http://github.com/GroundSpeed/ParseSwift

Locking Out the Abominable Snowman in iOS

A CodeMash 2015 Introduction to parse.com using Swift

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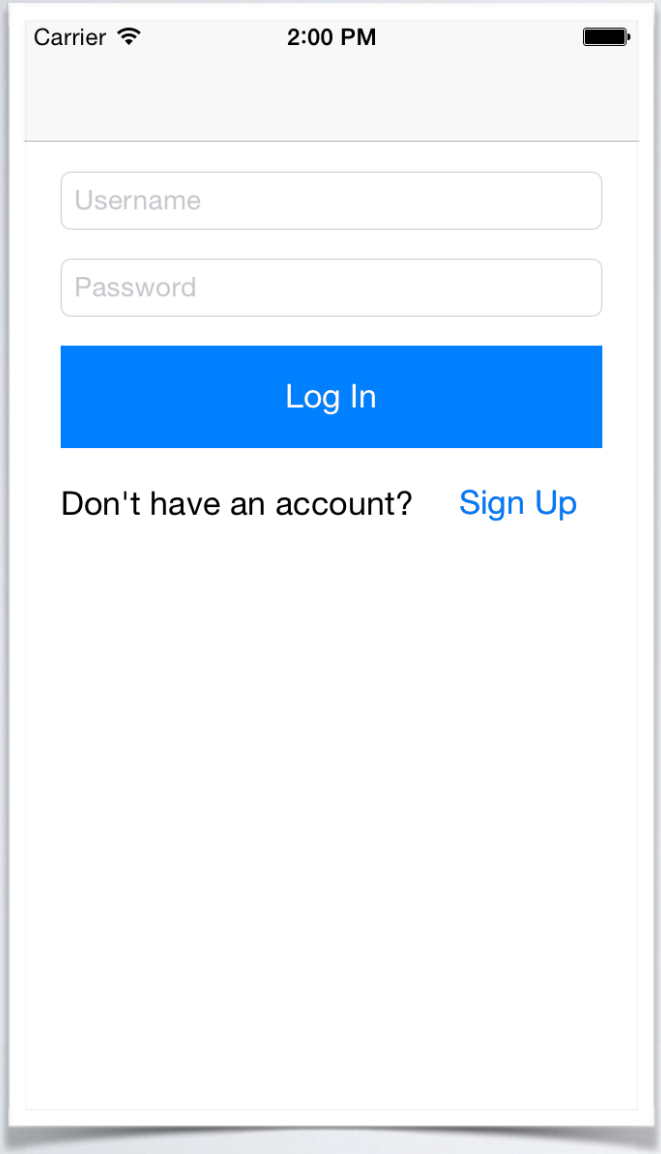
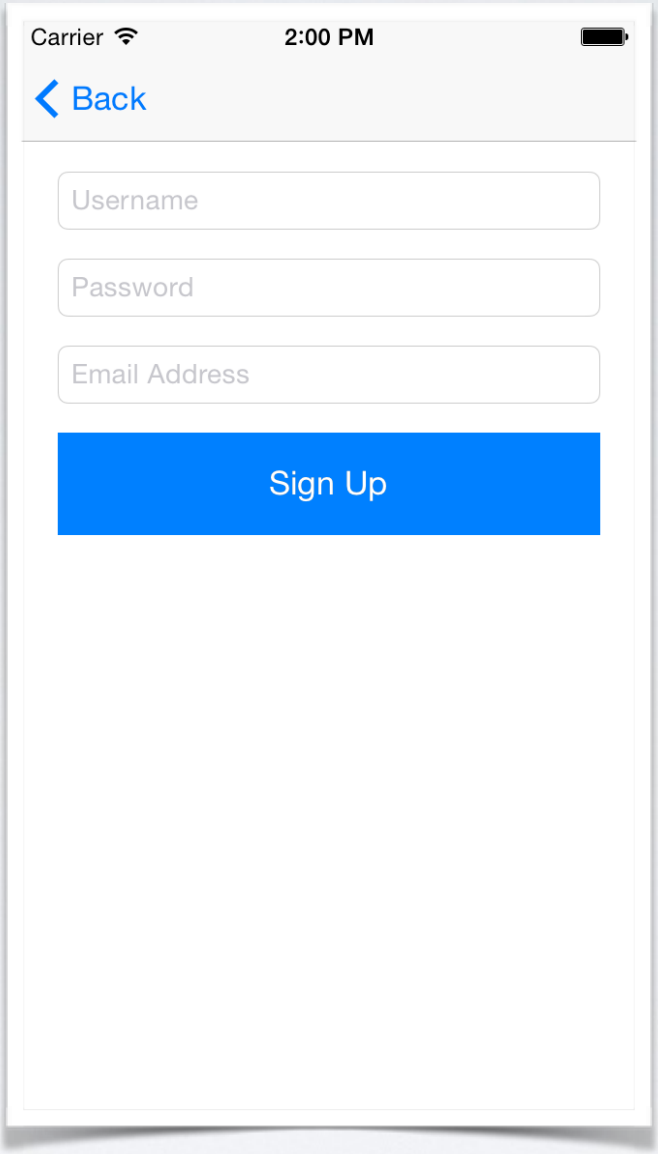
rapid web + mobile software

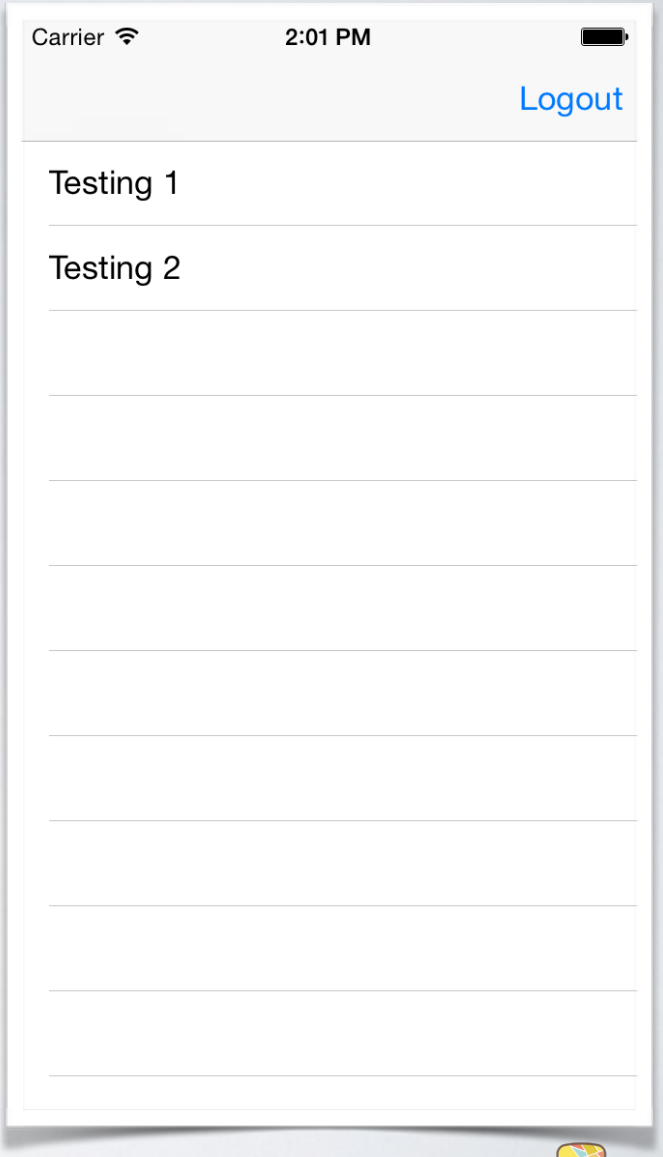
A bit about Parse

- “Cloud” service to store various pieces of data and notifications
  - Users for Security
  - Classes for data tables (Core)
    - We can pull, push, update, or delete records
  - Analytics
  - Push Notifications

Let's Create a Simple App to Authenticate to Parse







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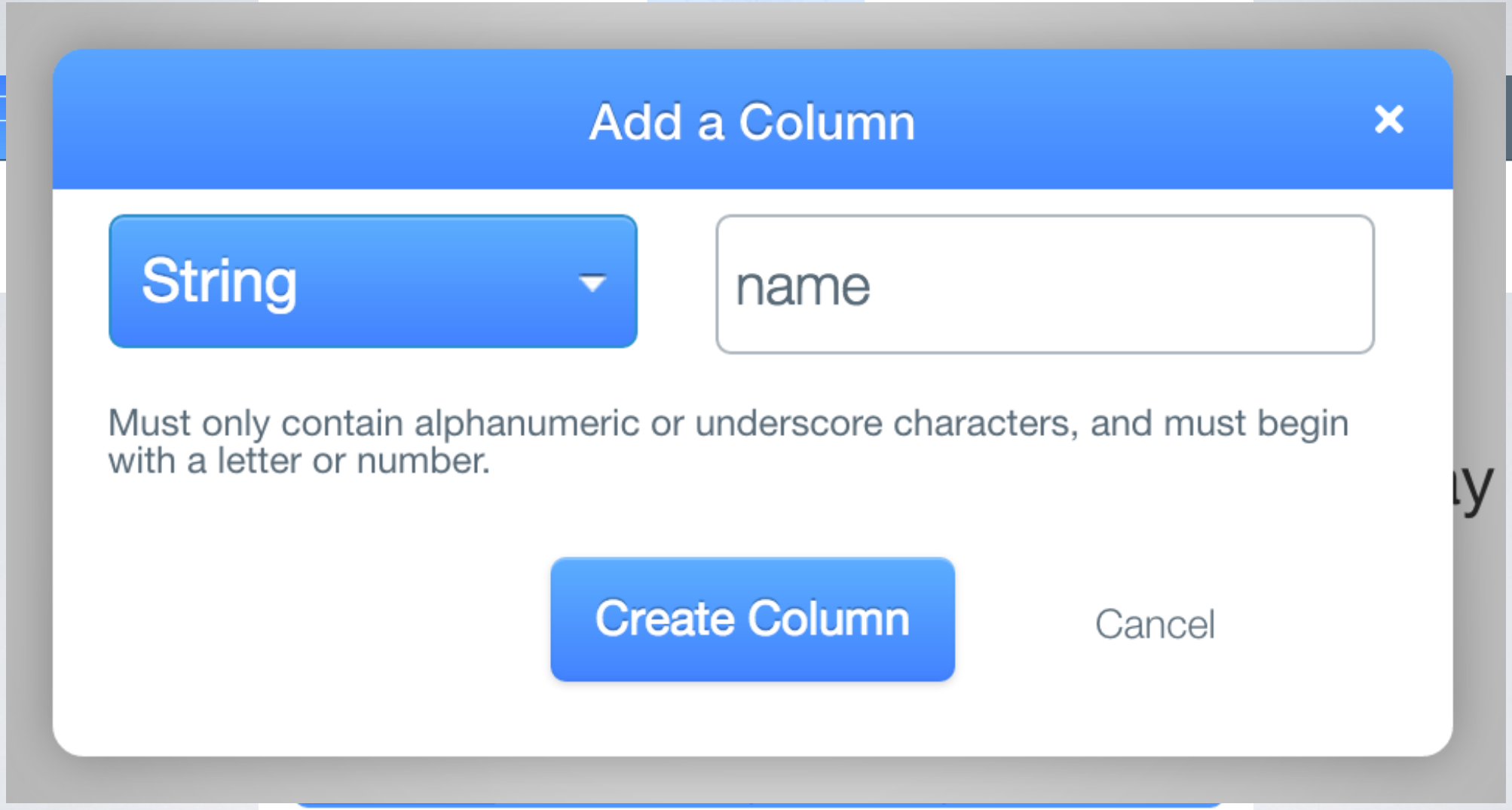
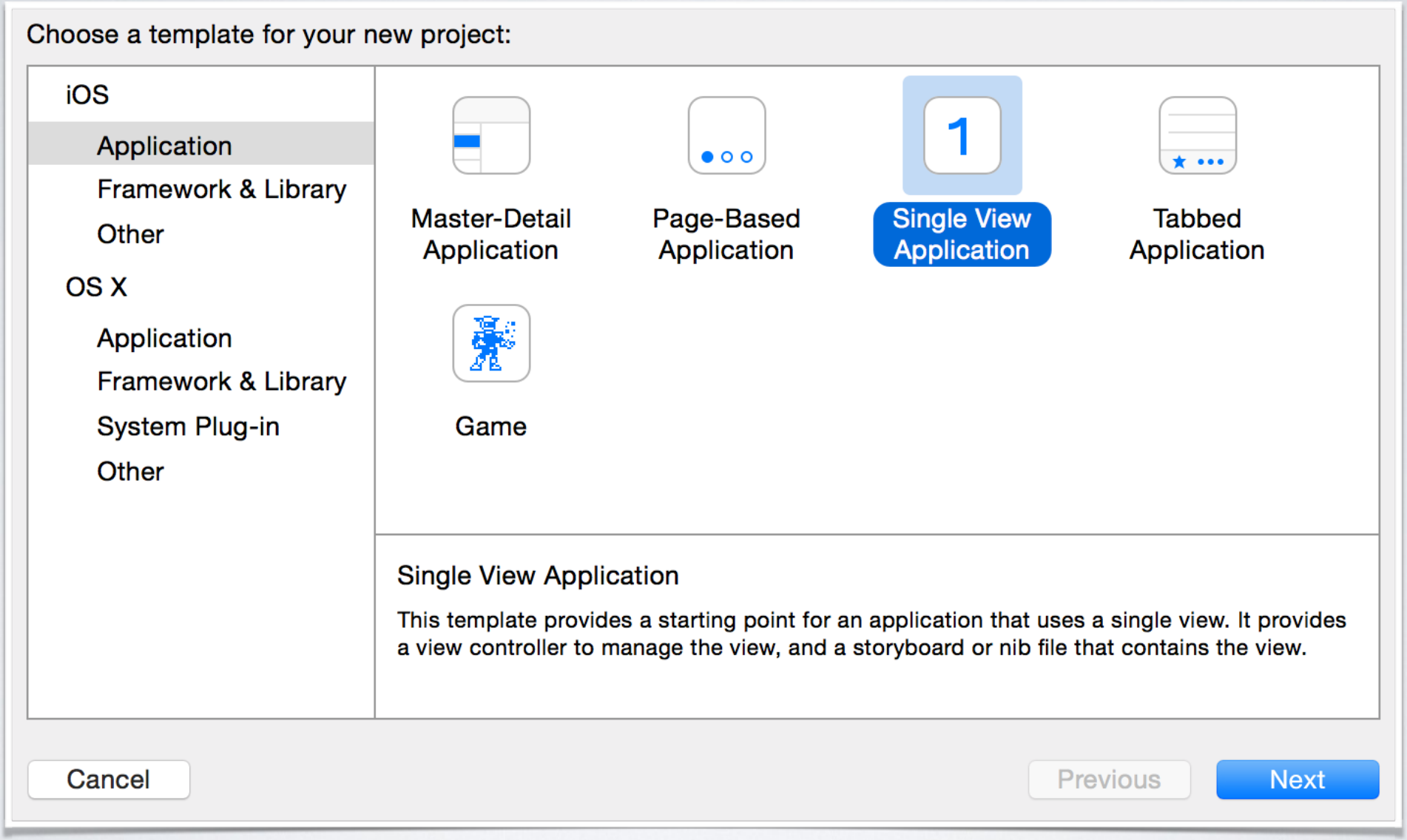
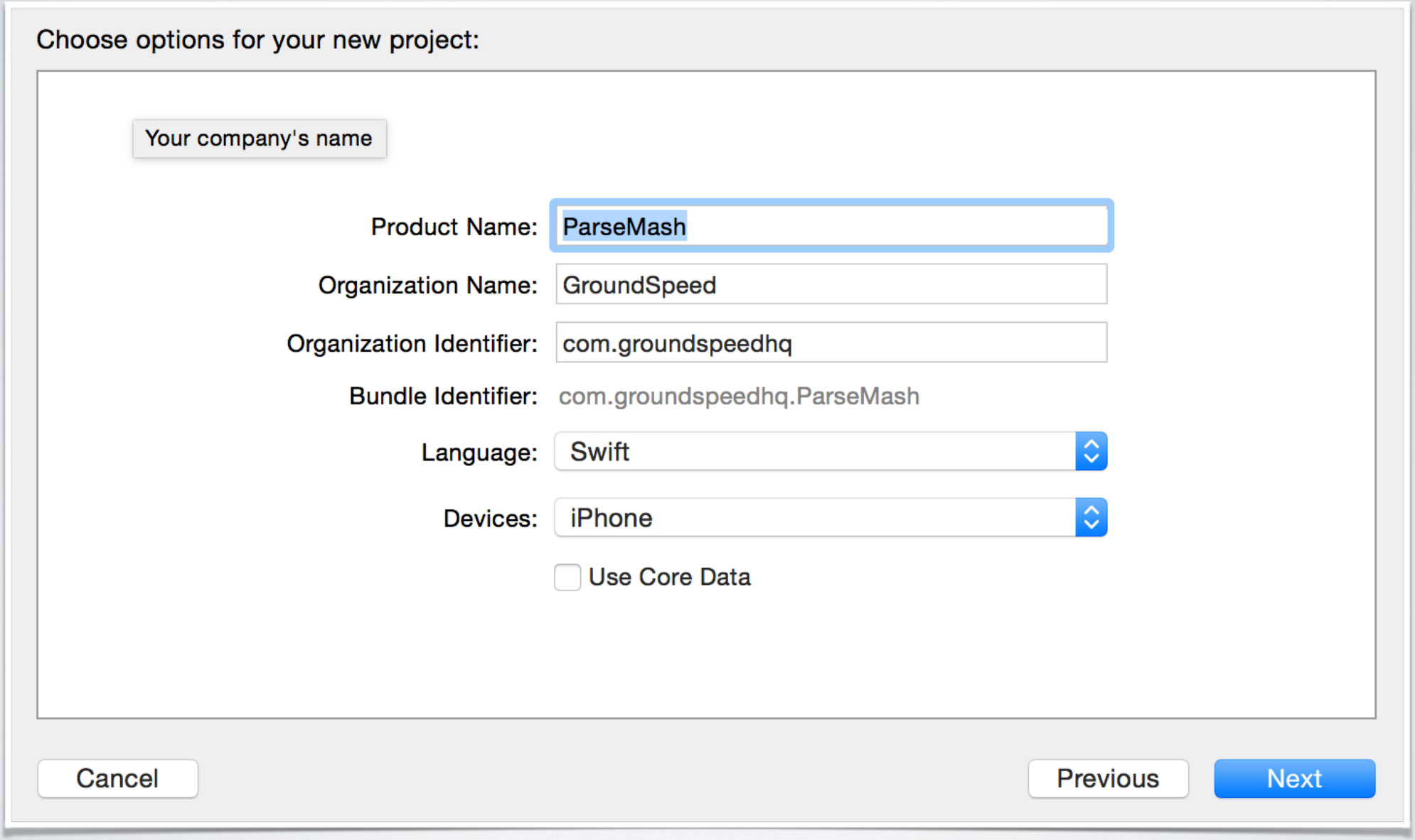
Create Parse App



Create A New Single View Application



Enter the Product Name



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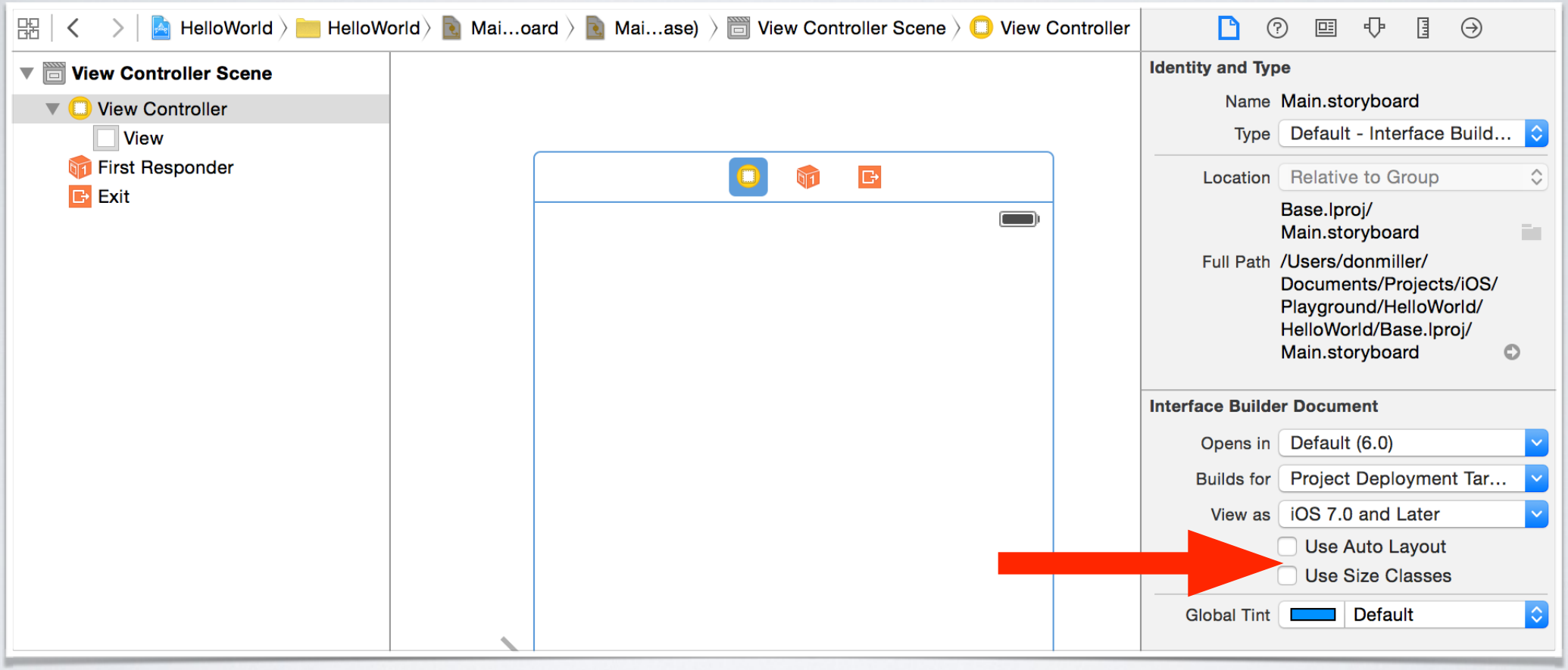
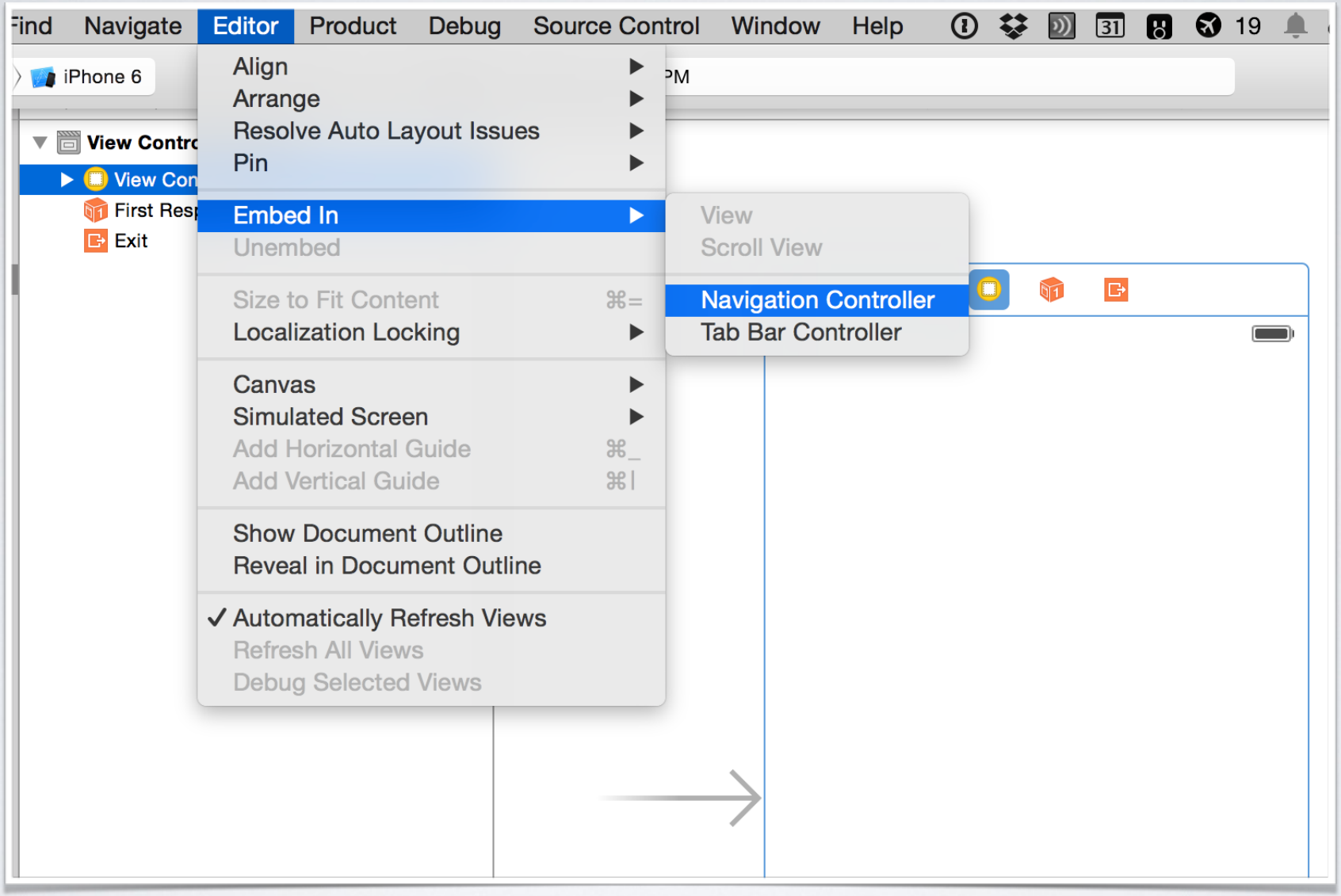
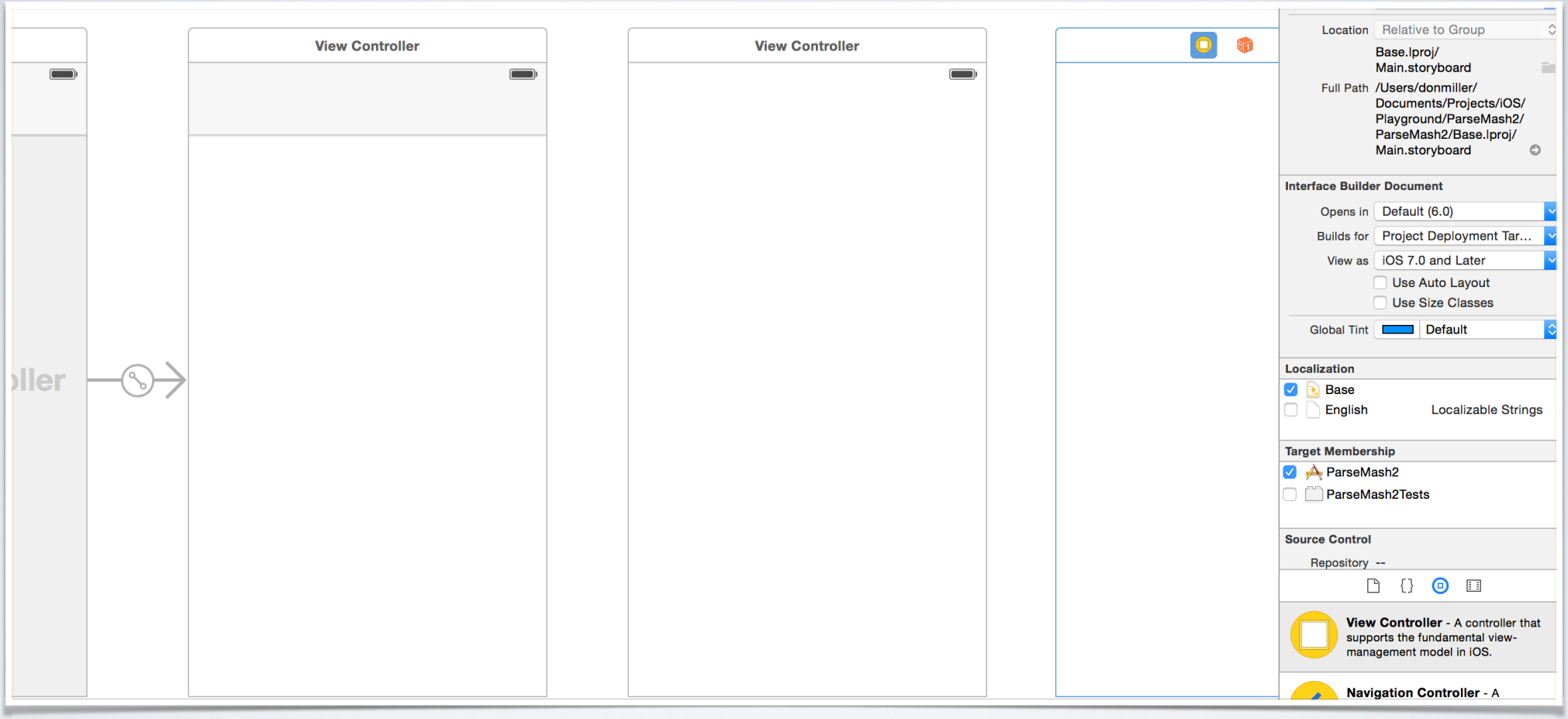
Turn Off Size Classes and Auto Layout



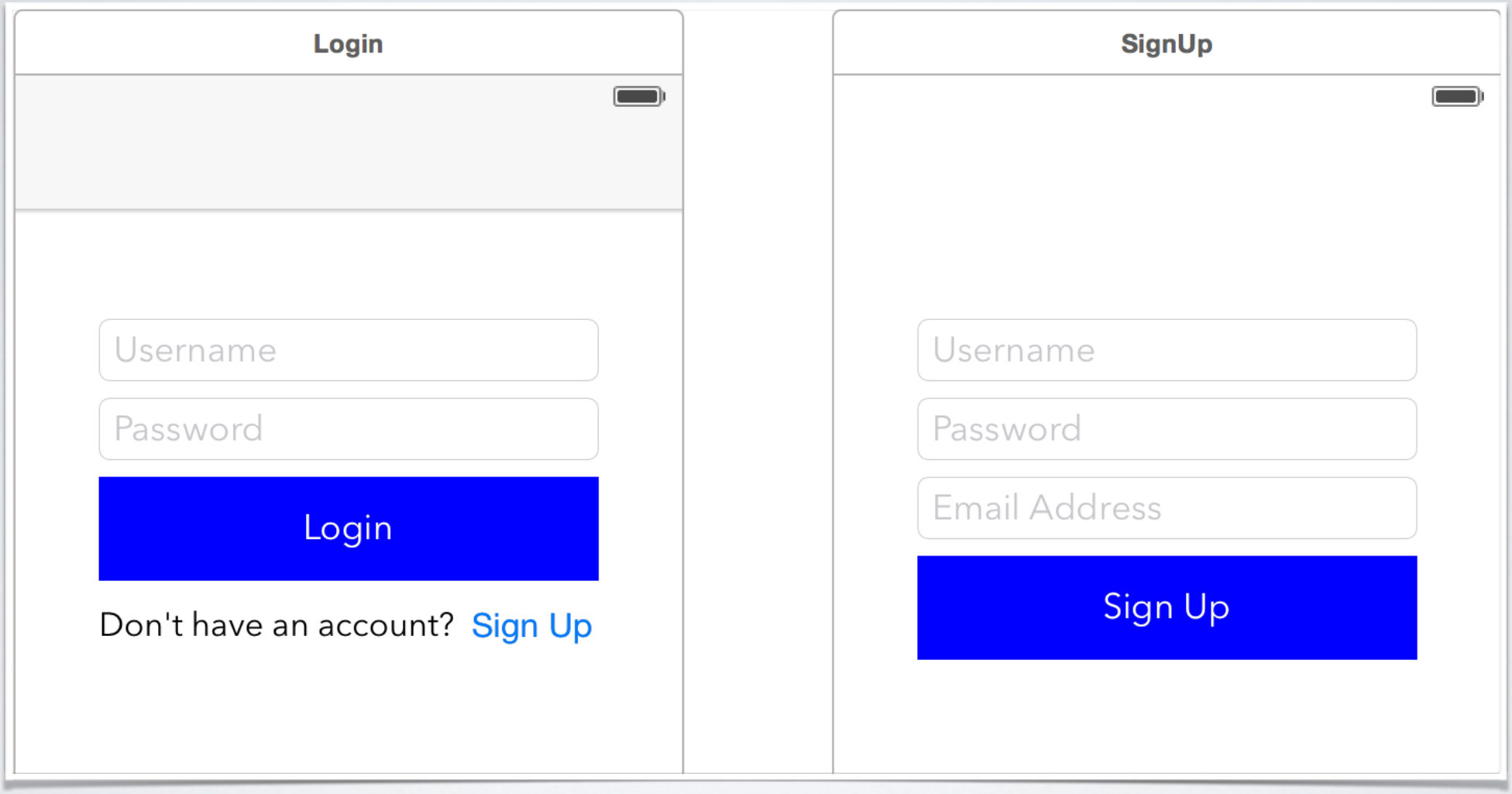
Embed Main View Inside Navigation



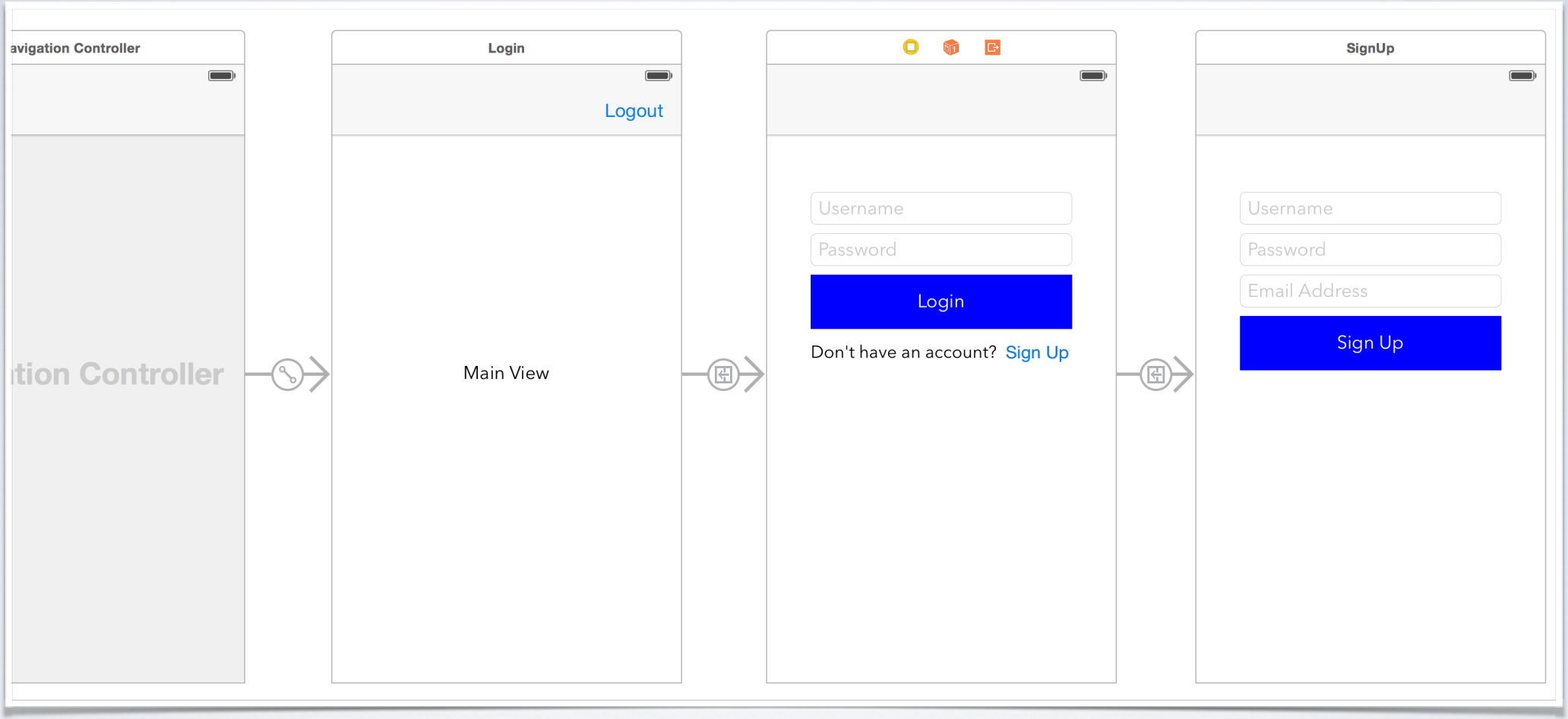
Create 2 Additional View Controllers



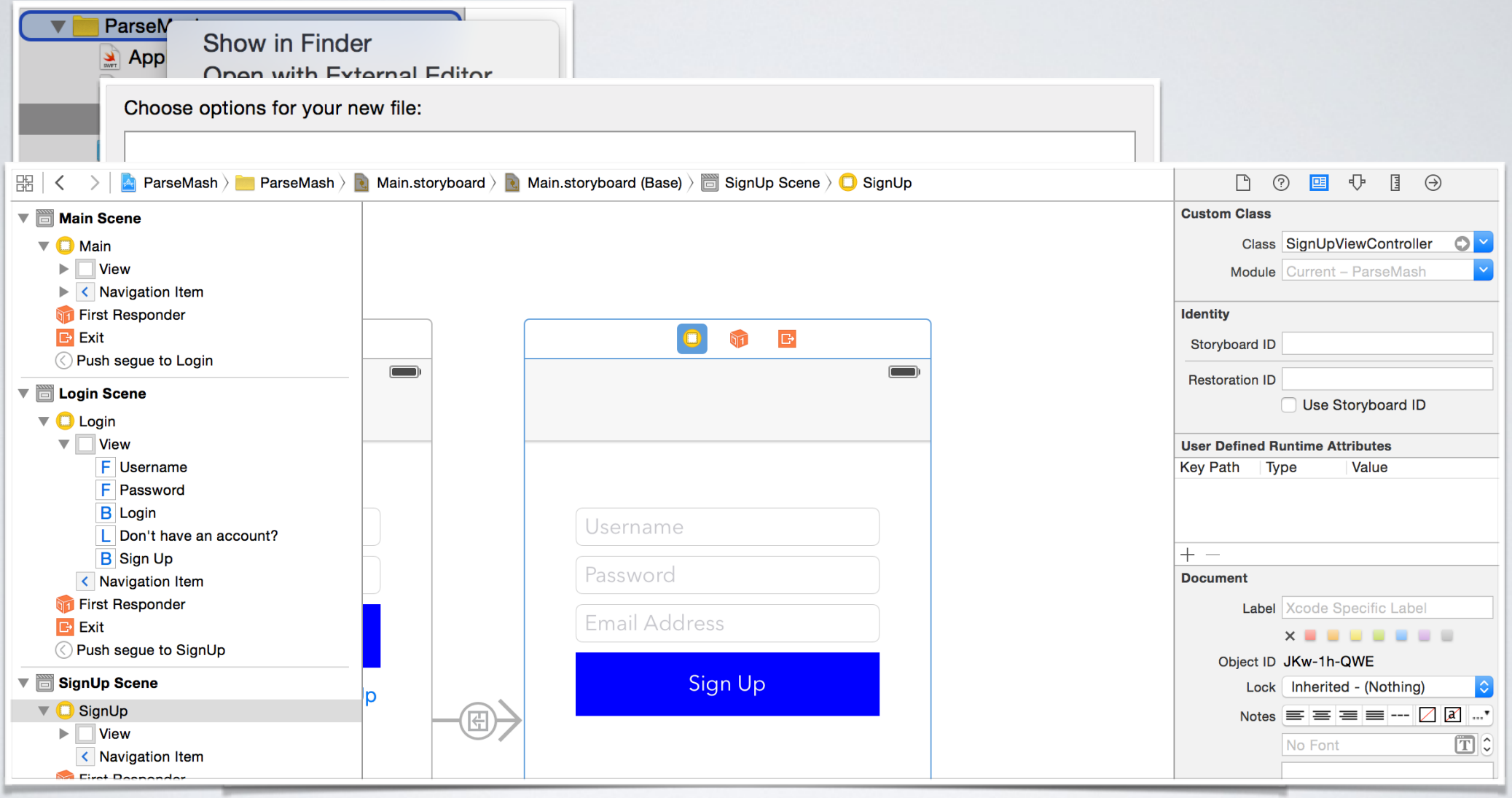
Add TextFields and Buttons to the Login and Signup



Add Logout Bar Button and Push Segues



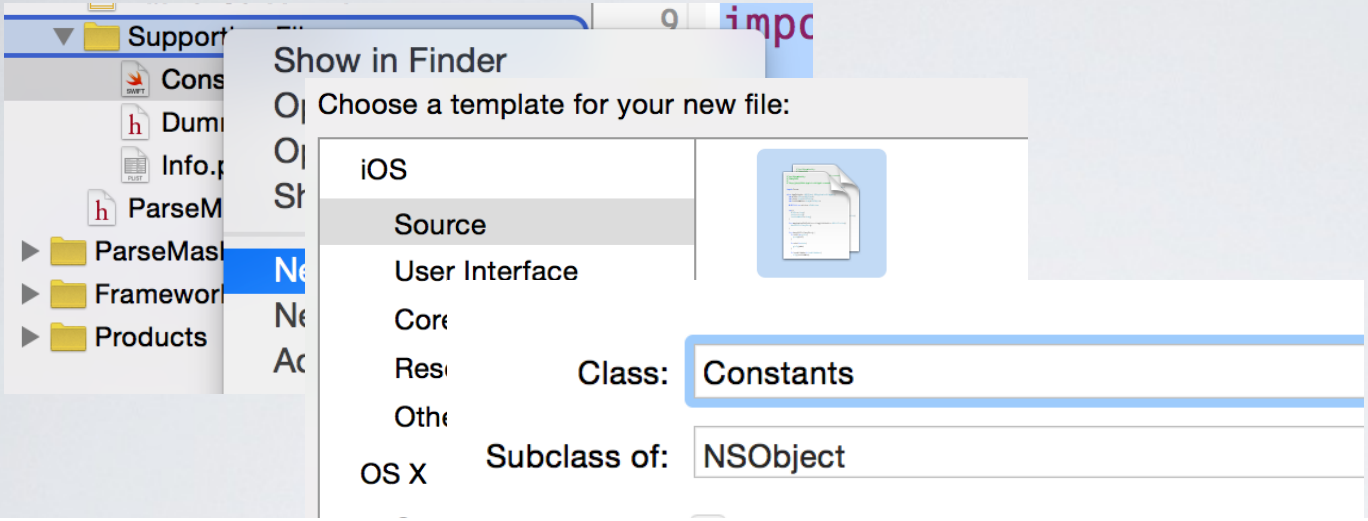
Create Login and Signup View Controllers

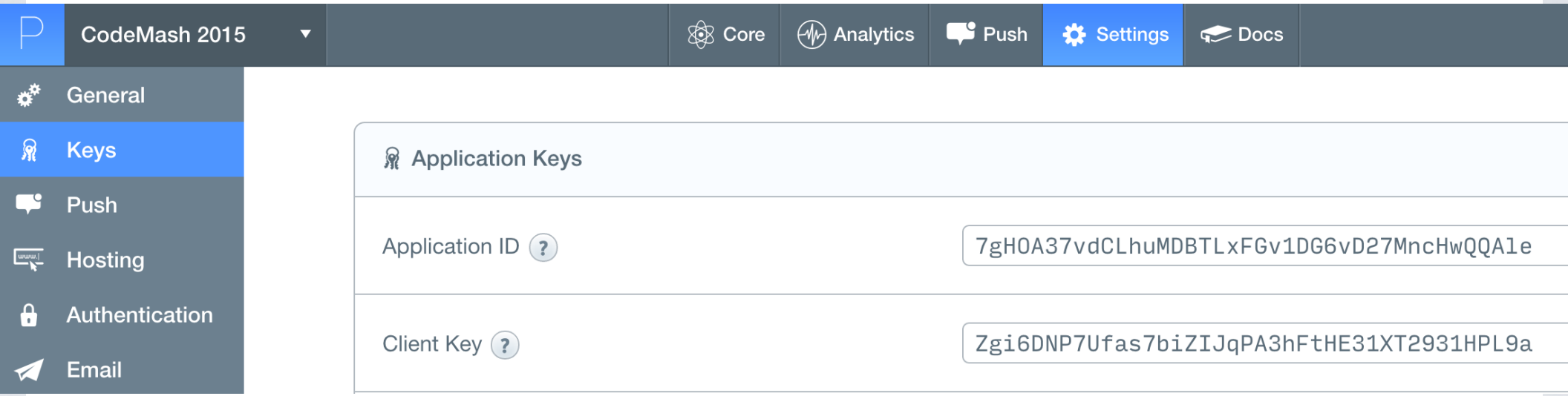


Add the Needed Parse Framework and Prerequisites
The red are required by Parse, but the screenshot is required for our needs

- AudioToolbox.framework
- CFNetwork.framework
- CoreGraphics.framework
- CoreLocation.framework
- libz.dylib
- libsqlite3.dylib
- MobileCoreServices.framework
- QuartzCore.framework
- Security.framework
- StoreKit.framework
- SystemConfiguration.framework
- Bolts.framework
- Parse.framework (obviously)

Create a Constants Class





Add Parse to the App Delegate

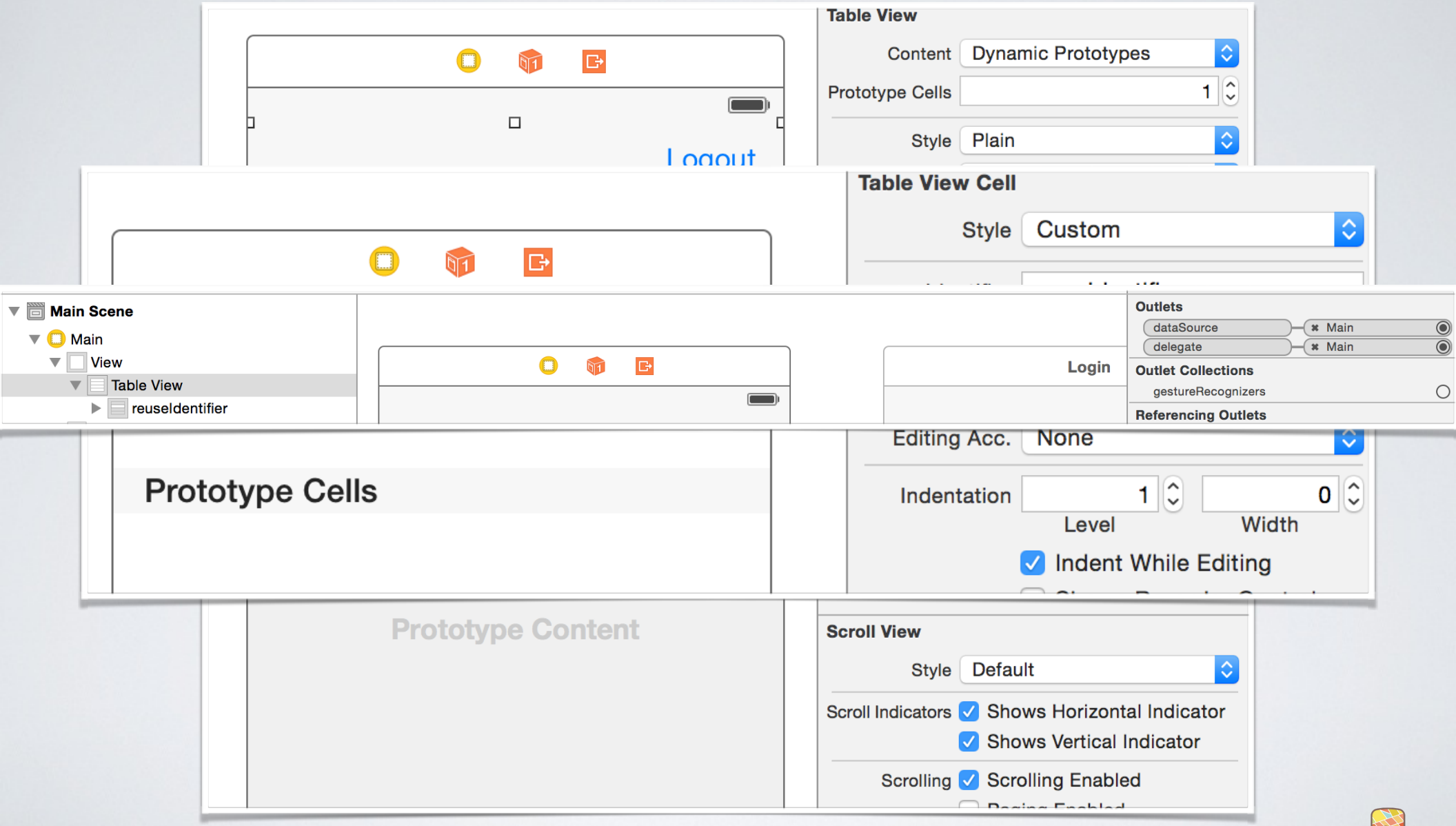
```
import Parse

@UIApplicationMain
class AppDelegate: UIResponder, UIApplicationDelegate {

    var window: UIWindow?
    let c = Constants()

    func application(application: UIApplication, didFinishLaunchingWithOptions
launchOptions: [NSObject: AnyObject]?) -> Bool {
        // Override point for customization after application launch.
        Parse.setApplicationId(c.kApplicationId, clientKey: c.kClientKey)
        return true
    }
```

Add a TableView to Your Main Controller



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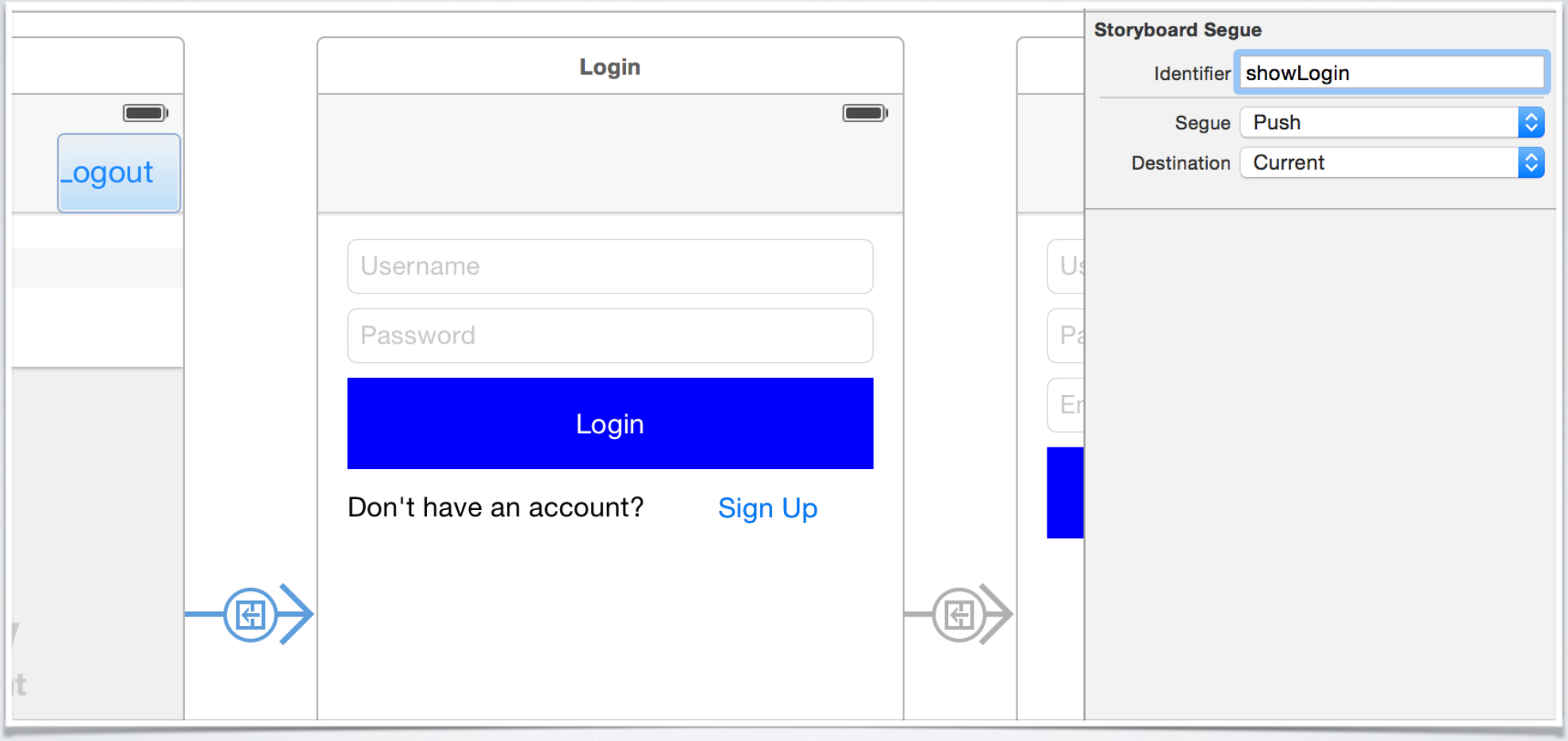
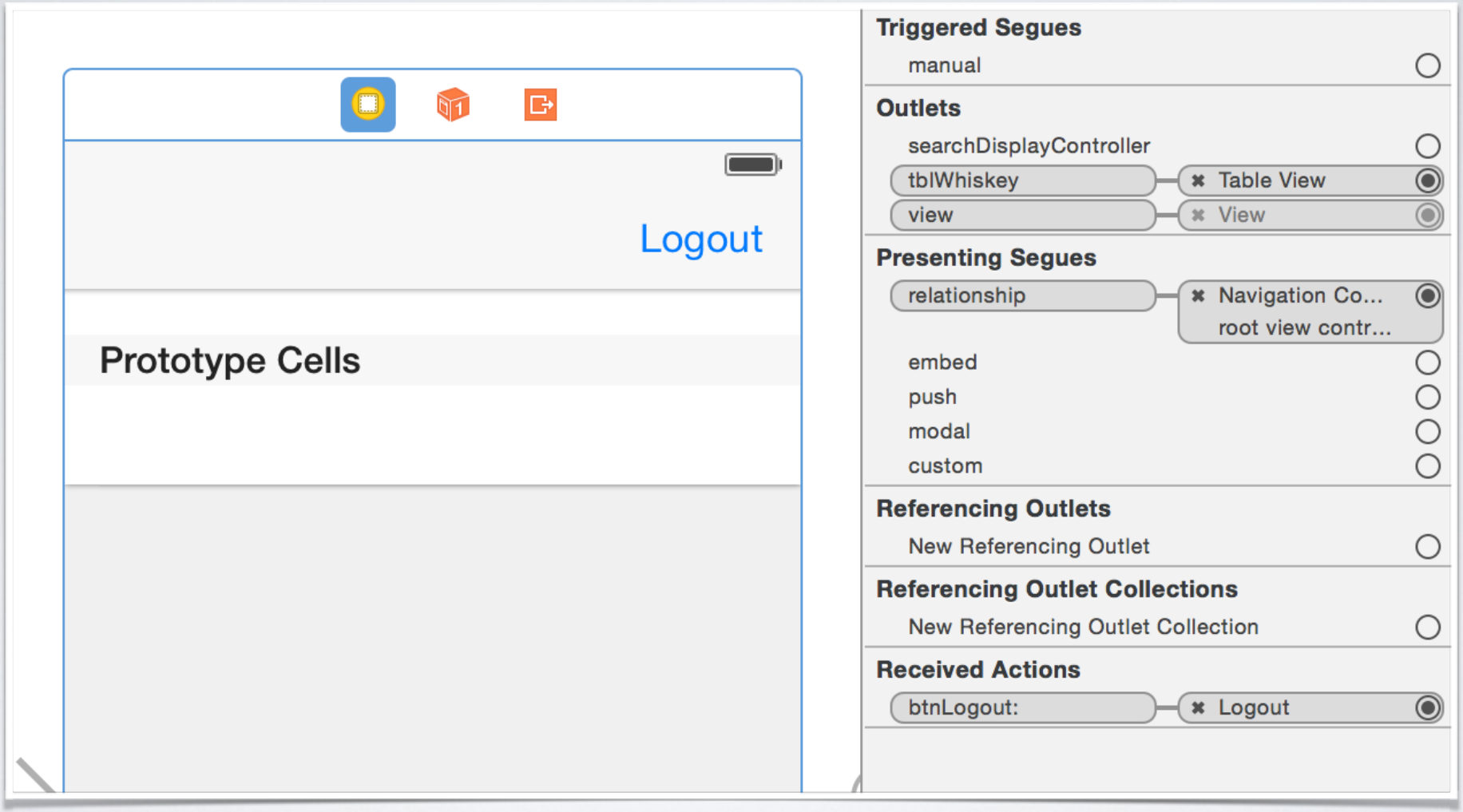
Program Your Main ViewController

```
    override func viewDidAppear(animated: Bool) {
        tblWhiskey.reloadData()
    }

    func tableView(tableView: UITableView, numberOfRowsInSection section: Int) -> Int {
        return self.whiskeys.count
    }

    func tableView(tableView: UITableView, cellForRowAtIndexPath indexPath: NSIndexPath) -
> UITableViewCell {
        let cell = tableView.dequeueReusableCellWithIdentifier("reuseIdentifier",
forIndexPath: indexPath) as UITableViewCell

        // Configure the cell...
        cell.textLabel?.text = self.whiskeys[indexPath.row]

        return cell
    }

    @IBAction func btnLogout(sender: AnyObject) {
        PFUser.logOut()
        PFUser.currentUser().save()
        self.performSegueWithIdentifier("showLogin", sender: self)
    }
```

Update Identifier in Login Segue



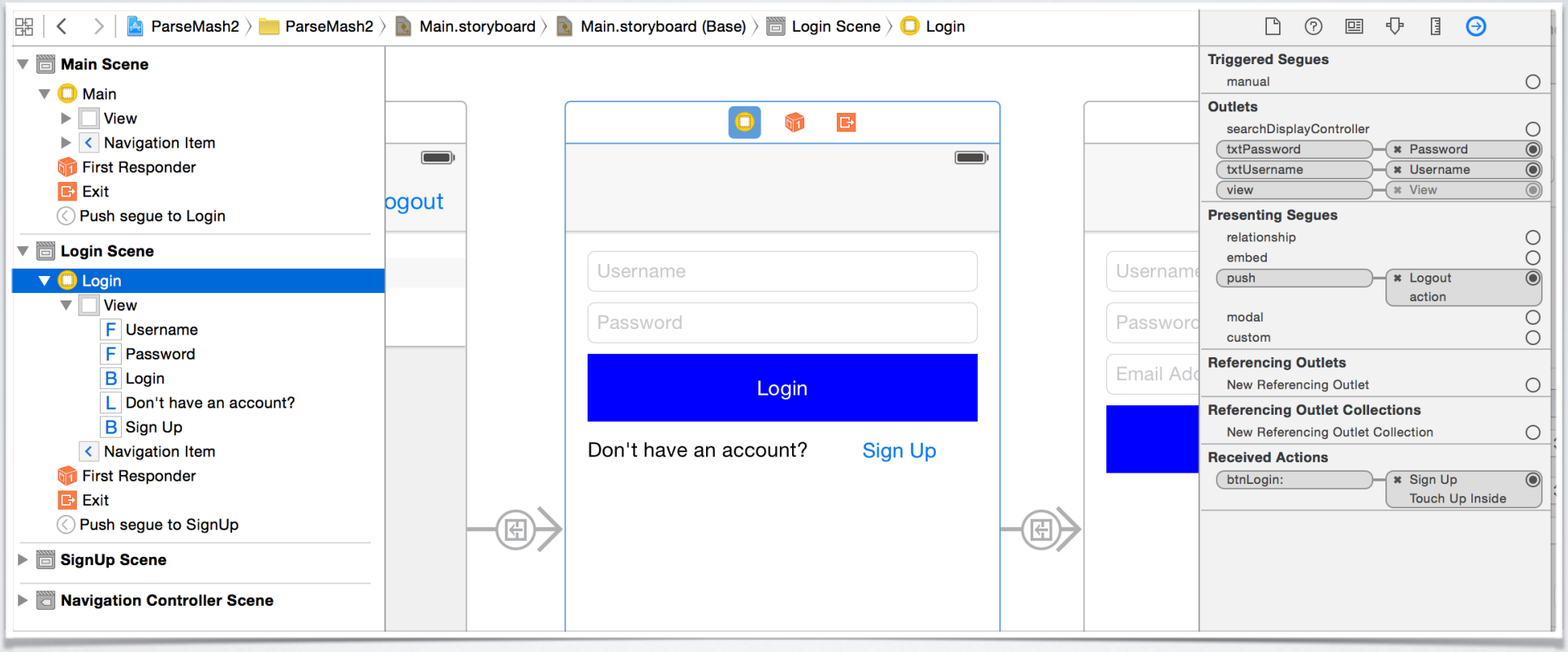
Add your IBAction and IBOutlet Connections to the Main View



Program Your LoginViewController

```
@IBOutlet var txtUsername: UITextField!
@IBOutlet var txtPassword: UITextField!

override func viewDidLoad() {
    super.viewDidLoad()
    self.navigationItem.hidesBackButton = true
}

override func didReceiveMemoryWarning() {
    super.didReceiveMemoryWarning()
    // Dispose of any resources that can be recreated.
}

@IBAction func btnLogin(sender: AnyObject) {
    PFUser.logInWithUsernameInBackground(txtUsername.text, password:txtPassword.text)
{
        (user: PFUser!, error: NSError!) -> Void in
        if user != nil {
            self.navigationController?.popToRootViewControllerAnimated(true)
        } else {
            let alert = UIAlertView()
            alert.title = "Sorry!"
            alert.message = error.userInfo!["error"] as NSString
            alert.addButtonWithTitle("OK")
            alert.show()
        }
    }
}
```

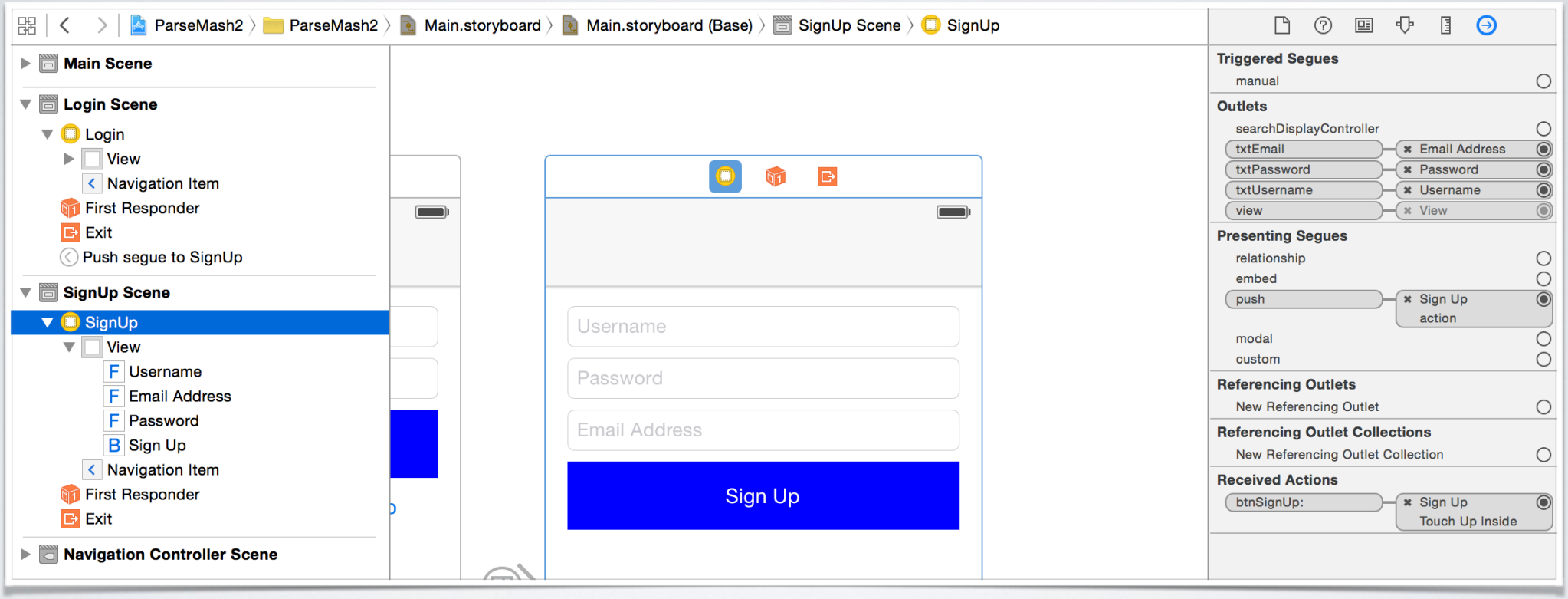
Add your IBAction and IBOutlet Connections to the Login View



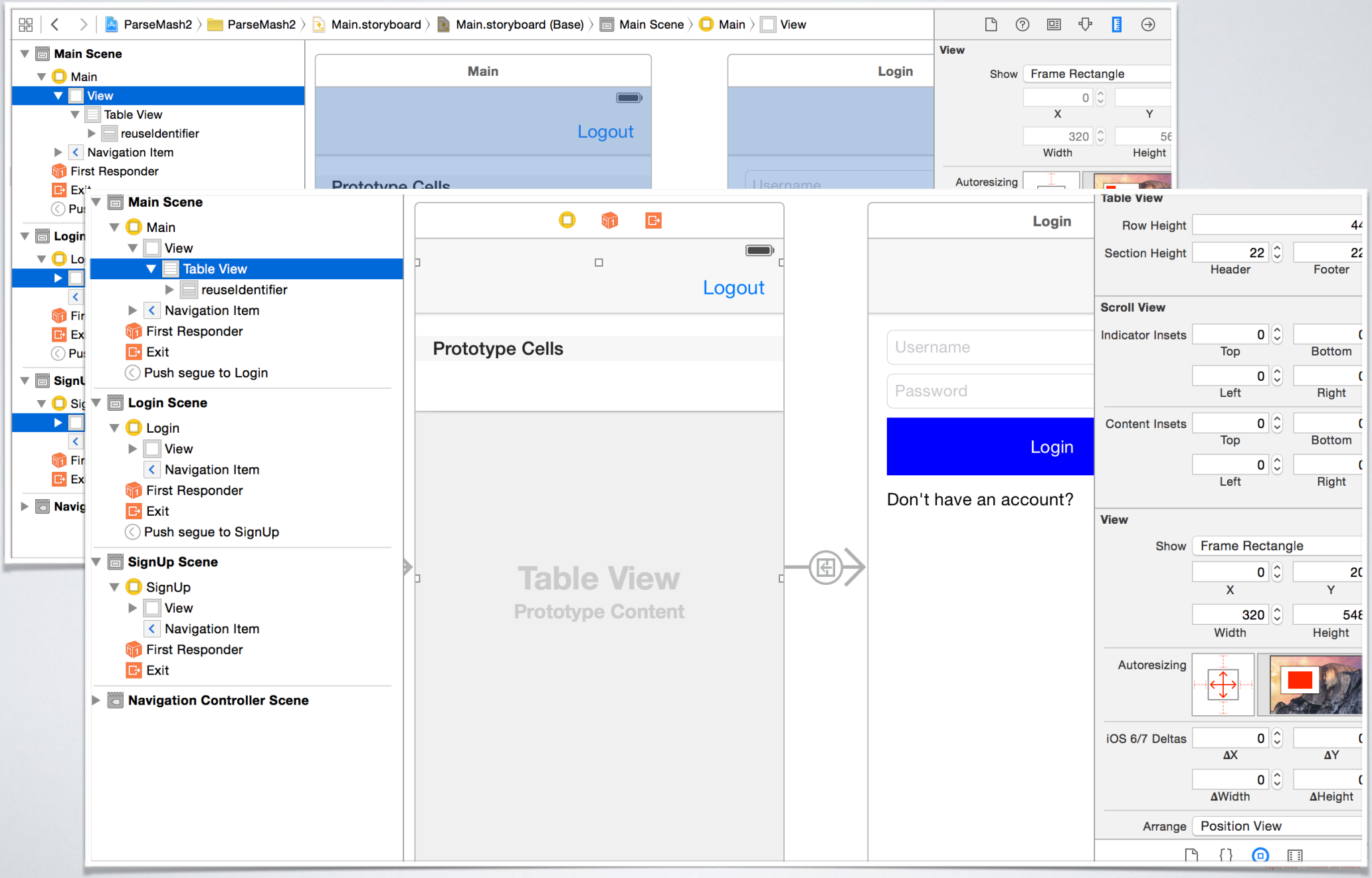
Program Your SignUpViewController

```
    if (countElements(username) == 0 || countElements(password) == 0 || countElements(email) == 0)
    {
        let alert = UIAlertView()
        alert.title = "Oops!"
        alert.message = "Make sure you enter an username, password, and email address!"
        alert.addButtonWithTitle("OK")
        alert.show()
    }
    else
    {
        var newUser = PFUser()
        newUser.username = username
        newUser.password = password
        newUser.email = email

        newUser.signUpInBackgroundWithBlock {
            (succeeded: Bool!, error: NSError!) -> Void in
            if error == nil {
                self.navigationController?.popToRootViewControllerAnimated(true)
            } else {
                let alert = UIAlertView()
                alert.title = "Sorry!"
                alert.message = error.userInfo!["error"] as NSString
                alert.addButtonWithTitle("OK")
                alert.show()
            }
        }
    }
}
```

Add your IBAction and IBOutlet Connections to the SignUp View



Clean Up - Because We Aren't Using Auto Layout



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