**100 days of Swift**

**CoreImage**

Super-fast and super-powerful framework from Apple, which applies filters to images. It makes use of a CIContext so be sure to import it and initialize it on the viewDidLoad(), you will also need a filter object, which is of type CIFilter.

Not all filters have the kCIInputImageKey key available, therefore, we need to check beforehand which keys are available. For this, we can use the contains method in the currentFilter.inputKeys property.

To save an image to the photo album, use the UIImageWriteToSavedPhotosAlbum method, which as a third parameter receives a callback, that should be a method to call when the image has been saved to the photo library, you can show an alert to confirm it was saved or if there was an error.

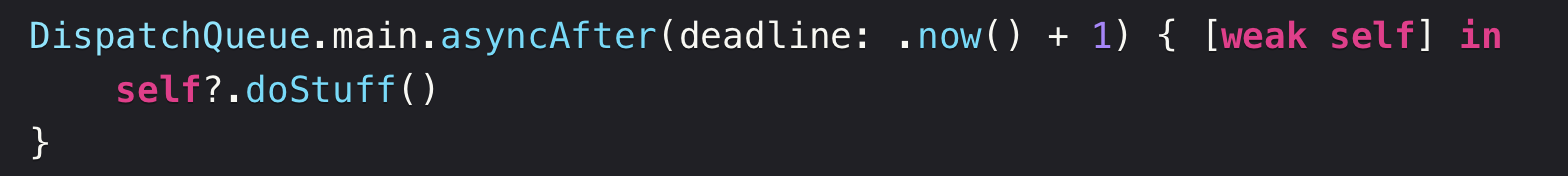
**SpriteKit**

Higher Y values in SpriteKit place nodes towards the top of the scene.

SKCropNode is a special kind of SKNode which uses an image as a cropping mask, anything in the colored part will be visible, anything in the transparent part will be invisible. In our case we used it to hide the penguins by having a crop mask shaped like the hole that makes the penguin invisible when it moves outside the mask.

We can change the image inside our penguin sprite by changing its .texture property. This takes a new class called SKTexture which takes an image as well, but it’s more efficient than creating new nodes.

To schedule some code to be executed after certain amount of time we can use Grand Central Dispatch (GCD) code asyncAfter() which is used to schedule a closure to execute after the time has been reached, it looks like this:



SKAction helps us create and manage actions, here some common methods:

* SKAction.wait(forDuration:) creates an action that waits for a period of time, measured in seconds.
* SKAction.run(block:) run any code we want, provided as a closure. "Block" is Objective-C's name for a Swift closure.
* SKAction.sequence() takes an array of actions and executes them in order. Each action won't start executing until the previous one finished.

You need to declare all the actions and then pass them to a SKSpriteNode object, calling charNode.run(sequence) where charNode is a SKSpriteNode object.