Scouting Swift 3

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San Jose
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NSSelectorForString

?

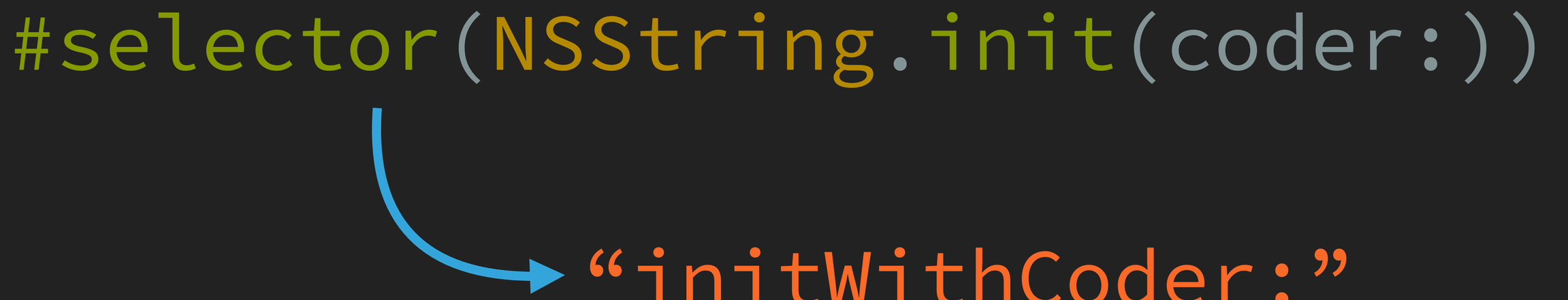
@selector()

```
typedef struct objc_selector *SEL;
```

```
obj.performSelector("someSelector")
```

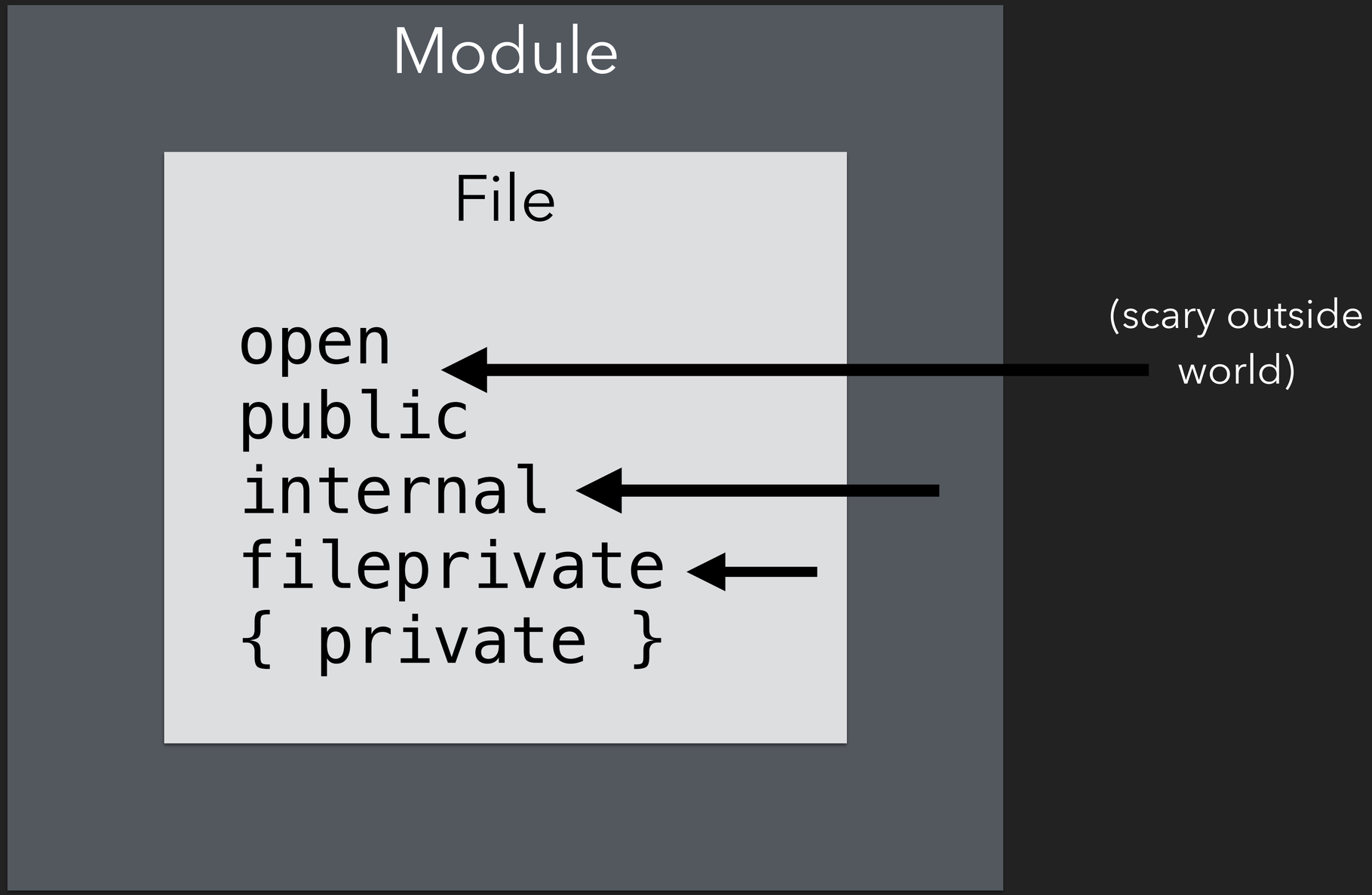
```
public struct Selector :
ExpressibleByStringLiteral
```

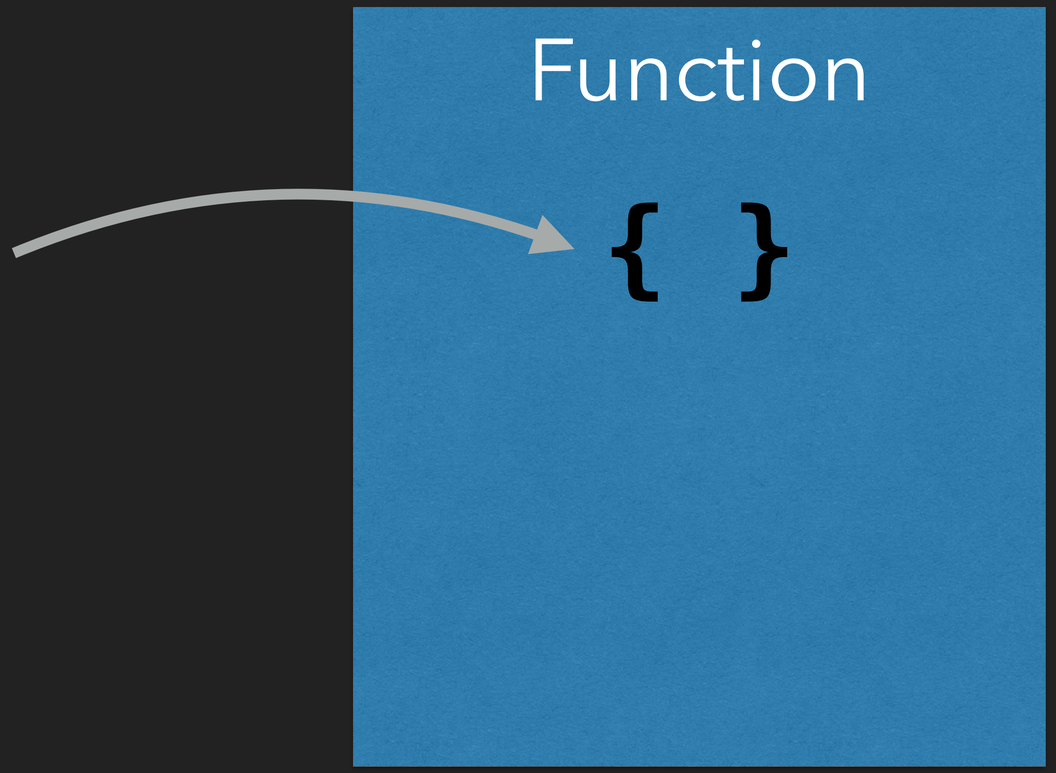
```
obj.performSelector("someSelector")

obj.performSelector(Selector("someSelector"))
```


#selector(NSString.init(coder:))
“initWithCoder:”

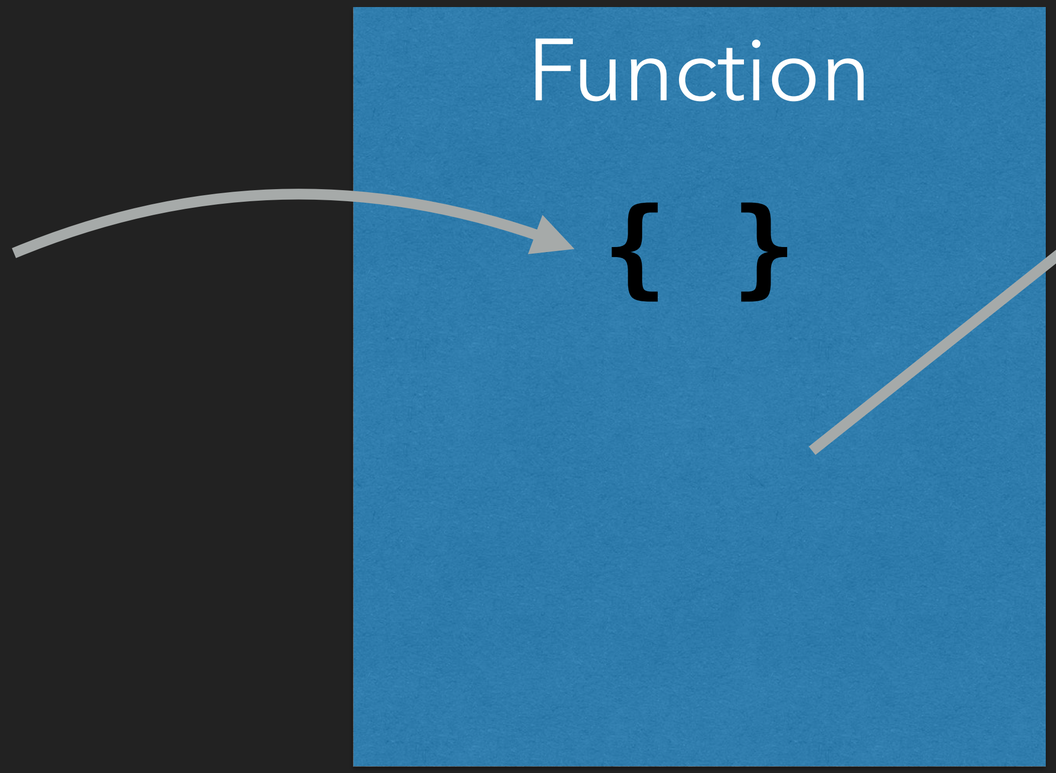
#keyPath(NSString.length)
“length”: String

#keyPath
#selector
#available


Module
File
open
public
internal
fileprivate
{ private }
(scary outside world)

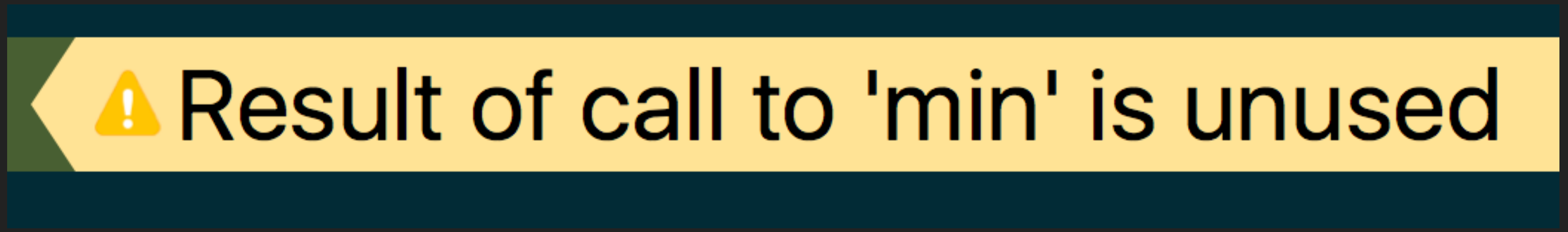


closure did not escape



{ } async
store to property

closure escaped! 😱



~~@warn_unused_result~~

@discardableResult

CLARITY

at the point of use is your most important goal

```
func moveFromPoint(_ start: Point, toPoint: Point)

    moveFromPoint(startPoint, toPoint: endPoint)
```

```
func move(from start: Point, to end: Point)

    move(from: startPoint, to: endPoint)
```

NSString
NSArray
CGFloat
NSIndexPath
NSURLRequest

String
Array
Float
IndexPath
URLRequest

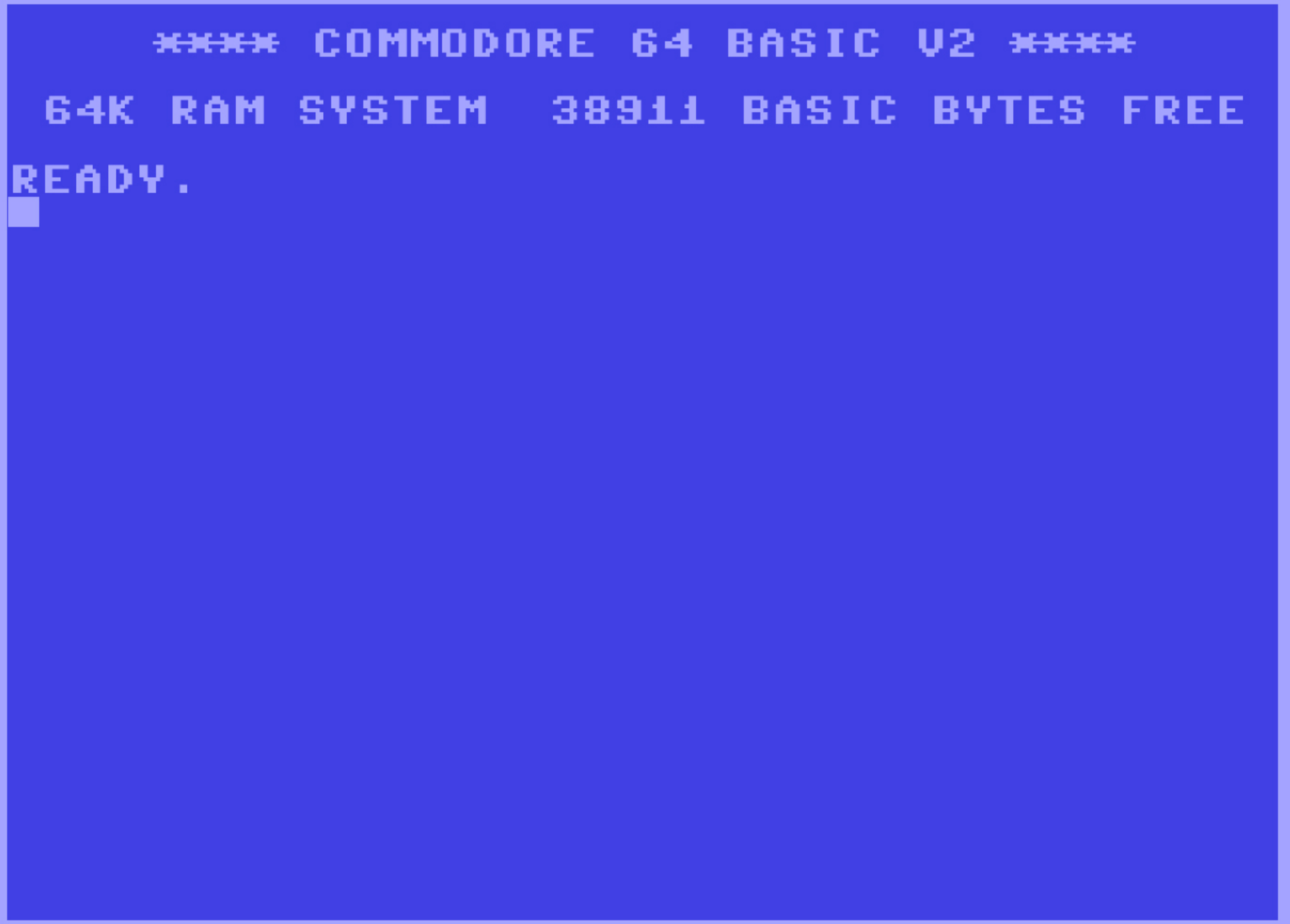
```
let myQueue = DispatchQueue(label: "com.cocoaconf.queue")

let mainQueue = DispatchQueue.main
```

```
myQueue.sync {
   print("Hello from a queue")
}

mainQueue.async {
   print("Hello async")
}
```

```
myQueue.asyncAfter(deadline: .now() + 5,
                   execute: ...)

myQueue.asyncAfter(deadline: .now() + .nanoseconds(2500),
                   execute: ...)
```

```
let renderer = UIGraphicsImageRenderer(
 bounds: CGRect(x: 0, y: 0, width: 100, height: 100))


let renderedImage = renderer.image { context in
   // drawing code goes here
}
```

UIImage


**** COMMODORE 64 BASIC V2 ****
64K RAM SYSTEM 38911 BASIC BYTES FREE
READY.

Safety

Non-escaping closures

Clarity / API changes

Bridging

Playgrounds

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feedback

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