Protocols, Delegates, and Segues
A protocol is the declaration of a group of related properties, initializers, and methods that provide a desired task or level of functionality.

Some other languages refer to them as *interfaces*.

When a class implements the properties, initializers, and methods of a protocol, it is said to *adopt* or *conform* to the protocol.

The parts of a protocol can be implemented in *any* class. As such, they are independent of any class.

When you define a protocol, you identify which parts are required and which parts are optional. When a class conforms to a protocol, all *required* methods *must* be implemented.

Just like classes, protocols can inherit from other protocols.
The syntax of a protocol looks very much like that of a class or struct:

```swift
protocol <ProtocolName> {
    // definition of protocol
}
```
For a type to adopt the protocol, you list the protocol name after the colon in the type definition:

class ClassName: Protocol1, Protocol2 {
    // class definition
}

Note that a type can adopt multiple protocols.
If a class has a superclass, it **must** go first:

```python
class ClassName: MySuperClass, Protocol1, Protocol2 {
    // class definition
}
```
Example

Here’s the definition of a protocol called `Resizable`:

```swift
protocol Resizable {

    var width: Float { get set }
    var height: Float { get set }

    init(width: Float, height: Float)

    func resizeBy(wFactor: Float,
                  hFactor: Float)

}
```

When a protocol requires a property, it provides the name and type, and indicates whether the property is gettable, settable, or both.
Here's a class called Rectangle that conforms to the Resizable protocol:

class Rectangle: Resizable {
    var width: Float
    var height: Float

    required init(width: Float, height: Float) {
        self.width = width
        self.height = height
    }

    func resizeBy(wFactor: Float, hFactor: Float) {
        width *= wFactor
        height *= hFactor
    }
}
class Rectangle: Resizable {
  var width: Float
  var height: Float
  var description: String {
    return "Rectangle, width (width), height (height)"
  }
  required init(width: Float, height: Float) {
    self.width = width
    self.height = height
  }
  func resizeBy(wFactor: Float, hFactor: Float) {
    width *= wFactor
    height *= hFactor
  }
}

let rect = Rectangle(width:10,height:20)
rect.resizeBy(wFactor:2,hFactor:2)
class Rectangle: Resizable, CustomStringConvertible {
    var width: Float
    var height: Float

    var description: String {
        return "Rectangle, width \(width), height \(height)"
    }

    required init(width: Float, height: Float) {
        self.width = width
        self.height = height
    }

    func resizeBy(wFactor: Float, hFactor: Float) {
        width *= wFactor
        height *= hFactor
    }
}

let rect = Rectangle(width:10, height:20)
rect.resizeBy(wFactor:2, hFactor:2)
print(rect)   // prints “Rectangle, width 20.0, height 40.0”
Multiple inheritance

Note that protocols are a way to have *fake* multiple inheritance.

It is a way to define a set of additional methods a class must (required) or could (optional) implement, since neither Swift nor Objective-C support multiple inheritance.
Delegates

A *delegate* is a simple but powerful pattern in which one object acts on behalf of or in coordination with another object.

- The delegating object keeps a reference to another object (the delegate) and at the appropriate time, sends a message to it. The main value of delegation is that it allows you to easily customize the behavior of several objects in one central object.

- There’s nothing that says you can’t have more than one delegate.
A delegate is a pointer to *some object* that has implemented the protocol’s methods.

- The “some object” means we don’t really know *or care* specifically what kind of object the delegate is referring to – only that the methods defined in the protocol are implemented in that object.

Class A conforms to a protocol needed by Class B
Class B calls a method of the protocol that lives in Class A’s object

Delegates (cont.)
Delegates (cont.)

**Protocol**
- Will do [x]
- Will do [y]
- Will do [z]

**Delegate**
Conforms to protocol...
- Can dependably do [x] if asked
- Can dependably do [y] if asked
- Can dependably do [z] if asked

**Delegator**
Needs a delegate who can dependably
- Do [x] when asked
- Do [y] when asked
- Do [z] when asked
A **segue** is a named transition between one part of the UI to another. Its purpose is to make it easier to move from one VC to another.

- A segue is created in IB and code is written to make use of it.