

# Introduction to Swift

Part 1: Variables and Constants

# Basic Types

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- ⚙ **Int:** 1, 2, 500, 10000
- ⚙ **Float** or **Double:** 1.5, 3.14, 578.234
- ⚙ **Bool:** true, false
- ⚙ **String:** "Kermit", "Gonzo", "Ms. Piggy"
- ⚙ **ClassName:** UIView, UIButton, etc.



# Declaring Variables

---

var

name

:

type

=

value

```
var myBool:Bool = true  
var myString:String = "Kermit"
```

var

name

=

value

```
var myBool = true  
var myString = "Kermit"
```

# Variables vs Constants

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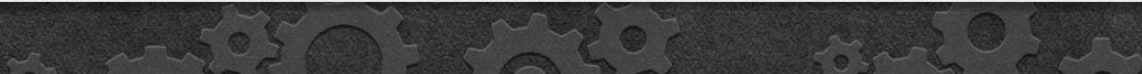
```
var mutableDouble = 1.0  
mutableDouble = 2.0
```

```
let constantDouble = 1.0  
// constantDouble = 2.0 // error
```



# Demo

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# Challenge Time!

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- ⚙ Make a basic tip calculator!

- ⚙ Given three variables:

  - ⚙ Pre Tax Bill (\$19.99)

  - ⚙ Tip Percentage (20%)

  - ⚙ Tax Percentage (6%)

- ⚙ Calculate:

  - ⚙ Tax (\$1.20)

  - ⚙ Tip (\$4.00)

  - ⚙ Total (\$25.19)

