Swift: A First Look

Let's Play!

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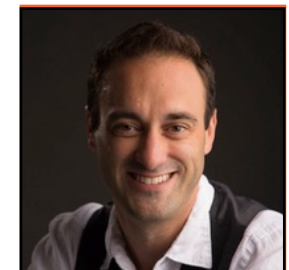
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The Promise of **Swift**

Built from the ground up

Best-of-breed language design

Programming without C

New programming paradigm

The future of Apple development

Whither Objective-C?

[?]

Existing APIs

Swift/Objective-C Interop

Mix and match!

Swift not required

(at least not yet)

The Promises of Swift

Safe	Modern	Productive
Fast	Flexible	Easy to learn

Key Questions

What does it look like?

How does it work?

How do you learn it?

What are the shortcomings?

Is it right for you and your team?

What Swift Is

The future of Apple development

A modern language

Strongly-typed

Terse

Square-bracket free

LLVM-compiled & optimized

What Swift Isn't

C-based

A scripting language

Dynamically-typed
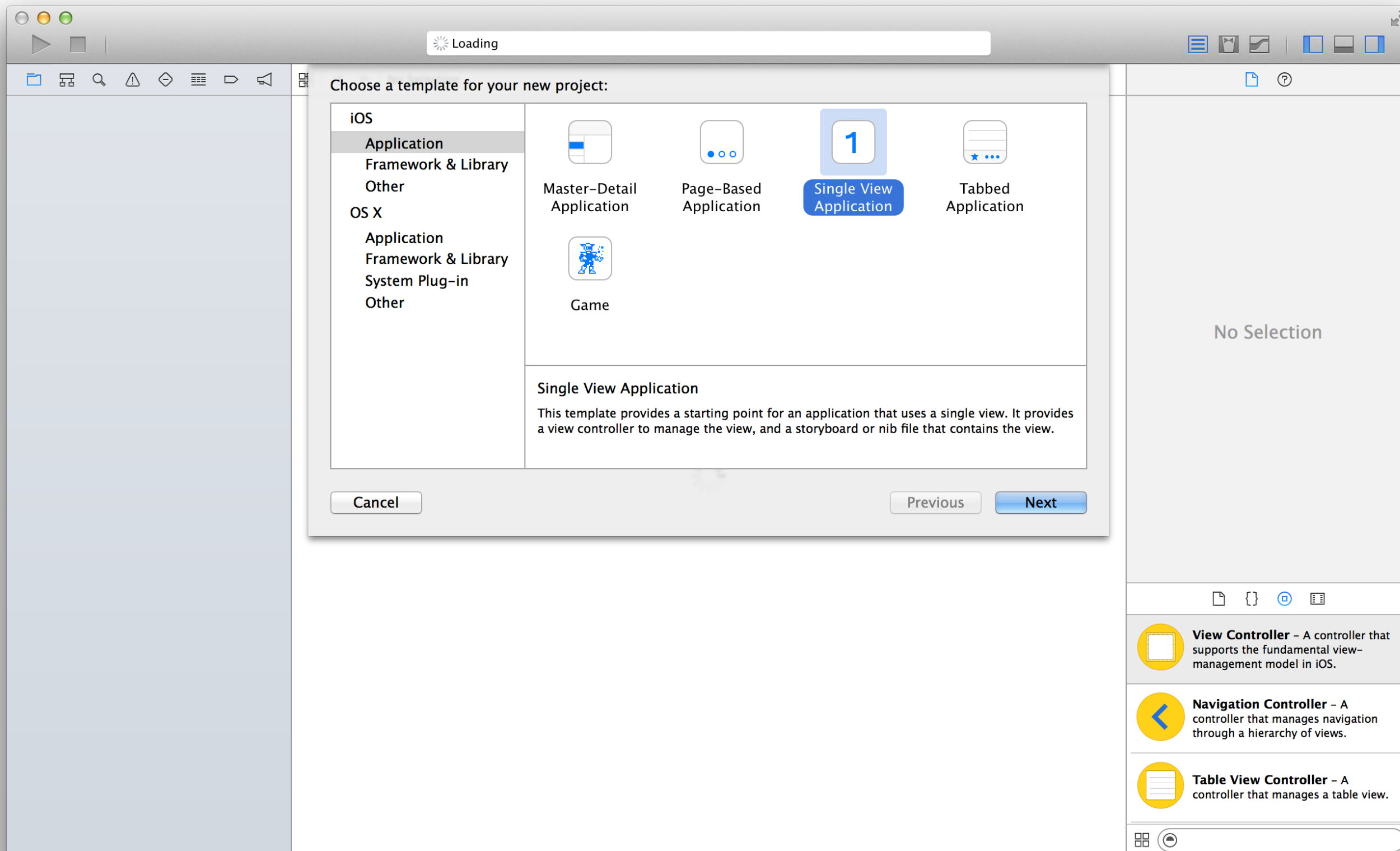
Message-based

On other platforms

Mix and Match

```
1.9.3-p194 :011 > stooges = ["Larry", "Moe", "Curly"]
 => ["Larry", "Moe", "Curly"]
1.9.3-p194 :012 > stooges.select {|x| x =~ /^L/}
 => ["Larry"]
1.9.3-p194 :013 > stooges.reverse
 => ["Curly", "Moe", "Larry"]
1.9.3-p194 :014 >
```

Choose a template for your new project:

iOS
Application
Framework & Library
Other

OS X
Application
Framework & Library
System Plug-in
Other

Master-Detail Application

Page-Based Application

Single View Application

Tabbed Application

Game

Single View Application

This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a storyboard or nib file that contains the view.

Cancel   Previous   Next

No Selection

View Controller – A controller that supports the fundamental view-management model in iOS.

Navigation Controller – A controller that manages navigation through a hierarchy of views.

Table View Controller – A controller that manages a table view.

Read

Eval

Print

Loop