

# Swift Cheat Sheet

## Types

Int	3
Float	3.14
Double	3.1415925359
Bool	true, false
String	"Angela", "Philipp"

## Variables

```
let iAmAConstant : Int = 42
var iAmAVariable : Int = 23
later... iAmAVariable = 46
var inferredVariable = "I'm a string"
var optionalString:String? = nil
```

## Strings

```
var combi = "\(string1)
+ \(string2)"
let numberString = "2"
var integer
=numberString.toInt
```

## Classes

```
class myClass:someSuperClass {
  var myProperty:Int?
  override init() {
    myProperty = 12
  } //methods }
```

## Methods

```
func myMethod() -> Bool {
  return true }
func methodWithParam (a:Int, b:int) {
  a + b
}
```

## Arrays + Dict

```
let one = "Uno"
let two = "Dos"
var array : [String]
= [one, two]
array.append("Tres")
print("two = \(array[1])")
```

```
var dict :
Dictionary [String: Int] =
["One": 1, "Two": 2]
dict["Two"] = 2
dict["One"] = nil //delete
for (string, number) in dict{ }
```

## If + For Loops

```
if someCondition == true { //do x
} else { //do y }
for fruit in fruitBasket { //do something}
for i in 0...4 { //do something else }
for i in 0..<4 { //do another thing }
```

## Switch

```
switch someVariable {
  case 1: "Hello"
  case 2: "Good Bye"
  default: "Nothing"
}
```



Run Destination

Status Bar

Object Library

Navigation Pane

File Inspector

- test
- test
- ViewController.swift
- Main.storyboard
- Assets.xcassets
- LaunchScreen.storyboard
- Info.plist
- Products

Code Files

Design Files

Storyboard Entry Point

Document Outline

Design Canvas

Interface Builder

Attributes Inspector

Utilities Pane

Debug Console