

# SWIFT

PROGRAMMING LANGUAGE

by Matteo Battaglio  
@ Commit University – 18/03/2015

# HELLO WORLD

- ▶ Matteo Battaglio
- ▶ iOS dev & partner @ Codermine
- ▶ #pragma mark co-founder

# #PRAGMA MARK

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**WHO ARE YOU?**

Slides and Sample Code @ GitHub:

<https://github.com/madbat/SwiftWorkshop>

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# HISTORY

# LANGUAGE FATHER



Chris Lattner

# LANGUAGE BIRTH

I started work on the Swift Programming Language in July of 2010. I implemented much of the basic language structure, with only a few people knowing of its existence. A few other (amazing) people started contributing in earnest late in 2011, and it became a major focus for the Apple Developer Tools group in July 2013.

– Chris Lattner

# LANGUAGE INSPIRATION

The Swift Programming Language greatly benefited from the experiences hard-won by many other languages in the field, drawing ideas from Objective-C, Rust, Haskell, Ruby, Python, C#, CLU, and far too many others to list.

– Chris Lattner

# PRINCIPLES

# SWIFT PROGRAMMING LANGUAGE

imperative, functional, object oriented, multi-paradigm,  
static, strong typed, type safe, inferred,  
general purpose, compiled, fast,  
modern, elegant, clean,  
funny, happy,



# SYNTAX

Basic Syntax

Functions & Closures

Data Types & Instances

Extensions, Protocols & Generics

# BASIC SYNTAX

- ▶ Constants & Variables
- ▶ Numbers & Booleans
- ▶ Tuples & Optionals
- ▶ Operators & Loops
- ▶ Conditionals

# CONSTANTS & VARIABLES

## TYPE INFERENCE

```
let constant = 1 // readonly, cannot be re-assigned  
constant = 2 // ✗ ERROR!!!
```

```
var variable = 1 // readwrite, can be re-assigned  
variable = 2 // OK
```

```
// Type inference multiple variables  
var variable1 = 1, variable2 = 2, variable3 = 3
```

Prefer 'let' over 'var' whenever possible

# CONSTANTS & VARIABLES

## TYPE ANNOTATIONS

```
let constant = 1
```

```
let constant: Int = 1 // no need for : Int
```

```
var variable: Int
```

```
variable = 1
```

```
// Type annotations multiple variables
```

```
var double1, double2, double3: Double
```

# CONSTANTS & VARIABLES

## UNICODE CHARACTERS IN CONSTANT & VARIABLE NAMES

```
let ⚡⚡⚡⚡ = 4
```

```
var 🌸🌸🌸🌸 = 5
```



# KILLER APPLICATION



# NUMBERS

## INT, UINT, FLOAT & DOUBLE

```
var magic: Int = 42 // decimal
```

```
0b101010 // binary
```

```
0o52      // octal
```

```
0x2A      // hexadecimal
```

```
let pi: Double = 3.14 // 64-bit (default)
```

```
let pi: Float  = 3.14 // 32-bit
```

```
000009.90      // padded
```

```
1_000_000.000_000_1 // underscores
```

# BOOLEAN

## TRUE & FALSE

```
let enabled: Bool = true // obj-c YES  
let hidden = false        // obj-c NO
```

# TYPE ALIASES

DEFINE AN ALTERNATIVE NAME FOR AN EXISTING TYPE

```
typealias SmallIntAlias = UInt16  
let min = SmallIntAlias.min // exactly like original UInt16.min
```



# TUPLES

## LIGHTWEIGHT, TEMPORARY CONTAINERS FOR MULTIPLE VALUES

```
let complex = (1.0, -2.0) // Compound Type: (Double, Double)
let (real, imag) = complex // Decompose
let (real, _) = complex // Underscores ignore value
```

```
// Access by index
let real = complex.0
let imag = complex.1
```

```
// Name elements
let complex = (real: 1.0, imag: -2.0)
let real = complex.real
```

# OPTIONALS

AN OPTIONAL VALUE EITHER CONTAINS A VALUE OR NIL

```
var optionalInt: Int? = 42  
optionalInt = nil // to indicate that the value is missing
```

```
var optionalDouble: Double? // automatically sets to nil
```

```
// Check if nil  
optionalDouble == nil  
optionalDouble != nil
```

# OPTIONALS

## FORCE UNWRAP & OPTIONAL BINDING

```
// Force unwrap  
let optionalInt: Int? = 42  
let definitelyInt = optionalInt! // throws runtime error if nil  
  
// Optional binding  
if let definitelyInt = optionalInt {  
    // runs if optionalInt is not nil and sets definitelyInt: Int  
}
```

# OPTIONALS

## IMPLICITLY UNWRAPPED OPTIONALS

```
// Used mainly for class initialization  
var assumedInt: Int! // set to nil  
assumedInt = 42
```

```
var implicitInt: Int = assumedInt // do not need an exclamation mark  
assumedInt = nil  
implicitInt = assumedInt // ✗ RUNTIME ERROR!!!
```

# OPERATORS

## COMMON OPERATORS 1/2

// Modulo Operator

3 % 2 // 1

// Increment and Decrement Operator

i++; ++i; i--; --i

// Compound Assignment Operator

i += 1 // i = i + 1

// Logical Operator

a || b && c // equivalent to a || (b && c)

# OPERATORS

## COMMON OPERATORS 2/2

```
// Ternary Conditional Operator  
(a == b ? 1 /* if true */ : 0 /* if false */)
```

```
// Nil Coalescing Operator  
a ?? b // a != nil ? a! : b
```

```
// Closed Range Operator  
0...2 // 0, 1, 2
```

```
// Half Open Range Operator  
0..<2 // 0, 1
```

# LOOPS ○

## FOR [IN]

```
// old school c-style for loop
for var index = 0; index < 2; index++ { /* use index */ }
```

```
// new iterator-style for-in loop
for value in 0..<2 { /* use value */ }
```

# LOOPS ○

## [DO] WHILE

```
// while evaluates its expression at the top of the loop  
while x > 2 { /* */ }
```

```
// do-while evaluates its expression at the bottom of the loop  
do { /* executed at least once */ } while x > 2
```

# CONDITIONALS ✓

## IF-ELSE

```
let temperature = 40
```

```
var feverish: Bool  
if temperature > 37 {  
    feverish = true  
} else {  
    feverish = false  
}
```

# CONDITIONALS

## SWITCH

```
switch x { // break by default
case value1:
/* ... */
case value2, value3:
fallthrough // to not break
default:
/* ... */
} // switch must be exhaustive
```

# CONDITIONALS ✓

## SWITCH RANGE MATCHING

```
switch count {  
    case 0:  
        /* ... */  
    case 1...9:  
        /* ... */  
    default:  
        /* ... */  
}
```

# CONDITIONALS ↴

## SWITCH TUPLE MATCHING

```
switch point {  
  case (0, 0):  
    /* ... */  
  case (_, 0):  
    /* ... */  
  case (let x, 1): // value binding  
    /* use x value */  
  default:  
    /* ... */  
}
```

# CONDITIONALS ↴

## SWITCH WHERE

```
switch point {  
  case let (x, y) where x == y:  
    /* use x value */  
  case let (x, y):  
    /* use x and y values */  
} // switch is exhaustive without default:
```

# PARENTHESES & BRACES IN `○` & `∫`

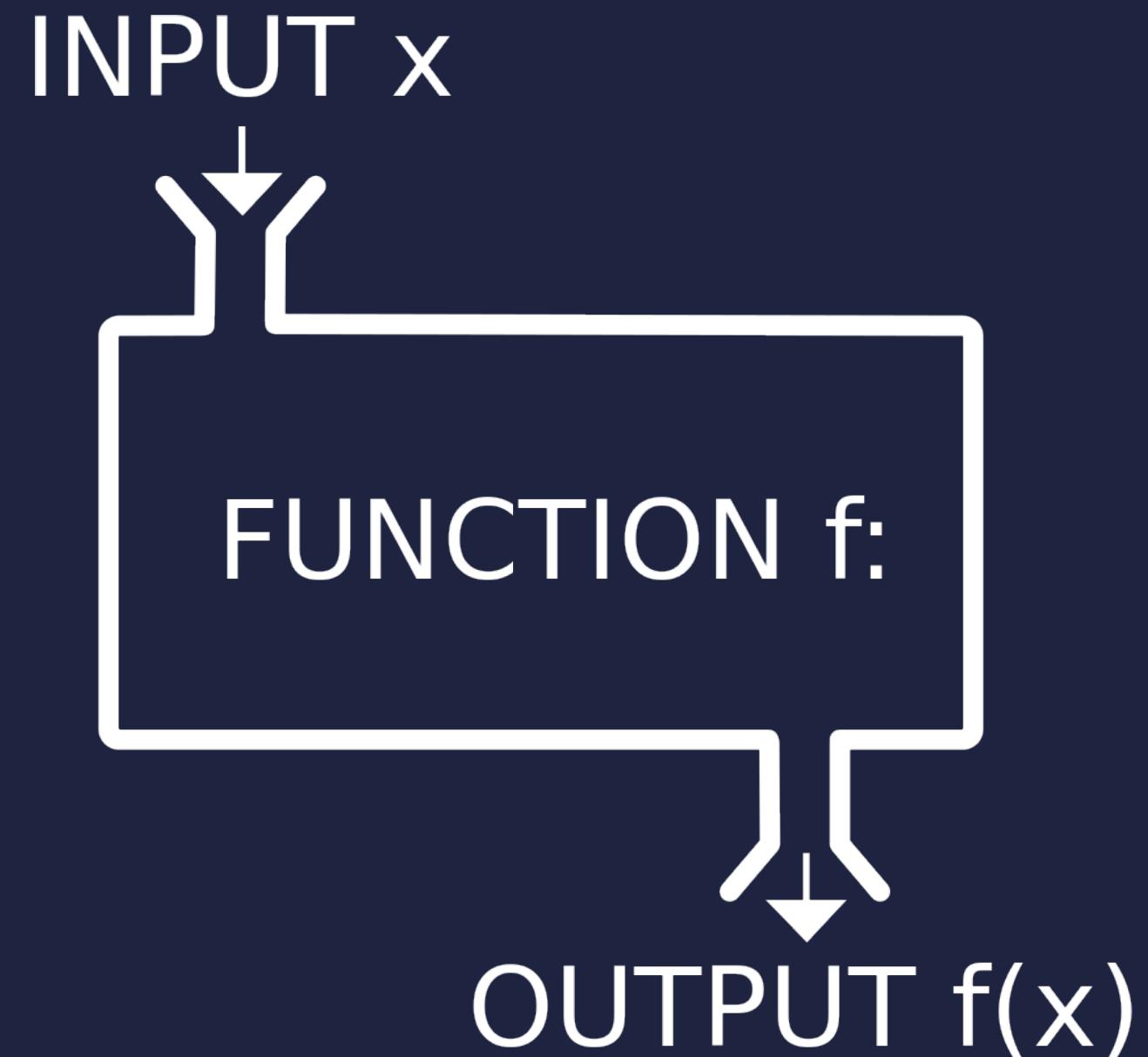
(Parentheses) are optional and by convention are often omitted

{Braces} are always required, even in one statement-long bodies<sup>1</sup>

```
if  temperature > 37  { feverish = true } // OK
if (temperature > 37) { feverish = true } // OK
if (temperature > 37)    feverish = true // ✗ ERROR!!!
```

<sup>1</sup> Do you remember the infamous "goto fail;" Apple's SSL bug?

# FUNCTIONS & CLOSURES



# FUNCTIONS

## FIRST-CLASS FUNCTION

- ▶ assign a function to variable
- ▶ pass function as argument to another function
- ▶ return a function from a function
- ▶ functional programming tools: map, reduce, flatMap, ...

# FUNCTIONS

## DECLARATION & CALL

```
// With parameters and return value
func foo(parameter1: Type1, parameter1: Type2) -> ReturnType { /* function body */ }
foo(argument1, argument2) // call
```

```
// Without parameters and return value
func bar() -> Void { /* function body */ }
func baz() -> () { /* function body */ }
func quz() { /* function body */ }
quz() // call
```

# FUNCTIONS

## EXTERNAL, LOCAL & DEFAULT PARAMETERS

```
// external and local parameter names
func foo(externalParameterName localParameterName: Type) { /* body use localParameterName */ }
foo(externalParameterName: argument) // call must use externalParameterName label
```

```
// # = shorthand for external parameter names
func bar(#parameterName: Type) { /* body use parameterName */ }
bar(parameterName: argument) // call must use parameterName label
```

```
// default parameter values
func baz(parameter1: Type1, parameterWithDefault: Int = 42) { /* ... */ }
baz(argument1) // call can omit value for parameterWithDefault
```

```
// automatic external parameter name for default parameters, as if declared #parameterWithDefault
baz(argument1, parameterWithDefault: 10)
```

# FUNCTIONS

## VARIADIC PARAMETERS

```
func foo(parameter: Int...) {  
    /* parameter */ // use parameter as an array with type [Int]  
}
```

```
foo(1, 2, 3, 4, 5) // call with multiple arguments
```

# FUNCTIONS

## VARIABLE PARAMETERS

```
// let creates a local immutable copy of parameter - let is the default and can be omitted  
// var creates a local mutable copy of parameter - mutating it can have a surprising behaviour  
func foo(let costantParameter: Int, var variableParameter: Int) {  
    costantParameter += 1 // ✗ ERROR!!!  
    variableParameter += 2 // OK  
}  
  
// inout parameters are passed by reference  
func bar(inout parameter: Int) { parameter = 42 }  
  
var x = 0 // cannot be declared with 'let'  
bar(&x) // need to prepend & to the argument  
x // = 42
```

# FUNCTIONS

## FUNCTION TYPE

```
// The Type of addOne function is (Int) -> Int
func addOne(n: Int) -> Int { return n + 1 }
```

```
// Function as parameter
func foo(functionParameter: (Int) -> Int) { /* */ }
foo(addOne)
```

```
// Function as return type
func bar() -> (Int) -> Int {
    func addTwo(n: Int) -> Int { return n + 2 }
    return addTwo
}
```

# FUNCTIONS

## CURRIED FUNCTIONS

```
// Rewrite a function that takes multiple parameters as
// an equivalent function that takes a single parameter and returns a function

func addTwoInts(a: Int, b: Int) -> Int { return a + b }

func addTwoIntsCurried (a: Int) -> (Int) -> Int {
    func addTheOtherInt(b: Int) -> Int { return a + b }
    return addTheOtherInt
}
// equivalent to:
func addTwoIntsCurried (a: Int)(b: Int) -> Int { return a + b }

addTwoInts(1, 2)          // = 3
addTwoIntsCurried(1)(2) // = 3
```

# CLOSURES

## MEANING & SYNTAX

Closures are blocks of functionality that can be passed around

```
{ (parameter1: Type1, parameter2: Type2) -> ReturnType in  
/ * ... */  
}
```

# CLOSURES

## SORTING WITHOUT CLOSURES

```
func sorted(array: [Int], algorithm: (Int, Int) -> Bool) -> [Int] { /* ... */ }

let array = [1, 2, 3]
func backwards(i1: Int, i2: Int) { return i1 > i2}

var reversed = sorted(array, backwards)
```

# CLOSURES

## SORTING WITH CLOSURES 1/2

```
// Fully declared closure  
reversed = sorted(array, { (i1: Int, i2: Int) -> Bool in return i1 > i2 } )
```

```
// Infer closure type  
reversed = sorted(array, { (i1, i2) in return i1 > i2 } )
```

```
// Implicit returns  
reversed = sorted(array, { (i1, i2) in i1 > i2 } )
```

# CLOSURES

## SORTING WITH CLOSURES 2/2

```
// Shorthand argument names  
reversed = sorted(array, { $0 > $1 } )
```

```
// Operator functions  
reversed = sorted(array, >)
```

```
// Trailing closure: outside of () only if it's function's final argument  
reversed = sorted(array) { $0 > $1 }
```

```
// Optional parentheses  
array.map({ $0 + 1 })  
array.map { $0 + 1 } // equivalent
```

# CLOSURES

## CAPTURING VALUES

Closures can capture and store references to any constants and variables from the context in which they are defined.

```
func makeRepeaterWithValueToRepeat(valueToRepeat: Int) -> () -> [Int] {  
    var capturedArray = []  
    func repeater() -> [Int] {          // capture valueToRepeat  
        capturedArray.append(valueToRepeat) // capture capturedArray  
        return capturedArray  
    }  
    return repeater  
}  
let repeater3 = makeRepeaterWithValueToRepeat(3)  
repeater3() // [3]  
repeater3() // [3,3]
```

# CLOSURES

## @AUTOCLOSURE WRAPS FUNCTION ARGUMENTS IN EXPLICIT CLOSURE<sup>2</sup>

```
// You can apply the @autoclosure attribute to a function type that
// has a parameter type of () and that returns the type of an expression
func simpleAssert(condition: () -> Bool, message: String) { if !condition() { println(message) } }

// An autoclosure function captures an implicit closure over the specified expression,
// instead of the expression itself.
func simpleAssert(condition: @autoclosure () -> Bool, message: String) { if !condition() { println(message) } }
simpleAssert(3 % 2 == 0, "3 isn't an even number.")

// By taking the right side of the expression as an auto-closure,
// Swift provides proper lazy evaluation of that subexpression
func &&(lhs: BooleanType, rhs: @autoclosure () -> BooleanType) -> Bool { return lhs.boolValue ? rhs().boolValue : false }
```

<sup>2</sup> see [Swift Blog Post: Building assert\(\) in Swift](#)

# FUNCTIONS VS CLOSURES

- ▶ **Global functions:**

named closures / do not capture any values

- ▶ **Nested functions:**

named closures / capture values from enclosing function

- ▶ **Closure expressions:**

unnamed closures / capture values from their surrounding context

# ADVANCED OPERATORS

```
// Prefix Operator Functions
prefix func -(vector: Vector) -> Vector { /* return the opposite Vector */ }
let negativeVector = -positiveVector

// Infix Operator Functions
func +(left: Vector, right: Vector) -> Vector { /* return the Vector sum */ }
func +=(inout left: Vector, right: Vector) { /* set left to the Vector sum */ }
var originalVector = /* a Vector */; var anotherVector = /* another Vector */;
originalVector += anotherVector

// Custom Operators
prefix operator +++ {} // Custom Infix Operators can specify Precedence and Associativity
prefix func +++(inout vector: Vector) -> Vector { vector += vector; return vector; }
```

# DATA TYPES & INSTANCES

- ▶ Value & Reference Types
- ▶ Methods, Properties & Subscript
- ▶ Inheritance & Initialization
- ▶ Automatic Reference Counting
- ▶ Type Casting & Access Control

# VALUE & REFERENCE TYPES

## ENUMERATIONS & STRUCTURES VS CLASSES

- ▶ Enumerations & Structures are passed by Value
- ▶ Classes are passed by Reference

Enumerations & Structures are always copied when they are passed around in the code, and do not use reference counting.

# VALUE & REFERENCE TYPES

## COMMON CAPABILITIES OF ENUMERATIONS, STRUCTURES & CLASSES:

- ▶ Define properties, methods and subscripts
- ▶ Define initializers to set up their initial state
- ▶ Be extended to expand their functionality
- ▶ Conform to protocols to provide standard functionality

# VALUE & REFERENCE TYPES

## ADDITIONAL CAPABILITIES OF CLASSES:

- ▶ Inheritance enables one class to inherit from another.
- ▶ Type casting enables to check the type of an object at runtime.
- ▶ Deinitializers enable an object to free up any resources.
- ▶ Reference counting allows more than one reference to an object.

# ENUMERATIONS

AN ENUMERATION DEFINES A COMMON TYPE FOR A GROUP OF ITEMS

```
enum CellState {  
    case Alive  
    case Dead  
    case Error  
}  
let state1 = CellState.Alive  
let state2 : CellState = .Dead // if type is known, enum name can be implicit  
  
switch state1 {  
    case .Alive:  
        /* ... */  
    case .Dead:  
        /* ... */  
    default:  
        /* ... */  
}
```

# ENUMERATIONS

## AN ENUMERATION ITEM CAN HAVE AN ASSOCIATED VALUE

```
enum CellState {  
    case Alive  
    case Dead  
    case Error(Int) // associated value can also be a tuple of values  
}  
let errorState = CellState.Error(-1)  
  
// extract associated value as constant or variable  
switch errorState {  
    case .Alive:  
        /* ... */  
    case .Dead:  
        /* ... */  
    case .Error(let errorCode): // == case let .Error(errorCode)):  
        /* use errorCode */  
}
```

# ENUMERATIONS

## OPTIONAL IS AN ENUMERATION WITH ASSOCIATED VALUE<sup>3</sup>

```
enum OptionalInt {  
    case None  
    case Some(Int)  
}
```

```
let maybeInt: OptionalInt = .None // let maybeInt: Int? = nil  
let maybeInt: OptionalInt = .Some(42) // let maybeInt: Int? = 42
```

<sup>3</sup> indeed the Swift Library's Optional use Generics (see below)

# ENUMERATIONS

## AN ENUMERATION ITEM CAN HAVE A RAW VALUE

```
enum CellState {  
    case Alive = 1  
    case Dead = 2  
    case Error = 3  
}
```

```
enum CellState: Int { // Specify the Item Raw Value Type  
    case Alive = 1, Dead, Error // Int auto-increment  
}
```

```
let stateValue = CellState.Error.rawValue // 3  
let aliveState: CellState? = CellState(rawValue: 1) // CellState.Alive
```

# STRUCTURES

COPY VALUE ON ASSIGNMENT OR WHEN PASSED INTO FUNCTION

```
// Structures are value types
struct CellPoint {
    var x = 0.0
    var y = 0.0
}
```

```
// Structures are always copied when they are passed around
var a = CellPoint(x: 1.0, y: 2.0); var b = a; b.x = 3.0;
a.x // 1.0 - a not changed
```

# STRUCTURES

MANY SWIFT LIBRARY'S BASE TYPES ARE STRUCTURES

- ▶ **String**
- ▶ **Character**
- ▶ **Array**
- ▶ **Dictionary**

# STRUCTURES

## STRINGS & CHARACTERS 1/2

```
// String Declaration
var emptyString = "" // == var emptyString = String()
emptyString.isEmpty // true

let constString = "Hello"

// Character Declaration
var character: Character = "p"
for character in "Hello" { // "H", "e", "l", "l", "o" }

// Declare a String as var in order to modify it
var growString = "a"; growString += "b"; growString.append("c")
countElements(growString) // 3
```

# STRUCTURES

## STRINGS & CHARACTERS 2/2

```
// String Interpolation
let multiplier = 2
let message = "\(multiplier) times 2.5 is \(Double(multiplier) * 2.5)"

// Print a message in the std output
println(message)

// Comparing Strings
let str1 = "Hello"; let str2 = "Hello";
str1 == str2 // true

str1.hasPrefix("Hel") // true
str2.hasSuffix("llo") // true
```

# STRUCTURES

## ARRAYS

```
// Array Declaration
var emptyArray = [Int]() // Array<Int>()
var emptyArray : [Int] = []
var array = [Int](count: 2, repeatedValue: 0)
var array = [25, 20, 16]

// Array Access: subscript out of bounds generate crash
array[1]    // 20
array[1000] // ✗ RUNTIME ERROR!!!

array.count    // 3
array.isEmpty // false

// Array Iteration
for value in array { /* use value */ }
for (index, value) in enumerate(array) { /* use index and value */ }
```

# STRUCTURES

## VARIABLE ARRAYS

```
var variableArray = ["A"]
```

```
variableArray = ["X"]  
variableArray[0] = "A"  
variableArray.append("B")  
variableArray += ["C", "D"]
```

```
variableArray.insert("Z", atIndex: 4) // ["A", "B", "C", "D", "Z"]  
let a = variableArray.removeAtIndex(1) // ["A", "C", "D", "Z"]  
variableArray[1...2] = ["M"] // ["A", "M", "Z"]  
let l = variableArray.removeLast() // ["A", "M"]
```

# STRUCTURES

## CONSTANT ARRAYS

```
let constantArray = ["A"]
```

```
constantArray = ["X"]           // ✗ ERROR!!!  
constantArray[0] = "Y"          // ✗ ERROR!!!  
constantArray.append("B")       // ✗ ERROR!!!  
constantArray.removeAtIndex(0) // ✗ ERROR!!!
```

# STRUCTURES

## DICTIONARIES

```
// Dictionary Declaration
var emptyDictionary = [String, Int]() // Dictionary<String, Int>()
var emptyDictionary : [String, Int] = [:] // key : value
var dictionary = ["First" : 25, "Second" : 20, "Third" : 16]

// Dictionary Access: subscript return Optional
let second: Int? = dictionary["Second"] // .Some(20)
let last: Int? = dictionary["Last"]    // nil

dictionary.count // 3
dictionary.isEmpty // false

// Dictionary Iteration
for (key, value) in dictionary { /* use key and value */ }
dictionary.keys // [String]
dictionary.values // [Int]
```

# STRUCTURES

## VARIABLE DICTIONARIES

```
var variableDictionary = ["First" : 25]

variableDictionary = ["Second" : 20]      // ["Second" : 20]
variableDictionary["Third"] = 16          // ["Second" : 20, "Third" : 16]

let oldValue = variableDictionary.updateValue(18, forKey: "Second")
// oldValue => 20                         // ["Second" : 18, "Third" : 16]

// removes key
variableDictionary["Second"] = nil        // ["Third" : 16]
let removedValue = variableDictionary.removeValueForKey("Third")
// removedValue => 25                      // [:]
```

# STRUCTURES

## CONSTANT DICTIONARIES

```
let constantDictionary = ["First" : 25, "Second" : 20, "Third" : 16]
```

```
constantDictionary = ["Last" : 0] // ✗ ERROR!!!
constantDictionary["Third"] = 15 // ✗ ERROR!!!
constantDictionary["Forth"] = 21 // ✗ ERROR!!!
constantDictionary["First"] = nil // ✗ ERROR!!!
```

# CLASSES

## COPY REFERENCE ON ASSIGNMENT OR WHEN PASSED INTO FUNCTION

```
// Classes are reference types
class Person {
    var name: String?
    var age: Int = 0
}
```

```
// Class reference (not object) are copied when they are passed around
var matteo = Person()
let madbat = matteo
madbat.name = "MadBat"
matteo.name // "MadBat"
```

```
// Compare references using === and !===
matteo === madbat // true
```

# PROPERTIES

## STORED INSTANCE PROPERTIES

```
class Cell {  
    let name: String          // constant stored property  
    var position: CellPoint? // variable stored property  
    var score: Int = 10       // variable stored property with default value  
  
    lazy var spa = Spa()      // lazy stored property (only var)  
    // lazy: a property whose initial value is not calculated until the first time it is used  
}  
  
struct CellPoint {  
    var x = 0.0                // variable stored property with default value  
    var y = 0.0                // variable stored property with default value  
}  
  
// Enumerations do not have instance stored properties
```

# PROPERTIES

## COMPUTED INSTANCE PROPERTIES 1/2

```
struct Rect {  
    var origin = Point()  
    var size = Size()  
    var center: Point {  
        get {  
            let centerX = origin.x + (size.width / 2)  
            let centerY = origin.y + (size.height / 2)  
            return Point(x: centerX, y: centerY)  
        }  
        set(newCenter) {  
            origin.x = newCenter.x - (size.width / 2)  
            origin.y = newCenter.y - (size.height / 2)  
        }  
    }  
}  
  
// Also available for Enumerations and Classes
```

# PROPERTIES

## COMPUTED INSTANCE PROPERTIES 2/2

```
struct Rect {  
    var origin = Point()  
    var size = Size()  
    var center: Point {  
        get {  
            let centerX = origin.x + (size.width / 2)  
            let centerY = origin.y + (size.height / 2)  
            return Point(x: centerX, y: centerY)  
        }  
        set { // shorthand 'newValue' equivalent  
            origin.x = newValue.x - (size.width / 2)  
            origin.y = newValue.y - (size.height / 2)  
        }  
    }  
    // readonly can omit 'get' keyword  
    var area: Double { return size.width * size.height }  
}
```

# PROPERTIES

## TYPE PROPERTIES: SHARED AMONG INSTANCES

```
// Stored Type Properties: available only for Enumerations and Structures
struct Path {
    // You must always give stored type properties a default value
    static var maxLength = 1000
}
```

```
// Computed Type Properties: available for Enumerations, Structures and Classes
struct Path { static var maxLength: Int { return Int.max / 2 } /* Structures use 'static' keyword */ }
class Cell { class var maxNum: Int { return Int.max / 5 } /* Classes use 'class' keyword */ }
```

# PROPERTIES

## PROPERTY ACCESS

```
let length = Path.maxLength // Type Property applies on a Type
```

```
let matteo = Person()  
let name = matteo.name // Instance Property applies on an Instance
```

# PROPERTIES

## PROPERTY OBSERVERS<sup>4</sup>

```
struct CellRoute {  
    var duration: Int {  
        willSet(newDurationValue) { /* ... */ }  
        didSet(oldDurationValue) { /* ... */ }  
    }  
    // Using default parameter names 'newValue' and 'oldValue'  
    var cost: Double {  
        willSet { /* use newValue */ }  
        didSet { /* use oldValue */ }  
    }  
}
```

<sup>4</sup> You can add property observers to any stored properties you define, apart from lazy stored properties.

You can also add property observers to any inherited property (whether stored or computed) by overriding the property within a subclass.

# METHODS

## AVAILABLE FOR ENUMERATIONS, STRUCTURES & CLASSES

```
class Cell {  
    // type method  
    class func dispatchAll() { /* ... */ } // use 'static' for Structures  
  
    // instance methos  
    func moveTo(destination: CellPoint, withSteps: Int) {  
        // first argument treated as local name (require explicit #)  
        // rest of arguments treated as external and local name (have implicit #)  
        // to omit implicit external name requirement use an underscore _  
    }  
}  
  
var cell = Cell()  
cell.moveTo(center, withSteps: 10)  
cell.moveTo(center, 10) // ✗ ERROR!!!  
  
Cell.dispatchAll()
```

# METHODS

## MUTATING METHODS FOR ENUMERATIONS

```
// Methods that change internal state, must be marked as 'mutating'
```

```
enum Toggle {  
    case On, Off  
    mutating func toggle() {  
        switch self {  
        case On:  
            self = Off  
        case Off:  
            self = On  
        }  
    }  
}
```

# METHODS

## MUTATING METHODS FOR STRUCTURES

```
// Methods that change internal state, must be marked as 'mutating'

struct CellPoint {
    var x = 0.0, y = 0.0
    mutating func moveByX(deltaX: Double, y deltaY: Double) {
        x += deltaX
        y += deltaY
    }
    // equivalent assigning to self
    mutating func moveByX(deltaX: Double, y deltaY: Double) {
        self = Point(x: x + deltaX, y: y + deltaY)
    }
}

var point = CellPoint(x: 3.0, y: 4.0)
point.moveByX(1.0, y: 2.0)
```

# SUBSCRIPTS

## ACCESS INTERNAL MEMBERS BY [ ] SYNTAX

```
class CellContainer {  
    var cells : [Cell] = []  
  
    // readwrite  
    subscript(index1:Int, index2: Double) -> Cell {  
        get { /* return internal member at specified indexes */ }  
        set(newValue) { /* save internal member at specified indexes */ }  
    }  
  
    // readonly: no need the 'get' keyword  
    subscript(index1: Int, index2: Double) -> Cell { /* return internal member at specified indexes */ }  
    // getter code  
}  
  
var container = CellContainer()  
var cell = container[0][1.0]
```

# INHERITANCE

## AVAILABLE ONLY FOR CLASSES

```
// class Subclass: Superclass
class Car: Vehicle {

    // override property
    override var formattedName: String {
        return "[car] " + name
    }

    // override method
    override func order() {
        // can call super.order()
    }
}
```

# INHERITANCE

## FINAL CLASSES, PROPERTIES & METHODS

```
// Final class cannot be subclassed
final class Car : Vehicle { /* ... */ }
class Jeep : Car // ✗ ERROR!!!
```

```
class Bicycle : Vehicle {
    // final property cannot be overridden
    final var chainLength: Double

    // final method cannot be overridden
    final func pedal() { /* ... */ }
}
```

# INITIALIZATION

## SETTING INITIAL VALUES FOR STORED PROPERTIES

```
class Car {  
    // Classes and Structures must set all of their stored properties  
    // to an appropriate initial value by the time an instance is created  
  
    let model: String // stored properties must be initialized in the init  
    let wheels = 4    // stored properties with default property value are initialized before the init  
  
    //Initializers are declared with 'init' keyword  
    init() {  
        model = "Supercar"  
    }  
}  
  
// Initializers are called to create a new instance of a particular type with Type() syntax  
let car = Car()  
car.model // "Supercar"
```

# INITIALIZATION

## INITIALIZATION PARAMETERS

```
class Car {  
    let model: String // You can set the value of a constant property at any point during initialization  
  
    // An automatic external name (same as the local name) is provided for every parameter in an initializer  
    init(model: String) { // equivalent to: init(model model: String)  
        self.model = model // use self. to distinguish properties from parameters  
    }  
  
    // alternatively  
    init (fromModel model: String) { /* ... */} // override the automatic external  
    init (_ model: String) { /* ... */} // omit automatic external name using an underscore _  
}  
  
// Initializers are called with external parameters  
let car = Car(model: "Golf")  
car.model // "Golf"
```

# INITIALIZATION

## FAILABLE INITIALIZERS FOR ENUMERATIONS, STRUCTURES & CLASSES

```
class Car {  
    // For classes only: failable initializer can trigger a failure  
    // only after all stored properties have been set  
    let wheels: Int! // set to nil by default  
  
    init?(wheels: Int) {  
        if weels > 4 { return nil }  
        self.wheels = wheels  
    }  
}  
var car: Car? = Car(wheels: 10) // nil  
  
if let realCar = Car(wheels: 4) {  
    println("The car has \(car.wheels) wheels")  
}
```

# INITIALIZATION

## DEFAULT INITIALIZER

```
// Default Initializer are provided for class with no superclass or structure  
// if these conditions are all valid:  
// 1) all properties have default values  
// 2) the type does not provide at least one initializer itself
```

```
class Car {  
    var model = "Supercar"  
    let wheels = 4  
}
```

```
let car = Car()  
car.model // "Supercar"
```

# INITIALIZATION

## MEMBERWISE INITIALIZERS FOR STRUCTURES

```
// Structure types automatically receive a memberwise initializer  
// if they do not define any of their own custom initializers
```

```
struct Wheel {  
    var radius = 0.0  
    var thickness = 0.0  
}
```

```
let wheel = Wheel(radius: 10.0, thickness: 1.0)
```

# INITIALIZATION

## DESIGNATED & CONVENIENCE INITIALIZERS FOR CLASSES

```
class Car {  
    var model: String  
  
    init (model: String) { /* ... */ } // Designated initializers  
                                    // are the primary initializers for a class  
  
    convenience init () { /* ... */ } // Convenience initializers  
                                    // are secondary, supporting initializers for a class  
}  
  
var golf = Car(model: "Golf")  
var supercar = Car()
```

# INITIALIZATION

## INITIALIZER DELEGATION FOR CLASSES

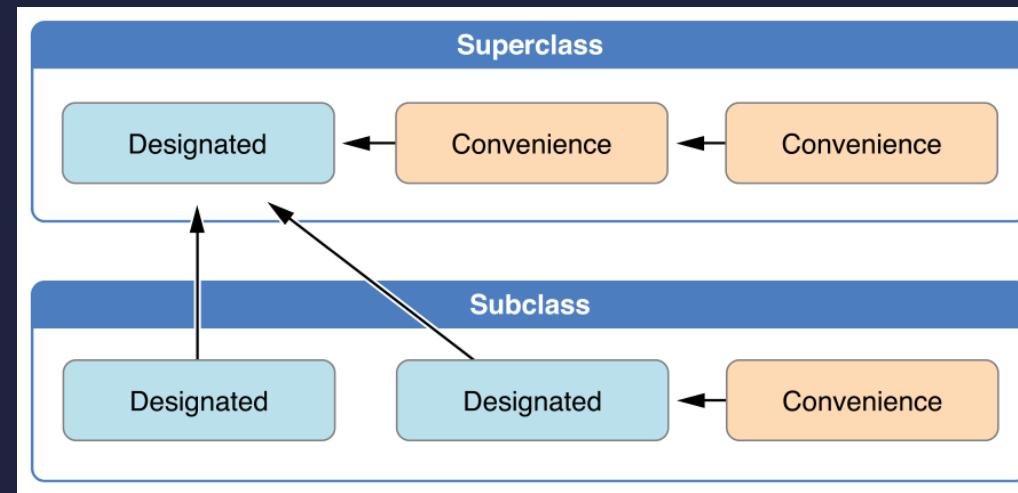
```
// Rule 1: A designated initializer must call a designated initializer from its immediate superclass.  
// Rule 2: A convenience initializer must call another initializer from the same class.  
// Rule 3: A convenience initializer must ultimately call a designated initializer.
```

```
class Vehicle {  
    var wheels: Int  
    init (wheels: Int) { self.wheels = wheels }  
}
```

```
class Car: Vehicle {  
    var model: String  
    init (model: String) { super.init(wheels: 4); self.model = model }  
    convenience init () { self.init(model: "Supercar") }  
}
```

# INITIALIZATION

## INITIALIZER DELEGATION FOR CLASSES



**Designated initializers must always delegate up.  
Convenience initializers must always delegate across.”**

# INITIALIZATION

## TWO-PHASE INITIALIZATION FOR CLASSES

```
init() {  
  
    // The First Phase  
    // each stored property is assigned an initial value by the class that introduced it.  
  
    // The Second Phase  
    // each class is given the opportunity to customize its stored properties further  
    // before the new instance is considered ready for use.  
  
}
```

# INITIALIZATION

## REQUIRED INITIALIZERS FOR CLASSES

```
class Vehicle {  
    required init() { /* ... */ }  
}
```

```
class Car: Vehicle {  
    // You do not write the override modifier  
    // when overriding a required designated initializer  
    required init () {  
        super.init()  
    }  
}
```

# INITIALIZATION

## DEINITIALIZER FOR CLASSES

```
class Car {  
    // A deinitializer is called immediately  
    // before a class instance is deallocated  
    deinit {  
        /* free any external resources */  
    }  
}
```

```
var car: Car? = Car()  
car = nil // as a side effect call deinit
```

# AUTOMATIC REFERENCE COUNTING

## ARC IN ACTION

```
// ARC automatically frees up the memory used by class instances
// when those instances are no longer needed (reference count == 0)

class Car { /* ... */ }

var reference1: Car?
var reference2: Car?
var reference3: Car?

reference1 = Car()          // reference count == 1
reference2 = reference1    // reference count == 2
reference3 = reference1    // reference count == 3

reference1 = nil            // reference count == 2
reference2 = nil            // reference count == 1
reference3 = nil            // reference count == 0

// no more reference to Car object => ARC dealloc the object
```

# AUTOMATIC REFERENCE COUNTING

## REFERENCE CYCLES BETWEEN CLASS INSTANCES

```
class Car { var tenant: Person }  
class Person { var car: Car }
```

```
car.person = person  
person.car = car
```

```
// weak and unowned resolve strong reference cycles between Class Instances
```

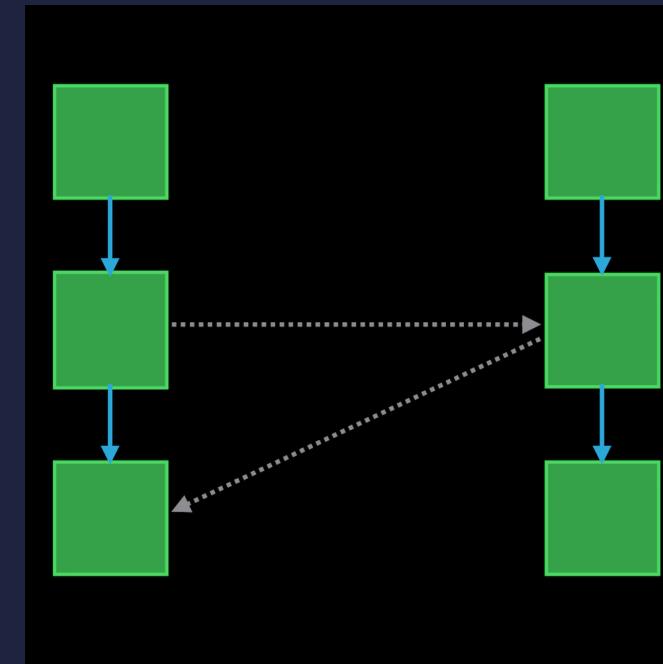
# AUTOMATIC REFERENCE COUNTING

## WEAK REFERENCES

```
// Use a weak reference whenever it is valid for that reference to become nil at some point during its lifetime
class Person {
    let name: String
    init(name: String) { self.name = name }
    var car: Car?
    deinit { println("\(name) is being deinitialized") }
}
class Car {
    let wheels: Int
    init(wheels: Int) { self.wheels = wheels }
    weak var tenant: Person?
    deinit { println("Car #\(wheels) is being deinitialized") }
}
```

# AUTOMATIC REFERENCE COUNTING

## WEAK REFERENCES



Use weak references among objects with independent lifetimes

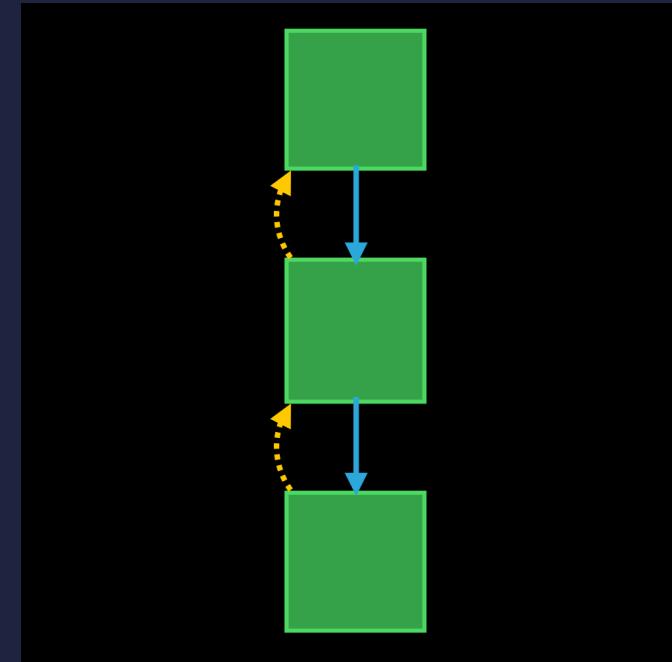
# AUTOMATIC REFERENCE COUNTING

## UNOWNED REFERENCES

```
// Use an unowned reference when you know that the reference will never be nil once it has been set during initialization.
class Country {
    let name: String
    let capitalCity: City!
    init(name: String, capitalName: String) {
        self.name = name
        self.capitalCity = City(name: capitalName, country: self)
    }
}
class City {
    let name: String
    unowned let country: Country
    init(name: String, country: Country) {
        self.name = name
        self.country = country
    }
}
```

# AUTOMATIC REFERENCE COUNTING

## UNOWNED REFERENCES



Use unowned references from owned objects with the same lifetime

# AUTOMATIC REFERENCE COUNTING

## REFERENCE CYCLES FOR CLOSURES

```
// Capture lists capture the value at the time of closure's definition
var i = 1
var returnWithCaptureList    = { [i] in i } // captures value of i
var returnWithoutCaptureList = {           i } // do not capture value of i

i = 2
returnWithCaptureList()     // 1
returnWithoutCaptureList() // 2

class MyClass {
    // Use capture lists to create weak or unowned references
    lazy var someClosure1: () -> String = { [unowned self] () -> String in "closure body" }
    // can infer types of closure parameters
    lazy var someClosure2: () -> String = { [unowned self]                     in "closure body" }
}
```

# TYPE CASTING

## TYPE CHECKING & TYPE DOWNCASTING

```
class Car: Vehicle { /* ... */ }
class Bicycle: Vehicle { /* ... */ }
let vehicles = [Car(), Bicycle()]
```

```
// Type checking
let firstVehicle = vehicles[0]
firstVehicle is Car // true
firstVehicle is Bicycle // false
```

```
// Type downcasting
let firstCar      = firstVehicle as? Car      // firstCar: Car?
let firstCar      = firstVehicle as  Car      // firstCar: Car
let firstBicycle = firstVehicle as? Bicycle // nil: Car?
let firstBicycle = firstVehicle as  Bicycle // ✗ RUNTIME ERROR!!!
```

# TYPE CASTING

## SWITCH TYPE CASTING

```
for thing in things {  
    switch thing {  
        case 0 as Int:  
            /* ... */ // thing is 0: Int  
        case 0 as Double:  
            /* ... */ // thing is 0.0: Double  
        case let someInt as Int:  
            /* ... */  
        case is Double:  
            /* ... */  
        default:  
            /* ... */  
    }  
}
```

# NESTED TYPES

AVAILABLE FOR ENUMERATIONS, STRUCTURES & CLASSES

```
struct Song { // struct ]
    class Note { // nested class ]
        enum Pitch: Int { // nested enumeration
            case A = 1, B, C, D, E, F, G
        }
        var pitch: Pitch = .C
        var length: Double = 0.0
    }
    var notes: [Note]
}

Song.Note.Pitch.C.rawValue // 3
```

# OPTIONAL CHAINING

## QUERYING & CALLING MEMBERS ON AN OPTIONAL THAT MIGHT BE NIL

```
class Car {  
    var model: String  
  
    init(model: String) { self.model = model }  
    convenience init() { self.init(model: "Supercar") }  
  
    func jump() -> String? { if model == "Supercar" { return "🚀⚡️" } else { return nil } }  
}  
  
// Return type of chaining is always optional  
var car1: Car? = nil;           car1?.model // nil: String?  
var car2: Car? = Car();         car2?.model // "Supercar": String?  
var car3: Car? = Car(model: "Golf"); car3?.model // "Golf": String?  
  
// Chain on optional return value  
car1?.jump()?.hasPrefix("🚀") // type Bool?
```

# ACCESS CONTROL

## MODULES & FILES

A module is a single unit of code distribution  
(a framework or an application)

A source file is a single Swift source code file within a module  
(can contain definitions for multiple types, functions, and so on)

# ACCESS CONTROL

## PUBLIC, INTERNAL, PRIVATE

public

// enables entities to be used within any source file from their defining module,  
// and also in a source file from another module that imports the defining module

internal

// enables entities to be used within any source file from their defining module,  
// but not in any source file outside of that module

private

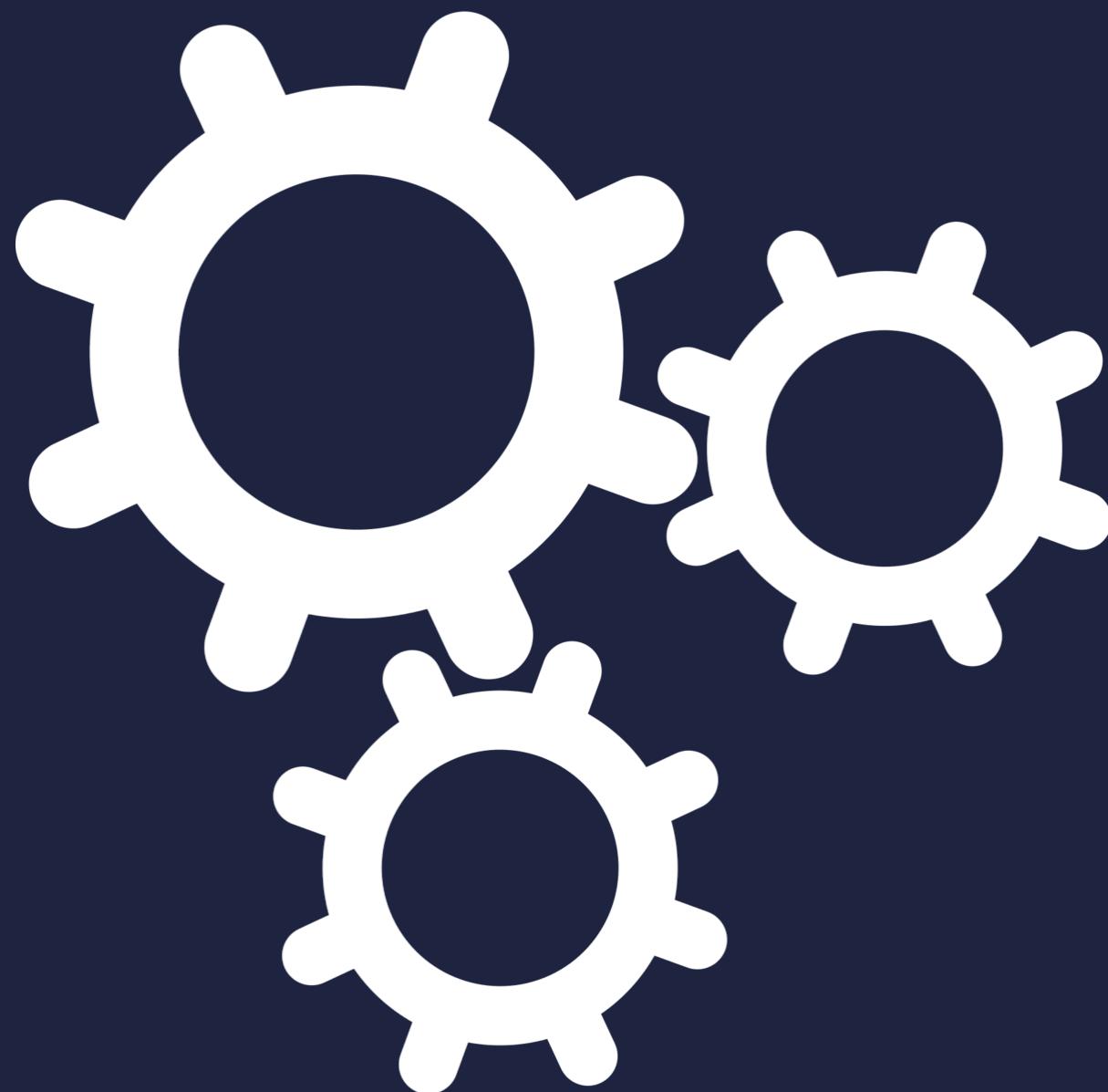
// restricts the use of an entity to its own defining source file.

# ACCESS CONTROL

## MEMBERS ACCESS MODIFIERS RESTRICT TYPE ACCESS LEVEL

```
public class SomePublicClass {  
    public var somePublicProperty  
    var someInternalProperty // default is internal  
    private func somePrivateMethod() {}  
}  
  
// internal class  
class SomeInternalClass {  
    var someInternalProperty // default is internal  
    private func somePrivateMethod() {}  
}  
  
private class SomePrivateClass {  
    var somePrivateProperty // everything is private!  
    func somePrivateMethod() {}  
}
```

# EXTENSIONS, PROTOCOLS & GENERICS



# EXTENSIONS

## AVAILABLE FOR ENUMERATIONS, STRUCTURES & CLASSES

```
extension SomeType: SomeProtocol {           // Extensions can make an existing type conform to a protocol
    var stored = 1 // ✗ ERROR!!!             // Extensions CANNOT add stored properties!
    var computed: String { /* ... */ }       // Extensions can add computed properties (type and instance)
    func method() { /* ... */ }              // Extensions can add methods (type and instance)
    subscript(i: Int) -> String { /* ... */ } // Extensions can add subscripts
    init(parameter: Type) { /* ... */ }       // Extensions can add initializers
    enum SomeEnum { /* ... */ }              // Extensions can add nested types
}
```

# EXTENSIONS

## EXTENSIONS CAN EXTEND ALSO SWIFT LIBRARY TYPES

```
extension Int {  
    func times(task: () -> ()) {  
        for i in 0 ..< self {  
            task()  
        }  
    }  
  
    3.times({ println("Developer! ") }) // Developer! Developer! Developer!  
  
    // see also: http://en.wikipedia.org/wiki/Developer!\_Developer!\_Developer! 😊
```

# PROTOCOLS

## AVAILABLE FOR ENUMERATIONS, STRUCTURES & CLASSES

```
protocol SomeProtocol {                                     // Protocols define a blueprint of requirements that suit a functionality
    var instanceProperty: Type { get set }   // Protocols can require instance properties (stored or computed)
    class var typeProperty: Type { get set } // Protocols can require type properties (stored or computed)
                                            // └ Always use 'class', even if later used by value type as 'static'
    func someMethod()                      // Protocols can require instance methods
    mutating func someMutatingMethod()      // Protocols can require instance mutating methods
    class func someTypeMethod()            // Protocols can require type methods
    init()                                // Protocols can require initializers
}
```

# PROTOCOLS

## CONFORMING TO A PROTOCOL & PROTOCOL USED AS A TYPE

```
// Conforming to a protocol
class SomeClass: SomeProtocol {

    // init requirements have 'required' modifier
    required init() { /* ... */ } // ('required' not needed if class is final)

    // Other requirements do not have 'required' modifier
    var someReadWriteProperty: Type
    ...

}

// Protocol used as type
let thing: SomeProtocol = SomeClass()
let things: [SomeProtocol] = [SomeClass(), SomeClass()]
```

# PROTOCOLS

## DELEGATION

```
protocol GameDelegate {  
    func didPlay(game: Game)  
}  
  
class Game {  
    var delegate: GameDelegate? // Optional delegate  
  
    func play() {  
        /* play */  
        delegate?.didPlay(self) // use Optional Chaining  
    }  
}
```

# PROTOCOLS

## PROTOCOL INHERITANCE

```
// A protocol can inherit one or more other protocols
// and can add further requirements on top of the requirements it inherits

protocol BaseProtocol { func foo() }
protocol AnotherProtocol { func bar() }

// InheritingProtocol requires functions: foo, bar and baz
protocol InheritingProtocol: BaseProtocol, AnotherProtocol { func baz () }

class SomeClass: InheritingProtocol {
    func foo() { /* ... */ }
    func bar() { /* ... */ }
    func baz() { /* ... */ }
}
```

# PROTOCOLS

## CLASS-ONLY PROTOCOLS

```
// can only be used by classes
```

```
// prefix protocols conformance list with 'class' keyword
protocol SomeClassProtocol: class, AnotherProtocol { /* ... */ }
```

```
class SomeClass: SomeClassProtocol { /* ... */ } // OK
```

```
struct SomeStruct: SomeClassProtocol { /* ... */ } // ✗ ERROR!!!
```

# PROTOCOLS

## CHECKING PROTOCOL CONFORMANCE

```
// Need @objc attribute because under the hood use Objective-C runtime to check protocol conformance
@objc protocol SomeProtocol { /* ... */ }

class SomeClass: SomeSuperclass, SomeProtocol, AnotherProtocol { /* ... */ }
var instance = SomeClass()

instance is SomeProtocol // true
instance is UnknownProtocol // false

instance as? SomeProtocol // instance: SomeProtocol?
instance as? UnknownProtocol // nil: SomeProtocol?

instance as SomeProtocol // instance: SomeProtocol
instance as UnknownProtocol // ✗ RUNTIME ERROR!!!
```

# PROTOCOLS

## OPTIONAL PROTOCOL REQUIREMENTS

```
// Need @objc attribute because under the hood use Objective-C runtime to implement optional protocol
@objc protocol GameDelegate {
    optional func didPlay(game: Game) // Optional method requirement
}

class Game {
    var delegate: GameDelegate? // Optional delegate

    func play() {
        /* play */
        delegate?.didPlay?(self) // use Optional Chaining
    }
}
```

# PROTOCOLS

## ANY & ANYOBJECT

```
// Any: any instance of any type
let instance: Any = { (x: Int) in x }
let closure: Int -> Int = instance as Int -> Int

// AnyObject: any object of a class type
let instance: AnyObject = Car()
let car:           Car      = x as Car

let cars: [AnyObject] = [Car(), Car(), Car()] // see NSArray
for car in cars as [Car] { /* use car: Car */ }
```

# PROTOCOLS

## EQUATABLE & HASHABLE

```
// Instances of conforming types can be compared  
// for value equality using operators '==' and '!='  
protocol Equatable {  
    func ==(lhs: Self, rhs: Self) -> Bool  
}
```

```
// Instances of conforming types provide an integer 'hashValue'  
// and can be used as Dictionary keys  
protocol Hashable : Equatable {  
    var hashValue: Int { get }  
}
```

# GENERICs

## FUNCTIONS TYPES CAN BE GENERIC

- ▶ Generics avoid duplication and expresses its intent in the abstract
- ▶ Much of the Swift Library is built with generics (Array, Dictionary)
- ▶ Compiler can optimize by creating specific versions for some cases
  - ▶ Type information is available at runtime

# GENERICs

## PROBLEM THAT GENERICS SOLVE

```
// Specific Functions
func swapTwoStrings(inout a: String, inout b: String) { let temporaryA = a; a = b; b = temporaryA }
func swapTwoDoubles(inout a: Double, inout b: Double) { let temporaryA = a; a = b; b = temporaryA }

// Generic Function
func swapTwoValues<T>(inout a: T, inout b: T) { let temporaryA = a; a = b; b = temporaryA }

var someInt = 1, anotherInt = 2
swapTwoValues(&someInt, &anotherInt) // T == Int
// someInt == 2, anotherInt == 1

var someString = "hello", anotherString = "world"
swapTwoValues(&someString, &anotherString) // T == String
// someString == "world", anotherString == "hello"
```

# GENERICICS

## GENERIC FUNCTIONS

```
func append<T>(inout array: [T], item: T) {  
    array.append(item)  
}  
var someArray = [1]  
append(&someArray, 2)  
  
// T: SomeClass      -> T must be subclass of SomeClass  
// T: SomeProtocol -> T must conform to SomeProtocol  
  
func isEqual<T: Equatable>(a: T, b: T) -> Bool {  
    return a == b  
}
```

# GENERICS

## GENERIC TYPES

```
class Queue<T> {  
    var items = [T]()  
  
    func enqueue(item: T) { items.append(item) }  
    func dequeue() -> T { return items.removeAtIndex(0) }  
}  
  
extension Queue { // don't specifiy T in extensions  
  
    func peekNext() -> T? { return items.isEmpty ? nil : items[0] }  
}
```

# GENERICS

## ASSOCIATED TYPES

```
protocol SomeProtocol {  
    typealias ItemType // Define the Associated Type  
    func operate(item: ItemType) // a placeholder name to a type used in a protocol  
}
```

```
class SomeClass: SomeProtocol {  
    typealias ItemType = Int // Specify the actual Associated Type  
    func operate(item: Int) { /* ... */ }  
}
```

```
class SomeClass: SomeProtocol {  
    // typealias ItemType = Int // Infer the actual Associated Type  
    func operate(item: Int) { /* ... */ }  
}
```

# GENERICS

## WHERE CLAUSES ON TYPE CONSTRAINTS

```
protocol Container {  
    typealias ItemType  
}  
  
func allItemsMatch<  
    C1: Container, C2: Container  
    where C1.ItemType == C2.ItemType, C1.ItemType: Equatable>  
    (someContainer: C1, anotherContainer: C2) -> Bool {  
  
    if someContainer.count != anotherContainer.count { return false }  
  
    for i in 0..<someContainer.count { if someContainer[i] != anotherContainer[i] { return false } }  
  
    return true // all items match, so return true  
}
```

# TOOLS

# COMPILER

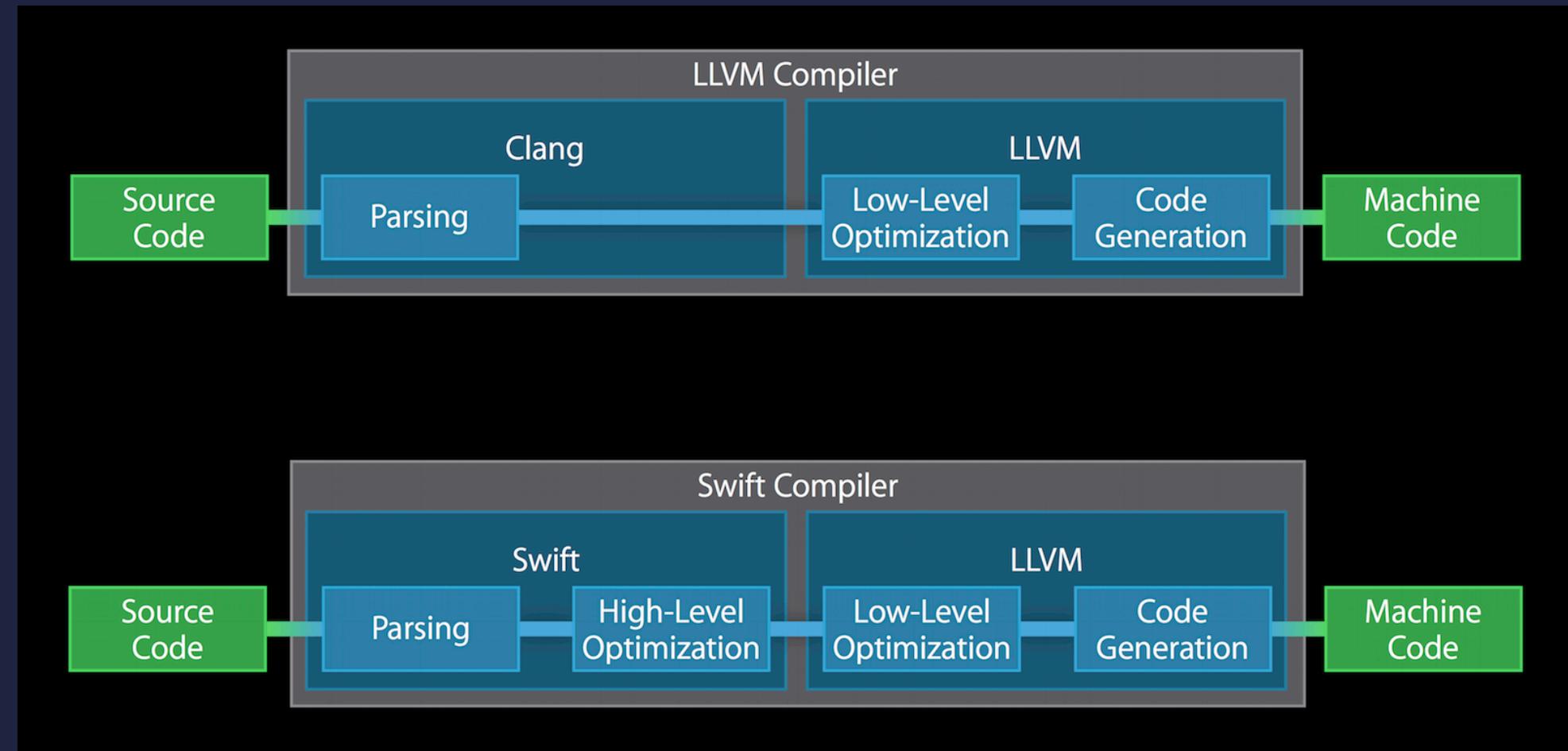
## LLVM COMPILER INFRASTRUCTURE

- ▶ Clang knows absolutely nothing about Swift
- ▶ Swift compiler talks to clang through XPC<sup>5</sup>

<sup>5</sup> XPC = OS X interprocess communication technology

# COMPILER

## COMPILER ARCHITECTURE

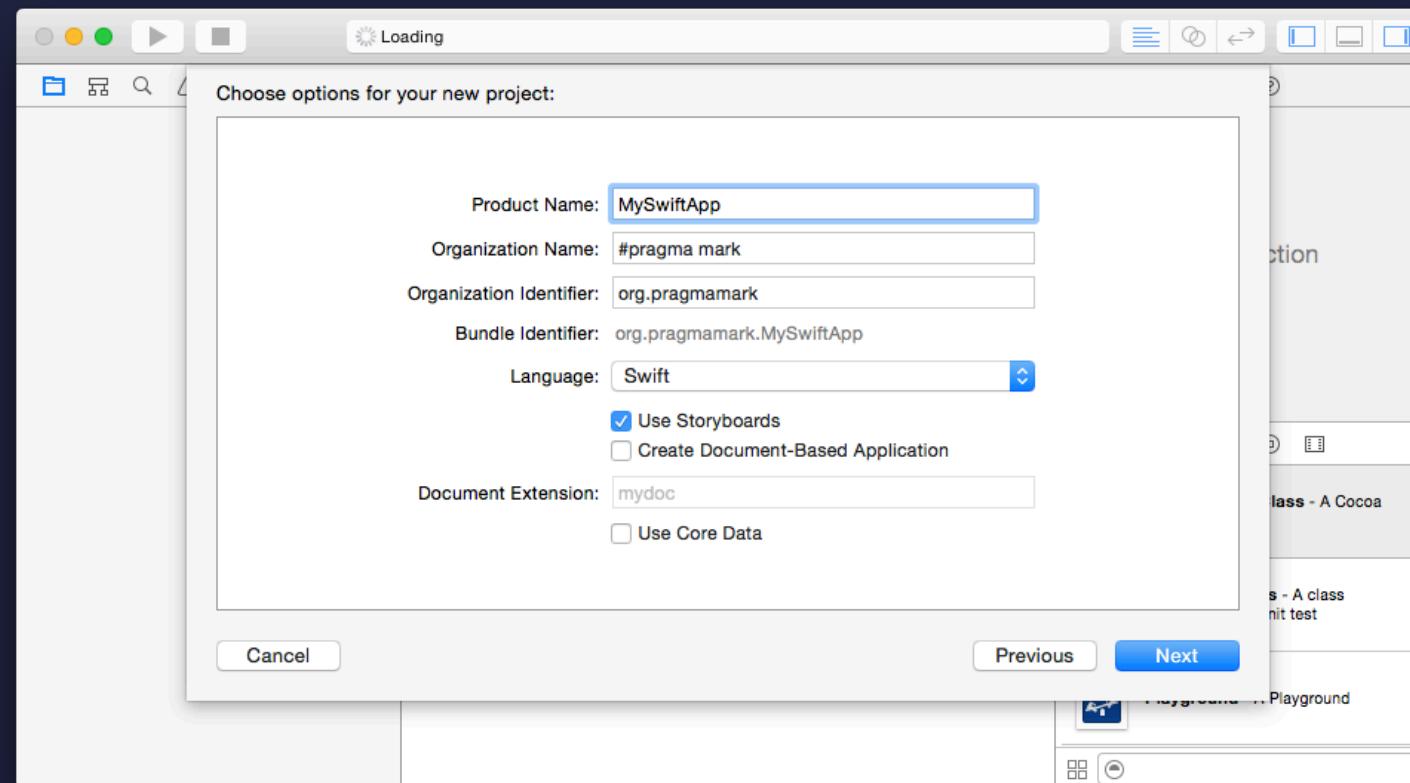


# RUNTIME

- ▶ Under the hood Swift objects are actually Objective-C objects with implicit root class ‘SwiftObject’
- ▶ Just like C++, Swift methods are listed in a vtable unless marked as @objc or :NSObject\*
- ▶ Swift's runtime and libraries are not (yet) included in the OS so must be included in each app

# XCODE

## THE INTEGRATED DEVELOPMENT ENVIRONMENT



# REPL

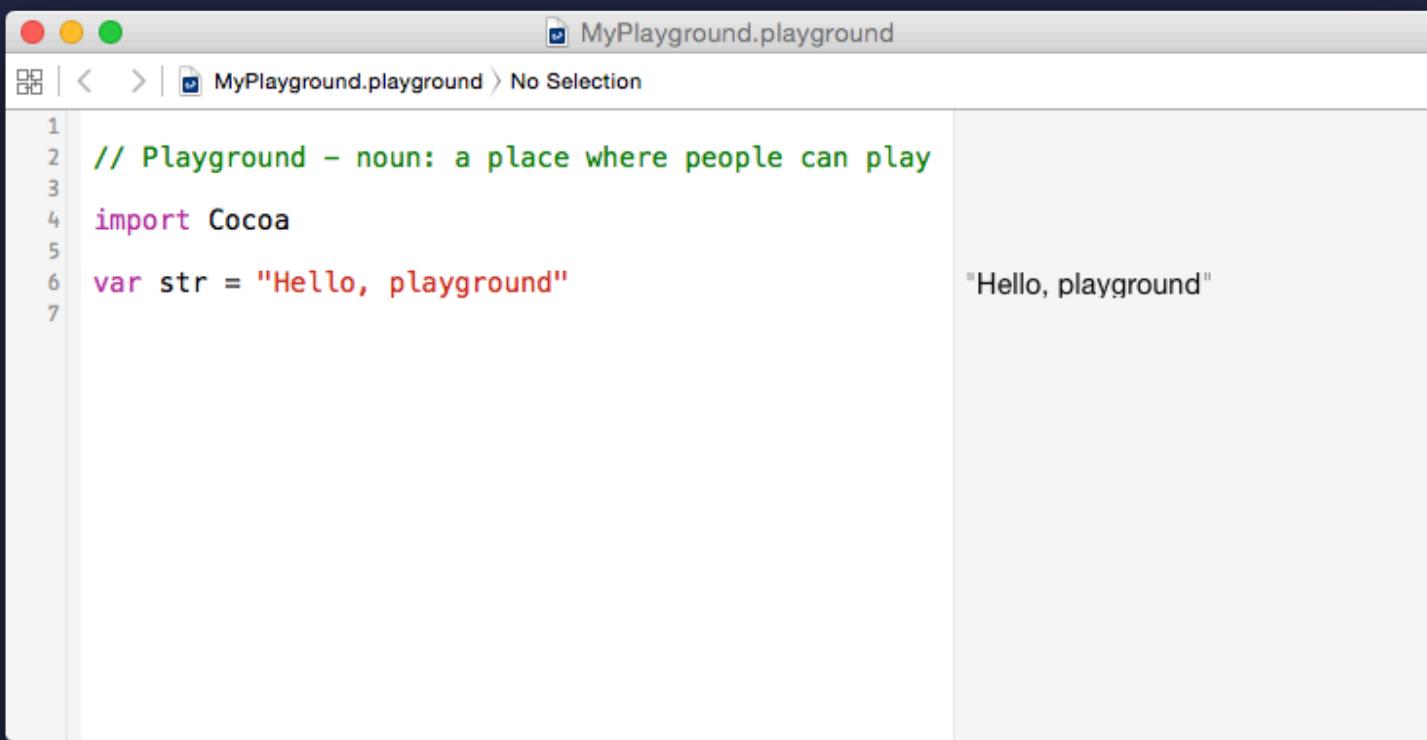
## THE READ-EVAL-PRINT LOOP

xcrun swift # launches REPL

xcrun -i 'file.swift' # executes script

# PLAYGROUND

## THE INTERACTIVE ENVIRONMENT



A screenshot of the Xcode playground interface. The window title is "MyPlayground.playground". The toolbar shows standard Mac OS X icons for file operations. The main area displays the following Swift code:

```
1 // Playground - noun: a place where people can play
2
3 import Cocoa
4
5 var str = "Hello, playground"
6
7
```

The code is highlighted with syntax coloring: comments are green, keywords are purple, and strings are red. To the right of the code, the output of the code execution is shown in a monospaced font:

```
"Hello, playground"
```

# PLAYGROUND

The Xcode Playgrounds feature and REPL were a personal passion of mine, to make programming more interactive and approachable. The Xcode and LLDB teams have done a phenomenal job turning crazy ideas into something truly great. Playgrounds were heavily influenced by Bret Victor's ideas, by Light Table and by many other interactive systems.

– [Chris Lattner](#)

# PRACTICE

# INTEROPERABILITY

- ▶ Bridging: from Objective-C to Swift & from Swift to Objective-C
  - ▶ Call CoreFoundation (C language) types directly
- ▶ C++ is not allowed: should be wrapped in Objective-C



# INTEROPERABILITY

## FROM OBJECTIVE-C TO SWIFT

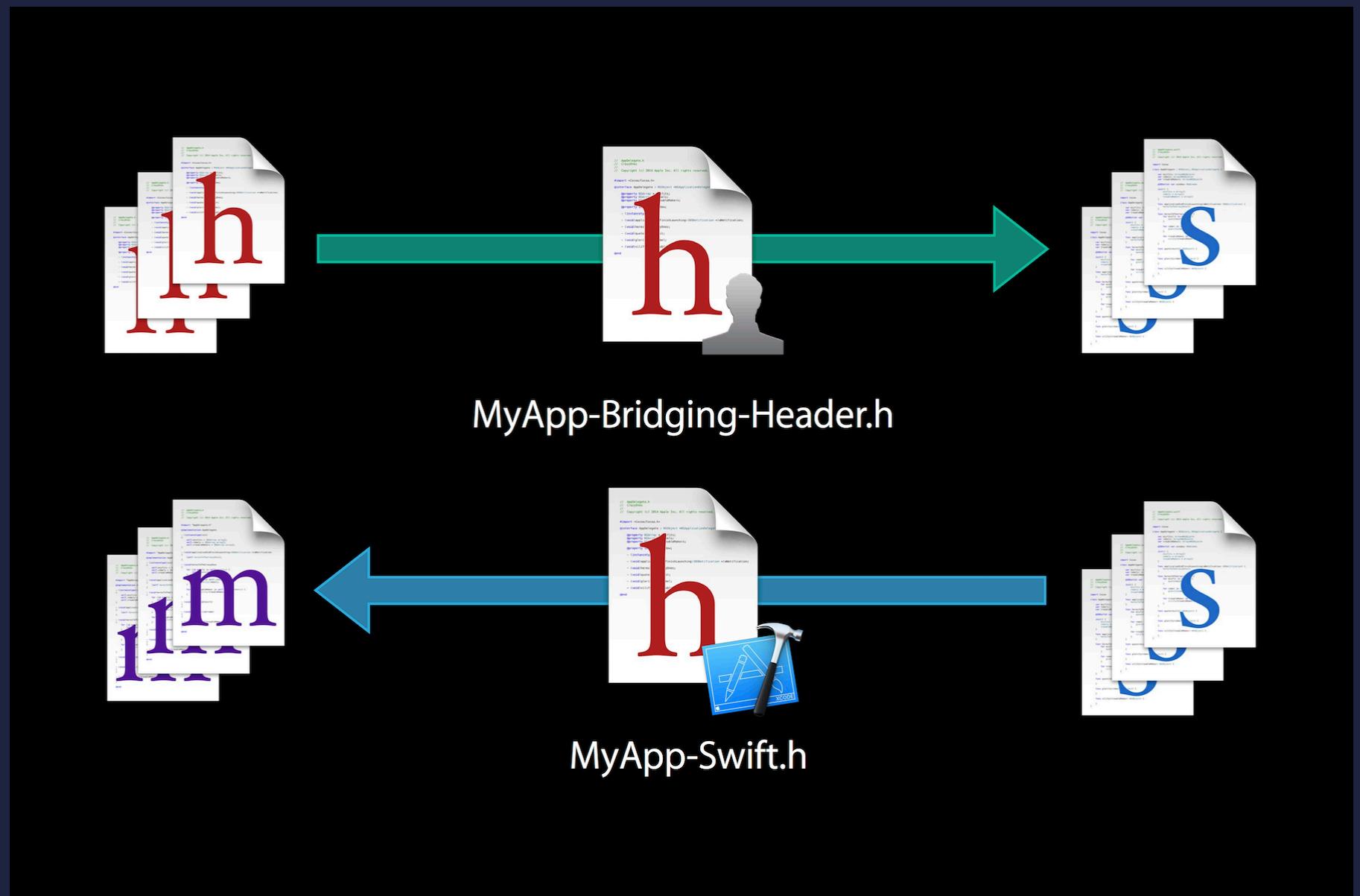
- ▶ All Objective-C code available in Swift
- ▶ All standard frameworks and all custom libraries available in Swift
- ▶ Use Interfaces headers in `MyApp-Bridging-Header.h`

# INTEROPERABILITY

## FROM SWIFT TO OBJECTIVE-C

- ▶ Not all Swift code available in Objective-C (no Generics, no...)
  - ▶ Subclassing Swift classes not allowed in Objective-C
  - ▶ Mark Swift Classes as Objective-C compatible with @objc
  - ▶ Use automatic generated Swift module header in MyApp-Swift.h

# INTEROPERABILITY



# LET'S PLAY WITH SWIFT

- ▶ Swift in playground
- ▶ Swift distinctive features



LET'S SEE IT IN ACTION ➡

# FINAL THOUGHTS

# SWIFT VS ... ?

- ▶ Swift vs Scala
- ▶ Swift vs Rust
- ▶ Swift vs C#

Swift is Objective-C without the C

# OPEN SOURCE SWIFT?

1. Open source Swift compiler
2. Open source Swift runtime
3. Open source Swift standard library

Objective-C is 30 years old and they still haven't done #3

# OPEN SOURCE SWIFT?

Guys, feel free to make up your own dragons if you want, but your speculation is just that: speculation. We literally have not even discussed this yet, because we have a ton of work to do [...] You can imagine that many of us want it to be open source and part of llvm, but the discussion hasn't happened yet, and won't for some time.

– [Chris Lattner @ llvmdev](#)

# WHAT IS SWIFT MISSING?

[ SWIFT 1.2 IN XCODE 6.3B ]

- ▶ Compiler attributes and Preprocessor
- ▶ Class Variables, Exceptions, KVO, KVC and Reflection<sup>6</sup>

<sup>6</sup> Though it's not documented in the Swift Standard Library – and is subject to change – Swift has a reflection API:

```
let mirror = reflect(instance) // see Reflectable Protocol
```

# SWIFT IN FLUX

<https://github.com/ksm/SwiftInFlux>

This document is an attempt to gather the Swift features that are still in flux and likely to change.

# WHEN TO USE SWIFT?

- ▶ New apps (iOS 7, iOS 8, OS X 10.10)
- ▶ Personal projects
- ▶ Scripts

# SWIFT IN PRODUCTION?

- ▶ Companies are doing it
- ▶ Freelances are doing it
- ▶ Many of us are doing it
- ▶ But be careful if you do it!

A few apps that were built using Swift @ apple.com

# REFERENCES



- ▶ [Official Swift website](#)
- ▶ [Apple's Swift Blog](#)
- ▶ [Chris Lattner](#)
- ▶ [The Swift programming language](#)
- ▶ [WWDC Videos](#)

# PRESENTATIONS 1/2

- ▶ [Swift by Denis Lebedev](#)
- ▶ [Swift 101 by Axel Rivera](#)
- ▶ [ILove Swift by Konstantin Koval](#)
- ▶ [Swiftroduction by Łukasz Kuczborski](#)
- ▶ [Functional Swift by Chris Eidhof](#)

## PRESENTATIONS 2/2

- ▶ [Solving Problems the Swift Way](#) by Ash Furrow
- ▶ [Swift Enums, Pattern Matching, and Generics](#) by Austin Zheng
- ▶ [Swift and Objective-C: Best Friends Forever?](#) by Jonathan Blocksom
- ▶ [Swift for JavaScript Developers](#) by JP Simard
- ▶ [Swift for Rubyists](#) by JP Simard

# PROJECTS

- ▶ Github Trending Repositories
- ▶ Swift-Playgrounds
- ▶ SwiftInFlux
- ▶ Carthage
- ▶ Alamofire

# BLOGS 1/2

- ▶ [NSHipster](#)
- ▶ [Russ Bishop](#)
- ▶ [Erica Sadun](#)
- ▶ [Natasha The Robot](#)
- ▶ [Airspeed Velocity](#)

## BLOGS 2/2

- ▶ [Rob Napier](#)
- ▶ [David Owens](#)
- ▶ [So So Swift](#)
- ▶ [We ❤️ Swift](#)
- ▶ [Swift SubReddit](#)

## ARTICLES 1/2

- ▶ [Exploring Swift Memory Layout by Mike Ash](#)
- ▶ [Swift Language Highlights by Matt Galloway](#)
- ▶ [Running Swift script from the command line](#)
- ▶ [Understanding Optionals in Swift](#)
- ▶ [Segues in Swift](#)

## ARTICLES 2/2

- ▶ [Design Patterns in Swift](#)
- ▶ [Custom Operations in Swift](#)
- ▶ [Instance Methods are Curried Functions in Swift](#)
- ▶ [Swift: Is it ready for prime time?](#)
- ▶ [Why Rubyist Will Love Swift](#)

# TUTORIALS

- ▶ [iOS8 Day by Day by Sam Davies](#)
- ▶ [An Absolute Beginner's Guide to Swift by Amit Bijlani](#)
- ▶ [Swift Tutorial: A Quick Start by Ray Wenderlich](#)
- ▶ [Learn Swift Build Your First iOS Game by Stan Sadoski](#)
- ▶ [Swift Essential Training by Simon Allardice](#)

# CODING STYLE GUIDES

- ▶ [Swift Style Guide by Github](#)
- ▶ [Swift Style Guide by Ray Wenderlich](#)

# MISCELLANEOUS

- ▶ [Phoenix: Open Source Swift](#)
- ▶ [Swift Developer Weekly](#)
- ▶ [This Week in Swift](#)
- ▶ [Balloons Playground](#)
- ▶ [Swift Toolbox](#)

# THANKS

*see you @ <https://fb.com/groups/pragmamark>*

Matteo Battaglio  
twitter: @m4dbat

## QUESTIONS?