

Contributing to Swift

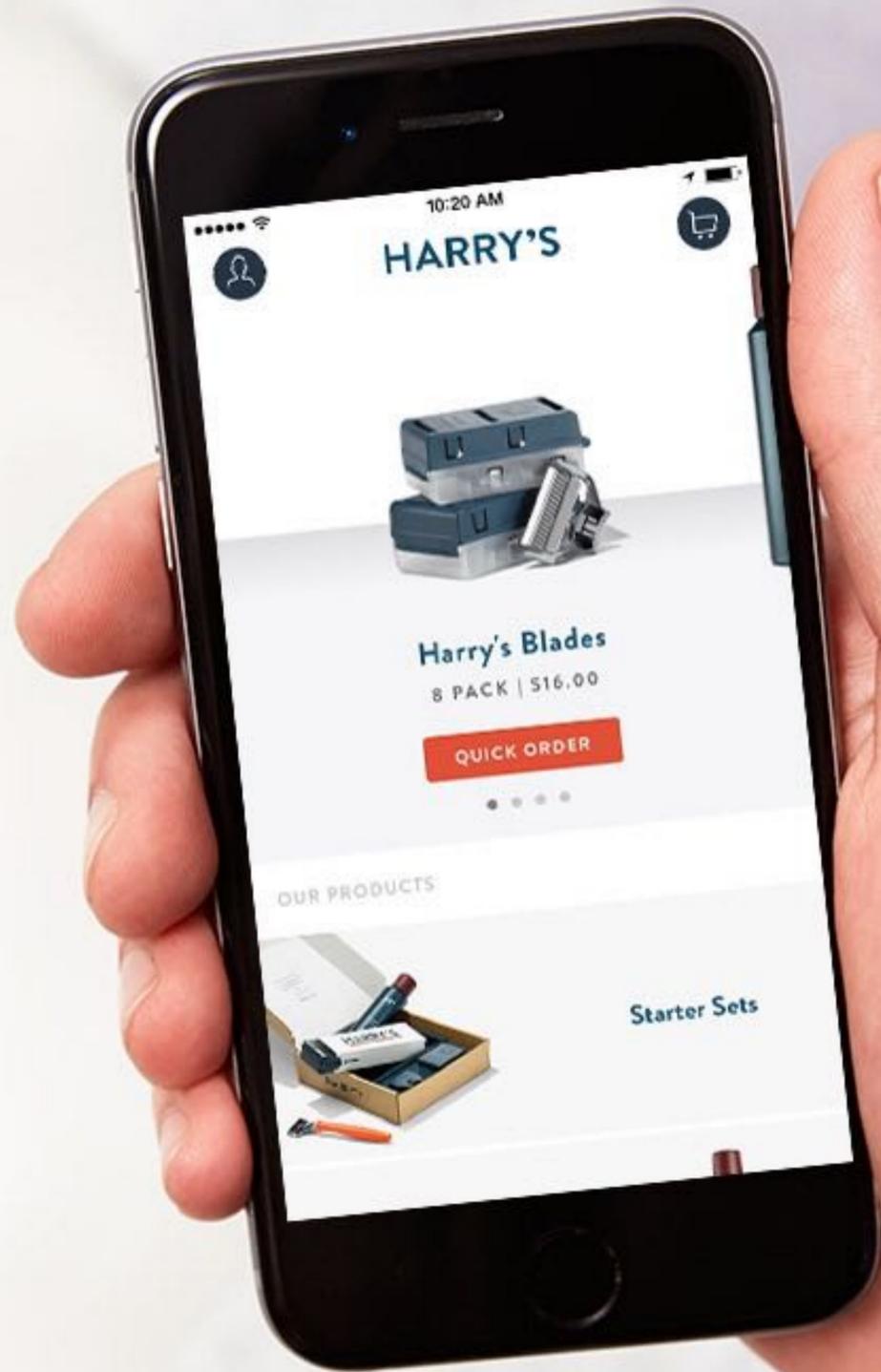
by @neilkimmett



HARRY'S







HARRY'S



Harry's Blades

8 PACK | \$16.00

QUICK ORDER

OUR PRODUCTS



Starter Sets

```
struct CGPoint {  
    var x: Float  
    var y: Float  
}  
  
struct CGSize {  
    var width: Float  
    var height: Float  
}  
  
struct CGRect {  
    var origin: CGPoint  
    var size: CGSize  
}
```

```
struct CGPoint {  
    static var zero: CGPoint  
}
```

```
struct CGSize {  
    static var zero: CGSize  
}
```

```
struct CGRect {  
    static var zero: CGRect  
}
```

```
let view = UIView()
```

```
view.frame.origin = .zero
```

```
struct UIEdgeInsets {  
    var top: Float  
    var left: Float  
    var bottom: Float  
    var right: Float  
}
```

```
let view = UIView()
```

```
view.layoutMargins = .zero
```



Neil Kimmett 2:02 PM



aside: why is there `CGRect.zero` but no `UIEdgeInsets.zero`

2:03 ☆

whats that all about



Soroush Khanlou 2:03 PM

that's wack



Neil Kimmett 2:05 PM

can fix with

```
extension UIEdgeInsets {  
    static var zero: UIEdgeInsets {  
        return UIEdgeInsetsZero  
    }  
}
```

but still

cmon Apple



Soroush Khanlou 2:05 PM

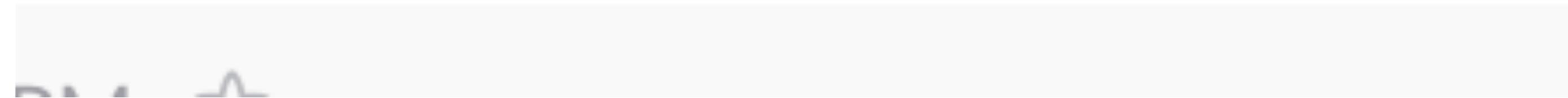
yeah this one's on apple

if you're that kind of person you could make a radar

2:05 PM

Apple

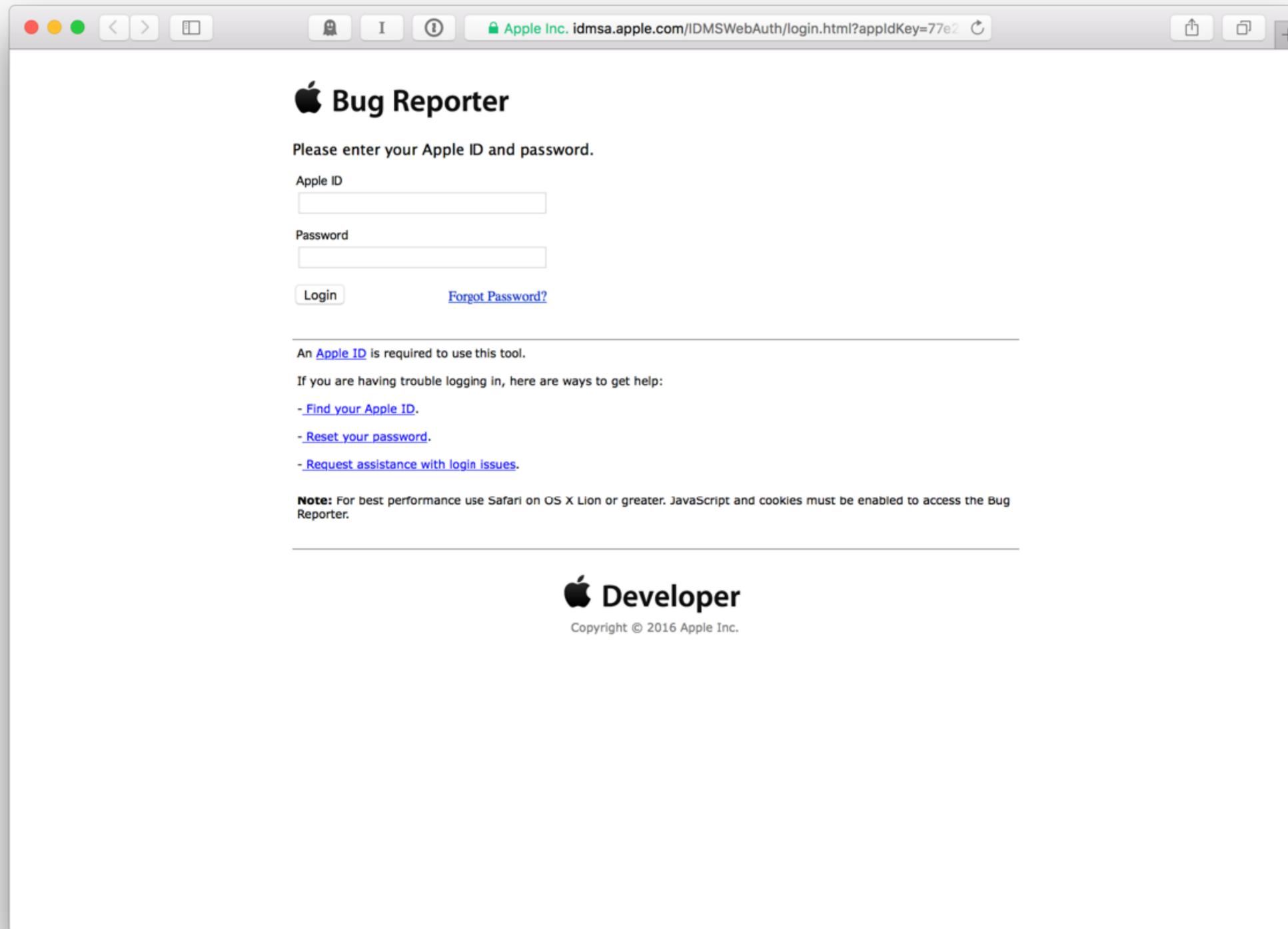
of person you could make a radar



u could make a radar

a radar





<http://bugreport.apple.com/>

- Attention
- Open 5
- Hidden
- Closed 3
- Archive 4
- Drafts

SEARCH

Results

PRODUCTS

- Developer T... 4
- iOS + SDK 4

Filter Problem List

Sort by Date

27079603 Xcode suggests

Developer Tools
 Rank : No Value 29-Jun-2
 Summary: I use a 3rd party library c
 PureLayout

18720044 Strikethrough o

iOS + SDK
 Rank : No Value 21-Oct-2
 Summary: In order to strikethrough
 thats in the middle of an NSAttributedString

16780925 When testing iC

Developer Tools
 Rank : No Value 01-May-2
 Summary: This is a duplicate of rda
 When testing on the iOS Simulator,

Products

New iOS + SDK Problem

IOS + SDK

Using Apple Bug Reporter

Please include only **one** issue per report. All fields are **required** except where noted. While we cannot respond directly to every report, all reports are reviewed by the appropriate engineering teams.

Classification* Select a type of problem

Reproducibility* Select how often this problem occurs

Area*

- Classification
- Security
 - Crash/Hang/Data Loss
 - Power
 - Performance
 - UI/Usability
 - Serious Bug
 - Other Bug
 - Feature (New)
 - Enhancement

Show instructions

Attach a file

Title: Provide a

Enter a brief

Description: h
help the enginee

Provide a de

Steps to Reproduce: List the step by step process to reproduce the issue

1. Describe any setup or pre-work (e.g., install Xcode...)
2. Detail the exact steps taken to produce the problem
3. Number each step

Expected Results: Describe what you expected to see

Describe what you expected to happen after completing the steps above.

Actual Results: Describe what you actually saw

Describe what actually happened after completing the steps above

Applied to whole range



Hide | Revert | Save

30-Oct-2014 00:44 AM

and will be closed.

appears in the yellow "Duplicate of XXXXXXXX" section of the bug
bug detail view just under the bug number, title, state, product and rank.

21-Oct-2014 08:04 AM

21-Oct-2014 08:03 AM

21-Oct-2014 08:02 AM

you need to set two attributes on the string.

on the range you want to strikethrough. This bit makes sense.
on the range you don't want to strikethrough. This is non-obvious. No-
I don't want to strikethrough.

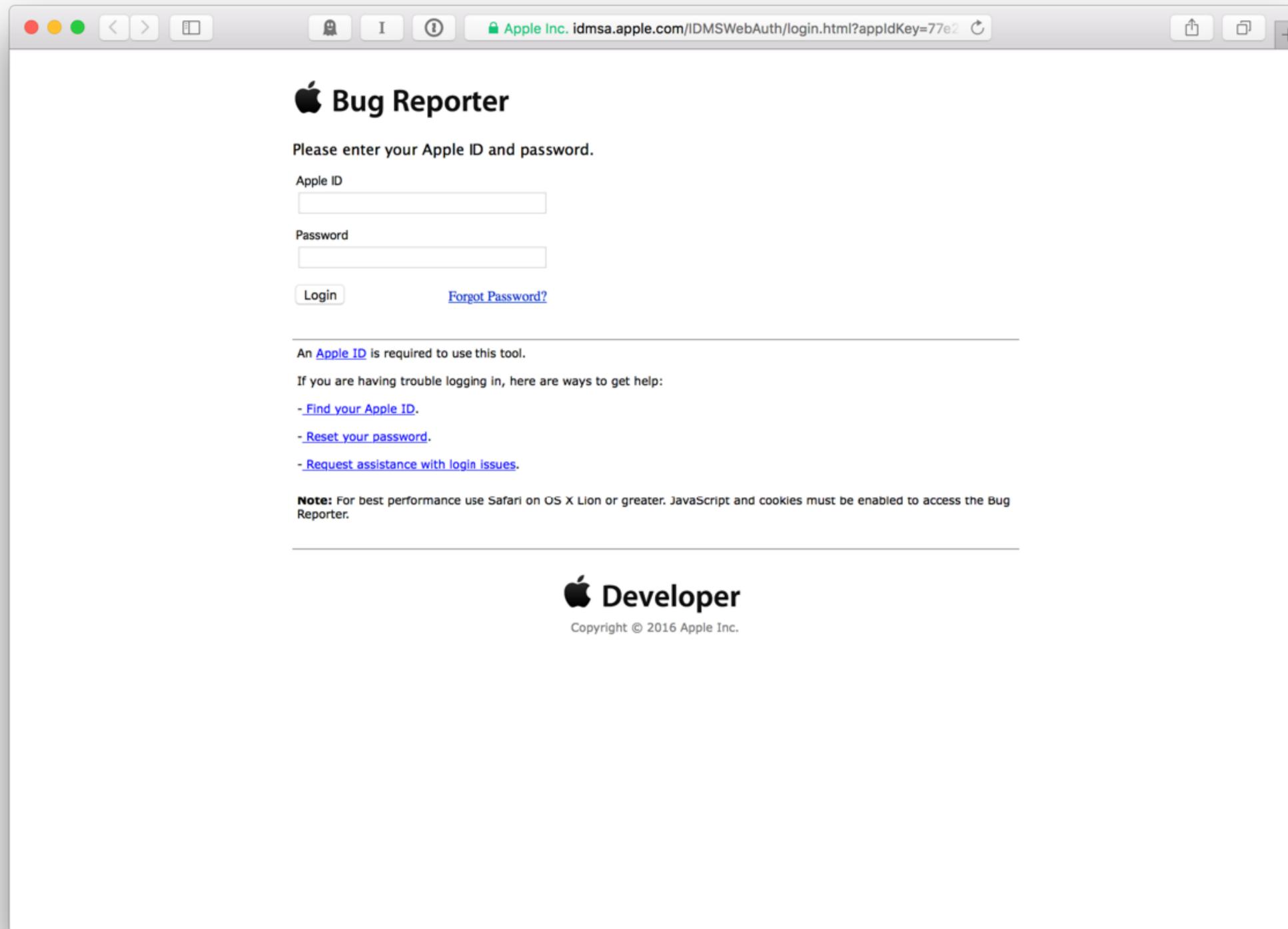
lineStyleSingle on some range in the middle of the string (i.e. not



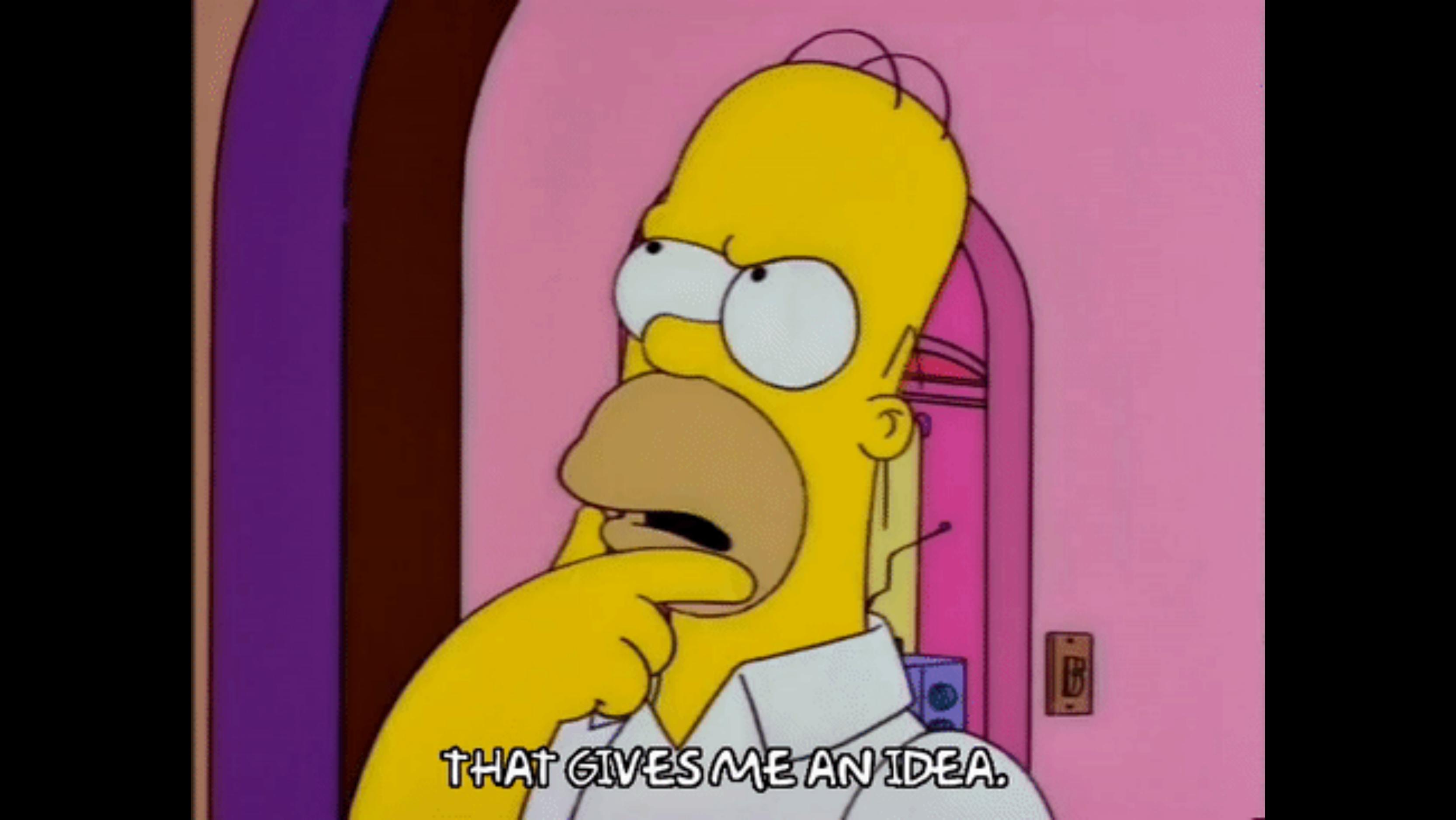
Apple Developer Relations

Engineering has determined that your bug report is a duplicate of another issue and will be closed.

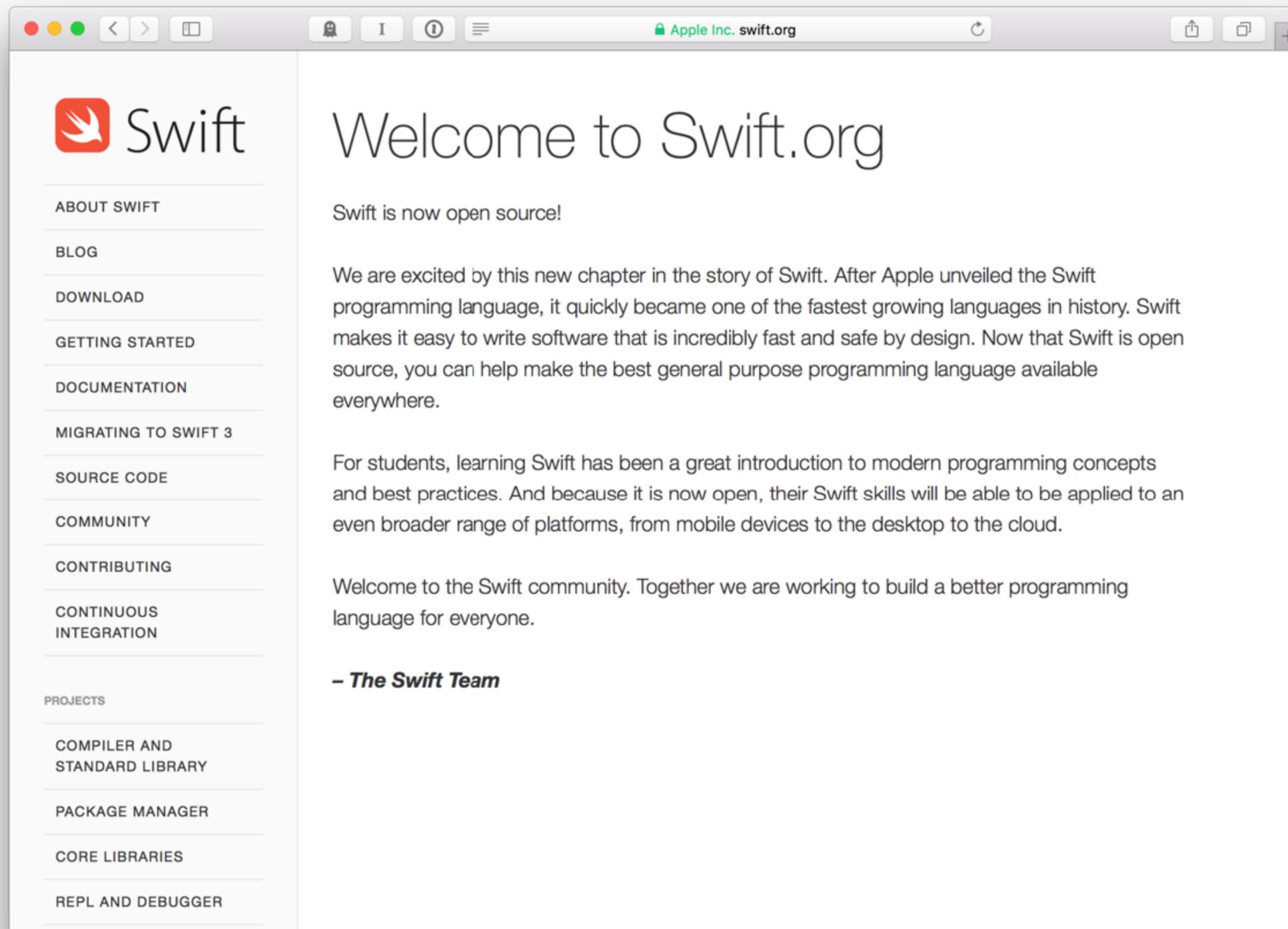
The open or closed status of the original bug report your issue was duplicated to appears in the yellow reporter user interface. This section appears near the top of the right column's bug detail view just und



<http://bugreport.apple.com/>

A close-up cartoon illustration of Homer Simpson. He is yellow with a large brown mustache and a white shirt. He has a thoughtful expression, with his hand resting on his chin and wide, staring eyes. The background is a pink wall with a door handle and a light switch.

THAT GIVES ME AN IDEA.



<https://swift.org>

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Repository statistics: 39,327 commits, 21 branches, 36 releases, 358 contributors.

Navigation options: Branch: master, New pull request, Create new file, Upload files, Find file, Clone or download.

Commit history table:

Commit	Description	Time
<code>swift-ci</code>	committed on GitHub Merge pull request #3342 from practicalswift/typo-fixes-20160705	Latest commit <code>be62dd7</code> a minute ago
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<code>utils</code>	[emacs support] add a missing <code>(require 'compile)</code>	3 days ago

<https://github.com/apple/swift>



swift / `stdlib` / `public` / `SDK` / `CoreGraphics` / **CoreGraphics.swift**

swift / stdlib / public / SDK / CoreGraphics / CoreGraphics.swift

```
12
13 @_exported import CoreGraphics
14 import Darwin
15
16 //====-----//
17 // CGGeometry
18 //====-----//
19
20 public extension CGPoint {
21     static var zero: CGPoint {
22         @_transparent // @fragile
23         get { return CGPoint(x: 0, y: 0) }
24     }
25
26     @_transparent // @fragile
27     init(x: Int, y: Int) {
28         self.init(x: CGFloat(x), y: CGFloat(y))
29     }
30
31     @_transparent // @fragile
32     init(x: Double, y: Double) {
33         self.init(x: CGFloat(x), y: CGFloat(y))
34     }
35
36     @available(*, unavailable, renamed="zero")
37     static var zeroPoint: CGPoint {
38         fatalError("can't retrieve unavailable property")
39     }
40 }
41
```

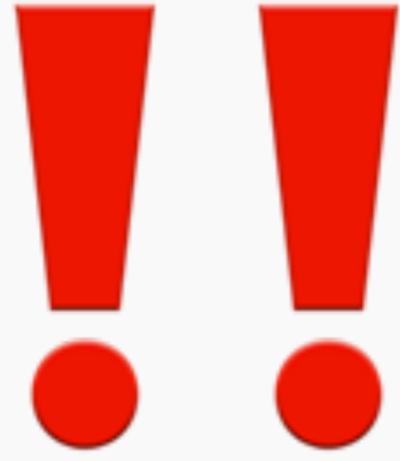
swift / **stdlib** / **public** / **SDK** / **UIKit** / **UIKit.swift**

swift / stdlib / public / SDK / UIKit / UIKit.swift

```
11 // -----  
12  
13 import Foundation  
14 @exported import UIKit  
15  
16  
17 //====-----  
18 // Equatable types.  
19 //====-----  
20  
21 @transparent // @fragile  
22 @warn_unused_result  
23 public func == (lhs: UIEdgeInsets, rhs: UIEdgeInsets) -> Bool {  
24     return lhs.top == rhs.top &&  
25         lhs.left == rhs.left &&  
26         lhs.bottom == rhs.bottom &&  
27         lhs.right == rhs.right  
28 }  
29  
30 extension UIEdgeInsets : Equatable {}  
31  
32 @transparent // @fragile  
33 @warn_unused_result  
34 public func == (lhs: UIOffset, rhs: UIOffset) -> Bool {  
35     return lhs.horizontal == rhs.horizontal &&  
36         lhs.vertical == rhs.vertical  
37 }  
38  
39 extension UIOffset : Equatable {}  
40
```

```
13  import Foundation
14  @_exported import UIKit
15
16  +//===-----//
17  +// UIGeometry
18  +//===-----//
19  +
20  +public extension UIEdgeInsets {
21  +  static var zero: UIEdgeInsets {
22  +    @_transparent // @fragile
23  +    get { return UIEdgeInsets(top: 0.0, left: 0.0, bottom: 0.0, right: 0.0) }
24  +  }
25  +}
26  +
27  +public extension UIOffset {
28  +  static var zero: UIOffset {
29  +    @_transparent // @fragile
30  +    get { return UIOffset(horizontal: 0.0, vertical: 0.0) }
31  +  }
32  +}
33
```





swift / test / 1_stdlib / UIKit.swift

```
50 var inset1 = UIEdgeInsets(top: 1.0, left: 2.0, bottom: 3.0, right: 4.0)
51 var inset2 = UIEdgeInsets(top: 1.0, left: 2.0, bottom: 3.1, right: 4.0)
52 print("inset1 == inset1: \(inset1 == inset1)")
53 print("inset1 != inset1: \(inset1 != inset1)")
54 print("inset1 == inset2: \(inset1 == inset2)")
55 // CHECK: inset1 == inset1: true
56 // CHECK: inset1 != inset1: false
57 // CHECK: inset1 == inset2: false
58
```

swift / test / 1_stdlib / UIKit.swift

```
68 +
69 +var inset0 = UIEdgeInsets(top: 0.0, left: 0.0, bottom: 0.0, right: 0.0)
70 +var insetDot0 = UIEdgeInsets.zero
71 +print("inset0 == insetDot0: \(inset0 == insetDot0)")
72 +// CHECK: inset0 == insetDot0: true
73 +
74 +var offset0 = UIOffset(horizontal: 0.0, vertical: 0.0)
75 +var offsetDot0 = UIOffset.zero
76 +print("offset0 == offsetDot0: \(offset0 == offsetDot0)")
77 +// CHECK: offset0 == offsetDot0: true
```

GitHub, Inc. github.com/apple/swift/pull/1323

Add .zero convenience static vars for UIEdgeInsets and UIOffset #1323

Merged jrose-apple merged 3 commits into apple:master from neilkimmett:master on Mar 25

Conversation 9 Commits 3 Files changed 2 +27 -0

neilkimmett commented on Feb 16

Using UIEdgeInsetsZero instead of UIEdgeInsets.zero was annoying.
Copied the style from '/stdlib/public/SDK/CoreGraphics/CoreGraphics.swift'

I think this is the logical place to put all the bits. Was unsure whether to use the `print(...) ... // CHECK: ... style tests` or just an `assert` so I did both.

1

Add .zero convenience static vars for UIEdgeInsets and UIOffset ... c4d5ccb

jrose-apple self-assigned this on Feb 16

jrose-apple commented on Feb 16 Apple member

Changes to the overlays have to go through the framework teams at Apple. I'll talk to them internally and report back to you.

jrose-apple commented on Feb 16 Apple member

For the tests, I would just stick to `print` for now, since that's what the rest of the file is doing. The real right answer is to convert the test to use `StdlibUnittest`, but that can be done separately.

Labels: None yet

Milestone: No milestone

Assignees: jrose-apple

4 participants

Notifications: Unsubscribe
You're receiving notifications because you authored the thread.

<https://github.com/apple/swift/pull/1323>



jrose-apple commented on Mar 21

Apple member



Okay, UIKit has approved this change! (Sorry for the turnaround time.) I'll trigger the tests again.



jrose-apple commented on Mar 21

Apple member



@swift-ci Please test



jrose-apple merged commit **d9596ab** into `apple:master` on Mar 25

2 checks passed

[View details](#)

[Revert](#)



jrose-apple commented on Mar 25

Apple member



Thanks, Neil!



```
let scrollView = UIScrollView()  
scrollView.contentInset = UIEdgeInsets.zero
```

UIEdgeInsets zero

What can I do?



<https://lists.swift.org>



jeschot@xs4all.nl 5/8/17, 7:39 AM 1
discardable function start?

kelvin13ma@gmail.com 5/7/17, 1:57 PM 10
Passing value types or members of value types?

brandonb2019@gmail.com 5/7/17, 8:28 PM 3
Swift build-script Smaller Memory Footprint?

swift@hpwooten.com 5/5/17, 9:04 AM 1
Compatibility Suite for already failing project

rman@latencyzero.com 5/4/17, 7:52 PM 3
Slicing a [UInt8] into a Data without copying?

dowobeha@gmail.com 5/4/17, 5:12 PM 1
Compiling Swift on Ubuntu to run on Centos

geojay@gmail.com 5/3/17, 7:15 PM 1
Using .gyb outside of the stdlib

Sort by Rank

Mute Mark as Read

brandonb2019@gmail.com brandonb2019@gmail.com May 6, 2017, 10:21:39 PM

Hello,

I'm installing Swift 3 on FreeBSD 11. After installing the necessary dependencies, I now only need to run the build-script.

The problem is that I cannot proceed beyond:

> Linking CXX executable bin/llvm-lto

because I consistently run out of memory on my 16GB server.

(2 direct replies)

spestov@apple.com spestov@apple.com May 7, 2017, 8:13:10 PM

On Darwin (which uses its own linker and not GNU ld), you can definitely build Swift with less than 16GB of RAM available.

Maybe you could try gold?

Slava

> On May 6, 2017, at 7:21 PM, Brandon B via swift-users<swift-users at swi

<https://stylemac.com/hirundo/>

The screenshot shows a web browser window with the URL `apple.github.io/swift-evolution/`. The page features the Swift Evolution logo and a search bar. Below the search bar, there are 176 proposals listed. The proposals are categorized by status: Active Review (orange), Accepted (green), and Implemented (blue). Each proposal entry includes a status label, a title, the author's name, the review manager's name, and the scheduled date or implementation version.

Status	Proposal ID	Title	Author	Review Manager	Scheduled / Implemented In
Active Review	SE-0176	Enforce Exclusive Access to Memory	John McCall	Ben Cohen	May 2-8
Active Review	SE-0175	Package Manager Revised Dependency Resolution	Rick Ballard	Ankit Aggarwal	May 2-9
Accepted	SE-0174	Change filter to return an associated type	Ben Cohen	Doug Gregor	
Accepted	SE-0161	Smart KeyPaths: Better Key-Value Coding for Swift	David Smith, Michael LeHew, Joe Groff	Doug Gregor	
Implemented	SE-0173	Add MutableCollection.swapAt(_:_:)	Ben Cohen	Ted Kremenek	Swift 4

<https://apple.github.io/swift-evolution/>

swiftweekly.github.io/issue-68/

Swift Weekly Brief

A community-driven weekly newsletter about what's happening in the Swift open source projects at Swift.org. Curated by Jesse Squires and published for free every Thursday.

[Subscribe](#) [Sponsor](#) [Podcast](#)

Issue #68 04 May 2017

Written by: Bas Broek

Quite a lot of work has been done to implement recently accepted Swift Evolution proposals, as well as improving their diagnostics and error messages. Interestingly, some of this work has been done by first-time contributors, which is amazing to see!

Interested in sponsoring Swift Weekly Brief? [Learn more here.](#)

Swift Unwrapped

Episode 9: [String Manifesto](#)

This week JP Simard and Jesse Squires discuss the String Manifesto!

Commits and pull requests

Slava Pestov [implemented SE-0156](#): *Class and Subtype existentials.*

<https://swiftweekly.github.io>

The screenshot shows a web browser window with the URL `spec.fm/podcasts/swift-unwrapped`. The page features the 'spec' logo in the top left, a search bar, and navigation links for 'About' and 'Sponsors'. Below the header, a breadcrumb trail reads 'Home / Podcasts / Swift Unwrapped'. The main content area includes a podcast cover for 'Swift Unwrapped' and a description: 'A 30-minute spin off of Swift Weekly Brief and other Swifty news.' Below this are links for 'Subscribe', 'Follow', and 'Sponsor'. The page displays a list of six podcast episodes in a grid format:

- 09: String Manifesto** (May 1, 2017): We go in way over our heads into Swift's String Manifesto. [Listen to this Episode](#) • [Download](#)
- 08: Archival Serialization & Swift Encoders** (April 24, 2017): We unpack the recent SE proposals on serialization & encoding. [Listen to this Episode](#) • [Download](#)
- 07: Access Control - The Saga Continues** (April 17, 2017): There has been a ton of debate on the Swift Evolution mailing lists about access control in Swift. We share our thoughts on the situation. [Listen to this Episode](#) • [Download](#)
- 06: Swift 3.1 Release & SwiftPM Improvements** (April 10, 2017)
- 05: Objective-C Interoperability** (April 3, 2017)
- 04: Bridging with Objective-C** (March 27, 2017)

<https://spec.fm/podcasts/swift-unwrapped>



Joe Groff

Jordan Rose

Doug Gregor

@jckarter

@UINT_MIN

@dgregor79

Ted Kremenek

Erica Sadun

Brian Gesiak

@tkremenek

@ericasadun

@modocache



Brian Gesiak

@modocache

To become one of the top 100 most prolific committers to Swift, you need 15 commits. For LLVM, you'd need 130.

RETWEETS

4

LIKES

24



5:56 PM - 6 May 2017

The screenshot shows the Swift bug tracker interface. At the top, there's a navigation bar with 'Swift', 'Dashboards', 'Projects', and 'Issues'. A search bar and 'Log In' button are on the right. Below this is a 'FILTERS' sidebar with options like 'New filter', 'Find filters', 'My Open Issues', 'Reported by Me', 'Recently Viewed', and 'All Issues'. The main content area is titled 'All starter tasks' and shows a list of issues. The selected issue, SR-4830, is 'Propagate colors from compiler output'. Its details include: Type: Bug, Status: OPEN, Priority: Medium, Resolution: Unresolved, Component/s: llbuild, ... (1), and Labels: StarterBug. The description states: 'Currently, colors are not shown in compiler output. We probably need to detect if stdout is tty and then force colors out of compiler using some driver flag.' The 'Activity' section shows 'All', 'Comments', 'History', and 'Activity' tabs, with a message: 'There are no comments yet on this issue.' On the right, the 'People' section lists 'Assignee: Unassigned', 'Reporter: Ankit Aggarwal', and 'Votes: 1 Vote for this issue'. The 'Dates' section shows 'Created: 11 hours ago' and 'Updated: 11 hours ago'.

<https://bugs.swift.org>

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Repository statistics:

- 39,327 commits
- 21 branches
- 36 releases
- 358 contributors

Branch: `master` | [New pull request](#) | [Create new file](#) | [Upload files](#) | [Find file](#) | [Clone or download](#)

Recent commits:

Commit	Description	Time
<code>swift-ci</code>	committed on GitHub Merge pull request #3342 from practicalswift/typo-fixes-20160705	Latest commit <code>be62dd7</code> a minute ago
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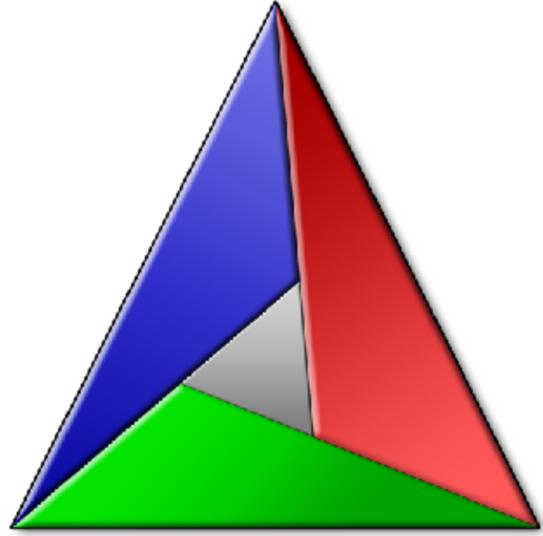
<https://github.com/apple/swift>

```
mkdir swift-source
```

```
cd swift-source
```

```
git clone https://github.com/apple/swift.git
```

```
./swift/utis/update-checkout --clone
```



CMake
Cross-platform Make

Ninja



```
brew install cmake ninja
```

```
utils/build-script -h
```



Do iOS 2016 - Ayaka Nonaka, Contributing to Swift



Xebia Group International

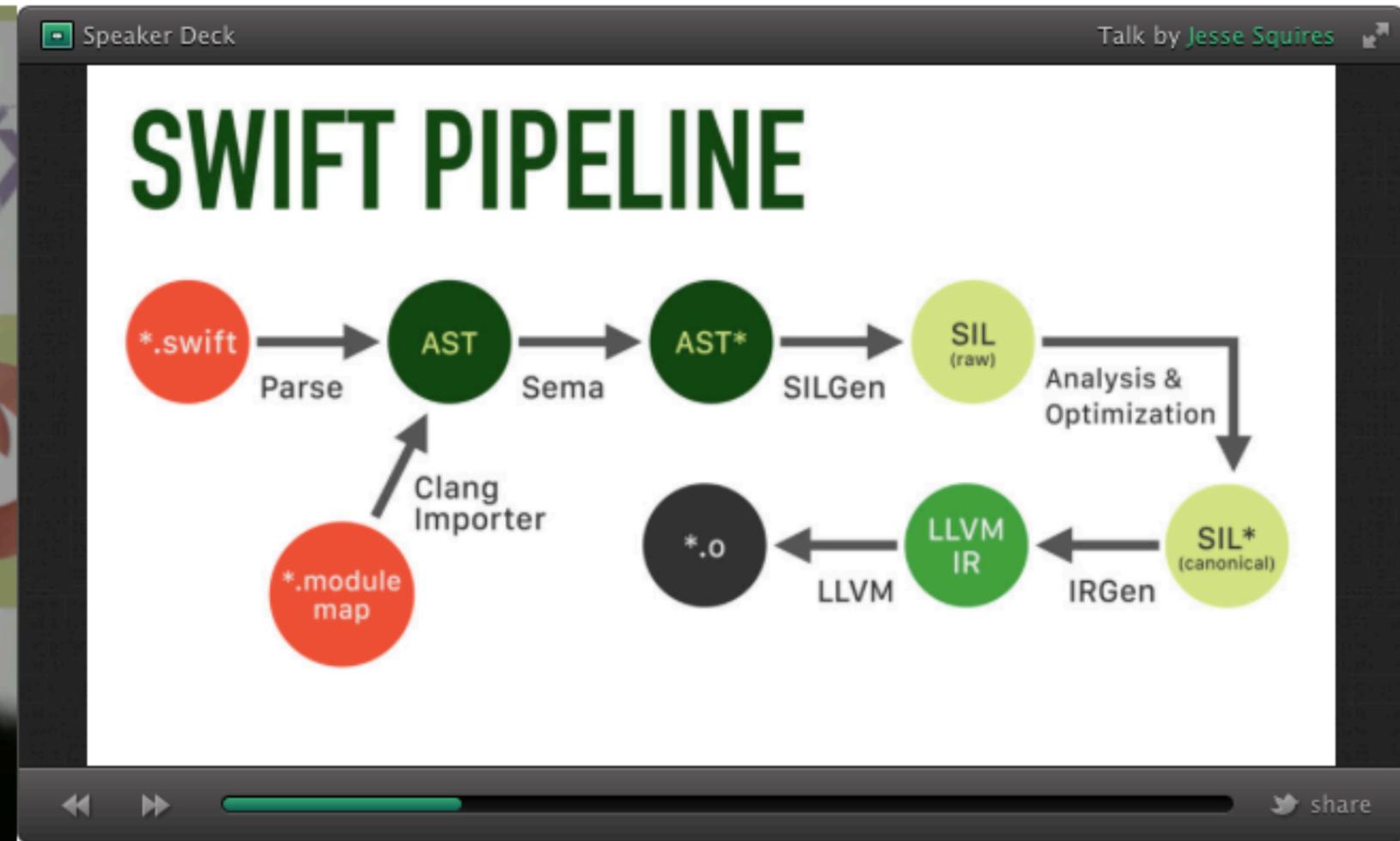
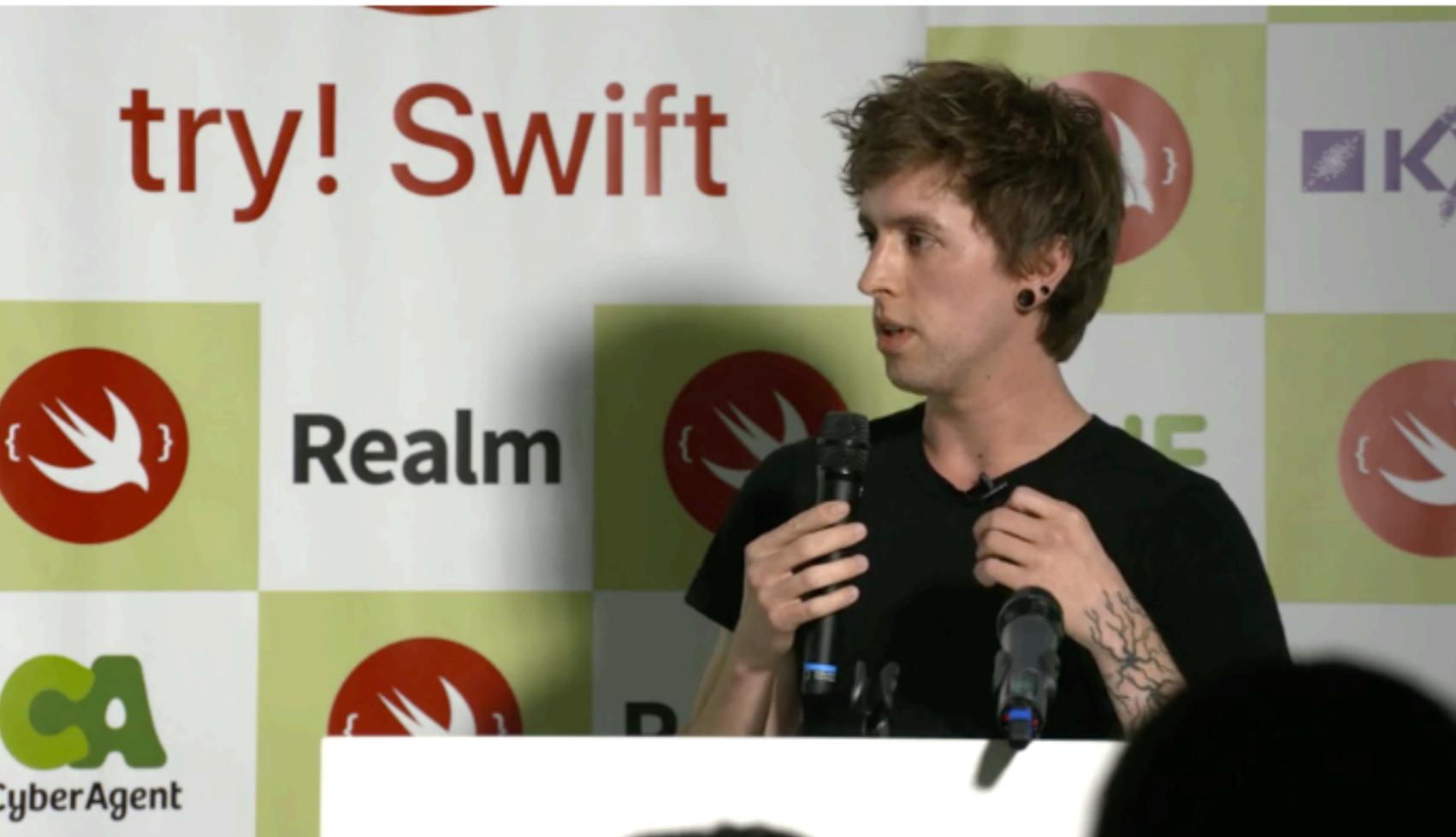
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659 views

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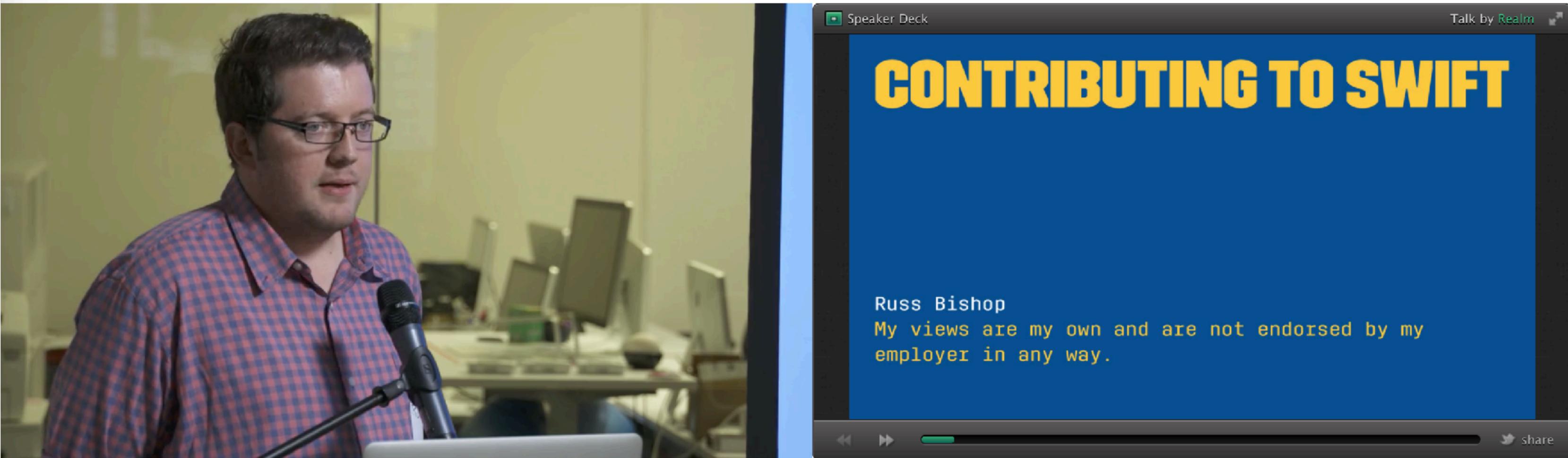
17 0

<https://www.youtube.com/watch?v=GnT2ZeHVJe4>



Jesse Squires - Contributing to Open Source Swift

<https://news.realm.io/news/tryswift-jesse-squires-contributing-open-source-swift/>



Russ Bishop - Contributing to Swift: From Proposal to Shipped

<https://news.realm.io/news/slug-russ-bishop-contributing-open-source-swift-proposal/>

No-one has any idea
what they're doing





Thanks!

from @neilkimmett