

Language: Swift

<u>Hummingbird</u> / <u>MemoryPersistDriver</u> / set(key:value:)

Instance Method

set(key:value:)

set value for key. If value already exists overwrite it

```
func set(
    key: String,
    value: some Codable & Sendable
) async throws
```

Parameters

key

Key to store value against

value

Codable value to store