



Swift Cheat Sheet **Love2Code**

Insert a New Entity

```
// This assumes the encapsulating Type has a reference to managed object context

let newEntity = NSEntityDescription.insertNewObjectForEntityForName("MyEntity",
inManagedObjectContext: self.managedObjectContext) as! MyEntity
// Set properties

do {
    try self.managedObjectContext.save()
} catch {
    // Do something in response to error condition
}
```

Fetch All Entities

```
// This assumes the type has a reference to managed object context

let fetchRequest = NSFetchRequest(entityName: "MyEntity")
do {
    let fetchedEntities = try self.managedObjectContext.executeFetchRequest(fetchRequest) as! [MyEntity]
    // Do something with fetchedEntities
} catch {
    // Do something in response to error condition
}
```

Class Implementation

```
class MyClass: OptionalSuperClass,
OptionalProtocol1, OptionalProtocol2 {
```

```
    var myProperty:String
    var myOptionalProperty:String?
    // More properties...
```

```
    // You only need override if subclassing
    override init() {
        myProperty = "Random"
    }
```

```
    // More methods...
}
```

Methods

```
func dolt() -> Int {
    return 0
}
func dolt(a:Int) -> Int {
    return a
}
func dolt(a:Int, b:Int) -> Int {
    return a+b
}
```

Creating or Using Instance

```
var a = MyClass()
a.myproperty
a.dolt()
a.dolt(1)
a.dolt(2, b:3)
```

Control Flow

```
var condition = true
if condition {
} else {
}

var val = 5
switch val {
case 1:
    "ran"
case 2:
    "name"
default:
    "here"
}

// Omits the
// upper value
for i in 0.. < 3 {
}
```

Enums

```
enum CollisionType: Int {
    case Player = 1
    case Enemy = 2
}

var type = CollisionType.Player
```

Declaring Variables

```
var mutableDouble:Double = 1.0
mutableDouble = 2.0
let constantDouble:Double = 1.0
// constantDouble = 2.0 // error
var mutableInferredDouble = 1.0
var optionalDouble:Double? = nil
optionalDouble = 1.0
if let definiteDouble = optionalDouble {
    definiteDouble
}
```

String Quick Examples

```
var personOne = "Bob"
var personTwo = "Steve"
var combinedString = "\(personOne):Hey, \(personTwo)!
How's it going?"
var tipString = "725"
var tipInt =
    NSString(string: tipString).intValue
tipString = "7.25"
var tipDouble =
    NSString(string: tipString).doubleValue
```

Array Quick Examples

```
var person1 = "Bob"
var person2 = "Steve"
var array:[String] = [person1, person2]
array.append("Names")
for person in array {
    print("person: \(person)")
}
var Names = array[2]
```

Dictionary Quick Examples

```
var dict[String: String] = "Ninja": "Leonardo",
"Sensai": "Master Splinter", "Enemy": "Shredder"]
dict["Enemy"] = "Baddie"
dict["Ninja"] = nil // to delete Ninja
for (type, character) in dict {
    print("type: \(type), character: \(character)")
}
```