Introduction to Swift
Control Flow

Here's your challenge today should you choose to accept it:

1. Although I sent you the demo code, it is good practice that you do it yourself. So your first challenge is to go over the demo code and reproduce it. Don't just copy and paste since you won't be able to learn much from getting good at the keyboard shortcuts.

2. We will make a simple FizzBuzz. In a nutshell, it's a game for children to learn division but we are certainly not interested in learning how to divide numbers. Let's use the computational power of your machine to do this. We would like you to "go through" all the integers from 100 to 1000. If the number is divisible by 3, output "Fizz". If it is divisible by 5, output "Buzz". And if it is the case the the number is divisible by both 3 and 5, output "FizzBuzz".

There's no hint this time (sorry) but think of what control flow that you can use to make the number run from 100 to 1000, what control flow to determine the divisibility to 3 and 5 of the number (hint hint hint).

3. Don't forget to document (comment) your code this time. After all, what you are willing to learn when you don't have to define you who are. Be professional at these moments then you become an expert.

4. Good luck and have fun!