

**s a n o m a**

Mobile Development Centre

# Swift 2.0

## Még mindig béta?

Komlósi Zoltán & Lizik Gábor

**s a n o m a**

Mobile Development Centre

# Swift 2.1

## Még mindig béta?

Komlósi Zoltán & Lizik Gábor

s a n o m a

Mobile Development Centre



## negatív tapasztalatok

- ❖ native frameworkok Objective-C-ben vannak
- ❖ a nyelv folyamatosan változik
- ❖ a szintaxis változás is folyamatos
- ❖ lassan fordul
- ❖ Xcode IDE fagy folyamatosan

```
extension String {  
    var length: Int { return countElements(self) }  
    // Swift 1.1  
}  
extension String {  
    var length: Int { return count(self) }  
    // Swift 1.2  
}  
extension String {  
    var length: Int { return characters.count }  
    // Swift 2.0  
}
```



**Error running playground.**

Unable to find execution service for selected run destination.

OK



**Playground execution terminated because the process stopped unexpectedly.**

OK



### Xcode quit unexpectedly.

Click Reopen to open the application again. Click Report to see more detailed information and send a report to Apple.



Ignore

Report...

Reopen



s a n o m a

Mobile Development Centre



s a n o m a

Mobile Development Centre



open source?

stable version?

"safer" than Objective-C?

Code Completion?

# pozitív tapasztalatok

- ❖ JSON használata kényelmesebb
- ❖ do try catch kötelező használata
- ❖ guard kulcsszó
- ❖ println helyett print
- ❖ map, flatmap

```
let icon: UIImage?  
if let iconName = item["icon"] as? String {  
    icon = UIImage(named: iconName)  
} else {  
    icon = nil  
}
```

```
let iconName = itemDesc["icon"] as? String
let icon = iconName.flatMap { UIImage(named: $0) }
```

```
public func
```

```
map <U>(@noescape f: (Wrapped) throws -> U)
    rethrows -> U?
```

```
public func
```

```
flatMap<U>(@noescape f: (Wrapped) throws -> U?)
    rethrows -> U?
```

## vicces tapasztalatok

Troll Dev



```
func +(left: Int, right: Int)
-> Int {
  return left - right
}
```



Derp



# A Swift sötét oldala

```
class 🐛🐛🐛🐛  
{  
    func 🐛🐛🐛 (😎: Int, 🐛: Int) -> Int  
    {  
        return 😎 + 🐛  
    }  
}
```

```
var 🐓 = 3
```

```
var 🥵 = 🐓 + 2
```

```
var 🐛 = 🐛🐛🐛🐛()
```

```
println(🐛.🐛🐛🐛(🐓, 🐛:🥵))
```



Swift vagy nem Swift?

s a n o m a

Mobile Development Centre

# Protocol Oriented Programming

```
extension Equatable where Self : Drawable {  
    func isEqualTo(other: Drawable) -> Bool {  
        guard let o = other as? Self else {  
            return false  
        }  
        return self == o  
    }  
}
```

s a n o m a

Mobile Development Centre

Köszönjük  
a figyelmet!

Szeretettel  
várunk mindenkit  
a Meetupjainkon!



s a n o m a  
Mobile Development Centre