

SWIFT
Objective-C
iOS development

Немного истории:

- Идеолог/разработчик Крис Латтнер, начал разработку в 2010 году
- Идеи взяты у Objective-C, Rust, Haskell, Ruby, Python...
- Первое приложение: WWDC 2014 app

Type inference & safety

Automatic type specification:

```
let tagString = ""
```

```
NSString *tagString = @"";
```

“as” keyword

```
let cell : APLTableViewCell = tableView!.dequeueReusableCellWithIdentifier("reuseIdentifier", forIndexPath: indexPath) as APLTableViewCell
```

Immutability and mutability

“let” “var” keywords

Array and dictionary implemented as structures

Copy rules - array is copied only when its length modified

Optionals

nil в Objective-C - id со значением 0

vs

nil в Swift - not a value at all

- Any type could be “Optional” type
- Force Unwrapping (!)
- No message passing!

Value and reference types

Value type is always copied during assignment

Class - reference type

Struct and enumerations - value type

Cocoa Frameworks

- Полная совместимость
- NSString, NSArray - String, Array
- AnyObject is everywhere

Swift + CocoaPods

Bridging header

Code Examples

Useful links

<http://www.weheartswift.com/one-month-swift/>

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