

Håkon Bogen

Utvikler

Beining & Bogen

beiningbogen.no

iOS-kurs

Basic Swift

iOS-progging (cocoa-touch)

Swift-oppslagsverk:

https://developer.apple.com/library/content/documentation/Swift/Conceptual/SwiftProgrammingLanguage/TheBasics.html#apple_ref/doc/uid/TP40014097-CH5-ID309

Konstanter og variabler - let og var

```
let message = "Hello world!" // kan ikke endres
```

```
var studentNumber = 100
```

```
studentNumber = 143 // kan endres!
```

```
// bruk "alltid" let
```

Type inference

```
let message: String = "Hello world!"
```

```
let message = "Hello world!"
```

```
let numberOfStudents = 40 // Int
```

```
let percentagePresent = 0.8 // Double
```

```
// Kompilator skjønner typen automatisk
```

Optionals

```
var userInput: String? = "håkon"

if let actualUserInput = userInput {
    print("name was \(userInput)")
} else {
    print("no name given")
}
```

Optionals

```
var userInput: String? = nil
```

```
if let actualUserInput = userInput {  
    print("name was \(userInput)")  
} else {  
    print("no name given")  
}
```

Force unwrap

```
var userInput: String? = Håkon
```

```
let actualInput = userInput! // actualInput == String
```

Funksjoner

```
func hello(name: String) {
```

```
    print("hello \ (name)")
```

```
}
```

```
hello("world")
```


Returverdi fra funksjon

```
func add(value1: Int, value2: Int) -> Int {  
    return value1 + value2  
}
```

```
let sum = add(value1: 1330, value2: 7)
```

Array

```
let numbers = [1,2,3,4,5]
```

```
let numbers: [Int] = [1,2,3,4,5]
```

```
var studentAges = [24,23,23]
```

```
studentAges.append(34) // legger til 34 bakerst
```

Array-iterering

```
for number in numbers {  
    print(number)  
}
```

if

```
let studentCount = 40
```

```
if studentCount > 50 {  
    print("not room for more students")  
} else if studentCount == 40 {  
    print("perfect amount of students")  
} else if studentCount < 40 {  
    print("too few students")  
} else {  
    print(" error? ")  
}
```

if

```
let schoolName = "Westerdals"
```

```
if schoolName == "Westerdals" {  
    print("Student attends the correct school")  
} else if schoolName != "Westerdals" {  
    print("other school")  
}
```

Klasser

```
class Person {
```

```
}
```

```
let person = Person()
```

Klasser

```
class Person {  
    let name: String  
  
    init(name: String) {  
        self.name = name  
    }  
  
}
```

```
let person = Person(name:"Håkon")  
print(person.name) // skriver ut "Håkon"
```

iOS-utvikling

Hver skjerm = Din subklasse av UIViewController

```
class MyViewController: UIViewController {  
  
}  
  
// Vi ser på dette rett i Xcode
```


IBOutlet

IBOutlets kobler UI-elementer til koden din slik at de kan endres runtime

```
@IBOutlet weak var nameLabel: UILabel!
```

Drag & drop fra borteste meny for å koble dette
Vi ser dette rett i Xcode

IBAction

Kobler funksjoner til eventer som fyres pga interaksjon med UI-elementer

Action settes opp i Storyboardet, drag & drop på samme måte som @IBOutlet

```
@IBAction func didTapButton(sender: UIButton) {  
    // do stuff after tapping button  
}
```

