



Introduction to SwiftUI APIs

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Topics

- API
- **Fetching Data**
- Completion handler
- Demos

API

- Definition – Application Programming Interface
- Application programming interfaces, or APIs, simplify software development and innovation by enabling applications to exchange data and functionality easily and securely.
- An API is a set of defined rules that explain how computers or applications communicate with one another. APIs sit between an application and the web server, acting as an intermediary layer that processes data transfer between systems.

API – mechanics [IBM](#)

- **A client application initiates an API call** to retrieve information—also known as a *request*. This request is processed from an application to the web server via the API's Uniform Resource Identifier (URI) and includes a request verb, headers, and sometimes, a request body.
- **After receiving a valid request**, the API makes a call to the external program or web server.
- **The server sends a *response*** to the API with the requested information.
- **The API transfers the data** to the initial requesting application.

Fetching Data sample apis

- [Typicode](#)
- [Typicode Users](#)
- [Github Users](#)
- [openweather](#)

Common terms relating to api

- API
- REST
- Endpoint
- Request
- Response
- Authentication
- Authorisation

Fetching Data sample apis

- <https://jsonplaceholder.typicode.com/>

```
1 // 20220330224908
2 // https://jsonplaceholder.typicode.com/users
3
4 [
5   {
6     "id": 1,
7     "name": "Leanne Graham",
8     "username": "Bret",
9     "email": "Sincere@april.biz",
10    "address": {
11      "street": "Kulas Light",
12      "suite": "Apt. 556",
13      "city": "Gwenborough",
14      "zipcode": "92998-3874",
15      "geo": {
16        "lat": "-37.3159",
17        "lng": "81.1496"
18      }
19    },
20    "phone": "1-770-736-8031 x56442",
21    "website": "hildegard.org",
22    "company": {
23      "name": "Romaguera-Crona",
24      "catchPhrase": "Multi-layered client-server neural-net",
25      "bs": "harness real-time e-markets"
26    }
27  },
28  {
29    "id": 2,
```

```
1 // 20220331152706
2 // https://api.github.com/users?format=json
3
4 [
5   {
6     "login": "mojombo",
7     "id": 1,
8     "node_id": "MDQ6VXNlcjE=",
9     "avatar_url": "https://avatars.githubusercontent.com/u/1?v=4",
10    "gravatar_id": "",
11    "url": "https://api.github.com/users/mojombo",
12    "html_url": "https://github.com/mojombo",
13    "followers_url": "https://api.github.com/users/mojombo/followers",
14    "following_url": "https://api.github.com/users/mojombo/following{/other_user}",
15    "gists_url": "https://api.github.com/users/mojombo/gists{/gist_id}",
16    "starred_url": "https://api.github.com/users/mojombo/starred{/owner}/{repo}",
17    "subscriptions_url": "https://api.github.com/users/mojombo/subscriptions",
18    "organizations_url": "https://api.github.com/users/mojombo/orgs",
19    "repos_url": "https://api.github.com/users/mojombo/repos",
20    "events_url": "https://api.github.com/users/mojombo/events{/privacy}",
21    "received_events_url": "https://api.github.com/users/mojombo/received_events",
22    "type": "User",
23    "site_admin": false
24  },
25  {
26    "login": "defunkt",
27    "id": 2,
28    "node_id": "MDQ6VXNlcjI=",
```

Network layer

- As in web requests there can be many pitfalls to retrieving data
- Connection problems
- Data corruption
- Applications have to manage all these possibilities if the app is not to crash.
- HTTP Status Codes:
- 1XX, 2XX, 3XX, 4XX, 5XX - [w3schools.com](https://www.w3schools.com)

Network requests

- Synchronous API call:
- Request is made and the main thread of the app is blocked until the response is received.
- Example code:

```
func makeSynchronousRequest() -> String {  
    let url = URL(string: "https://jsonplaceholder.typicode.com/todos/1")!  
    let data = try! Data(contentsOf: url)  
    let responseString = String(data: data, encoding: .utf8)!  
    return responseString  
}
```

Network requests

- Asynchronous API call:
- Request is made and response is fetched in the background, no blocking main thread leading better performance.
- Example code:
- See code example later

Network requests – example code

```
83 import SwiftUI
84
85 struct ContentView: View {
86     @State var responseString: String = ""
87
88     var body: some View {
89         VStack {
90             Text("Response: \(responseString)")
91             Button("Make synchronous request") {
92                 responseString = makeSynchronousRequest()
93             }
94             Button("Make asynchronous request") {
95                 makeAsynchronousRequest()
96             }
97         }
98     }
99
100     func makeSynchronousRequest() -> String {
101         let url = URL(string: "https://jsonplaceholder.typicode.com/todos/1")!
102         let data = try! Data(contentsOf: url)
103         let responseString = String(data: data, encoding: .utf8)!
104         return responseString
105     }
106
107     func makeAsynchronousRequest() {
108         let url = URL(string: "https://jsonplaceholder.typicode.com/todos/1")!
109         let session = URLSession.shared
110         let task = session.dataTask(with: url) { (data, response, error) in
111             if let data = data {
112                 let responseString = String(data: data, encoding: .utf8)!
113                 DispatchQueue.main.async {
114                     self.responseString = responseString
115                 }
116             }
117         }
118         task.resume()
119     }
120 }
```

Managing API response

- App developer is responsible for correct management of API request
- Data returned is usually in JSON format (flat and nested) but it is possible to seek it as XML.
- JSON data objects must be mapped to Swift structs and then it becomes a matter of displaying the information.
- It is usual to follow MVVM pattern – Model, ViewModel, View

Swift terms and objects to manage api call

- URL – a class that represents the URL of the API endpoint.
 - `let url = URL(string: "https://api.example.com/data")`

URLRequest: is a class in Swift that represents an HTTP request, including its URL, HTTP method, and headers.

```
var request = URLRequest(url: url)
request.httpMethod = "POST"
request.addValue("application/json", forHTTPHeaderField: "Content-Type")
request.httpBody = jsonData
```

Swift terms and objects to manage api call

NSURLSession: is a class in Swift that provides an interface for making HTTP requests and handling responses.

```
let session = URLSession(configuration: .default)
let task = session.dataTask(with: request) { data, response, error in

    // handle the response

}
task.resume()
```

Swift terms and objects to manage api call

- **DataTask:** `URLSessionDataTask` is a subclass of `URLSessionTask` that represents a data task, which is used for fetching data from a URL
- create a data task by calling the `dataTask(with:)` method on a `URLSession` object, passing in a `URLRequest` object.

```
let task = session.dataTask(with: request) { data, response, error in
    // handle the response
}
task.resume()
```

- **JSONDecoder**

Swift terms and objects to manage api call

- Shared: shared is a static property on URLSession that returns a shared session object.

```
let session = URLSession.shared let task = session.dataTask(with: request) {  
data, response, error in
```

```
// handle the response
```

```
}  
task.resume()
```

- JSONDecoder

Overview

- URL
 - URLRequest
 - URLSession
 - DataTask
 - @State or @ObservedObject

API call example

```
struct ContentView: View {
    @State private var data: [Post] = []

    var body: some View {
        List(data, id: \.id) { post in
            VStack(alignment: .leading) {
                Text(post.title)
                Text(post.body)
            }
        }
        .onAppear {
            guard let url = URL(string: "https://jsonplaceholder.typicode.com/posts") else {
                fatalError("Invalid URL")
            }
            var request = URLRequest(url: url)
            request.httpMethod = "GET"
            URLSession.shared.dataTask(with: request) { (data, response, error) in
                guard let data = data else { return }
                do {
                    let posts = try JSONDecoder().decode([Post].self, from: data)
                    DispatchQueue.main.async {
                        self.data = posts
                    }
                } catch {
                    print(error.localizedDescription)
                }
            }.resume()
        }
    }
}

struct Post: Codable {
    let id: Int
    let title: String
    let body: String
}
```

Completion Handlers

- A completion handler in Swift is a function to handle data and any errors that occur during the request
- A completion handler is a closure that is called when the API request completes, and it provides a way to handle the response data asynchronously.
- This allows the rest of the app to continue executing while the API request is being made.
- Synchronous API calls, on the other hand, block the current thread until the API request is complete.

Completion Handlers – non escaping

- A non-escaping completion handler is a closure that's called synchronously before the function returns. The closure is executed immediately and cannot be stored or used outside of the function.

```
func calculateSum(_ a: Int, _ b: Int, completionHandler: (Int) -> Void) {  
    let sum = a + b  
    completionHandler(sum)  
}  
calculateSum(3, 4) { sum in  
    print("The sum of 3 and 4 is \(sum)")  
}
```

Completion Handlers – non escaping – demo1

```
import Foundation
func howAreYou(_ responseHandler: (String) -> Void) {
    print("Hey, how are you?" ) // you ask how are you

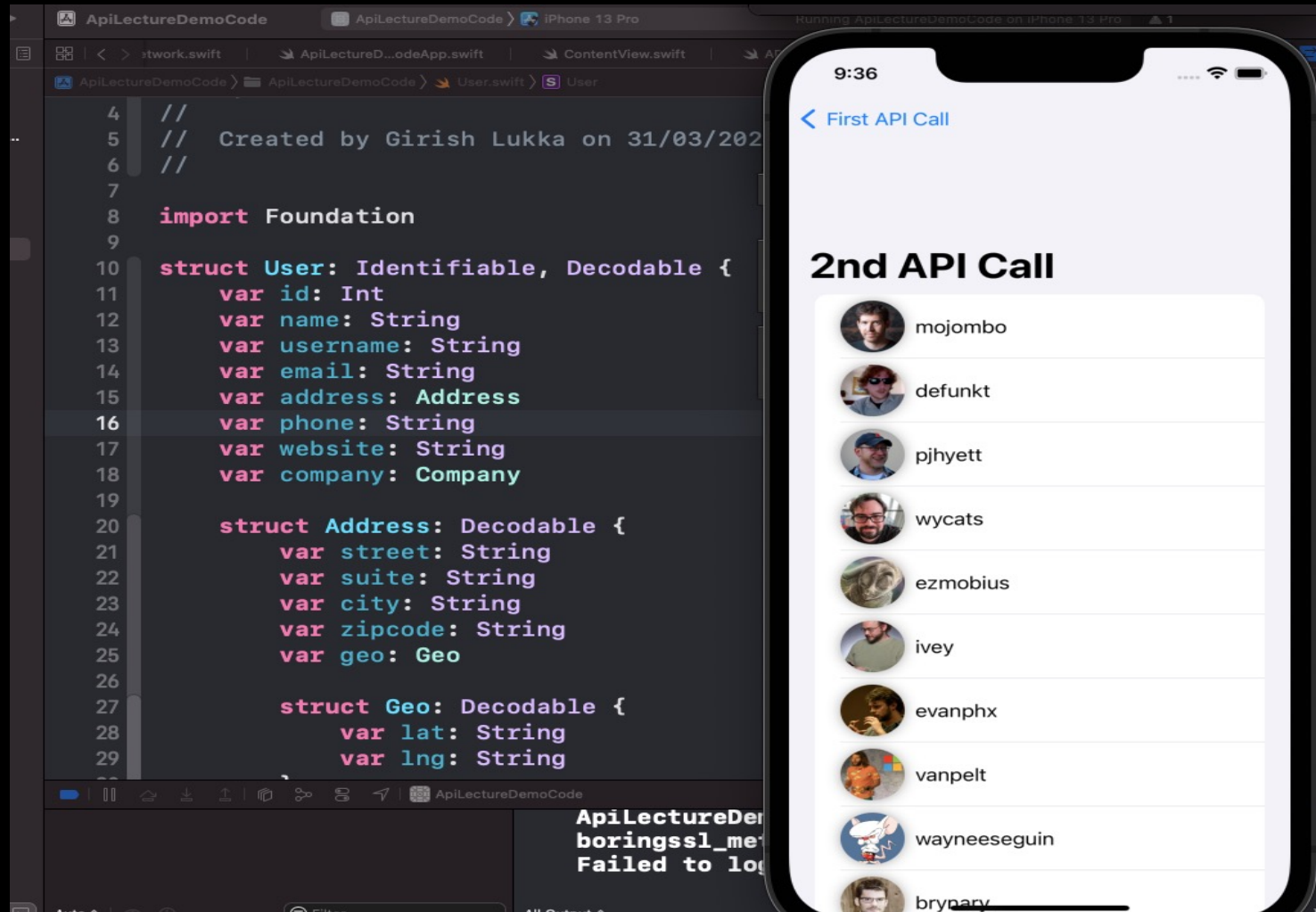
    //responseHandler("Hi, I'm doing really good.")
    //    // Simulating how it takes 2 seconds for your friend to answer:
    DispatchQueue.main.asyncAfter(deadline: .now() + 2, execute: {
        responseHandler("Hi, I'm doing really good.")
    })

    print("Responding takes a while...")
}
howAreYou({ friendResponse in
    print(friendResponse) // print the response that arrives later
})
```

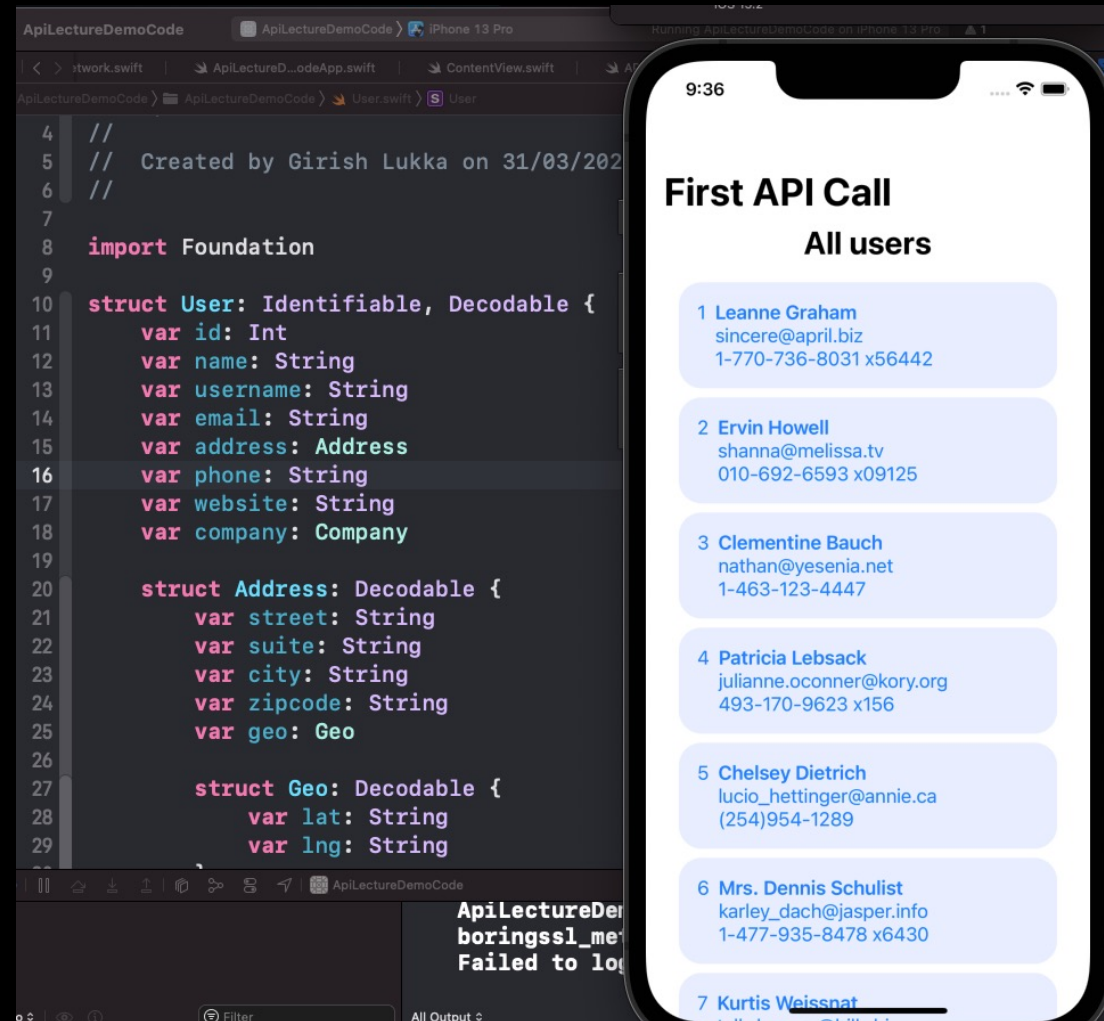
Completion Handlers – escaping

```
func howAreYou(_ responseHandler: @escaping (String) -> Void) {  
    print("Hey, how are you?") // you ask how are you  
  
    // It takes 2 seconds for your friend to answer:  
    DispatchQueue.main.asyncAfter(deadline: .now() + 2, execute: {  
        responseHandler("Hi, I'm doing really good.")  
    })  
  
    print("Responding takes a while...")  
}  
howAreYou({ friendResponse in  
    print(friendResponse) // print the response that arrives later  
})
```

Demo 1 – GitHub Users



Demo 2 – typicode users



ComDemo 3 – Single App with 2 API calls

