Lecture 3

CS2049: Intermediate iPhone Development

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Today's Lecture

- Tools
 - CocoaPods
- Frameworks
 - Persistence with Realm
 - Networking with AlamoFire (maybe)

Today's App

Outline

- 1. Create inspection view
- 2. Create DB models
- 3. Wire "done" button and add new object to database
- 4. Create table view
 - 4.1.Connect to inspection view
 - 4.2. Notifications
- 5. Map View
- 6. Fetch data over network

CocoaPods

- Package manager for Xcode projects
- Use with yours or open source projects
- Downloads and integrates third party projects with your Xcode project
- Webpage: cocoapods.org

Installation

Open your terminal and type:

[sudo] gem install cocoapods

Workflow

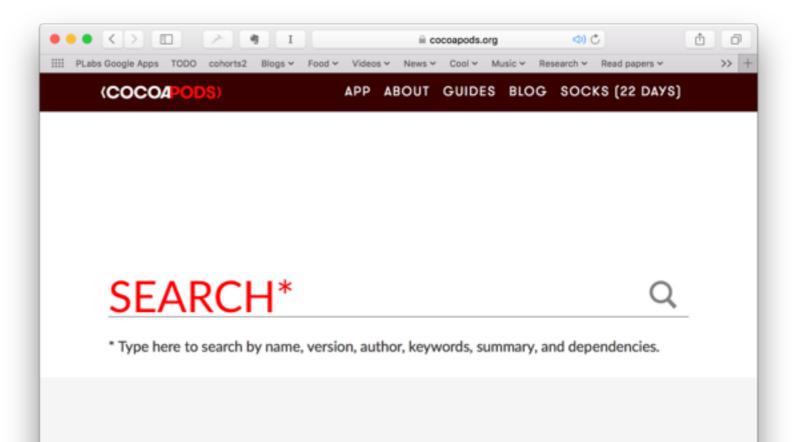
- Navigate to your current project folder in the terminal
- 2. Type pod init
- 3. Edit the created Podfile
 - Add frameworks you want to incorporate
- 4. Execute pod install
- 5. Open the .xcworkspace Xcode project and happy coding

Workflow

To update linked code run pod update

There's more...

- CocoaPods is extensible enabling plugins with more functionality
 - Check out deintegrate if you need to remove CocoaPods from a project
- Go go CocoaPods.org and explore!



Basic File Syntax

this is basically Ruby code

```
target 'App' do
  pod 'Artsy+UIColors'
  pod 'Artsy+UIButtons'

pod 'FLKAutoLayout'
  pod 'IS08601DateFormatter', '0.7'
  pod 'AFNetworking', '~> 2.0'
end
```

Realm

- Mobile database framework
- Easy to use (no need to write SQL)
- Fast (2x to 30x faster than CoreData)
- Cross platform (iOS, OS X, Android)

Realm

- 3 Core classes:
 - Object: this is the data you store.
 - Array: list of Object. Used for query results and one-to-many relationships.
 - Realm: the database itself.

Declaring an Object

```
class Dog: Object {
    dynamic var name = ""
    dynamic var age = 0
}
let mydog = Dog()

mydog.name = "Rex"
print("name of dog: \((mydog.name)\)")
```

Store an Object

```
let realm = try! Realm()

try! realm.write {
    realm.add(mydog)
}
```

Queries

```
let realm = try! Realm()
let r = realm.objects(Dog).filter("age > 8")

// Queries are chainable
let r2 = r.filter("name contains 'rex'")
```

Property types

Туре	Non-optional	Optional
Bool	dynamic var value = false	<pre>let value = RealmOptional<bool>()</bool></pre>
Int	dynamic var value = 0	<pre>let value = RealmOptional<int>()</int></pre>
Float	dynamic var value: Float = 0.0	<pre>let value = RealmOptional<float>()</float></pre>
Double	dynamic var value: Double = 0.0	<pre>let value = RealmOptional<double>()</double></pre>
String	dynamic var value = ""	dynamic var value: String? = nil
Data	dynamic var value = NSData()	dynamic var value: NSData? = nil
Date	dynamic var value = NSDate()	dynamic var value: NSDate? = nil
Object	n/a: must be optional	dynamic var value: Class?
List	let value = List <class></class>	n/a: must be non-optional

Topics we didn't cover

- Relationships
- Migrations
- Storing data or other objects
- Encryption
- In memory database (no persistence)

Realm vs Core Data

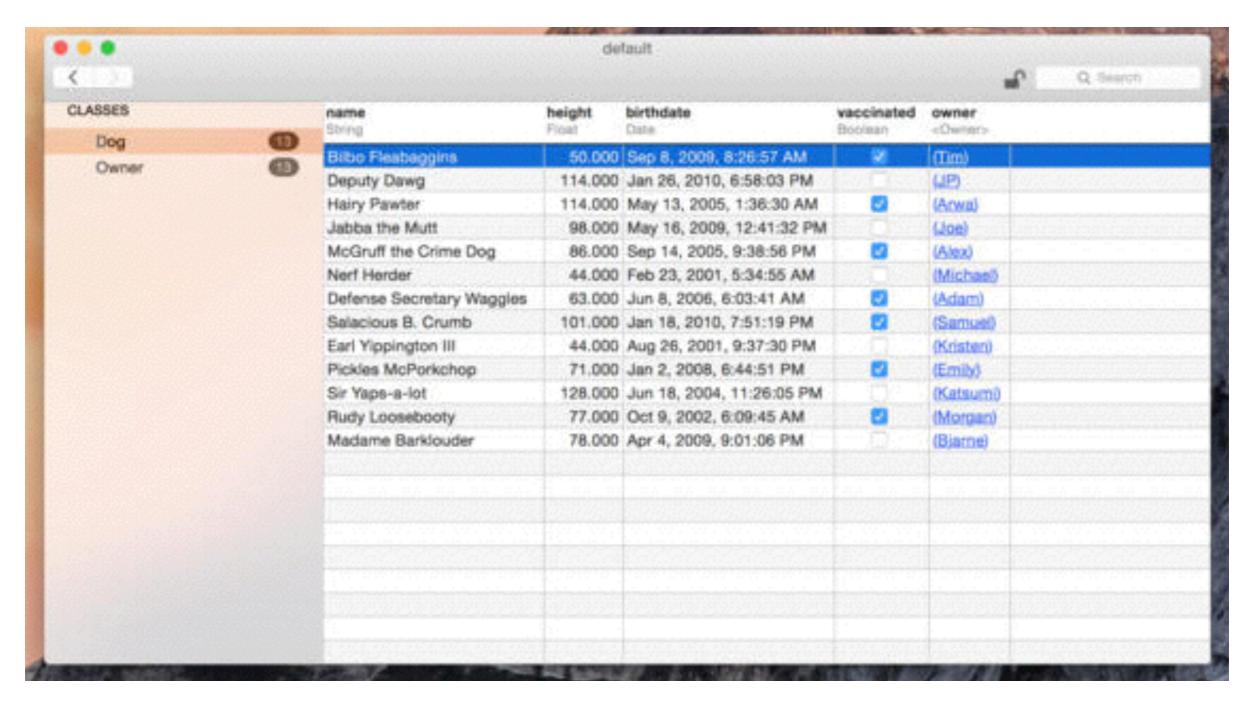
Realm

- + Fast
- + Ease of use
- + Simple multi threading model

CoreData

- +Undo
- +Automatic
 Migrations (sort of)
- +Fine grained notifications
- +Better integration with UI classes
- -Complex

Realm Browser



Available for free on the Mac App Store

Webservice

http://169.54.42.86:9000/position