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Title: Swift Playgrounds

Version: 3.2

Publisher: Apple

Target audience: Ages 4+

Type of software with justification: Tutorial & Tools. It is a highly guided tutorial in how to program in Swift, masked in making the character Byte perform tasks. There are other Playgrounds that allow you to hone your skills and make your own apps.

Curriculum: This fits into Computer Science

Cost: Free

Description of software:

Swift Playgrounds is primarily used to teach people of all ages how to code using the Swift programming language from Apple. The first screen allows you to pick from a playground you currently have, and a place at the bottom for more playgrounds. The Learn to Code series is well developed and scaffolds users by having the necessary commands already typed and formatted on the keyboard like AutoFill on mobile keyboards. Each section begins with a detailed explanation of what the skill or concept is with relevant everyday examples.

When users are coding, the top section contains a map area with either gems or switches and Byte (who the user codes instructions for to gather gems or toggle switches). The bottom half of the screen contains all of the code and the instructions. In the middle, there is a time toggle for how fast the code is ran, a Run My Code button in the middle, and a Hint button on the right.

Impression of software (how it will be used in a classroom):

Swift Playground is a fun to use app that has users easily build code and run it to find bugs. The tutorials and instructions are fantastic and easy to understand. The only complaint I have is that the onscreen keyboard can be cumbersome at times. There are also some strange things that may occur if the user has junk code (the app did have problems with one of our codes).

This should be used in the context of Computer Science, given the content that it is teaching. It's a great way to learn the Swift Language, which is a valuable skill since that is the Language used by Apple for its apps.

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Does the software pass APPS?: Yes