location1Swift
uses swift to generate a map with location with debug notes

So the first thing you need to do is to add one or both of the following keys to your Info.plist file:
NSLocationWhenInUseUsageDescription
NSLocationAlwaysUsageDescription

```swift
import UIKit
import MapKit
import CoreLocation

, MKMapViewDelegate,
    CLLocationManagerDelegate

    @IBOutlet var mapView: MKMapView!
    //outlet at the beginning


  let locationManager = CLLocationManager()
   //initialize location manager


view did load

self.locationManager.delegate = self
        self.locationManager.desiredAccuracy =
kCLLocationAccuracyBest
        self.locationManager.requestWhenInUseAuthorization()

        print("request authorization")

        self.locationManager.startUpdatingLocation()

        print("start updating location")

        self.mapView.showsUserLocation = true


func locationManager(manager: CLLocationManager, didUpdateLocations
        locations: [CLLocation])
    {
        let location = locations.last

        print("update last location")

        let center = CLLocationCoordinate2D(latitude:
```

```swift
location!.coordinate.latitude, longitude:
location!.coordinate.longitude)
        let region = MKCoordinateRegion(center: center, span:
MKCoordinateSpan(latitudeDelta: 0.01, longitudeDelta: 0.01))

        self.mapView.setRegion(region, animated: true)

        self.locationManager.stopUpdatingLocation()
    }

    func locationManager(manager: CLLocationManager,
didFailWithError error:NSError)
    {
        print("Error: " + error.localizedDescription)
    }
```