

# Intro to Swift

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## 1 Introduction to Swift: Section 1

**Objective: Users should be familiar with Swift syntax**

- What is Swift
- Why should we care
- Swift vs C++ vs Python whats the difference
- Xcode playground vs Standard editor
- Hello world
- Basic logic i++, if/elif, while
- variable types
- containers(vectors, arrays, etc)
- functions

## 2 Your First APP: Section 2

**Objective:**Users should be able to deploy their first APP and replicate a simple board game

- choosing a device
- Building the UI
- playing with buttons and story board
- adding assets to your app
- attaching code to your app
- your first game
- debugging time
- ready to play

### 3 Classes: Section 3

**Objective:** Users should be able to use classes to build different types of tiles in the game and create the game over screen

- Why Classes
- Swift Vs Obj-C
- Accessing data members
- How to setup your class design
- Building your first class
- Attaching classes to your code
- Storyboard controller

## 4 Advance Swift features: Section 4

**Objective:** Users should be able to how to use APIs to create more interactive apps

- saving data
- Inheritance
- API calling
- Animation Library
- API documentation
- supporting mutiple devices
- App store and Dev license