

Build Succeeded | Today at 6:10 PM

Exercise-Your Own Structure

Wrapping Up

Instance Methods

Functions

Computed Properties

Mutability

Data Abstraction

Structures

Introduction

Custom Types

Struct Properties

Data Abstraction

Mutability

Computed Properties

Functions

Instance Methods

Wrapping Up

Exercise-Your Own Structure

Sources

Resources

bottom of this page for an example.) The placeholder type below will make sure your playground can run without errors.

Note

If you make a method that tries to change a property of your struct, you'll see the error "Cannot assign to property: 'self' is immutable." Structs have special rules about methods that try to change the values of their properties. To get rid of the error, use the keyword mutating in your method declaration, like so: mutating func myMethodThatChangesAProperty()

Exercise

Use the struct you created to make a new instance of your type.

Note

Here's an example of a placeholder type used for making a TrainingShoe:

22 // Add your own struct here:

23 struct Spoon {

24 let spoon = String()

25 var weight = Int()

26 var length = Int()

27 var isFull = Bool()

28

29 func isLongerThan(_ other: Spoon) -> Bool {

30 return length > other.length

31 }

32

33 }

Line: 38 Col: 1