

```

import UIKit

var str = "Hello, playground"

var name = "preet"
var number = 5; var num = 6
let constantName = "Constant"
var num1 = 10, num2 = 45 , num3 = 76
var myNumber : Int = 78
let happyFace = "😊"
print(happyFace, number, constantName)
print(happyFace,number, constantName, separator:"....", terminator: "\t")
print(happyFace,number, constantName, separator:"....")
//not possible
//var uiNumber : UInt= -67

let pi : Float = 3.14
var doubleValue : Double = 4.337
var isRainy = true
var coat = false
if isRainy {
    coat = true
    print("it's rainy")
}
if coat{
    print("you should have coat")
}

print("this is my happy face\(happyFace)")
let myTuple = ("MAD 3004","Swift", 36)
print(myTuple.0)
print(myTuple.1)

let mad3004Class = (courseCode: "Mad3004", name: "Swift", students: 36)

print("name of the course: \(mad3004Class.1)")
print("name of the course: \(mad3004Class.name)")

print("name of the course: \(mad3004Class.courseCode)", "the name of the
course: \(mad3004Class.name)", "the number of the students in class:
\(mad3004Class.students)", separator: "\n")

var optionalValue : Int?

//print(optionalValue)
//optionalValue = 14
//print( optionalValue )
//optionalValue = nil
//print( optionalValue )

```

```
optionalValue = 14
//print(optionalValue!)
if optionalValue != nil{
print(optionalValue!)
}
if let unwrappedValue = optionalValue{
    print(unwrappedValue)
}

if var unwrappedValue = optionalValue{
    unwrappedValue += 2
    print(unwrappedValue)
}
var optionalValue2 : Int!
print(optionalValue2)
```