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# INTERMEDIATE SWIFT 3

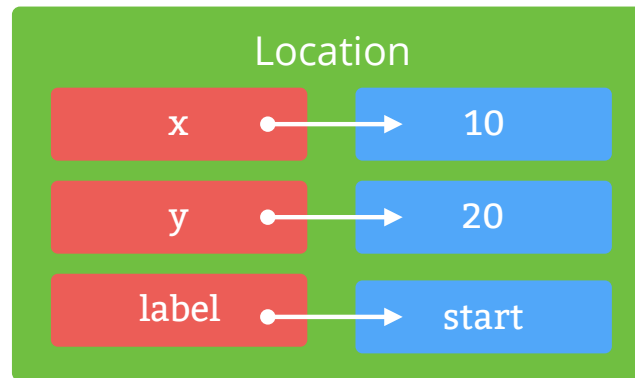
.....



PART #4: PROPERTIES

# PROPERTIES

---



```
struct Location {  
    var x = 10  
    var y: Int  
    var label: String  
}
```

```
var myLocation = Location(x = 10, y = 50, label: "start")  
print(location.x)  
location.y = 50
```



# COMPUTED PROPERTIES

---

```
struct TV {  
    var height: Double  
    var width: Double  
  
    var diagonal: Int {  
        // result calculated here  
        return result  
    }  
}
```



# GETTERS / SETTERS

---

```
struct TV {  
    var height: Double  
    var width: Double  
  
    var diagonal: Int {  
        get {  
            // result calculated here  
            return roundedResult  
        }  
        set {  
            height = Double(newValue)  
            // set code goes here  
        }  
    }  
}
```



# TYPE PROPERTIES

---

```
struct Level {  
  static var highestLevel = 1  
  let id: Int  
  var boss: String  
  var unlocked: Bool  
}
```

Level.highestLevel



# DEMO

---



# CHALLENGE TIME!

---

```
struct TV {  
    var height: Double  
    var width: Double  
  
    var diagonal: Int {  
        get {  
            // result calculated here  
            return roundedResult  
        }  
        set {  
            height = Double(newValue)  
            // set code goes here  
        }  
    }  
}
```

