Swift for Objective-C Developers

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By Moisés Rojas
Gorilla Mobile iOS Developer

Agenda

- Brief introduction

- Timeline

- Uses

- Why safer?

- Why modern?

- Why cool?
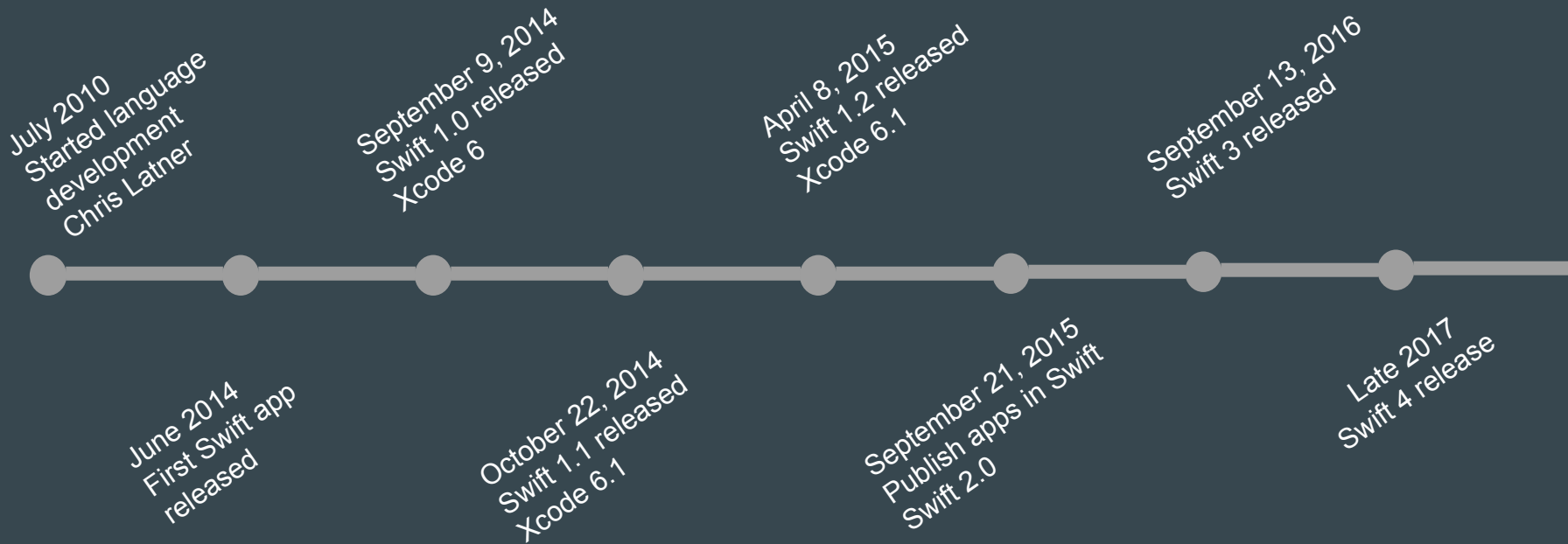
- How to start

- References

Swift Language

- WWDC 2014

- Multi-paradigm

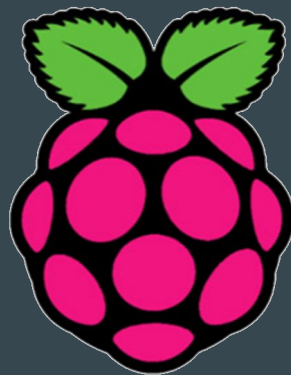- The future of the platforms

- Swift.org

- Open source

Timeline

July 2010
Started language
development
Chris Latner

June 2014
First Swift app
released

September 9, 2014
Swift 1.0 released
Xcode 6

October 22, 2014
Swift 1.1 released
Xcode 6.1

April 8, 2015
Swift 1.2 released
Xcode 6.1

September 21, 2015
Publish apps in Swift
Swift 2.0

September 13, 2016
Swift 3 released

Late 2017
Swift 4 release

Usage

Embedded Systems

- Raspberry Pi 2

- Swift 3.0 for ARM v7

- Portability

- Retargeted to different CPUs

Usage
Server Side

- Server APIs Project

- Create frameworks and server apps

- Base Networking

- Security and Encryption

- HTTP and WebSockets

Usage

Android Development?

11th place

Popularity score

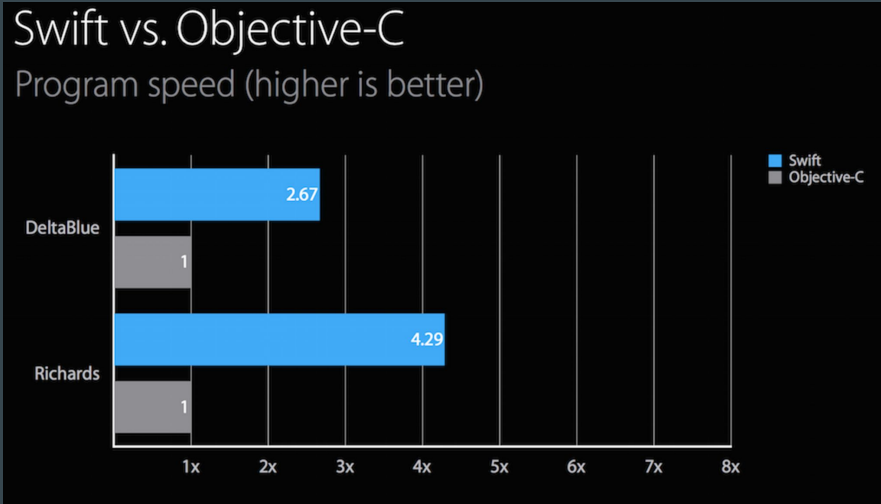*According to IEEE Spectrum language rankings, annually, 2016

Why safer?

- Prevent mistakes

- The "nil paradigm"

- Optionals usage make nil very clear

- Short feedback

- Safer doesn't mean the safest

Why modern?

- Easier to read and write

- Easier to maintain

- One single .swift file

- No more token memorization

- No more mutability. Use `let` and `var`

- `static let sharedInstance = CurrentClass()`

Swift vs. Objective-C
Program speed (higher is better)

Why cool?

- Type inference

- Switch from static to dynamic libraries

- Adoption rate

- Almost same coverage for third-party libraries

- Won't require relearning everything

How to start

- Mindshift

- Knowledge in both languages
  increase flexibility

- Latest Objective-C coding style

- Read the docs!

- Syntax differences

- Xcode's Swift Playgrounds

Objective-C

```objc
#import "MyClass.h"

@interface MyClass ()
- (void)sayHello;
@end

@implementation MyClass

- (void)sayHello {
    NSLog(@"Hello Swift , Goodbye Obj-C!");
}

@end
```

Swift

```swift
class MyClass {

    func sayHello() {
        print("Hello Swift, Gooodbye Obj-C")
    }
}
```

References

- Swift Programming Language: [Apple Docs](#)

- We Love Swift: www.weheartswift.com

- Ray Wenderlich: www.raywenderlich.com/

- That thing in Swift: www.thatthinginswift.com/

- Swift closures and functions: www.fuckingswiftblocksyntax.com/

Gorilla Logic

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