

Swift



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Introduction

General-purpose, high-level programming language

Used to write apps for Apple products

Protocol-oriented, object-oriented, functional, procedural

Compiled

IDEs

History

Chris Lattner of Apple, Inc.

Revealed in June of 2014 and released version 1.0 September 9th, 2014

Built on Objective-C and can be used alongside it but aims to replace it

Intended to be easier to use than Objective-C

Open-source

The Basics

Declaring Variables

- Naming conventions
- Strongly typed
- Statically typed

Supports Narrowing and Widening Conversion

Data Types

```
/**** examples ****/
```

```
// name is a constant
```

```
let name = "Karina"
```

```
// age and favColor are variables
```

```
var age: Int = 20
```

```
var favColor = "yellow"
```

```
// x is a Double
```

```
var x = Double(age) + 1.5
```

```
// y is an Int (and it rounds down to 21)
```

```
var y = age + Int(1.5)
```

```
// decompose a tuple by indexing
```

```
var height = (5,8)
```

```
print(height.0)
```

```
print(height.1)
```

```
// or by naming each component
```

```
var (feet, in) = height
```

```
print(feet)
```


```
print(in)
```

Optionals

When is it used?

How do you create one?

How do you use it?

<pre>var y: Int? = 5 print(y) print(y!) y = nil var z: Int = 5 z = nil</pre>	<pre>5 "Optional(5)\n" "5\n" nil</pre>
<div> Nil cannot be assigned to type 'Int'</div>	

Collection Types

Array: ordered collection of values

Set: unordered collection of values
that are not repeated

Dictionary: unordered collection of
key-value pairs

```
/**** examples *****/
```

```
// declaring arrays
```

```
var arry = [Int]()
```

```
var aRRY = [1, 2, 3]
```

```
// declaring sets
```

```
var catNames = Set<String>()
```

```
var genres: Set = ["romance", "science fiction",  
"comedy"]
```

```
// declaring dictionaries
```

```
var seasons = [String: String]()
```

```
var airports: [String: String] = ["BOS": "Logan",  
"GRU": "Guarulhos", "GIG": "Galeao"]
```

Flow of Program Control

Conditionals

- If/else if/else
- Switch
- Guard

```
// switch-case example
```

```
var state = "MA"
```

```
switch state{
```

```
case "CT", "ME", "MA", "NH", "VT":
```

```
    print("New England")
```

```
    fallthrough
```

```
default:
```

```
    print("I was too lazy to type all the abbreviations. Sorry.")}
```

Loops

- For-in
- While/repeat-while

```
// for-in example
```

```
for _ in 1...3{
```

```
    print("Betelgeuse")}
```


Flow of Program Control continued

Functions

```
//function that takes in two parameters and returns a boolean
func intro(friend1: String, friend2: String) -> Bool{
    print("\(friend1), this is \(friend2).")
    return(true)
}
friends = intro("Symonne", friend2: "Karina")
```

Scope

- Global and local variables
- Files within the same folder