```swift
//: Playground — noun: a place where people can play

import UIKit


func greet(name: String, age: Int) -> String{

    return "Hello "+name
}

greet(name: "Amy", age: 12)



func substring(str: String, startOffset: Int, endOffset: Int)-> String{
    var s = str.index(str.startIndex, offsetBy: startOffset)
    var e = str.index(str.endIndex, offsetBy: -endOffset)

    var newStr = String(str[s...e])

    return newStr
}


func findMaxAndMin(array: [Int]) ->(Int, Int)?{

    if(array.count == 0){
        return nil
    }

    var min = 100000;
    var max = -100000;

    for each in array{
        if each > max{
            max = each
        }

        if each < min{
            min = each
        }
    }

    return (min, max)
}

var numbers = [3, 5, 12, 0, 15, 5, 6]
var num = [Int]()

var  res = findMaxAndMin(array: numbers)

if let rr = res
{
```

```swift
    print("min is \(rr.0) max is \(rr.1)")

}

//print("min is \(res!.0) max is \(res!.1)")



var str = "Good morning"
substring(str: str, startOffset: 2, endOffset: 2)

func add(_ a: Int, _ b:Int)->Int{
    return a+b
}

func multiply(_ a: Int, _ b:Int)->Int{
    return a*b
}

var myFunction : (Int, Int)-> Int = multiply

myFunction(1,3)

var closure = {(a: Int, b:Int)->Int in
    return a*b
}

numbers.sort(by: >)
```