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BEGINNING SWIFT

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PART #3: TYPES

TYPES

```
var x = 10
```

```
var x: Int = 10
```

Int

UpperCamelCase

IsSwiftFun

```
var isSwiftFun = true
```

lowerCamelCase

isSwiftFun

```
var isSwiftFun: Bool = true
```



OTHER TYPES

Int

42

100

-30

Float

3.141

1.43

3.01

Double

3.14159

8.2103

Bool

true

false

String

Hello

Goodbye

Character

A



~



TYPE CONVERSION

type name (value)

```
let actuallyDouble = 3 as Double
```

```
Double(10)
```



DEMO



CHALLENGE TIME!

```
let hourlyRate: Double = 19.5  
let hoursWorked: Int = 10  
let totalCost: Double = hourlyRate * Double(hoursWorked)
```

