

Intermediate Swift

Part 8: Generics

Generics

Swords =



= 100 %



= 100 %

Type Parameter

- ⚙️ A type parameter specifies and names the replacing type.

```
class NPC<T> {  
    func buy(item:T) {  
    }  
}
```

```
class NPC<Item> {  
    func buy(item:Item)  
    {  
    }  
}
```

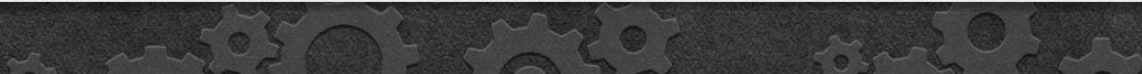
- ⚙️ You can use as many type parameters as you need.

Generics and Methods

```
class NPC {  
    func buy<T>(inventory:[T]) {  
    }  
}
```

```
class NPC {  
    func buy<T:Sellable>(inventory:[T]) {  
    }  
}
```


Demo



Challenge

```
var letters = ["A", "B", "C"]
if letters.indexOfObject("Z") != NSNotFound { letters.indexOfObject("Z") }
if letters.indexOfObject("A") != NSNotFound { letters.indexOfObject("A") } // 0
if letters.indexOfObject("B") != NSNotFound { letters.indexOfObject("B") } // 1
if letters.indexOfObject("C") != NSNotFound { letters.indexOfObject("C") } // 2
```