Unit 2—Lesson 3: Structures

Structures

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

Capitalize type names

Use lowercase for property names

Structures

Accessing property values

```
struct Person {
  var name: String
}

let jasmine = Person(name: "Jasmine")
print(jasmine.name)
```

```
Jasmine
```

Structures
Adding functionality

```
struct Person {
  var name: String

 func sayHello() {
    print("Hello there! My name is \(name)!")
  }

}

let jasmine = Person(name: "Jasmine")
jasmine.sayHello()
```

```
Hello there! My name is Jasmine!
```

Instances

```
struct Shirt {
  var size: String
  var color: String
}

let myShirt = Shirt(size: "XL", color: "blue")

let yourShirt = Shirt(size: "M", color: "red")
```

Initializers

```
var string = String() // ""
var integer = Int() // 0
var bool = Bool() // false
```

Initializers

Default values

```
struct Odometer {
  var count: Int = 0
}

let odometer = Odometer()
print(odometer.count)
```

```
0
```

Initializers

Memberwise initializers

```
let odometer = Odometer(count: 27000)
print(odometer.count)
```

```
27000
```

Initializers

Memberwise initializers

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

Initializers

Memberwise initializers

```
struct Person {
  var name: String

  func sayHello() {
    print("Hello there!")
  }
}

let person = Person(name: "Jasmine") // Memberwise initializer
```

```swift
struct Shirt {
  let size: String
  let color: String
}

let myShirt = Shirt(size: "XL", color: "blue") // Memberwise initializer


struct Car {
  let make: String
  let year: Int
  let color: String
}

let firstCar = Car(make: "Honda", year: 2010, color: "blue") // Memberwise initializer
```

Initializers

Custom initializers

```
struct Temperature {
  var celsius: Double
}

let temperature = Temperature(celsius: 30.0)
```

```
let fahrenheitValue = 98.6
let celsiusValue = (fahrenheitValue - 32) / 1.8

let newTemperature = Temperature(celsius: celsiusValue)
```

Initializers

Custom initializers

```
struct Temperature {
  var celsius: Double

  init(celsius: Double) {
    self.celsius = celsius
  }
}
```

Unit 2—Lesson 3

Lab: Structures

Open and complete the remaining exercises in `Lab - Structures.playground`

```
struct Temperature {
  var celsius: Double

  init(celsius: Double) {
    self.celsius = celsius
  }

  init(fahrenheit: Double) {
    celsius = (fahrenheit - 32) / 1.8
  }
}

let currentTemperature = Temperature(celsius: 18.5)
let boiling = Temperature(fahrenheit: 212.0)

print(currentTemperature.celsius)
print(boiling.celsius)

18.5
100.0
```

Instance methods

```
struct Size {
  var width: Double
  var height: Double

  func area() -> Double {
    return width * height
  }
}

var someSize = Size(width: 10.0, height: 5.5)

let area = someSize.area() // Area is assigned a value of 55.0
```

```
struct Odometer {
  var count: Int = 0 // Assigns a default value to the 'count' property.

  mutating func increment() {
    count += 1
  }

  mutating func increment(by amount: Int) {
    count += amount
  }

  mutating func reset() {
    count = 0
  }
}

var odometer = Odometer() // odometer.count defaults to 0
odometer.increment() // odometer.count is incremented to 1
odometer.increment(by: 15) // odometer.count is incremented to 16
odometer.reset() // odometer.count is reset to 0
```

Computed properties

```
struct Temperature {
  let celsius: Double
  let fahrenheit: Double
  let kelvin: Double
}

let temperature = Temperature(celsius: 0, fahrenheit: 32, kelvin: 273.15)
```

```
struct Temperature {
  var celsius: Double

  var fahrenheit: Double {
    return celsius * 1.8 + 32
  }
}

let currentTemperature = Temperature(celsius: 0.0)
print(currentTemperature.fahrenheit)

32.0
```

self

```
struct Car {
  var color: Color

  var description: String {
    return "This is a \(self.color) car."
  }
}
```

self

When not required

Not required when property or method names exist on the current object

```
struct Car {
  var color: Color

  var description: String {
    return "This is a \(color) car."
  }
}
```

self

When required

```
struct Temperature {
  var celsius: Double

  init(celsius: Double) {
    self.celsius = celsius
  }
}
```

Unit 2—Lesson 3

Lab: Structures

Open and complete the remaining exercises in `Lab - Structures.playground`