ABOUTOBJECTS

Swift 4

Highlights

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About Objects

- Reston, VA
- Full-stack consulting (NFL, Marriott, Chicos, etc.) and training
- Strong focus on iOS and middleware
- Roots in NeXT, OpenStep, WebObjects + enterprise backends

Resources

GitHub.com/AboutObjectsTraining

- Swift 4 Highlights
- Swift 3 Lowlights

Ole Begemann (oleb.net/blog)

- Playground: What's new in Swift 4

Swift 4 Overview

New/Enhanced in Swift 4

- Strings and One-Sided Ranges
- Collections
  - `Dictionary`
  - `Set`
- Key-Value Coding
- Codable Protocol and JSON Support

Migrating From Swift 3

- Explicit **`@objc`** directives required on a per-method basis to enable dynamic dispatch
- Some Swift 4 `String` APIs now return a new type, `Substring`

Strings

Strings in Swift 2 and Swift 3

- Dropped `Collection` conformance
- Added `characters` property containing collection of `Character` (extended grapheme cluster)
- Substrings referred to original string's storage
  - ✅ Very efficient
  - ❌ Potential memory leak

Swift 3 String API Clutziness

```
let stars = "★★★★★☆☆☆☆☆"
let charView1 = stars.characters.dropFirst(2)
print(charView1)
// CharacterView(_core:
// Swift._StringCore(_baseAddress: Optional(0x0000000101362454),
// _countAndFlags: 9223372036854775816, _owner: nil), _coreOffset: 2)

let charView2 = charView1.dropLast(3)
// Still a CharacterView 🤢
print(String(charView2))
// ★★★☆☆

// Swift 4
print(stars.dropFirst(2).dropLast(3))
// ★★★☆☆
```

Swift 3 String API Clutziness

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let stars = "★★★★★☆☆☆☆☆"
let charView1 = stars.characters.dropFirst(2)
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// CharacterView(_core:
// Swift._StringCore(_baseAddress: Optional(0x0000000101362454),
// _countAndFlags: 9223372036854775816, _owner: nil), _coreOffset: 2)
```

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let charView2 = charView1.dropLast(3)
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// Swift 4
print(stars.dropFirst(2).dropLast(3))
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Swift 3 String API Clutziness

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let stars = "★★★★★☆☆☆☆☆"
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```

Swift 4 Strings (SE-0163)

- Adds back `Collection` conformance and deprecates `characters` property
- Adds `Substring` type
- Prevents leaks by helping developers avoid accidental storage of `Substring` instances
- `String` and `Substring` share API by conforming to `StringProtocol`

String Collection API Examples

```
// Looping through a string's characters:
let s = "abc"
for c in s {
    print(c)
}
// a
// b
// c

// Inserting characters:
var name = "Fred Smith"
let index = name.index(of: " ") ?? name.endIndex
name.insert(contentsOf: " W.", at: index)
// Fred W. Smith
```

String Collection API Examples

```
// Looping through a string's characters:
let s = "abc"
for c in s {
    print(c)
}
// a
// b
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// Inserting characters:
var name = "Fred Smith"
let index = name.index(of: " ") ?? name.endIndex
name.insert(contentsOf: " W.", at: index)
// Fred W. Smith
```

Substring Example

```
let name = "Fred Smith"
let last: Substring = name.dropFirst(5)
// type ^^^^^^^^^^^^ shown for clarity
print(last) // "Smith"
```

```
struct Dude {
    var name: String?
}
var dude = Dude()
dude.name = name // 🚫 Doesn't compile
```

Substring Example

```
let name = "Fred Smith"
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```

Multi-Line String Literals (SE-168)

- Enclosed in triple-quotes
- Whitespace up to trailing quotes ignored

```
let year = 2017
let numPages = 240

let jsonText = """
    {
        "title": "War of the Worlds",
        "author": "H. G. Wells",
        "publication_year": \(year),
        "number_of_pages": \(numPages)
    }
    """
```

One-Sided Ranges (SE-172)

- Ranges can be expressed without explicit starting or ending values

```
let s = "Hello 🌎!"
// Compute an index relative to start of string.
let index = s.index(s.startIndex, offsetBy: 6)

let head = s[..<index]
print(head) // "Hello "

let tail = s[index...]
print(tail) // "🌎!"
```

Collections

Dictionary Keys and Values (SE-154)

- Adds type-specific collections for keys and values
  - Faster key lookups
  - More effecient value mutation

```
let books = ["Emma": 11.95, "Henry V": 14.99,
             "1984": 14.99, "Utopia": 11.95]

guard let index = books.index(forKey: "Emma") else { return }
print(books.values[index])
// 11.95
```

Dictionary & Set Enhancements(SE-165)

- Dictionary-specific `map` and `filter`
- Grouping sequence elements
- Default values for subscripts
- Merging dictionaries

Dictionary-Specific Filter

```
let books = ["Emma": 11.95, "Henry V": 14.99,
             "1984": 14.99, "Utopia": 11.95]

// In Swift 3, Dictionary's `filter` method returned an
// array of key-value tuples instead of a dictionary.
let cheapBooks = books.filter { $0.value < 12.00 }
// [(key: "Utopia", value: 11.95), (key: "Emma", value: 11.95)]
```

```
// If you need a Dictionary result, you have to produce one manually
let cheapBooksDict = cheapBooks.reduce([:]) {
    var dict = $0
    dict[$1.key] = $1.value
    return dict
}
// ["Utopia": 11.95, "Emma": 11.95]
```

Dictionary-Specific Filter

```
let books = ["Emma": 11.95, "Henry V": 14.99,
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```
// If you need a Dictionary result, you have to produce one manually
let cheapBooksDict = cheapBooks.reduce([:]) {
    var dict = $0
    dict[$1.key] = $1.value
    return dict
}
// ["Utopia": 11.95, "Emma": 11.95]
```

Dictionary-Specific Map

```
let books = ["Emma": 11.95, "Henry V": 14.99,
             "1984": 14.99, "Utopia": 11.95]

// Similarly, Dictionary's `map` method returns an array of values
let discount = 0.10
let discountedPrices = books.map { $0.value * (1 - discount) }
// [10.75, 13.49, 10.75, 13.49]
```

```
// That's fine if you simply want to sum the values, but suppose
// you want to produce a list of discounted prices?

// Swift 4 adds `mapValues`, which returns a Dictionary
let discount = 0.10
let discountedBooks = books.mapValues { $0 * (1 - discount) }
// ["Utopia": 10.75, "1984": 13.49, "Emma": 10.75, "Henry V": 13.49]
```

Dictionary-Specific Map

```
let books = ["Emma": 11.95, "Henry V": 14.99,
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Dictionary-Specific Map

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// ["Utopia": 10.75, "1984": 13.49, "Emma": 10.75, "Henry V": 13.49]
```

Grouping Sequence Elements

- Swift 4 adds a new initializer for grouping sequences of values. 🔥

```
let books = ["Emma": 11.95, "Henry V": 14.99,
             "1984": 14.99, "Utopia": 11.95]
```

```
let booksByPrice = Dictionary(grouping: books, by: { $0.value })

// [11.95: [(key: "Utopia", value: 11.95),
//          (key: "Emma", value: 11.95)],
//  14.99: [(key: "1984", value: 14.99),
//          (key: "Henry V", value: 14.99)]]
```

Default Values for Subscripts

```
// Access with default value may not seem like a huge win

let books = ["Emma": 11.95, "Henry V": 14.99,
             "1984": 14.99, "Utopia": 11.95]

// Swift 3:
let price = books["Foo"] ?? 0
// Swift 4:
let price2 = books["Foo", default: 0]

// ...but mutation with a default value is 😎
var discountedBooks = books
let keys = ["Emma", "1984", "Foo"]
for key in keys {
    discountedBooks[key, default: 0] *= 0.9
}
// ["Utopia": 11.95, "1984": 13.49, "Foo": 0.0, "Emma": 10.75, "Henry V": 14.99]
```

Default Values for Subscripts

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// Access with default value may not seem like a huge win

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}
// ["Utopia": 11.95, "1984": 13.49, "Foo": 0.0, "Emma": 10.75, "Henry V": 14.99]
```

Merging Dictionaries

```
let personal = ["home": "703-333-4567", "cell": "202-444-1234"]
let work = ["main": "571-222-9876", "cell": "703-987-5678"]

// If keys match, replaces the current value with the newer value
var phones1 = personal
phones1.merge(work) { _, new in new }
["main": "571-222-9876", "cell": "703-987-5678", "home": "703-333-4567"]
```

```
// If keys match, replaces the current value with a tuple of both values
var phones2: [String: Any] = personal
phones2.merge(work) { (personal: $0, work: $1) }
["main": "571-222-9876",
 "cell": (personal: "202-444-1234", work: "703-987-5678"),
 "home": "703-333-4567"]
```

Merging Dictionaries

```
let personal = ["home": "703-333-4567", "cell": "202-444-1234"]
let work = ["main": "571-222-9876", "cell": "703-987-5678"]

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```

```
// If keys match, replaces the current value with a tuple of both values
var phones2: [String: Any] = personal
phones2.merge(work) { (personal: $0, work: $1) }
["main": "571-222-9876",
 "cell": (personal: "202-444-1234", work: "703-987-5678"),
 "home": "703-333-4567"]
```

Key-Value Coding

Smart KeyPaths (SE-161)

- Allows key paths to be used with non-objc types
- New expression syntax for key paths
  - Similar to property reference, but prefixed with `\`
    for example, `\Book.rating`
- Expression result is an instance of `KeyPath`

Smart KeyPaths Example (1)

```
struct Person {
    var name: String
    var address: Address
}

struct Address: CustomStringConvertible {
    var street: String
    var city: String
}

let address = Address(street: "21 Elm", city: "Reston")
let person = Person(name: "Jo", address: address)

let name = person[keyPath: \Person.name]
// "Jo"
let city = person[keyPath: \Person.address.city]
// "Reston"
```

Smart KeyPaths Example (2)

- Instances of KeyPath can be stored

```
let address = Address(street: "21 Elm", city: "Reston")
let person = Person(name: "Jo", address: address)

// Initialize an array of KeyPaths
let keyPaths = [\Person.name,
                \Person.address.city,
                \Person.address.street]

// Map KeyPaths to an array of property values
let values = keyPaths.map { person[keyPath: $0] }

// ["Jo", "Reston", "21 Elm"]
```

Smart KeyPaths Example (3)

- You can use KeyPaths to mutate properties of non-ObjC types

```
// KeyPaths allow you to mutate properties of Swift types

let address = Address(street: "21 Elm", city: "Reston")
var mutablePerson = Person(name: "Jo", address: address)

mutablePerson[keyPath: \Person.name] = "Kay"
mutablePerson[keyPath: \Person.address.city] = "Herndon"

// Person(name: "Kay", address:
//     Address(street: "21 Elm", city: "Herndon"))
```

Codable

Swift Archival and Serialization (SE-166)

- Adds protocols for
  - Encoders and decoders
  - Encodable and decodable types
  - Property keys
  - User info keys

Codable Protocols

- Compiler can synthesize default implementations

```
/// A type that can encode values into a native format
/// for external representation.
public protocol Encodable {
    public func encode(to encoder: Encoder) throws
}

/// A type that can decode itself from an external representation.
public protocol Decodable {
    public init(from decoder: Decoder) throws
}

public typealias Codable = Decodable & Encodable
```

Standard Library Codable Types

- `Optional`
- `Array`, `Dictionary`
- `String`, `Int`, `Double`
- `Date`, `Data`, URL

Declaring Codable Types

```
// Declare Person and Dog structs conforming to Codable
struct Person: Codable {
    var name: String
    var age: Int
    var dog: Dog
}
struct Dog: Codable {
    var name: String
    var breed: Breed

    // Codable has built-in support for enums with raw values.
    enum Breed: String, Codable {
        case collie = "Collie"
        case beagle = "Beagle"
        case greatDane = "Great Dane"
    }
}
```

Swift Encoders (SE-167)

- Foundation framework classes are bridged across as Swift types

Swift Standard Library	Foundation
`JSONEncoder`	`NSJSONSerialization`
`JSONDecoder`	`NSJSONSerialization`
`PropertyListEncoder`	`NSPropertyListSerialization`
`PropertyListDecoder`	`NSPropertyListSerialization`

Encoding to JSON

```
let encoder = JSONEncoder()
encoder.outputFormatting = .prettyPrinted

let fred = Person(name: "Fred", age: 30, dog:
    Dog(name: "Spot", breed: .beagle))

let data = try! encoder.encode(fred)
```

```
{
  "name" : "Fred",
  "age" : 30,
  "dog" : {
    "name" : "Spot",
    "breed" : "Beagle"
  }
}
```

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```

```
{
  "name" : "Fred",
  "age" : 30,
  "dog" : {
    "name" : "Spot",
    "breed" : "Beagle"
  }
}
```

Decoding from JSON

```
let decoder = JSONDecoder()

let fredsClone = try! decoder.decode(Person.self, from: data)

// Person(name: "Fred",
//        age: 30,
//        dog: Dog(name: "Spot",
//                 breed: Dog.Breed.beagle))
```

Decoding from JSON

```
let decoder = JSONDecoder()

let fredsClone = try! decoder.decode(Person.self, from: data)

// Person(name: "Fred",
//        age: 30,
//        dog: Dog(name: "Spot",
//                 breed: Dog.Breed.beagle))
```

Codable Demo


ABOUTOBJECTS

Upcoming Classes

View online: Public schedule

Date	Title
Mar 12 – 14	Transitioning to Swift
Apr 14 – Apr 20	iOS Development in Swift: Comprehensive
Apr 30 – May 4	Advanced iOS Development

Q & A