

# Data types

# Data Types

Define "what" a value is

abcdefghijklmnopqrstuvwxyz

Prevent error and improve performance

0101010101010101010101

Values can be stored in "containers"

Containers can be **variable** or **constant**

Data type	Usage	Example
String	Texts	User name, title of screen, alert message
Int	Integer numbers	User age, score in a game, notifications count
Float	32-bit floating-point number	6 decimals digits (User weight, temperature)
<b>Double</b>	64-bit floating-point number	15 decimals digits (3.14159265359)
Bool	Values either true or false	Result of conditionals (salary greater than bills?)
Array	Collection of values ordered by an index	Lottery system, name of the months
Dictionary	Collection of values accessed by a key	Item with multiple info (user name, age, id ...)

# Variables and constants

# Variables and constants

Containers to store values

**var** **Variable** is mutable, so its value **can change** when needed

**let** **Constant** is immutable, so its value **cannot change** after assigned

Text  
String



Number  
Double

Doesn't change  
**let**



Change constantly  
**var**

isSelected?  
bool



true  
false



```
// Framework that manages data types and main objects
```

```
import Foundation
```

```
/* Declaring a variable
```

keyword	name	operator	value
		*/	

var	score	=	10
-----	-------	---	----

```
/* Declaring a constant with a specific type
```

keyword	name	:	Type	operator	value
				*/	

let	country:		String	=	"Brazil"
-----	----------	--	--------	---	----------

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```
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```

```
var score = 10
```

```
let country: String = "Brazil"
```

*Hands on*



