Lesson 6

Anything declared in a class must be initialized

* Otherwise it can be optional
* Otherwise define it in a custom initializer
  + Once you define an init, must define all

import UIKit

var str = "Hello, playground"

class Person {

var name: String

init (theName: String) {

name = theName

}

}

Struct copying makes a true copy, and does not require instantiation.

* int
* array
* String, etc

Var rectanglecopy = rectangle (just got created)