I ❤ iOS meetup

Swift design

June 2014

NO CODE

"Copland 2010"

- Infamous article on ArsTechnica by John Siracusa
- Revisited in 2010
- Objective-C's new lease of live with iOS

Objective-C competitive advantages on iOS

- Language and runtime
- Compiled to machine code
- No garbage collection
- Easy and deterministic memory management

By Apple for Apple

- Binary compatible with Objective-C
- Same runtime as Objective-C
- Automatic bridging to and from Objective-C
- Compiled to machine code and highly optimizable
- No garbage collection but built-in deterministic reference counting

All around player

- Multiparadigmic
- Object oriented
- Strongly typed and generic
- Protocol-based
- Functional (1st class functions, closures and tuples)
- Excellent low-level facilities (e.g. overflow)

Safe

- No explicit pointers
- 1st class optionals
- variables and constants
- `struct` vs `class`
- Many other improvements

Expressive

- Typed inference
- Optional chaining
- Safer and far more expressive `switch`
- `enum` on steroids

Easy to start with

- REPL
- Playgrounds

Standard Library

- Very poor but expect significant grow
- `Array<T>` and `Dictionary<KeyType, ValueType>`
- `Equatable`, `Comparable`, `Hashable`, `Printable`
- Generic algorithms on top of protocols: `sort<>()`

Issues

- Missing features (some coming soon)
  - Private, protected, public, maybe internal
- Many compiler defects (file bugs!)
- Many playground/REPL defects (file more bugs!)

Learning

- Xcode 6 Beta 2 (of course)
- WWDC videos
- The Book
- I ❤ iOS talks 😄
- Twitter: @swift

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