# Bridging to Objective-C

## ObjC to Swift

### Renaming

```
// ObjC
NS_SWIFT_NAME(Sandwich.Preferences)
@interface SandwichPreferences : NSObject
@property BOOL includesCrust NS_SWIFT_NAME(isCrusty);
@end
// Swift
var preferences = Sandwich.Preferences()
preferences.isCrusty = true

// Renaming an ObjC enum
typedef NS_ENUM(NSInteger, SandwichBreadType) {
   brioche, pumpernickel, pretzel, focaccia
} NS_SWIFT_NAME(SandwichPreferences.BreadType);
```

# Refining Method Names

- Initializer methods are imported by Swift with double underscores () prepended to their first argument labels.
- Object subscripting methods are imported by Swift as methods with double underscores () prepended to their base names, rather than as a Swift subscript, if either the getter or setter method is marked as NS\_REFINED\_FOR\_SWIFT.
- Other methods are imported with double underscores () prepended to their base names.

```
@end
// Swift
extension Color {
    var rgba: (red: CGFloat, green: CGFloat, blue: CGFloat, alpha: CGFloat) {
        var r: CGFloat = 0.0
        var g: CGFloat = 0.0
        var b: CGFloat = 0.0
        var a: CGFloat = 0.0
        __getRed(red: &r, green: &g, blue: &b, alpha: &a)
        return (red: r, green: g, blue: b, alpha: a)
}
```

## **NSError** and throws

#### NSFileManager:

• Use NS\_SWIFT\_NOTHROW to avoid the throws-based translation