Swift Basics-01

In this assignment you will experiment with the Swift programming language.

1. Create a new Swift Playground within Xcode. To do this, open Xcode and click "File" from the top menu, then "New", then click "Playground" (you can keep the default Playground name "MyPlayground"). Note the location you save the Playground to as you will later submit the MyPlayground.playground file on the LMS.

2. The best way to complete this lab is to follow chapter two in your book. The points below outline what is required for the lab, however chapter two will walk you through every point exactly how you are expected to complete them.

3. Declare a variable and literal that uses type inference.

4. Declare variables of type Int, Float, and Bool variable.

5. Declare variables of type Array, Dictionary, and Set.

6. Put values in one of your collection types from point 5 and show how to access the array and dictionary data using subscripting.

7. Declare two variables that are of different types and use an initializer.

8. Demonstrate the use of a property.

9. Demonstrate the use of an instance method.

10. Demonstrate the use of optionals.

11. Use a conditional statement.

12. Use a loop.

13. Perform string interpolation.

14. Declare an enumeration and use it with a switch statement.

15. Explore Apple's Swift documentation at https://developer.apple.com/swift/.