Swift

You can use the Swift language by loading the correct settings via an environment module.

```
$ module load swift/5.0.1
```

We can see swift is now in the PATH

```
$ echo $PATH
/usr/local/swift/5.0.1/bin:/usr/local/bin:/usr/bin:/bin:/usr/local/games:/usr/games
```

After I unload it, it is not.

```
$ module unload swift/5.0.1
$ echo $PATH
/usr/local/bin:/usr/bin:/bin:/usr/local/games:/usr/games:/usr/local/pintos/bin
```

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