ITMI1208
Lab1: Playgrounds

Instructions

1. Experiment with swift playground using code from lecture notes.
2. Playground must contains yhe following topics
   - Varaibles
   - Constants
   - Comments
   - Data Types: Int, Double, Bool, String
   - Arithmetic operators
   - Logical operators
   - Ternary/Conditional operator
   - Range operator
   - String interpolation
   - Arrays
   - Disctionaries
   - If statement
   - Loop in array
   - Loop in dictionary
   - Optional binding
   - Function that return sum of n integers in array
   - Closure that sort integer in array
   - Class and Object shapes
   - Subclass of shapes

3. Copy code and result form playground into pages app and then save into pdf format.
4. Name the pdf using lab1-student-id.pdf. e.g. lab1-25641234.pdf
5. Submit pdf in google classroom.