Compiler based VS Interpreter

- Compiler based languages



- Interpreter based languages



# Which is better?

- WRONG QUESTION !

# Compiler Based Lang.

- Exe distribution
- Better in large applications
- Longer development time
- Code reusing by dynamic and static linking

# Interpreter Based Lang.

- Code distribution
- Better in small repeatable applications
- Shorter development time
- Program is executed line by line

# Difference Between Languages

- Programming languages are tools
- You can almost do anything with any of them

# Difference Between Languages



# Intro to Swift

# About Swift

Modern PL

Created by Apple

Announced at WWDC14

It is fun



# About Swift

; is optional

Datatype is optional

:) can be a variable name

It is fun

Intro to Swift

# Variables & Printing

# Variable

```
int x = 5;
```

```
var x = 5
```

Keyword var

No datatype

No ;

# Constant

```
const int x = 5;
```

```
let x = 5
```

Keyword let

No datatype

No ;

# Examples

```
var x = 5
```

```
let x = 5
```

```
var x = "5"
```

```
let x = "5"
```

```
var x = 5.5
```

```
let x = 5.5
```

# Printing

```
println("Hello")
```

**Hello**

```
println("x")
```

**x**

```
println("\(x)")
```

**value of x**

Demo

Intro to Swift

# Define Data Type



# Variable

```
int x = 5;
```

```
var x: Int = 5
```

Keyword var



No ;



# Constant

```
const String x = "5";
```

```
let x:String = "5"
```

Keyword let



No ;



Intro to Swift

# Loops

# For

```
for (int i=0; i<10; i++)
```

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

No ()



Range



Intro to Swift

# Conditions

# IF

```
if (i==5)
```

```
if i == 5
```

No ()



# IF - ELSE

```
if (i==5) {}  
    else {}
```

```
if i == 5 {}  
    else {}
```

Demo