SWIFT CHEAT SHEET

Variables

```
var age = 27
```

Constants

```
let age = 27
```

Strings

```
var name = ”Nick”

”Nick".uppercased()

”Nick”.lowercased()

var name = "Nick"
var age = 27
"My name is \(name) and I am \
(age) years old.”
```

Ints, Doubles, and Math

```
var age = 27

var weight = 188.6

age += 1

pow(2, 3)
```

Comments

```
// Single line comment

/*
This is
a multiline
comment
*/
```

Print

```
print(”Hello World”)
```

Booleans and If Statements

```
var sunny = true

var age = 27
if age < 0 {
    print("Less than 0")
} else if age == 0  {
    print("Equal to 0")
} else {
    print("Greater than 0")
}
```

Use these to compare two values:
```
<
<=
>
>=
!=
==
```

```
if age > 18 && weight > 100  {
    print("Less than 0")
}
```

```
if age > 18 || weight > 100  {
    print("Less than 0")
}
```

Switches

```
let grade = "A"

switch grade {
case "A":
    print("Great Work")
case "B":
    print("Nice")
case "C":
    print("Solid")
default:
    print("That was rough…")
}
```

Arrays

```
var dogNames = ["Fido", "Sean",
"Julie"]

dogNames.append("Ben")

dogNames.remove(at: 2)

dogNames[1]

dogNames[1] = "Danny"
```

Dictionaries

```
var dogs = ["Fido":8, "Sean":10,
"Julie":7]

dogs["Sean"]

dogs["Sarah"] = 5

dogs.removeValue(forKey: "Fido")
```

Functions

```
func hello() {
    print("Hello World")
}

func addTwoInts(a:Int, b:Int) ->
Int {
    return a + b
}
```

Classes

```
class Dog {
    var name = ""
    var age = 0
    var furColor = ""

    func bark() {
        print("WOOF!")
    }
}

let myDog = Dog()

myDog.name = "Fido"

myDog.bark()
```