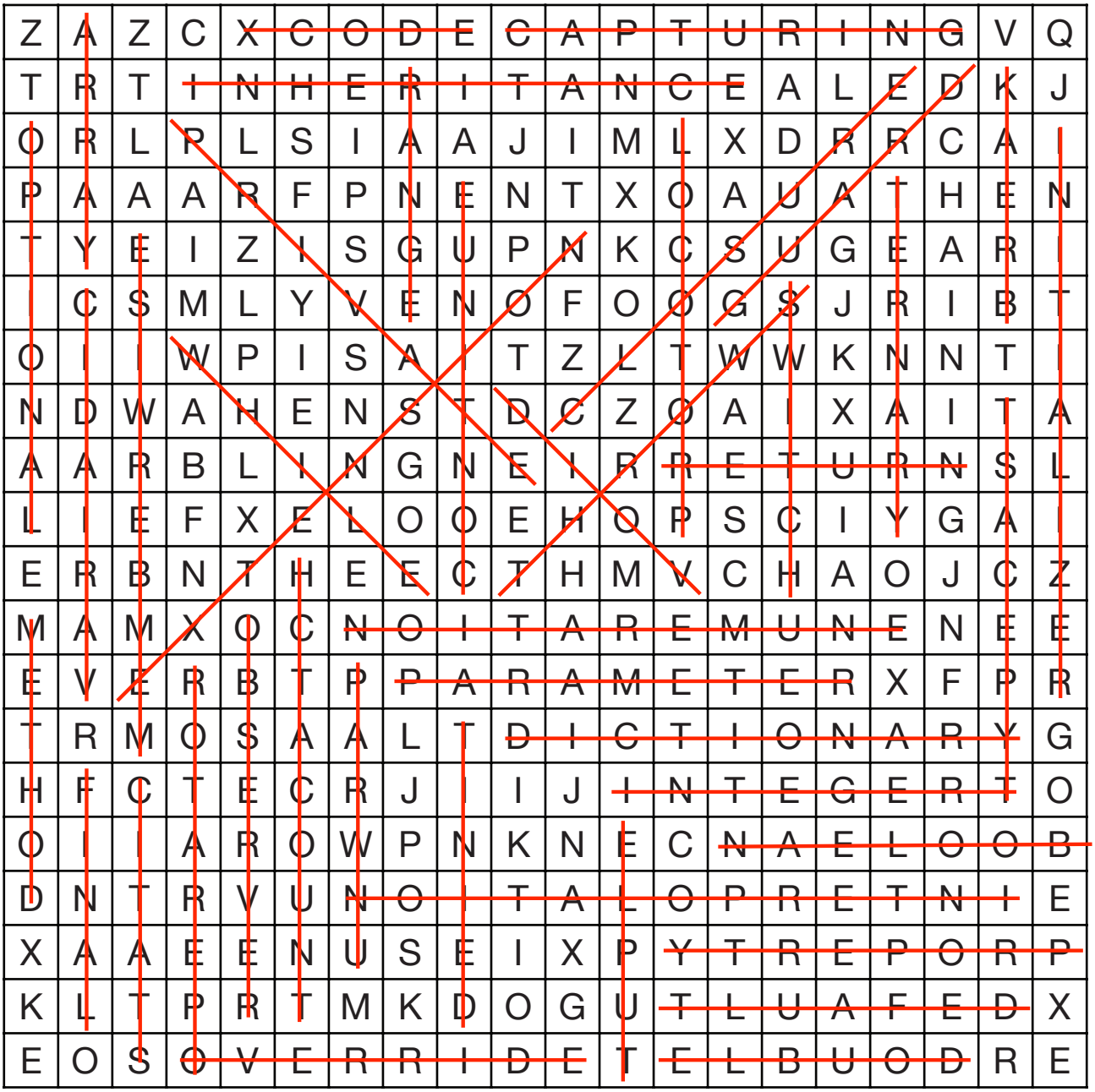
100 DAYS OF Swift

There are 50 Swifty terms hidden in the grid below – can you find them all?



hackingwithswift.com/100

HINTS

1. Fixed-size collection of values of any type — Tuple
2. A custom type with cases and associated values — Enumeration
3. Makes a method shared across all instances of a class or struct — Static
4. How we check for and extract the value inside an optional — Unwrap
5. Type that stores data as pairs of keys and values — Dictionary
6. Places variables into strings easily — String Interpolation
7. Loop type commonly used to make infinite loops — While
8. A list of criteria that a type must conform to — Protocol
9. Evaluates multiple conditions in one block of code — Switch
10. Special method that creates instances of structs and classes — Initializer
11. Functions that accept one or more parameters of a specific type — Variadic
12. Code to handle errors thrown by do — Catch
13. Value passed into a function — Parameter
14. Unwrapping alternative to if let — guard let
15. Sends back a value from a function — return
16. A catch-all case for switch blocks — default
17. An anonymous function that you can pass around as data — Closure
18. A whole number — Integer
19. Telling Swift the specific type a variable should be — Annotation
20. Question marks after optionals — Nil Coalescing
21. Code that is triggered when properties change — Observer
22. May or may not exist — Optional
23. Keyword that lets function parameters be modified outside the function — Mutating
24. Access control that restricts a property to being used only inside its type — Private
25. Skips the rest of the current loop iteration — Continue
26. Loop that always executes at least once — Repeat
27. The return type of a function that returns nothing — Void
28. How we refer to the current instance of an object — unknown
29. Struct initializer that assigns values to all properties — Memberwise
30. The name for how values used in a closure are stored for later use — Capturing
31. A variable attached to a struct or class — Property
32. A type that spans values between two numbers — Range
33. Special syntax for final parameter closures — Trailing
34. Type that holds a large floating-point number — Double
35. The name for math symbols like + and - — Operator
36. The ability to treat an object of one type as another type — Typecasting
37. Adds extra functionality to a type — Extension
38. The name for a function that exists inside a struct or class — Method
39. Exits a loop immediately — Break
40. Keyword for a function that can trigger errors — Throws
41. Key that lets us replace a method inherited from a superclass — Override
42. When one class builds on another — Inheritance
43. Reads the length of a string — Count
44. Apple's all-in-one code editing environment — XCode
45. Operator that takes three operands — Ternary
46. Puts off work until later
47. Name for a method called before class destruction — Deinit
48. Ordered collection of values stored in a single value — Array
49. A class that cannot be inherited from — Final
50. Holds either true or false — Boolean