

Swift™

Notes for Professionals

Chapter 3: Numbers

Section 3.1: Number types and literals

- Swift's built-in numeric types are:
- Word-sized (architecture-dependent) signed `Int` and unsigned `UInt`.
 - Fixed-size signed integers `Int8`, `Int16`, `Int32`, `Int64`, and unsigned integers `UInt8`, `UInt16`, `UInt32`, and `UInt64` (byte-only).
 - Floating-point types `Float`, `Double`, and `Float80` (byte-only).

Literals

A numeric literal's type is inferred from context:

```
let x = 42 // x is Int by default
let y = 42.0 // y is Double by default
```

```
let z1: Float = 42 // z1 is Float
let w: Float = -1 // w is Float
let q = 100e300 // q is Double
```

Underscores (`_`) may be used to separate digits in numeric literals. Leading zeros are allowed for hexadecimal `#` exponents for hexadecimal.

Integer literal syntax

```
let decimal = 10 // Ten
let decimal = -1000 // negative one thousand
let decimal = -1_000 // equivalent to -1000
let decimal = 42_02_02 // equivalent to 420202
let decimal = 4755 // equivalent to 785, not 405 as in C
let decimal = 0123456789 // equivalent to 16

let hexadecimal = 0x10 // equivalent to 16
let hexadecimal = 0x7FFFFFFF // equivalent to -1
let hexadecimal = 0xdeadbeef // equivalent to -8
let hexadecimal = 0x123_4567_89ab_cdef // equivalent to 430
let octal = 0o10 // equivalent to 10
let octal = 0o755 // equivalent to -80
let octal = -0o123_4567 // equivalent to -80755
let binary = 0b10101010 // equivalent to 34
let binary = 0b111_011_101 // equivalent to 92755
let binary = 0b1011_1010_1101 // equivalent to 0x1_A_D
```

Floating-point literal syntax

```
let decimal = 0.0
let decimal = -42.0123456789 // equivalent to -42.0123456789, or -42.0000000000
let decimal = 1.000_234_567_89 // equivalent to 1.0101, or 1.0
let decimal = 4.0e20 // equivalent to 4e20, or 1.0
let decimal = -2e-4 // equivalent to -0.0002, or -0.2e-3
let decimal = 1e40 // equivalent to 1e40, or 0.2e41

let hexadecimal = 0x1p0
let hexadecimal = 0x1p-2
```

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Chapter 4: Strings and Characters

Section 4.1: String & Character Literals

String literals in Swift are delimited with double quotes (`"`):

```
let greeting = "Hello!" // greeting's type is String
```

Characters can be initialized from string literals, as long as the literal contains only one grapheme cluster:

```
let chr1: Character = "H" // valid
let chr2: Character = "!" // valid
let chr3: Character = "abc" // invalid - multiple grapheme clusters
```

String Interpolation

String interpolation allows injecting an expression directly into a string literal. This can be done with all types of values, including strings, integers, floating point numbers and more.

The syntax is a backslash followed by parentheses wrapping the value `\(value)`. Any valid expression may appear in the parentheses, including function calls.

```
let number = 5
let interpolatedNumber = "\(number)" // string is "5"
let fortyTwo = "\10 * 2" // string is "42"
```

```
let example = "This post has \((number) view\((number) == 1 ? "" : "s")"
// It will output: "This post has 5 view\((number) == 1 ? "" : "s")"
// If the variable number had the value 1, it would output "This post has 1 view" instead.
```

For custom types, the **default** behavior of string interpolation is that `\(obj)` is equivalent to `String(obj)`, the same representation used by `print(obj)`. You can customize this behavior by implementing the `CustomStringConvertible` protocol for your type.

Version = 3.0

For Swift 3, in accordance with [SE-0005](#), `String.interpolate(_:)` has been renamed to `String.interpolate(_:describing)`. The string interpolation `\(obj)` will prefer the new `String.interpolate(_:describing)` over `StringConvertible(_:)` initializer, but will fall back to `StringConvertible(_:)` if the value is not `StringConvertible`.

Special Characters

Certain characters require a special **escape sequence** to use them in string literals:

Character	Meaning
<code>\0</code>	the null character
<code>\N</code>	a plain backslash, <code>\\</code>
<code>\t</code>	a tab character
<code>\v</code>	a vertical tab
<code>\f</code>	a formfeed character
<code>\r</code>	a carriage return
<code>\n</code>	a linefeed (newline)
<code>\"</code>	a double quote, <code>\"</code>
<code>\'</code>	a single quote, <code>'</code>

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Chapter 24: Reading & Writing JSON

Section 24.1: JSON Serialization, Encoding, and Decoding with Apple Foundation and the Swift Standard Library

The `JSONSerialization` class is built into Apple's Foundation framework.

Read JSON

The `JSONSerialization` class is built into Apple's Foundation framework. You can use `as?` to convert the result to your expected type.

```
do {
    guard let jsonData = "[\"Hello!\", \"JSON\"]".data(using: UTF8) else {
        fatalError("couldn't create string as UTF-8")
    }
    // Convert JSON from NSData to AnyObject
    let jsonObject = try NSJSONSerialization.JSONObjectWithData(jsonData, options: [])
    // Try to convert AnyObject to array of strings
    if let stringArray = jsonObject as? [String] {
        print("Got array of strings: \(stringArray.jsonKeySeparator(", "))")
    } catch {
        print("error reading JSON: \(error)")
    }
}
```

You can pass options: `NSJSONReadingOptions` to allow reading JSON when the top-level object isn't an array or dictionary.

Write JSON

Calling `data(withJSONObject:)` converts a JSON-compatible object (nested arrays or dictionaries with strings, numbers, and `nil`) to raw `NSData` encoded as UTF-8.

```
do {
    // Convert object to JSON as NSData
    let jsonData = try NSJSONSerialization.data(withJSONObject: jsonObject, options: [])
    // Convert NSData to String
    let jsonString = String(data: jsonData, encoding: UTF8StringEncoding)
    print("JSON string: \(jsonString)")
} catch {
    print("error writing JSON: \(error)")
}
```

You can pass options: `NSJSONWritingOptions` instead of options: `{} for prettyprinting`.

Version = 3.0

Same behavior in Swift 3 but with a different syntax:

```
do {
    guard let jsonData = "[\"Hello!\", \"JSON\"]".data(using: String.Encoding.utf8) else {
        fatalError("couldn't create string as UTF-8")
    }
}
```

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