

# Stanford CS193p

Developing Applications for iOS

Spring 2023

Lecture 5



# enum

## ⌚ default

A switch must handle all possible cases (although you can **default** uninteresting cases) ...

```
var menuItem = FastFoodMenuItem.cookie
switch menuItem {
    case .hamburger: break
    case .fries: print("fries")
    default: print("other")
}
```

If the menuItem were a cookie, the above code would print "other" on the console.



# Today

## ⦿ Memorize

More protocols, “care a little bit”, ForEach identity

## ⦿ Varieties of Types

struct

class

protocol

“Dont’ Care” type (aka generics)

enum

functions

## ⦿ Optional

An extremely important type in Swift (it’s an enum).

## ⦿ Memorize

Game Logic!

Let’s implement our Model’s guts so that our app actually plays the game.



# enum

- Another variety of data structure in addition to struct and class

It can only have discrete states ...

```
enum FastFoodMenuItem {  
    case hamburger  
    case fries  
    case drink  
    case cookie  
}
```

An enum is a value type (like struct), so it is copied as it is passed around



# enum

## Associated Data

Each state can (but does not have to) have its own “associated data” ...

```
enum FastFoodMenuItem {  
    case hamburger(numberOfPatties: Int)  
    case fries(size: FryOrderSize)  
    case drink(String, ounces: Int) // the unnamed String is the brand, e.g. "Coke"  
    case cookie  
}
```

Note that the drink case has 2 pieces of associated data (one of them “unnamed”)

In the example above, FryOrderSize would also probably be an enum, for example ...

```
enum FryOrderSize {  
    case large  
    case small  
}
```



# enum

## • Setting the value of an enum

Swift can infer the type on one side of the assignment or the other (but not both) ...

```
let menuItem = FastFoodMenuItem.hamburger(patties: 2)  
var otherItem: FastFoodMenuItem = .cookie  
var yetAnotherItem = .cookie // Swift can't figure this out
```



# enum

## • Checking an enum's state

An enum's state is usually checked with a `switch` statement ...

(although we could use an `if` statement, but this is unusual if there is associated data)

```
var menuItem = FastFoodMenuItem.hamburger(patties: 2)
switch menuItem {
    case FastFoodMenuItem.hamburger: print("burger")
    case FastFoodMenuItem.fries: print("fries")
    case FastFoodMenuItem.drink: print("drink")
    case FastFoodMenuItem.cookie: print("cookie")
}
```

Note that we are ignoring the "associated data" above ... so far ...



# enum

## • Checking an enum's state

An enum's state is usually checked with a switch statement ...

```
var menuItem = FastFoodMenuItem.hamburger(patties: 2)
switch menuItem {
    case FastFoodMenuItem.hamburger: print("burger")
    case FastFoodMenuItem.fries: print("fries")
    case FastFoodMenuItem.drink: print("drink")
    case FastFoodMenuItem.cookie: print("cookie")
}
```

This code would print "burger" on the console



# enum

## • Checking an enum's state

An enum's state is usually checked with a switch statement ...

```
var menuItem = FastFoodMenuItem.hamburger(patties: 2)
switch menuItem {
    case .hamburger: print("burger")
    case .fries: print("fries")
    case .drink: print("drink")
    case .cookie: print("cookie")
}
```

It is not necessary to use the fully-expressed `FastFoodMenuItem.fries` inside the switch  
(since Swift can infer the `FastFoodMenuItem` part of that)



# enum

- **break**

If you don't want to do anything in a given case, use **break** ...

```
var menuItem = FastFoodMenuItem.hamburger(patties: 2)
switch menuItem {
    case .hamburger: break
    case .fries: print("fries")
    case .drink: print("drink")
    case .cookie: print("cookie")
}
```

This code would print nothing on the console



# enum

## ⌚ default

You can switch on any type (not just enum), by the way, for example ...

```
let s: String = "hello"
switch s {
    case "goodbye": ...
    case "hello": ...
    default: ... // gotta have this for String because switch has to cover ALL cases
}
```



# enum

## • Multiple lines allowed

Each `case` in a `switch` can be multiple lines and does NOT fall through to the next case ...

```
var menuItem = FastFoodMenuItem.fries(size: FryOrderSize.large)
switch menuItem {
    case .hamburger: print("burger")
    case .fries:
        print("yummy")
        print("fries")
    case .drink:
        print("drink")
    case .cookie: print("cookie")
}
```

The above code would print "yummy" and "fries" on the console, but not "drink"

If you put the keyword `fallthrough` as the last line of a case, it will fall through.



# enum

## • What about the associated data?

Associated data is accessed through a switch statement using this `let` syntax ...

```
var menuItem = FastFoodMenuItem.drink("Coke", ounces: 32)
switch menuItem {
    case .hamburger(let pattyCount): print("a burger with \(pattyCount) patties!")
    case .fries(let size): print("a \(size) order of fries!")
    case .drink(let brand, let ounces): print("a \(ounces)oz \(brand)")
    case .cookie: print("a cookie!")
}
```

Note that the local variable that retrieves the associated data can have a different name  
(e.g. `pattyCount` above versus `patties` in the enum declaration)  
(e.g. `brand` above versus not even having a name in the enum declaration)



# enum

## • Methods yes, (stored) Properties no

An enum can have methods (and computed properties) but **no stored properties** ...

```
enum FastFoodMenuItem {  
    case hamburger(numberOfPatties: Int)  
    case fries(size: FryOrderSize)  
    case drink(String, ounces: Int)  
    case cookie  
  
    func isIncludedInSpecialOrder(number: Int) -> Bool { }  
    var calories: Int { // switch on self and calculate caloric value here }  
}
```

An enum's state is entirely which case it is in and that case's associated data, nothing more.



# enum

- Methods yes, (stored) Properties no

In an enum's own methods, you can test the enum's state (and get associated data) using self ...

```
enum FastFoodMenuItem {  
    . . .  
    func isIncludedInSpecialOrder(number: Int) -> Bool {  
        switch self {  
            case .hamburger(let pattyCount): return pattyCount == number  
            case .fries, .cookie: return true // a drink and cookie in every special order  
            case .drink(_, let ounces): return ounces == 16 // & 16oz drink of any kind  
        }  
    }  
}
```

Special order 1 is a single patty burger, 2 is a double patty (3 is a triple, etc.?!)



# enum

- Getting all the cases of an enumeration

```
enum TeslaModel: CaseIterable {  
    case X  
    case S  
    case Three  
    case Y  
}
```

Now this enum will have a `static var allCases` that you can iterate over.

```
for model in TeslaModel.allCases {  
    reportSalesNumbers(for: model)  
}  
  
func reportSalesNumbers(for model: TeslaModel) {  
    switch model { ... }  
}
```



# Optionals

## Optional

An Optional is just an enum. Period, nothing more.

It essentially looks like this ...

```
enum Optional<T> { // a generic type, like Array<Element> or MemoryGame<CardContent>
    case none
    case some(T) // the some case has associated value of type T
}
```

You can see that it can only have two values: **is set** (some) or **not set** (none).

In the **is set** case, it can have **some associated value** tagging along (of “don’t care type” T).

Where do we use Optional?

Any time we have a value that can sometimes be “not set” or “unspecified” or “undetermined”.

This happens surprisingly often.

That’s why Swift introduces a lot of “**syntactic sugar**” to make it **easy** to use Optionals ...



# Optionals

## Optional

Declaring something of type `Optional<T>` can be done with the syntax `T?`

You can then assign it the value `nil` (`Optional.none`).

Or you can assign it something of the type `T` (`Optional.some` with associated value = that value).

Note that Optionals always start out with an implicit `= nil`.

```
enum Optional<T> {  
    case none  
    case some(<T>)  
}
```

```
var hello: String?  
var hello: String? = "hello"  
var hello: String? = nil
```

```
var hello: Optional<String> = .none  
var hello: Optional<String> = .some("hello")  
var hello: Optional<String> = .none
```



# Optionals

## Optional

You can access the associated value either by force (with !) ...

Or “safely” using `if let` and then using the safely-gotten associated value in `{ }` (`else` allowed too).

```
enum Optional<T> {  
    case none  
    case some(<T>)  
}  
  
let hello: String? = ...  
print(hello!)  
  
if let safehello = hello {  
    print(safehello)  
} else {  
    // do something else  
}
```

```
switch hello {  
    case .none: // raise an exception (crash)  
    case .some(let data): print(data)  
}  
  
switch hello {  
    case .none: { // do something else }  
    case .some(let safehello): print(safehello)  
}
```



# Optionals

## Optional

You can access the associated value either by force (with !) ...

Or “safely” using `if let` and then using the safely-gotten associated value in `{ }` (`else` allowed too).

```
enum Optional<T> {  
    case none  
    case some(<T>)  
}  
  
let hello: String? = ...  
print(hello!)  
  
if let hello {  
    print(hello)  
} else {  
    // do something else  
}
```

```
switch hello {  
    case .none: // raise an exception (crash)  
    case .some(let data): print(data)  
}  
  
switch hello {  
    case .none: { // do something else }  
    case .some(let safehello): print(safehello)  
}
```

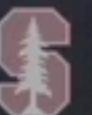


# Optionals

## Optional

There's also ?? which does "Optional defaulting". It's called the "nil-coalescing operator".

```
enum Optional<T> {  
    case none  
    case some(<T>)  
}  
  
let x: String? = ...  
let y = x ?? "foo"  
  
switch x {  
    case .none: y = "foo"  
    case .some(let data): y = data  
}
```



# Needs More Demo

- ⦿ Optional in action!

Let's fix that "bogus" Array method `index(of:)`.

Then we'll make `Memorize` actually play the game!

Both of these will feature the Optional type prominently.

