



巨匠線上真人

iOS行動程式基礎開發上架

swift : 消滅實體

本堂教學重點

1. Deinitialization
2. 實作Deinitializer

1.Deinitialization

- `deinit {`
- `// perform the deinitialization`
- `}`

2.實作Deinitializer

```
• class Bank {  
•     static var coinsInBank = 10_000  
•     static func distribute(coins numberOfCoinsRequested: Int) -> Int {  
•         let numberOfCoinsToVend = min(numberOfCoinsRequested, coinsInBank)  
•         coinsInBank -= numberOfCoinsToVend  
•         return numberOfCoinsToVend  
•     }  
•     static func receive(coins: Int) {  
•         coinsInBank += coins  
•     }  
• }
```

2.實作Deinitializer

```
• class Player {  
•     var coinsInPurse: Int  
•     init(coins: Int) {  
•         coinsInPurse = Bank.distribute(coins: coins)  
•     }  
•     func win(coins: Int) {  
•         coinsInPurse += Bank.distribute(coins: coins)  
•     }  
•     deinit {  
•         Bank.receive(coins: coinsInPurse)  
•     }  
• }
```

2.實作Deinitializer

- `var playerOne: Player? = Player(coins: 100)`
- `print("A new player has joined the game with \((playerOne!.coinsInPurse) coins")`
- `// Prints "A new player has joined the game with 100 coins"`
- `print("There are now \((Bank.coinsInBank) coins left in the bank")`
- `// Prints "There are now 9900 coins left in the bank"`

- `playerOne!.win(coins: 2_000)`
- `print("PlayerOne won 2000 coins & now has \((playerOne!.coinsInPurse) coins")`
- `// Prints "PlayerOne won 2000 coins & now has 2100 coins"`
- `print("The bank now only has \((Bank.coinsInBank) coins left")`
- `// Prints "The bank now only has 7900 coins left"`

- `playerOne = nil`
- `print("PlayerOne has left the game")`
- `// Prints "PlayerOne has left the game"`
- `print("The bank now has \((Bank.coinsInBank) coins")`
- `// Prints "The bank now has 10000 coins"`