

# Swift for iOS Developers

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## THE SWIFT LANGUAGE



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# What is Swift?

- A new programming language created by Apple
- Announced at WWDC June 2014
- Was in development for 4 years before announcement
- Currently on version 2.0 – Xcode 7.x is needed

# Swift – the Details

- A multi-paradigm programming language
- Compiles to native code appropriate for targeted CPU (e.g. arm64, i386)
- Integrates with existing Cocoa and Cocoa Touch libraries

# Why Not Just Improve Objective-C?

- Objective-C is 30+ years old
- Hard for Apple to continue to improve it incrementally when it has its roots deep in C
- At any point, an Objective-C code file can contain legal C code
- Hard to make language and compiler improvements because of C and the attachment to the GCC

# Enter LLVM

- LLVM – open source compiler technology sponsored by Apple
- New modularized compiler chain
- Designed to integrate into modern IDEs and debuggers





# Swift Goals

- A language with modern language syntax and features
- Type safety
- Speed – compiler optimizations not possible with ObjC because of its compatibility with C
- Strong compatibility with existing frameworks and Objective-C code

# How to Use Swift?

- `xcrun swift` – to run the Swift REPL command line
- Playgrounds – new Xcode “project” that enables you to experiment with Swift in a more visually interactive format
- Traditional Xcode projects can now pick Swift as a language



Swift and Objective-C inter-op is first class, but Swift has many features that Objective-C doesn't.

# Internal Code – Outside Code

## Swift has many incompatible Objective-C Features

But much of your code doesn't need to interact with Objective-C, and is “internal” to your project

## Code that works with Frameworks and existing Objective-C code is limited

This code is more on the “outside” edges of your project

# Basic Project Approaches

## Swift from the ground up

You can use all of Swift's features

## Adding Swift to an existing project

Swift features inside of Swift code,  
some features not useful when  
bridging with Objective-C

# Significant Swift Features



**var and let**



**optionals**



**functions**



**tuples**



**collections/  
generics**



**enumeration**

# Summary

**Swift is the new language from Apple**

**Get on board sooner rather than later**

**Keep a different mindset for pure Swift  
versus Swift Objective-C interop**