

🍏 Cocoa Touch: Foundation Framework – **Bundle**

(Version for iOS 11)

class Bundle:

A representation of the code and resources stored in a bundle directory on disk.

class var allFrameworks : [Bundle]

Returns an array of all of the application's bundles that represent frameworks.

class var allBundles : [Bundle]

Returns an array of all the application's non-framework bundles.

class var main : Bundle

Class variable (singleton) that represents and returns the bundle object that contains the current executable. From user perspective, this is the current application's main (and typically only) bundle, for easy access to resources.

infoDictionary : Dictionary? [String : Any]?

contains information from Info.plist (and some private keys used internally)
stringly typed

infoDictionary Common Keys

CFBundleIdentifier
CFBundleVersion (returns build number)
NSMainNibFile
NSPrincipalClass

Bundle methods:

The following methods are available on instances of the class Bundle