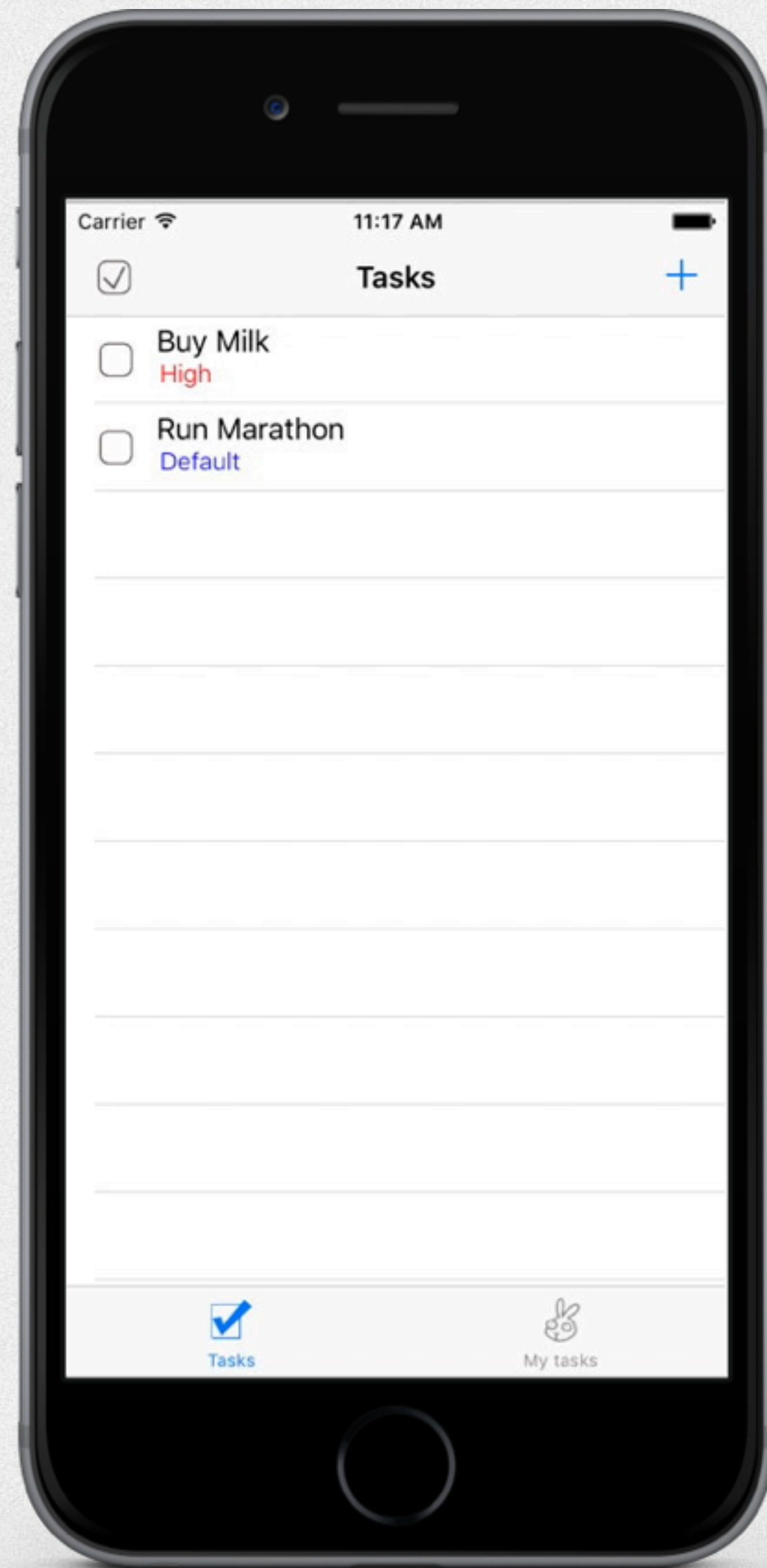


Beginning Realm on iOS

Part 2: Storing and Retrieving Objects



Open a Realm

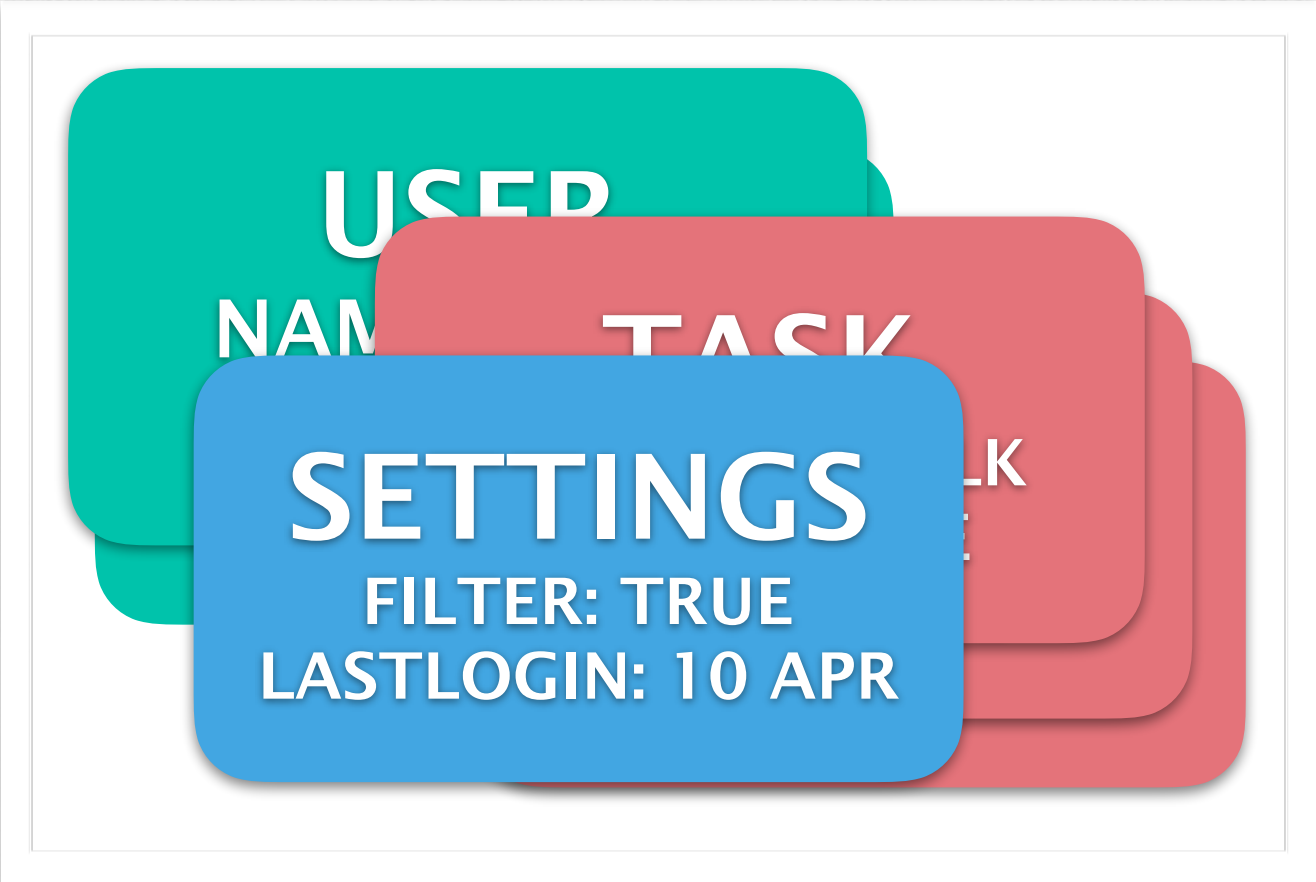
```
let realm = try! Realm()
```

```
let realm = try! Realm(fileURL: myUrl)
```

```
let myConfig = Realm.Configuration(fileURL: myUrl)  
let realm = try! Realm(configuration: myConfig)
```


Copy on write

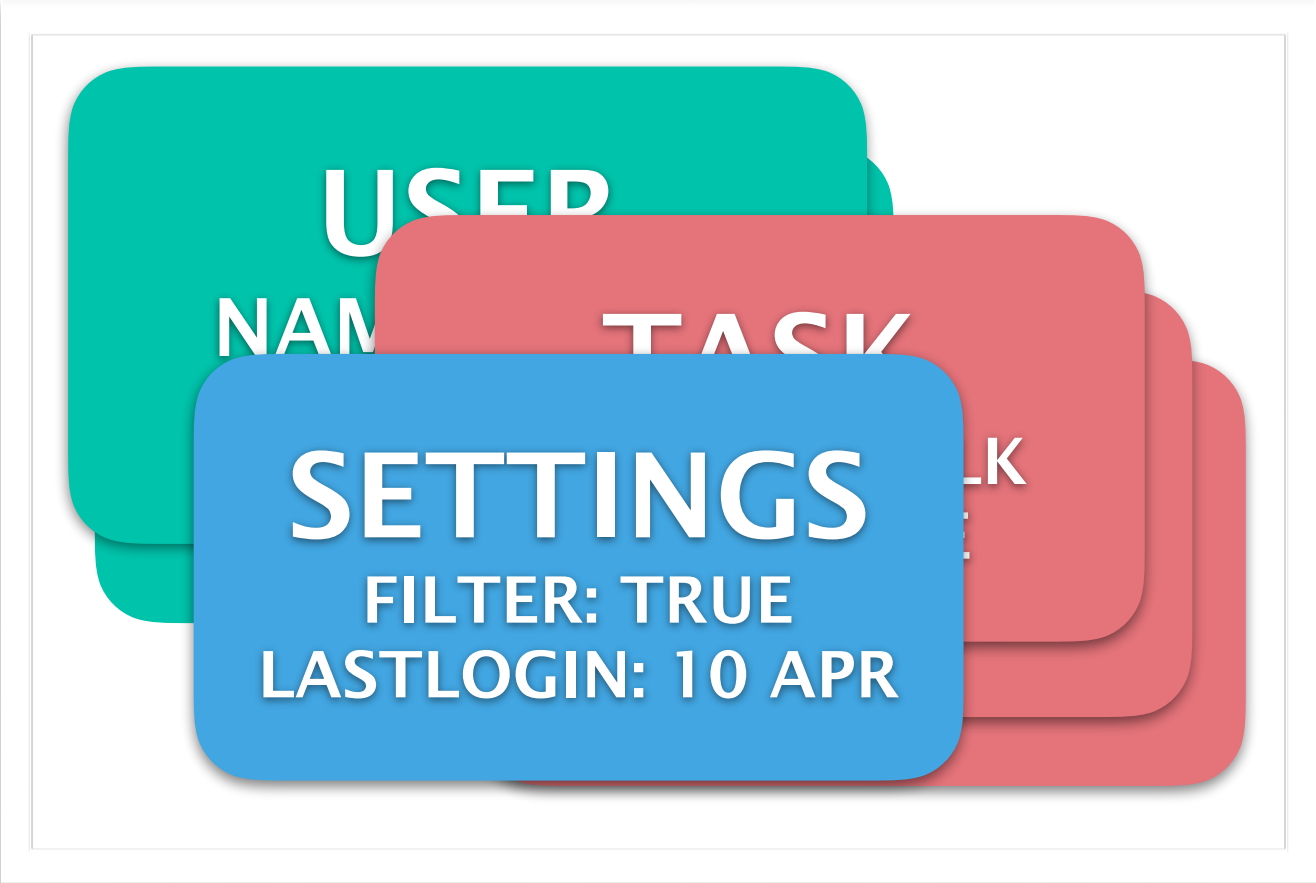
Read



Read (in background)



Write



Results

- ⚙ Results are typed
- ⚙ the data is dynamic (zero copy)
- ⚙ queryable and sortable
- ⚙ use the familiar syntax of NSPredicate

Demo: Create and read objects



Challenge Time!

