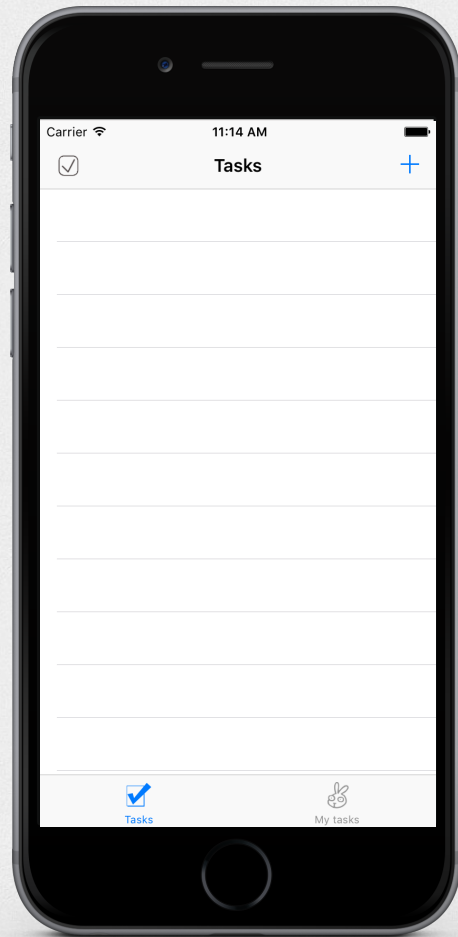# Beginning Realm on iOS

Part 1: Getting Started

Defining Realm Objects

```swift
import RealmSwift

class Task: Object {
    dynamic var title = ""
    dynamic var details: String?

    dynamic var outstanding = true
    dynamic var count = 0
}
```

Property types

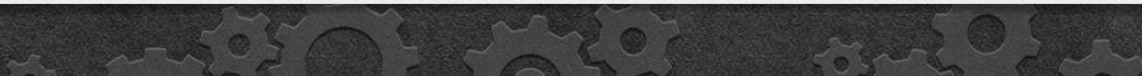| Type	Non-optional	Optional
Bool	dynamic var value = false	let value = RealmOptional<Bool>()
Int	dynamic var value = 0	let value = RealmOptional<Int>()
Float	dynamic var value: Float = 0.0	let value = RealmOptional<Float>()
Double	dynamic var value: Double = 0.0	let value = RealmOptional<Double>()
String	dynamic var value = ""	dynamic var value: String?
Data	dynamic var value = NSData()	dynamic var value: NSData?
Date	dynamic var value = NSDate()	dynamic var value: NSDate?
Object	n/a	dynamic var value: MyClass?
List	let value = List<MyClass>()	n/a

Meta information

```swift
override class func primaryKey() -> String? {
    return "stockID"
}
```

```swift
override class func indexedProperties() -> [String] {
    return ["price", "priority"]
}
```

```swift
override class func ignoredProperties() -> [String] {
    return ["compoundInterest", "priceInUSD"]
}
```

Demo: Define Objects

Challenge Time!