

Welcome to

{Swift Club}

Getting Started Guide

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Lesson Two

Lesson 2

Today we are going to:

- Learn more about variables
- Introduction to Data Types in Swift

Open "lesson-2.playground" from /Lesson-2/

Overview

You can declare multiple constants or multiple variables on a single line, separated by commas:

```
let x = 0, y = 10, str = "text"
```

Data Types

Variables can have different types of data in them

Int: Integer or whole number

String: "A string of text"

Float: 24.5 (includes decimal point)

Double: 3.1415926535 (very large numbers)

Tuple: A Collection of Types (i.e. int,string,float)

Type Annotations versus Type Inference

You can explicitly tell the compiler that you want a certain variable type by appending the data type to the end of the variable name.

```
var welcomeMessage: String = "Welcome to Lesson 2"
```

```
var pi: Double = 3.1415936535
```

```
var index: Int = 0
```

Note you could also allow the compiler to "infer" or best guess the data type, this is called Type Inference.

```
var message = "a short message goes here" // infers a string
var pi_two = 3.1415936535 // infers a double
var index_two = 0 // infers an integer
```

Letting the compiler know variable types helps with future readability for other programmers and also can help avoid future bugs

Converting data types

```
var pi_three: Int = Int(pi)
var index_three: Float = Float(index)
```

Optional Variables

```
var mystring: String = "5"
var string:String?
```

The string data type has many methods to convert numeric data.

```
var myInt:Int? // declare this as optional
myInt = mystring.toInt()
println(myInt)
```

```
var serverResponseCode: Int? = 404
println("Server Code: \(${serverResponseCode})")
```

```
// set to nil
serverResponseCode = nil
```

Links

[Swift Club Repository](#)