Playground Overview

Understanding Xcode's playground
“A playground is an interactive Swift coding environment that displays the results of each statement as updates are made without the need to compile and run a project.”
Introducing playground
Viewing results four ways
let size = (20, 40)
switch size {
    case let (width, height) where width == height:
        println("square with sides\(\(width)\)\")
        width
        height
    case (1...10, 1...10):
        println("small rectangle")
        println("rectangle with width \(\(width)\) and height \(\(height)\)")
        width
        height
}
Quick look

let frame = CGRect(x: 0, y: 0, width: 150, height: 150)
let customView = CustomView(frame: frame)
customView.backgroundColor = UIColor.blueColor()
customView.tintColor = UIColor.orangeColor()
customView.isChecked = true

[Image of custom view with blue and orange tints]
Results view
Results view
Console

```swift
// Playground - noun: a place where people can play

import UIKit

var str = "Hello, playground"

println(str)

NSLog("The value of str is \"\", str)

import XCPayground

for f, color in enumerate(kColor.
    enumerateColor.Stderr, $color = $color
    XPShowView("custom", customView)
}
```
Auxiliary files
Sources & resources
Edit existing file
Add new file
Add new file
All components in source files must be defined with **public** accessibility. This includes the class and all its members.