Parse

What is Parse?

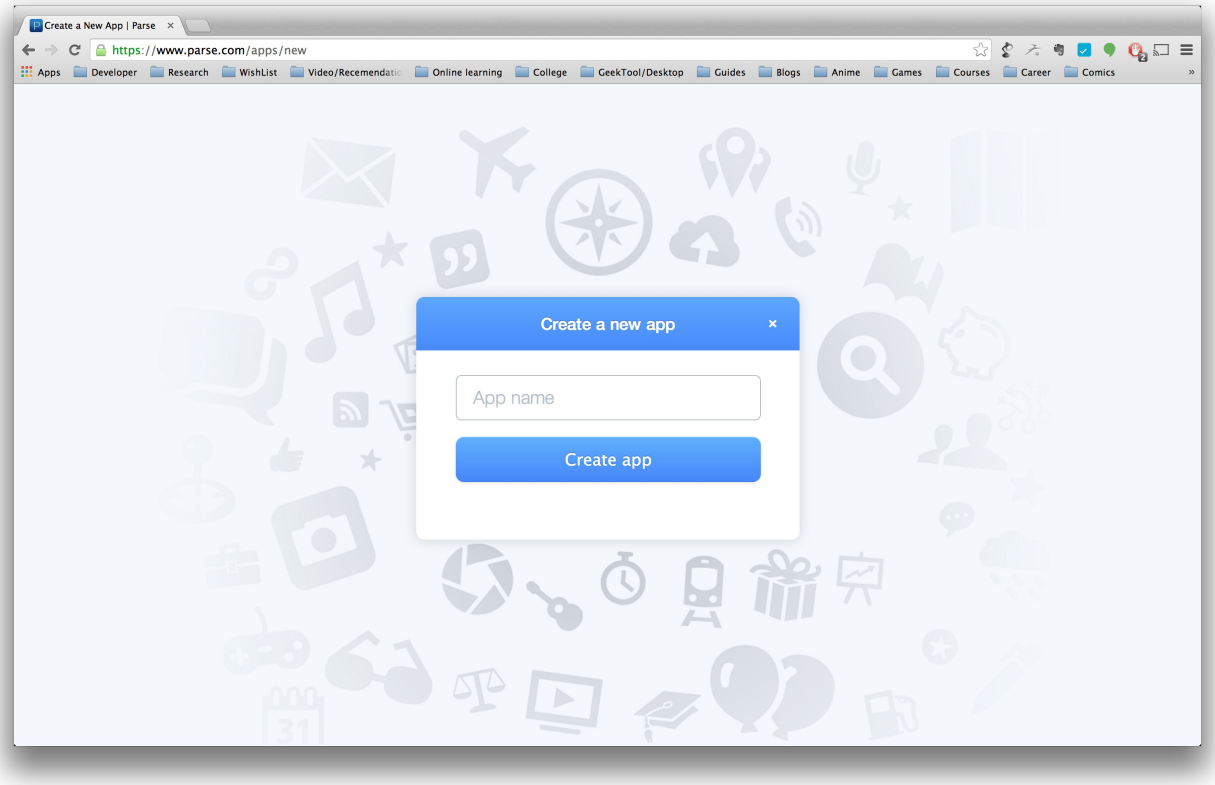
Parse is a backend as a service provider. That means they take care of jobs that require using a server such as syncing data, storing data, adding/verifying users, and so much more. The developer would have to write their own server and program it to take of those tasks, if they don't use Parse or a similar service. The amount of work and time using such a service saves us, is will worth the money.

Parse is free up to a certain point, we don't really need to worry about the paid tier.

Getting started with Parse:

If you do not have an account:

Signing up is easy, just go to parse.com (https://www.parse.com) and click on sign up, after asking for your name and email, it will ask for the name of your app, after that, just click on start using parse.



If you already have an account:

Go to your dashboard and click on "select an app" on the left hand side on the screen and then click create a new app.

Provide the next screen with the name of your app and then click on create app. You will be given a set of "App keys" that you will need to include in your app in order for it to communicate with parse.

Connecting the App to Parse:

You could either manually add those keys to your app, or just use the quick start functionality that will provide you with an empty project that is set up with parse, or you could copy and paste some code provided by Parse.

To get started, go to quickstart --> data --> mobile --> iOS --> Objective-C

Now, depending where you are in the development process, you might want to either choose new project if you didn't start development yet, or existing project if you have started.

After that, follow the instruction on the page. You will usually be asked to download the SDK or the project they set up from you, and then add the app key (make sure its for the correct app, if you have multiple apps in parse) to the app delegate, and then test if it works. You're all done with the setup, if the test passes, hooray!

If you ever get confused at one of these steps, read the documentation again, if that doesn't help, ask us.

A Short Overview:

I don't think I can do a better teaching Parse's API, than Parse. Parse has great documentations and guides that are really easy to understand and follow. I highly that you go over them as they offer examples in both C and Swift. Below, I'll just go over the uses of some of the classes provided by Parse.

Objects:

Objects in Parse are declared with PFObject, these PFObjects can be thought of as key value pairs as in dictionaries. You can use a PFObject to store all kinds of information such as those related to movies, books, blog posts, or any object (including real life objects). However, don't use a PFObject to store large files or pieces of information, use PFFile instead.

Queries:

Parse uses PFQuery's to retrieve the PFObjects you created. All you have to do is initialize it with the name of your object, and then you call one of the get methods either in the background or not.

Files:

You can use PFFile to store files up to 10 megabytes. You might want to use this if you're going to save image, video, or audio files.

Users:

PFUser is a subclass of PFObject, that adds properties that make creating, storing , and verifying users a breeze.

Links & Recources:

Take a look at the sample project (https://app.box.com/s/bb6njclqkb6muc56uzz0) that demonstrates the basics of Parse. Download it and try to understand how it works.

- Parse Website. (https://www.parse.com/)
- Parse iOS Documentation. (https://www.parse.com/docs/ios_guide)
- Parse API Reference. (https://www.parse.com/docs/ios/api/)
- Sample Project. (https://app.box.com/s/bb6njclqkb6muc56uzz0)