```swift
import UIKit

var str = "Hello, playground"

var name = "Mohammad"
var number = 5; var num = 6

// strong type
//number = "string value"


let constantName = "Constant"

//constantName = "newConstant"


var num1 = 10 , num2 = 45 , num3 = 78

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")
}




//string interpolation

print("this is my happy face \(happyFace)")
```

```swift
let myTuple = ("MAD 3004", "Swift", 36)

print(myTuple.0)
print(myTuple.1)

let mad3004Class = (courseCode: "MAD 3004", name: "Swift", students: 36)

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




print("The code of the course: \(mad3004Class.courseCode)", "The name of the
 course: \(mad3004Class.name)", "The number of 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!
optionalValue2 += 2
print(optionalValue2)
```