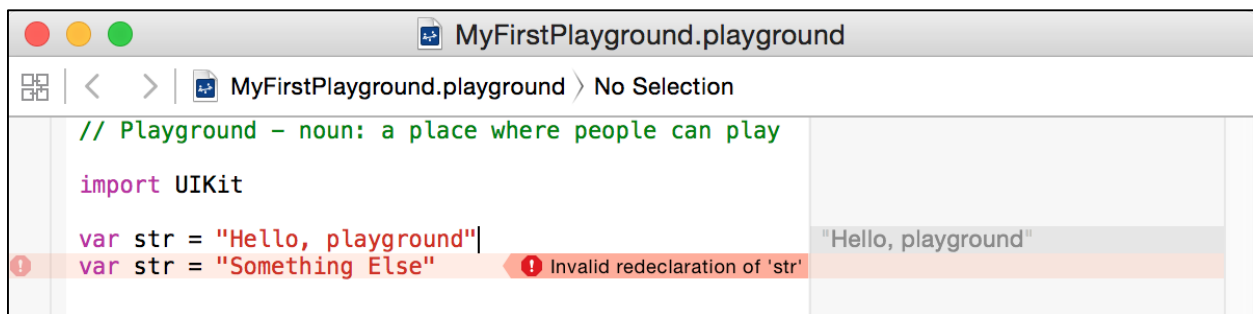
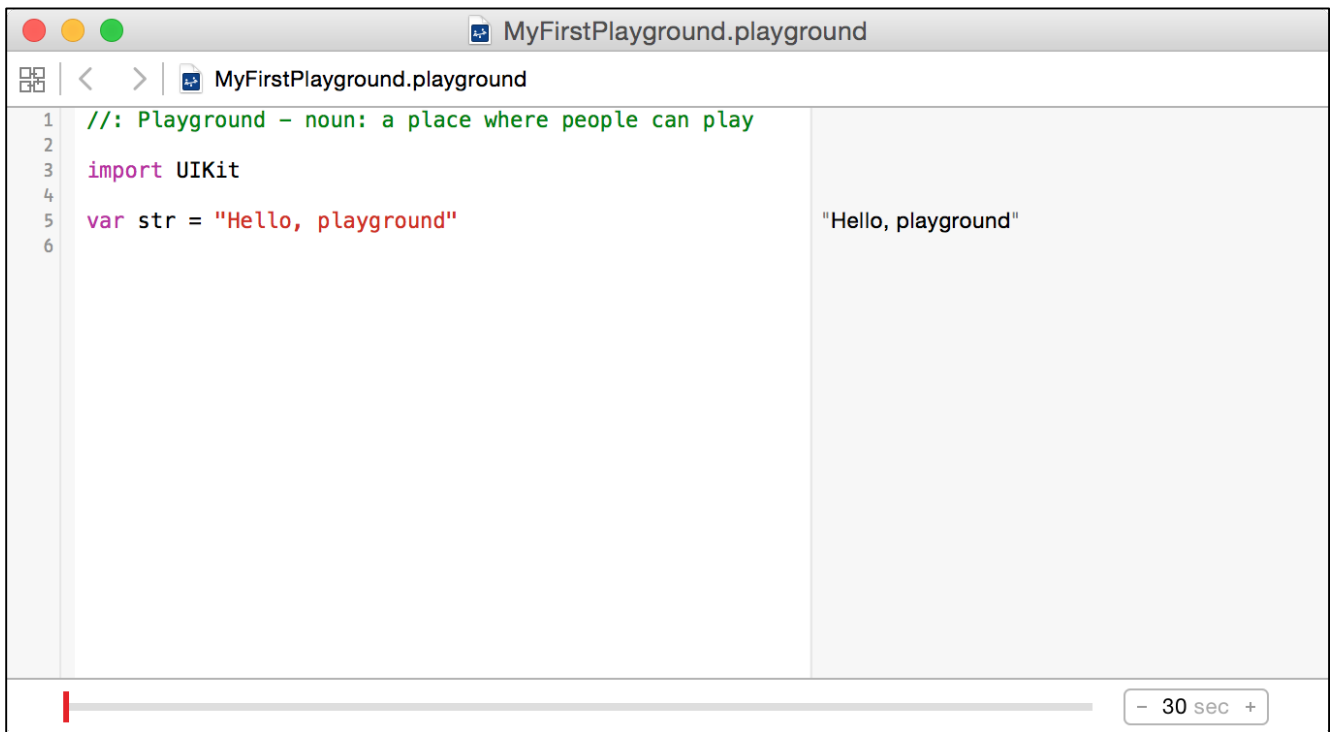
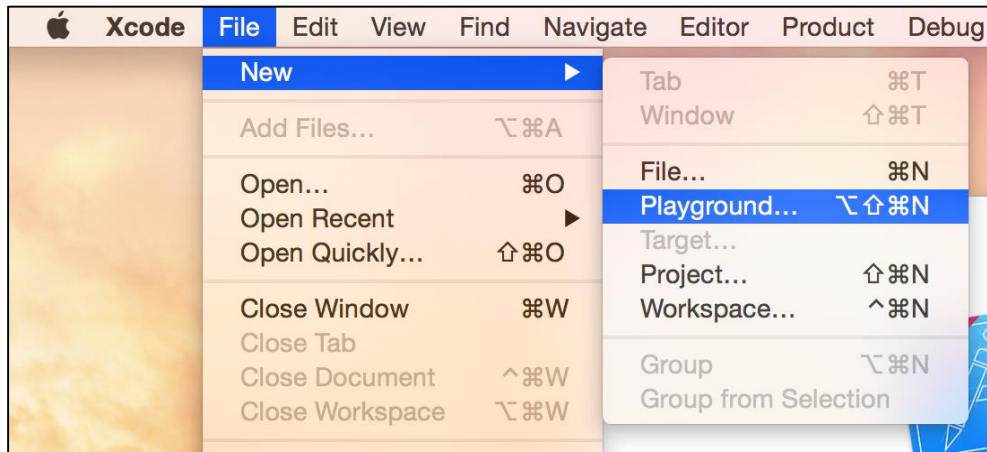


Chapter 1: Introducing Swift



MyFirstPlayground.playground

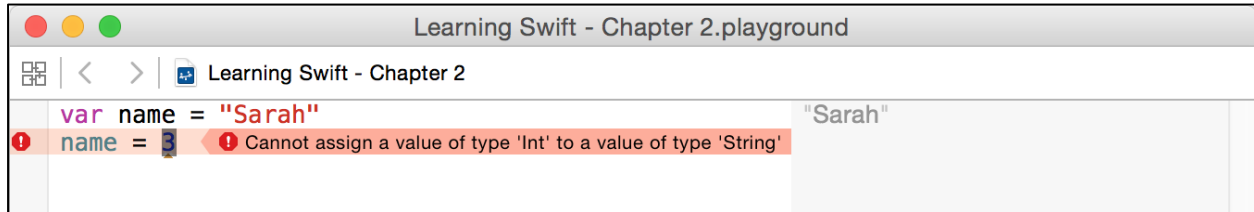
MyFirstPlayground.playground

```
1 //: Playground - noun: a place where people can play
2
3 import UIKit
4
5 var str = "Hello, playground"
6 var strTwo = "Something Else"
```

"Hello, playground"
"Something Else"

- 30 sec +

Chapter 2: Building Blocks – Variables, Collections, and Flow Control

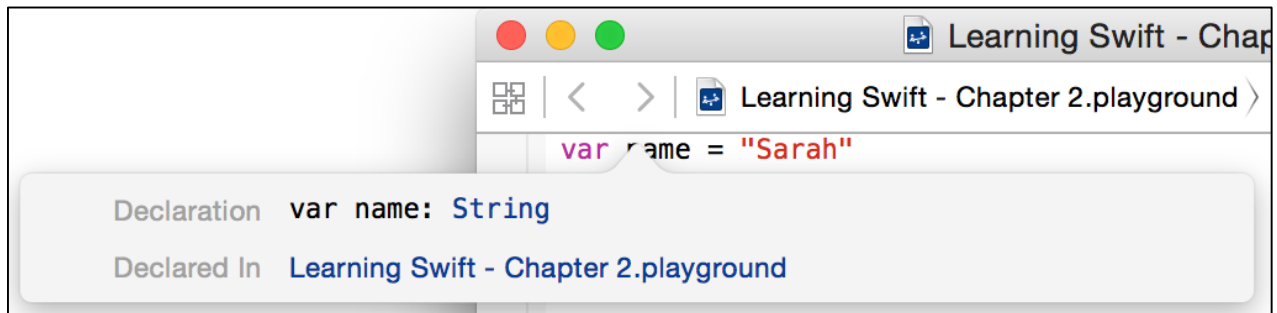


Learning Swift - Chapter 2.playground

```
var name = "Sarah"
name = 1
```

Cannot assign a value of type 'Int' to a value of type 'String'

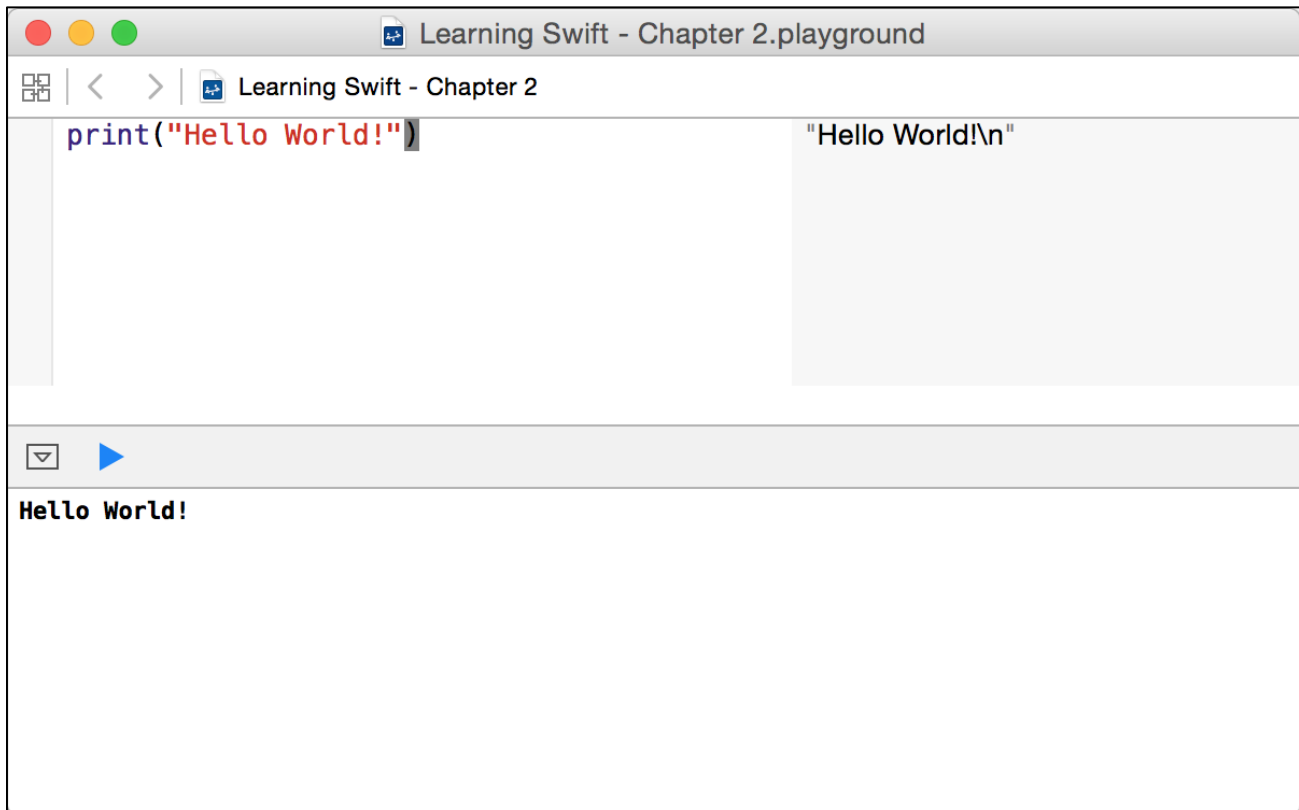
"Sarah"



Learning Swift - Chapter 2.playground

```
var name = "Sarah"
```

Declaration `var name: String`
Declared In `Learning Swift - Chapter 2.playground`



Learning Swift - Chapter 2.playground

```
print("Hello World!")
```

"Hello World!\n"

▶

Hello World!

```
1 func addInviteeToListIfPossible
2 (
3     invitees: [String],
4     newInvitee: String
5 )
6 -> [String]
7 {
8     if invitees.count >= 20 {
9         return invitees
10    }
11    return invitees + [newInvitee]
12 }
13
14 var list = ["Sarah", "Jamison", "Marcos", "Roana", "Neena"]
15 var newInvite = "Amy"
16 addInviteeToListIfPossible(invitees: [String],
```

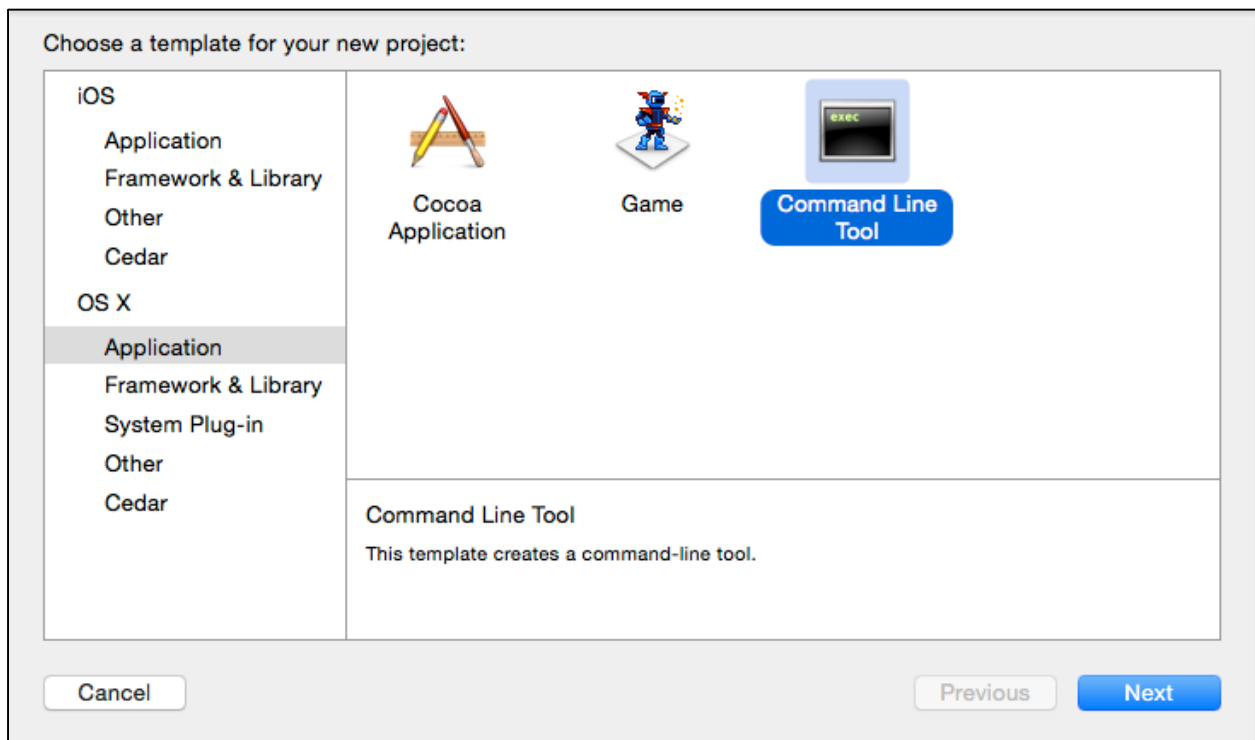
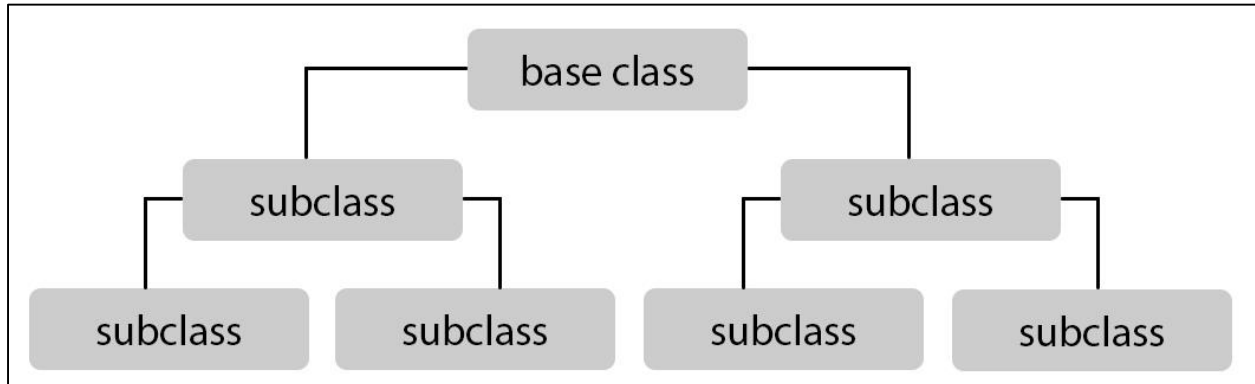
[f] [String] addInviteeToListIfPossible(invitees: [String], newInvitee: String)

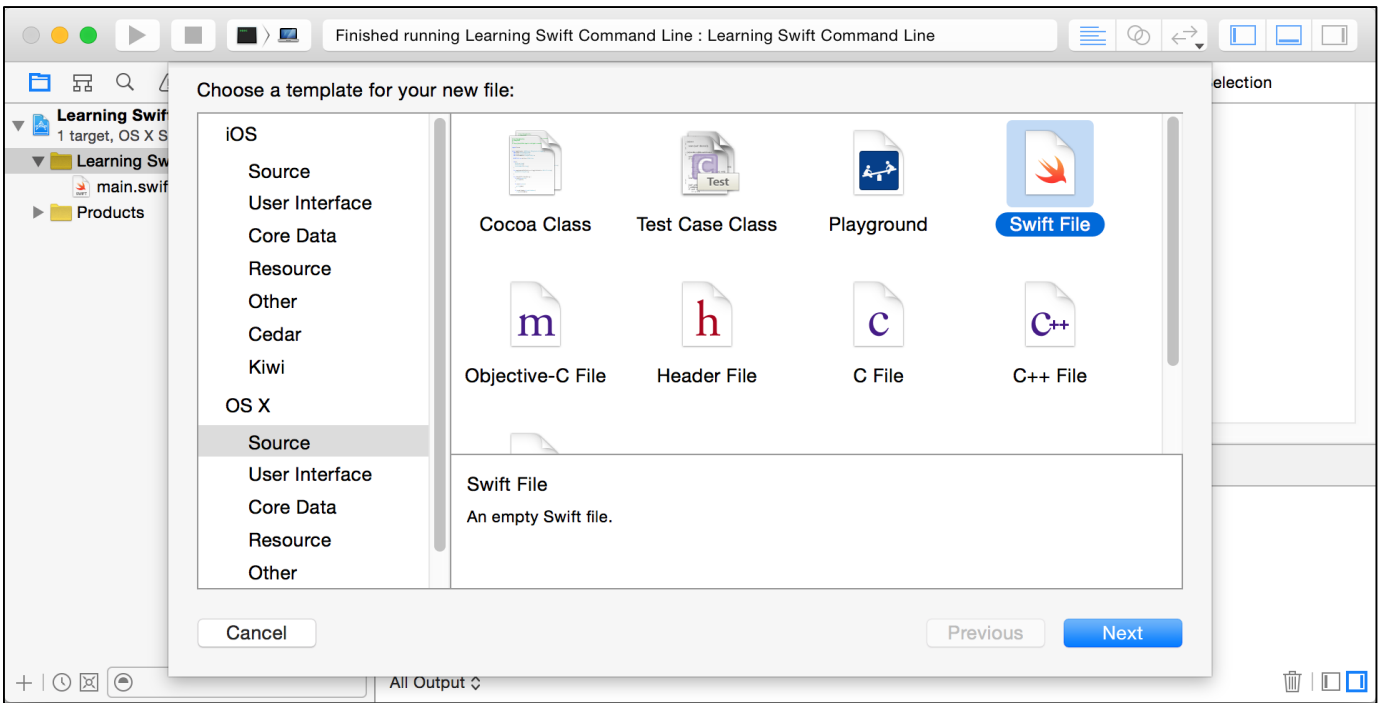
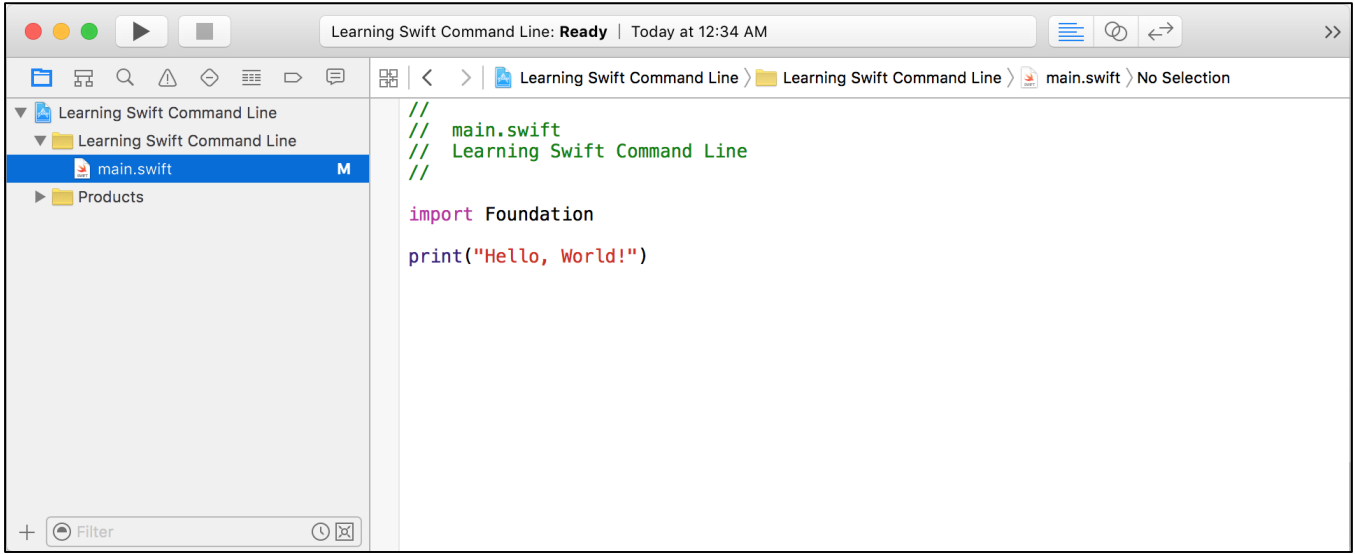
[f] T advance(start: T, n: T.Distance)

[f] T advance(start: T, n: T.Distance, end: T)

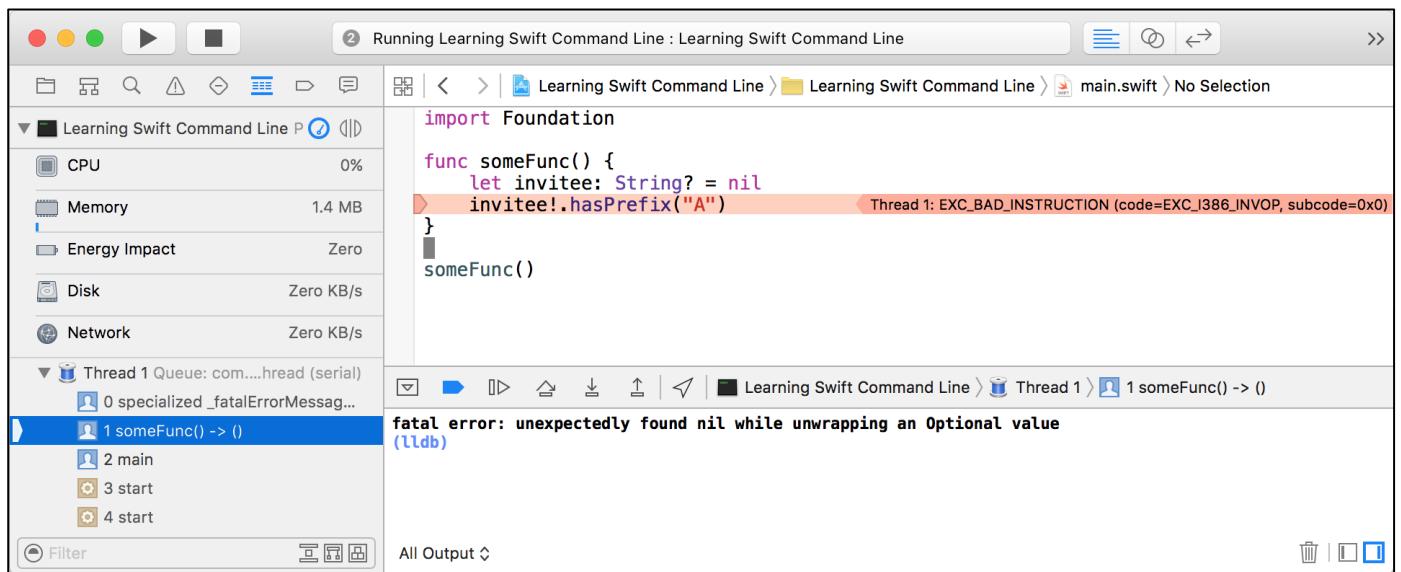
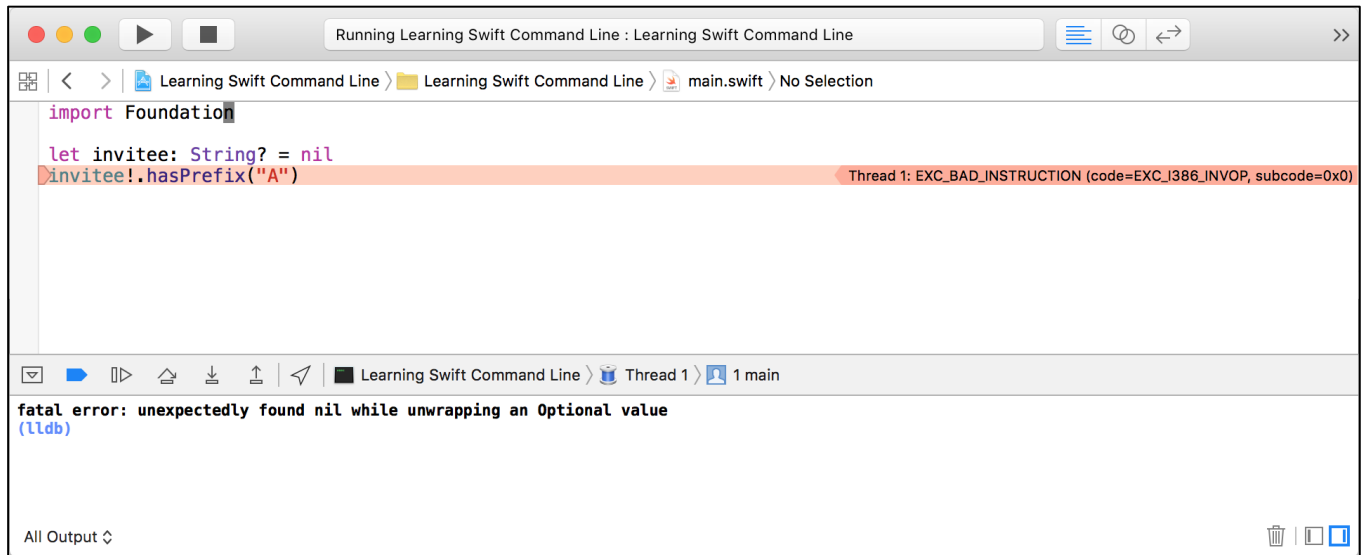
["Sarah", "Jamison", "...
"Amy"]

Chapter 3: One Piece at a Time – Types, Scopes, and Projects





Chapter 4: To Be or Not To Be – Optionals



Running Learning Swift Command Line : Learning Swift Command Line

Learning Swift Command Line > Learning Swift Command Line > main.swift > No Selection

```
import Foundation

func someFunc() {
    let invitee: String? = nil
    > invitee!.hasPrefix("A")
}

someFunc()
```

Thread 1: EXC_BAD_INSTRUCTION (code=EXC_I386_INVOP, subcode=0x0)

Learning Swift Command Line > Thread 1 > 1 someFunc() -> ()

invitee = (String?) nil

fatal error: unexpectedly found nil while unwrapping an Optional value
(lldb)

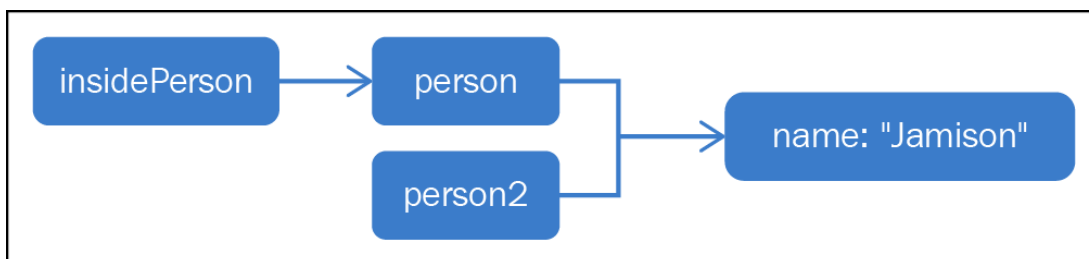
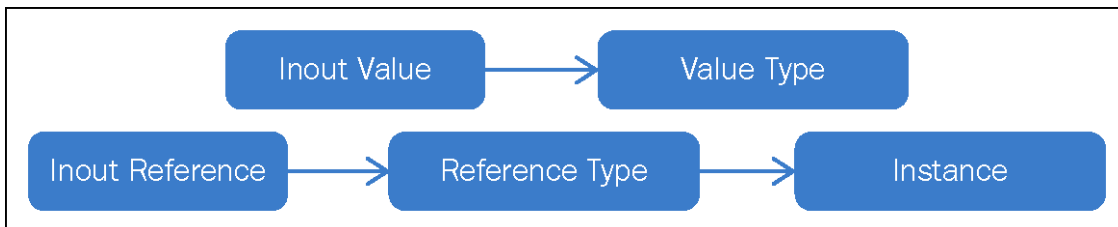
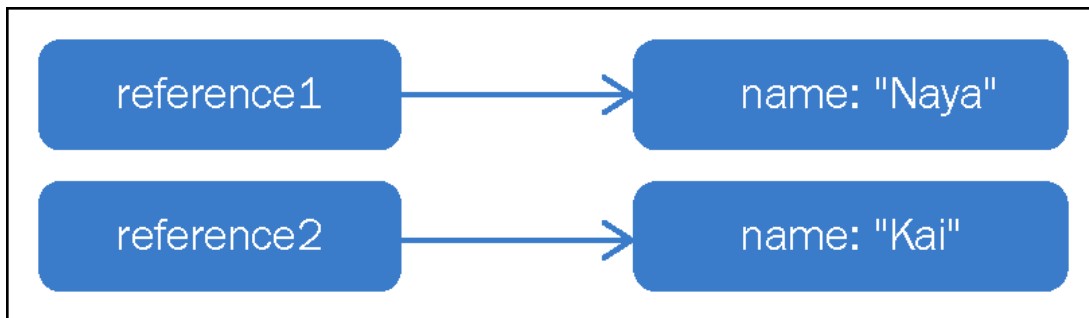
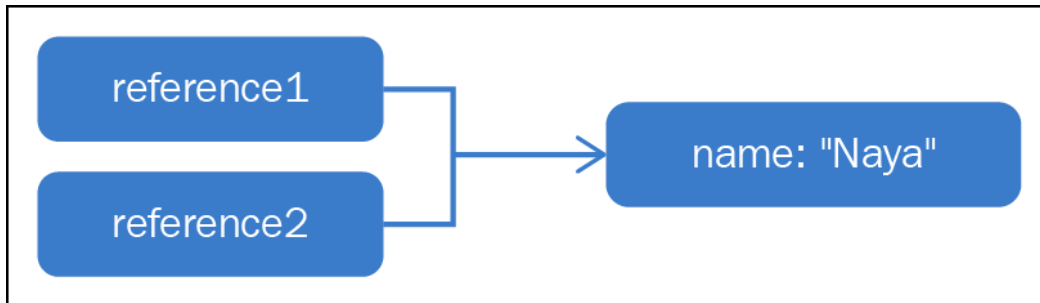
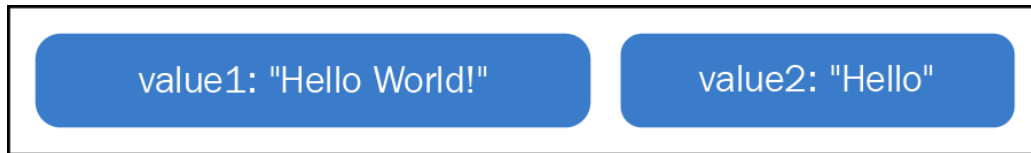
1 someFunc() -> ()
2 main
3 start
4 start

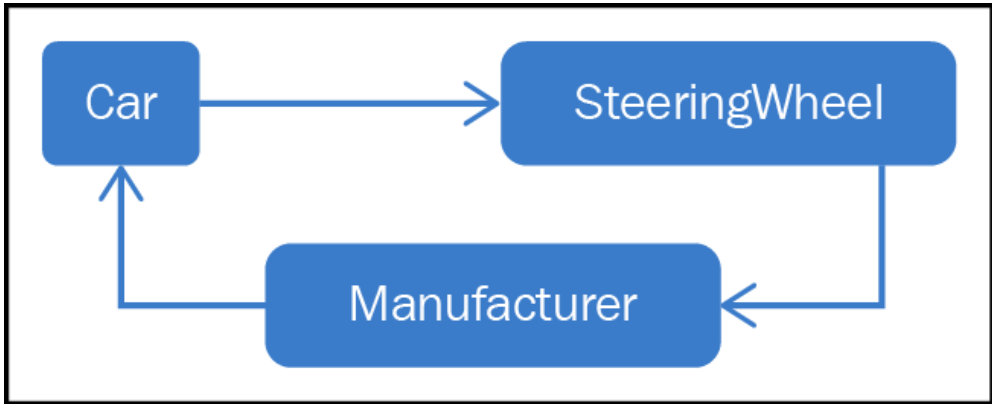
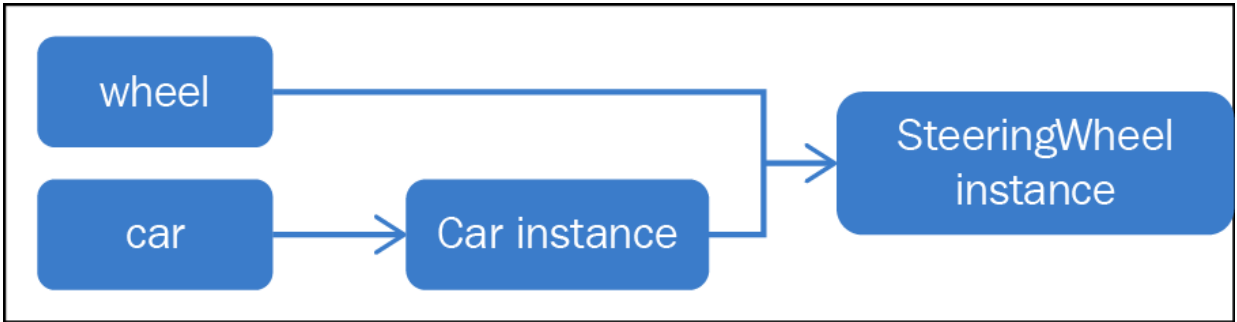
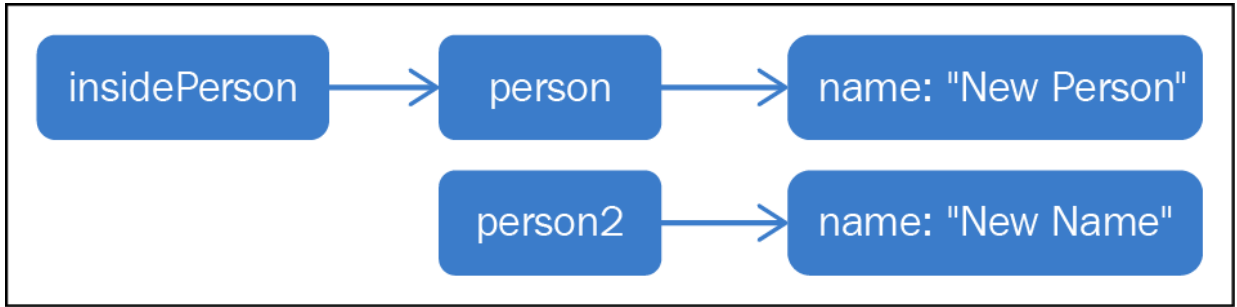
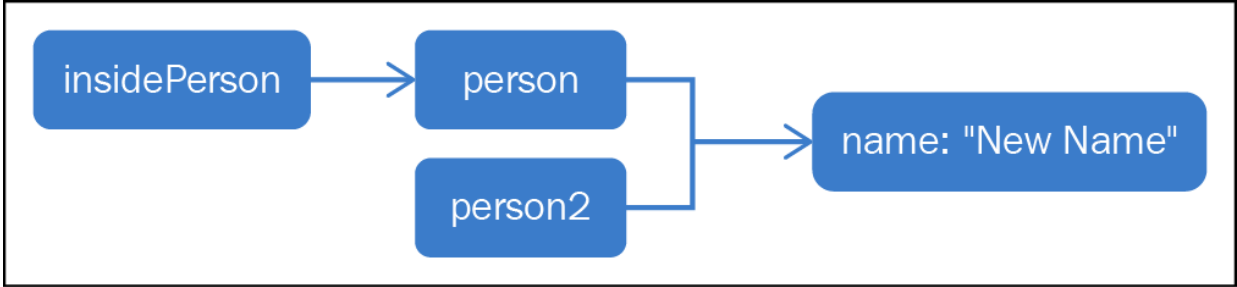
Filter

Auto | | Filter

All Output


Chapter 7: Everything Is Connected – Memory Management








Choose a profiling template for: Andrew's MacBook Pro > Leaks


Standard Custom Recent Filter



 Blank



 Activity Monitor



 Allocations



 Automation



 Cocoa Layout



 Core Animation



 Core Data



 Counters



 Energy Diagnostics



 File Activity



 GPU Driver



Leaks



 Memory



 Network


 ES


 Phone


 I/O


 Time



Leaks
 Measures general memory usage, checks for leaked memory, and provides statistics on object allocations by class as well as memory address histories for all active allocations and leaked blocks.

Cancel Choose

Instruments8

Andrew's MacBook Pro > Leaks Run 1 of 1 00:00:07

00:00.000 00:10.000 00:20.000 00:30.000 00:40.000 00:50.000 01:00.000

▶ All Heap & Anonymous VM

▶ Leak Checks ✖

Details > Leaks > Leaks by Backtrace Instrument Detail

Leaked Object	#	Address	Size	Responsible Library	Responsible Frame
▶ Car	3 < multiple >		96 Bytes	Leaks	swift_slowAlloc
▶ SteeringWheel	3 < multiple >		96 Bytes	Leaks	swift_slowAlloc

Instruments8

Andrew's MacBook Pro > Leaks Run 1 of 1 00:00:07

00:00.000 00:10.000 00:20.000 00:30.000 00:40.000 00:50.000 01:00.000

All Heap & Anonymous VM

Leak Checks

Leaks

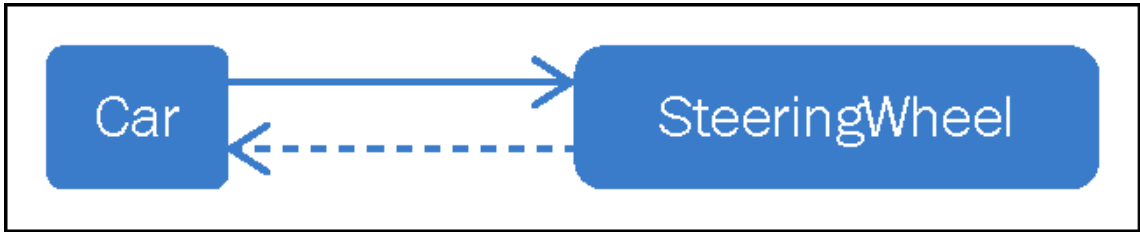
Details > Cycles & Roots Leak Cycles Instrument Detail

Type Details Graph

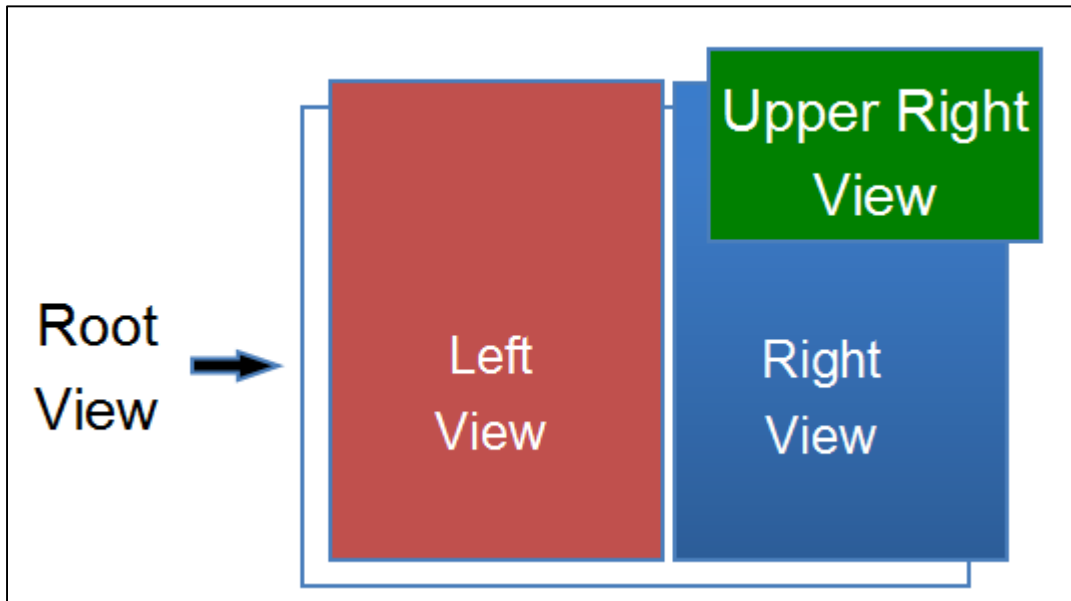
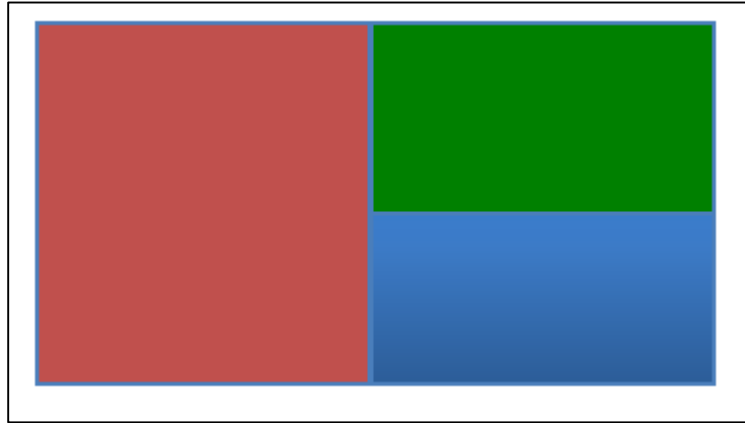
Cycles (3)

#	Type	Details
1	SteeringWheel - 2 nodes	Simple Cycle
2	SteeringWheel - 2 nodes	Simple Cycle
3	SteeringWheel - 2 nodes	Simple Cycle

```
graph TD; SW[SteeringWheel] -- car --> Car[Car]; Car -. steeringWheel .-> SW;
```



Chapter 9: Writing Code the Swift Way – Design Patterns and Techniques



View

Controller

Model

Chapter 10: Harnessing the Past – Understanding and Translating Objective-C



Would you like to configure an Objective-C bridging header?

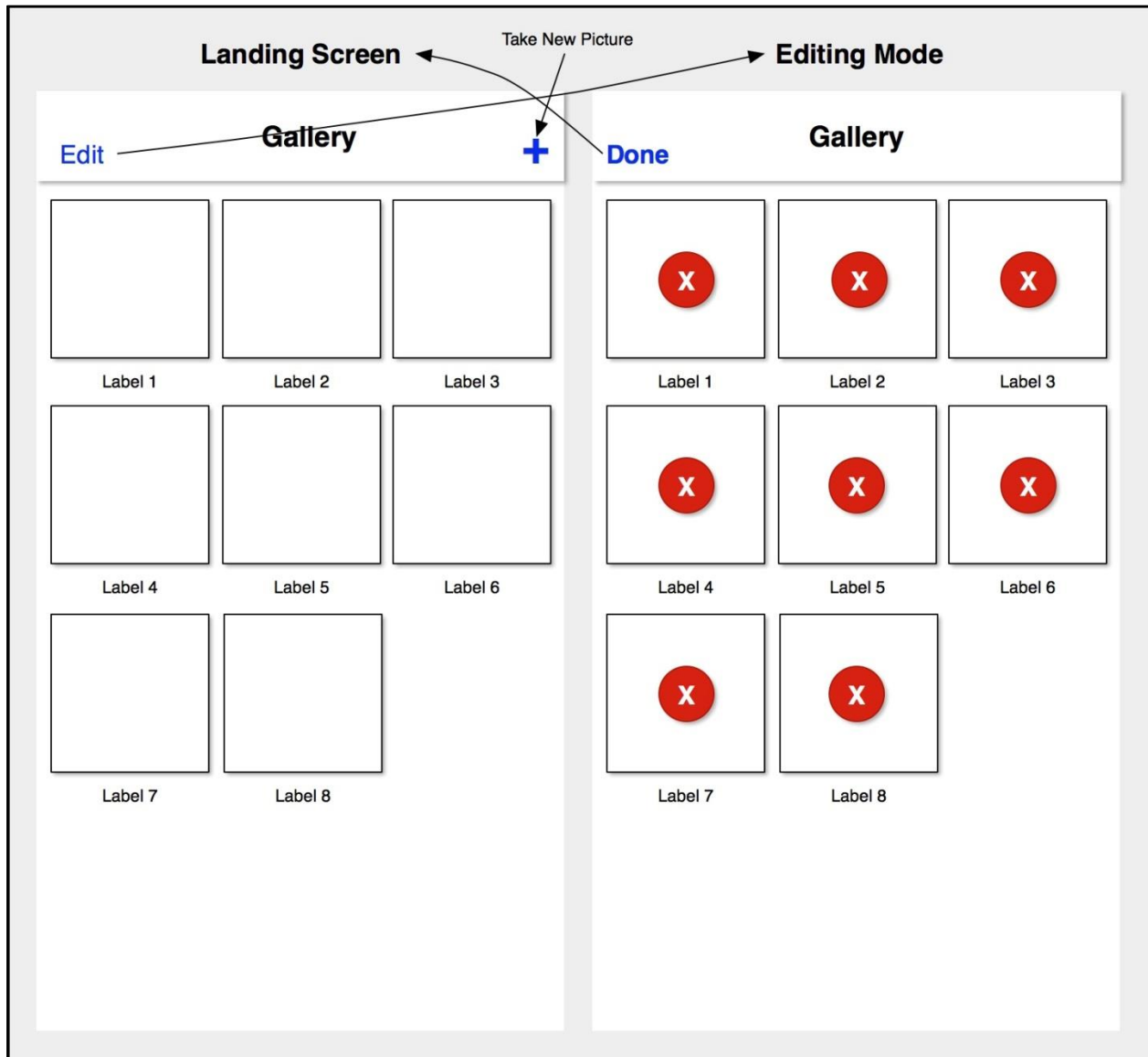
Adding this file to Learning Swift Command Line will create a mixed Swift and Objective-C target. Would you like Xcode to automatically configure a bridging header to enable classes to be accessed by both languages?

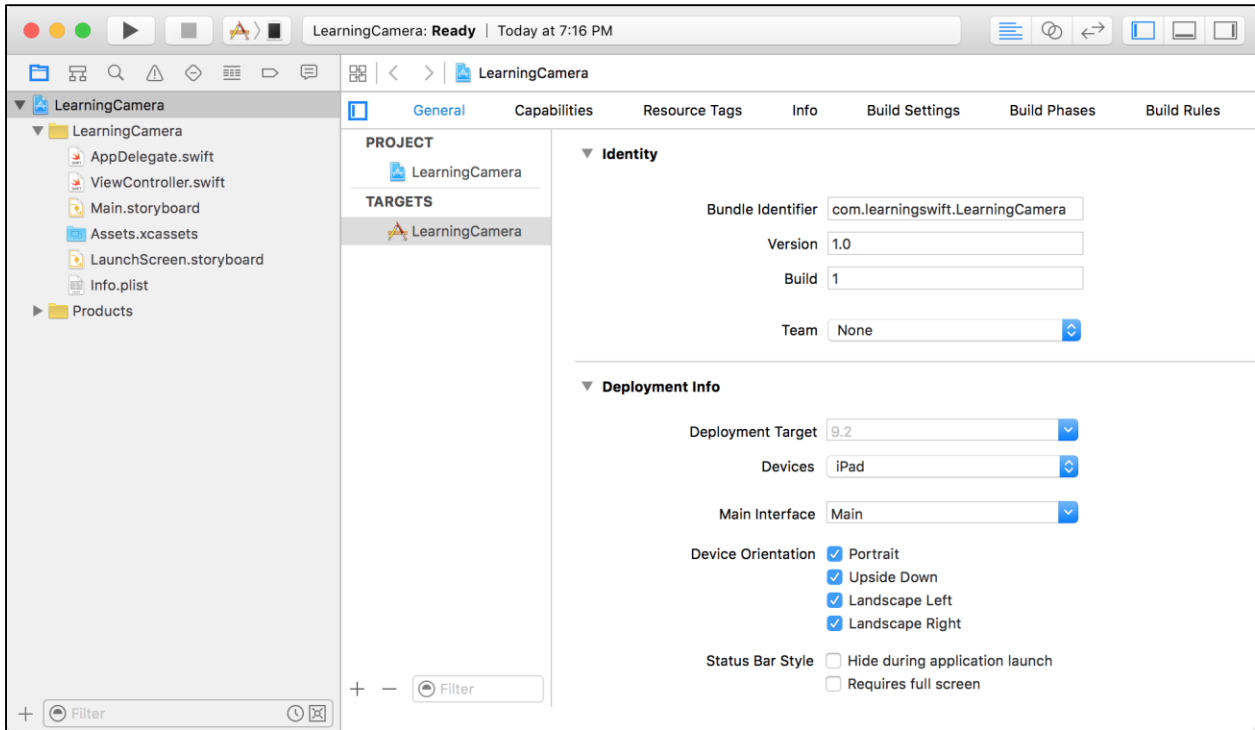
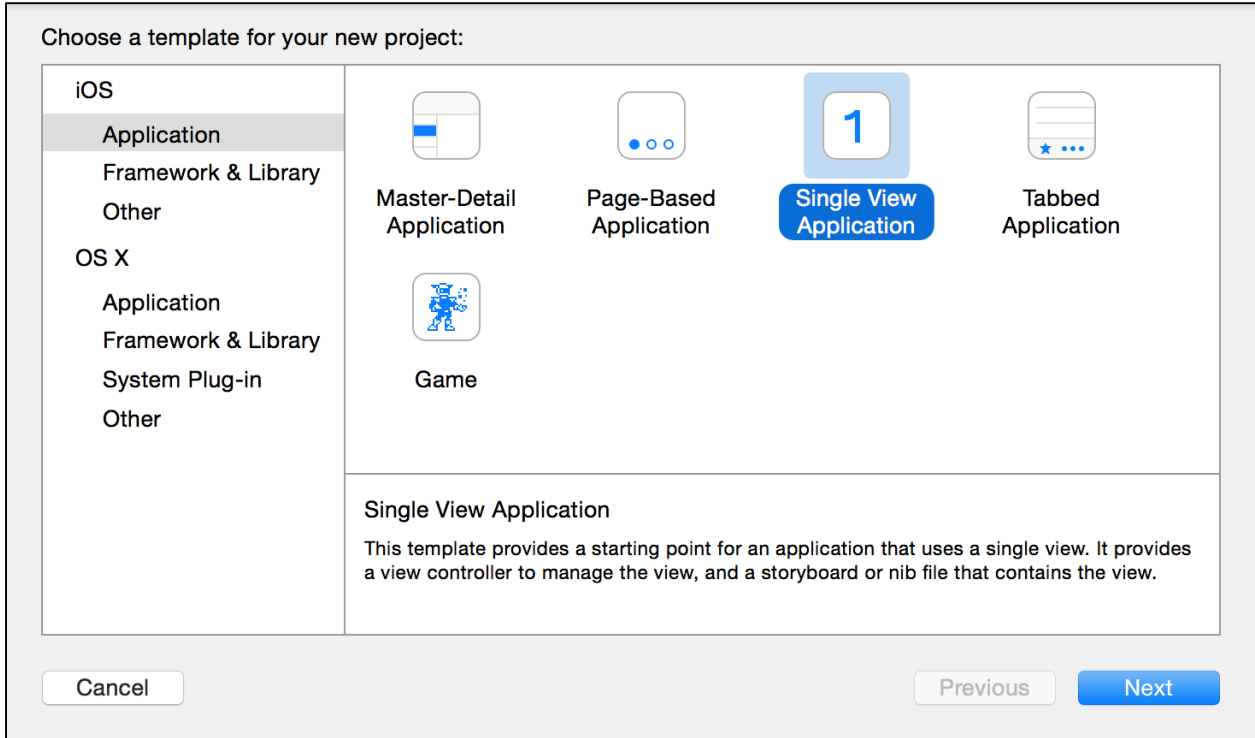
Cancel

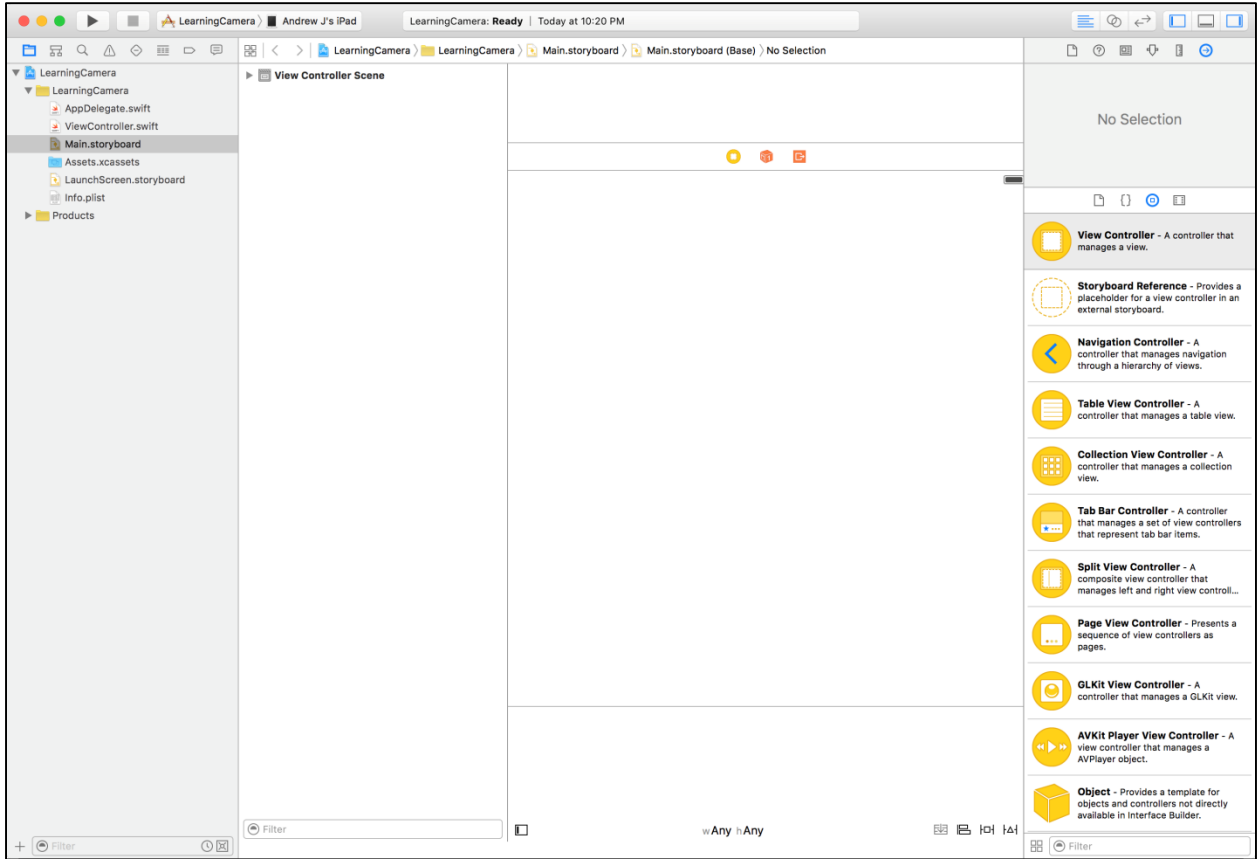
No

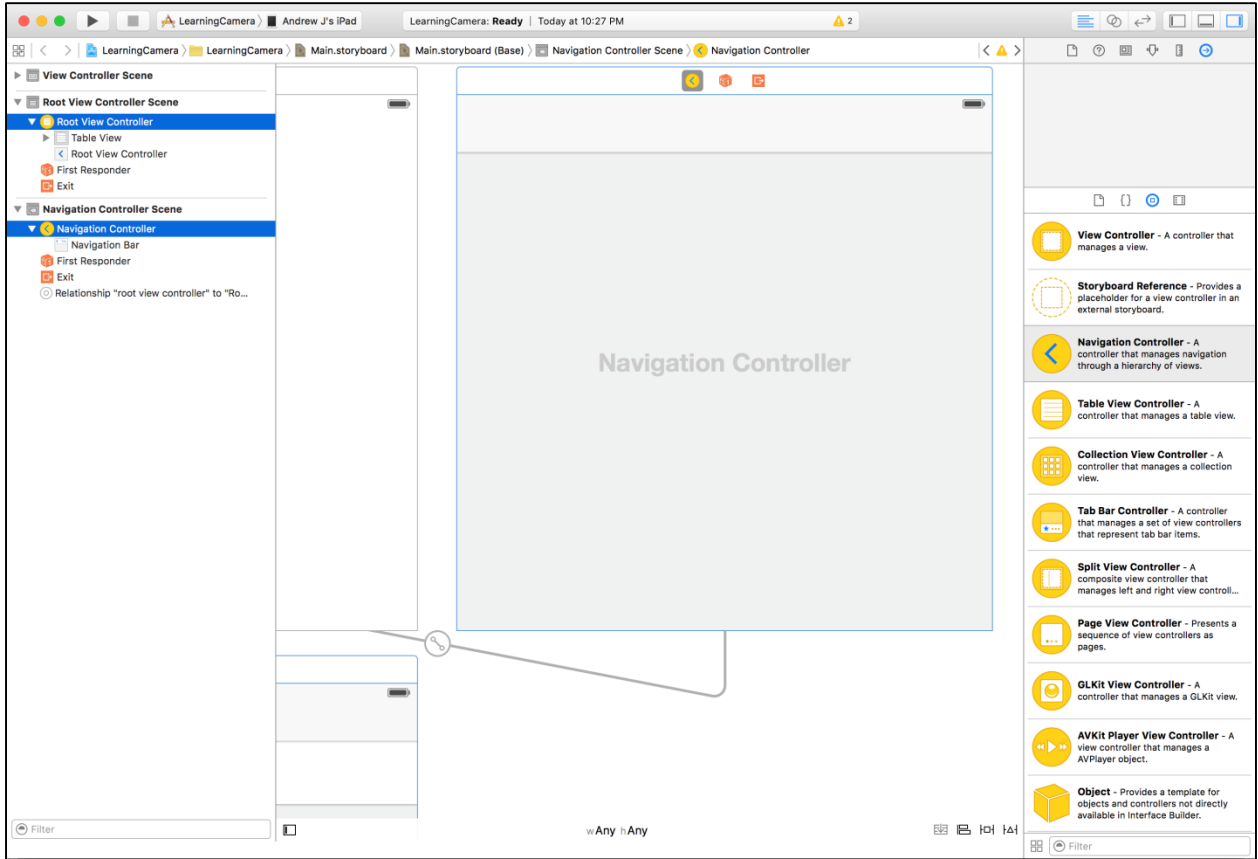
Yes

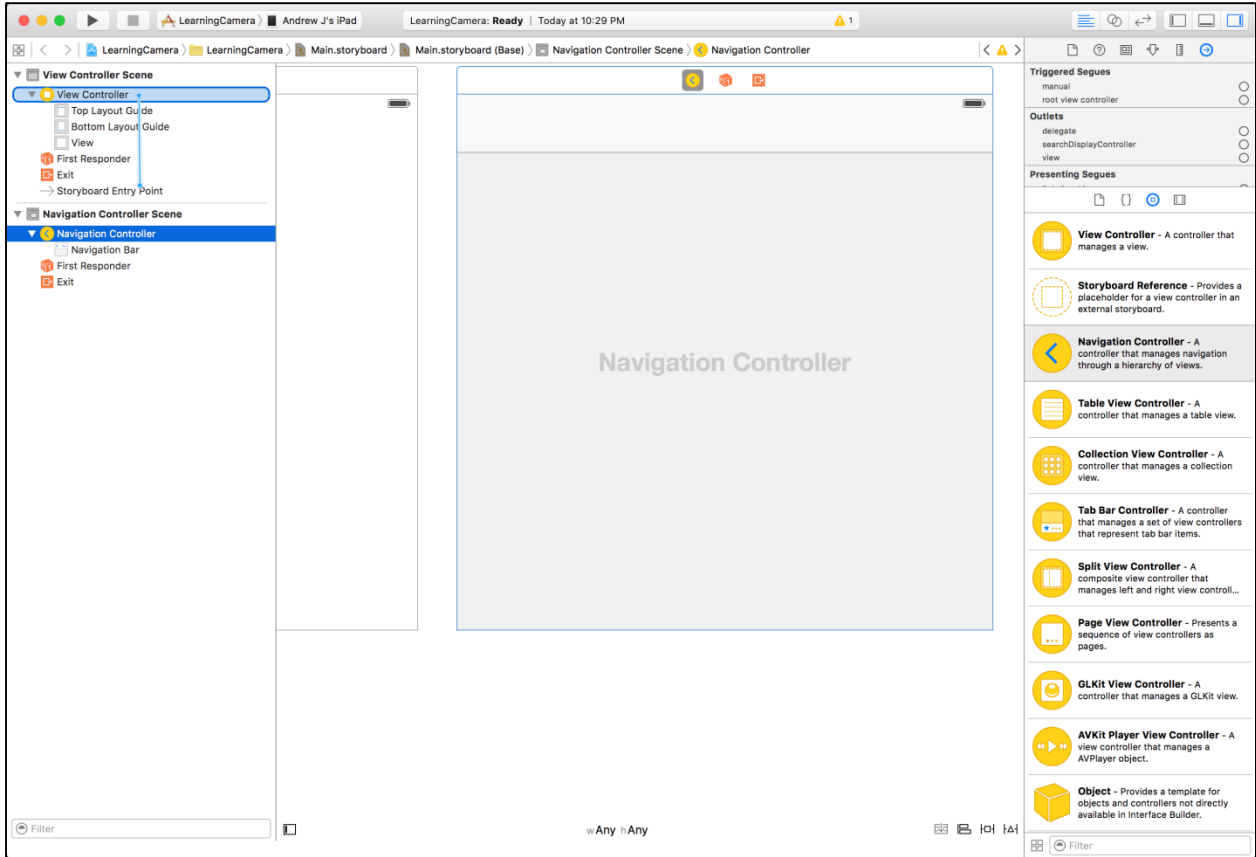
Chapter 11: A Whole New World – Developing an App

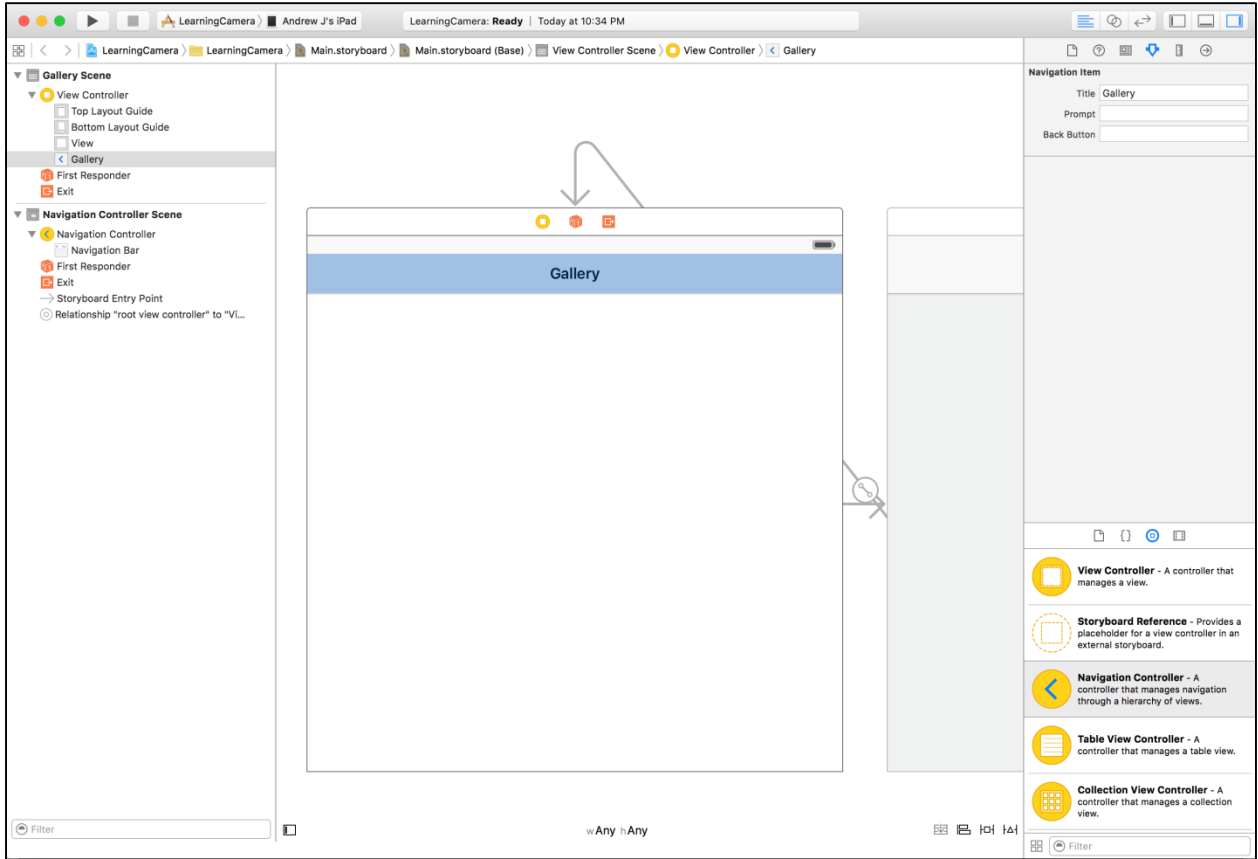


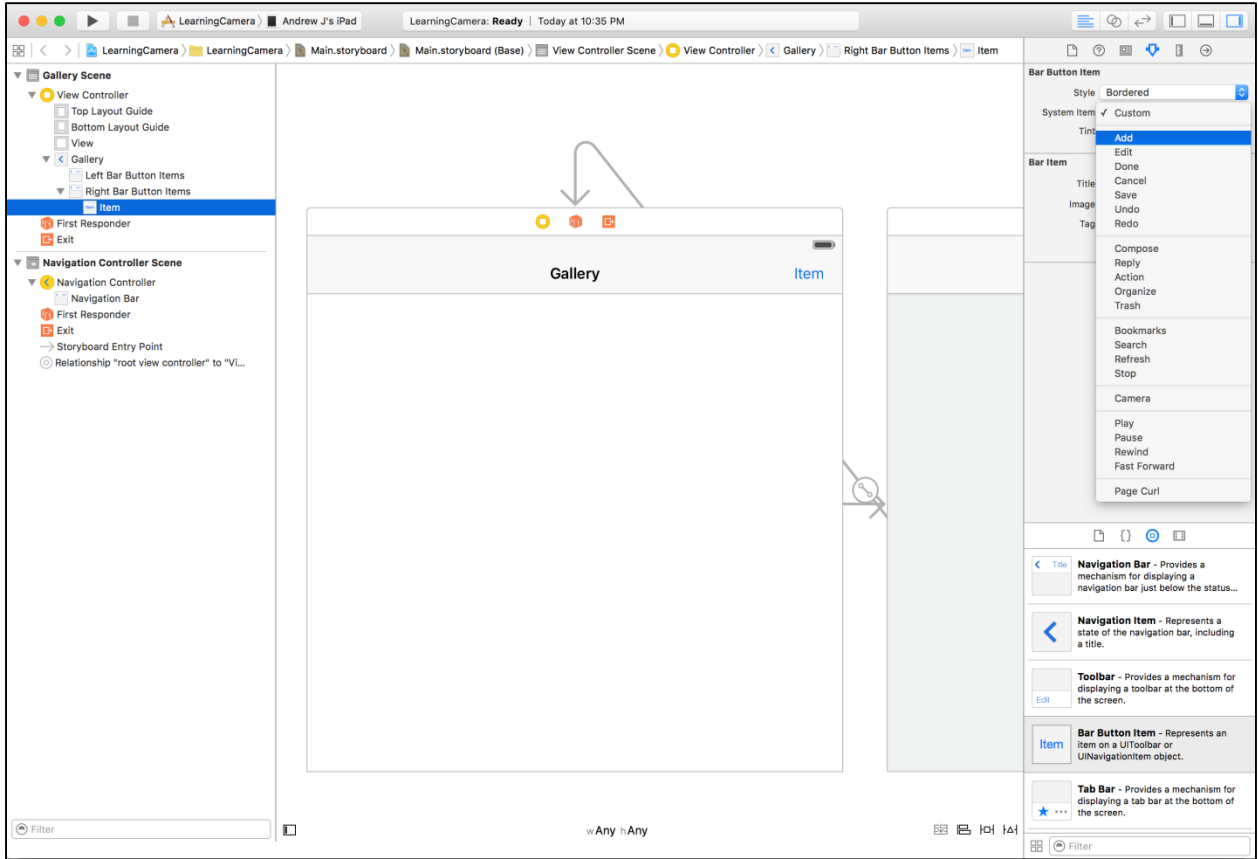


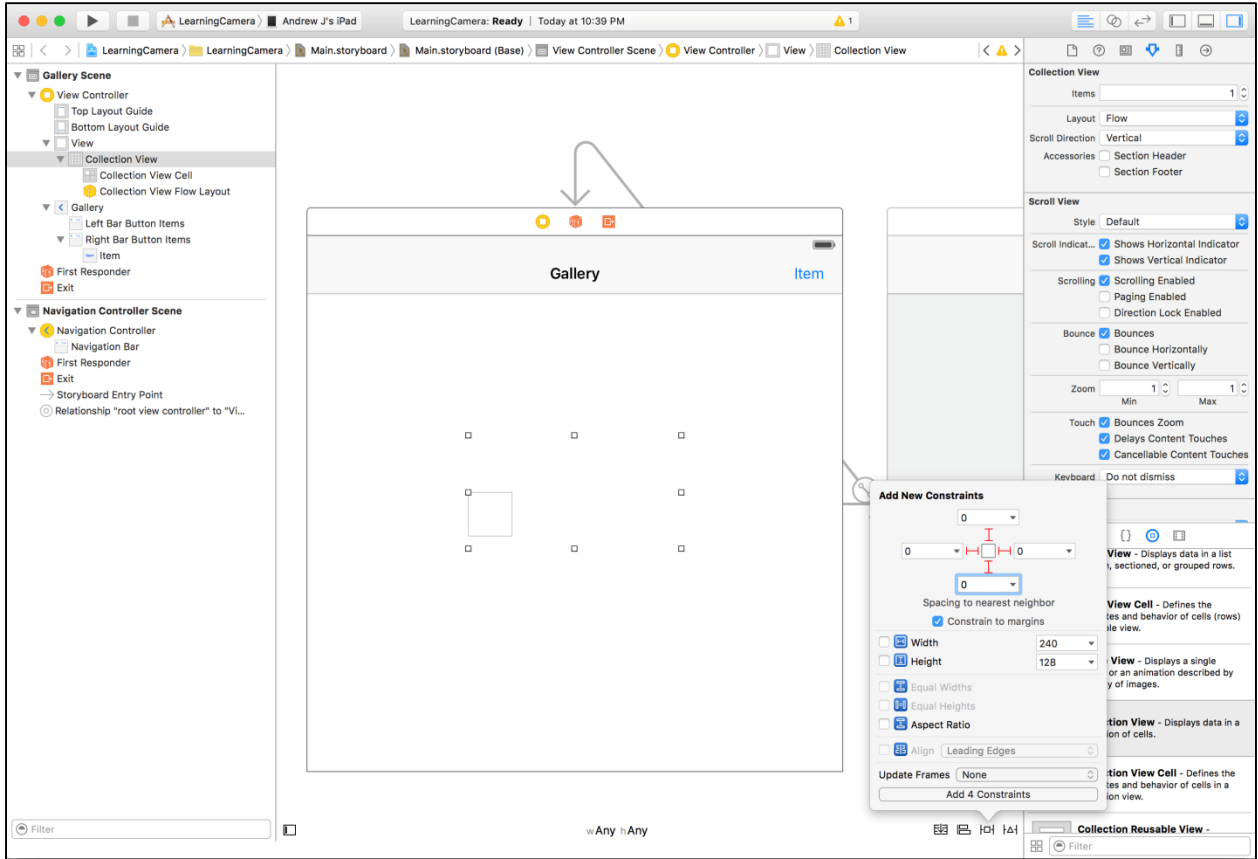


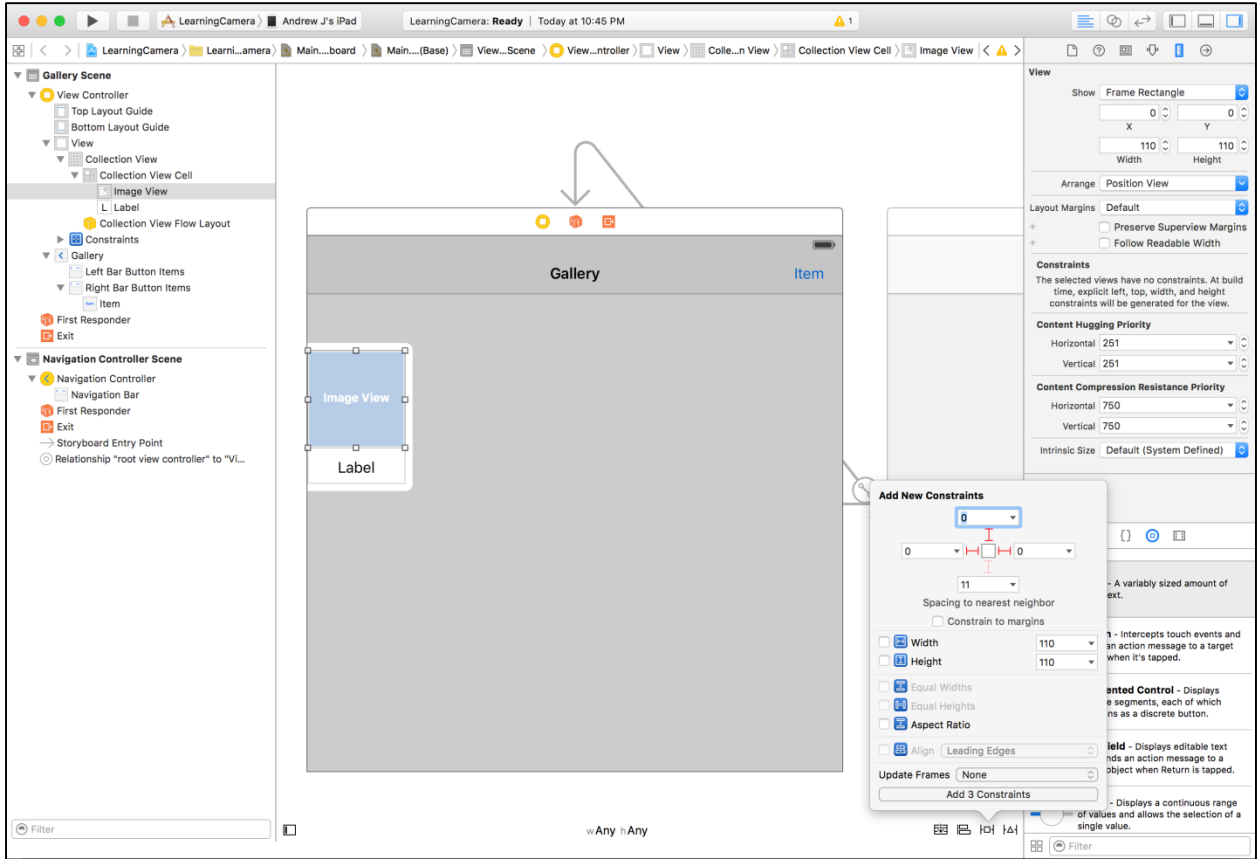


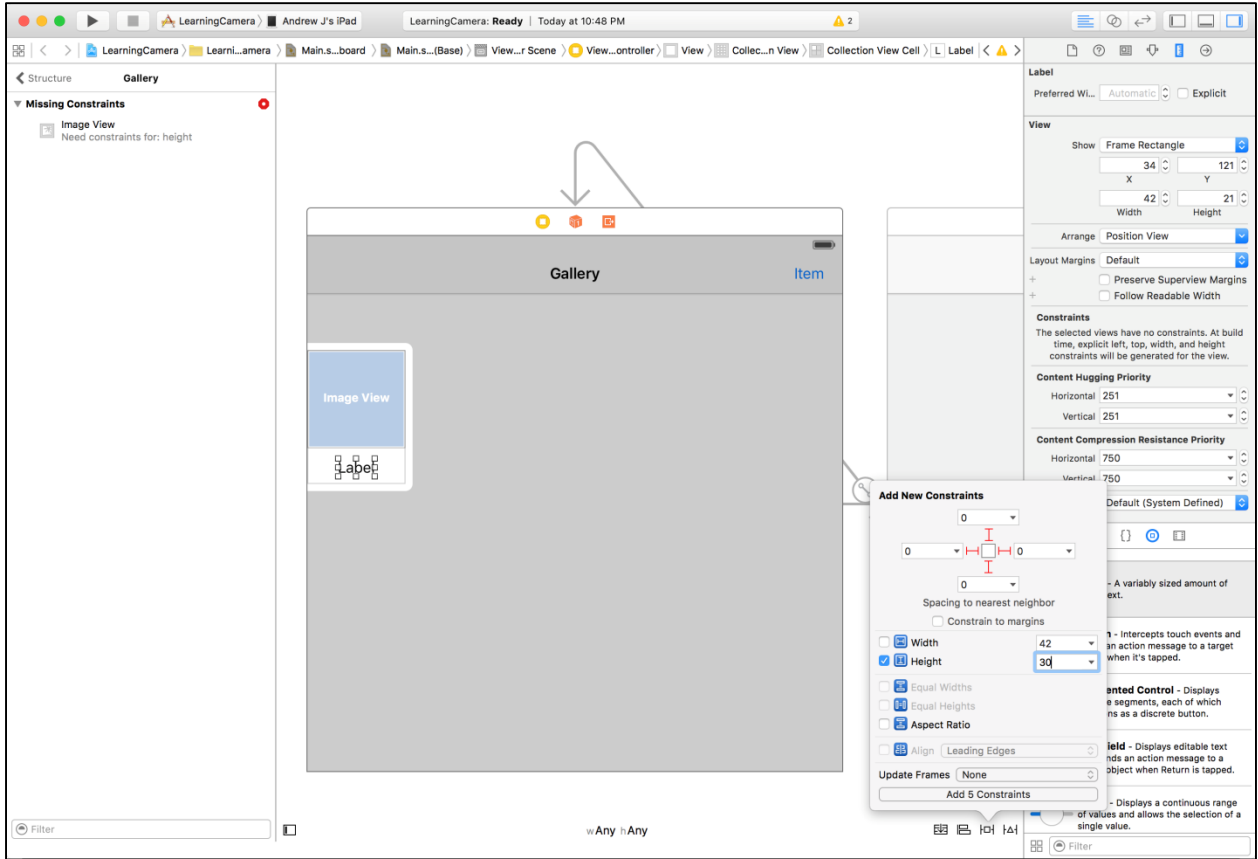










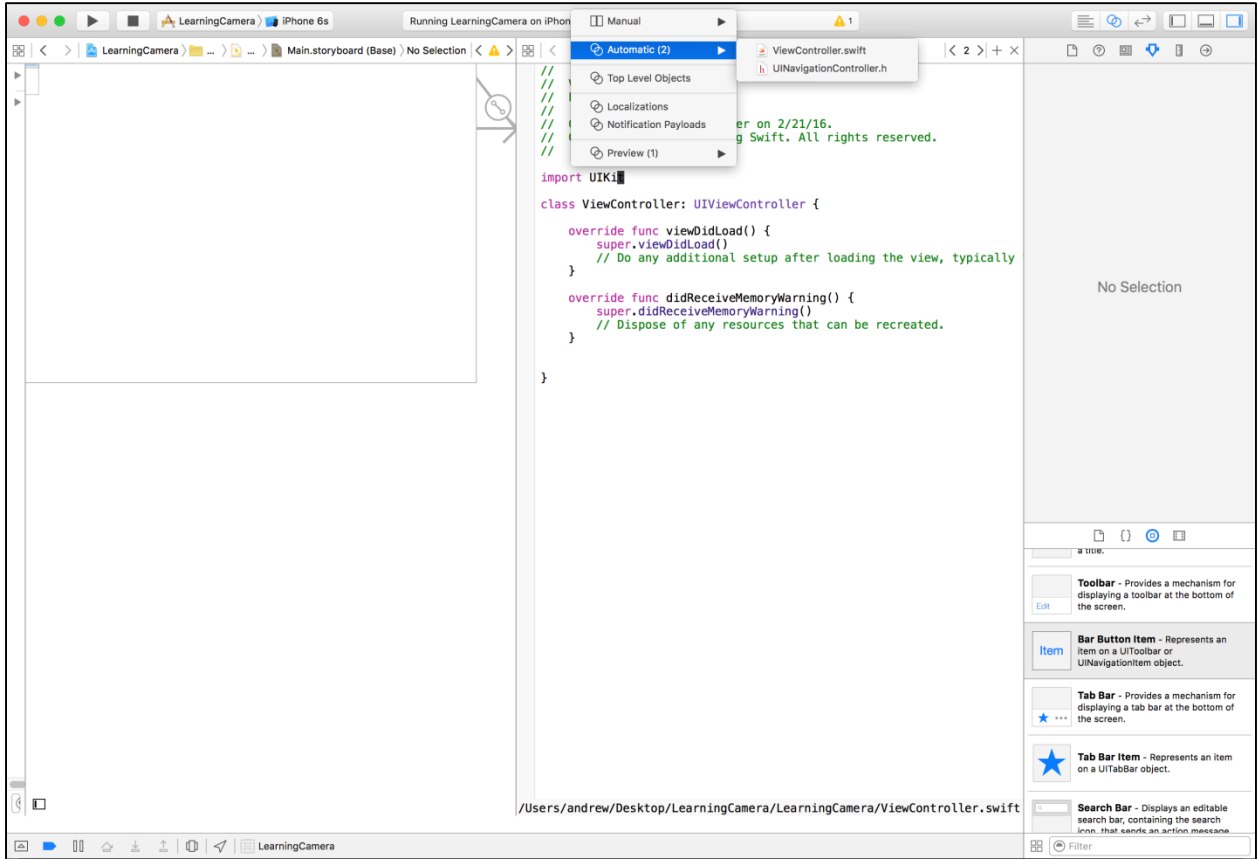




Edit

Gallery





Running LearningCamera on iPhone 6s

Right Bar Button Items > Add

ViewController.swift

```
// ViewController.swift
// LearningCamera
// Created by Andrew J Wagner on 2/21/16.
// Copyright © 2016 Learning Swift. All rights reserved.

import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

}
```

Gallery

Insert Outlet, Action, or Outlet Collection

Bar Button Item

Style Bordered

System Item Add

Tint Default

Bar Item

Title

Image Image

Tag 0

Enabled

Toolbar - Provides a mechanism for displaying a toolbar at the bottom of the screen.

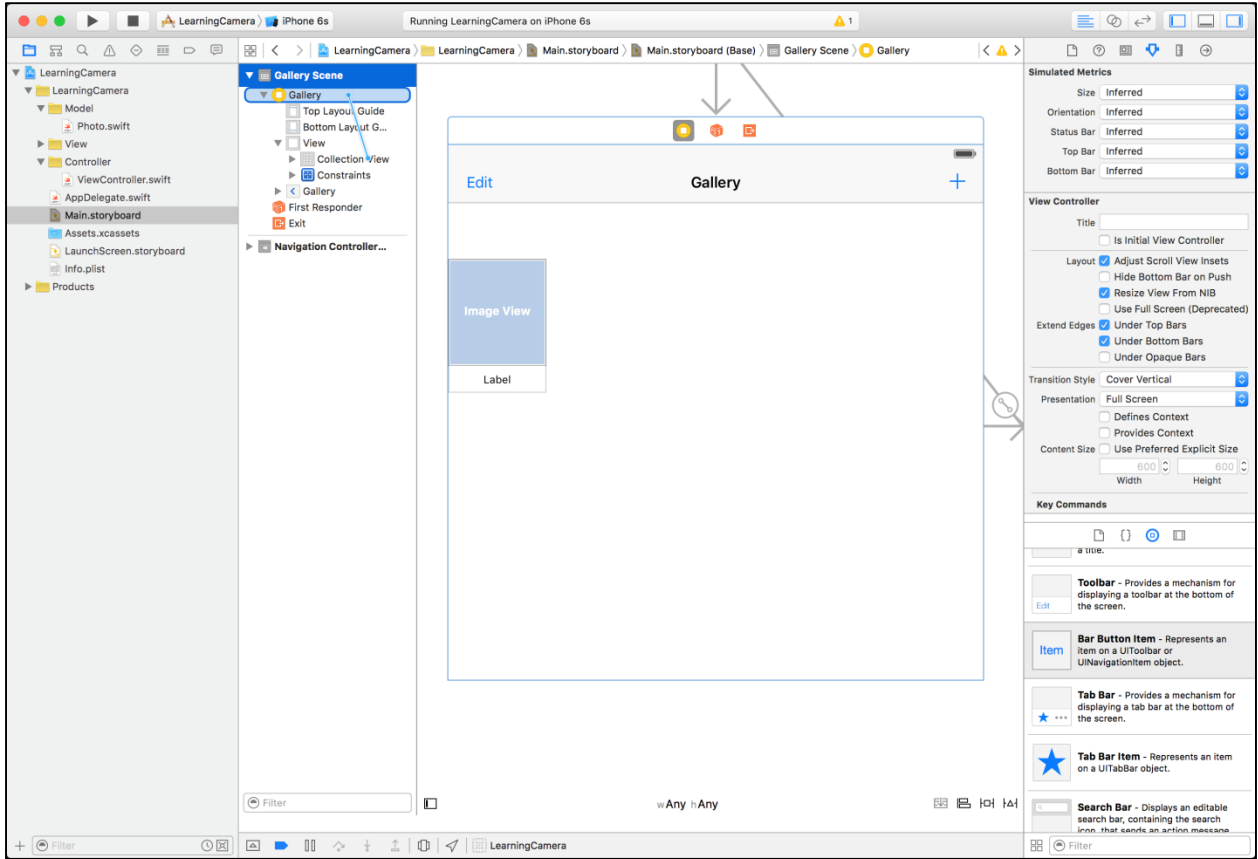
Bar Button Item - Represents an item on a UIToolbar or UINavigationController object.

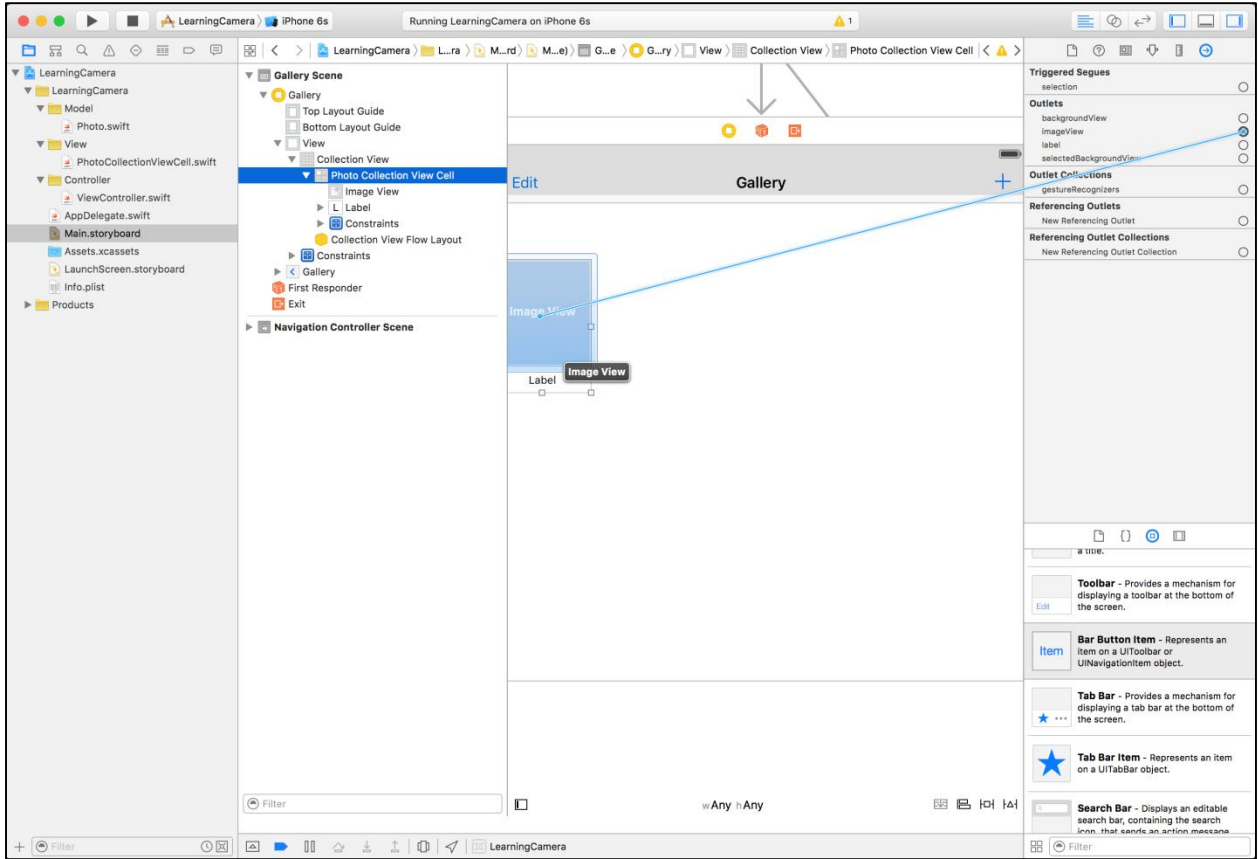
Tab Bar - Provides a mechanism for displaying a tab bar at the bottom of the screen.

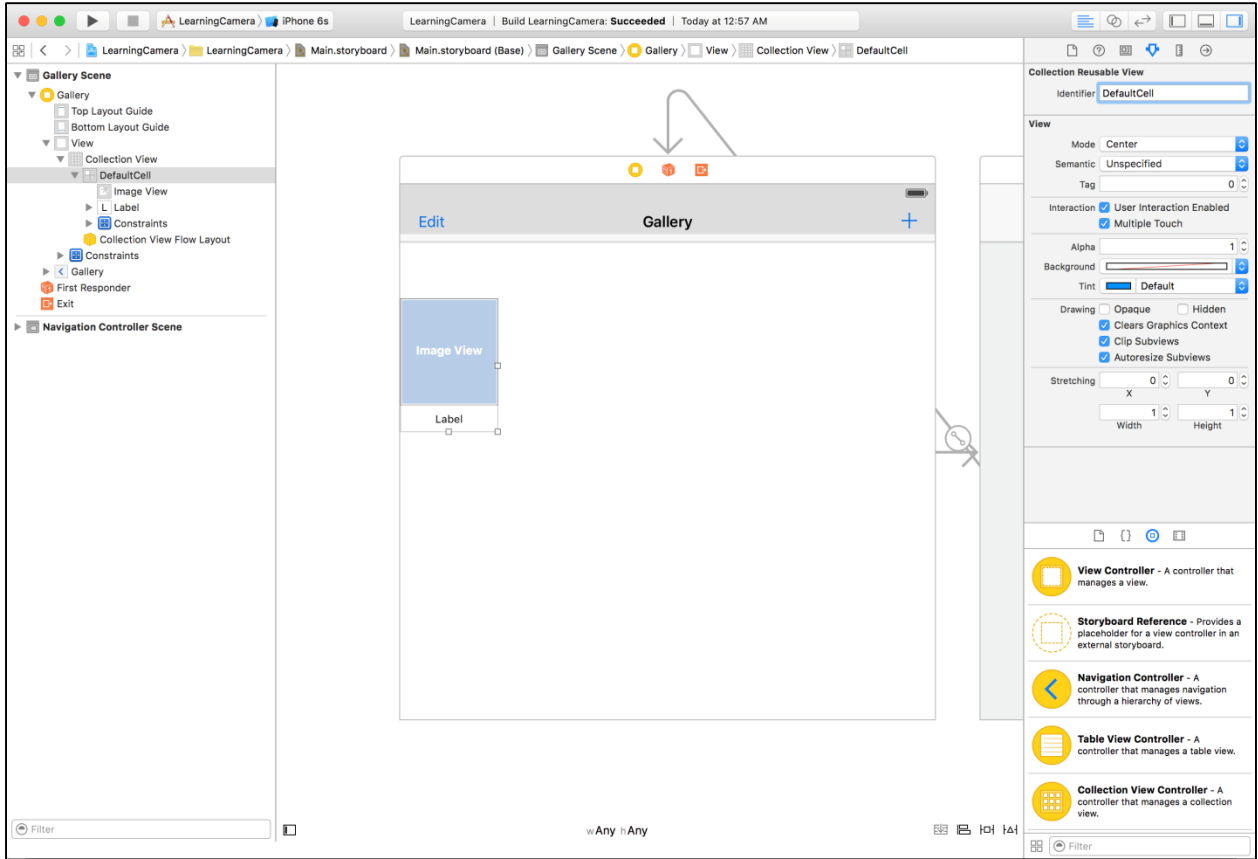
Tab Bar Item - Represents an item on a UITabBar object.

Search Bar - Displays an editable search bar, containing the search text that sends an action message.

LearningCamera







Chapter 12: What's Next? – Resources, Advice, and the Next Steps

