Introduction to Swift

Part 8: Classes

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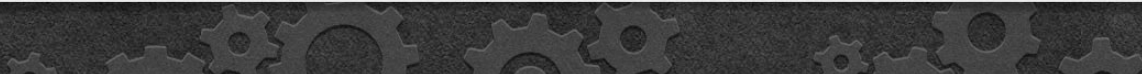
What is a Class?

⚙ Collection of data and methods to operate on the data

⚙ Example: an **Entity** in a game (player, enemies, NPCs)

⚙ **data**: hp, inventory

⚙ **methods**: addItem(), dropItem()

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Demo

Challenge Time!

⚙ Make a class **Animal**
- ⚙ Property **name** (a string)
- ⚙ An **initializer** that takes a name
- ⚙ Empty function: **speak()**

⚙ Subclass Animal for **Dog, Cat,** and **Fox** so that this code:

```
let animals = [Dog(), Cat(), Fox()]
for animal in animals {
  animal.speak()
}
```

⚙ ...has this output:

```
Woof!
Meow!
Ring-ding-ding-ding-dingeringeding!
```