

QND Computer Science Day 17

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Last Day

- Feedback Survey
- What's Next
- Adventure iOS App

What Did We Learn?

- Variables
- Strings
- Integers and Booleans
- `if` / `else if` / `else`
- `while` and `for` loops
- SwiftUI

What's Next?

- If you didn't like this...
 - You're done!
- If you did like this...
 - There's a **lot** more to learn!

Where to Focus

- Swift Playgrounds
- AP Computer Science
- Other Resources
 - Books
 - Advent of Code
 - Codecademy and Code.org

Thank You!

- Computer Science is **hard**
- Thank you for giving it your best shot

Feedback Survey

- Your final grade!
- <https://markschmidt.io/qnd-feedback>

Adventure Game

- Use `NavigationStack` to manage the app
- Create a view struct for each node in the tree
- Use `NavigationLink` for each choice
- Copy your story from Replit into this project
- Replace each `print` with `Text`

Flowchart

