

Introduction to Swift

Part 3: Strings

Strings!

- ⚙ Strings represent an ordered collection of Character values
- ⚙ String type is a value type
- ⚙ Strings can either be mutable or immutable

```
var hello = "World!"  
let foo = "bar"  
let goodbye = String("bye!")
```

Swift and Unicode

- ⚙ Strings are fully Unicode compliant

```
let quote = "退一步，深呼吸"
```

- ⚙ Btw - all Swift code is Unicode!

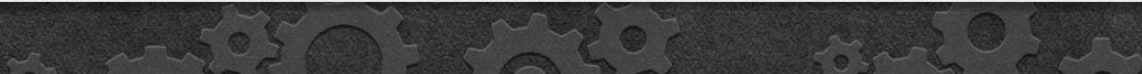
```
let π = 3.14  
let 犬 = "🐕"
```

String Bridging

- ⚙ Swift's String type is bridged seamlessly to Foundation's NSString class.
- ⚙ You can use String where a NSString is required or call NSString methods.

```
var myString = "Hello"  
(myString as NSString).lastPathComponent
```


Demo



Challenge Time!

- ⚙️ Make a basic Mad Libs!
- ⚙️ Given three variables:
 - ⚙️ emotion ("😍")
 - ⚙️ name ("Ray")
 - ⚙️ noun ("Swift")
- ⚙️ Create a story using string interpolation:
 - ⚙️ When Brian saw Swift, he was like 😍!

