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INTERMEDIATE SWIFT 3

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PART #8: PROTOCOLS

PROTOCOLS

```
protocol MyProtocol: ParentProtocol {  
    var myProperty:String { get set}  
    func calculateResult()  
    init(myProperty:String)  
}
```



IMPLEMENTING PROTOCOLS

```
class MyClass: MyProtocol {  
    var myProperty: String  
  
    func calculateResult() {  
        // code goes here  
    }  
  
    required init(myProperty: String) {  
        self.myProperty = myProperty  
    }  
}
```



EXTENSIONS

```
protocol ShapeArea {  
    func calculateArea() -> Float  
}
```

```
struct Rectangle {  
    var height: Float  
    var width: Float  
}
```

```
extension Rectangle: ShapeArea {  
    func calculateArea() -> Float {  
        return height * width  
    }  
}
```

methods
initializers
computed properties
subscripts



DEMO



CHALLENGE TIME!

