Assignment

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| Course Code: | MWD2C (Swift) |
| Course Name: | Swift Development |
| Assignment: | Assignment 1 |

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| Textbook: | Book 1: Wenderlich, R. (2023). Swift Apprentice: Fundamentals. Kodeco.  Book 2: Wenderlich, R. (2023). Swift Apprentice: Beyond the Basics. Kodeco. |
| Software: | Xcode, Git |

Materials and Resources

Assignment Description

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| During this week, you examined basic components and control structures used in Swift programming. In this assignment, you’ll apply these concepts by creating functions that work with temperatures. |

Assignment Steps

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| Activity Steps |
| 1. Create a new playground in Xcode. Swift\_Assignment\_1.playground |
| 1. Within your new playground, perform the following tasks by writing the appropriate Swift code:  * Create a function that converts degrees Celsius to degrees Fahrenheit. * Create a function that accepts a temperature in Celsius and displays a value representing it. If the temperature is:   1. Below 5 degrees, the value should be “Cold”   2. Between 5-12 degrees, the value should be “Cool”   3. Between 13-24 degrees, the value should be “Warm”   4. Above 24 degrees, the value should be “Hot” * Create a function that analyzes a series of Celsius temperature values from a specified minimum to a specified maximum and prints whether each integer temperature between the minimum and maximum is Cold, Cool, Warm or Hot using the same criteria described in b. This function should also calculate the average temperature for all values between the specified minimum and maximum. |
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| 1. Send your instructor the playground file via Teams. |