



Основы Swift

Инициализация

классов

Convenience инициализатор

```
struct FuelTank {  
    let fuelConsumption: Float  
    let fuelTankCapacity: Float  
}  
  
class Vehicle {  
    let fuelTank: FuelTank  
  
    init(fuelTank: FuelTank) {  
        self.fuelTank = fuelTank  
    }  
}  
  
extension Vehicle {  
    convenience init(fuelConsumption: Float,  
        fuelTankCapacity: Float) {  
        self.init(fuelTank: FuelTank(fuelConsumption:  
            fuelConsumption, fuelTankCapacity:  
            fuelTankCapacity))  
    }  
}
```

Designated и Convenience инициализаторы

```
class MyClass {  
    var intProperty: Int  
  
    init(intProperty: Int) {  
        self.intProperty = intProperty  
    }  
  
    convenience init() {  
        self.init(intProperty: 2)  
    }  
}
```

Инициализаторы в подклассах

```
class MySubClass: MyClass {  
    var doubleProperty: Double  
  
    convenience init() {  
        self.init(intProperty: 5)  
    }  
  
    override init(intProperty: Int) {  
        doubleProperty = 3  
        super.init(intProperty: intProperty)  
    }  
}
```

Переопределение Failable инициализатора

```
class A {  
    init?() {  
    }  
}  
  
class B: A {  
    override init() {  
        super.init()!  
    }  
}
```

Required инициализаторы

```
class C {  
    required init(someValue: Int) {  
    }  
}  
  
class D: C {  
    required init(someValue: Int) {  
        super.init(someValue: someValue)  
    }  
}
```