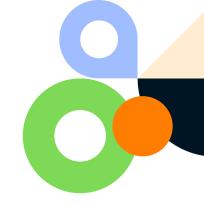




```
manual code repetition.txt
(function repeat() {
CTRL C + CTRL V
repeat();
})();
#iOS #Swift #Sourcery#Library
```

Content





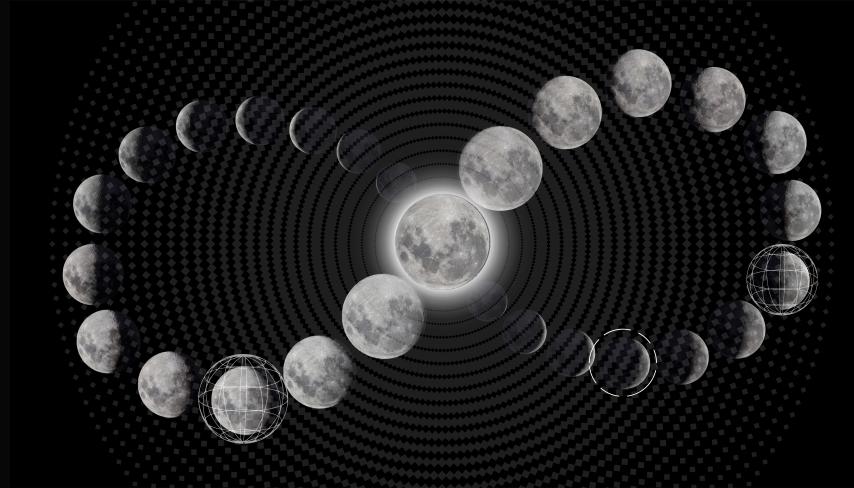


Make a project with Sourcery

Sourcery components: Stencils,
CustomStencil

Conclusion

BOILERPLATE CODE

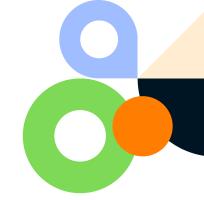


Boilerplate code

W

In computer programming, boilerplate code, or simply boilerplate, are sections of code that are repeated in multiple places with little to...

w Wikipedia / Dec 3



ExampleViewController.swift 1 2 3





ExampleViewController.swift

```
import UIKit
class ExampleViewController: UIViewController {
}

4 }
```





ExampleViewController.swift

```
1 import UIKit
2 class ExampleViewController: UIViewController {
3
4 }
5
```

ExampleViewController2.swift

```
ExampleViewController.swift
// ExampleViewController.swift
1 //
      // FxampleViewController.swift
1 //
        2 // ExampleViewController.swift
                   // ExampleViewController_swift

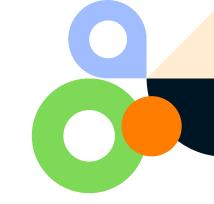
1 //
2 // ExampleViewController_swift

1 1 //
                                // ExampleViewController.swift
1 //
2 // ExampleViewController.swift
1 1 //
                                             // ExampleViewController.swift
1 //
                                             1 //
2 // ExampleViewController.swift
3 1 //
2 2 // ExampleViewController.swift
3 3 // ForteApp
                                              4 // 4 // 5 5 // Created by Yernur on 10.12.2023. 6 // Copyright © 2023 One Tech. All rights reserved. 7 //
                          12
13
14
15
16
17
18
19
20
21
22
23
20
21
22
23
                                       12
13
14
15
16
17
                                                     9 import UIKit
                                                    10
11 class ExampleViewController: UIViewController {
                                 16
                                                                  override func viewDidLoad() {
                                                                        super.viewDidLoad()
                                                                        \ensuremath{//} Do any additional setup after loading the view.
                                                    16
17
18
19
20
21
22
23
                                              18
15
20
21
22
23
                                                                 /*
// MARK: - Navigation
                                                                 // In a storyboard-based application, you will often want to do a little preparation before navigation
override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
    // Get the new view controller using segue.destination.
    // Pass the selected object to the new view controller.
```

```
ExampleViewController.swift
   ExampleViewController.swift
       ExampleViewController.swift
                                                                     ExampleViewController.swift
                                                                         ExampleViewController.swift
               ExampleViewController.swift
                                                                         // ExampleViewController.swift
               // ExampleViewController.swift
               // ForteApp
                                                                             // ExampleViewController.swift
                                                                             // ForteApp
               // Created by Yernur on 10.12.2023.
               // Copyright © 2023 One Tech. All ri
                                                                             // Created by Yernur on 10.12.2023.
                                                                             // Copyright @ 2023 One Tech. All rights reserved.
               import UIKit
                                                                          9 import UIKit
           11 class ExampleViewController: UIViewCo
                                                                         11 class ExampleViewController: UIViewController {
                   override func viewDidLoad() {
                       super.viewDidLoad()
                                                                                 override func viewDidLoad() {
                                                                                      super.viewDidLoad()
                       // Do any additional setup af
                                                                                      // Do any additional setup after loading the view.
                   // MARK: - Navigation
                                                                                 // MARK: - Navigation
                    // In a storyboard-based applicat
                                                                 25
26
27
28
25
                    override func prepare(for segue:
                                                                                  // In a storyboard-based application, you will often want to do a little preparation before navigation
                       // Get the new view controlle
                                                                                  override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
                        // Pass the selected object to the
                                                                     26
27
28
                                                                                     // Get the new view controller using segue.destination. // Pass the selected object to the new view controller.
                                                                         28
    ExampleViewController.swift
                                                             ExampleViewController.swift
                    ExampleViewController.swift
                                                                          2 // ExampleViewController.swift
                                    // ExampleVi
                                    // ForteApp
                                                                          5 // Created by Yernur on 10.12.2023.
                                 5 // Created b
                                                                             // Copyright @ 2023 One Tech. All rights reserved.
                                        Copyright
                                    //
                                 9 import UIKit
                                                                          9 import UIKit
                                                                         11 class ExampleViewController: UIViewController {
                                    class Example
                                                                                 override func viewDidLoad() {
                                             super
                                                                                     super.viewDidLoad()
                                             // Do
                                                                                     // Do any additional setup after loading the view.
                                                                                 // MARK: - Navigation
                                         // MARK:
                                        // In a story 30 override func 21 // Get the ne
                                                                                 // In a storyboard-based application, you will often want to do a little preparation before navigation override func prepare(for segue: UIStoryboardSegue, sender: Any?) \{
                                                                                      // Get the new view controller using segue.destination.
                                             // Pass the select
                                                                                      // Pass the selected object to the new view controller.
```

Boilerplate code om







ExampleViewController.swift

```
ExampleViewController.swift
       ForteApp
5 // Created by Yernur on 10.12.2023.
       Copyright @ 2023 One Tech. All rights reserved.
7 //
8
9 import UIKit
   class ExampleViewController: UIViewController {
11
12
13
       override func viewDidLoad() {
14
           super.viewDidLoad()
15
           // Do any additional setup after loading the view.
16
17
18
19
20
21
       // MARK: - Navigation
22
23
       // In a storyboard-based application, you will often want to do a little preparation before navigation
24
       override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
25
           // Get the new view controller using segue.destination.
           // Pass the selected object to the new view controller.
27
28
29
30 }
```

iOS? Swift?

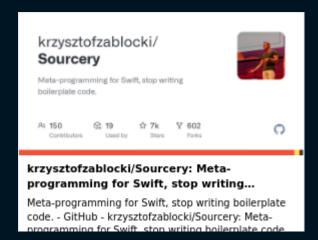


Sourcery





Sourcery is a code generator for Swift language, built on top of Apple's own SwiftSyntax. It extends the language abstractions to allow you to generate boilerplate code automatically.





Let's start



Config file

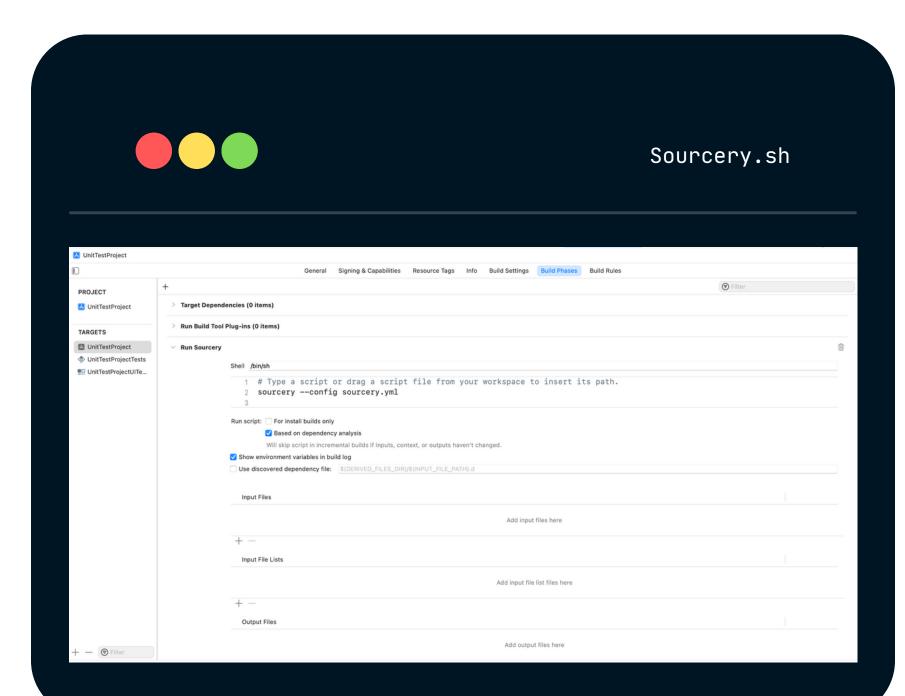


Sourcery.sh

```
sources:
    -/Users/yernur/Documents/UnitTestProject/UnitTestProject
templates:
    -/Users/yernur/Documents/UnitTestProject/sourcery/Templates
output:
/Users/yernur/Documents/UnitTestProject/UnitTestProjectTests/Generated
args:
autoMockableTestableImports: ["UnitTestProject"]
```



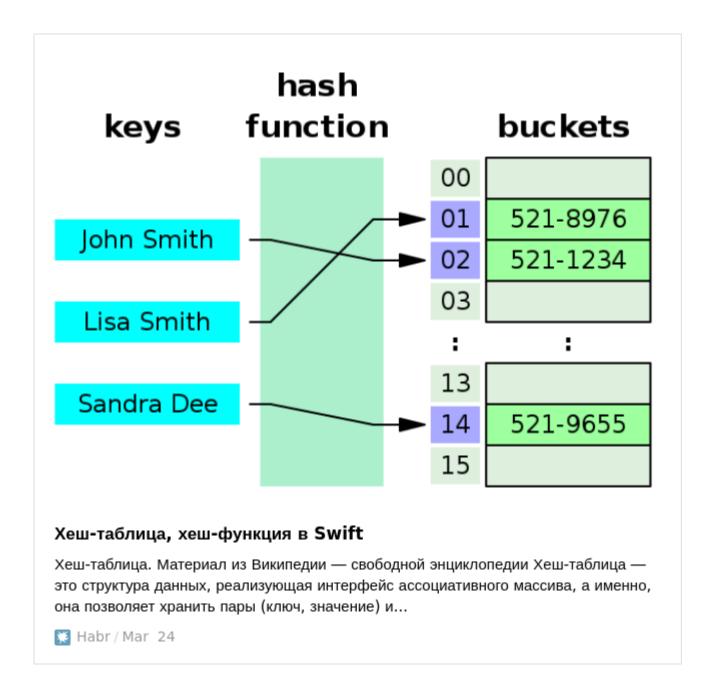
Config file



https://github.com/krzysztofzablocki/Sourcery/tree/master/ Templates/Templates



AutoHashable



Протокол **Hashable** используется для определения уникальности объекта в коллекции.



AutoMockable

Mock-объект

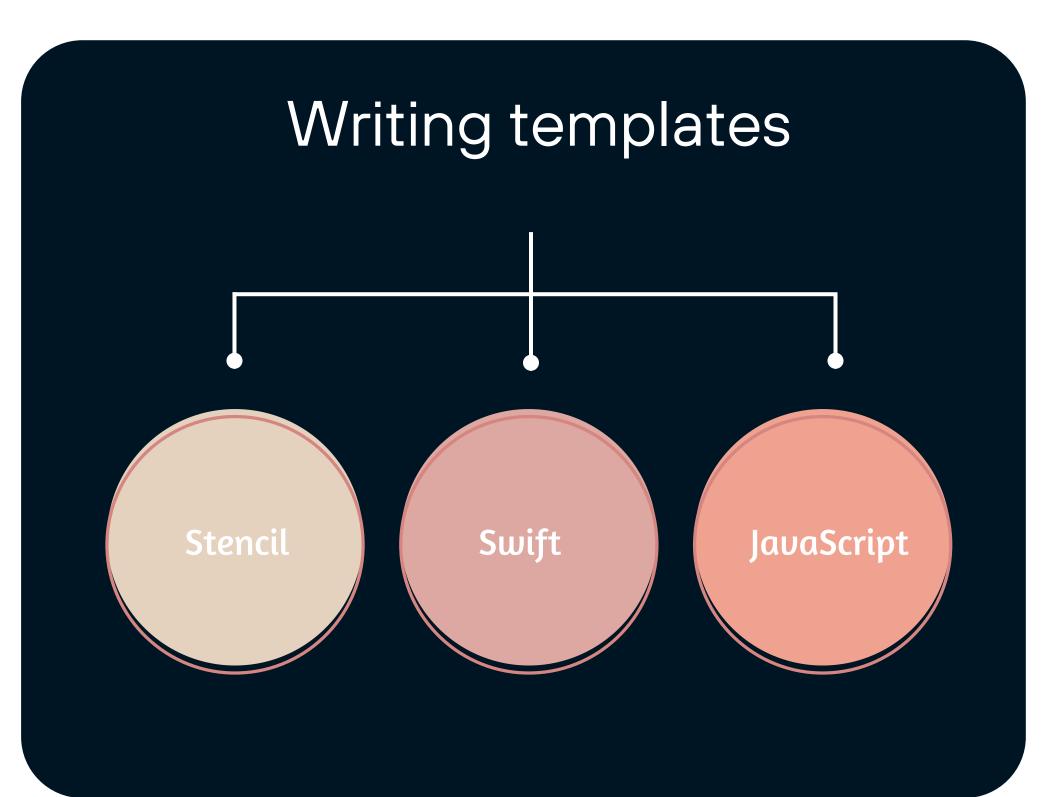


Моск-объект (от англ. mock object, букв. — «объектпародия», «объект-имитация», а также «подставка») — в объектно-ориентированном программировании — тип...

w Wikipedia / Mar 9

<u>https://krzysztofzablocki.github.io/Sourcery/writing-templates.html</u>

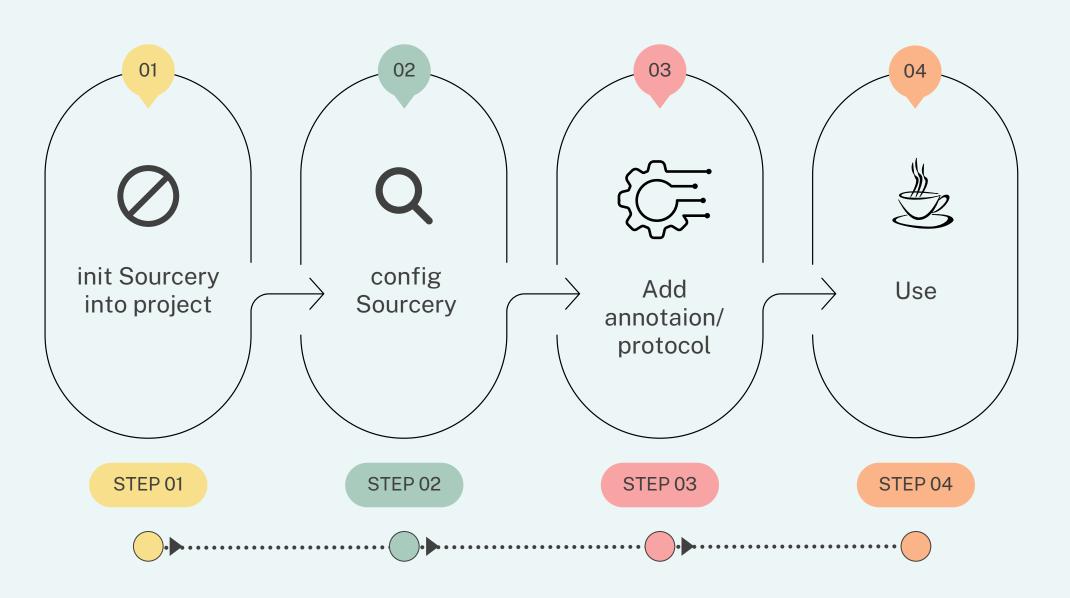






Writing custom stencil

Resume



Source:

