

# ObjC -> Swift with *pop!*

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Facebook, Parse

# Agenda

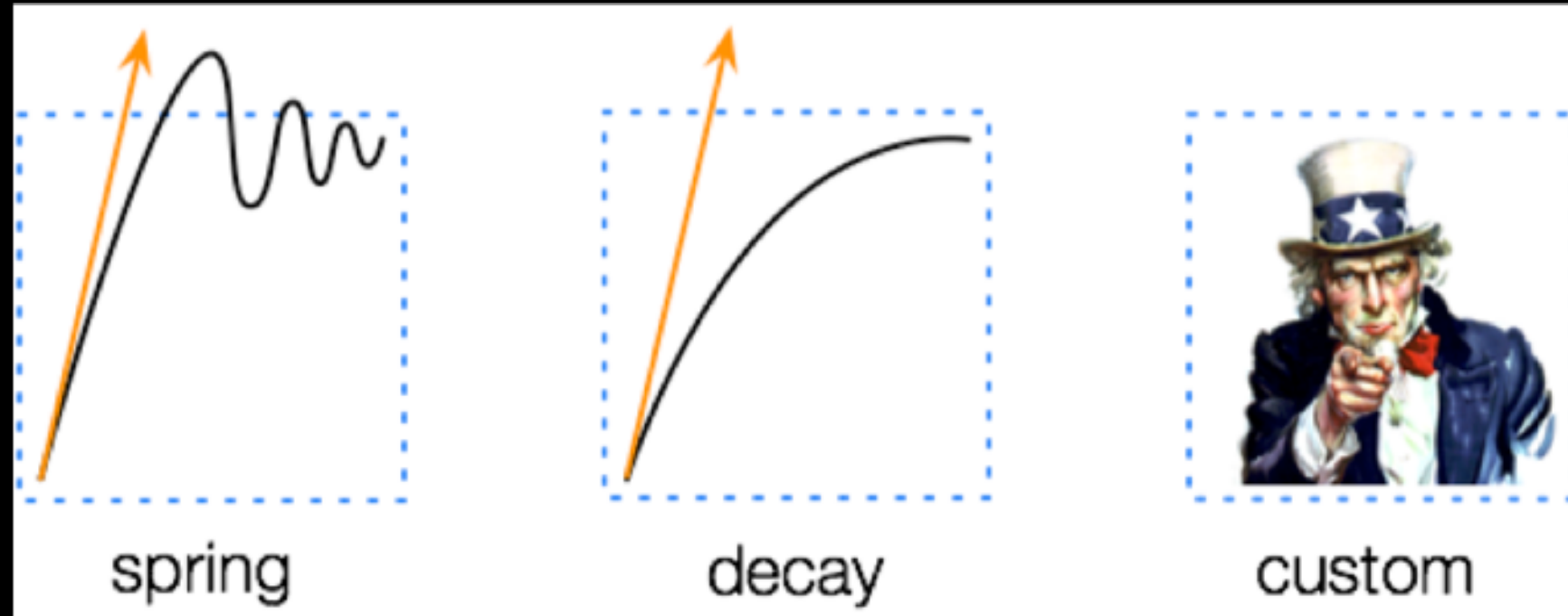
- >> pop.framework
- >> Using *pop.framework* in Swift
- >> Making *pop.framework* better in Swift

# pop.framework

- >> Extensible Animation Engine
- >> Dynamic over static animations
- >> Bouncy, springy and curvy
- >> Written in ObjC++
- >> Built for iOS/OS X/tvOS
- >> Open-source



# pop Animations



*Demo* 🤪

# ObjC -> Swift

- >> Nullability Annotations
- >> ObjC Generics for Object Collections
- >> Swift Native Wrapper
- >> Swift Extension
- >> Disabling ObjC APIs in Swift

# Nullability Annotations

>> NS\_ASSUME\_NONNULL\_BEGIN/NS\_ASSUME\_NONNULL\_END

>> Add nullable to APIs that could accept/return nil

>> ???

>> Profit

>> CLANG\_WARN\_NULLABLE\_TO\_NONNULL\_CONVERSION

*<http://modocache.io/clang-warn-nullable-to-nonnull-conversion>*

# ObjC Lightweight Generics

- >> Class-level generics only
- >> Support covariance/contravariance
- >> Exported into Swift only for `NSDictionary/NSArray/NSSet/etc`
- >> Add additional typesafety and are generally very useful



# Disabling ObjC APIs in Swift

>> `NS_REFINED_FOR_SWIFT`

Prefix methods with double underscore, so they could be used, but are discouraged.

>> `NS_SWIFT_NAME`

Only applicable to factory methods, enumeration cases, option set values.

>> `NS_SWIFT_UNAVAILABLE`

Removes method/property from Swift interface entirely.

Thank you!

# Questions?

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