priyankgada.blogspot.com/2018/07/6-ios-11-and-swift-4-application.html

About this article

In this article, we are going to take a look at the hello world program in XCode9. This will be very basic video and thus won't include much of the code explanation.

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The Code

As I told in the first episode, the code is in the ViewController.swift. You can switch between files on the left side in the navigation bar. Here the class name is ViewController and the code goes inside the class, inside {} these brackets

```
🛅 🗵 🛱 🔾 🛕 🛇 🔠 🗅 🗐 🔡 🔇 > 🛅 My First App ) 🌅 My First App ) 🚡 ViewController.swift ) No Selection
My First App
                                           11
                                                ViewController.swift
 ▼ My First App
                                        3 // My First App
      AppDelegate.swift
                                        4 11
     ViewController.swift
                                           // Created by Priyank Gada on 03/07/18.
        Main.storyboard
                                        6 // Copyright © 2018 Priyank Gada. All rights reserved.
                                           11
        LaunchScreen.storyboard
                                         9 import UIKit
                                        10
                                        11 class ViewController: UIViewController (

▼ My First AppTests

                                        12
      My_First_AppTests.swift
                                        13
                                               override func viewDidLoad() {
       Info.plist
                                        14
                                                   super.viewDidLoad()
 W My First AppUlTests
                                        15
                                                   // Do any additional setup after loading the view, typically from a nib.
      My_First_AppUITests.swift
                                        17
       Info.plist
                                              override func didReceiveMemoryWarning() {
                                        18
   Products
                                        19
                                                   super.didReceiveMemoryWarning()
                                        20
                                                   // Dispose of any resources that can be recreated.
                                        21
                                        22
                                        23
                                        24 }
          /gada.priyank
```

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Comments

Comments are lines that won't be executed and are ignored by the compiler. These lines are for information and to provide guidelines to developers and for reference. You can add comments by using these symbols and the lines will turn green - // Comments here

```
//www.youtube.com/priyankgada //Execute nai hoga but subscribe karna
//only because programmers can read
```

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Modules

Modules are kind of extensions that can add functionality to the application for eg. the user interface eg buttons etc is part of the UIKit module. Importing modules will add more features to the application. Modules can be imported using the 'import' statement before the name of the module.

```
//www.youtube.com/priyankgada //Execute nai hoga bu
oryboard
                     9
                        //only because programmers can read
                    10
                        import UIKit
                    11
                    12
                        import a
ts.swift
                         Module ARKit
                         Module AVKit
                         Module Accounts
ests.swift
                         Module AdSupport
                         Module AudioUnit
                         Module Accelerate
                         Module AddressBook
                         Module AudioToolbox
                                 super.utukecetvememotywatning()
                                 // Dispose of any resources that can be rec:
```

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Functions / Method

Everything after the 'func' is a function also known as a method. It can be used to execute code it contains the main chunk of the code. Here the name of the function is ViewDidLoad. More information can be passed or sent to the function by adding it in the circle brackets () Everything inside {} brackets is the code of the function.

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Print Statement

We have added the following code in viewDidLoad() function print("Priyank Gada! Subscribe")

to print everything between double quotes in the output window once the application is

built.



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Video tutorial