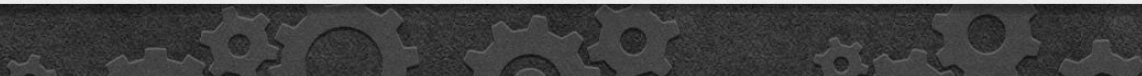


# Introduction to Swift

Part 2: Optionals

# What Are Optionals?

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# Introducing Optionals

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- ⚙️ Optionals indicate if there is or is not a value.
- ⚙️ A lack of a value is represented by nil
- ⚙️ All types can be nil

```
var name:String?  
var age:Int?
```

- ⚙️ To check for a value, use if-let syntax:

```
if let name = name {  
    println("\(name) is not nil")  
}
```

# Implicitly Unwrapped Optionals

---

- ⚙ Force an optional to unwrap its value by using the ! operator:

```
println("\(name!) is not nil")
```

- ⚙ Nil values will cause a crash
- ⚙ Use ! to setup temporary values:

```
var name:String!  
if i % 2 == 0 {  
    name = "Ray"  
} else {  
    name = "Brian"  
}
```



# Optional Chaining

---

- ⚙ When accessing properties from another optional, you can chain optional calls.

```
let playerName = game.player?.name
```

- ⚙ All values returned from the chain will be wrapped in an optional.

```
if let playerName = game.player?.name {  
    println(playerName)  
}
```

# Nil Coalescing Operator

---

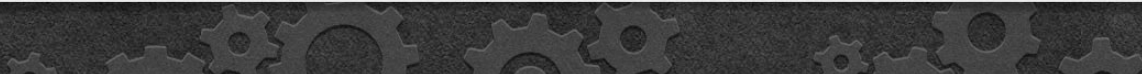
```
var playerName = person.name ?? "Anonymous"
```

- ⚙ If the first value is nil, the second value is returned
- ⚙ If the first value is not nil, it is unwrapped for you
- ⚙ Both values need to be the same type.



# Demo

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# Challenge Time!

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