

Swift Coding Scope & Sequence

Grading Period	Unit Title	Learning Targets	Mentor Topics
First Grading Period	Print Statements and Strings Data Types	 print() functions Vocab: playgrounds, output, function, console Double quotes "" Concatenation (+) Escape Characters (for single quotes, backslash, and tabs) Storing values (let vs var) Multi-Literal Strings Changing var values Comments (\\ vs * *\) readLine() function Interpolation Data Types 	Security
	and Basic Math Functions	 Data Types Int, Doubles, Bool, Strings How to stores in all data types and what to store Type Inference Type Safety Basic math functions (+,-,*,\) using Ints vs Doubles Modulus function (%) and how it works with Ints vs Doubles 	Compliance
	Operations and Type Casting	 Compound assignments (+=, -=, *=, \=, %=) Order of operations Numeric Type Conversion Type Casting Random Numbers (arc4random_uniform(x)) Optionals (wrapping & unwrapping) Creating their 1st app (xCode project, labels, textFields, button, linking, compile, run, debugging) Setting and Getting Texts 	Mobile App Dev Frameworks

Second Grading Period	Parts of a class	 Class How to build a class IBOutlets vs IB Actions Global Variables vs Local Variables Functions vs Variables Functions w/ vs w/o return types Input values Parameters _sender: Any Debugging linking issues 	UX /UI Design App Design Patterns
	if statements	 Defining If statements Multiple If statements Relationals (==, >, <>=, <=, !=) If statements with different data types If statements within return type functions .count variable Nested If statements 	Solution Architecture & Design
	If else if statements	 If else if statements Logical Operators (, &, !) Ascii values Analysing an ascii chart 	IoT
Third Grading Period	Loops	 For loops Parts Uses In return types While loops Vs For loops Uses Loops with if statements Break Loops in functions Loops with relationals and compound assignments 	App Performance

	Loonalland	• Loong w/o vanishles	Classel
	Loops II and	Loops w/o variables Loops with above	Cloud
	Strings	• Loops with char	
		Strings as characters	
		• .enumerated	
		For loops with two parameters	
		Complex loops	
		 String functions and variables (.count, .isEmpty, .lowercased(), 	
		$\operatorname{Luppercased}(x), \operatorname{hasPrefix}(x), \operatorname{hasSuffix}(x), \operatorname{Loontains}(x)$ and function uses.	
		 Manipulating Strings (add at the beginning or end of string) 	
	Arrays	Building arrays	Development Best Practices
		Finding the index	·
		Appending	
		Appending multiple values	
		• .count in Arrays	
		 More functions in Arrays (.isEmpty, .remove(at:x), .removeLast(), 	
		.removeAll()	
Fourth	App Design	Students will be building elaborate apps. They will be assessed on user friendly	Requirements & Analysis
Grading	and Function I	design along with proper coding techniques.	7.
Period			
		Students will research and share techniques of building a user friendly design	
		(Mentors?)	
	App Design		
	and Function	Students research and design apps based on gaps (find problems and identify gaps	
	II	to come up with useful ideas)	
	11	to come up useru rusus)	
	App Design		
	and Function		
	III		