

Module	Topics
1	About Swift XCode Overview Projects and Playgrounds Basic Swift Syntax
2	Primitives Integers, Floats, Booleans, Tuples Working with strings Constants and Variables Literals Type Aliases Optionals
3	Math and Logic operations Defining Arrays and Collections Controlling Program Flow with conditionals and loops Enumerations Nested Types
4	Defining a Function Passing parameters Returning single and multiple return values Parameter Naming Variadic, constant, variable and In-Out parameters Closures
5	Value types explained Defining structures Assigning structure instances Reference Types Defining Classes Differences between Value and reference types and when to use Setting up Initializers and de-initializers
6	Stored Properties Lazy and Computed properties Working with Property Observers Encapsulation?
7	Defining Instance and Type Methods Method naming Mutating Methods Subscripts
8	Creating Subclasses Overriding Methods, Properties and Observers Initialization of inherited types - Chaining Casting and subtype polymorphism
9	Reference Counting Explained ARC Under the hood Strong and Weak references Unowned references ARC and Closures
10	What is a protocol Implementing a protocol Delegation Protocol Inheritance Checking conformance Extending types with Extensions
11	Why Generics Generic Functions Generic Types Constraints