Intermediate Swift

Part 8: Generics

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Generics

Swords =

= 100 %

= 100 %

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Type Parameter

- A type parameter specify and name 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
```