

## **Swift Programs**

### **Online compiler: Swift Fiddle**

<https://swiftfiddle.com/>

#### **Program to calculate sum of two numbers**

```
import Foundation
var a:Int=10
var b:Int=20
var c:Int
c=a+b
print("Sum is: \(c)")
```

#### **Program to check number is odd or even**

```
import Foundation
var n:Int=10
if n%2==0{
    print("Even")
}else{
    print("Odd")
}
```

#### **Program to find factorial of a number**

```
import Foundation
var n:Int=5
var fact:Int=1
var i=1
while i<=5{
    fact=fact*i
    i=i+1
}
print("Factorial is: \(fact)")
```

#### **Program to find sum of 5 numbers in array**

```
import Foundation
var arr:[Int] = [10, 20, 30,40,50]
var sum=0
for item in arr{
    sum=sum+item
}
print("Sum is: \(sum)")
```

### Program to find maximum of 5 numbers in array

```
import Foundation
var arr:[Int] = [10, 20, 30,40,50]
var max=0
for item in arr{
    if item>max{
        max=item
    }
}
print("Maximum is: \(max)")
```

### Program to find sum of 2 numbers using Function

```
import Foundation
func add(a:Int, b:Int)->(){
    var sum=a+b
    print("Sum is: \(sum)")
}

add(a:10,b:20)    //function call
```

### Program to find area of rectangle using Function

```
import Foundation
func area(l:Int, b:Int)->(Int){
    var ar=l*b
    return ar
}

var res=area(l:10,b:20)    //function call
print("Area is: \(res)")
```

### Program to pass two string and return after concatenation

```
import Foundation
func merge(s1:String,s2:String)->(String){
    return s1+s2
}

var res=merge(s1:"Raju",s2:"Poudel")
print(res)
```

## ios App to find sum of 2 numbers

```
import UIKit
class ViewController: UIViewController {

    @IBOutlet weak var txtFirst: UITextField!

    @IBOutlet weak var txtSecond: UITextField!

    @IBOutlet weak var lblRes: UILabel!

    @IBOutlet weak var btnClick: UIButton!

    @IBAction func btnClick(sender: AnyObject) {

        let first= Double(txtFirst.text!)
        let second= Double(txtSecond.text!)

        let res=Double(first! + second!) lblRes.text="Sum is \ (res)"

    }

}
```

Click Me

Sum is 10.0