INTERMEDIATE SWIFT 3

Part #3: Structs

Structs


```swift
struct Location {
    var x: Int
    var y: Int
    var label: String
}
```
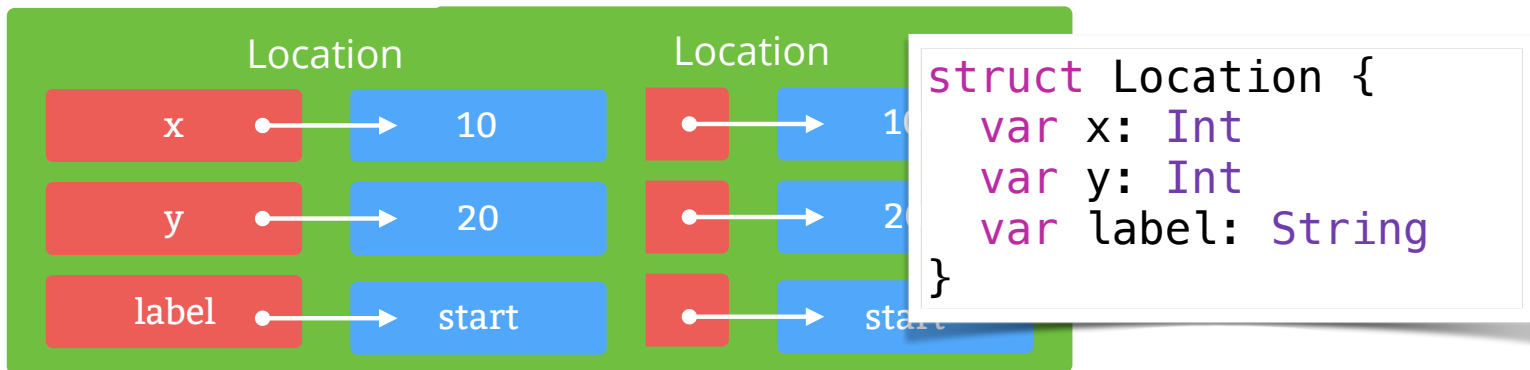
```swift
var myLocation = Location(x: 10, y: 20, label: "start")
```
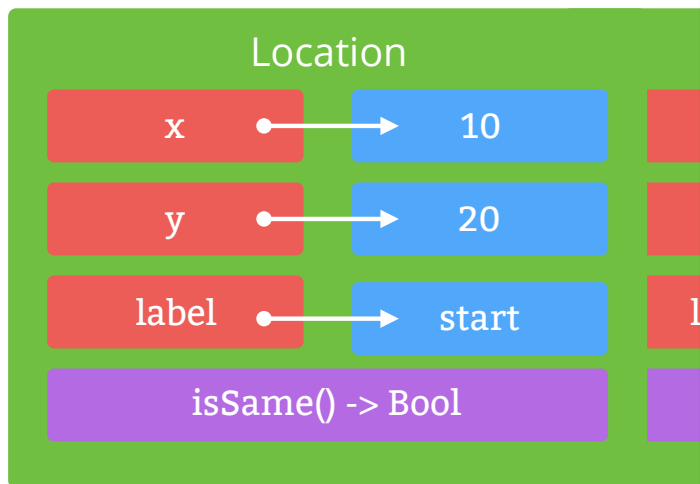
```swift
myLocation.x
```

Methods

Location

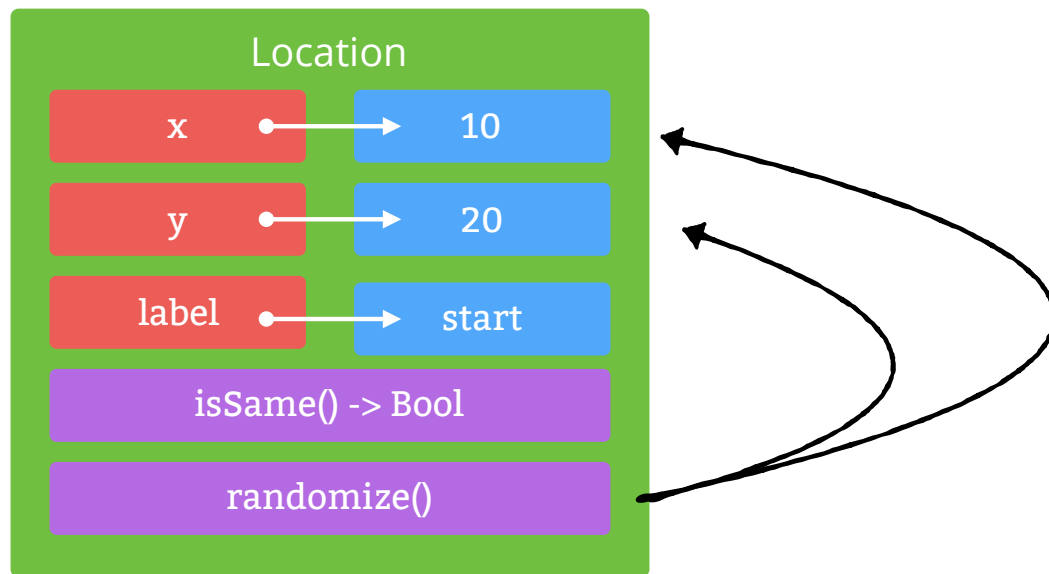|	
x	→ 10
y	→ 20
label	→ start
isSame() -> Bool	

```swift
struct Location {
  var x: Int
  var y: Int
  var label: String

  func isSame(location:Location) -> Bool {
    // code
  }
}
```

```swift
myLocation.isSame(location:anotherLocation)
```

Mutating Methods

Location

x	10
y	20
label	start

isSame() -> Bool

randomize()

```
mutating func randomize() {
  // code
}
```

Demo

Challenge Time!