

```
import CoreMotion
import PlaygroundSupport
```

```
PlaygroundPage.current.needsIndefiniteExecution = true
```

```
extension Int {
    func format(f: String) -> String {
        return String(format: "%\n(f)d", self)
    }
}
```

```
extension Double {
    func format(f: String) -> String {
        return String(format: "%\n(f)f", self)
    }
    func f3() -> String {
        return String(format: "%.3f", self)
    }

    var ff3: String {String(format: "%.3f", self)}
}
```

```
let manager = CMMotionManager()
manager.startAccelerometerUpdates()
```

```
repeatEvery(0.5) {
    guard let acceleration =
        manager.accelerometerData?.acceleration else { return }
    let format = "%.3"
    let x = acceleration.x.format(f: format)
    let y = acceleration.y.ff3
}
```

```
let z = acceleration.z.f3()  
print("x = " + x + " y = " + y + " z = " + z )  
}
```