

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:

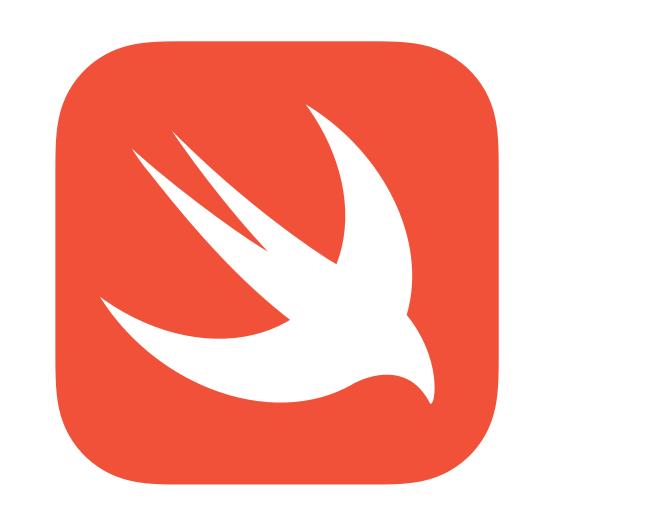
\$ swift path/to/MyPlayground.playground/Contents.swift

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