SWIFT NIGHT

20 APRIL 2016

- > SWIFT LANGUAGE @STIJN (30 MIN)
- > USING PLAYGROUND'S WITH SCRIPTING @JELLE (30 MIN)
 - > SWIFT AND OPEN SOURCE @HANS (15 MIN)
- > SWIFT AND BACKEND DEVELOPMENT @DYLAN @HANNES (20 MIN)

BULLSHIT YOU CANNOT DRAW

A LOOK AT THE SWIFT LANGUAGE FROM A DRAWING PERSPECTIVE

BASED ON A PRESENTATION OF @SRBAKER @NSSCOTLAND 2014











PROCEDURAL / OBJECT_ORIENTED - 00 / FUNCTIONAL TYPE SYTEMS

AS GOES WITH PATHS, THEY THEND TO MIX. BUT THEY WHERE NEVER INTENDED TO DO SO...

- @SRBAKER

GROWER EN

BIND Code TO hardware = TYPE WHAT IS TYPE?



MORE LATER ... LETS JUGGLE SOME TYPES AROUND...



PROCEDURAL

DATA (TYPE) MOVES AND CHANGES





MANY 00 PROGRAMMING IS ACTUALLY PROCEDURAL -- @SRBAKER

EXAMPLES OF PURE PROCEDURAL

C / GO / FORTRAN / PASCAL





00 MAKES CODE UNDERSTANDABLE BY INCAPSULATING THE MOVING PARTS.

- MICHEAL FEATHERS





OBJECTIVE-C / PYTHON

MESSAGING?





GROW?



SO WHAT?

```
class Foo {
  let webService = Service ()
  func do (completion: ()->()) {
    webService.do {
     //code async
      completion()
// write unit test
class FooTests {
  func testFoo () {
    let foo = Foo()
    foo.do {
     Assert ...
     //This will be async
```

FUNCTIONAL









FP MAKES CODE UNDERSTANDABLE BY MINIMIZING THE MOVING PARTS.

- MICHEAL FEATHERS

00 -> INCAPSULATING FP -> MINIMIZING



MOVING PARTS



-- MICHEAL FEATHERS

GRAM?



IMMUTABLE





RECAP







TAPE SYSTEM



Java Ruby
C Smalltalk
static ----- Dynamic

CHECKING

```
compile time

Run time

static ------ Dynamic
```

STATIC

```
var i = 1
i = "One" // Error
```

DYNAMIC

CLASS INSTANTIATION CAN BE DATA DRIVEN

```
NSString *className = [self getClassNameFromJSON];
```

```
//This can only be checked at run time. The JSON file might change.
A* a = [[NSClassFromString(className) alloc] init];
```

TYPE INFERENCE

```
var s = "A string"
var s2:String
s2 = "Another string"
```

MORE INFO



MESSAGING IN SWIFT

NOT YET, OR MIGHT NEVER BE ...

MORE INFO

SWIFT IS AN IMPURE LANGUAGE THAT IS BUILD INTENTIONALY THAT WAY.

- ANONYMOUS



.NET TO SWIFT -> WILL THERE BE ANYTHING ELSE?

- > SWIFT LANGUAGE <
- > USING PLAYGROUND'S WITH SCRIPTING @JELLE (30 MIN)
 - > SWIFT AND OPEN SOURCE @HANS (15 MIN)
- > SWIFT AND BACKEND DEVELOPMENT @DYLAN @HANNES (20 MIN)

PLAYGROUND

PLAYGROUND WHUT?

INTERACTIVE SWIFT CODING ENVIRONMENT

PLAYGROUND

SCRIPTING

SCRIPTING WHUT?

YOU CAN JUST RUN SIMPLE COMMAND LINE SCRIPTS WRITTING IN SWIFT.

SCRIPTING SETUP

DOWNLOAD AND INSTALL THE SWIFT DEVELOPMENT SNAPSHOT¹.

SCRIPTING SETUP

ADD export TOOLCHAINS=swift TO YOUR .bash_profile.

SCRIPTING SETUP

RUN THE FOLLOWING COMMAND FROM YOUR CLI.

swift build --version

SCRIPTING HOW?

CREATE AN EMPTY FILE WITH THE SWIFT HASHBANG AT THE TOP.

```
#!/usr/bin/swift
print("We ❤️ Swift!")
```

SCRIPTING HOW?

GIVE THE FILE EXECUTION RIGHTS.

chmod +x someScript.swift

SCRIPTING GO!

LET'S RUN THE SCRIPT.

swift someScript.swift
./someScript.swift

SCRIPTING DEMO

REPL WHUT?

READ EVAL PRINT LOOP

REPL DEMO

- > SWIFT LANGUAGE <
- > USING PLAYGROUND'S WITH SCRIPTING <
- > SWIFT AND OPEN SOURCE @HANS (15 MIN)
- > SWIFT AND BACKEND DEVELOPMENT @DYLAN @HANNES (20 MIN)

DEC 3. 2015





HTTPS://GITHUB.COM/APPLE/SWIFT/COMMIT/ 18844BC65229786B96B89A9FC7739C0FC897905E

COMPILER + DEBUGGER

- > LLVM, CLANG
- > LLDB + REPL

STANDARD LIBRARY

- > FUNDAMENTAL DATA TYPES (INT, DOUBLE, ...)
 - > COLLECTIONS (ARRAY, DICTIONARY, ...)
 - > PROTOCOLS & FUNCTIONS
 - > WRITTEN IN 'SWIFT'

CORE LIBRARIES

- > HIGHER LEVEL FUNCTIONALITY (NETWORKING, FILE SYSTEM, THREADS, NOTIFICATIONS, ...)
 - > FOUNDATION (NS...), XCTEST, LIBDISPATCH
 - > RE-IMPLEMENTED IN SWIFT (OBJC RUNTIME)
 - > NOT YET READY FOR PRODUCTION

PACKAGE MANAGER

- > CFR RUBY GEM. COCOAPODS POD
- > WORK IN PROGRESS (SWIFT 3.0)



- > XCODE
- > UKIT. APPKIT. ...
- > COREGRAPHICS, COREANIMATION, ...

EVOLUTION

- > SWIFT 1.X (WWDC14)
- > SWIFT 2.0 (WWDC15)
- > SWIFT 2.2 (CURRENT, MARCH 2016)
 - > SWIFT 3.0

SUPPORTED PLATFORMS

- > APPLE PLATFORMS
- > LINUX (UBUNTU, X86_64)

SOURCE COMPATIBILITY ACROSS MULTIPLE PLATFORMS, BUT IMPLEMENTATION MECHANISMS MAY DIFFER

ANDROID

- > HTTPS://GITHUB.COM/SWIFTANDROID
- > HTTPS://GITHUB.COM/APPLE/SWIFT/PULL/1442

ANDROID

- > STANDARD LIB COMPILES TO ANDROID ARMY7
 - > 'RUN SWIFT CODE ON ANDROID DEVICE'
 - > HACKS/DISABLED STUFF
 - > WRITE ANDROID APPLICATIONS IN SWIFT

ANDROID

"GOOGLE IS CONSIDERING MAKING SWIFT A "FIRST CLASS" LANGUAGE FOR ANDROID"

- THE NEXT WEB

- > HTTPS://GITHUB.COM/TINYSUN212/SWIFT-WINDOWS
 - > HTTPS://GITHUB.COM/APPLE/SWIFT/PULL/1108

WINDOWS

- > CYGWIN
- > STANDARD LIBRARY
 - > REPL. DEBUGGER.



- > HTTPS://GITHUB.COM/PERFECTLYSOFT/PERFECT
 - > HTTPS://GITHUB.COM/QUTHEORY/VAPOR
 - > HTTPS://GITHUB.COM/IBM-SWIFT/KITURA
 - > HTTPS://GITHUB.COM/NECOLT/SWIFTON
- > HTTPS://GITHUB.COM/ELLIOTTMINNS/BLACKFISH

ARMV6/ARMV7

> HTTPS://BUGS.SWIFT.ORG/BROWSE/SR-40

RASPBERRY PI

- > RASPI MODEL B REVISION 2.0
 - > RASPBIAN
- > INSTALLED CLANG (DEPENDENCY FOR THE COMPILER)
 - > PRE-COMPILED ARMV6 LIB

RASPBERRY PI

> HTTPS://GITHUB.COM/URAIMO/SWIFTYGPIO



- > SWIFT LANGUAGE <
- > USING PLAYGROUND'S WITH SCRIPTING V
 - > SWIFT AND OPEN SOURCE <
- > SWIFT AND BACKEND DEVELOPMENT @DYLAN @HANNES (20 MIN)

VAPOR

AN ELEGANT WEB FRAMEWORK FOR SWIFT

SWIFT-DEVELOPMENT-SNAPSHOT HTTPS://SWIFT.ORG/DOWNLOAD/#SNAPSHOTS

WHY VAPOR

- > WAT DOE VAPOR?
- > VAPOR HOST VOOR WEBSITE
 - > GESCHREVEN IN SWIFT

PACKAGE

```
import PackageDescription

let package = Package(
    name: "Welcome",
    dependencies: [
          .Package(url: "https://github.com/qutheory/vapor.git", majorVersion: 0)
    ]
)
```

SERVE JSON HIGHSCORE

SERVER MAKEN

```
let application = Application()
application.get("highscore") { request in
   return Json(["name": "dylan", "score": "120"])
}
application.start()
```

MAAK SERVER ACTIEF

```
swift build
.build/debug/Welcome
```

VIEW DATA

URL OPENEN IN WEBVIEW

WAT KAN / KAN (NOG) NIET

- > SERVE JSON DATA
- > DATABANK NIET GELUKT Fluent
 - > GEEN Cloud code



- > SWIFT LANGUAGE <
- > USING PLAYGROUND'S WITH SCRIPTING <a>



> SWIFT AND BACKEND DEVELOPMENT <

