

4.Swift控制流

4.1循环

for-in

```
for iterate in 区间{
```

```
}
```

```
for char in 字符串{
```

```
}
```

```
for (index, value) in 字典{
```

```
}
```

```
for item in 数组{
```

```
}
```

for-condition-increment

```
for init; cond; inc {
```

```
}
```

while

```
while cond{
```

```
}
```

```
do{
```

```
}while
```

if

```
if cond{
```

```
}else if{
```

```
}else{
```

```
}
```

```
switch value {  
case value1:  
    dosomething  
case value2:  
    dosomething  
default:  
    dosomething  
(不需要显式break,对value 类型没有限制)
```

区间匹配

case 1...3:

```
let somePoint = (1, 1)  
switch somePoint {  
case (0, 0):  
    println("(0, 0) is at the origin")  
case (_, 0):  
    println("(\\(somePoint.0), 0) is on the x-axis")  
case (0, _):  
    println("(0, \\(somePoint.1)) is on the y-axis")  
case (-2...2, -2...2):  
    println("(\\(somePoint.0), \\(somePoint.1)) is inside the box")  
default:  
    println("(\\(somePoint.0), \\(somePoint.1)) is outside of the box")  
}  
// 输出 "(1, 1) is inside the box"
```

元组匹配

高级功能

值绑定

```
let coordinate = (3.3)  
switch coordinate{  
case (let x,0) :  
    dosomething  
case (0, let y):  
    dosomething  
case let (x, y):  
    dosomething  
}
```

where

```
let coordinate = (3.3)  
switch coordinate{  
case let (x, y) where x==y:  
    dosomething  
case let (x, y) where x== -y:  
    dosomething  
case let (x,y):  
    dosomething  
}
```

4.3转移

fallthrough

其下一个case 使用了变量，则不能使用

break

break label

continue

continue label

return

标签 xdfdfd: