



PRESENT

iOS FROM THE VERY BEGINNING

#5

NetWORKing – Part I

O MNIE

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1et Swift, Android Toast
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AGENDA

1. Wstęp merytoryczny
2. Przydatne narzędzia
3. Networking w iOS
4. Live coding
5. Materiały

WSTĘP MERYTORYCZNY

POJĘCIA

- REST API
- Request
- Response
- JSON
- OAuth

REST API



REpresentation **S**tate **T**ransfer

HTTP METHODS

PATCH

PUT

POST

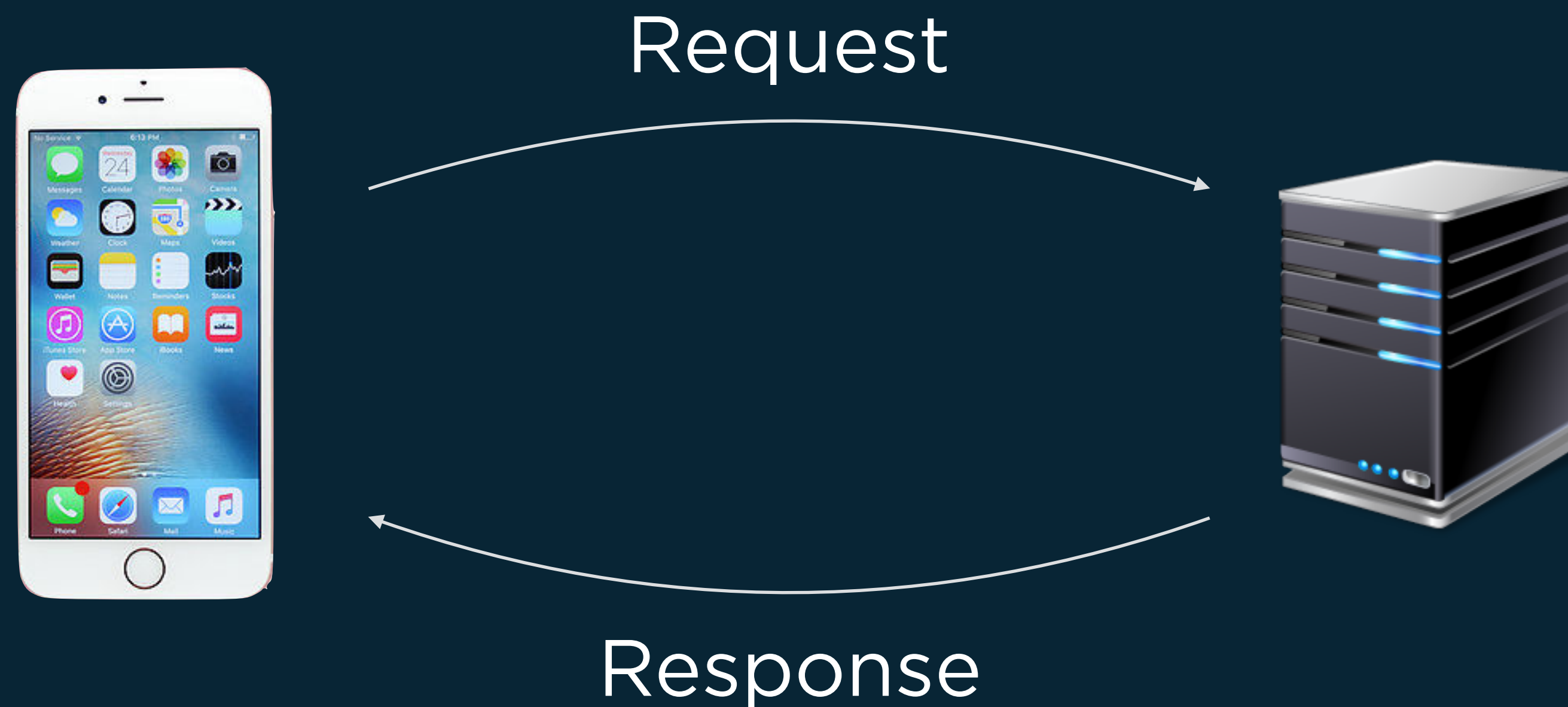
DELETE

GET

HTTP METHODS

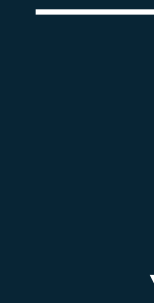
zasób	metoda	wydarzenie
https://example.com/event	GET	pobranie wszystkich eventów
https://example.com/event/1	GET	pobranie eventu o id 1
https://example.com/event	POST	dodanie nowego eventu (dane przesyłane w ciele żądania)
https://example.com/event	PUT	edycja istniejącego eventu (dane przesyłane w ciele żądania)
https://example.com/event/1	DELETE	usunięcie eventu o id 1

REQUEST + RESPONSE



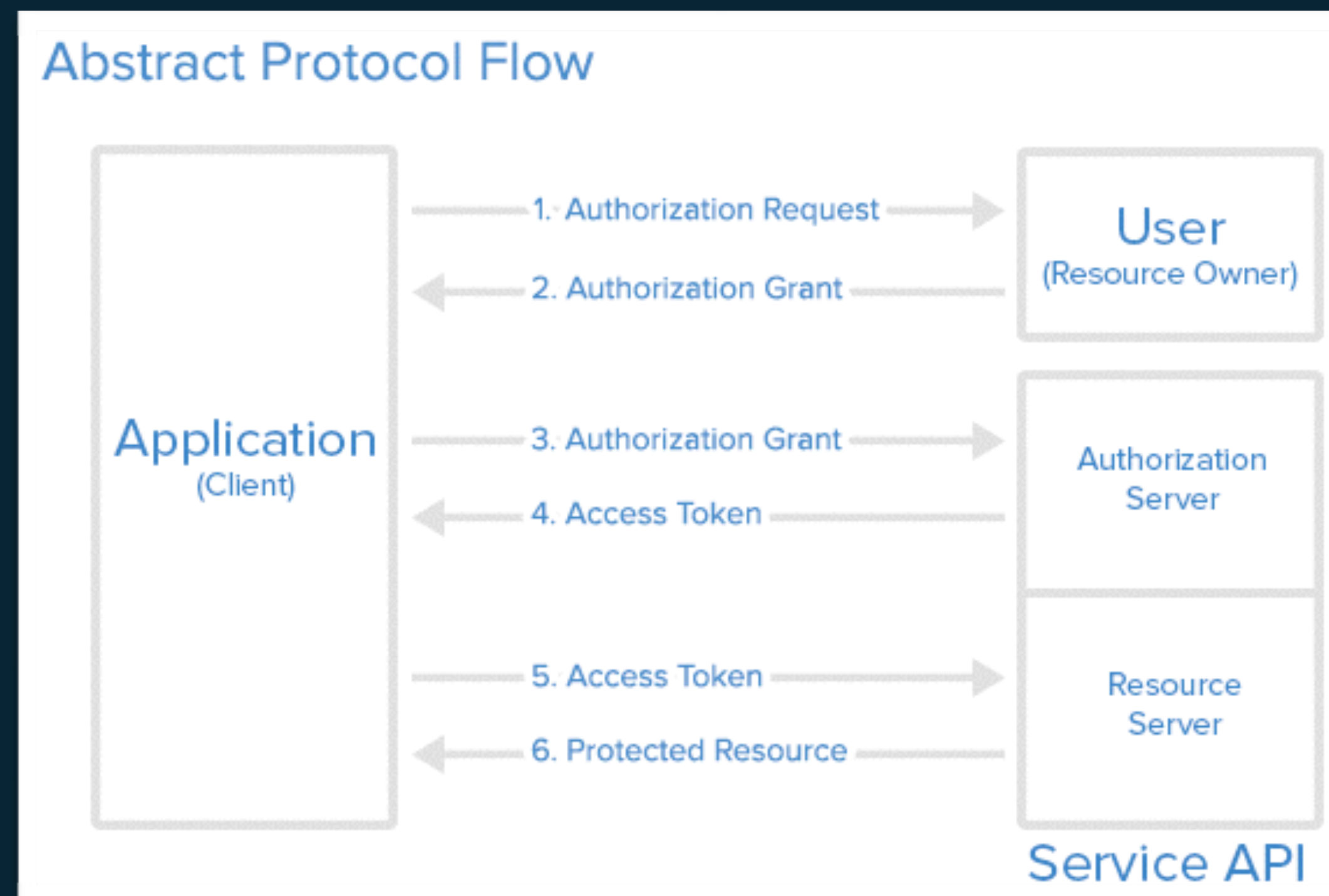
JSON

GET <https://iamrestapi.com/user?id=99>



```
{  
  "id": 99,  
  "name": "Piotr",  
  "last_name": "Sochalewski",  
  "occupation": "iOS Developer",  
  "year_of_birth": 1991,  
  "photo": "https://iamrestapi.com/photo.jpg"  
}
```

OAUTH2



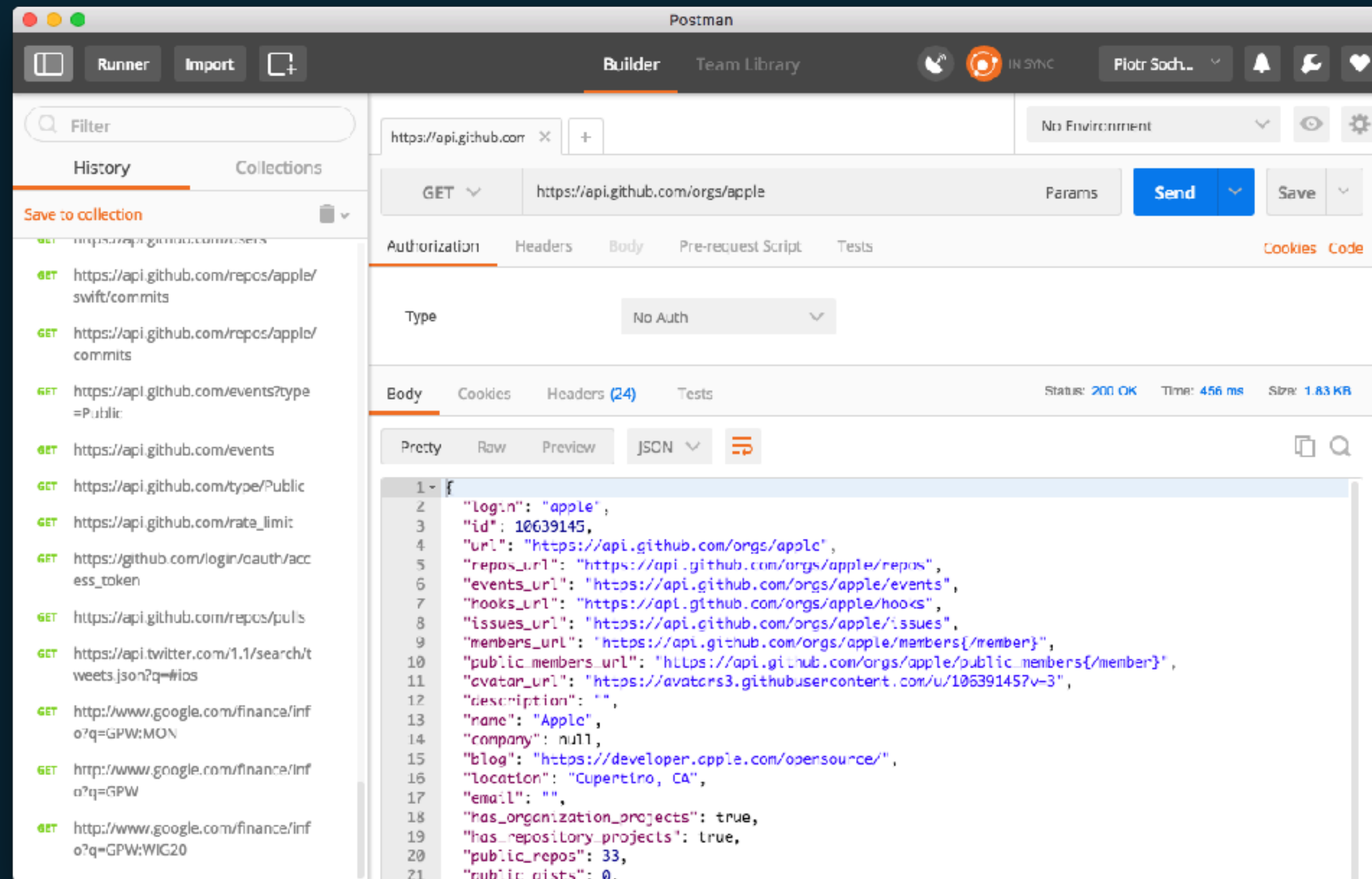
Źródło: Digital Ocean (<https://www.digitalocean.com/community/tutorials/an-introduction-to-oauth-2>)

PRZYDATNE NARZĘDZIA

CURL

```
curl -i  
  -X POST  
  -H "Content-Type: application/json"  
  -d '{"mail": "email@address.com"}'  
https://httpbin.org/ip
```

POSTMAN



NETWORKING W iOS

NETWORKING W iOS

URLSession

Alamofire

Moya

URLSession

The *NSURLSession* class and related classes provide an API for downloading content. This API provides a rich set of delegate methods for supporting authentication and gives your app the ability to perform background downloads when your app is not running or, in iOS, while your app is suspended.

URLSession

```
let session = URLSession.shared

let url = URL(string: "https://httpbin.org/get")!
var request = URLRequest(url: url)
request.httpMethod = "GET"

let dataTask = session.dataTask(with: request) { data,
response, error in
    print("\(data), \(response), \(error)")
}

dataTask.resume()
```

ALAMOFIRE

```
Alamofire.request("https://httpbin.org/get")
```

ALAMOFIRE

```
Alamofire.request("https://httpbin.org/get", method: .get)
```

ALAMOFIRE

```
Alamofire.request("https://httpbin.org/get", method: .get)  
    .responseJSON { response in }
```

ALAMOFIRE

```
Alamofire.request("https://httpbin.org/get", method: .get)  
    .responseJSON { response in }
```

```
Alamofire.upload(  
    multipartFormData: (MultipartFormData) -> Void,  
    to: URLConvertible,  
    encodingCompletion:  
        ((SessionManager.MultipartFormDataEncodingResult) -> Void)?  
)
```

COCOPODS

```
$ sudo gem install cocoapods
```

```
$ cd Snappy
```

```
$ pod init
```

```
$ open Podfile -a Atom
```

```
target 'Snappy' do
  use_frameworks!

  pod 'Alamofire'
end
```

```
$ pod install
```

```
$ open Snappy.xcworkspace
```

LIVE CODING

github.com/DroidsOnRoids/Backend

CLOSURES

Closures are self-contained blocks of functionality that can be passed around and used in your code.

Closures in Swift are similar to blocks in C and Objective-C and to lambdas in other programming languages.

```
{ (parameters) -> return type in  
  statements  
}
```

CLOSURES

If a closure is passed as an argument to a function and it is invoked after the function returns, the closure is escaping.

```
func request(completion: ((Bool) -> Void)) {  
    ...  
    completion(true)  
}
```

```
func request(completion: @escaping ((Bool) -> Void)) {  
    ...  
    Class.anotherCompletion { success in  
        completion(success)  
    }  
}
```

MATERIALY

MATERIALY

- <https://developer.apple.com/reference/foundation/urlsession>
- <https://developer.apple.com/reference/foundation/jsonserialization>
- <https://github.com/Alamofire/Alamofire>
- <https://www.raywenderlich.com/category/ios/networking>