

There are 50 Swifty terms hidden in the grid below - can you find them all?

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Ζ	Α	Ζ	С	Х	С	0	D	Е	С	Α	Ρ	Т	U	R	Ι	Ν	G	V	Q
Т	R	Т	Ι	Ν	Н	Е	R	I	Т	А	Ν	С	E	Α	L	Е	D	Κ	J
0	R	L	Ρ	L	S	Ι	Α	Α	J	Ι	Μ	L	X	D	R	R	С	Α	Ι
Ρ	Α	Α	Α	R	F	Ρ	Ν	Е	Ν	Т	Х	0	Α	U	Α	Т	Н	Е	Ν
Т	Υ	Е	Ι	Ζ	Ι	S	G	U	Ρ	Ν	K	С	S	U	G	Е	Α	R	Ι
Ι	С	S	Μ	L	Υ	V	Е	Ν	0	F	0	0	G	S	J	R	Ι	В	Т
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Ν	D	W	Α	Н	Е	Ν	S	Т	D	С	Ζ	0	Α	I	Х	Α	Ι	Т	Α
Α	А	R	В	L	Ι	Ν	G	Ν	Е	Ι	R	R	Е	Т	U	R	Ν	S	L
L	Ι	Е	F	Х	Е	L	0	0	Е	Н	0	Ρ	S	С	Ι	Υ	G	Α	Ι
Е	R	В	Ν	Т	Н	Е	Е	С	Т	Н	Μ	V	С	Н	Α	0	J	С	Ζ
Μ	А	Μ	Х	0	С	Ν	0	Ι	Т	А	R	Е	Μ	U	Ν	Е	Ν	Е	Е
Е	V	Е	R	В	Т	Ρ	Ρ	А	R	А	Μ	Е	Т	Е	R	Х	F	Ρ	R
Т	R	Μ	0	S	А	А	L	Т	D	Ι	С	Т		0	Ν	Α	R	Y	G
Н	F	С	Т	Е	С	R	J	Ι	I	J	I	Ν	Т	Е	G	Е	R	Т	0
0	Ι	Ι	Α	R	0	W	Ρ	Ν	Κ	Ν	Е	С	Ν	А	Е	L	0	0	В
D	Ν	Т	R	V	U	Ν	0	Ι	Т	Α	L	0	Р	R	Е	Т	Ν	Ι	Е
Х	А	А	Е	Е	Ν	U	S	Е		Х	Ρ	Y	Т	R	Е	Ρ	0	R	Ρ
Κ	L	Т	Ρ	R	Т	Μ	Κ	D	0	G	U	Т	L	U	Α	F	Е	D	Х
Е	0	S	0	V	Е	R	R		D	Е	Т	Е	L	В	U	0	D	R	Е

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HINTS

- 1. Fixed-size collection of values of any type
- 2. A custom type with cases and associated values
- 3. Makes a method shared across all instances of a class or struct
- 4. How we check for and extract the value inside an optional
- 5. Type that stores data as pairs of keys and values
- 6. Places variables into strings easily
- 7. Loop type commonly used to make infinite loops
- 8. A list of criteria that a type must conform to
- 9. Evaluates multiple conditions in one block of code
- 10. Special method that creates instances of structs and classes
- 11. Functions that accept one or more parameters of a specific type
- 12. Code to handle errors thrown by do
- 13. Value passed into a function
- 14. Unwrapping alternative to if let
- 15. Sends back a value from a function
- 16. A catch-all case for switch blocks
- 17. An anonymous function that you can pass around as data
- 18. A whole number
- 19. Telling Swift the specific type a variable should be
- 20. Question marks after optionals
- 21. Code that is triggered when properties change
- 22. May or may not exist
- 23. Keyword that lets function parameters be modified outside the function
- 24. Access control that restricts a property to being used only inside its type
- 25. Skips the rest of the current loop iteration
- 26. Loop that always executes at least once
- 27. The return type of a function that returns nothing
- 28. How we refer to the current instance of an object
- 29. Struct initializer that assigns values to all properties
- 30. The name for how values used in a closure are stored for later use
- 31. A variable attached to a struct or class
- 32. A type that spans values between two numbers
- 33. Special syntax for final parameter closures
- 34. Type that holds a large floating-point number
- 35. The name for math symbols like + and -
- 36. The ability to treat an object of one type as another type
- 37. Adds extra functionality to a type
- 38. The name for a function that exists inside a struct or class
- 39. Exits a loop immediately
- 40. Keyword for a function that can trigger errors
- 41. Key that lets us replace a method inherited from a superclass
- 42. When one class builds on another
- 43. Reads the length of a string
- 44. Apple's all-in-one code editing environment
- 45. Operator that takes three operands
- 46. Puts off work until later
- 47. Name for a method called before class destruction
- 48. Ordered collection of values stored in a single value
- 49. A class that cannot be inherited from
- 50. Holds either true or false