

Recap

Session 101

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iTunes U



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KCLTech iOS sessions on iTunes U



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KCLTech iOS sessions on iTunes U
Weekly update



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Materials



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Materials

Videos



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Discussions



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Assignments



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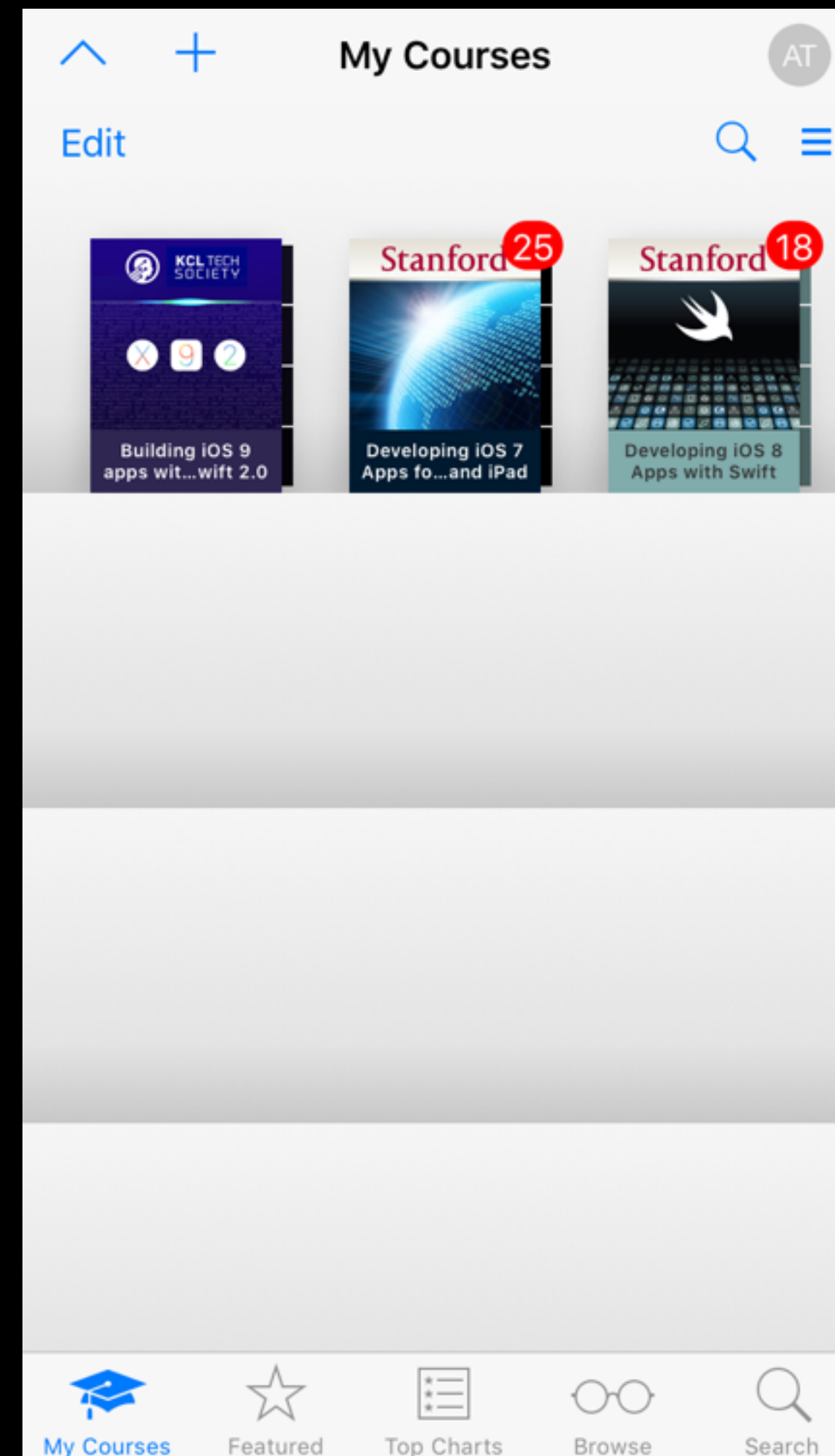
Weekly update

Materials

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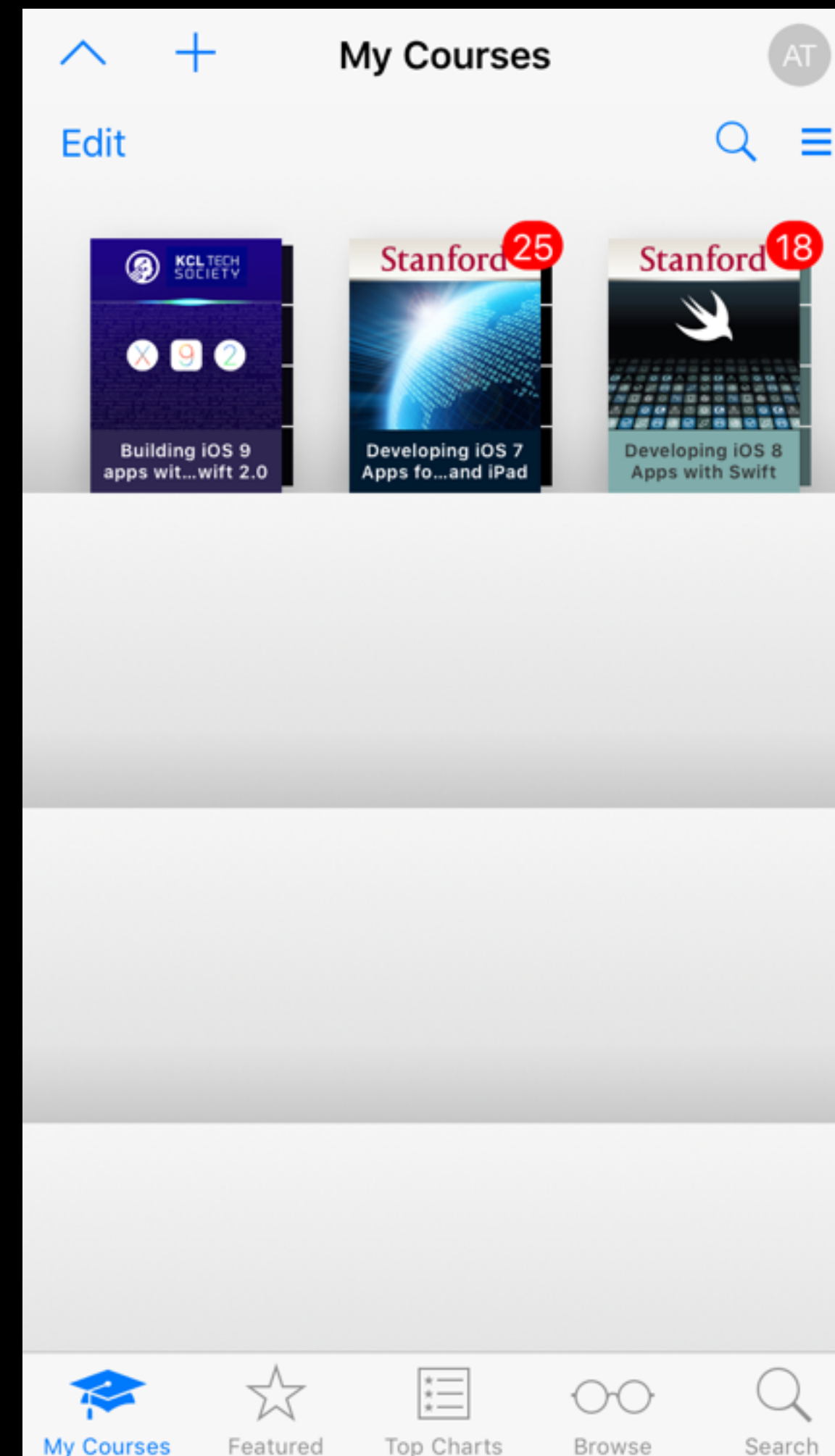
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FWJ-BTY-PSJ



Variables



Variables

```
var languageName: String = "Swift"
```



Array and Dictionary

```
var names = ["Anna", "Brian", "Jack"]
```

```
var numberOfLegs = ["ant": 6, "snake": 0]
```



Loops



Loops

```
while hungry {  
    eatCake()  
}
```



Loops

```
while hungry {  
    eatCake()  
}
```

```
for var i = 0; i < 10; i++ {  
    eat(i)  
}
```



Loops

```
while hungry {  
    eatCake()  
}
```

```
for var i = 0; i < 10; i++ {  
    eat(i)  
}
```

```
var index = 0  
repeat {  
    index++  
} while index < 5
```



If Statements



If Statements

```
if legCount == 0 {  
    print("It slides")  
} else {  
    print("It walks")  
}
```



Switch



Switch

```
switch legCount {  
    case 0:  
        print("It slides")  
  
    case 1,3,5,7,9:  
        print("It hops")  
  
    case 2,4,6,8,10:  
        print("It walks")  
  
    default:  
        print("No idea")  
}
```



Functions



Functions

```
func sayHello(name: String) -> String {  
    return "Hello " + name  
}
```



Functions

```
func sayHello(name: String) -> String {  
    return "Hello " + name  
}
```

```
let greeting = sayHello("WWDC")
```



Functions

```
func sayHello(name: String) -> String {  
    return "Hello " + name  
}
```

```
let greeting = sayHello("WWDC")
```

```
println(greeting)
```



Functions

```
func sayHello(name: String) -> String {  
    return "Hello " + name  
}
```

```
let greeting = sayHello("WWDC")
```

```
println(greeting)
```

Hello, WWDC



Challenge 1: Prime Number



Challenge 1: Prime Number



Solve the coding assignment (More Swift and Xcode - Challenge 1) on iTunes U



More Swift & Xcode Auto Layout

Session 102

Alex Telek

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Optionals



Optionals

You use optionals in situations where a value may be absent.



Optionals

You use optionals in situations where a value may be absent.

- There is a value, and it is equal to x .



Optionals

You use optionals in situations where a value may be absent.

- There is a value, and it is equal to x .
- There is no value at all.



Optionals



Optionals

```
let numberOfLegs = [“ant” : 6 , “snake” : 0]
```



Optionals

```
let numberOfLegs = [ "ant" : 6 , "snake" : 0 ]  
let possibleLeg: Int? = numberOfLegs[ "frog" ]
```



Optionals

```
let numberOfLegs = ["ant" : 6 , "snake" : 0]
let possibleLeg: Int? = numberOfLegs["frog"]

if possibleLeg == nil {
    print("Frog wasn't found")
} else {
    let legCount = possibleLeg!
    print("A frog has \(possibleLeg) legs")
}
```



Unwrapping optionals

SAFE



Unwrapping optionals

SAFE

```
if let legCount = possibleLeg {  
    print("A frog has \(legCount) legs")  
}
```



Unwrapping optionals

SAFE

```
if let legCount = possibleLeg {  
    print("A frog has \(legCount) legs")  
}
```

```
if let legCount = possibleLeg, value = anotherOptional {  
    print("What happens now?")  
}
```



Tuples

MODERN



Tuples

MODERN

```
func refreshWebPage() -> (Int, String) {  
    //...try to refresh...  
    return (200, "Success")  
}
```



Tuples



Tuples

```
(3.79, 2.23, 5.65) // (Double, Double, Double)
```



Tuples

```
(3.79, 2.23, 5.65)           //(Double, Double, Double)
```

```
(404, "Not found")          //(Int, String)
```



Tuples

`(3.79, 2.23, 5.65)` `//(Double, Double, Double)`

`(404, "Not found")` `//(Int, String)`

`(2, "banana", 3.21)` `//(Int, String, Double)`



Tuples



Tuples

```
func refreshWebPage() -> (Int, String) {  
    return (200, "Success")  
}
```



Tuples

```
func refreshWebPage() -> (Int, String) {  
    return (200, "Success")  
}
```

```
let (statusCode, message) = refreshWebPage()
```



Tuples

```
func refreshWebPage() -> (Int, String) {  
    return (200, "Success")  
}
```

```
let (statusCode, message) = refreshWebPage()  
print("Received \(statusCode): \(message)")
```



Tuples

```
func refreshWebPage() -> (Int, String) {  
    return (200, "Success")  
}
```

```
let (statusCode, message) = refreshWebPage()  
print("Received \(statusCode): \(message)")
```

```
Received 200: Success
```



Tuples

```
func refreshWebPage() -> (Int, String) {  
    return (200, "Success")  
}
```

```
Received 200: Success
```



Tuples

```
func refreshWebPage() -> (Int, String) {  
    return (200, "Success")  
}  
  
let status = refreshWebPage()  
println"Received \(status.code): \(status.message)"
```

```
Received 200: Success
```



Closures



Closures

Closures are self-contained blocks of functionality that can be passed around and used in your code



Closures

Closures are self-contained blocks of functionality that can be passed around and used in your code

Similar to blocks in C and Objective-C



Closures



Closures

```
{ (parameters) -> (return type) in  
  statements  
}
```



Closures



Closures

```
func methodWithClosure(closure: (String) -> ()) {  
    closure("In a closure")  
}
```



Closures

```
func methodWithClosure(closure: (String) -> ()) {  
    closure("In a closure")  
}
```

```
methodWithClosure { (returnString) -> () in  
    print(returnString)  
}
```



Demo

Sort closure



Enums



Enums

An enumerations defines a common type for a group of related values and enables you to work with those values in a type-safe way within your code



Enums

An enumerations defines a common type for a group of related values and enables you to work with those values in a type-safe way within your code

```
enum CompassPoint {  
    case North  
    case South  
    case East  
    case West  
}
```



Enums

An enumerations defines a common type for a group of related values and enables you to work with those values in a type-safe way within your code

```
enum CompassPoint {  
    case North  
    case South  
    case East  
    case West  
}  
  
let direction = .North
```



Recursive Enums



Recursive Enums

Recursive enumeration is an enumeration that has another instance of the enumeration as the associated value for one or more of the enumeration members.



Recursive Enums

Recursive enumeration is an enumeration that has another instance of the enumeration as the associated value for one or more of the enumeration members.

```
enum ArithmeticExpression {  
    case Number(Int)  
    indirect case Addition(ArithmeticExpression, ArithmeticExpression)  
    indirect case Multiplication(ArithmeticExpression,  
    ArithmeticExpression)  
    ...  
}
```



Recursive Enums

Recursive enumeration is an enumeration that has another instance of the enumeration as the associated value for one or more of the enumeration members.

```
indirect enum ArithmeticExpression {  
    case Number(Int)  
    case Addition(ArithmeticExpression, ArithmeticExpression)  
    case Multiplication(ArithmeticExpression, ArithmeticExpression)  
    ...  
}
```



Error Handling



Error Handling

Error handling is the process of responding to and recover from error conditions in your program



Error Handling

Error handling is the process of responding to and recover from error conditions in your program

```
enum MyError: ErrorType {  
    case NotFound  
    case Removed  
    case Failed  
    case NoInternetConnection  
}
```



Error Handling



Error Handling

```
fun loadData() throws {  
    // Do something..  
  
    throw MyError.Failed  
}
```



Error Handling

```
fun loadData() throws {  
    // Do something..  
  
    throw MyError.Failed  
}
```

```
fun refresh(){  
    do {  
        try loadData()  
    } catch {  
        print(error)  
    }  
}
```



Guard

MODERN



Guard

MODERN

```
fun refresh() throws {  
  
    guard isInternetAvailable() else {  
        throw MyError. NoInternetConnection  
    }  
  
    do {  
        try loadData()  
    } catch {  
        print(error)  
    }  
}
```



Defer



Defer

MODERN

```
fun refresh() throws {  
    defer {  
        print("Clean up")  
    }  
  
    guard isInternetAvailable() else {  
        throw MyError.NoInternetConnection  
    }  
  
    do {  
        try loadData()  
    } catch {  
        print(error)  
    }  
}
```



Extensions

MODERN



Extensions

MODERN

Extensions can add computed instance properties and computed type properties to existing types



Extensions

MODERN

Extensions can add computed instance properties and computed type properties to existing types

```
extension Double {  
    var m: Double { return self }  
    var km: Double { return self * 1000.0 }  
}
```



Extensions

MODERN

Extensions can add computed instance properties and computed type properties to existing types

```
extension Double {  
    var m: Double { return self }  
    var km: Double { return self * 1000.0 }  
}
```

3.0.km



Extensions

MODERN

Extensions can add computed instance properties and computed type properties to existing types

```
extension Double {  
    var m: Double { return self }  
    var km: Double { return self * 1000.0 }  
}
```

3.0.km

3000



Extensions

MODERN



Extensions

MODERN

```
extension String {  
    func toArray() -> Array<Character> {  
        return Array(self.characters)  
    }  
}
```



Extensions

MODERN

```
extension String {  
    func toArray() -> Array<Character> {  
        return Array(self.characters)  
    }  
}
```

"Hello there".toArray



Extensions

MODERN

```
extension String {  
    func toArray() -> Array<Character> {  
        return Array(self.characters)  
    }  
}
```

"Hello there".toArray

```
["h", "e", "l", "l", "o", "", "t", "h", "e", "r", "e"]
```



Demo

Xcode Auto Layout



