Extension

Adding functionality to an Existing Classes / Structures / Enums

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Functionality of an existing class, structure or enumeration type can be extended / added with the help of extensions. Type functionality can be added with extensions but overriding the functionality is not possible with extensions. You can add functionality like Computed Properties, functions and subscripts.

The additional functionality could be

- i. You can not add stored properties with extension
- ii. Adding class or instance methods
- iii. Providing custom initialisers.
- iv. Overriding the existing functionality is not recommended.

```
Syntax:
extension Class/Structure/Enum
{
    Additional functions / structures / subscripts
    NOTE: Stored properties are not allowed
}
```

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```
extension Int {
     var add: Int {return self + 100 }
     var sub: Int { return self - 10 }
     var mul: Int { return self * 10 }
     var div: Int { return self / 5 }
 let addition = 3.add
 println("Addition is \(addition)")
 let subtraction = 120.sub
 println("Subtraction is \((subtraction)"))
 let multiplication = 39.mul
 println("Multiplication is \((multiplication)")
 let division = 55.div
 println("Division is \(division)")
 let mix = 30 add + 34 sub
 println("Mixed Type is \((mix)")
```

```
extension String{
    var newExtProperty: String{
        get{
            return self.newExtProperty;
        set
            self.newExtProperty = newValue
    }
    func aNewMethod()
    {
        print("This is new method added through Extensions")
    var aString: String = "Hello";
    aString.aNewMethod();
    aString.newExtProperty = "This is new property";
```

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Thank You