

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

HINTS

1. Fixed-size collection of values of any type
2. A custom type with cases and associated values
3. Makes a method shared across all instances of a class or struct
4. How we check for and extract the value inside an optional
5. Type that stores data as pairs of keys and values
6. Places variables into strings easily
7. Loop type commonly used to make infinite loops
8. A list of criteria that a type must conform to
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
14. Unwrapping alternative to if let
15. Sends back a value from a function
16. A catch-all case for switch blocks
17. An anonymous function that you can pass around as data
18. A whole number
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
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
26. Loop that always executes at least once
27. The return type of a function that returns nothing
28. How we refer to the current instance of an object
29. Struct initializer that assigns values to all properties
30. The name for how values used in a closure are stored for later use
31. A variable attached to a struct or class
32. A type that spans values between two numbers
33. Special syntax for final parameter closures
34. Type that holds a large floating-point number
35. The name for math symbols like + and -
36. The ability to treat an object of one type as another type
37. Adds extra functionality to a type
38. The name for a function that exists inside a struct or class
39. Exits a loop immediately
40. Keyword for a function that can trigger errors
41. Key that lets us replace a method inherited from a superclass
42. When one class builds on another
43. Reads the length of a string
44. Apple's all-in-one code editing environment
45. Operator that takes three operands
46. Puts off work until later
47. Name for a method called before class destruction
48. Ordered collection of values stored in a single value
49. A class that cannot be inherited from
50. Holds either true or false