

Swift or Objective-C ?

which to learn ?

	Objective-c	Swift
easy to learn ?	unusual syntax, but language	more familiar syntax, but language
Apple incentive	(more or less ignored)	yes
cool language features	(less)	yes

Choose Swift if you want to play with iOS

	Objective-c	Swift
Existing code base	Huge	-
Language stability	No more changes	Still evolutions
Job Market	Needed	« a plus »
iOS SDK and APIs	Compatible	Yes

Current companies still use objective-c...

Swift

- (as of today 2016-01)
- If you're playing with iOS
- If you are working on a new standalone app
- If you are ready to absorb language instabilities (conversions, etc.)
- If your deploy target is \geq iOS 7.0

Objective-c

- If you are working on an app older than 1 year
- If your other team members don't want Swift yet, have code legacy
- If your current roadmap is too full already...

Objective-C \Rightarrow Swift

- Easy
- iOS SDK much similar
- Readable
- No iOS experience lost.