Swift Cheat Sheet

Types

Int	1, 25, 589, 30_000
Float	1.6, 6.89, 4.6789, 3.14159
Double	3.1415925359
Bool	true, false
String	"Angela", "Philipp"

Variables

```
let iAmAConstant : Int = 42
var iAmAVariable : Int = 23
later...   iAmAVariable = 46
var inferredVariable = "I'm a string"
var optionalString:String? = nil
```

Strings

```
var combi = "\(string1)
+ \(string2)"
let numberString = "2"
var integer
=numberString.toInt
```

Classes

```
class myClass:someSuperClass {
  var myProperty:Int?
  override init() {
     myProperty = 12
     } //methods }
```

Methods

```
func myMethod() -> Bool {
  return true }
func methodWithParam (a:Int, b:int) {
   a + b
    }
```

Arrays + Dict

```
let one = "Uno"
let two = "Dos"
var array  :  [String]
= ["one", "two"]
  array.append("Tres")
print("two = \(array[1]")
```

```
var dict :
Dictionary [String: Int] =
["One": 1, "Two": 2]
  dict["Two"] = "Dos"
  dict["One"] = nil //=delete
for (string, number) in dict{ }
```

If + For Loops

```
if someCondition == true { //do x
   } else { //do y }
for var i = 0 ; i < 4 ; i++ { //do smthin}
for i in 0...4 { //do something else }
for i in 0..<4 {//do another thing }
```

Switch

```
switch someVariable {
  case 1: "Hello"
  case 2: "Good Bye"
  default: "Nothing" }
```

London App Brewery