

The Swift Standard Library

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pluralsight 
hardcore dev and IT training

Built-in Types

String

Int64

UInt64

Int32

UInt32

Int16

UInt16

Optional<T>

Int8

UInt8

Int

UInt

Array<T>

Dictionary<T>

Bool

Double

Float

Protocols

Equatable

Comparable

Printable

Global Functions

print()

println()

sort()

sorted()





Type Mapping

id \mapsto **AnyObject**

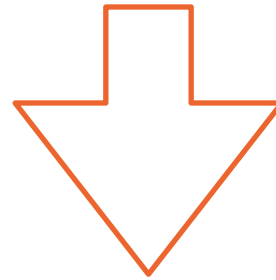
NSString \mapsto **String**

NSDictionary \mapsto **Dictionary**

***** \mapsto **?**

Initialization

```
UITableViewCell *cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault  
reuseIdentifier:@"Cell"];
```



```
let cell = UITableViewCell(style: .Default, reuseIdentifier: "Cell")
```


Invoking Methods

```
UIButton *button = [UIButton buttonWithType:UIButtonTypeCustom];
```

```
[button addTarget:self  
             action:@selector(didPressButton:)  
             forControlEvents:UIControlEventTouchUpInside];
```

```
let button = UIButton.buttonWithType(.Custom)  
button.addTarget(self,  
                 action: "didPressButton:",  
                 forControlEvents: .AllEditingEvents)
```



Blocks & Closures

```
[UIView animateWithDuration:0.25
    animations:^(
        // do animations
    )
    completion:^(BOOL finished) {
        // deal with completion
    }];
```

Blocks & Closures

```
completion:^(BOOL finished) {  
    // deal with completion  
}];
```

Blocks & Closures

```
completion:^(finished) -> Void in  
    // deal with completion  
};
```

Dealing With Errors

```
NSFileManager *fm = [NSFileManager defaultManager];
NSError *error = nil;
var error: NSError?
NSArray *contents = [fm contentsOfDirectoryAtPath:@"/Applications" error:&error];
if (let contents = fm.contentsOfDirectoryAtPath("/Applications", error: &error) {
    NSLog(@"I found some contents: %@", contents);
}
else {
    NSLog(@"I got an error: %@", error);
}
```

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