PROGRAMMING IN SWIFT

PART 6

CLASSES

CLASSES VS STRUCTURES

Imagine you're writing a movie-viewing application in Swift. Users can create lists of movies and share those lists with other users.

Create a `User` and a `List` class that uses reference semantics to help maintain lists between users.

- `User` - Has a method `addList(_:)` which adds the given list to a dictionary of `List` objects (using the name as a key), and `list(forName:) -> List?` which will return the `List` for the provided name.
- `List` - Contains a name and an array of movie titles. A `print` method will print all the movies in the list.
- Create `jane` and `john` users and have them create and share lists. Have both `jane`