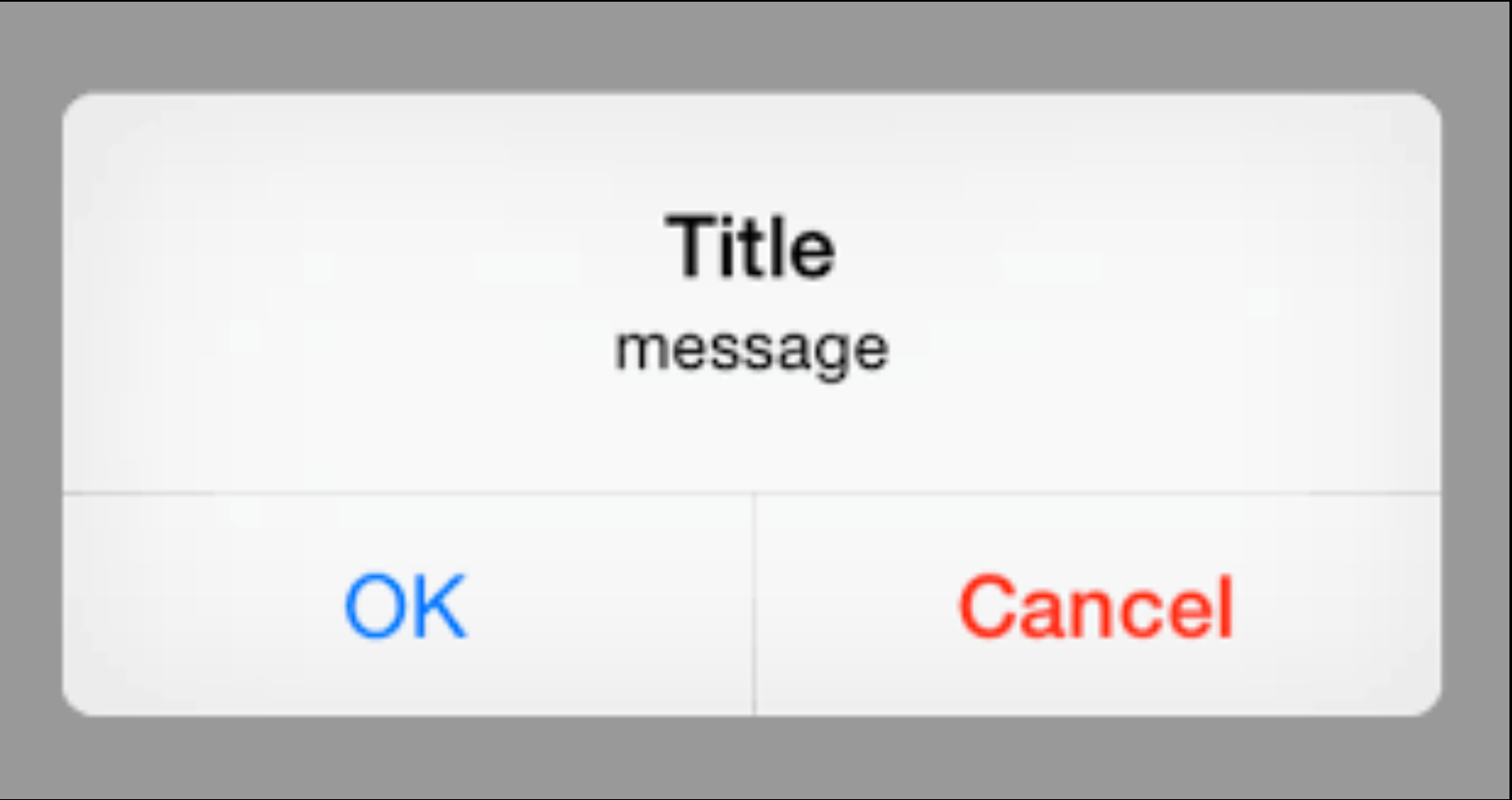




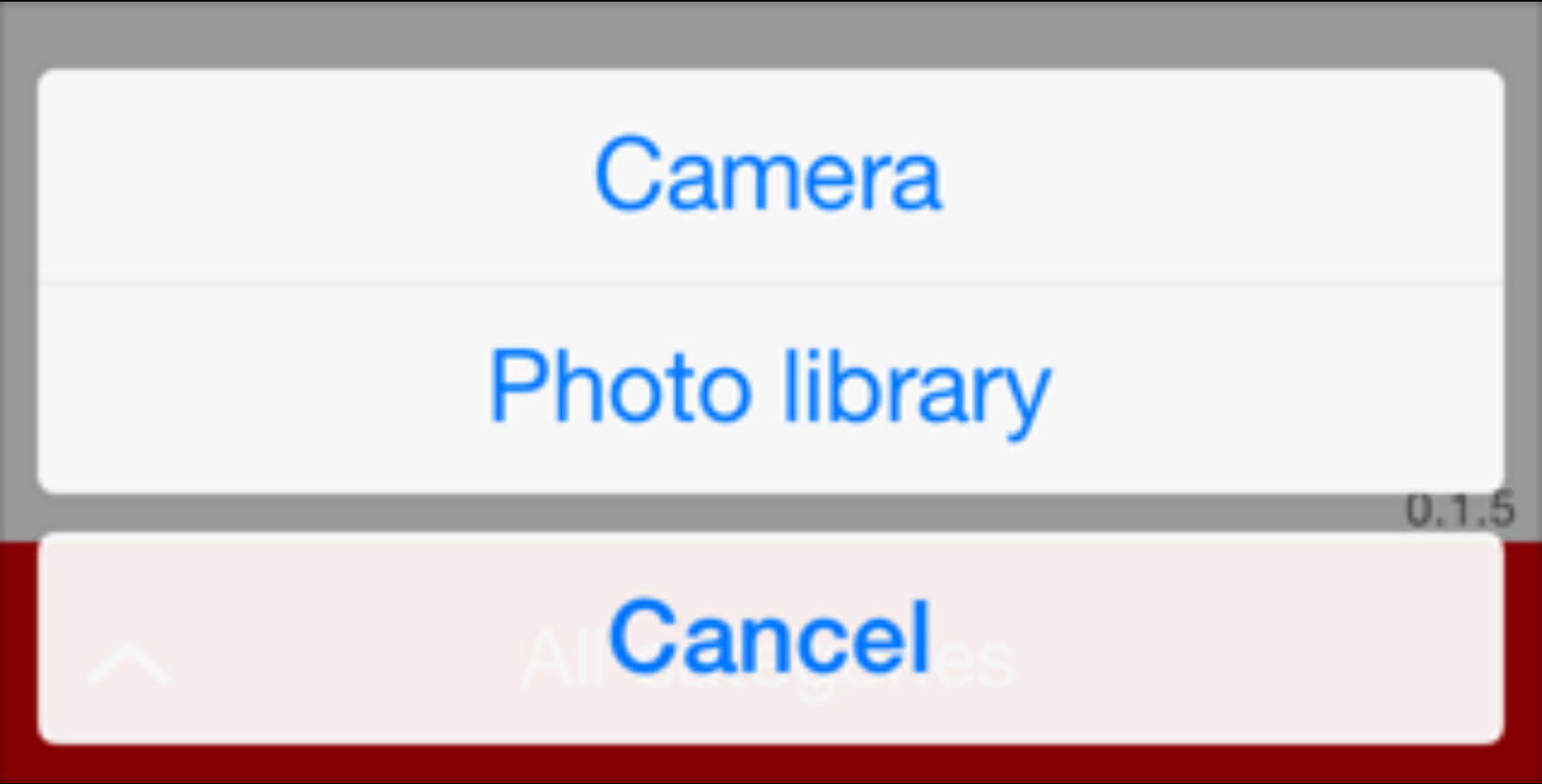
Alarm Alret & Optional

Mon 21 Jan 2019

ALERT, ACTION SHEET



Alert



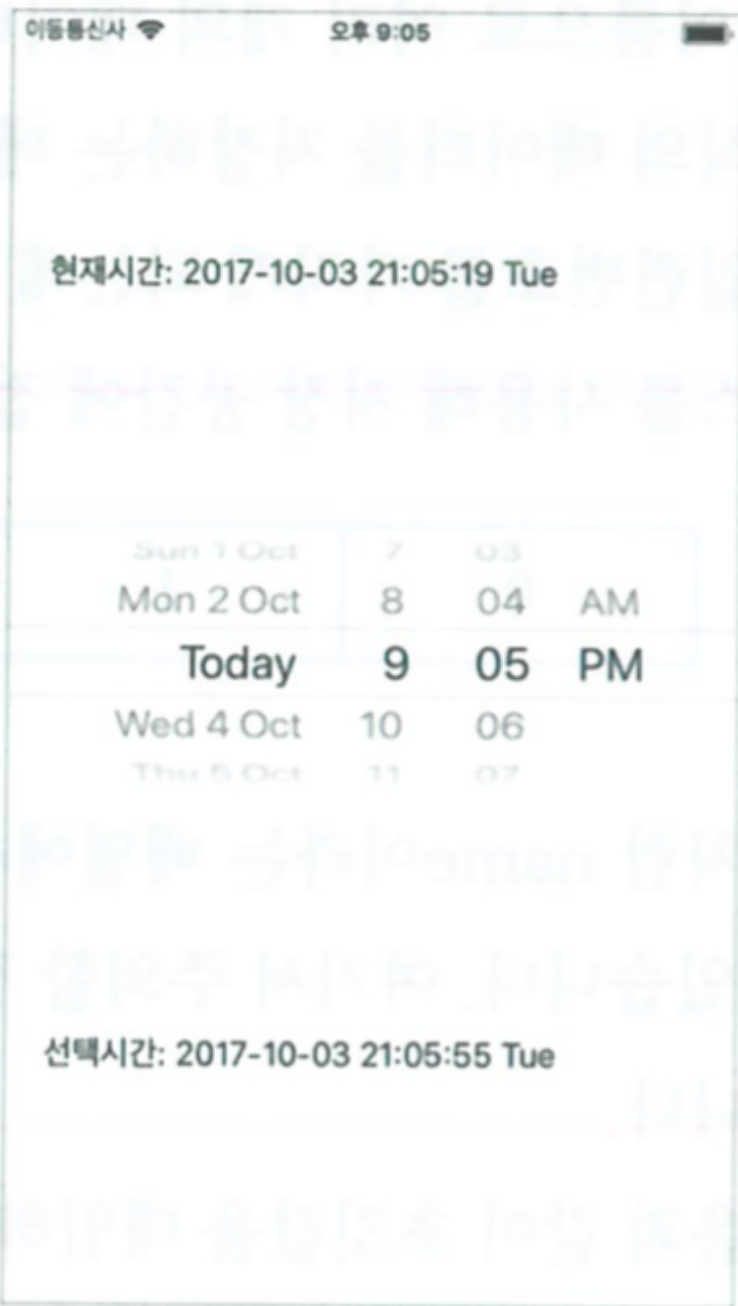
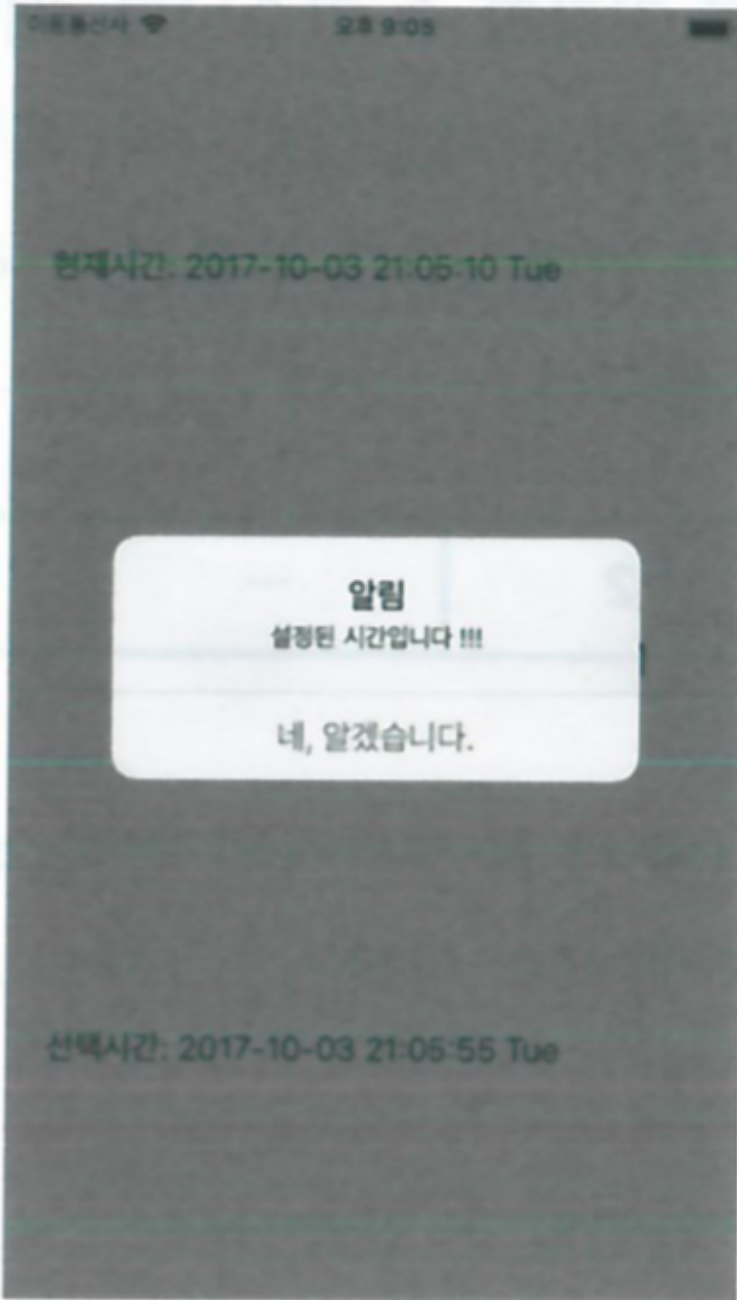
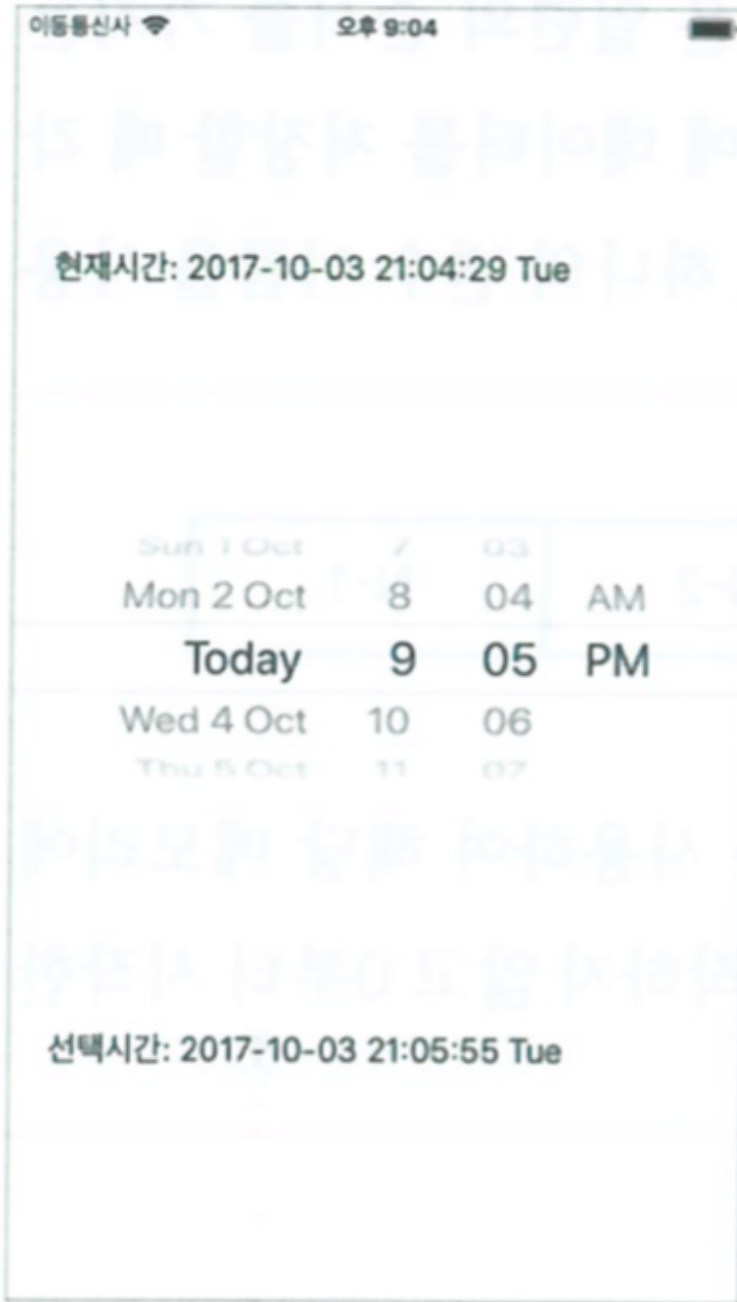
Action Sheet



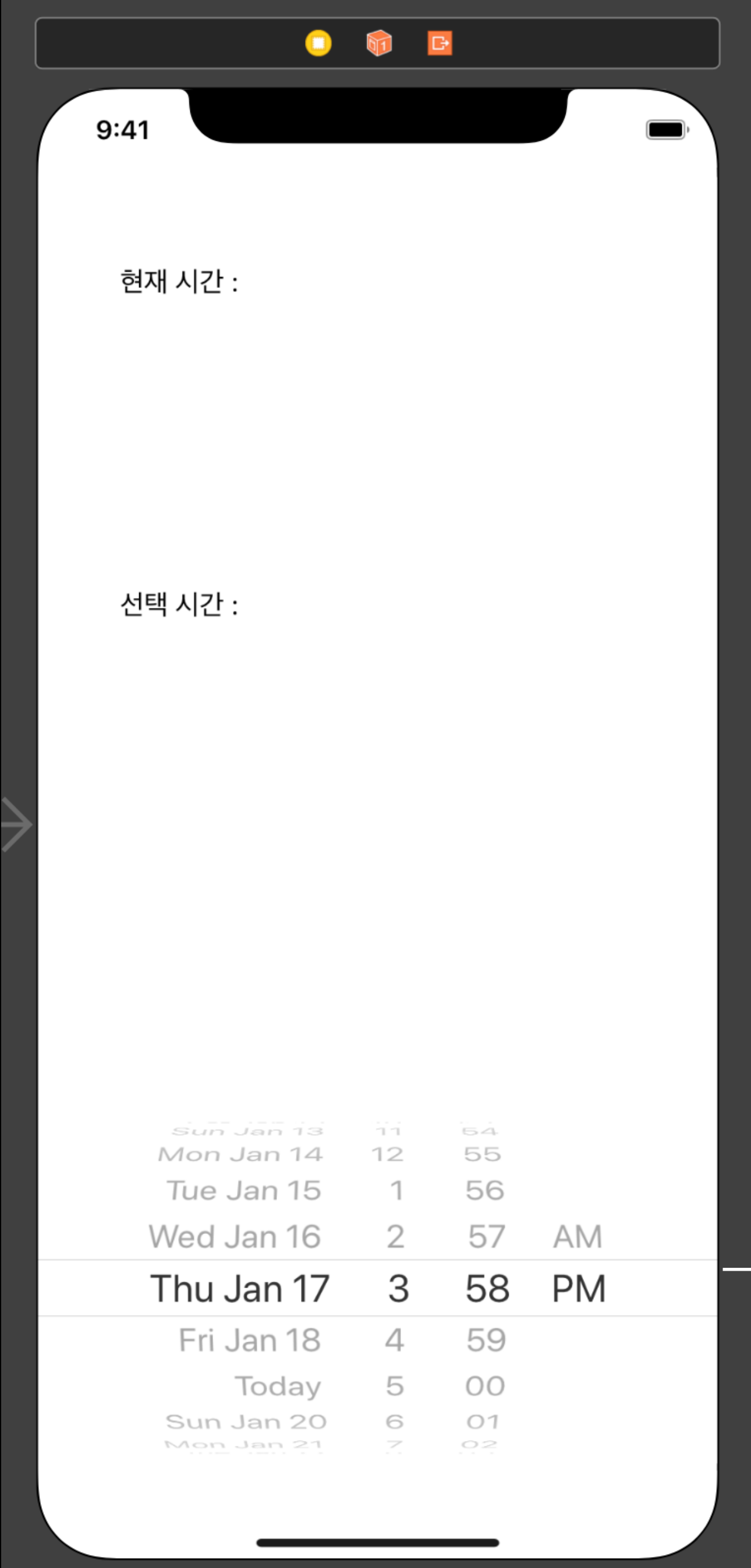
PROBLEM

목표 현재 시간이 선택한 시간과 같아지면 얼럿으로 알림 메시지를 나타내는 알람 시계를 만들어 보세요.

[네, 알겠습니다.]를 누른 후에는 1분 동안 알림 창이 나타나지 않게 설정해 보세요.



STORYBOARD



Date Picker

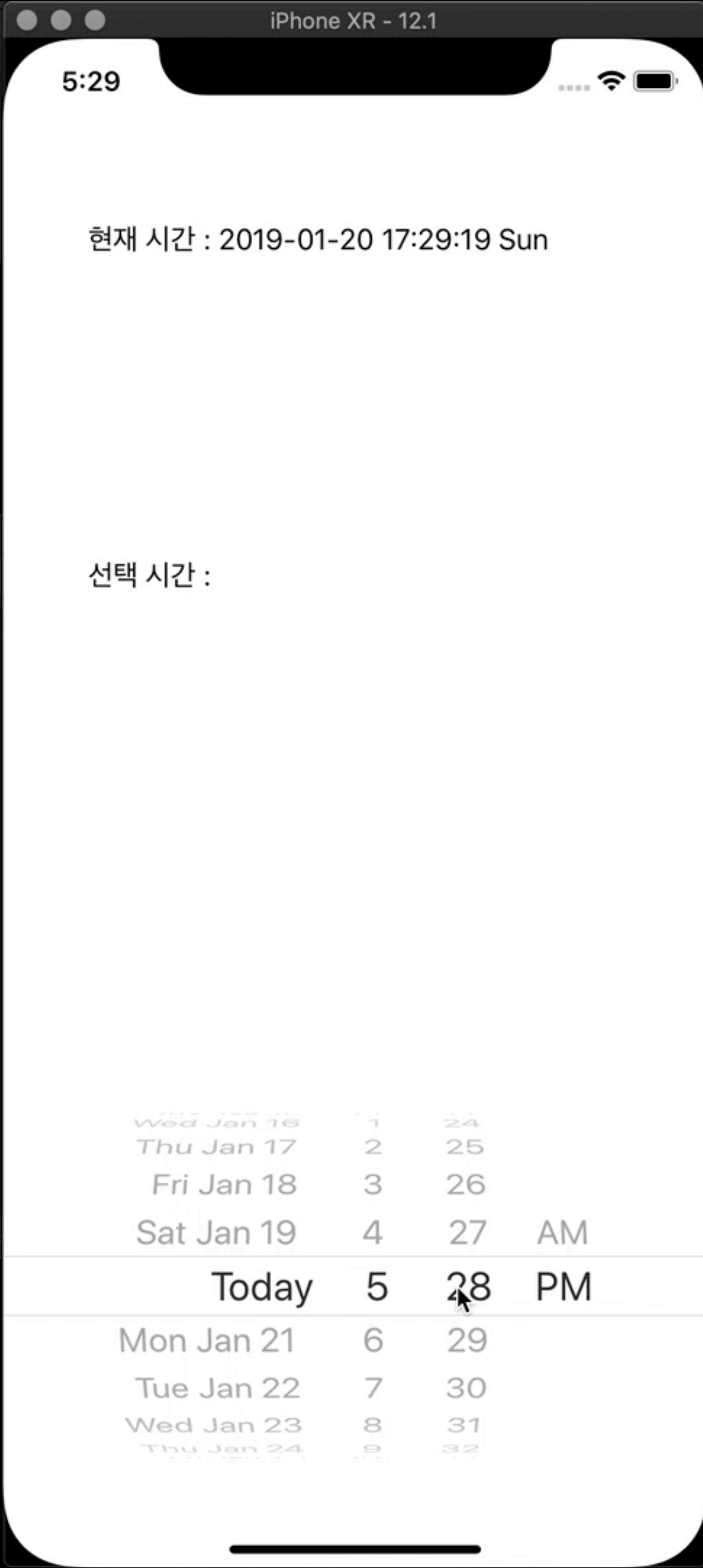


Alarm 예제에서 alarmFlag 변수, alarmFlag를 이용한 제어문에서 Alert Method 추가

```
if alarmTime==currentTime {  
    if !alertFlag{  
        let alarmAlert = UIAlertController(title: "알림", message: "설정된 시간입니다",  
            preferredStyle: UIAlertController.Style.alert)  
        let confirmAction = UIAlertAction(title: "네, 확인", style:  
            UIAlertAction.Style.default, handler: nil)  
  
        alarmAlert.addAction(confirmAction)  
        present(alarmAlert, animated: true, completion: nil)  
        alertFlag = true  
    }  
    else {  
        alertFlag = false  
    }  
}
```



RESULT

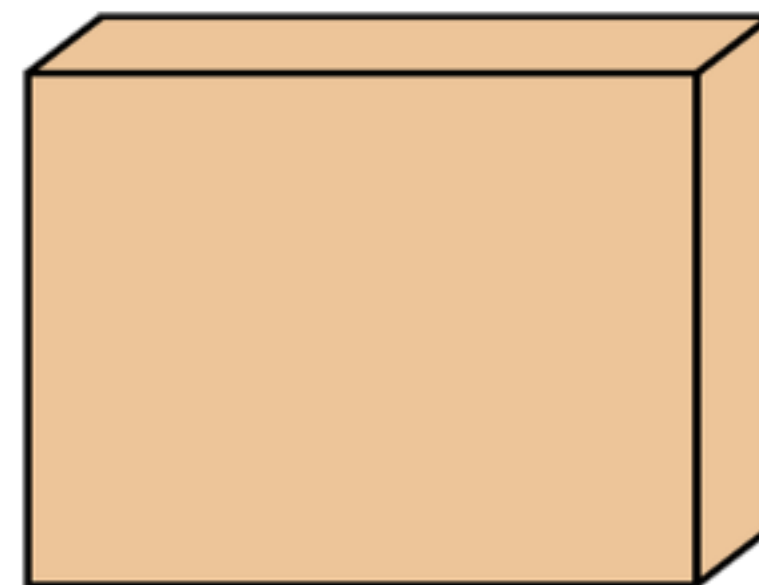


42

Int



Int?



Int?



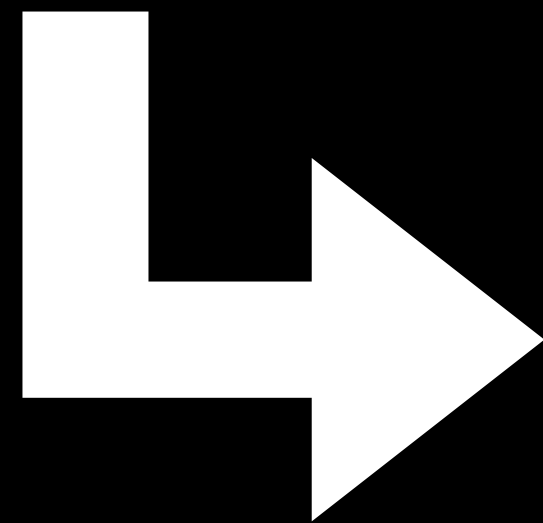
OPTIONAL BINDING

```
1 if let email = optionalEmail {  
2   print(email) // optionalEmail의 값이 존재한다면 해당 값이 출력됩니다.  
3 }  
4 // optionalEmail의 값이 존재하지 않는다면 if문을 그냥 지나칩니다.
```



OPTIONAL CHAINING

```
1 let array: [String]? = []
2 var isEmptyArray = false
3
4 if let array = array, array.isEmpty {
5     isEmptyArray = true
6 } else {
7     isEmptyArray = false
8 }
9
10 isEmptyArray
```



`let isEmptyArray = array?.isEmpty == true`

`Bool? -> nil, true, false`



(IMPLICITLY) OPTIONAL UNWRAPPING

```
1 print(optionalEmail) // Optional("fover32@gmail.com")
2 print(optionalEmail!) // fover32@gmail.com
```

```
1 var email: String! = "fover32@gmail.com"
2 print(email) // fover32@gamil.com
```



>question

