

MOBILE DEVELOPMENT

DEEPER INTO SWIFT

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INTRO TO SWIFT

AGENDA

- Recap
- Optionals
- Playing around with UIView in Playgrounds
- UITableView

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RECAP

INITIALIZERS

- Initializers are called to create a new instance of a particular type. In its simplest form, an initializer is like an instance method with no parameters, written using the `init` keyword

```
init() {  
    // perform some initialization here  
}
```

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ARRAY

- Arrays have some useful properties
 - `count`: returns the number (Int) of objects in the array
 - `isEmpty`: returns a Bool checking if the array is empty (0 objects)
- Append method: adds an object to the array
 - `shoppingList.append("carrots")`

```
var shoppingList = ["Eggs", "Milk"]
shoppingList.append("Carrots")
shoppingList[2]
shoppingList.isEmpty
shoppingList.count
```

```
["Eggs", "Milk"]
["Eggs", "Milk", "Carrots"]
"Carrots"
false
3
```

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DICTIONARIES

- Associates keys of the same type with values of the same type
- No defined/specified ordering
- Each value is associated with a unique key, which acts as an identifier for that value within the dictionary
- Similar to a traditional dictionary: we use a key (word) to look up a value (definition)
- Provides more meaning than merely index numbers

```
var favoriteColors = ["Kishin" : "blue", "John" : "green"]  
favoriteColors["Kishin"]  
favoriteColors["Kishin"] = "orange"  
favoriteColors["Kishin"]
```

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FOR LOOPS

```
for var i = 0; i < 3; i++  
{  
    print(i)  
}
```

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FOR LOOPS

```
for i in 0...2 {  
    print(i)  
}
```


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FOR LOOPS

```
var shoppingList = ["Eggs", "Milk", "Cheese"]  
for item in shoppingList {  
    print(item)  
}
```

["Eggs", "Milk", "Cheese"]

(3 times)

INHERITANCE

- › A class can inherit methods, properties, and other characteristics from another class. When one class inherits from another, the inheriting class is known as a subclass, and the class it inherits from is known as its superclass

```
class SomeSubclass: SomeSuperclass {  
    // subclass definition goes here  
}
```

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PROTOCOLS

- › Here's an example:

```
protocol Swimmer {  
    func swim()  
}
```

- › Notice how we do not need to provide an implementation (any code for the function) it is just the definition

PROTOCOLS

- › Here's how we adopt the protocol

```
class Frog: Animal, Swimmer {  
    func swim() {  
        print("I'm swimming")  
    }  
}
```

- › When adopting the protocol we need to implement the required methods

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SUMMARY

- Variable
- Constant
- Int
- Bool
- String
- Double
- UIView
- UIViewController
- Navigation Controller
- Tab Bar Controller
- Segue
- Storyboard
- IBOutlet
- IBAction
- If/Else
- <, >, <=, >=, ==
- &&, ||
- Class
- Subclass
- Superclass
- Override
- _INITIALIZER
- Protocol
- Array
- Set
- Dictionary
- For Loop

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OBJECTIVES

- › Learn what optionals are and why we use them

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OPTIONALS

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OPTIONALS

- Is zero the same as nothing?

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OPTIONALS

```
func findItem(itemName: String, shoppingList: Array<String>) -> String {  
    for item in shoppingList {  
        if item == itemName {  
            return item  
        }  
    }  
    //return ??  
}
```

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OPTIONALS

- What does optional mean in English? Not required
- An optional in Swift means that value is not required
- Before when we created an Int variable it needed to actually have some number value
- Now we can set that value to nothing, in other words the value is not required

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OPTIONALS

- So we actually need a name or object to represent nothing
- In Swift we use nil to represent nothing
- Before we could not assign nil to a variable

```
8 var age = 23
9 age = nil
```

OPTIONALS

- Instead, to declare something as optional we can add a ? to the end of the type
- Adding the ? makes it an optional type, meaning that variable can now be assigned nil

```
var height: Int? = 180  
height = nil
```

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OPTIONALS

- Optionals say either “there is a value, and it equals x” or “there isn’t a value at all” (nil)
- Something can only be nil if it is an optional

OPTIONAL BINDING

- Here we can check to see if the optional is assigned a value:

```
if let constantName = someOptional {  
    statements  
}
```

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FORCED UNWRAPPING

- Sometimes it's clear that our optional will ALWAYS have a valuable
- If we know that a value will always have a value, we can use an !
- We can just think of it as Swift saying, “Hey, I know you are an optional, and I know you have a value”

```
var height: Int? = 180
```

```
func incrementInt(number: Int) -> Int {  
    return number + 1  
}
```

```
incrementInt(height!)
```

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OPTIONAL CHAINING

- If we use ! and the value doesn't exist our app can crash, that's why I call it a force unwrap

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OPTIONALS

- Why would we want to assign an object to nil?
- Sometimes things fail or sometimes things don't have values because it doesn't make sense

```
let possibleNumber = "123"
```

```
let convertedNumber = Int(possibleNumber)
```

OPTIONALS

- To sum up optionals:
 - Now variables and constants can be assigned nil (nothing)
 - In order to be assigned nil, they need to be of the Optional type
 - To make something an Optional type we add a ? to the end of the type name

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UITABLEVIEW

HANDS ON WITH TABLE VIEWS

TABLE VIEWS

- Table views are a one dimensional list
 - Vocabulary:
 - Section: All table views contain 1 or more sections; these are logical divisions of data
 - Row: Every section has a number of rows, which are entries in that section, each row has a UITableViewCell
 - Index path: The combination of a section and row that is a unique position in a table view
 - Cell: The view that is displayed for an index path (the class UITableViewCell is a subclass of UIView)
- Table views must have a number of sections, a number of cells in each section, and (optionally), the cells themselves
- Table views have a data source and a delegate (these are protocols)
 - Data source: Provides cells, number of cells and sections
 - Delegate: Gets called when things happen to the table view, provides some views (e.g. header and footer)

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CODE ALONG

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CHALLENGE

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LAB

- Challenge 1: Add an array of strings to the view controller and display each item in the array in a row
- Challenge 2: Create a new Swift file called Todo. In the file create a class called Todo with a String property called item and a Bool isDone property.
- Challenge 3: Replace the array of Strings with an array of Todos and display each todo item
- Challenge 4: Add a checkmark to each Todo item (hint: look at `cell.accessoryType`)
- Challenge 5: implement the `didSelectRowAtIndexPath` method to toggle the checkmark