Unit 3—Lesson 4: Constant and Variable Scope

Global scope—Defined outside of a function Local scope—Defined within braces ({ })

```
var globalVariable = true

if globalVariable {
  let localVariable = 7
}
```

55

My age: 55

```
var age = 55

func printMyAge() {
  print("My age: \(age\)")
}

print(age)
printMyAge()
```

```
func printBottleCount() {
    let bottleCount = 99
    print(bottleCount)
}

printBottleCount()
print(bottleCount)
```

Use of unresolved identifier 'bottleCount'

```
func printTenNames() {
  var name = "Richard"
  for index in 1...10 {
    print("\(index): \(name)")
  }
  print(index)
  print(name)
}
```

Use of unresolved identifier 'index'

Variable shadowing

Loop 2: 202

Loop 3: 203

100

```
let points = 100

for index in 1...3 {
    let points = 200
    print("Loop \(index): \(points+index)")
}
print(points)
Loop 1: 201
```

Variable shadowing

```
var name: String? = "Robert"

if let name = name {
  print("My name is \((name)\)")
}
```

Variable shadowing

```
func exclaim(name: String?) {
   if let name = name {
     print("Exclaim function was passed: \(name)")
   }
}
```

```
func exclaim(name: String?) {
   guard let name = name else { return }
   print("Exclaim function was passed: \(name)")
}
```

Shadowing and initializers

Todd

50

```
struct Person {
  var name: String
  var age: Int
}

let todd = Person(name: "Todd", age: 50)
print(todd.name)
print(todd.age)
```

Shadowing and initializers

```
struct Person {
  var name: String
  var age: Int

  init(name: String, age: Int) {
    self.name = name
    self.age = age
  }
}
```

Shadowing and initializers

```
struct Person {
  var name: String
  var age: Int

init(name: String, age: Int) {
    self.name = name
    self.age = age
  }
}
```

Unit 3—Lesson 4

Lab: Constant and Variable Scope



Open and complete the exercises in 3-04 - Scope.playground