



Scripting in Swift

```
#!/usr/bin/swift
```

Requirements

Xcode 9/10
or
Xcode Command Line Tools

```
$ xcode-select --install
```

or

```
$ swift
```

REPL

Read-Eval-Print-Loop

```
$ swift
```

```
Welcome to Apple Swift version 5.0 (swiftlang-1001.0.69.3 clang-1001.0.47).
```

```
Type :help for assistance.
```

```
1> print("Hello FinMacAdmin!")
```

```
Hello FinMacAdmin!
```

```
2> :q
```

First script

```
print("Hello Cleveland!")
```



```
$ swift Hello.swift
```

```
#!/usr/bin/swift
```

```
print("Hello Cleveland!")
```

```
$ chmod +x Hello.swift
```

```
$ ./Hello.swift
```

```
#!/usr/bin/swift
```

```
#!/usr/bin/env swift
```

None

Script with arguments

```
#!/usr/bin/swift
```

```
import Foundation
```

```
print(CommandLine.arguments)
```

Xcode Playgrounds

**Syntax checking
&
Compile time error checking**

vs.

Runtime errors

Tip:

```
$ swift path/to/MyPlayground.playground/Contents.swift
```

Graphical User Interface

**"How to create a GUI using
only code?"**

```
osascript -e 'tell app  
"System Events" to display  
dialog "Hello FinMacAdmin!"'
```



Demo GUI scripts

- EmptyWindow.swift
- PopUpButton.swift
- DefaultMailAppOnlyUI.swift
- DefaultMailApp.swift

Management tool demo

Links

- Swift Development Resources: <https://developer.apple.com/swift/resources/>
- Scripting in Swift Demo: <https://github.com/jlehikoinen/ScriptingInSwiftDemo>