



initial thoughts:

- one view for the list
- one swift for calling API
- Maybe a class for data recieved
- ~~must see schema~~
- one class for view component!
- state managment
- Done? Not Done?

① check schema

How to even call API?

Store Data?

schema?

The API supports Delete, Add, get Random.
create Task \rightsquigarrow maybe Async later? not needed rn.

Error!

Value of URL? must be unwrapped to URL
put '!' for URL \rightsquigarrow its safe, hand coded

URLSession.shared.dataTask (with: ...)

↳ Task that just fetch data of URL!

↳ { data, response, error ✓

↳ completion handlers!

response => This is HTTPURLResponse

↳ swift type.

Completion has (.failure) ~> Log error

(.success) ~> data

if let error = error { ~> if error is not null (nil)

completion(.failure) ~>

if let httpResponse = response as? HTTPURLResponse

↳ Try to cast to ↑

guard let data = data else {

completion(.failure(NSError(domain: "", code: -1,

userInfo: nil))

}

↳ swift class for error handling.

do {} catch {} => Literally try catch block

try

Read more

weird setup!

Type!

try `JSONDecoder().decode(TodoResponse Model: self,
from: data)`
↳ is throws error
put this

Completion(todoResponse.todos)
↳ unpack

↳ on success returns the `Array[]`
todos

↑ I need to now get this into view!

class Todo ViewMode : observableObject }
↳ swift
↳ combine lib
↳ should tell view
when data changed

This is basically bff call the backend make view!

do an onupdate

@published → observableObject
combine library

↳ changes to this should be sent to

Anyone subscribed to this

↳ reactive programming paradigm.

↓
Later in view use:

@observableObject var viewModel = TodoViewModel()

Subscribes
to published.

DispatchQueue.main.async {

self?.todos = todos

}

↳ makes sure on
main thread!

main Queue is
like js main loop
The main thread

main Queue responsible for
updating the view UI