

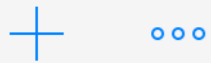
A word cloud featuring various programming languages and technologies. The words are arranged in a dense, overlapping manner, with some appearing larger and more prominent than others. The colors of the text vary, including shades of green, blue, red, yellow, purple, and brown. The background is a light, textured gray.

VisualBasic
SQL
XML
C#
RDF
OWL
Actionscript
NET
BASIC
JavaScript
Scala
PostScript
Node.js
apacche
Redis
MongoDB
HTML
Python
Rails
Perl
C++
MATLAB
Clojure
VBScript
PHP
Schema
Erlang
MySql
XPath
SPARQL
XQuery
Ruby
CSS
SVG



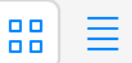
SWIFT SYNTAX 3.0

Swift is a general-purpose programming language developed by Apple Inc. for iOS, macOS, watchOS, tvOS, and Linux



Search

All Statuses ▾



Hydron

● iOS 1.0 Prepare for Submissi...



Urban Sphere

● iOS 2.2 Prepare for Submiss...



Survivor Stories -
MOL South

● iOS 2.2 Ready for Sale



Fine Furniture

● iOS 1.0 Ready for Sale

THIS IS ITUNESCONNECT
USED TO SUBMIT APPS TO THE APP STORE





ALL APPLICATIONS

[+ Create application](#)

Page 1 of 1

Filter ▼

APP NAME	PRICE	ACTIVE / TOTAL INSTALLS ?	AVG. RATING / TOTAL #	CRASHES & ANRS ?	LAST UPDATE	STATUS
 Fine Furniture 5.0	Free	17 / 46	★ 5.00 / 1	—	Nov 14, 2016	Published
 Survivor Stories - MOL South 1.0	Free	1 / 4	★ —	—	Oct 9, 2016	Unpublished

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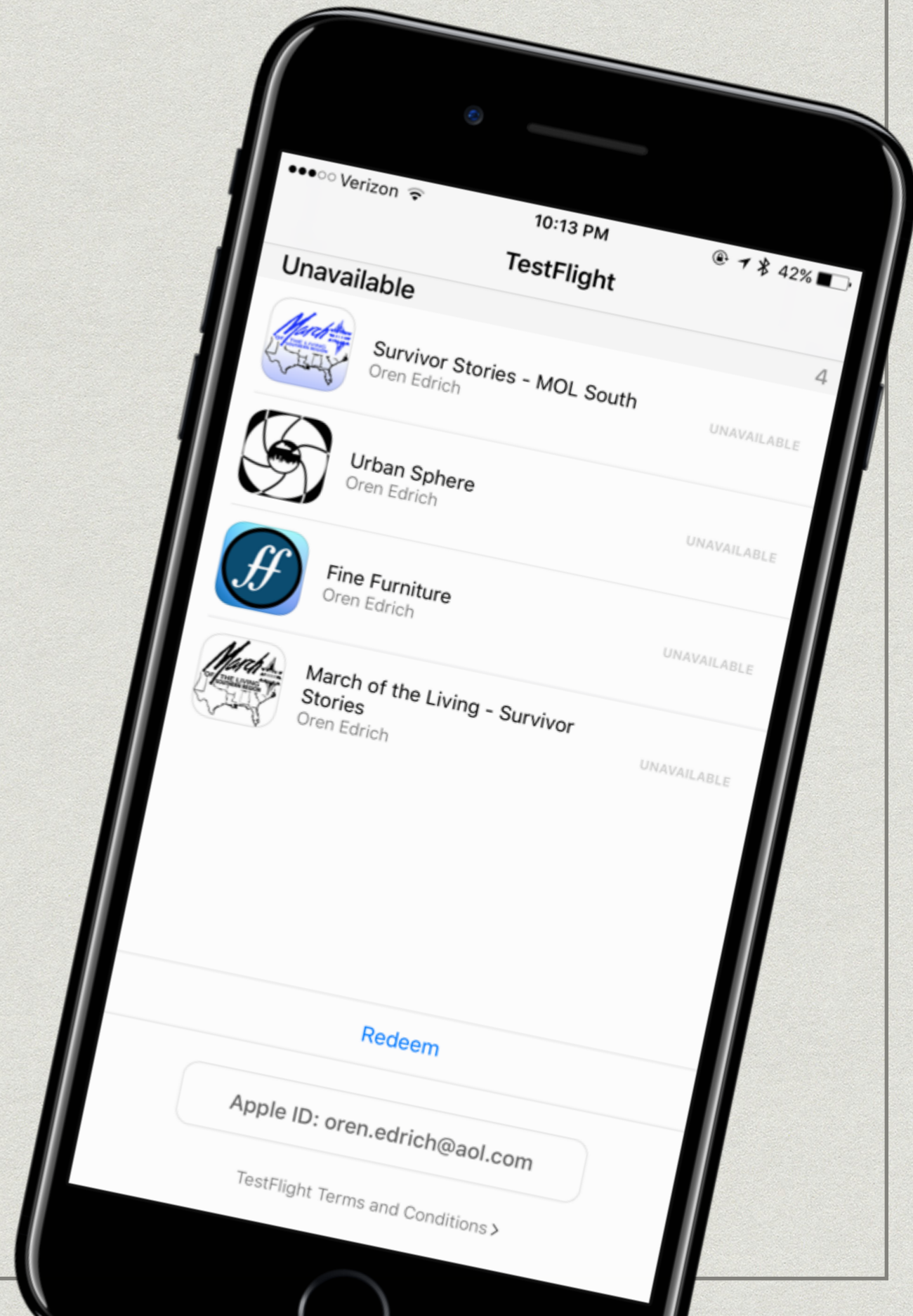
THIS IS THE GOOGLE PLAY DEVELOPER CONSOLE
SAME AS ITUNES CONNECT BUT FOR ANDROID

Beta-Testing



TestFlight

TestFlight Beta Testing makes it easy to invite users to test your iOS, watchOS, and tvOS apps before you release them on the App Store. You can invite up to 2,000 testers using just their email address.




```
//  
// ViewController2.swift  
// Camera  
//  
// Created by Oren Edrich on 1/23/17.  
// Copyright © 2017 Oren.Edrich. All rights reserved.  
//
```

```
import UIKit
```

```
class ViewController2: UIViewController {
```

```
    override func viewDidLoad() {  
        super.viewDidLoad()
```

```
        // Do any additional setup after loading the view.  
    }
```

```
    override func didReceiveMemoryWarning() {  
        super.didReceiveMemoryWarning()
```

```
        // Dispose of any resources that can be recreated.  
    }
```

```
    /*
```

```
    // MARK: - Navigation
```

```
    // In a storyboard-based application, you will often want to do a little  
    preparation before navigation
```

```
    override func prepare(for segue: UIStoryboardSegue, sender: Any?) {  
        // Get the new view controller using segue.destinationViewController.  
        // Pass the selected object to the new view controller.
```

```
    }  
    */
```

This is what an empty code file looks like
These files are used to add in
special activities that cannot
be done in on a visual layout

^ Test Run your app

<- Code files

Visual Layout file



Add in item from here ->

Camera

- ViewController2.swift
- Camera
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Assets.xcassets
 - LaunchScreen.storyboard
 - Info.plist
- CameraTests
- CameraUITests
- Products

view Controller scene

- View Controller
 - Top Layout Guide
 - Exit
 - Storyboard Entry Point

View

Content Mode: Scale To Fill

Semantic: Unspecified

Tag: 0

Interaction: User Interaction Enabled, Multiple Touch

Alpha: 1

Background: [Color Picker]

Tint: [Color Picker] Default

Drawing: Opaque, Hidden, Clears Graphics Context, Clip To Bounds, Autoresize Subviews

Stretching: X: 0, Y: 0, Width: 1, Height: 1

- View Controller** - A controller that manages a view.
- Storyboard Reference** - Provides a placeholder for a view controller in an external storyboard.
- Navigation Controller** - A controller that manages navigation through a hierarchy of views.

View as: iPhone 7 (wC hR)

Device: [Icons of various iPhone models]

Orientation: [Icons of portrait and landscape orientations]

What do you think is happening here?

```
import UIKit

class LogInViewController: UIViewController {

    @IBOutlet weak var feild: UITextField!
    @IBAction func Login(_ sender: Any) {
        if feild.text == "409222853" {
            self.performSegue(withIdentifier: "Segue", sender: nil)
        }else{
            self.performSegue(withIdentifier: "home", sender: nil)
        }
    }

    override func viewDidLoad() {
        super.viewDidLoad()

    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }
}
```



```

import UIKit

let foot = UserDefaults.standard
let arm = UserDefaults.standard

class BackgroundViewController: UIViewController {

    @IBOutlet weak var twent: UIButton!
    @IBOutlet weak var fift: UIButton!
    @IBOutlet weak var Highscorelbl3: UILabel!
    @IBAction func og(_ sender: Any) {
        arm.set(1, forKey: "w")
        self.performSegue(withIdentifier: "return", sender: nil)
    }
    @IBOutlet weak var unk30: UIButton!
    @IBOutlet weak var ocn: UIButton!
    @IBAction func ocnbt(_ sender: Any) {
        arm.set(4, forKey: "w")
        self.performSegue(withIdentifier: "return", sender: nil)
    }
    @IBAction func thetwo(_ sender: Any) {
        arm.set(2, forKey: "w")
        self.performSegue(withIdentifier: "return", sender: nil)
    }
    @IBAction func daythree(_ sender: Any) {
        arm.set(3, forKey: "w")
        self.performSegue(withIdentifier: "return", sender: nil)
    }
}

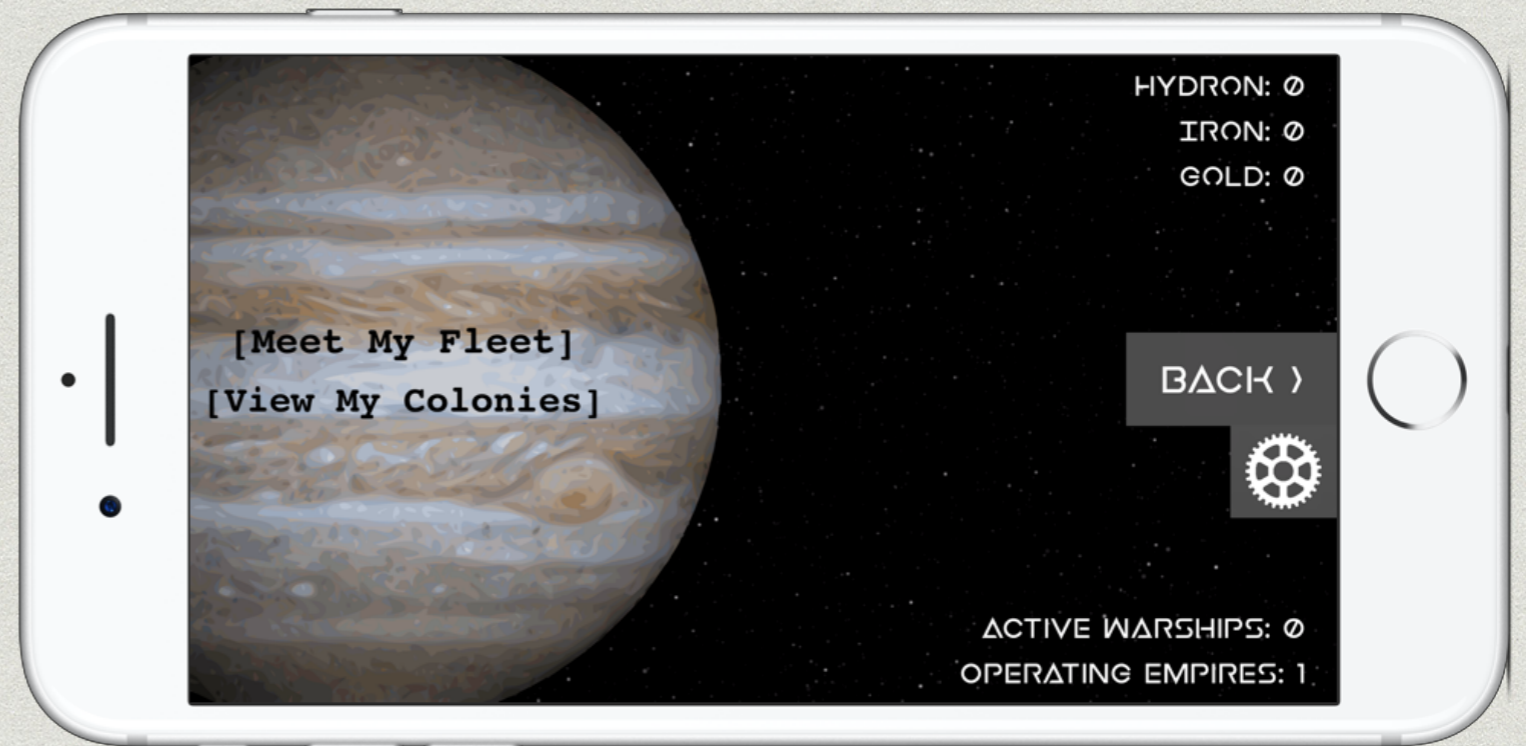
override func viewDidLoad() {
    super.viewDidLoad()

    if (Highscoredefault.value(forKey: "Highscore1") != nil){
        Highscore = Highscoredefault.value(forKey: "Highscore1") as!
            NSInteger!
        Highscorelbl3.text = NSString(format: "Highscore: %i", Highscore)
            as String
    }
    if (cheats.bool(forKey: "cheatn") == true) {
        lvlbl.set(100, forKey: "lvlbln")
    }else{
        if (Highscoredefault.integer(forKey: "Highscore1") >= 20) {
            lvlbl.set(20, forKey: "lvlbln")
        }
        if (Highscoredefault.integer(forKey: "Highscore1") >= 30) {
            lvlbl.set(30, forKey: "lvlbln")
        }
        if (Highscoredefault.integer(forKey: "Highscore1") >= 50) {
            lvlbl.set(50, forKey: "lvlbln")
        }
    }
}

```


Our goals

- * Coding club wants us to make a few apps for other clubs.
 1. A timed Camera
 2. MSD Clubs
 3. Maybe a game
 4. [**Hydron**]



For Today

- * Statements

```
let A = 9
```

```
let number = Int()
```

- * Arrays

```
let greetings = ["Hello", "Hi", "Welcome", "Hola"]
```

- * If, fors

```
if number.integer(forKey:"number") == 10 {  
    print("The integer is 10")  
}
```

- * Integers

```
let number = Int()
```

```
number -= 1
```

```
number += 2
```

- * UserDefaults

```
let savenumber = UserDefaults.standard
```

```
savenumber.setValue(number, forKey:"number")
```

```
savenumber.synchronize()
```