


Playgrounds in Your Projects



Steven Thompson

What's a Playground?

Balloons.playground > setupHero(...) 

```
func doDidMoveToView(scene : SKScene,
                    delegate : SKPhysicsContactDelegate) {

    // ===== Blimp Control =====
    yOffsetForTime = { i in
        return 80 * sin(i / 10.0)
    }

    // ===== Scene Configuration =====
    // Set up balloon lighting and per-pixel collisions.
    balloonConfigurator = { b in
        b.physicsBody.categoryBitMask = CONTACT_CATEGORY
        b.physicsBody.fieldBitMask = WIND_FIELD_CATEGORY
        b.lightingBitMask = BALLOON_LIGHTING_CATEGORY
    }

    // Load images for balloon explosion.
    balloonPop = (1...4).map {
        SKTexture(imageNamed: "explode_0\($0)")
    }

    // Install turbulent field forces.
    var turbulence = SKFieldNode.noiseFieldWithSmoothness(0.7,
                                                         animationSpeed:0.8)
    turbulence.categoryBitMask = WIND_FIELD_CATEGORY
    turbulence.strength = 0.21
    scene.addChild(turbulence)

    cannonStrength = 210.0

    // ===== Scene Initialization =====
    // Do the rest of the setup and start the scene.
    setupHero(scene, delegate)
    setupFan(scene, delegate)
    setupCannons(scene, delegate)
}

func handleContact(bodyA : SKSpriteNode,
                  bodyB : SKSpriteNode) {

    if (bodyA == hero) {
        bodyB.normalTexture = nil
        bodyB.runAction(removeBalloonAction)
    } else if (bodyB == hero) {
        bodyA.normalTexture = nil
        bodyA.runAction(removeBalloonAction)
    }
}
```

(Function)
(1058 times)


(Function)
(55 times)


(SKTexture, SKTexture, SKTe...
(4 times)

SKNoiseFieldNode
SKNoiseFieldNode
SKNoiseFieldNode
(GameScene (Function)) (F...

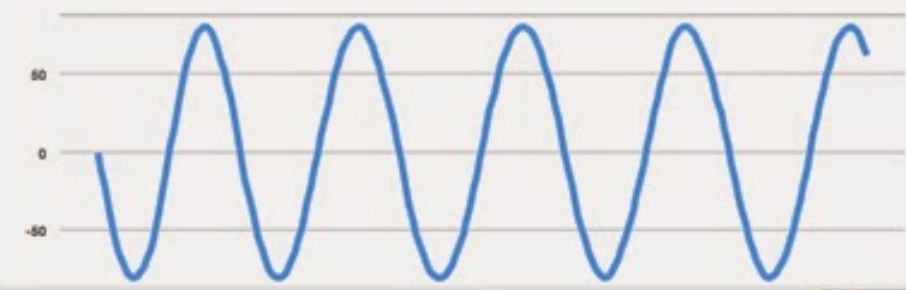
210.0

Balloons — Balloons.playground — Edited

Timeline > Balloons.playground (Timeline) 




let y = 80 * sin(x)



- 30 sec +

Why is this useful for us?

- Playgrounds quickly show you the results of your code
- Playgrounds can `import` frameworks and other resources
 - Playgrounds can display interactive UI



You got
Playgrounds on
my app!

You got your
app in my
playgrounds!

Playgrounds

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Tips

- `@testable` only gives you access to `public` and `internal` code.
- Don't create a test suite in a Playground
- Remember to `Bundle(for: type(of: self))`. And rebuild your framework frequently.

Thank you!

@stevethomp

<https://github.com/stevethomp/ViDIA-Playgrounds>