

Data Types

- Variables can be created with the "var" identifier, do not necessarily need to declare a data type.
 - `var alpha = "string"`
 - `var beta = 684`
- You may use underscores in numbers to make them more legible.
 - `var milli = 1_000_000`
- Despite its var capability, Swift is still a safe-type language. Once created, a variable may not change its type.
- Swift allows you to create multi-line strings. These can be created by using three quotations instead of one. Use a backslash to denote line breaks.
 - `"This is one line"`
 - `"""
This \
is multiple \
lines.
"""`
- String Interpolation is where you can

embed data from other variables into a string. To accomplish this, wrap the variable name in parenthesis and prefix it with a back slash.

- `var age = 21`

- `var sentence = "I am finally \ (age)!!"`

- Output: "I am finally 21!!"

- You can interpolate more than just basic memory references in strings, later we will learn how to run embedded code.

- Constant variables can be created by saying "let" instead of "var".

- `let taylor = "swift" // constant`

- `var michael = "jordan" // variable`

- If you want to be more specific about the type of a variable, you may use annotations as follows:

- `let album: String = "reputation"`

- `let year: Int = 1989`

- `let taylorRocks: Bool = true`