

### Определение Optional

## Объявление Optional

```
let long: Optional<Int> = Int("5")
```

let short: Int? = Int("Five")

# Устройство Optional

```
enum Optional<T> {
    case some(T)
    case none
}
```

### nil значение

## Optional binding

```
if let nonOptionalCounter = counter {
    nonOptionalCounter.increase()
}
if let firstCounter = firstOptionalCounter, let
secondCounter = secondOptionalCounter,
firstCounter < secondCounter {
    print("Counters not nil. first counter <
        secondCounter")
}</pre>
```

## Использование guard let

```
guard let nonOptionalCounter = counter {
    return
}
nonOptionalCounter.increase()
```

### nil-coalescing оператор

```
nonOptionalCounter = counter != nil ?
counter! : anotherCounter
nonOptionalCounter = counter ??
anotherCounter
```

let optional5: Int? = 5 let optionalNil: Int? = nil

var a = optional5 ?? 10 // 5 var b = optionalNil ?? 20 // 20

## **Optional Chaining**

```
class SomeClass {
   struct InnerStruct {
      var variable: Int
   var innerStruct: InnerStruct?
let myClass = SomeClass()
var anotherOptional =
                  myClass.innerStruct?.variable
myClass.innerStruct?.variable = 55
func getSomeValue() -> Int { return 5 }
s.innerStruct?.variable = getSomeValue()
```

#### Вызов методов

```
class SomeClass {
   struct InnerStruct {
      func printSomething() {
         print("Что-то!")
var innerStruct: InnerStruct?
let myClass = SomeClass()
if myClass.innerStruct?.printSomething() != nil {
```

### Subscript

```
class SomeClass {
    var arrayOfInts: [Int]?
}
let myClass = SomeClass()
myClass.arrayOfInts?[1] = 5
if let value = myClass.arrayOfInts?[1] {
    print("Some Value: \(value)")
}
```