

“Lenguaje de Programación”



Swift

Rogelio Ferreira Escutia

Playground

Ejecutamos Xcode



Welcome to Xcode

Version 9.1 (9B55)



Get started with a playground
Explore new ideas quickly and easily.

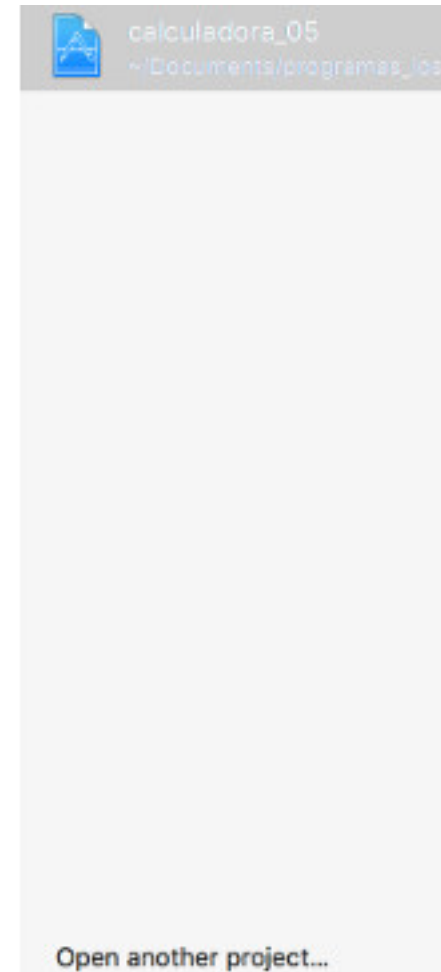


Create a new Xcode project
Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.



Clone an existing project
Start working on something from an SCM repository.

Show this window when Xcode launches



Seleccionamos Playground



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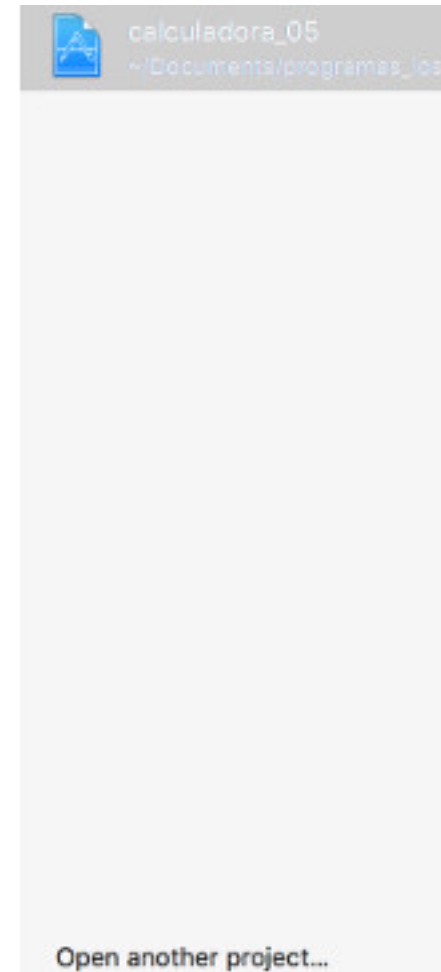


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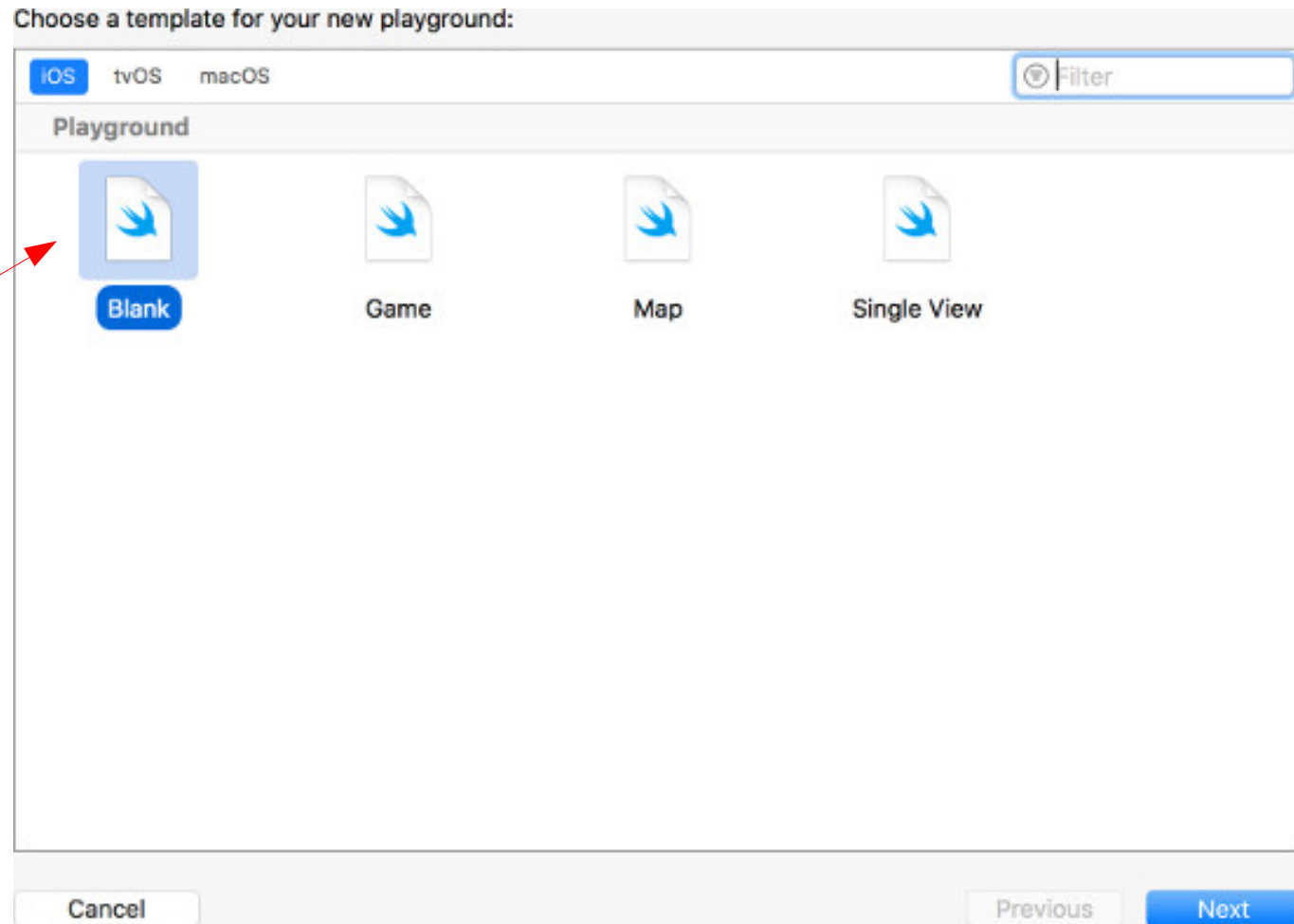


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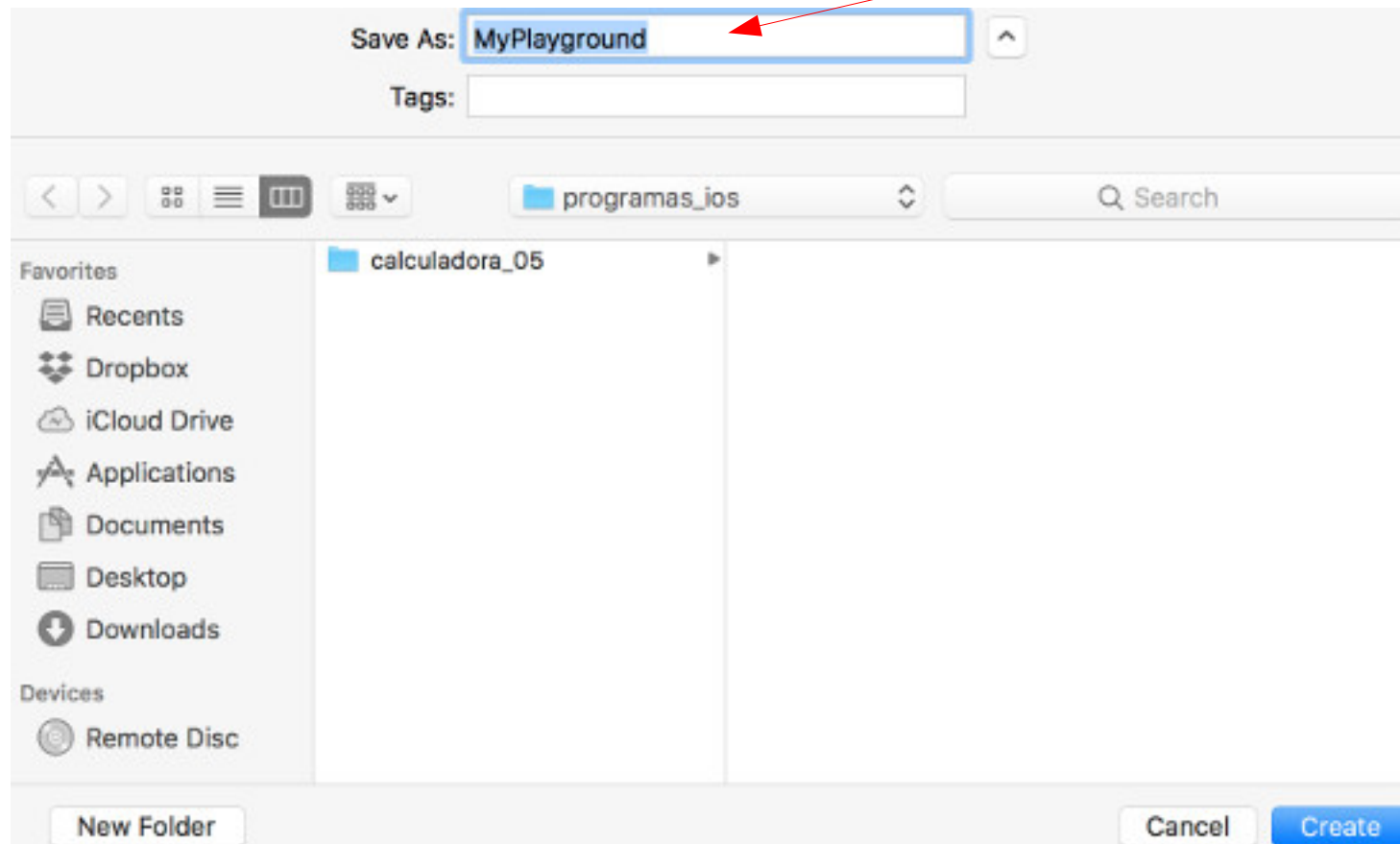
Show this window when Xcode launches



Seleccionamos Blank



Nombre del proyecto



Código por default (“hola mundo”)



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

Ejecutando código

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

"Hello, playground"

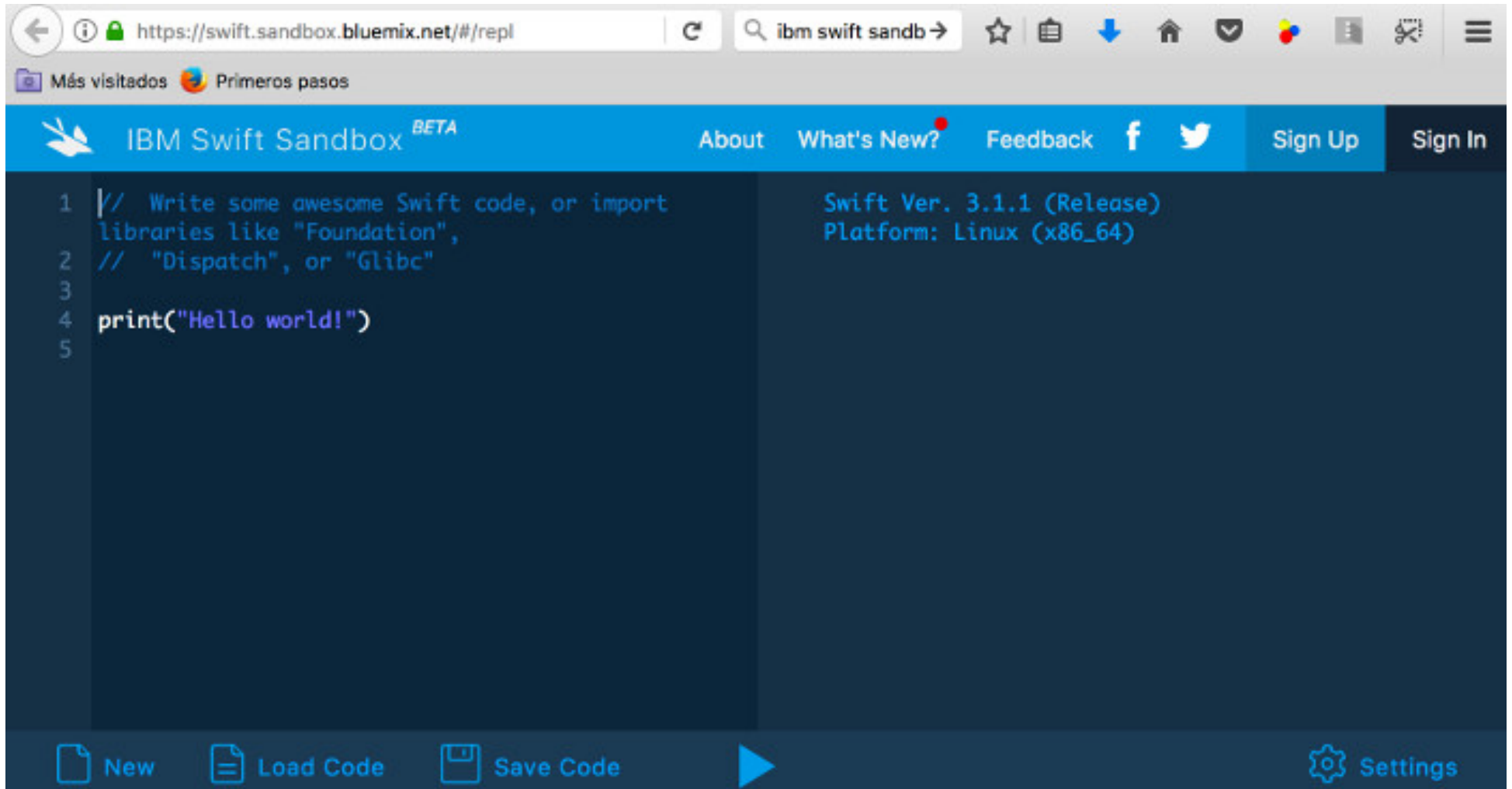
The screenshot shows a code editor window titled 'hola_mundo' with a status bar 'Ready | Today at 20:24'. The code is in Swift and defines a playground. The fifth line, `var str = "Hello, playground"`, is highlighted. A blue play button is visible at the bottom left. Red arrows indicate the flow from the play button to the code line and then to the output 'Hello, playground' in the right-hand pane.

Modificando código



IBM Swift Sandbox

Emulador en línea



The screenshot shows the IBM Swift Sandbox online emulator interface. The browser address bar displays `https://swift.sandbox.bluemix.net/#/repl`. The page header includes the IBM Swift Sandbox logo with a "BETA" badge, and navigation links for "About", "What's New?", "Feedback", "Sign Up", and "Sign In". The main area is split into two panels: a code editor on the left and a terminal on the right. The code editor contains the following Swift code:

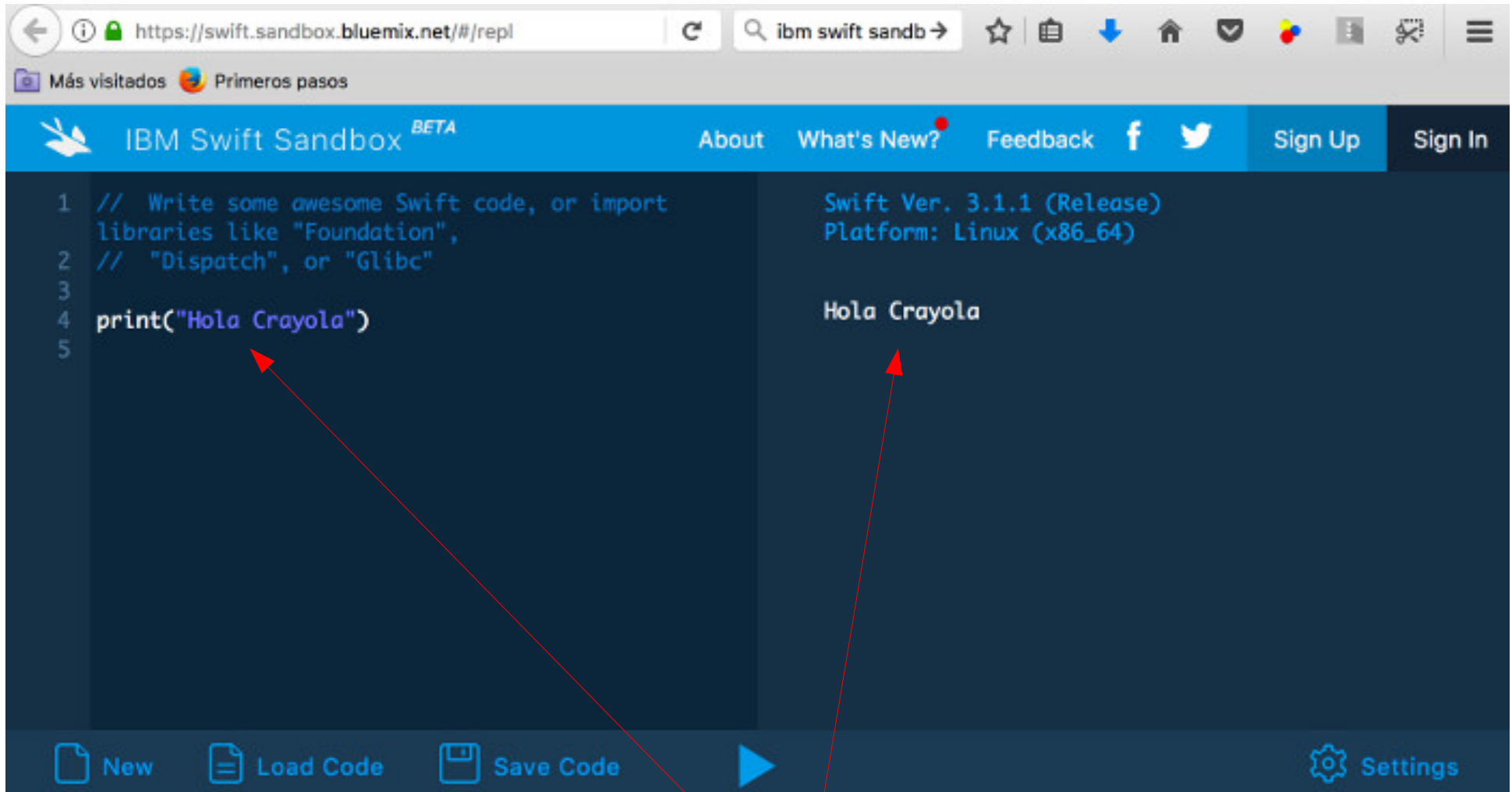
```
1 // Write some awesome Swift code, or import
2 // libraries like "Foundation",
3 // "Dispatch", or "Glibc"
4 print("Hello world!")
5
```

The terminal panel on the right shows the output of the code execution:

```
Swift Ver. 3.1.1 (Release)
Platform: Linux (x86_64)
```

At the bottom of the interface, there is a toolbar with icons for "New", "Load Code", "Save Code", a play button, and "Settings".

Ejecutando código



The screenshot shows the IBM Swift Sandbox web interface. The browser address bar displays `https://swift.sandbox.bluemix.net/#/repl`. The page header includes the IBM Swift Sandbox logo (marked as BETA) and navigation links for About, What's New?, Feedback, Sign Up, and Sign In. The main content area is split into two panels: a code editor on the left and a terminal on the right. The code editor contains the following Swift code:

```
1 // Write some awesome Swift code, or import
2 // libraries like "Foundation",
3 // "Dispatch", or "Glibc"
4 print("Hola Crayola")
5
```

The terminal panel on the right shows the output of the code execution:

```
Swift Ver. 3.1.1 (Release)
Platform: Linux (x86_64)

Hola Crayola
```

At the bottom of the interface, there is a toolbar with icons for New, Load Code, Save Code, a play button (run), and Settings. Three red arrows originate from a single point at the bottom center and point to the code editor, the terminal output, and the run button, illustrating the flow from code to execution to output.

Lenguaje de Programación Swift

Comentarios

// Este es un comentario

/*

Otro forma de comentarios

*/

Imprimir un mensaje

```
print("hola")
```



Imprimir un mensaje

```
print("hola")
```





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