



巨匠線上真人

iOS行動程式基礎開發上架

swift : 擴充

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本堂教學重點

1. 擴充語法
2. **Computed** 屬性
3. 初始化
4. 方法
 - 可修改實體方法
5. **subscripts**
6. 巢狀類型

1.擴充語法

- `extension SomeType {`
- `// new functionality to add to SomeType goes here`
- `}`

- `extension SomeType: SomeProtocol, AnotherProtocol {`
- `// implementation of protocol requirements goes here`
- `}`

2.Computed 屬性

```
• extension Double {  
•     var km: Double { return self * 1_000.0 }  
•     var m: Double { return self }  
•     var cm: Double { return self / 100.0 }  
•     var mm: Double { return self / 1_000.0 }  
•     var ft: Double { return self / 3.28084 }  
• }  
• let oneInch = 25.4.mm  
• print("One inch is \ \(oneInch) meters")  
• // Prints "One inch is 0.0254 meters"  
• let threeFeet = 3.ft  
• print("Three feet is \ (threeFeet) meters")  
• // Prints "Three feet is 0.914399970739201 meters"  
•  
  
• let aMarathon = 42.km + 195.m  
• print("A marathon is \ (aMarathon) meters long")  
• // Prints "A marathon is 42195.0 meters long"
```

3.初始化

- `struct Size {`
- `var width = 0.0, height = 0.0`
- `}`
- `struct Point {`
- `var x = 0.0, y = 0.0`
- `}`
- `struct Rect {`
- `var origin = Point()`
- `var size = Size()`
- `}`
-
-
- `let defaultRect = Rect()`
- `let memberwiseRect = Rect(origin: Point(x: 2.0, y: 2.0),`
- `size: Size(width: 5.0, height: 5.0))`
-

3.初始化

- `extension Rect {`
- `init(center: Point, size: Size) {`
- `let originX = center.x - (size.width / 2)`
- `let originY = center.y - (size.height / 2)`
- `self.init(origin: Point(x: originX, y: originY), size: size)`
- `}`
- `}`

- `let centerRect = Rect(center: Point(x: 4.0, y: 4.0),`
- `size: Size(width: 3.0, height: 3.0))`
- `// centerRect's origin is (2.5, 2.5) and its size is (3.0, 3.0)`

4.方法

- `extension Int {`
- `func repetitions(task: () -> Void) {`
- `for _ in 0..self {`
- `task()`
- `}`
- `}`
- `}`
-

- `3.repetitions {`
- `print("Hello!")`
- `}`
- `// Hello!`
- `// Hello!`
- `// Hello!`

4.方法

可修改實體方法

- `extension Int {`
- `mutating func square() {`
- `self = self * self`
- `}`
- `}`
- `var someInt = 3`
- `someInt.square()`
- `// someInt is now 9`

5.Subscripts

```
• extension Int {  
•     subscript(digitIndex: Int) -> Int {  
•         var decimalBase = 1  
•         for _ in 0..  
•             digitIndex {  
•                 decimalBase *= 10  
•             }  
•         return (self / decimalBase) % 10  
•     }  
• }  
• 746381295[0]  
• // returns 5  
• 746381295[1]  
• // returns 9  
• 746381295[2]  
• // returns 2  
• 746381295[8]  
• // returns 7  
•
```

6. 巢狀類型

```
• extension Int {  
•     enum Kind {  
•         case negative, zero, positive  
•     }  
•     var kind: Kind {  
•         switch self {  
•             case 0:  
•                 return .zero  
•             case let x where x > 0:  
•                 return .positive  
•             default:  
•                 return .negative  
•         }  
•     }  
• }  
•  
•
```

6. 巢狀類型

```
• func printIntegerKinds(_ numbers: [Int]) {  
•     for number in numbers {  
•         switch number.kind {  
•             case .negative:  
•                 print("- ", terminator: "")  
•             case .zero:  
•                 print("0 ", terminator: "")  
•             case .positive:  
•                 print("+ ", terminator: "")  
•         }  
•     }  
•     print("")  
• }  
• printIntegerKinds([3, 19, -27, 0, -6, 0, 7])  
• // Prints "+ + - 0 - 0 + "  
•
```