



Playgrounds was first introduced in Xcode 6.0.

Playgrounds Setup

Swift Playgrounds is an experimenting environment that allows developers to write lines of code and see the results instantly. Playgrounds can be used as a testing environment for experienced developers, and it's useful for new developers who are learning the Swift syntax.

Setting up Playgrounds

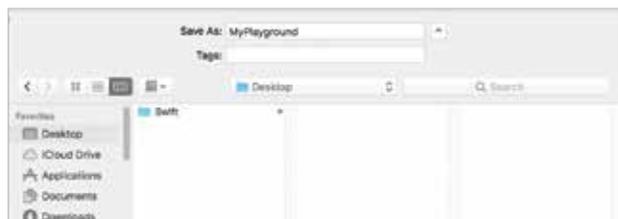
- 1 Open Xcode
- 2 Click the **Get started with a playground** option on the “Welcome to Xcode” window



- 3 You'll then be prompted to select a template for your playground. Choose **Blank** under the iOS section and then click **Next** to continue



- 4 Enter a file name and choose an appropriate location to save your playground file. Tap **Create**, and Xcode will create the playground file for you



Don't dispose of playground files after you have tested out new snippets of code. It's a good idea to keep track of anything new you have learnt.

...cont'd

Your screen should now look similar to the one shown below:



The left-hand side of the screen is where the code is written, and the right-hand side will show the output for each line of code being executed. As you hover over the numbers at the side, you will notice that a **Play** button appears.



If you click the **Play** button, then it will execute that particular line of code.

Let's have a look at the example that is already written inside our playground:

```
var str = "Hello, playground"
```

If you click the **Play** button next to that line, notice how it shows the result in the right-hand pane.

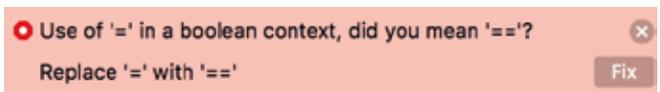
"Hello, playground"

You can also view results inside the Playgrounds Debug Area by using the **print** statement (page 26). You can bring up the Debug Area manually by going to **View > Debug Area > Show Debug Area** from the top menu.

Playgrounds is not just a great way to get used to the Swift language, but also to learn how the Editor works. As soon as you start writing code, it will be checked for errors. Any errors that are found will be highlighted straight away.

Binary operator '/' cannot be applied to operands of type 'String' and 'Int'

Sometimes it will also provide you with some suggestions on how to fix your code. If you click the **Fix** button, then it will change the code based on the suggestion.



The right-hand pane will be empty when you first open Playgrounds.



Strings must be enclosed in double quotes, and not single quotes.