Intermediate Swift

Part 1: Structs

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Structs and Classes

- methods
- properties
- initializers
- extensions
- protocols

- Structs are value types, classes are reference types.
- Structs do not use inheritance, type casting, or deinitializers.
- Structs are designed to encapsulate simple data values.

Methods

- Methods on value types cannot modify a property by default.
- To modify a property, use the **mutating** keyword.

```
struct Square {

  var x = 1
  var y = 1
  var width = 5
  var height = 5

  mutating func reset() {
    x = 1
    y = 1
    width = 5
    height = 5
  }
}
```

Demo

Challenge Time!

```
var vectorA = Vector(x: 0, y: 4, z: 15)
var vectorB = Vector(x: 10, y: 20, z: 15)

vectorA.add(vectorB)
vectorA.x // 10
vectorA.y // 24
vectorA.z // 30
```