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

and now 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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