

Simulators

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iOS Xcode IDE and project structure

# Common libraries and packages

One of the most fundamental lessons every developer should be aware of is, “don’t reinvent the wheel.” And understanding how to use libraries and packages in XCode is a big part of that. When you can use a library that does the job efficiently and faster, why spend hours hitting your head against the wall?

In other words, if a common task needs to be performed, you may not necessarily need to write the code yourself. It might feel like “cheating” to use someone else’s code to resize a bitmap or modify a string but, in truth, it’s all about getting the work done quickly. This approach is useful, especially for independent developers who don't have much time and resources to throw at every project.

Libraries in Xcode extend Xcode SDK capabilities by allowing you to use code written by other developers. The best libraries provide entirely new functionality and let you do some seriously awesome functions with lesser code as a developer. Unlike copying and pasting code, libraries are entirely portable and easy to plug in too. This method makes it easier for developers to access more advanced features with less work and more complexity.

Here are various categories in iOS development and the common libraries used in them.

## iOS Libraries - image loading

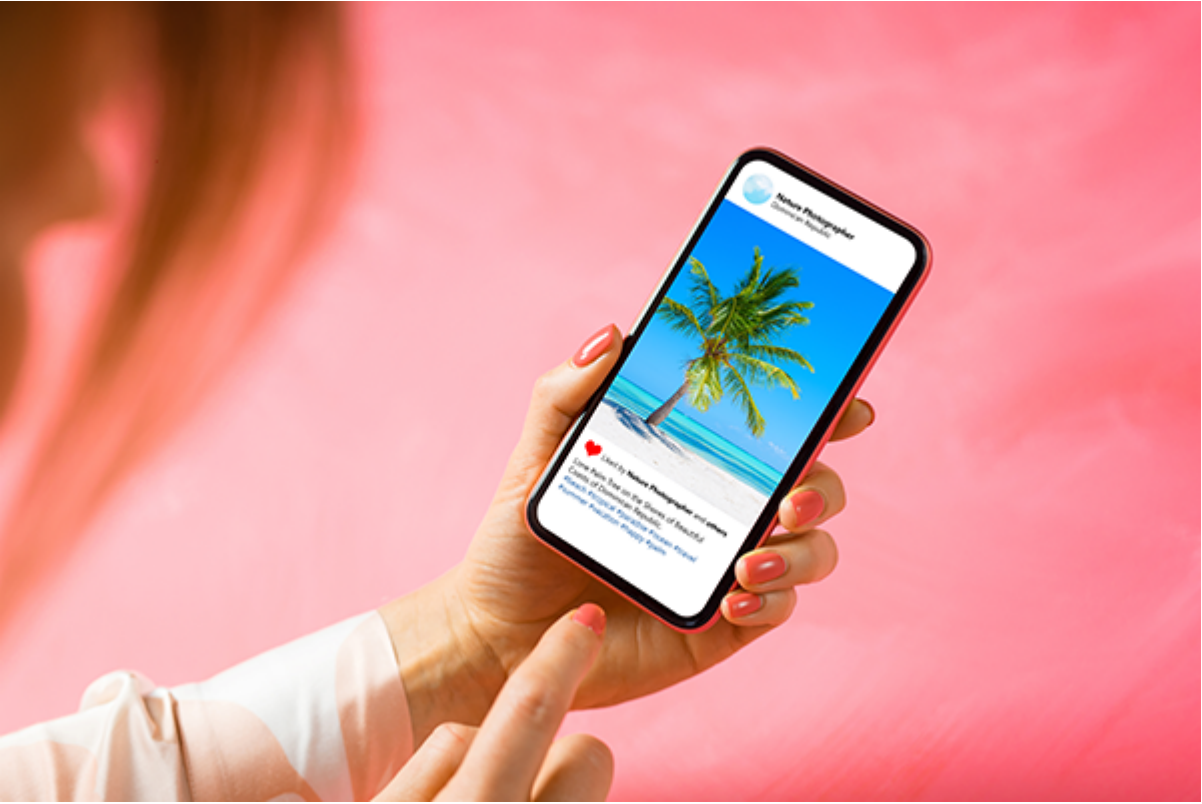


Image loading libraries are very useful to avoid high memory consumption caused by loading multiple images simultaneously. A typical scenario is a social media app where a user can see photos posted by other users.

### PINRemotelImage

PINRemotelImage is an image loading library focused on providing a smooth scrolling experience while an image is loading. PINRemotelImage ensures image loading is as swift and smooth as possible by applying smart caching to minimize storage overhead.

## iOS Libraries - videos



Displaying videos is usually a daunting task for developers during development. The processes and details to take care of can be too numerous to handle without the use of a library.

### AVPlayer

AVPlayer is part of the iOS SDK (Software Development Kit). And it provides an additional interface to control the playback and timing of a media asset such as a video. One of AVPlayer biggest benefits is its ease of customization.

## iOS Libraries—Networking

In this internet age, almost every mobile app requires some sort of network request to perform one function or the other. Fortunately, there is a wide range of networking libraries available to help developers optimize this process.

### AFNetworking

AFNetworking is one of the popular networking libraries in iOS development. It provides you with a great way of making internet calls within your iOS application.

