

Swift switch and enum

當分數自60起且小於75時，設定等級為”C”，當分數自85起至100時，設定等級為”A”

```
1 import UIKit
2 var score = 75
3 var grade = ""
4 switch score{
5 case 1...59: grade = "D"
6 case
7 case 75..<85: grade = "B"
8 case
9 default:
10     print("invalid score")
11 }
12 print(grade)|
```

75

""

"B"

"B\...



B

完成數字到16進位轉換

```
1 import UIKit
2 var number = 13
3 var hexadecimal = ""
4 switch number{
5     case 1...9: hexadecimal = String(number)
6     case 10: hexadecimal = "A"
7     case 11: hexadecimal = "B"
8     case 12: hexadecimal = "C"
9     case 13: hexadecimal = "D"
10    case 14: hexadecimal = "E"
11    case 15: hexadecimal = "F"
12 default:
13     print("invalid number")
14 }
```

13

""

"D"

宣告列舉(enum)型態Suits，第一個字母為大寫

本題列舉撲克牌的四種花色，請加入heart和club。使用 . 的方式，根據列印結果初始化變數suits

```
1 import UIKit
2 enum Suits{
3     case spade
4     [REDACTED]
5     case diamond
6     [REDACTED]
7 }
8 var suits = [REDACTED]
9 print(suits)
```



sp...
"s...



spade

使用init的方法，設定列舉(enum)Suits的初始內容，在init方法的主體指令中使用self代表此列舉型態

```
1 import UIKit
2 enum Suits{
3     case                 
4     init(){
5                         
6     }
7 }
8 var suits =                 
9 print(suits)|
```

本題答題

spa...

spa...

"sp...



spade

根據列印結果，在第11行改變變數suits的內容

```
1 import UIKit
2 enum Suits{
3     case spade, heart, diamond, club
4     init(){
5         self = .spade
6     }
7 }
8 var suits = Suits()
9 suits = diamond
10 print(suits)
```

spa...

spa...

dia...

"di...

diamond