

Swift Applied

Evgenii Kamyshanov

SSE, EPAM Systems

Agenda

1. Swift: state of the art
2. Code!

Why Swift

```
[objC autorelease];
```


What is Swift

The same

- LLVM compiler
- ARC
- Xcode

Not the same

- Without direct memory access
- Strictly typed
- Modern language features

Swift 1.x*

It is allowed to publish Swift apps in AppStore, but

- Bugs
- Runtime performance issues**
- Lack of mature native libraries
- Changes ***continuously***

*this presentation is obsolete already!

Buggy as ...

SourceKitService
Crashed
Crashlog generated
in ~/Library/Logs/
DiagnosticReports

Editor functionality
temporarily limited.

Changes continuously*

Xcode 6.1	...
Xcode 6.1 GM	Seed 1, Seed 2
Xcode 6.1 beta	Beta 1 - Beta 2
Xcode 6.0 beta	Beta 1 - Beta 7

Changes continuously*

But you will be politely noticed

```
var sOld: String[] = ["1"] // outdated  
var sNew: [String] = ["2"] // modern
```

• Array types are now written with the brackets around the element type

Changes continuously*

Apple Swift Blog

<https://developer.apple.com/swift/blog/>

Apple Swift dev forum

<https://devforums.apple.com/community/tools/languages/swift>

Great community resource about Swift evolution

<https://github.com/ksm/SwiftInFlux>

What is a real project

- A LOT OF Objective-C code already written
- Third party libraries (including C/C++ ones)
- CocoaPods
- CoreData
- Networking
- Unit testing
- ... *<Your favorite>*

Legacy code in Swift

▼ Swift Compiler – Code Generation	
Setting	RealLifeApp
Install Objective-C Compatibility Header	Yes ↕
Objective-C Bridging Header	RealLifeApp/RealLifeApp-Bridging-Header.h
▼ Optimization Level	<Multiple values> ↕
Debug	⊕ None [-Onone] ↕
Release	Fastest [-O] ↕

Objective-C modules in project - easy

Legacy code in Swift



Cocoapods - even easier

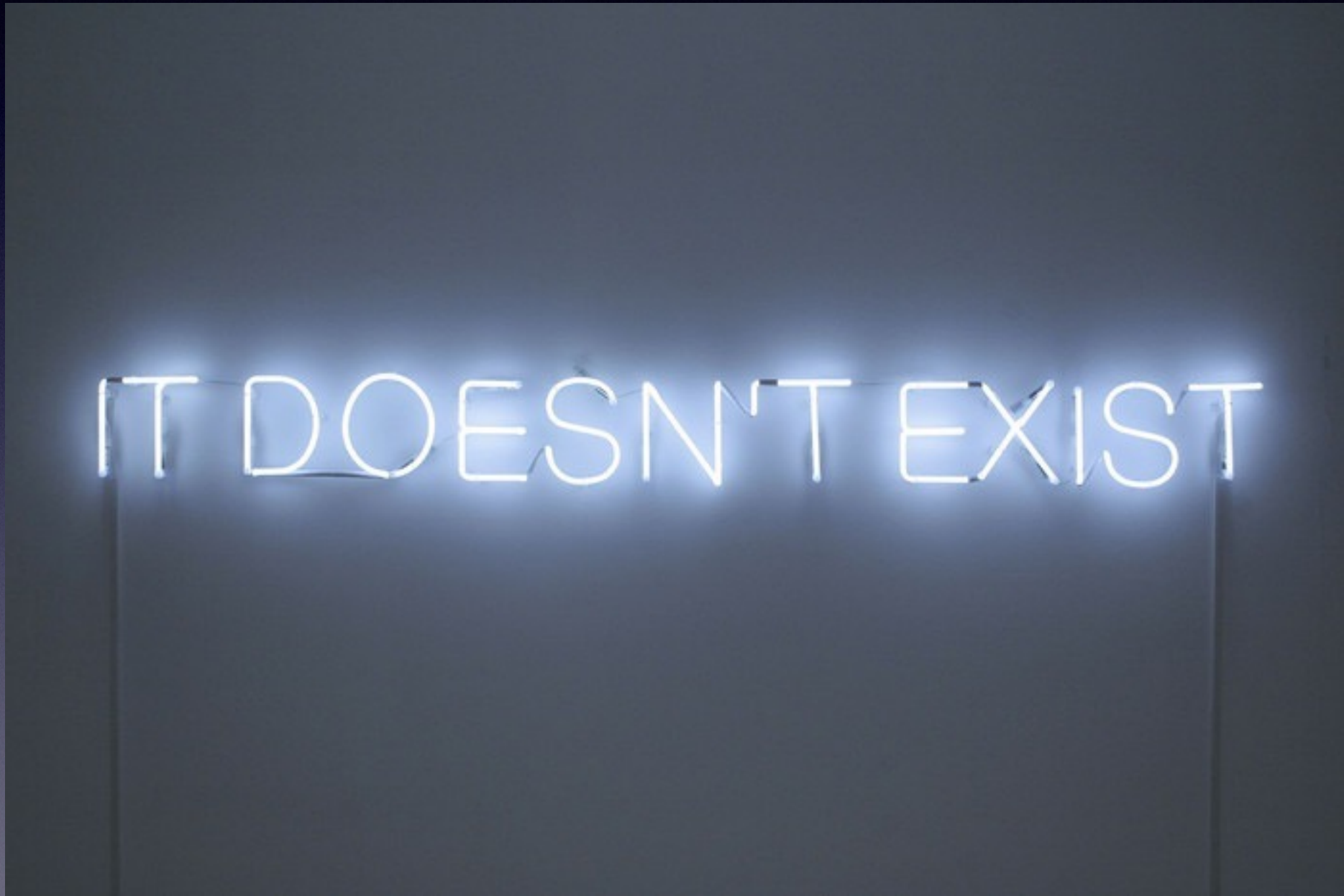
Legacy code in Swift

C is available also



C++ not, as well as Objective-C++

Swift own networking

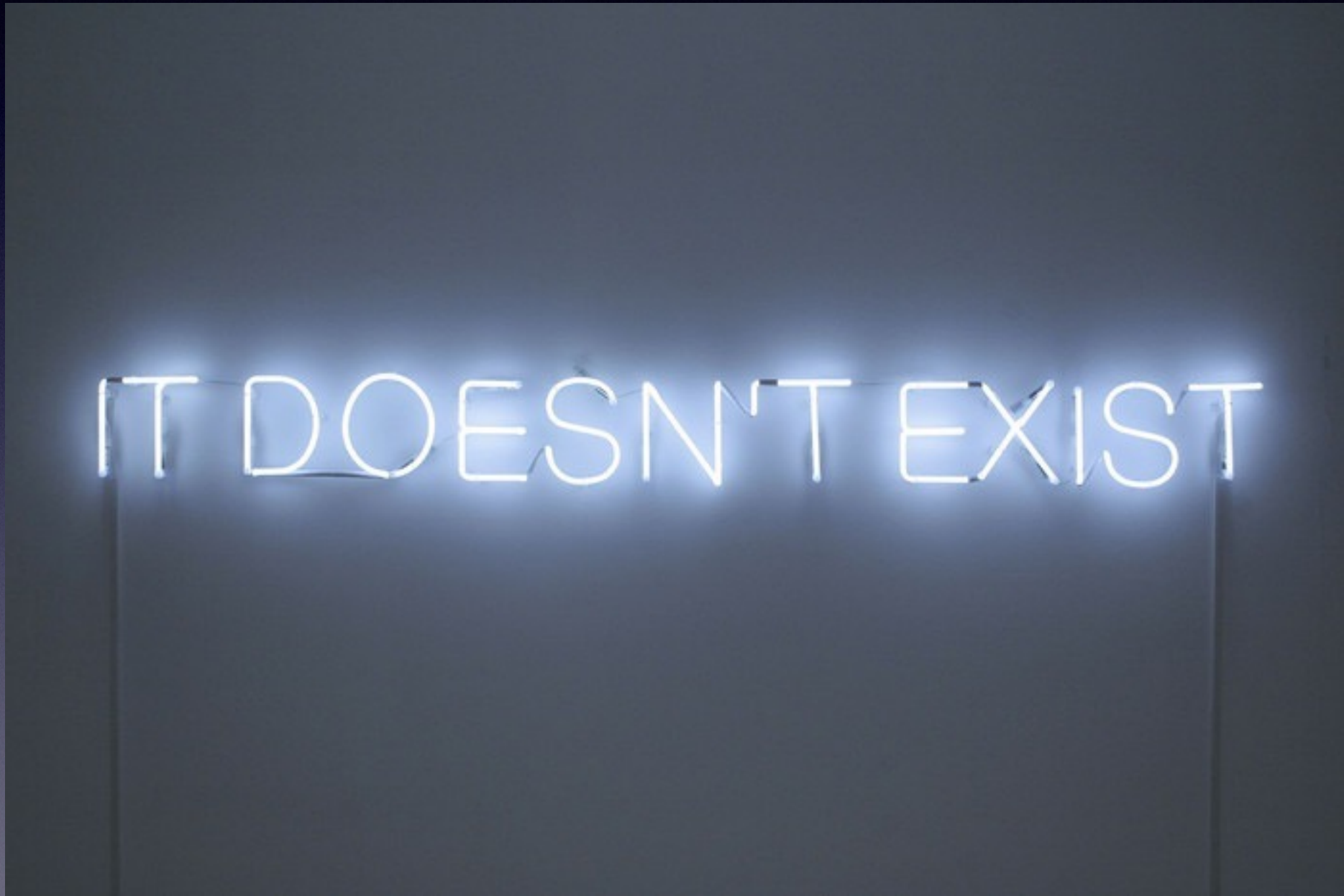


Swift own networking

ALAMOFIRE

Elegant Networking in Swift

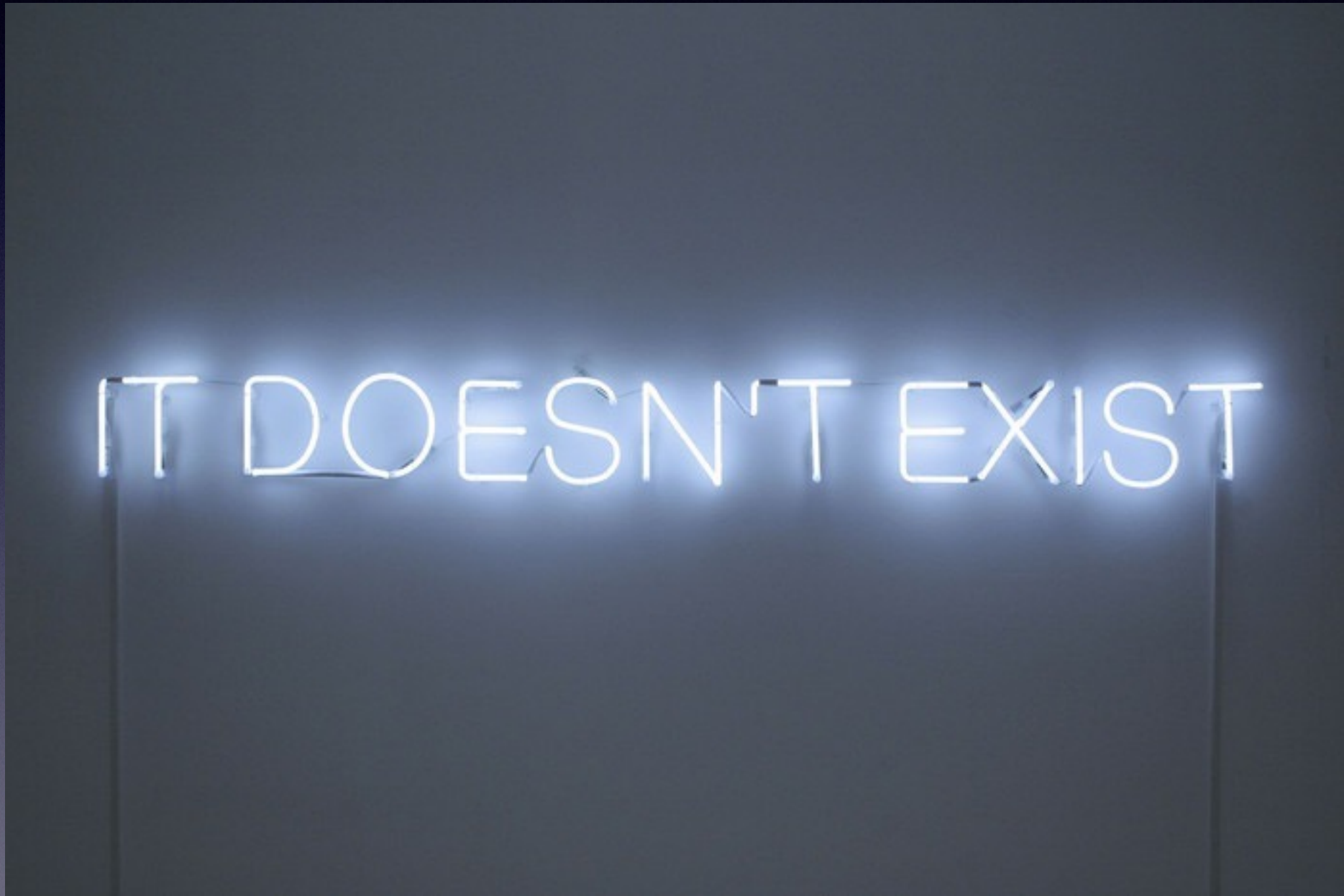
Swift own threading



Swift own threading



Swift own CoreData



Swift own CoreData



we still have magic **@objc** and **@NSManaged**

Swift performance

[-Onone]:

```
Swift: 0.678056695  
C: 0.000973914
```

[-O]:

```
Swift: 0.001158492  
C: 0.001192406
```

[-Ounchecked]:

```
Swift: 0.000827764  
C: 0.001078914
```

[share](#) | [improve this answer](#)

edited Oct 9 at 3:18

answered Jun 8 at 1:36



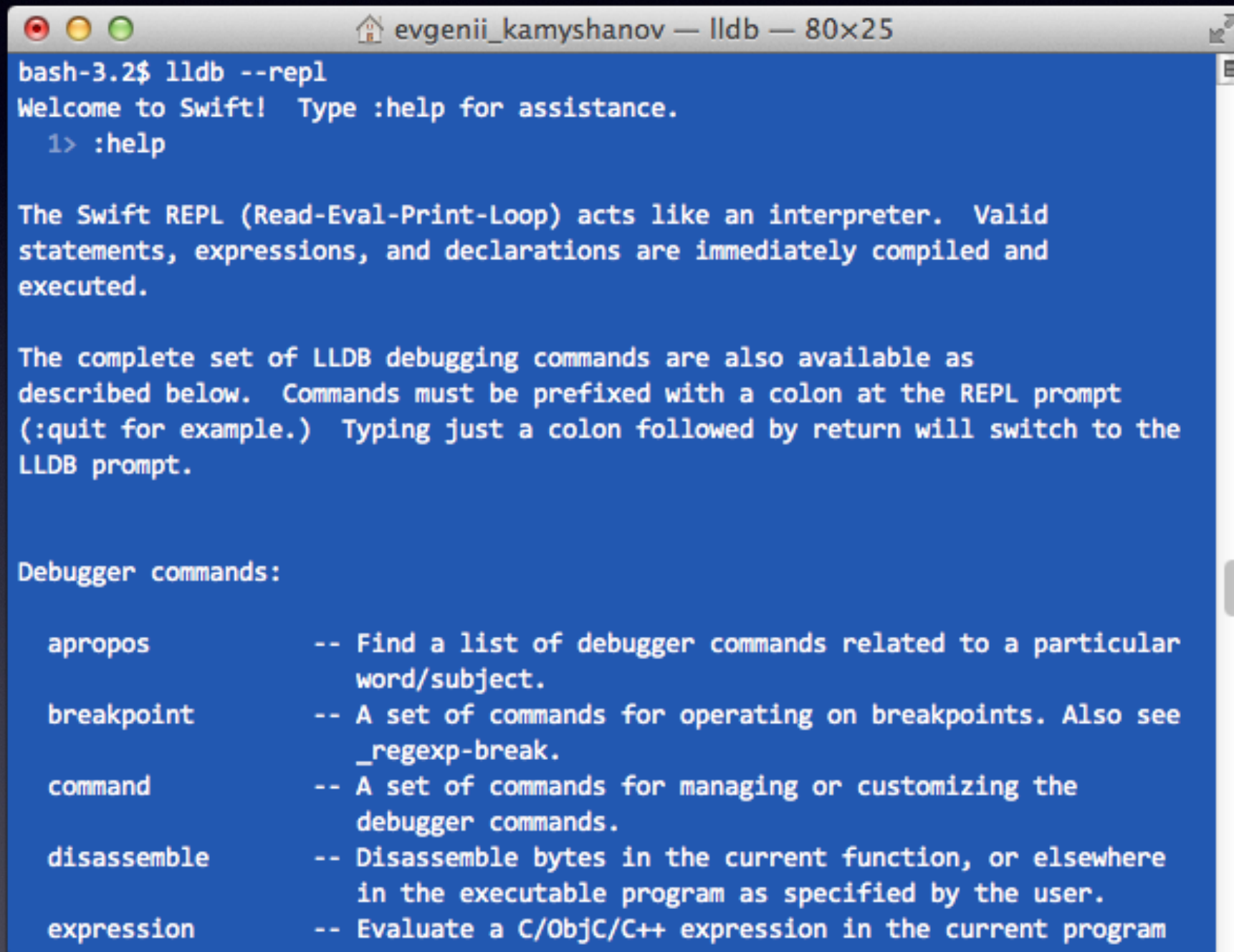
[Joseph Mark](#)

2,206 ●2●6●17

Swift tools

- Xcode 6
- Playground
- REPL (Read-Eval-Print-Loop)


```
bash$ xcrun swift
bash$ lldb --repl
```



The screenshot shows a macOS terminal window with the title bar "evgenii_kamyshanov — lldb — 80x25". The terminal content is as follows:

```
bash-3.2$ lldb --repl
Welcome to Swift! Type :help for assistance.
1> :help

The Swift REPL (Read-Eval-Print-Loop) acts like an interpreter. Valid
statements, expressions, and declarations are immediately compiled and
executed.

The complete set of LLDB debugging commands are also available as
described below. Commands must be prefixed with a colon at the REPL prompt
(:quit for example.) Typing just a colon followed by return will switch to the
LLDB prompt.

Debugger commands:

apropos          -- Find a list of debugger commands related to a particular
                  word/subject.
breakpoint       -- A set of commands for operating on breakpoints. Also see
                  _regex-break.
command          -- A set of commands for managing or customizing the
                  debugger commands.
disassemble      -- Disassemble bytes in the current function, or elsewhere
                  in the executable program as specified by the user.
expression       -- Evaluate a C/ObjC/C++ expression in the current program
```


Code!

- Swift app
- with Objective-C classes imported
- with REST service calling
- with CoreData caching
- with some UI



Swift

Applied

All the code is available on Github:

<https://github.com/ptiz/RealLifeApp.git>

Thank You

Evgenii Kamyshanov

SSE, EPAM Systems



evgenii_kamyshanov@epam.com



Evgeny Kamyshanov



evgeny.kamyshanov

Links

- Swift InFlux: <https://github.com/ksm/SwiftInFlux>
- Swift change log: https://developer.apple.com/library/ios/documentation/Swift/Conceptual/Swift_Programming_Language/RevisionHistory.html
- Swift on DevForums: <https://devforums.apple.com/community/tools/languages/swift>
- Cocoapods for Swift: <https://github.com/CocoaPods/CocoaPods/issues/2272>
- Swift performance: <http://stackoverflow.com/questions/24101718/swift-performance-sorting-arrays>
- Alamofire: <https://github.com/Alamofire/Alamofire>
- CoreData using Swift: <https://github.com/KoNEW/CoreDataTest>
- ifacegen: <https://github.com/ptiz/ifacegen>