# Introduction to Swift

## Part 6: Control Flow

raywenderlich.com

# 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: \(i)")
}
```

vs

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

switch value to consider {
case value 1 :
code for value 1...
case value 2 , value 3 :
code for value 2 or value 3...
default :
default code to run
}

```
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