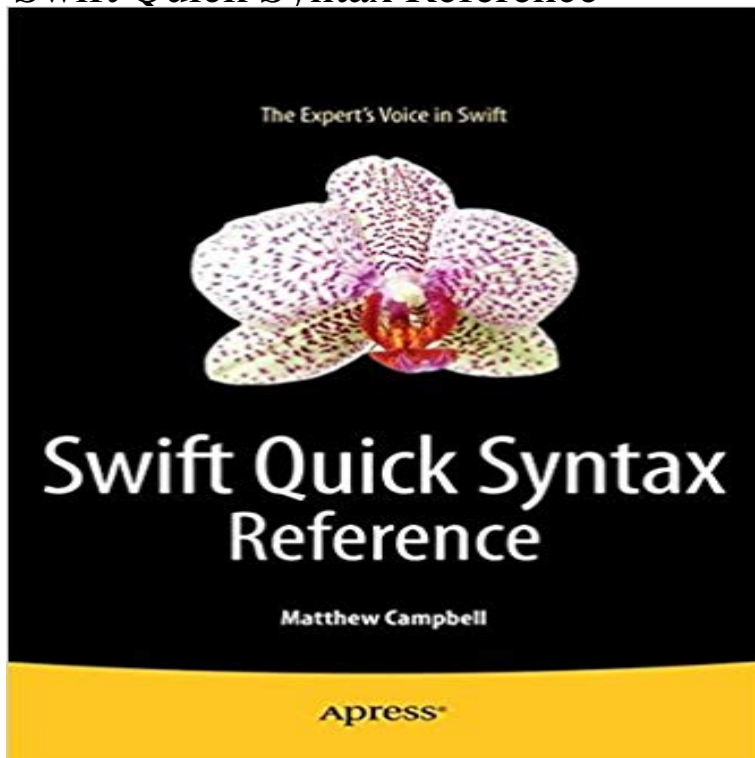


# Swift Quick Syntax Reference



Swift Quick Syntax Reference is a condensed code and syntax reference to the new Apple Swift programming language, which is the alternative new programming language alongside Objective-C behind the APIs found in the Apple iOS SDK 8 and OS X Yosemite SDK. It presents the essential Swift syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point, and highly accessible. The book is packed with useful information and is a must-have for any Swift programmer. In the Swift Quick Syntax Reference, you will find a concise reference to the Swift language syntax using the new Playgrounds. Playgrounds lets you type a line of code and the result appears immediately. What you'll learn How to declare and print constants and variables What are and how to use numbers, strings, booleans, tuples, optionals, aliases, global and local variables, assertions and more How to use assignment, arithmetic, comparison, ternary conditional, range, and logical operators What are enumerations, arrays, dictionaries, loops, if/switch, control transfer, labeled statements How to do closures in Swift How to define or handle structures, classes, instances, class instance identity, properties, property observers, type properties, and type methods How to work with subscripts, inheritance, overriding methods/properties, initialization, type checking/casting, nested types, extensions, delegation, generics and more... Who this book is for This book is a quick, handy syntax reference for experienced Objective-C, Mac, and iOS programmers, and a concise, easily-digested introduction for other programmers new to Mac, iOS and of course Swift. Table of Contents 1. Hello World 2. Declaring Constants and

Variables3. Printing Variables and Constants4. Code Comments5. Numbers6. Strings7. Booleans8. Tuples9. Optionals10. Type Aliases11. Global and Local Variables12. Assertions13. Assignment Operators14. Arithmetic Operators15. Comparison Operators16. Ternary Conditional Operator17. Range Operators18. Logical Operators19. Enumeration20. Arrays21. Dictionaries22. Loops23. if Statements24. switch Statements25. Control Transfer Statements26. Labeled Statements27. Functions28. Nested Functions29. Closures30. Structures31. Classes32. Using Instances33. Class Instance Identity Operators34. Properties35. Property Observers36. Class Type Properties37. Type Methods38. Subscripts39. Inheritance40. Overriding Methods and Properties41. Initialization42. De-initialization43. Type Casting44. Nested Types45. Extensions46. Protocols47. Delegation48. Generics49. Automatic Reference Counting

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