

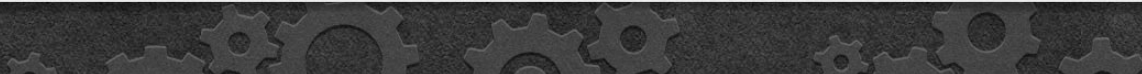
# Beginning Swift

Introduction

# Swift Overview

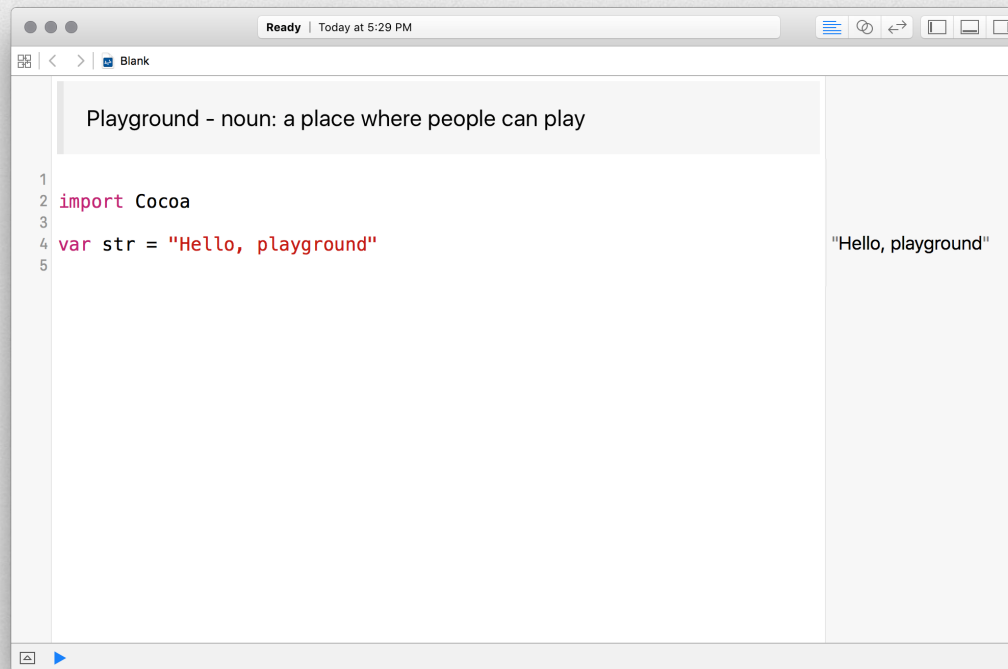
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- ⚙️ Apple's new programming language
- ⚙️ Write apps for iOS, Mac, watchOS, tvOS, etc.
- ⚙️ Open source! (soon)
- ⚙️ Works with C and Objective-C



# Playgrounds

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The screenshot shows a web browser window with a title bar that says "Ready | Today at 5:29 PM". The address bar contains "Blank". The main content area is split into two panes. The left pane contains a definition: "Playground - noun: a place where people can play". Below this is a code editor with five lines of code: line 1 is blank, line 2 is `import Cocoa`, line 3 is blank, line 4 is `var str = "Hello, playground"`, and line 5 is blank. The right pane shows the output of the code: "Hello, playground".

```
1  
2 import Cocoa  
3  
4 var str = "Hello, playground"  
5
```

"Hello, playground"



# Course Overview

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- ⚙ Playground basics
- ⚙ Data types (numbers, text, optionals)
- ⚙ Control flow





# Course Overview

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- ⚙️ Functions
- ⚙️ Collections – arrays, sets, dictionaries
- ⚙️ Structs, classes, enumerations



# Challenge Time!

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