

Code Snippets

snip·pet | snípít |

명사

1. (작은) 정보[소식]

Have you got any interesting snippets for me?

내게 들려 줄 뭐 재미있는 소식 없어?

a **snippet** of information  

작은 정보 하나

2. (대화 · 음악 등의) 한 토막

Snippets Library



Snippets

Swift

{}

 API Availability Check

{}

 Closure Expression

{}

 Closure Stored Constant Declar...

{}

Computed Variable Get and Set...

{}

 Computed Variable Get Declarat...

{}

 Convenience Initializer Declaration

{}

 Defer Statement

{}

 Deinitializer Declaration

{}

 Do-Catch Statement

{}

 Enumerated Type Declaration

{}

 For Statement

{}

 Function Statement

Computed Variable Get and Set Declaration

A variable which executes statements when it is read and assigned.

```

var variable name: type {
    get {
        statements
    }
    set {
        variable name = newValue
    }
}

```

Language

 Swift

Platform

 All

Completion

 vargetset

Availability

 Class Implementation

Editor - Create Code Snippet

Editor	Product	Debug	Source
Show Editor Only			⌘↵
✓ Canvas			⌘↵
Assistant			⌘↵
Layout			▶
Show Completions			⌘Space
Show Code Actions			⌘A
Edit All in Scope			⌘E
Refactor			▶
Fix All Issues			⌘4
Show Issue			
Issues			▶
Previews			▶
Selection			▶
Structure			▶
Code Folding			▶
Syntax Coloring			▶
Font Size			▶
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Minimap			⌘M
Authors			⌘A
Code Coverage			
Invisibles			
Show Last Change For Line			
Create Code Snippet			

User - My Code Snippet



Snippets

User

{ }

Keyboard Will Show Notifi...

User

{ }

Mark Comment

User

{ }

Mark Comment with Dash

User

{ }

Measure performance

User

{ }

Multiline Comment

User

{ }

My Code Snippet

User

{ }

ObservedObject Property...

User

{ }

Platform Version Availabili...

User

{ }

PreviewProvider for Swift...

User

{ }

Print Line Separator

User

{ }

Published Property Decla...

User

My Code Snippet

Summary

MyCodeSnippet

Language

Swift

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All

Completion

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All Scopes

Delete

Done

User

{}

Keyboard Will Show Notifi...

User

{}

Mark Comment

User

{}

Mark Comment with Dash

User

{}

Measure performance

User

{}

Multiline Comment

User

{}

My Code Snippet

User

{}

ObservedObject Property...

User

{}

Platform Version Availabili...

User

My Code Snippet

Summary

MyCodeSnippet

API Availability Check
Conditionally execute code based on whether the API is available at runtime.

```
if #available({i, mac, tv, watch}OS x.y.z, *) {  
    API available statements  
} else {  
    fallback statements  
}
```

Language

Platform

Completion

Availability

- All
- ✓ iOS
- macOS
- tvOS
- watchOS

- All
- Class Implementation
- Code Expression
- Function or Method
- String or Comment
- ✓ Top Level

- Java
- JavaScript
- JSON
- LLVM Module Map
- Localization Strings File
- Manual Page
- Markdown
- Metal
- Objective-C
- Objective-C++
- OpenCL
- Perl
- PHP
- Plain
- Python
- Regular Expression
- Ruby
- ✓ Swift
- Swift Interface
- Text Plist
- Text-Based Dynamic Library Definition
- Xcode Configuration File
- Xcode Language Specification
- XML

```
{ } vargetset - Swift Computed Variable Get and Set Declaration
{ } varget - Swift Computed Variable Get Declaration
{ } lazyvarget - Swift Lazy Computed Property Declaration
M validateValue(_ ioValue: AutoreleasingUnsafeMutablePointer<AnyObject?>, forKey inKey: String) throws
M validateValue(_ ioValue: AutoreleasingUnsafeMutableP...er<AnyObject?>, forKeyPath inKeyPath: String) throws
M didChangeValue(forKey key: String, withSetMutation m...alueSetMutationKind, using objects: Set<AnyHashable>)
M willChangeValue(forKey key: String, withSetMutation...alueSetMutationKind, using objects: Set<AnyHashable>)
M didChangeValue<Value>(for keyPath: KeyPath<AddNotifi...nKind, using set: Set<Value>) where Value : Hashable
```

A variable which executes statements when it is read and assigned.

```
// Top Level

class MyViewController: UIViewController {
    // Class Implementation

    override func viewDidLoad() {
        super.viewDidLoad()

        // Function or Method
        // Code Expression

        print(/* Code Expression */)

        let _ = "String or Comment"

        DispatchQueue.main.async {
            // Top Level
        }
    }
}
```


~/Library/Developer/Xcode/UserData/CodeSnippets

