

HOW DO I EVEN

Swift?

WHO AM I?

JP SIMARD

@SIMJP

REALM.IO

Realm 



GITHUB.COM/REALM/REALM-COCOA

WHY SWIFT > OBJC?

- ▶ **Optionals**
- ▶ **Type safety & inference**
 - ▶ **Closures**
 - ▶ **Tuples**
- ▶ **Super-Enums & their pattern-matching sidekick**
 - ▶ **Functional programming**

**Q: WHAT DOES IT
LOOK LIKE?**

OPTIONALS

NIL CHECKS



NIL CHECKS EVERYWHERE

OPTIONALS

```
let possibleNumber = "123"
let convertedNumber = possibleNumber.toInt()
// convertedNumber is inferred to be of type "Int?", or "optional Int"

if convertedNumber != nil {
    println("convertedNumber: \(convertedNumber!)")
}

if actualNumber = convertedNumber { // optional binding
    println("actualNumber: \(actualNumber)") // => not an optional
}
```

TYPE SAFETY & INFERENCE

```
let anInt = 3
let aDouble = 0.1416
var pi = anInt + aDouble // Compile warning

pi = 3 + 0.1416
// Compiles: number literals are untyped
```

LIKE RUST & SCALA

CLOSURES

```
func backwards(s1: String, s2: String) -> Bool {  
    return s1 > s2  
}  
sort(["b", "a"], backwards) // => ["a", "b"]
```

SWIFT CLOSURES  **OBJC BLOCKS**

TUPLES

```
let http404Error = (404, "Not Found")
```

LIKE HASKELL & SCALA

SUPER-ENUMS* & THEIR PATTERN-MATCHING SIDEKICK

***OK, NOT EXACTLY THE CORRECT TECHNICAL TERM**

SUPER-ENUMS*

```
enum Suit: String {  
  case Spades = "Spades",  
  Hearts = "Hearts",  
  Diamonds = "Diamonds",  
  Clubs = "Clubs"  
}  
  
let card: (Suit, UInt) = (.Spades, 1)  
card.0.toRaw() // => "Spades"
```

PATTERN MATCHING

```
let card: (Suit, UInt) = (.Spades, 1)
switch card {
  case (let suit, 1):
    println("Ace of \(suit.toRaw())") // => Ace of Spades
  case (let suit, let number):
    println("\(number) of \(suit.toRaw())")
}
```

FUNCTIONAL PROGRAMMING

```
let numbers = [1, 2, 3, 4]
numbers.map {
    (number: Int) -> Int in
    return 3 * number
} // => [3, 6, 9, 12]
numbers.filter {$0 % 2 == 0} // => [2, 4]
```

LIKE HASKELL, SCALA & MANY OTHERS

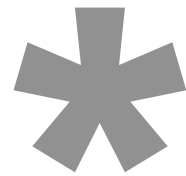
GENERICS

LIKE... UH... **EVERY** MODERN LANGUAGE!

```
// Reimplement the Swift standard
// library's optional type
enum OptionalValue<T> {
    case None
    case Some(T)
}
var maybeInt: OptionalValue<Int> = .None
maybeInt = .Some(100)

// Specialized Array
var letters: [Array]
letters = ["a"]
```

**Q: WHAT HAPPENED TO MY
BELOVED**



Q: WHAT HAPPENED TO MY BELOVED *?

- ▶ **concepts are still there: reference types and value types**
 - ▶ **pointers still exist to interact with C APIs:**
`UnsafePointer<T>, etc.`

Q: WHAT HAPPENED TO MY BELOVED *?

C APIS ARE STILL USABLE

```
import Foundation
import Security

let secret = "Top Secret".dataUsingEncoding(NSUTF8StringEncoding)
let dict = [kSecClass as String: kSecClassGenericPassword,
            kSecAttrService as String: "MyService",
            kSecAttrAccount as String: "Some Account",
            kSecValueData as String: secret] as NSDictionary
let status = SecItemAdd(dict as CFDictionaryRef, nil)
```

Q: THAT'S COOL, BUT HOW DO I EVEN...

Q: THAT'S FINE, BUT

WHEN DO I USE

IT?

WHEN TO USE SWIFT

- ▶ New apps
- ▶ Personal projects
- ▶ Scripts
- ▶ Bribe your boss to use it in production*

* I am not liable

Q: THAT'S FINE, BUT
HOW DO I INTERACT WITH C/
OBJC?

INTERACTING WITH C/OBJC

- ▶ UnsafePointer<T> **is typed** COpaquePointer
- ▶ UnsafeMutablePointer<T>

```
var aString = "Barcelona"  
withUnsafePointer(&aString) { (arg: UnsafePointer<String>) in  
    println("Hello " + arg.memory) // => Hello Barcelona  
}
```

Q: SURE, BUT

HOW DO I INTERACT WITH C++?

Q: SURE, BUT HOW DO I INTERACT WITH C++?

A: DON'T!

USE OBJECTIVE-C++ WRAPPERS

**Q: HOW DO I EVEN
GENERATE DOCS?**

JAZZY



[GITHUB.COM/REALM/JAZZY](https://github.com/REALM/JAZZY)

A SOULFUL WAY TO GENERATE DOCS FOR SWIFT & OBJECTIVE-C

```
1 //
2 // JAZMusician.h
3 // JazzyApp
4 //
5
6 #import <Foundation/Foundation.h>
7
8 /**
9  JAZMusician models, you guessed it... Jazz Musicians!
10  From Ellington to Marsalis, this class has you covered.
11  */
12 @interface JAZMusician : NSObject
13
14 /**
15  The name of the musician. i.e. "John Coltrane"
16  */
17 @property (nonatomic, readonly) NSString *name;
18
19 /**
20  The year the musician was born. i.e. 1926
21  */
22 @property (nonatomic, readonly) NSUInteger birthyear;
23
24 /**
25  Initialize a JAZMusician.
26  Don't forget to have a name and a birthyear.
27
28  @warning Jazz can be addicting.
29  Please be careful out there.
30
31  @param name The name of the musician.
32  @param birthyear The year the musician was born.
33
34  @return An initialized JAZMusician instance.
35  */
36 - (instancetype)initWithName:(NSString *)name birthyear:(NSUInteger)birthyear;
37
38 @end
39
```

Language: [Swift](#) [Obj-C](#) [Both](#)

JAZMusician

JAZMusician models, you guessed it... Jazz Musicians! From Ellington to Marsalis, this class has you covered.

Inheritance

↳ JAZMusician

Conforms To

[NSObject](#)

Import Statement

@import Foundation;

Methods

- initWithName:birthyear:

Initialize a JAZMusician. Don't forget to have a name and a birthyear.

Declaration

SWIFT

```
init(name name: String!,
      birthyear birthyear: Int)
```

OBJECTIVE-C

```
- (instancetype)initWithName:(NSString *)name birthyear:(NSUInteger)birthyear;
```

Parameters

<i>name</i>	The name of the musician.

LINKS ()

- ▶ Official Swift blog
- ▶ The Swift Programming Language Book
 - ▶ WWDC Videos
 - ▶ WWDC Sample Code
- ▶ Xcode 6 (and other resources)

Free Apple Developer Account Required

LINKS (!)

- ▶ **This talk:** github.com/jpsim/talks
- ▶ **Other Swift talks:** realm.io/news
- ▶ **Airspeed Velocity:** airspeedvelocity.net
- ▶ **ObjC/Swift doc generator:** github.com/realm/jazzy
 - ▶ **Swift on StackOverflow**

THANK YOU!

Meetup().questions?.askThem!!

Meetup().questions?.askThem!!

JP SIMARD, @SIMJP, REALM.IO