LECTURE 7:

ERROR HANDLING:

func save() throws

do

{

try context.save()

{

catch let error

{

throw error

}

EXTENSIONS

extension UIViewController

{

var contentViewController: UIViewController

{

if let navcon = self as? UINavigationController

{

return navcon.visibleViewController

}

else

{

return self

}

}

}

Extension cannot have no storage, only computed properties. You cannot overwrite any variable/method in the class, just can add methods/properties to a class/struct/enum.

PROTOCOLS (interfaces in Java)

It is simply a collection of method and property declarations.

A protocol is a TYPE

Three aspects to a protocol:

1. The protocol declaration
2. A class, struct or enum declaration that claims to implement the protocol.
3. The code in said class, struct or enum that implements the protocol.

Protocols are support multiple inheritance

protocol Moveable

{

mutating func move(to point: CGPoint)

}

class Car: Moveable

{

func move(to point: CGPoint) { \_ }

func changeOil()

}

struct Shape: Moveable

{

mutating func move(to point: CGPOint) { \_ }

func draw()

}

let prius: Car = Car()

let square: Shape = Shape()

WHAT CAN I DO?

var thingToMove: Moveable = prius

thingToMove.moveTo(…)

thingToMove = square

let thingsToMove: [Moveable] = [prius, square]

BUT I CANNOT SAY thingsToMove.changeOil()

DELEGATION