

Constants and Optionals

Swift has the concept of a constant. A constant is when the value in a variable cannot be modified.

```
let PI = 3.214

func circle(radius: Integer) -> area {
    return PI * radius * radius
}

//Above it makes sense to make PI a constant. This is good programming form.
//Unless you create your own country with a different PI, PI is always the same.
```

Also notice the let above. Not var. That's Swift's way of creating a constant

```
PI = 99999 //will throw an error. You cannot change the LHS PI
```