

Introduction to Swift

Lecture 2: String

Here's your challenge to practice with String should you choose to accept it:

I didn't mention before but another really cool thing about Swift String is that we can use

Emoji! Yes, the Emoji that we use when texting. Something like: 🤔😍🐻🐽🐰🐉🐔

Quite neat huh? Let's have some fun with them!

So here I have my username and password:

```
let username = "dtran"
```

```
let password = "supersecret"
```

1. Let's make two variables and assume they are the entered username and password.
2. Check if the entered username and password are correct using the following control

flow:

```
// Note that entered username may be "dTraN"
// Do anything you need to do with case-insensitivity
if (// some code to compare username) {
    // TODO: Println the following string "😍 dtran".
    Notice that username is not always dtran. It's dynamic meaning
    that it's changing. We can use ..., nah, I would like to leave
    that for you to figure it out.
    if (// TODO: some code to compare password) {
        // TODO: Println "❤️, DTRAN. 🙌 password!"
    } else {
        // something wrong with the password
        // TODO: println "😓 Uh-oh... your credentials are
wrong!"
    }
} else {
    // something wrong with the entered username
    // TODO: println "😓 Uh-oh... your credentials are
wrong!"
}
```

Hints

Only use these whenever you desperately need them!

0. Those special characters can be found by Googling or Edit > Special Characters. Googling is also one of great and crucial skills to have!
1. Declare two variables for entered username and password should be easy. Make them up.
2. Note that username is case-insensitive. You would want to use something in the lecture to make it into case-insensitive
3. Don't be confused or worry too much about the if-else statement. It simply means that if something is true, do this; else that something is false then do that. In this case, you will only need to work on the `// TODO:` part to make the program work!
4. To print something to the console we can use

```
println("Some string here")
```