let myFirstInteger : Int = 12

let myFirstFloat : Float = 12.23

let myFirstDouble : Double = 12.34

let myFirstString : String = "This is a string"

let myFirstchar : Character = "C"

let myFirstBool : Bool = true

var mutableArray : [String] = ["One", "Two"]

mutableArray[0] = "Go Ducks!"

mutableArray.append("Three")

print("There’s \(mutableArray.count) items in the Array")

// Comments are typical double slashes or

/\* Some comment here \*/

enum MyFirstEnum {

case EnumValue1

case EnumValue2

case EnumValue3

}

let instanceOfAnEnum : MyFirstEnum = MyFirstEnum.EnumValue1

let someNumber : Int = 10

switch someNumber {

case 10:

fallthrough

case 20:

print("Switch found either 10 or 20")

case 30:

print("Switch found 30")

default:

print("Switch default case")

}

import UIKit

public class MyFirstClass {

private(set) var readOnlyString : String

public var readWriteString : String

public init(aString : String, rwString : String) {

readOnlyString = aString

readWriteString = rwString

}

public convenience init() {

self.init(aString: "", rwString: "Go Ducks!")

}

func doSomething() { }

func doSomethingWithParameter(parameter : Int) {

}

func doSomethingWithOptionalParameter(parameter : Int? = 0) {

}

func returnSomething() -> String {

return "Something"

}

func returnTwoThings() -> (String, Int) {

return ("Tuples anyone?", 42)

}

func compareThings(param1 : Int, param2 : Int) {

if param1 >= param2 {

} else if param1 == param2 {

} else if param2 <= param1 {

}

}

func loopDLoop() {

for var k : Int = 0; k < 5; k++ {

}

}

}