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The curriculum is geared toward high school and higher education students and focuses on the open-source programming language Swift, designed by Apple, and using Xcode on the Mac.

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How do two compilers in the mixed Swift/ObjC project work together optimising the code? What specifically the compiler does for each optimisation level? To answer these question I tried to get some details about XCode build pipeline, about how the compilers work and where is the place for the code optimization in the process.

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