

Swift Cheat Sheet (Basics)



Declaring Constants

```
let radius = 3.45
let numOfColumns = 5
let myName = "Wei-Meng Lee"
```

Declaring Variables

```
let radius = 3.45
var myAge = 25
var circumference =
    2 * 3.14 * radius
var rate: Int = 2
```

Printing

```
print()
```

Type Alias

```
 typealias CustomerIDType = UInt32
 typealias CustomerNameType = String
```

```
var customerID: CustomerIDType
var customerName:
    CustomerNameType
customerID = 12345
customerName = "Chloe Lee"
```

Tuples

```
var pt1 = (7,8)
var pt2: (Int, Int)
pt2 = (7,8)
```

```
var flight = (7031, "ATL", "ORD")
let (flightno, orig, dest) =
    flight
print(flightno) //---7031---
print(orig) //---ATL---
print(dest) //---ORD---
```

```
print(flight.0) //---7031---
print(flight.1) //---ATL---
print(flight.2) //---ORD---
```

Optionals

```
let str = "125"
let num: Int? = Int(str)
```

Unwrapping Optionals

```
if num != nil {
    let multiply = num! * 2
    print(multiply)
}
```

Implicitly Unwrapped

Optionals

```
let str = "125"
let num: Int! = Int(str)
if num != nil {
    let multiply = num * 2
    print(multiply)
}
```

Conditional Unwrapping

```
var s1: String?
print(s1?.characters.count)
//---prints out nil---
print(s1!.characters.count)
//---crash---
```

Optional Binding

```
func getProductCode(code: String) ->
String? {
    if code == "Diet Coke" {
        return "12345"
    } else {
        return nil
    }
}
```

```
if let productCode =
    getProductCode(
        code: "Diet Coke") {
    print(productCode)
} else {
    print("Not found")
}
```

Enumerations

```
enum BagColor {
    case Black
    case White
    case Red
    case Green
    case Yellow
}
var colorOfBag: BagColor
colorOfBag = BagColor.Yellow
// OR
colorOfBag = .Yellow
```

Enumeration Raw Values

```
enum BagColor: String {
    case Black = "Black"
    case White = "White"
    case Red = "Red"
    case Green = "Green"
    case Yellow = "Yellow"
}
```

```
var colorOfBag: BagColor
colorOfBag = BagColor.Yellow
var c = colorOfBag.rawValue
print(c) //---"Yellow"---
```

```
var colorOfSecondBag: BagColor? =
    BagColor(rawValue: "Green")
```

```
if colorOfSecondBag ==
    BagColor.Green {
    ...
}
```

AutoIncrement for Raw Values

```
enum DayOfWeek: Int {
    case Monday = 1
    case Tuesday
    case Wednesday
    case Thursday
    case Friday
    case Saturday
    case Sunday
}
```

```
var day: DayOfWeek
day = DayOfWeek.Tuesday
print(day) //---"Tuesday"---
print(day.rawValue) //---2---
```

Strings

```
var str1 = "A string"
var str2: String = "A string"
var str3 = str1 + str2
var str4 = "A" + " " + "String"
```

Characters

```
var euroStr = "€"
//---String---
var euro: Character = "€"
//---Character---
var price = String(euro) + "2500"
//---€2500---
```

Unicode

```
let hand: Character = "\u{270B}"
let star = "\u{2b50}"
let bouquet = "\u{1f490}"
```

Casting String as NSString

```
var str1 =
    "This is a Swift string"
print(
    (str1 as NSString).length)
```

Declaring as NSString

```
var str1: NSString =
    "This is a NSString..."
var str2 =
    "This is a NSString..." as
    NSString
```

```
print(str2.length)
print(str2.contains(
    "NSString"))
print(str2.hasPrefix("This"))
print(str2.hasSuffix("..."))
print(str2.uppercased)
print(str2.lowercased)
print(str2.capitalized)
```

Nil Coalescing Operator

```
var gender: String?
var genderOfCustomer =
    gender ?? "male" //---male---
gender = "female"
genderOfCustomer =
    gender ?? "male" //---female---
```

Range Operators

```
//---Closed Range Operator---
//---prints 5 to 9 inclusive---
for num in 5...9 {
    print(num)
}
```

```
//---Half-open Range Operator
//---prints 5 to 8---
for num in 5..<9 {
    print(num)
}
```

Functions

```
func addNums(
    num1: Int,
    num2: Int,
    num3: Int) -> Int {
    return num1 + num2 + num3
}
var sum =
    addNums(num1: 1, num2: 2, num3: 3)
```

Returning Tuple

```
func countNumbers(string: String)
-> (odd: Int, even: Int) {
    var odd = 0, even = 0
    ...
    return (odd, even)
}
```

Function Parameter Name

```
func doSomething(  
    num1: Int,  
    secondNum num2: Int) {  
    ...  
}  
  
doSomething(num1:5, secondNum:6)
```

External Parameter Names Shorthand

```
func doSomething(  
    _ num1: Int, num2: Int) {  
}  
doSomething(5, num2:6)  
  
func doSomething(  
    _ num1: Int, _ num2: Int) {  
}  
doSomething(5, 6)
```

Default Parameter Value

```
func join(firstName:String,  
           lastName:String,  
           joiner:String = " ")  
    -> String {  
    ...  
}  
  
var fullName = join(  
    firstName: "Wei-Meng",  
    lastName: "Lee",  
    joiner: ",")  
  
fullName = join(  
    firstName: "Wei-Meng",  
    lastName: "Lee")
```

Variadic Parameters

```
func average(nums: Int...) ->  
    Float {  
    var sum: Float = 0  
    for num in nums {  
        sum += Float(num)  
    }  
    return sum/Float(nums.count)  
}  
var avg = average(nums:1,2,3,4,5,6)
```

In-Out Parameters

```
func fullName(  
    name: inout String,  
    withTitle title: String) {  
    ...  
}  
var myName = "Wei-Meng Lee"  
fullName(name: &myName,  
         withTitle: "Mr.")
```

Arrays

```
var names = [String]()  
var addresses: [String] =  
    [String]()  
names.append("Lee")  
addresses.append("Singapore")  
  
var OSes: [String] = ["iOS",  
                     "Android", "Windows Phone"]  
  
var numbers: [Int] =  
    [0,1,2,3,4,5,6,7,8,9]  
  
var item1 = OSes[0] // "iOS"  
var item2 = OSes[1] // "Android"  
var item3 = OSes[2] // "Windows  
                    // Phone"  
var count = OSes.count // 3
```

Dictionaries

```
var platforms1:  
    Dictionary<String, String> = [  
    "Apple": "iOS",  
    "Google": "Android",  
    "Microsoft": "Windows Phone"  
]  
  
var platforms2 = [  
    "Apple": "iOS",  
    "Google": "Android",  
    "Microsoft": "Windows Phone"  
]  
print(platforms1["Apple"]!)  
//---"iOS"---  
  
var count = platforms1.count  
let companies = platforms1.keys  
let oses = platforms1.values  
  
var months =  
    Dictionary<Int, String>()  
months[1] = "January"  
months = [:] // empty again
```

Switch Statement

```
var grade: Character  
grade = "A"  
switch grade {  
    case "A", "B", "C", "D":  
        print("Passed")  
    case "F":  
        print("Failed")  
    default:  
        print("Undefined")  
}
```

Explicit Falthrough

```
var grade: Character  
grade = "A"  
switch grade {  
    case "A":  
        fallthrough  
    case "B":  
        fallthrough  
    case "C":  
        fallthrough  
    case "D":  
        print("Passed")  
    case "F":  
        print("Failed")  
    default:  
        print("Undefined")  
}
```

Matching Range

```
var percentage = 85  
switch percentage {  
    case 0...20:  
        print("Group 1")  
    case 21...40:  
        print("Group 2")  
    case 41...60:  
        print("Group 3")  
    case 61...80:  
        print("Group 4")  
    case 81...100:  
        print("Group 5")  
    default:  
        print(  
            "Invalid percentage")  
}
```

Matching Tuples

```
//---(math, science)---  
var scores = (70,40)  
switch scores {  
    case (0,0):  
        print("Not good!")  
    case (100,100):  
        print("Perfect!")  
    case (50...100, _):  
        print("Math passed!")  
    case (_, 50...100):  
        print(  
            "Science passed!")  
    default:  
        print("Both failed!")  
}
```

Labeled Statement

```
var i = 0  
outerLoop: while i<3 {  
    i += 1  
    var j = 0  
    while j<3 {  
        j += 1  
        print("\(i), \(j)")  
        break outerLoop  
        //---exit the outer While  
        // loop---  
    }  
}
```

Structures

```
struct Go {  
    var row = 0  
    var column = 0  
}  
  
var stone1 = Go()  
print(stone1.row) //---0---  
print(stone1.column) //---0---  
stone1.row = 12  
stone1.column = 16
```

Memberwise Initializer

```
struct Go {  
    var row: Int  
    var column: Int  
}  
var stone1 =  
    Go(row:12, column:16)  
  
var stone2 = Go() //---error---
```

Looping

```
// prints 0 to 4  
var count = 0  
while count < 5 {  
    print(count)  
    count += 1  
}  
  
// prints 0 to 4  
count = 0  
repeat {  
    print(count)  
    count += 1  
} while count < 5  
  
// prints 0 to 4  
for i in 0 ..< 5 {  
    print(i)  
}  
  
// prints 4 to 0  
for i in (0..<5).reversed() {  
    print(i)  
}  
  
// prints all even nums from 0 to 9  
for i in (0..<10) where i % 2 == 0 {  
    print(i)  
}  
  
// prints 1 to 5  
for i in stride(from:1, through: 5,  
               by: 1) {  
    print(i)  
}  
  
// prints 1,3,5  
for i in stride(from:1, through: 5,  
               by: 2) {  
    print(i)  
}  
  
// prints 5 to 1  
for i in stride(from:5, through: 1,  
               by: -1) {  
    print(i)  
}
```

