A Swift Kickstart

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Collections

Array

```
let numbers = [1, 2, 3]
```

Array

```
let numbers = [1, 2, 3]
numbers += [4]
```

Modifying an Array

```
var numbers = [1, 2, 3]
numbers += [4]
numbers[0] = 11
numbers[1...2] = [5, 6, 7, 8]
```

Modifying an Array

```
numbers.removeLast()
numbers.removeAtIndex(1)
numbers.append(7)
numbers.insert(3, atIndex: 3)
```

Modifying an Array

```
numbers += "Iguana"
```

Array

```
var places = ["Columbus", "Las Vegas", "Seattle"]
```

Array

```
var places: [String]
places = ["Columbus", "Las Vegas", "Seattle"]
```

No Array

```
var places: [String]
places += ["Columbus", "Las Vegas", "Seattle"]
```

Array

```
var places = [String]()
places += ["Columbus", "Las Vegas", "Seattle"]
```

```
var places = ["Columbus", "Las Vegas", "Seattle"]
for i in 0...(places.count - 1) {
    println(places[i])
}
```

```
var places = ["Columbus", "Las Vegas", "Seattle"]
for i in 0 ..< (places.count) {
    println(places[i])
}</pre>
```

```
var places = ["Columbus", "Las Vegas", "Seattle"]
for place in places {
    println(place)
}
```

```
var places = ["Columbus", "Las Vegas", "Seattle"]
for (index, place) in enumerate(places) {
    println("(\(index + 1)) \(place)")
}
```

Function Generator

```
var places = ["Columbus", "Las Vegas", "Seattle"]

func greetingForLocation(location:String) -> (String) -> String {
    func locationGreeting(name:String) -> String {
        return "\(name), welcome to \(location)."
    }
    return locationGreeting
}
```

Array of Functions

map()

```
var greetings = places.map{(greetingForLocation($0))}
greetings[1]("CocoaConf Attendee")
```

Dictionary

Keys and Values

```
var tourStops = ["August": "Columbus",
              "September": "Las Vegas",
                "October": "Seattle"]
tourStops["November"] = "Alaska"
tourStops["November"] = "Boston"
tourStops["Novmember"] = "London"
tourStops.removeValueForKey("Novmember")
tourStops.removeValueForKey("Not here")
tourStops.count
let theKeys = tourStops.keys
let theValues = tourStops.values
```

Some?

```
tourStops["November"] = "Alaska"
tourStops["November"] = "Boston"
tourStops["August"]
```

Optional

```
tourStops["August"]
tourStops["July"]
```

Optional

```
let august = tourStops["August"]
let july = tourStops["July"]
println(august)
```

```
let august = tourStops["August"]
let july = tourStops["July"]
println(august)
```

```
let month = "August"
let possibleStop = tourStops[month]

if possibleStop != nil {
    let stop = possibleStop!
    println(stop)
} else {
    println("no stop then")
}
```

```
let month = "July"
let possibleStop = tourStops[month]

if possibleStop != nil {
    let stop = possibleStop!
    println(stop)
} else {
    println("no stop then")
}
```

```
if let stop = tourStops["August"] {
    println(stop)
} else {
    println("no stop then")
}
```

Try this

- Create a Dictionary named digits that uses the Strings "zero", "one", "two", ... "nine" as keys and the Ints 0,1,..., 9 as values
- Create a function named add() that takes an array of Strings as its argument. It sums the Int values of the entries.

Try this

```
let digits = ["zero": 0, "one": 1, "two": 2, "three": 3,
"four": 4, "five": 5, "six": 6, "seven": 7, "eight": 8,
"nine": 91
func add(numbers:[String]) -> Int {
    var sum = 0
    for number in numbers {
        if let validDigit = digits[number] {
            sum += validDigit
    return sum
add(["two", "two", "three", "seven"])
```





Introducing the Swift Programming Language

Editors Cut

https://itunes.apple.com/us/book/a-swift-kickstart/id891801923?mt=11&uo=4&at=11I56E