

Swift Cheat Sheet

Variables/Constants

```
var myVariable = 42
let myConstant = 12
var typedVariable: Type
let typedConstant: Type
```

Functions

```
func aFunction(input: Type) ->Type {
    //Do Something
    return theOutput
}
```

Data Types

Int	23
Float	2.3
Double	3.1415926
Bool	true/false
String	"abc"
Array	[1,2,3]
Dictionary	[key: value]

Structures

```
struct MyStruct {
}
```

Classes

```
class myClass: SuperClass {
}
```

IF Statement

```
if condition {
    //do X
} elseif otherCondition {
    //do Y
} else {
    //do Z
}
```

Switch Statement

```
switch someVariable {
    case 1:
        //do X
    case 2:
        //do X
    default:
        //do X
}
```

Loops

```
for variable in low...high {
}

for item in array {
}

while condition {
}
```

