Swift Data Types:

let : used for defining a **constant** (a value that will not change)
var : used for defining a **variable** (a value that might change)

Int : for 32 bit integers
eg :
var age : Int!
let id = 89

Float :
used for 32 bit floating point numbers (number with fraction values)
eg:
var amount : Float!
let bill = 68.5

Double :
Used for 64 bit floating pointing numbers.
Eg :
var total : Double!
let total = 567.57

Strings:
Represents series of characters
var name : String!
let lang = “Swift”

Booleans:
Used for true or false values
eg:
var isLoggedIn : Bool!
let result = true

Arrays:
Arrays store a list of values that must be of the same type.
You can create an empty array of a certain type using the following syntax :

var array_name = [dataType]()

eg:
var id = [Int]()

Adding values to the array :

id.append(5)
id.append(10)

Initializing array:

l**et** billAmounts: [**Double**] **=** [10.25, 21.32, 15.54]

let os_x = ["mojave","sierra", "captain","yosemite"]

Retrieving the values:

let first = id[0]
print(first) -> Prints the first value in the array

let second = id[1]
print(second) - > Prints the second value

Iterating Over an Array

You can use **for-in** loop to iterate over the entire set of values in an array as shown in the following example −

```
for item in os_x{
        print(item)
}
```

When the above code is compiled and executed, it produces the following result :

mojave
sierra
captain
yosemite

Dictionaries:

are used to store key-value pair in unordered manner.

In dictionaries we can store same type of **keys** and same type of **values** with no defined order. The **keys** in dictionaries must be unique and those will act as identifiers for the **values** in dictionaries.

eg:
var names : Dictionary<Int,String>

Adding elements :
names = [1:"Karthik",4:"Muthu"]

Adding a value
names[24] = “Kumar"

Retrieving elements:
print(names) -> [4: "Muthu", 1: "Karthik", 24: “Kumar"]

print(names[1]) -> “Karthik”