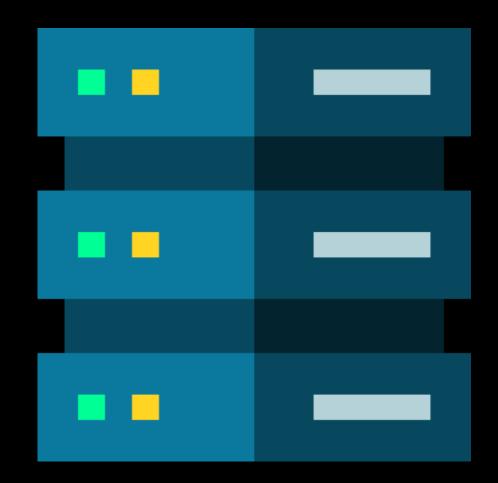
Unit 3—Lesson 1: Optionals

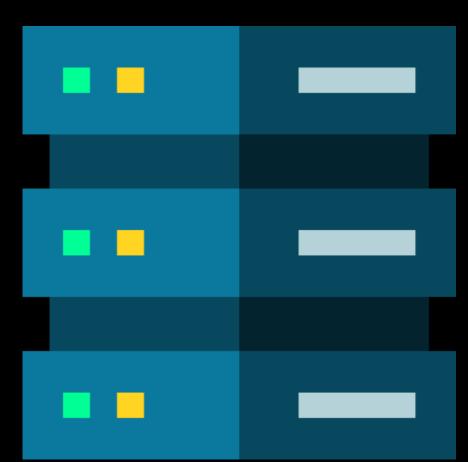


Récupérer la météo à Londres

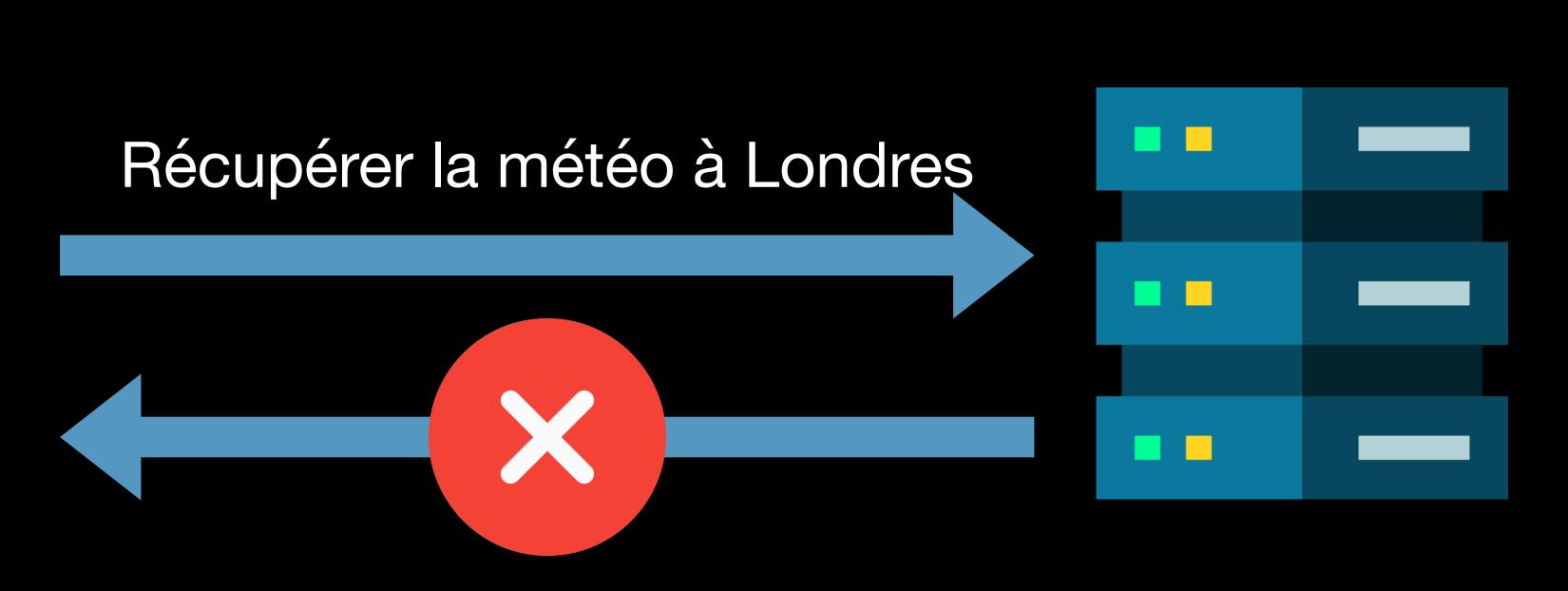








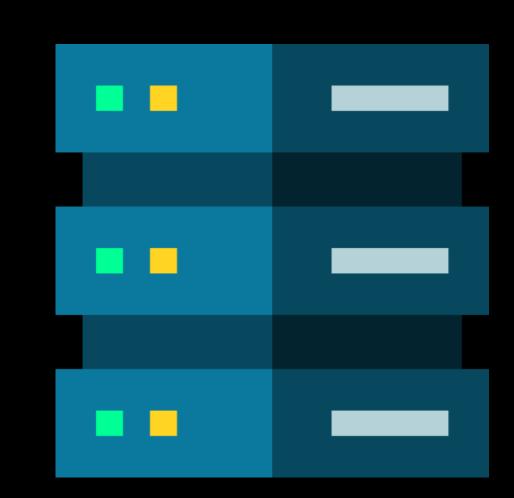






Récupérer la météo à Londre





Specifying the type of an optional

```
var serverResponseCode = 404

var serverResponseCode = nil

var serverResponseCode: Int? = 404

var serverResponseCode: Int? = nil
```



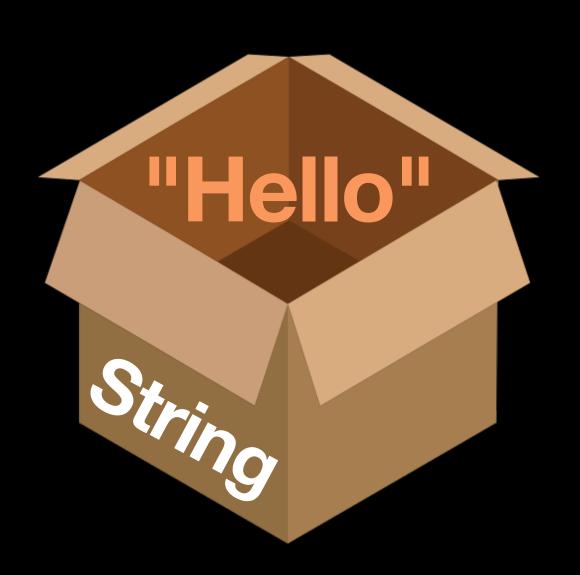
var name: String?

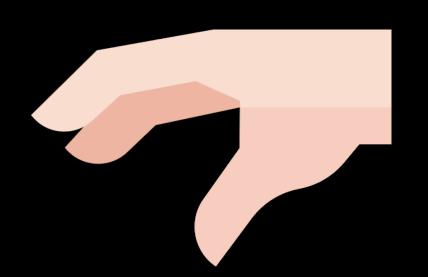




var name: String? = "Hello"







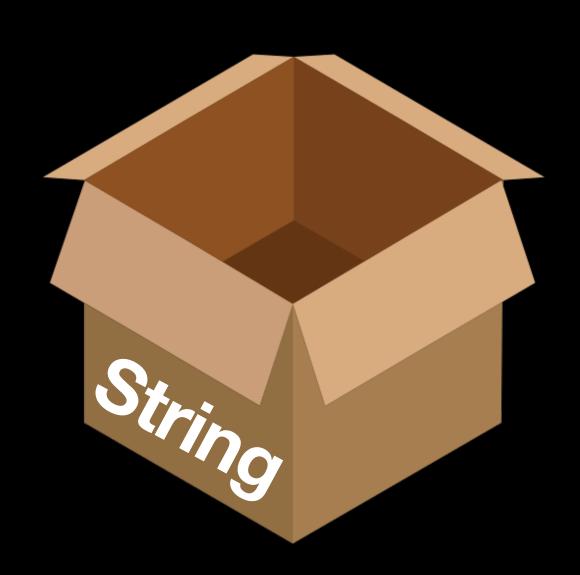
var name: String? = "Hello"





var name: String? = "Hello"







```
var name: String? = "Hello"
```

```
if let name {
    print(name)
}
```







```
var name: String? = "Hello"
```

```
if let name {
   print(name)
}
Type?
```







```
var name: String? = "Hello"
```

```
if let name {
    print(name)
}
String
```

```
if let name {
    print(name)
}
print(name)
Type?
```

```
if let name {
    print(name)
}
print(name)
String?
```

```
if let name {
    print(name)
}
```

Optional binding

Functions and optionals Return values

```
let string = "123"
let possibleNumber = Int(string)

let string = "Cynthia"
let possibleNumber = Int(string)
```

Unit 3, Lesson 1 Lab: Optionals.playground



Open and complete the exercises in Lab - Optionals.playground