



Lesson 1: Your First Program

Creating a Sound in Swift



Agenda

1. What is a program?
2. Store a sound and a volume
3. Print "Now Playing" and experiment



Lesson 1: Your First Swift Program



Everyone can code

Swift is beginner-friendly and open to all



Make music with Swift today

Create your first sound program



Let's get started

We'll build this together



What Is a Program?

A program is a list of instructions

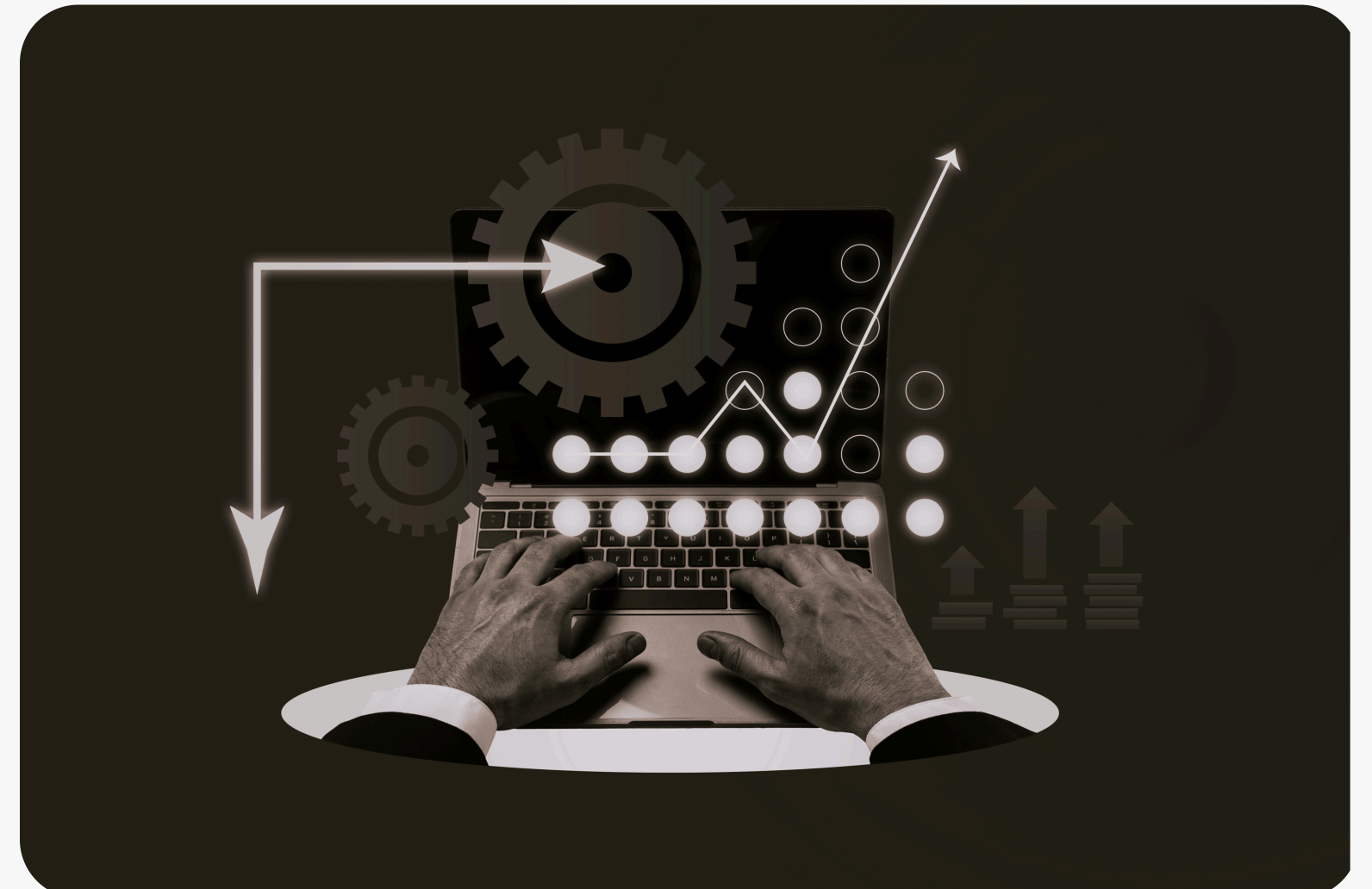
The computer follows them step by step

Swift reads code from top to bottom

Each line runs in order

Computers do exactly what you say

Small details matter





Storing Information with Variables

Use let to store something that won't change

We store the sound name once

Strings are text

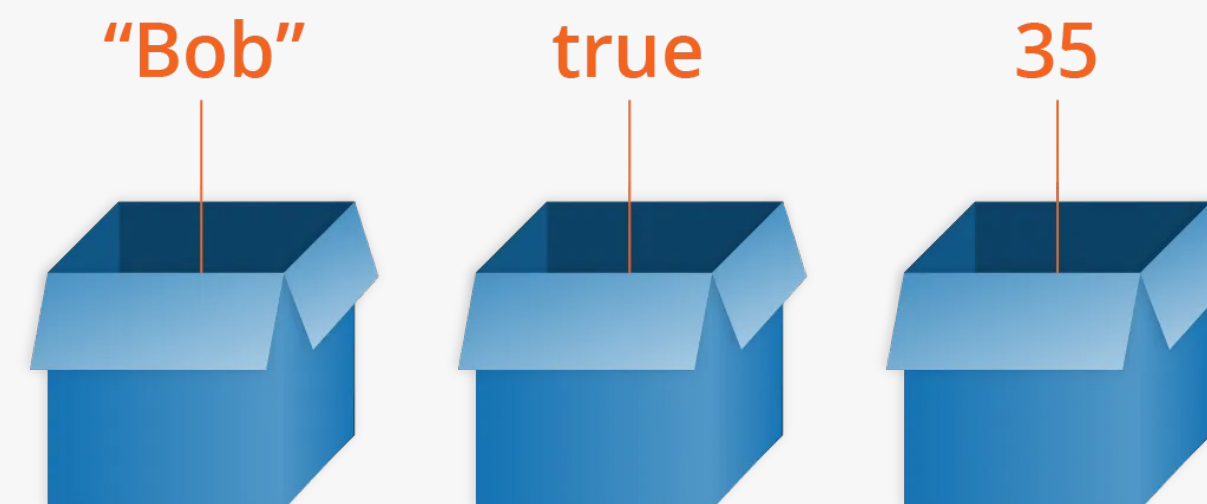
Example: "Drums" is a String

Naming your sound

We just named a sound for our program

Naming your sound

We just named a sound



```
let soundName = "Drums"  
let soundName = "Piano"
```



Working with Numbers

Use var for values that can change

We use this for volume

Numbers can go up or down

We can change them with code

Numbers are Int in Swift

Int stands for integer, a whole number



```
var volumeLevel = 5  
volumeLevel = volumeLevel + 2
```



Printing Output to the Console

Show results instantly with `print()`

`print()` displays information in the console

Mix text and data using string interpolation

Use `\()` to insert variables into your message

Mix text and values together

We can put variables inside text



```
let soundName = "Drums"

print(soundName)
print("Sound: \(soundName)")
```



Run and Experiment



Run your code

Press Run to see what happens



Change values and run again

Try different numbers or text



Explore freely

Trying things is how you learn



Mini Challenge: Your Turn

Create your own sound

Choose a name

Set the volume

Start with a number and add 3

Print the result

Show a “Now Playing” message

Use what you learned

`var`, `print()`, and `math`





What You Learned Today

Key Concepts You Learned

Store information using let and var

Work with text and numbers

Show output using print()

Change values using math

Run your code and experiment

What's Next?

Get ready to build a real app screen in the next lesson



```
let soundName = "Laser"
var volumeLevel = 4

volumeLevel = volumeLevel + 3

print("Now Playing: \(soundName)
at volume \(volumeLevel)")
```

Example Solution