

[< How to skip loop items with break and continue](#)[Checkpoint 3 >](#)

Summary: Conditions and loops

Paul Hudson  [@twostraws](#) October 25th 2021

Updated for Xcode 16.4

Summary: Conditions and loops – Swift for Complete Beginners



We've covered a lot about conditions and loops in the previous chapters, so let's recap:

- We use **if** statements to check a condition is true. You can pass in any condition you want, but ultimately it must boil down to a Boolean.
- If you want, you can add an **else** block, and/or multiple **else if** blocks to check other conditions. Swift executes these in order.
- You can combine conditions using **||**, which means that the whole condition is true if either subcondition is true, or **&&**, which means the whole condition is true if both subconditions are true.
- If you're repeating the same kinds of check a lot, you can use a **switch** statement instead. These must always be exhaustive, which might mean adding a default case.
- If one of your **switch** cases uses **fallthrough**, it means Swift will execute the following case afterwards. This is not used commonly.
- The ternary conditional operator lets us check WTF: What, True, False. Although it's a little hard to read at first, you'll see this used a *lot* in SwiftUI.
- **for** loops let us loop over arrays, sets, dictionaries, and ranges. You can assign items to a loop variable and use it inside the loop, or you can use underscore, **_**, to ignore the loop variable.
- **while** loops let us craft custom loops that will continue running until a condition becomes false.
- We can skip some or all loop items using **continue** or **break** respectively.

That's another huge chunk of new material, but with conditions and loops you now know enough to build some really useful software – give it a try!

SPONSORED Take the pain out of configuring and testing your paywalls. RevenueCat's all new, fully customizable Paywall Editor allow you to remotely change your paywall view without any code changes or app updates.

[Learn more here](#)



Code got you started. This gets you paid.

You don't need more tutorials, you need a *plan*. That's where this book comes in: it has everything you need to go from Xcode to App Store, from finding killer ideas, to launch strategy, to breakout success.

Learn how to design, price, position, and promote your app so it doesn't just launch – it *lands*.

[Get it here](#)



[< How to skip loop items with break and continue](#)

[Checkpoint 3 >](#)

Was this page useful? Let us know!



Average rating: 4.6/5

Click here to visit the Hacking with Swift store >>



Twitter



Mastodon

[Email](#)[Sponsor the site](#)[About](#)[Glossary](#)[Code License](#)[Privacy Policy](#)[Refund Policy](#)[Update Policy](#)[Code of](#)[Conduct](#)

Swift, SwiftUI, the Swift logo, Swift Playgrounds, Xcode, Instruments, Cocoa Touch, Touch ID, AirDrop, iBeacon, iPhone, iPad, Safari, App Store, watchOS, tvOS, visionOS, Mac and macOS are trademarks of Apple Inc., registered in the U.S. and other countries. Pulp Fiction is copyright © 1994 Miramax Films.

Hacking with Swift is ©2025 Hudson Heavy Industries.



You are not logged in

[Log in or create account](#)