

Swift, control structures

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As an introduction...

Goal, control of instructions

- Based on manipulated data

Classical structures

- If/then/else
- loops
- switch

If/then/else

```
import UIKit

let str = "Rominet"
if str == "Rominet" {
    print("Titi is in danger!!!")
} else {
    print("All is OK")
}

var grade = 13
if note < 10 {
    print("Exam failed")
} else if (grade >= 10) && (grade < 16) {
    print("Exam passed")
} else {
    print("You are better than most people")
}
```

```
Titi is in danger!!!
Exam passed
```

«enumerative» loops



very «Ada-oriented»

- Index implicitly declared
- read-only access in the loop body
- Different from dictionaries/arrays iterators

```
for i in 1 ... 5 {  
    print("i = \(i), ", terminator: "")  
}  
print("Let's have a look at planets")  
let terrestrial = [ "Mercury", "Venus", "Earth", "Mars"]  
for p in terrestrial {  
    print ("\(p), ", terminator: "")  
}  
print ("Let's have a look at animals")  
let dictionnaire = ["Spider": 8, "Ant": 6, "Cat": 4]  
for (animal, feet) in dictionnaire {  
    print("This \(animal) has \(feet) feet")  
}
```

```
i = 1, i = 2, i = 3, i = 4, i = 5, Let's have a look at planets  
Mercury, Venus, Earth, Mars, Let's have a look at animals  
This Cat has 4 feet  
This Ant has 6 feet  
This Spider has 8 feet
```

«while» loops



Tests may be before or after the loop body

```
// Test at the beginning of the loop body  
var x = 3  
while x < 5 {  
    print ("x = \"(x)\"")  
    x+=1  
}
```

```
// Test at the end of the loop body  
var y = 3  
repeat {  
    print ("y = \"(y)\"")  
    y+=1  
} while y < 5
```

```
x = 3  
x = 4  
y = 3  
y = 4
```

Switch

```
enum Terrestrial {case Mercury, Venus, Earth, Mars }
var p = Terrestrial.Earth

switch p {
case .Earth :
    print("You can leave on it")
case .Mars :
    print ("It is really too cold");
default: // All possibles values for the type must be covered
    print ("It is really to hot")
}
```



You can leave on it

As a conclusion...

📱 That's quite simple is'n't it?

- Notions found in other languages

📱 Considers feed back on «safe programming»

- Strong typing + dynamic typing
- Sound syntax
- etc.

📱 This leads to safe structures

- Bodies surrounded by «{» and «}»
- Covering of types (switch)
- Protection of indexes
 - ▶ No more «C-ike loops»

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