

.....

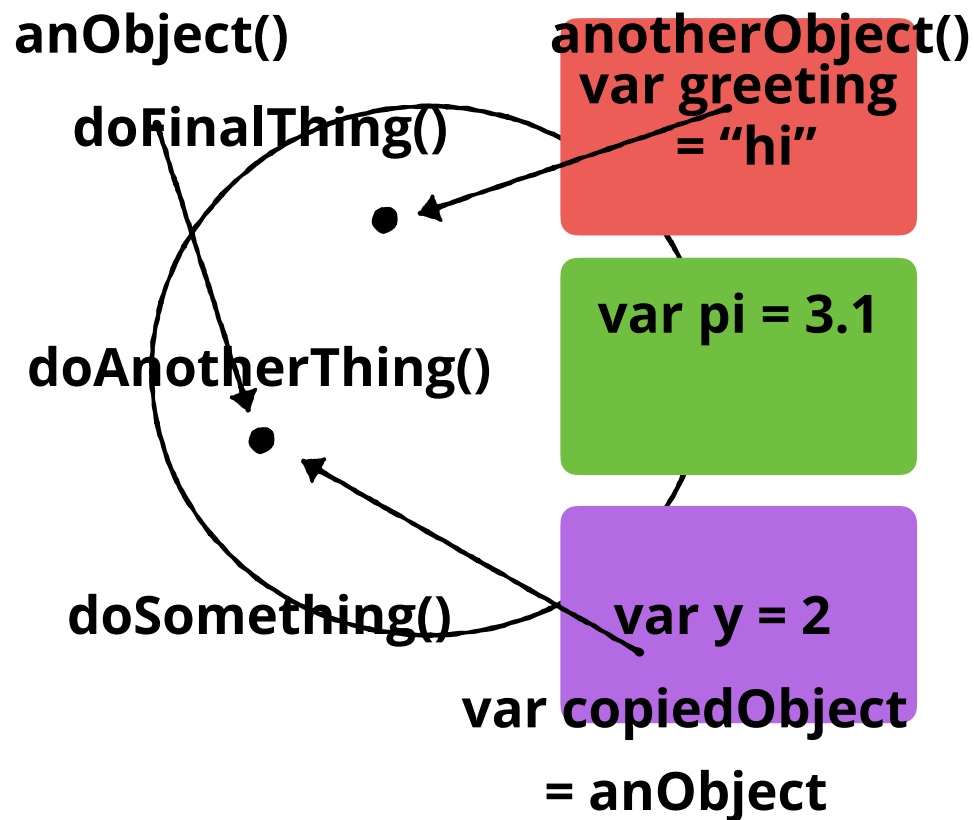
INTERMEDIATE SWIFT 3

.....



PART #5: CLASSES

VALUES TYPES VS REFERENCE TYPES



CLASSES

```
class Location {  
    var x: Int  
    var y: Int  
    var label: String  
  
    init() {  
        x = 10  
        y = 20  
        label = "start"  
    }  
}
```



REFERENCES

- ▶ Creates new location instance

```
let location = Location()
```

- ▶ Tries to create new location, but reference is “locked” in place



```
location = Location()
```



COMPARING REFERENCES

```
let john = Person(firstName: "Johnny", lastName: "Appleseed")  
let imposterJohn = Person(firstName: "Johnny", lastName: "Appleseed")
```

```
if john === imposterJohn {  
    // equal  
}  
if john !== imposterJohn {  
    // not equal  
}
```



STRUCTS VS CLASSES

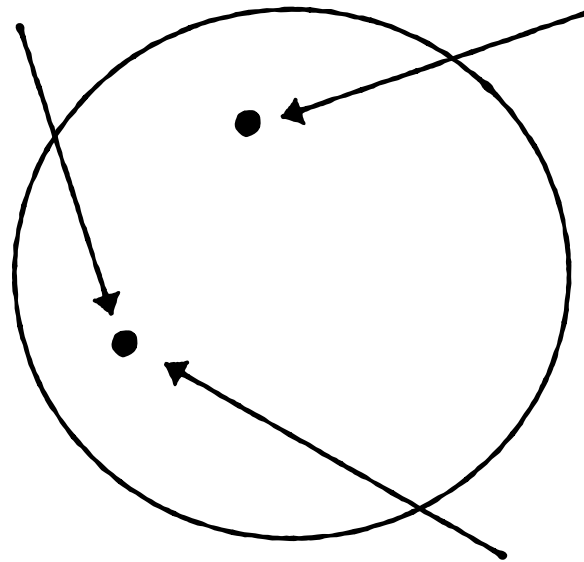
- ▶ Think about how you plan to use the object
- ▶ Consider the differences between structs and classes
- ▶ If in doubt, start with a struct and change if you need the requirements of a class.



CHALLENGE TIME!

anObject()

anotherObject()



**var copiedObject
= anObject**

