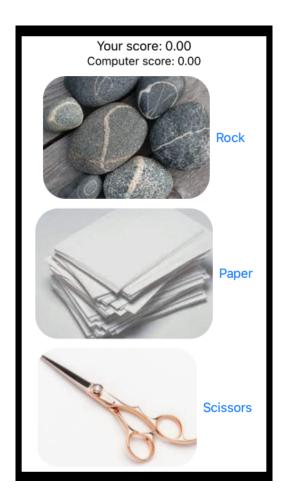
Instructor: Paul Hudson

https://www.hackingwithswift.com/100/swiftui/25

Project: Rock, Paper, Scissors



## 1/. Review: Differences bw Structs and Classes

- 1. Classes don't come with a memberwise initializer; structs get these by default.
- 2. Classes can use inheritance to build up functionality; structs cannot.
- 3. If you copy a class, both copies point to the same data; copies of structs are always unique.
- 4. Classes can have deinitializers; structs cannot.
- 5. You can change variable properties inside constant classes; properties inside constant structs are fixed regardless of whether the properties are constants or variables.

Custom binding: https://www.hackingwithswift.com/guide/ios-swiftui/2/2/key-points

```
struct ContentView: View {
     @State var selection = 0
     var body: some View {
          let binding = Binding(
               get: { self.selection },
               set: { self.selection = $0 }
          return VStack {
               Picker("Select a number", selection: binding) {
                    ForEach(0 ..< 3) {
                        Text("Item \($0)")
               }.pickerStyle(SegmentedPickerStyle())
          }
     }
struct ContentView: View {
 @State var agreedToTerms = false
 @State var agreedToPrivacyPolicy = false
 @State var agreedToEmails = false
 var body: some View {
   let agreedToAll = Binding<Bool>(
     get: {
       self.agreedToTerms && self.agreedToPrivacyPolicy && self.agreedToEmails
     },
     set: {
```

self.agreedToTerms = \$0

self.agreedToEmails = \$0

return VStack {

self.agreedToPrivacyPolicy = \$0

```
Toggle(isOn: $agreedToTerms) {
    Text("Agree to terms")
}

Toggle(isOn: $agreedToPrivacyPolicy) {
    Text("Agree to privacy policy")
}

Toggle(isOn: $agreedToEmails) {
    Text("Agree to receive shipping emails")
}

Toggle(isOn: agreedToAll) {
    Text("Agree to all")
}
}
```