

[Accelerate](#) / [...](#) / [vDSP.DCT](#) / `transform(_:)`

## Instance Method

# transform(\_:)

Returns the single-precision real discrete cosine transform.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst | macOS 10.15+ | tvOS 13.0+ | visionOS | watchOS 6.0+

```
func transform<U>(_ vector: U) -> [Float] where U : Accelerate
Buffer, U.Element == Float
```

## See Also

## Instance Methods

```
func transform<U, V>(U, result: inout V)
```

Computes an out-of-place single-precision real discrete cosine transform.