

Networking

Dmitry Besspalov • gnosis.pm

Use Cases

Call – Display

Call – Store – Display

Input – Call – Store –
Display

Stream – Change –
Display

Synchronization

Download – Merge

Pitfalls

http and https,
cleartext transmission

Network request
may be slow

Network may be
unavailable

Network request
may fail

Network requests may
race with each other

Server may have
empty data set

Validating user inputs
and server responses

Classes

URLSession

URLSessionTask

URLRequest

URLResponse

HTTPURLResponse

URLSessionDelegate

HTTPCookie

HTTPCookieStore

URLCache

HTTP 1.1, SPDY, 2

GET POST PUT PATCH
DELETE

APNS

Playground time!

Architecture Tips

Use Service classes
implementing protocols

Use data objects
and domain models

Use meaningful
names

Remember error handling

Consider sync /
async tradeoffs