100 DAYS OF
Swift

There are 50 Swifty terms hidden in the grid below – can you find them all?

Z	A	Z	C	X	C	O	D	E	C	A	P	T	U	R	I	N	G	V	Q
T	R	T	I	N	H	E	R	I	T	A	N	C	E	A	L	E	D	K	J
O	R	L	P	L	S	I	A	A	J	I	M	L	X	D	R	R	C	A	I
P	A	A	A	R	F	P	N	E	N	T	X	O	A	U	A	T	H	E	N
T	Y	E	I	Z	I	S	G	U	P	N	K	C	S	U	G	E	A	R	I
I	C	S	M	L	Y	V	E	N	O	F	O	O	G	S	J	R	I	B	T
O	I	I	W	P	I	S	A	I	T	Z	L	T	W	W	K	N	N	T	I
N	D	W	A	H	E	N	S	T	D	C	Z	O	A	I	X	A	I	T	A
A	A	R	B	L	I	N	G	N	E	I	R	R	E	T	U	R	N	S	L
L	I	E	F	X	E	L	O	O	E	H	O	P	S	C	I	Y	G	A	I
E	R	B	N	T	H	E	E	C	T	H	M	V	C	H	A	O	J	C	Z
M	A	M	X	O	C	N	O	I	T	A	R	E	M	U	N	E	N	E	E
E	V	E	R	B	T	P	P	A	R	A	M	E	T	E	R	X	F	P	R
T	R	M	O	S	A	A	L	T	D	I	C	T	I	O	N	A	R	Y	G
H	F	C	T	E	C	R	J	I	I	J	I	N	T	E	G	E	R	T	O
O	I	I	A	R	O	W	P	N	K	N	E	C	N	A	E	L	O	O	B
D	N	T	R	V	U	N	O	I	T	A	L	O	P	R	E	T	N	I	E
X	A	A	E	E	N	U	S	E	I	X	P	Y	T	R	E	P	O	R	P
K	L	T	P	R	T	M	K	D	O	G	U	T	L	U	A	F	E	D	X
E	O	S	O	V	E	R	R	I	D	E	T	E	L	B	U	O	D	R	E

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HINTS

1. Fixed-size collection of values of any type tuple ✓
2. A custom type with cases and associated values enum ✓
3. Makes a method shared across all instances of a class or struct Static ✓
4. How we check for and extract the value inside an optional unwrap ✓
5. Type that stores data as pairs of keys and values dictionary ✓
6. Places variables into strings easily
7. Loop type commonly used to make infinite loops while
8. A list of criteria that a type must conform to protocol ✓
9. Evaluates multiple conditions in one block of code
10. Special method that creates instances of structs and classes
11. Functions that accept one or more parameters of a specific type
12. Code to handle errors thrown by do
13. Value passed into a function parameter ✓
14. Unwrapping alternative to if let
15. Sends back a value from a function return ✓
16. A catch-all case for switch blocks switch case / default ✓ wrap
17. An anonymous function that you can pass around as data
18. A whole number integer ✓
19. Telling Swift the specific type a variable should be
20. Question marks after optionals
21. Code that is triggered when properties change
22. May or may not exist Optional ✓
23. Keyword that lets function parameters be modified outside the function
24. Access control that restricts a property to being used only inside its type
25. Skips the rest of the current loop iteration continue ✓
26. Loop that always executes at least once do while ✓
27. The return type of a function that returns nothing void ✓
28. How we refer to the current instance of an object self ✓
29. Struct initializer that assigns values to all properties initializer ✓
30. The name for how values used in a closure are stored for later use
31. A variable attached to a struct or class property ✓
32. A type that spans values between two numbers range ✓
33. Special syntax for final parameter closures
34. Type that holds a large floating-point number double ✓
35. The name for math symbols like + and - operator ✓
36. The ability to treat an object of one type as another type
37. Adds extra functionality to a type extension ✓
38. The name for a function that exists inside a struct or class method ✓
39. Exits a loop immediately break ✓
40. Keyword for a function that can trigger errors throws ✓
41. Key that lets us replace a method inherited from a superclass override ✓
42. When one class builds on another inheritance ✓
43. Reads the length of a string count ✓
44. Apple's all-in-one code editing environment xcode ✓
45. Operator that takes three operands tertiary ✓
46. Puts off work until later sleep
47. Name for a method called before class destruction deinitializer ✓
48. Ordered collection of values stored in a single value array ✓
49. A class that cannot be inherited from final
50. Holds either true or false boolean ✓