

Introduction to Swift

Part 6: Control Flow

If

if

condition { **statements** }

⚙ Condition must return a Bool value

else if

condition { **statements** }

else

{ **statements** }

For Loops

for

item

in

collection

{ }

```
for movie in movies {  
    println(movie)  
}
```

for

initialization

;

condition

;

increment

{ }

```
for var i=0; i < 10; i++ {  
    println(i)  
}
```

For-in (with ranges)

```
for i in 1..10 {  
    println("Exclusive: \b(i)")  
}
```

VS

```
for i in 1...10 {  
    println("Inclusive: \b(i)")  
}
```

⚙ Exclusive

⚙ 1 to 9

⚙ Inclusive

⚙ 1 to 10

While / Do-While

while

condition

{ statements }

```
while i < 10 {  
    println(i)  
    i--  
}
```

do

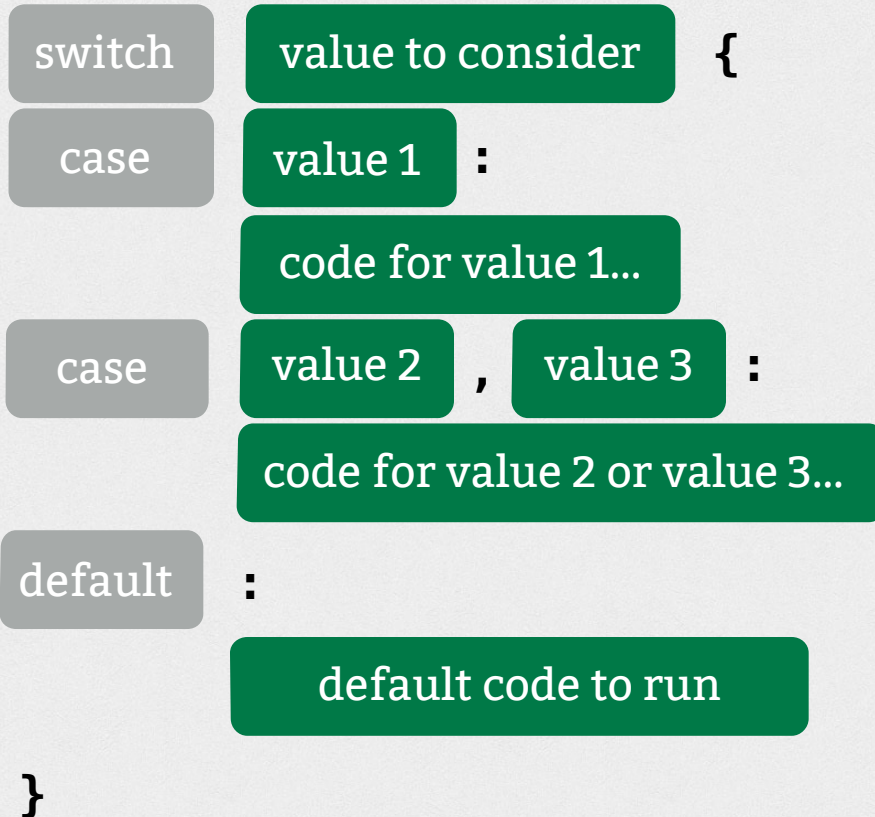
{ statements }

while

condition

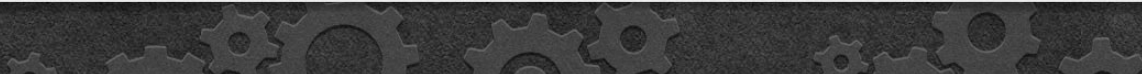
```
do {  
    println(i)  
    i--  
} while i > 0
```

Switch



```
let teamMember = "BC"  
switch teamMember {  
  case "BC", "Chris B",  
    "Wendy":  
    println("Editor")  
  case "Chris LP", "Alexis",  
    "Ryan":  
    println("Tech Editor")  
  case "Greg", "Brian",  
    "Vicki", "Ray":  
    println("Razeware")  
  default:  
    println("Tutorial Team")  
}
```

Demo



Challenge Time!

- ⚙ Write FizzBuzz!
- ⚙ For numbers between 1 and 100 (inclusive)
 - ⚙ Print the number, except:
 - ⚙ If the number is a multiple of 3, instead print "Fizz"
 - ⚙ If the number is a multiple of 5, instead print "Buzz"
 - ⚙ If the number is both a multiple of 3 and 5, instead print "FizzBuzz"
- ⚙ Hint: $x \% y$ = the remainder of x / y
 - ⚙ $11 \% 5 == 1$