	`var language: String = "Swift"`		`string language = "Swift";`
Constants			
	`let language = "Swift"` `let language: String = "Swift"`	`NSString *language = @"Swift";`	`const string language = "Swif`
Arrays			
Declare	`var arr = ["first" , "second"]`	`NSArray *arr = @[@"first", @"second"];`	`var arr = new[] { "first", "s`
Get	`var order = arr[0]`	`NSString *order = arr[0];`	`var order = arr[0];`
Set	`arr[0] = "zero"`	`[arr replaceObjectAtIndex:0 withObject: @"third"];`	`arr[0] = "third";`

Append	`arr += "fourth"`
	`arr.append("fifth")`
	`arr += ["sixth", "seventh"]`
		`[arr addObject:  @"fourth"];`	`Array.Resize(ref arr, arr.Ler`
			`arr[arr.Length - 1] = "Three"`

Enumerate	`for item in arr{`
	`  //do something`
	`}`
		`for(NSString *item in arr)`
		`{`
		`  // do something`
		`}`
			`foreach (var item in arr)`
			`{`
			`  // do something`
			`}`

Dictionaries			

Declare	`var dict = Dictionary<String, String>()`
	
	`var dict = ["MEL": "Melbourne", "SYD": "Sydney"]`
		`NSDictionary *dict = @{`
		`@"MEL" : @"Melbourne",`
		`@"SYD" : @"Sydney"`
		`};`
			`var dict = new Dictionary<str`
			`{`
			`  { "MEL", "Melbourne" },`
			`  { "SYD", "Sydney" }`
			`};`

Get	`var entry = dict["MEL"]`	`NSString *entry = dict[@"MEL"];`	`var entry = dict["MEL"];`
Set	`dict["PER"] = "Perth"`	`dict[@"PER"] = @"Perth";`	`dict["PER"] = "Perth";`
Append	As above	As above	As above

Enumerate	`for (cityCode, cityName) in dict {`
	`println("\(cityCode): \(cityName)")`
	`}`
		`for (id key in dict) {`
		` NSLog(@"key: %@, value: %@", key, dict[key]);`
		`}`
			`foreach (var item in dict)`
			`{`
			`  var cityCode = item.Key;`
			`  var cityName = item.Value;`
			`}`

Loops			

for	`for var number = 1; number < 5; number++ {`
	`  //do something`
	`}`
		`for (int number = 1; number <5; number++)`
		`{`
		`  //do something`
		`}`
			`for (int number = 1; number <`
			`{`
			`  //do something`
			`}`

For in	`for city in arr {`
	`  println(city)`
	`}`
		`for (id city in arr)`
		`  // do something`
		`}`
			`foreach (var city in arr)`
			`{`
			`  // do something`

	`}`	`    NSLog(@"Melbourne");` `}`	`    Console.WriteLine("Melbour` `}`

If - else	`if city == "MEL"{`
	`    println("Melbourne")`
	`}else if city == "SYD" {`
	`    println("Sydney")`
	`}else {`
	`    println("Perth")`
	`}`
		`if ([city isEqualToString: @"MEL"])`
		`{`
		`     NSLog(@"Melbourne");`
		`}`
		`else if ([city isEqualToString: @"SYD"])`
		`{`
		`     NSLog(@"Sydney");`
		`}`
		`else`
		`}`
		`     NSLog(@"Perth");`
		`}`
			`if (city == "MEL")`
			`{`
			`   Console.WriteLine("Melbour`
			`}`
			`else if (city == "SYD")`
			`{`
			`   Console.WriteLine("Sydney"`
			`}`
			`else`
			`{`
			`   Console.WriteLine("Perth")`
			`}`

Switch	`switch city {`
	`    case "MEL":`
	`        println("Melbourne")`
	`    case "SYD":`
	`        println("Sydney")`
	`    default:`
	`        println("Perth")`
	`}`
		`int number =2;`
		
		`switch (number)`
		`{`
		`    case 1:`
		`    NSLog (@"one");`
		`    break;`
		
		`    case 2:`
		`    NSLog (@"two");`
		`    break;`
		
		`    default:`
		`    NSLog (@"unknown");`
		`    break;`
		`}`
			`switch (city)`
			`{`
			`    case "MEL":`
			`    Console.WriteLine("Melbou`
			`    break;`
			
			`    case "SYD":`
			`    Console.WriteLine("Sydney`
			`    break;`
			
			`    default:`
			`    Console.WriteLine("Perth"`
			`    break;`
			`}`

Functions			

Declare	`func sayName(){`
	`    println("Patrick")`
	`}`
		`void sayName()`
		`{`
		`    NSLog(@"Patrick");`
		`}`
			`public void SayName()`
			`{`
			`    Console.WriteLine("Patric`
			`}`

Single Parameter	`func sayName(name: String){`
	`    println(name)`
	`}`
		`void sayName (NSString *name)`
		`{`
		`    NSLog(@"%@", name);`
		`}`
			`public void SayName(String na`
			`{`
			`    Console.WriteLine(name);`
			`}`

Multiple Parameters	`func sayName(name: String, lastName: String){`	`void sayTwoNames (NSString *name, NSString *lastName)`	`public void SayName(String na` `lastName)`