http://github.com/GroundSpeed/ParseSwift

Locking Out the Abominable Snowman in iOS

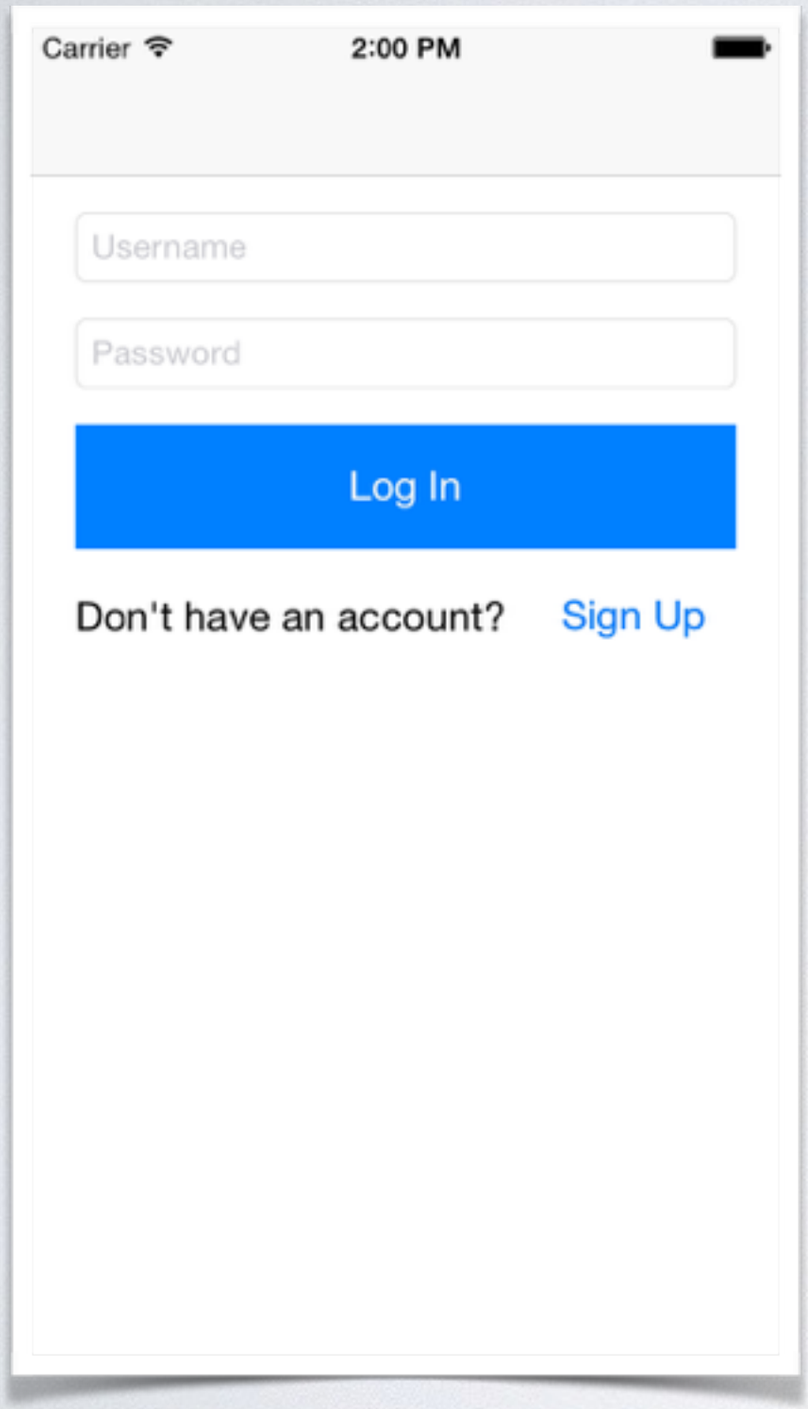
A CodeMash 2015 Introduction to parse.com using Swift

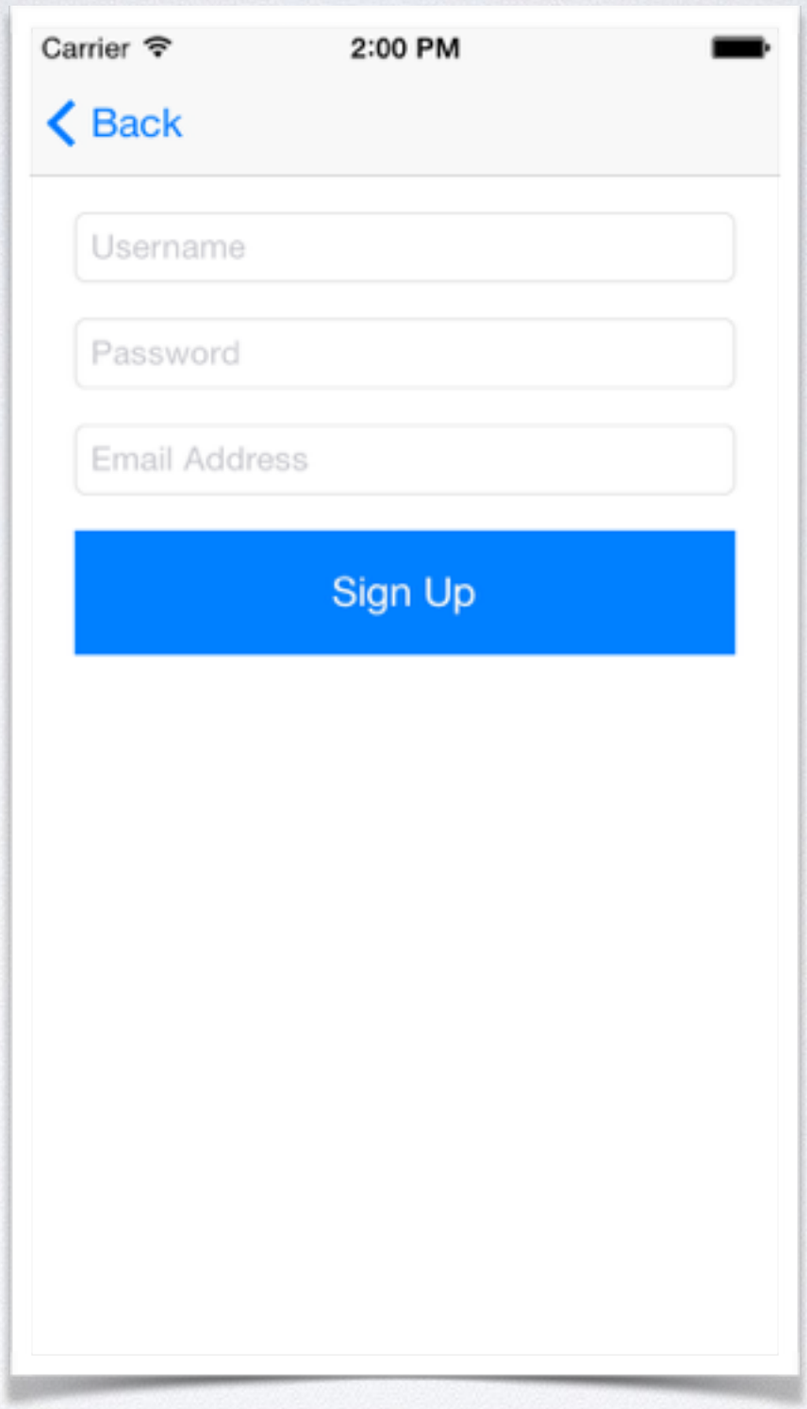
Don Miller | GroundSpeed™
rapid web + mobile software

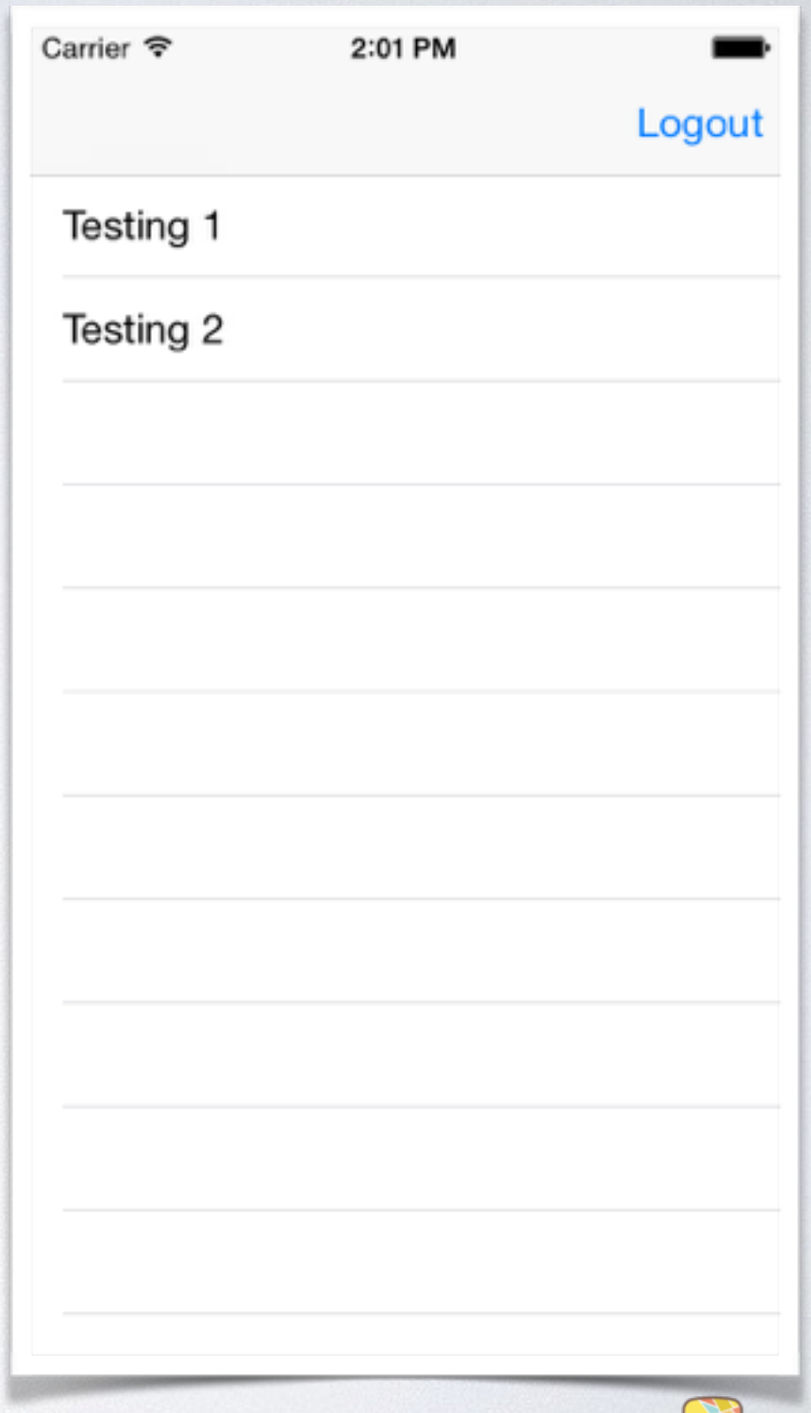
A bit about Parse

- “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







Create Parse App

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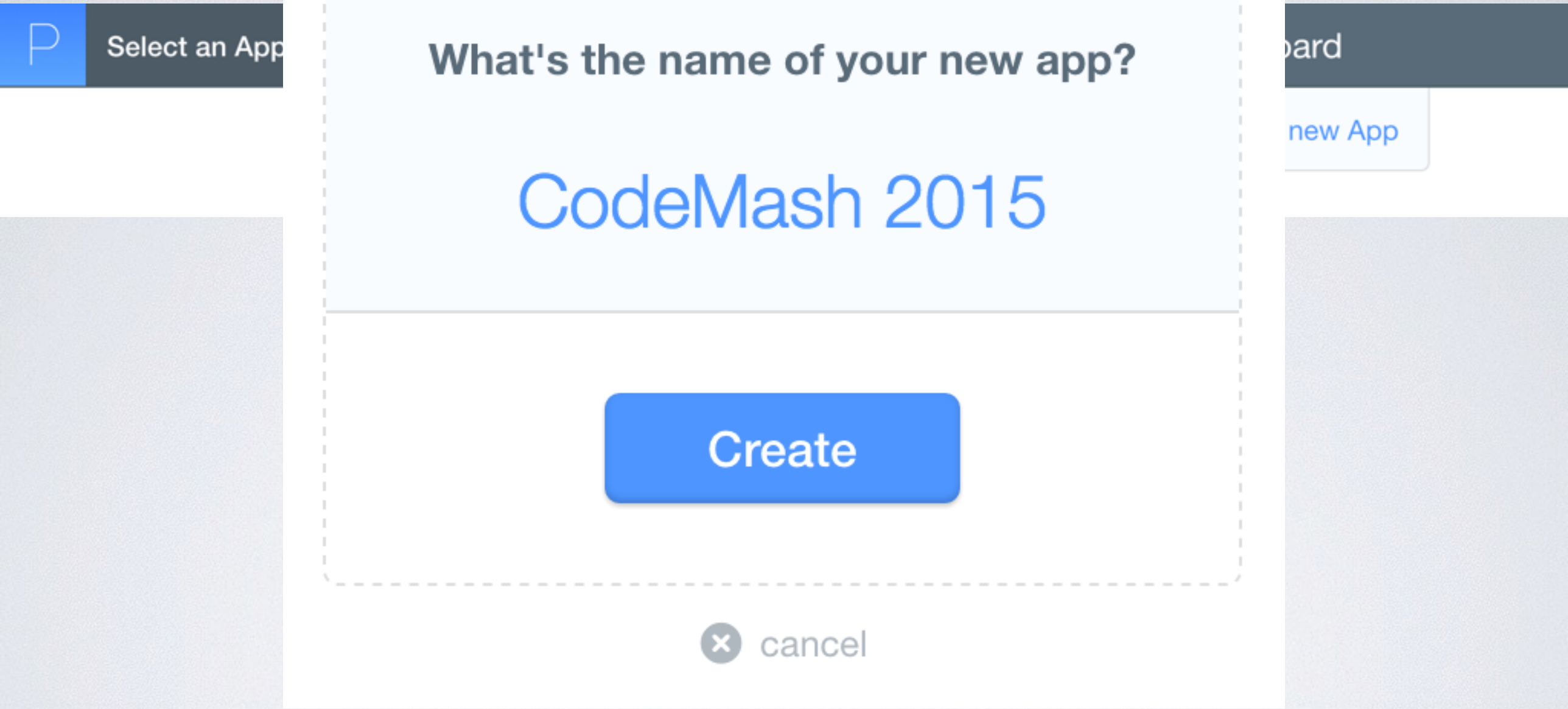

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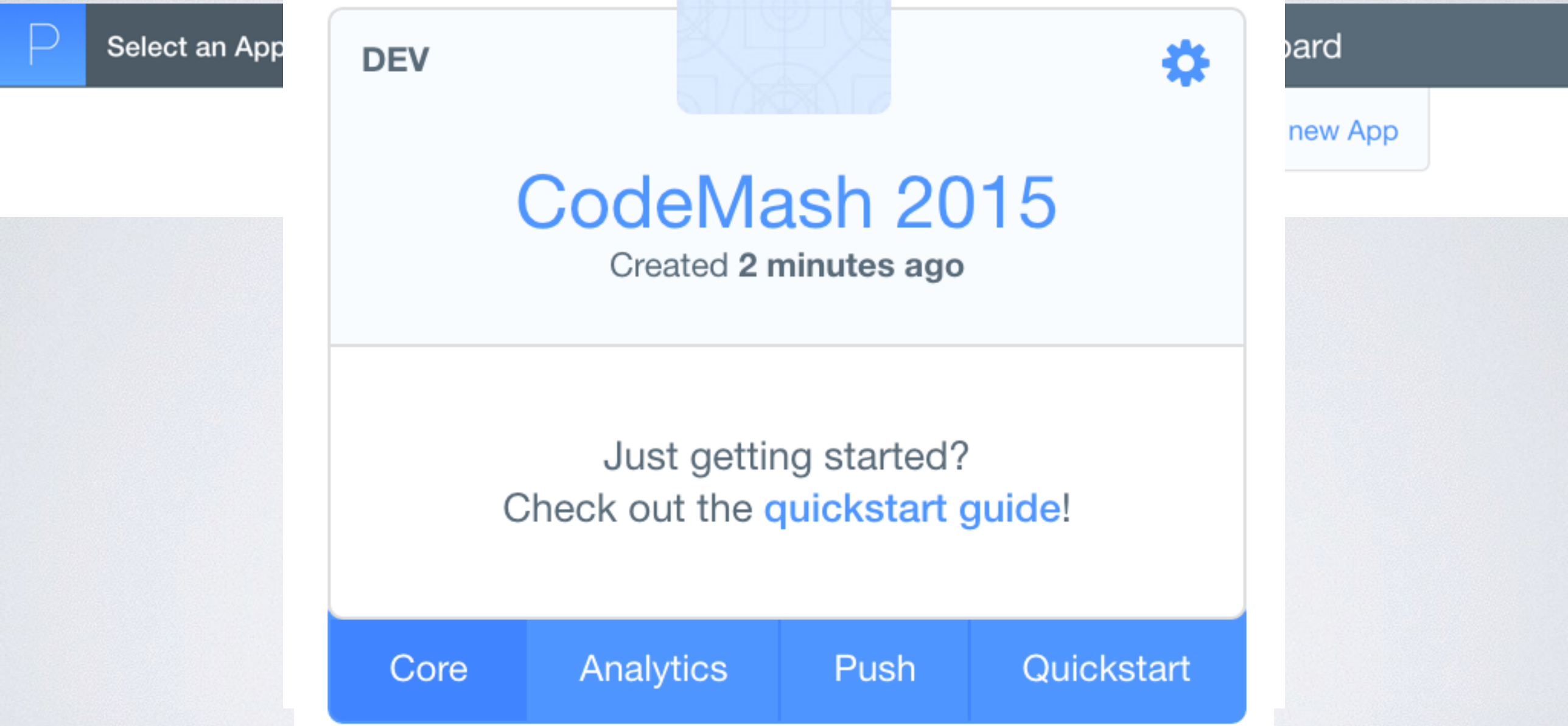

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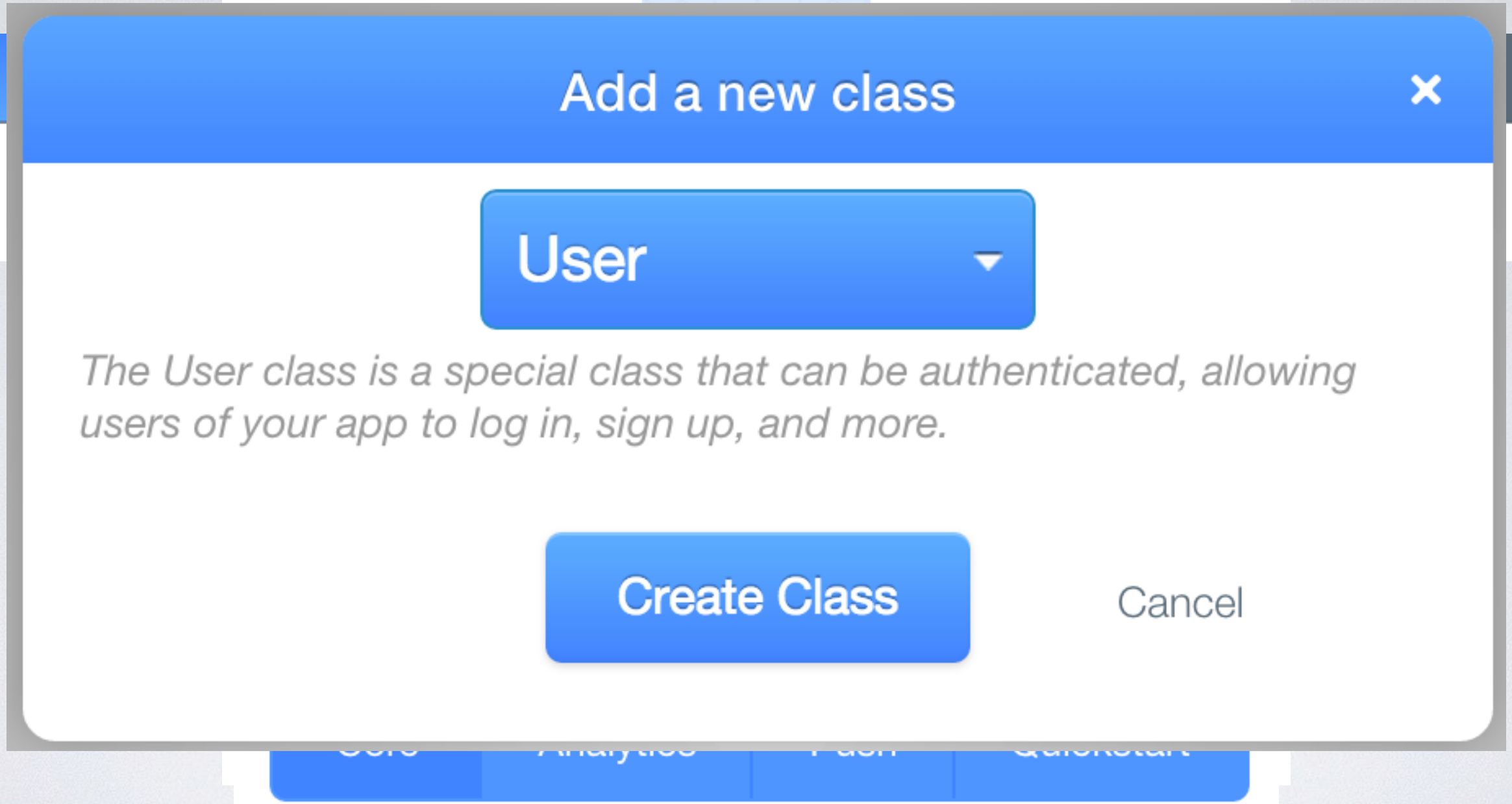

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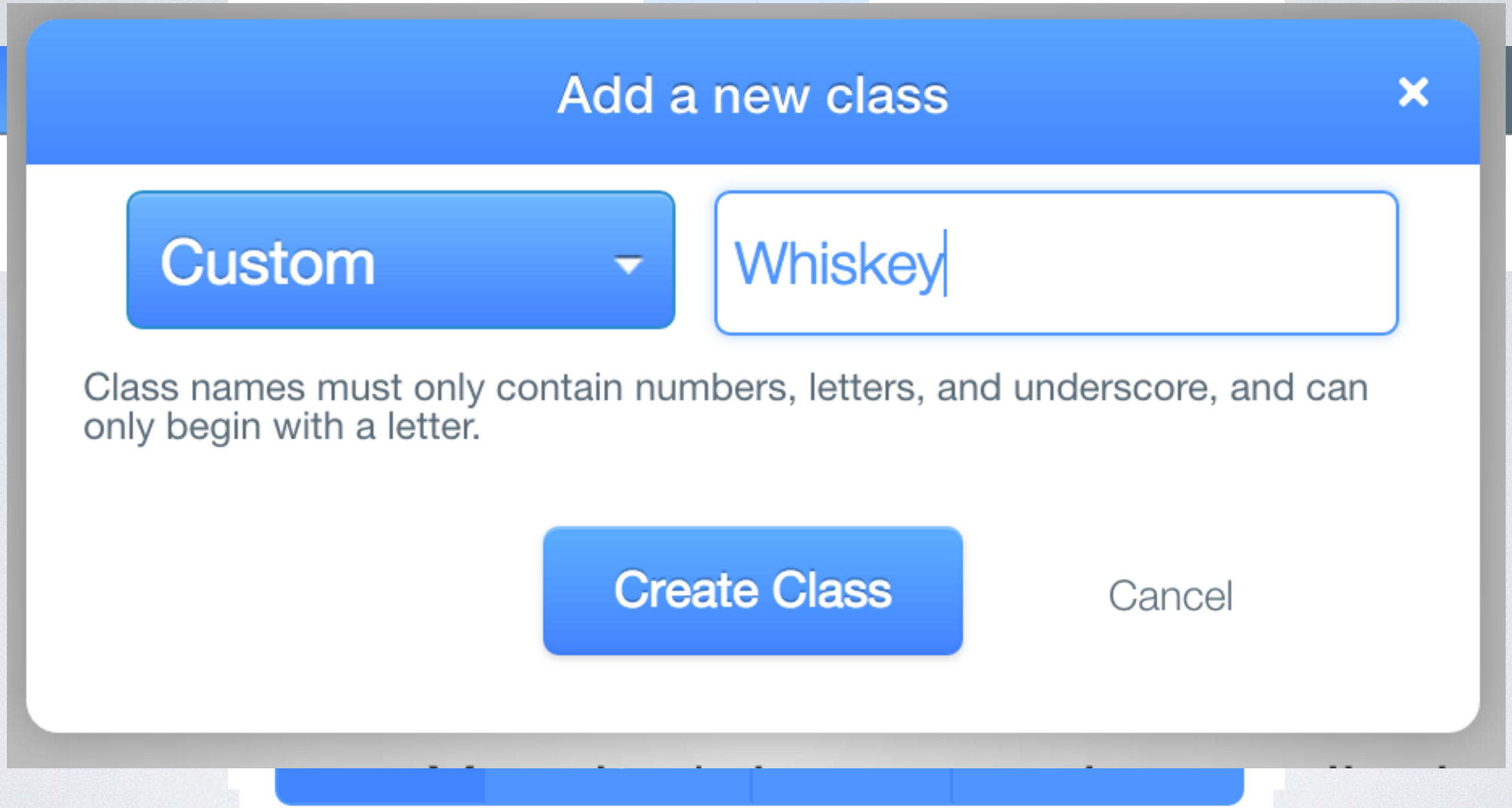

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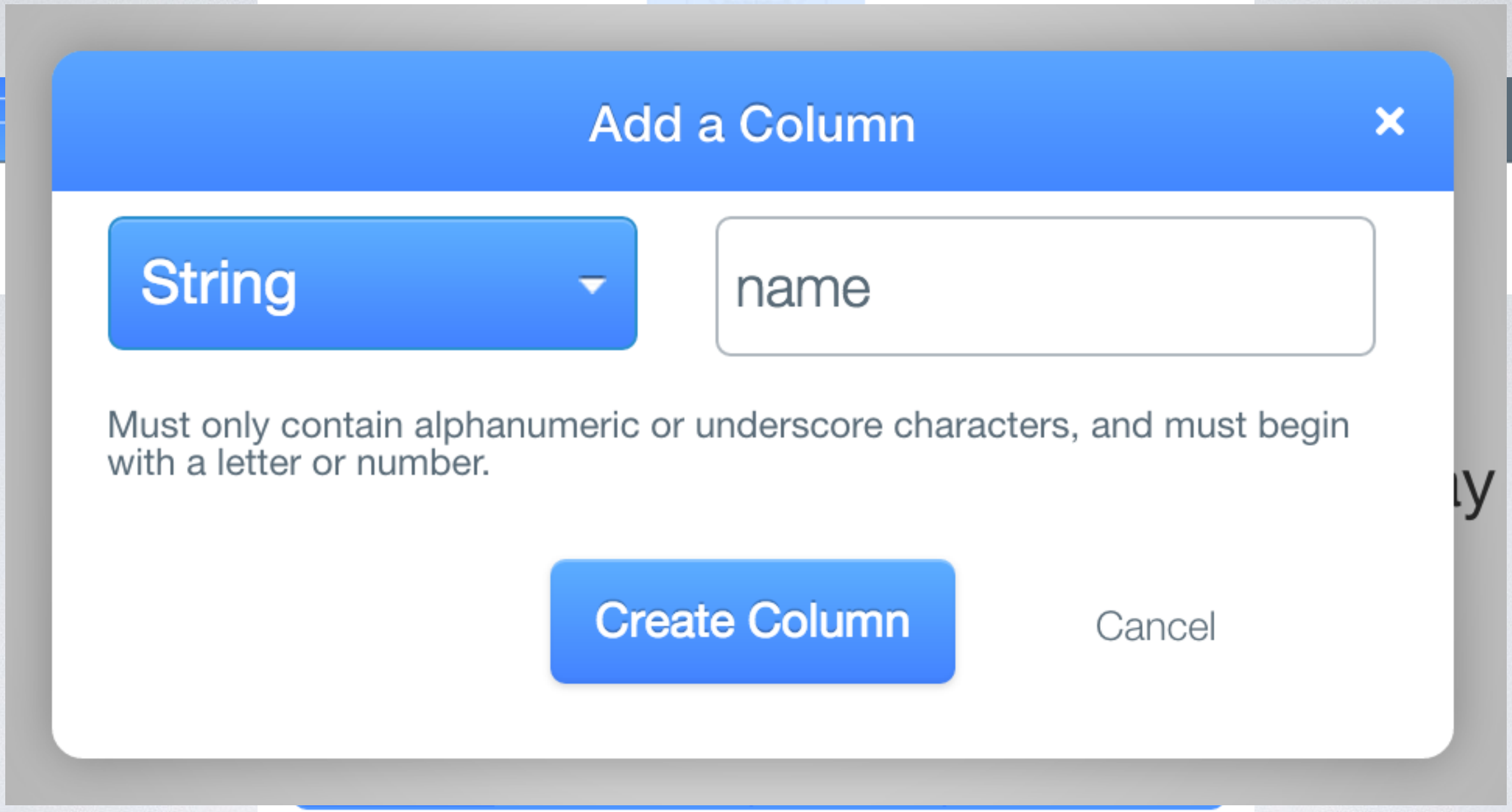
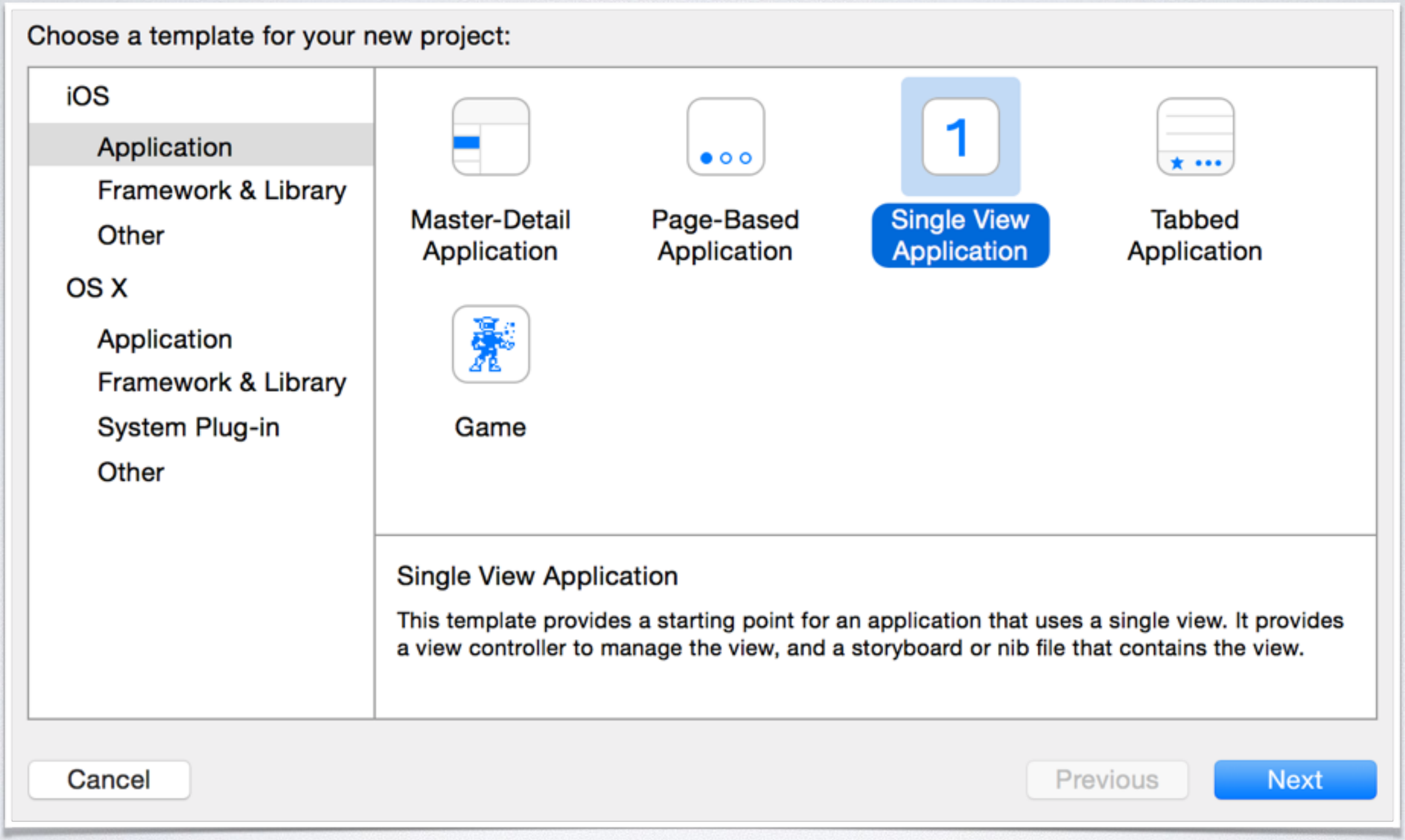
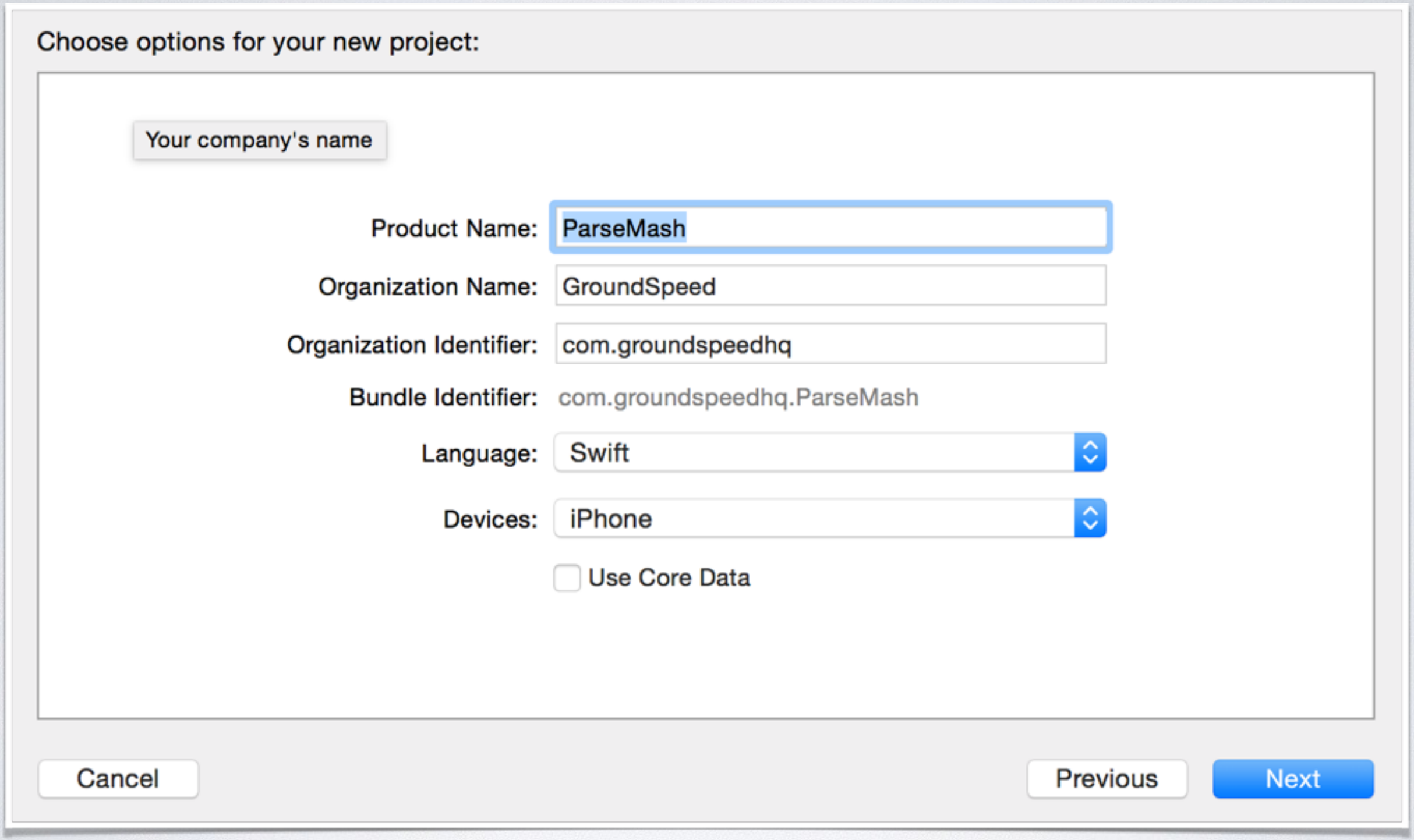


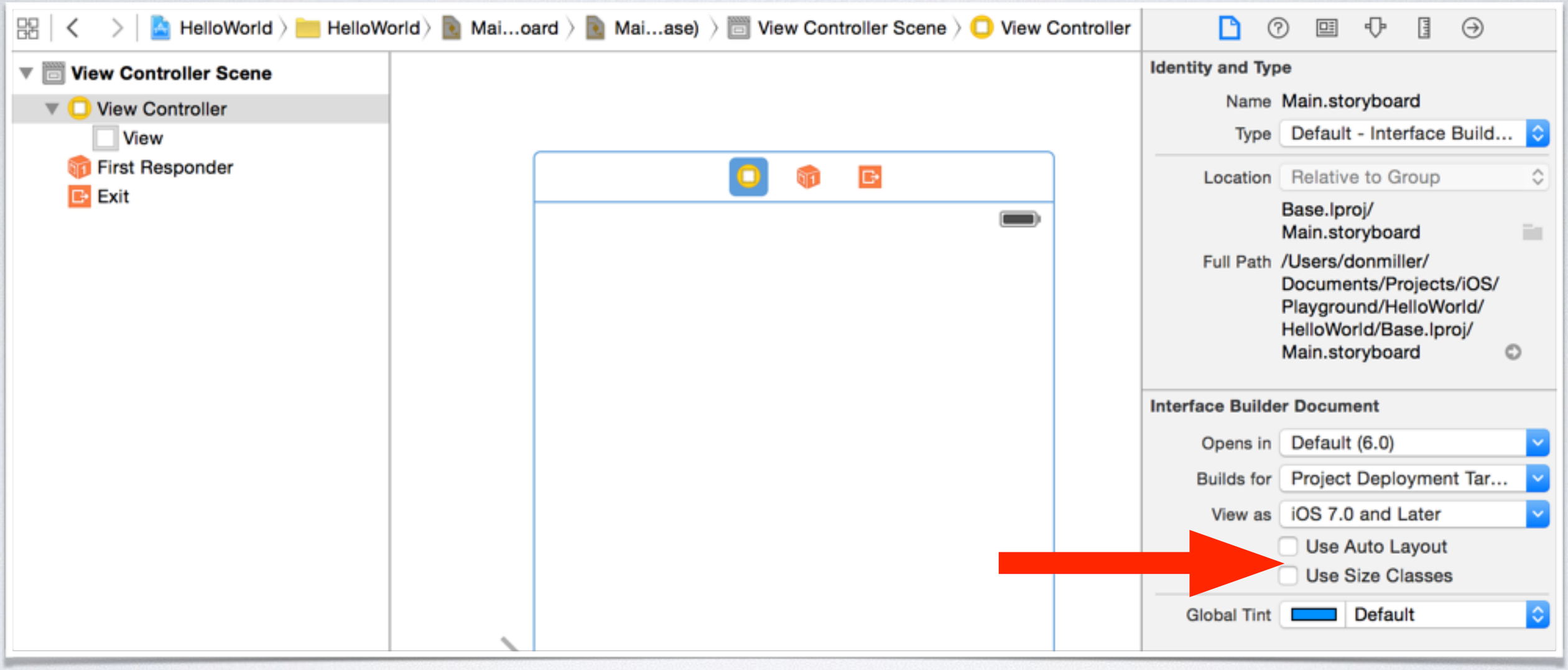
Create A New Single View Application



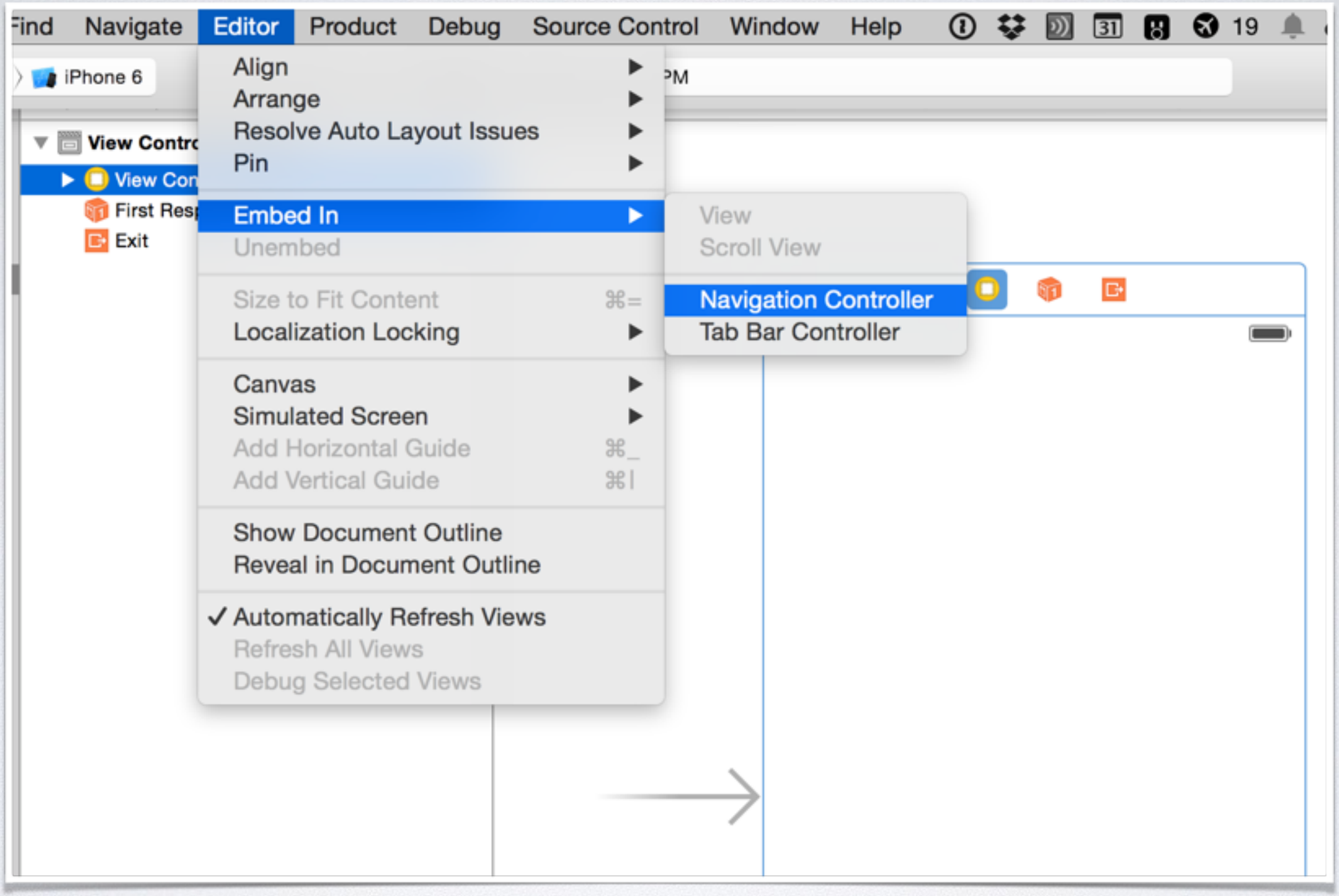
Enter the Product Name



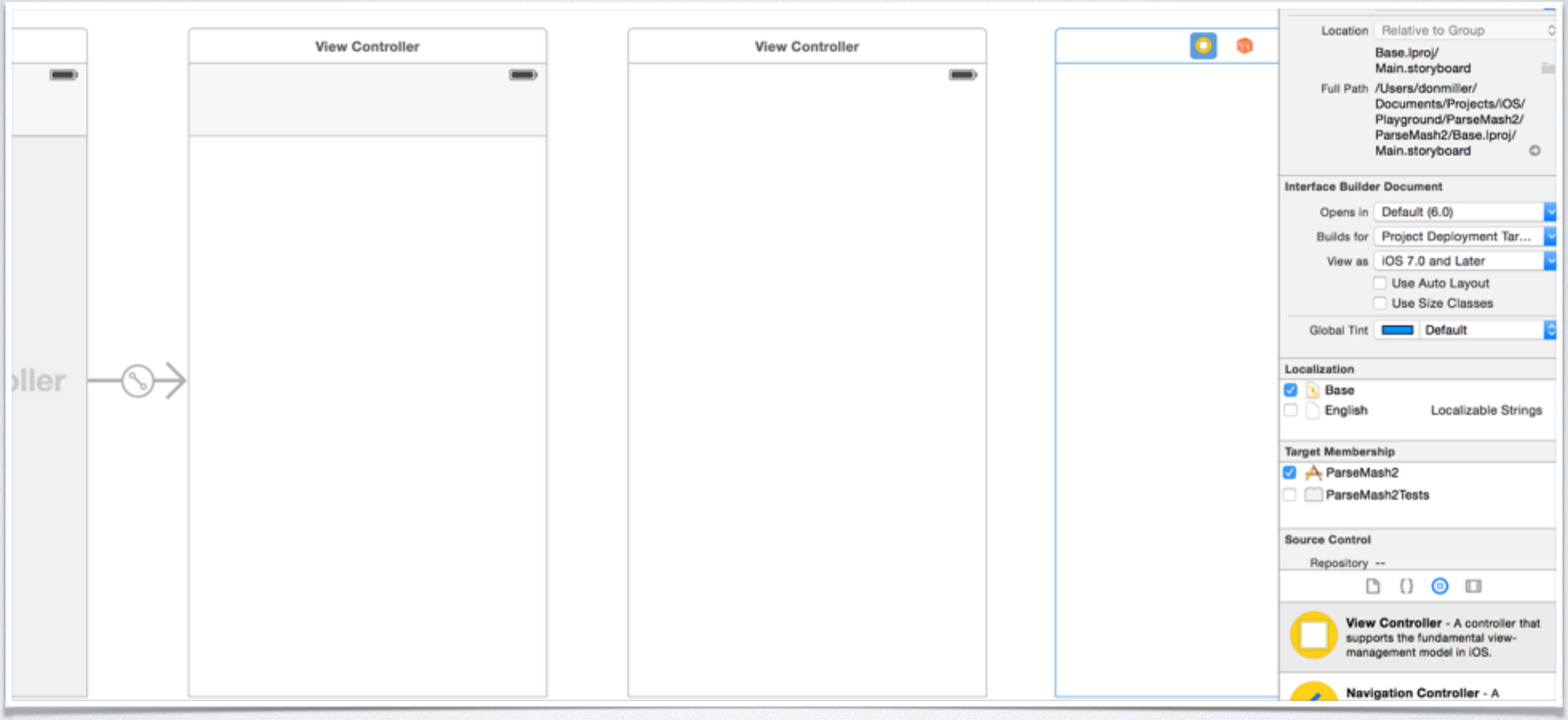
Turn Off Size Classes and Auto Layout



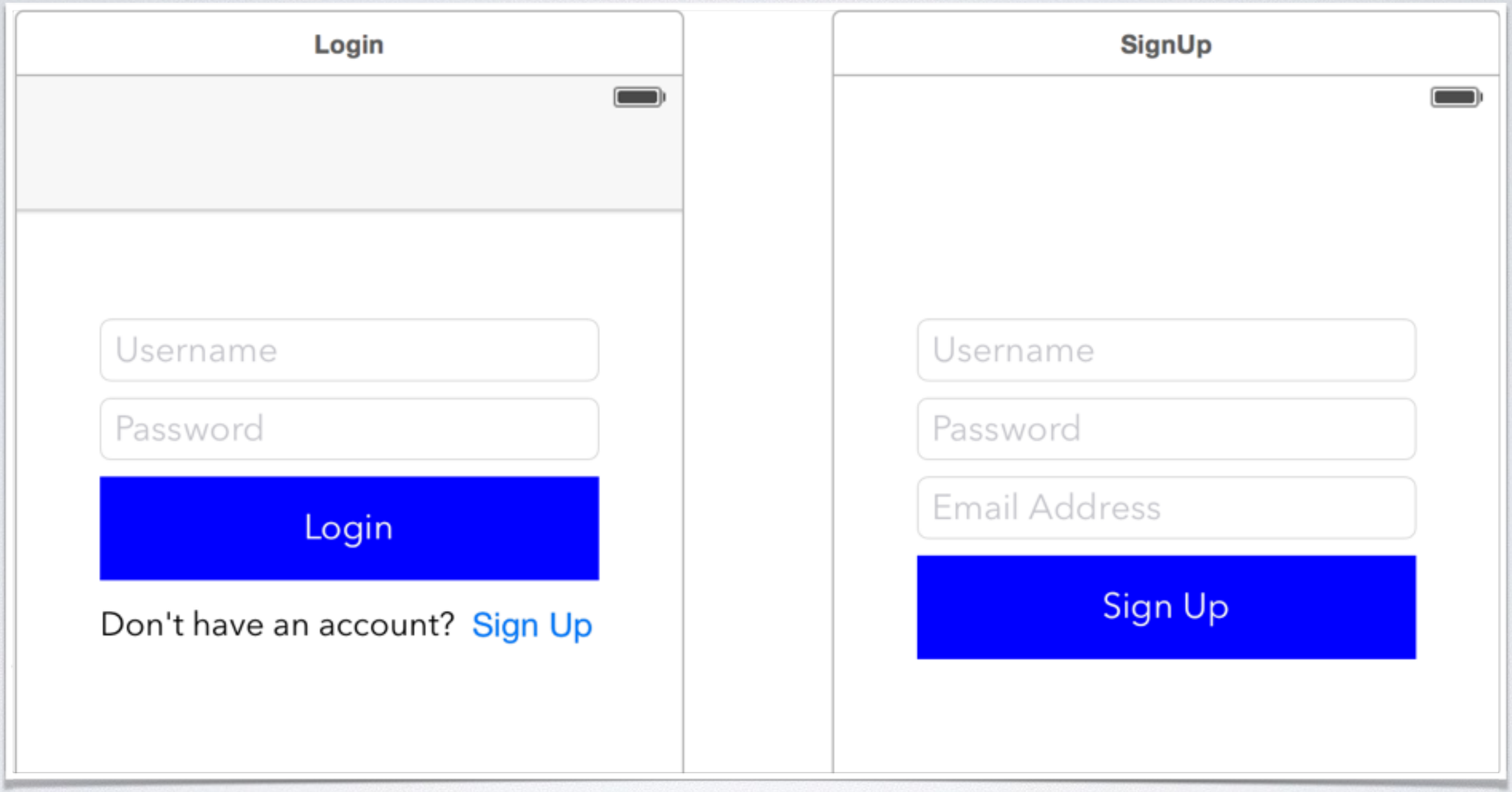
Embed Main View Inside Navigation



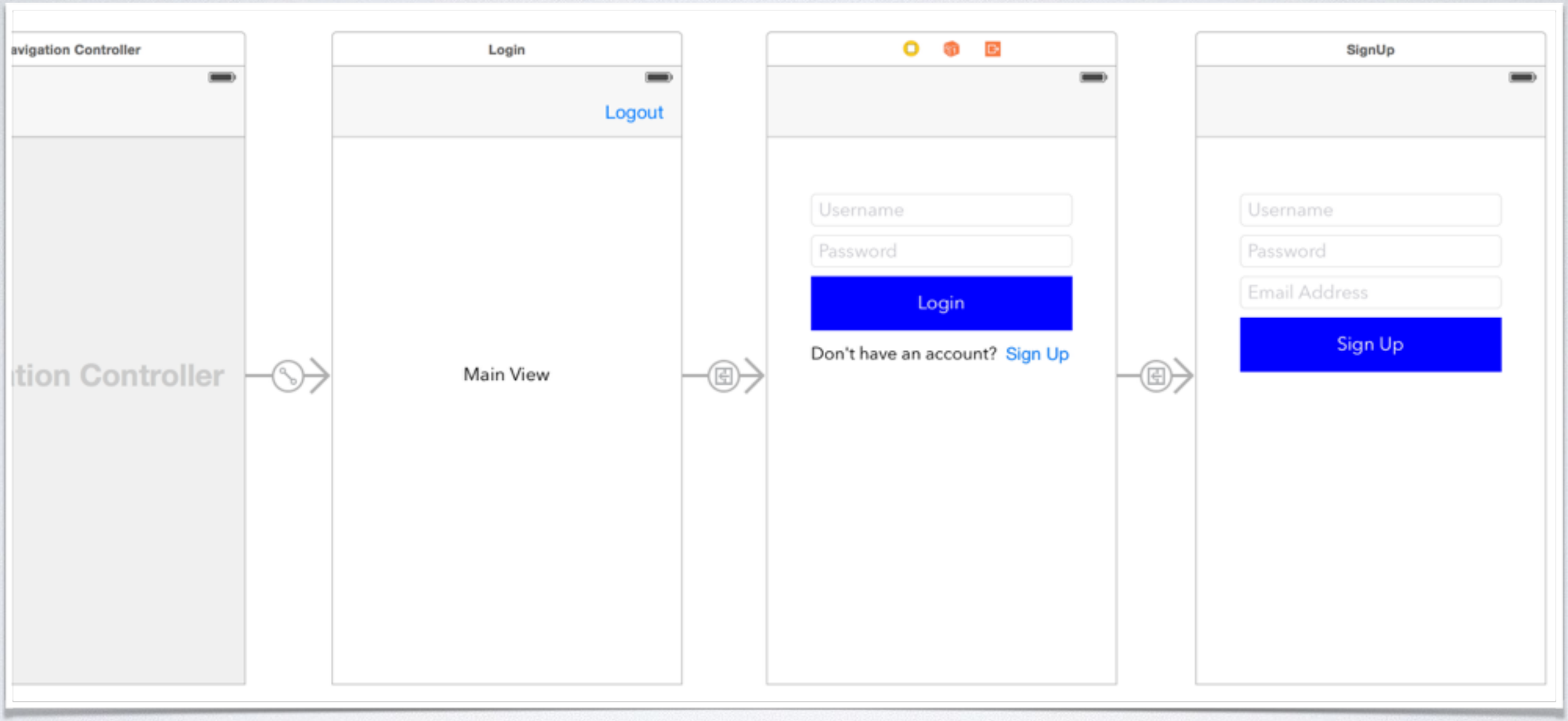
Create 2 Additional View Controllers



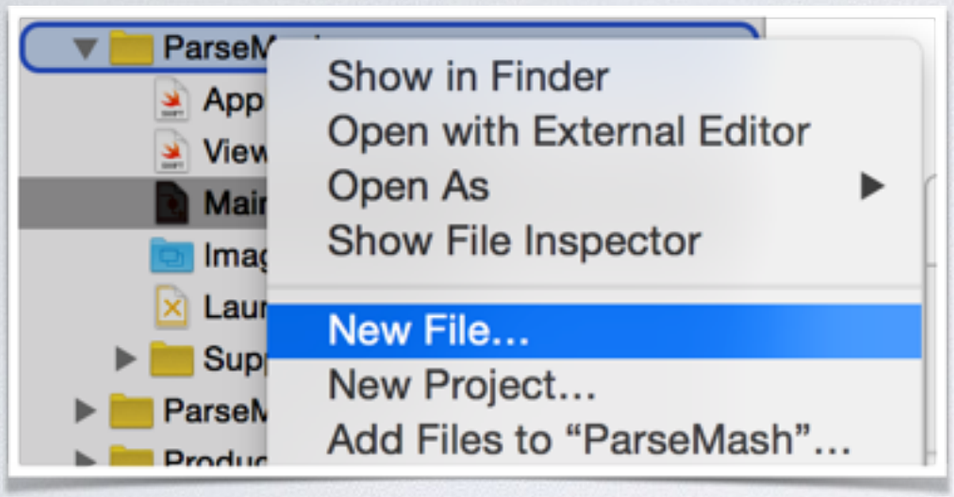
Add TextFields and Buttons to the Login and Signup



Add Logout Bar Button and Push Segues



Create Login and Signup View Controllers



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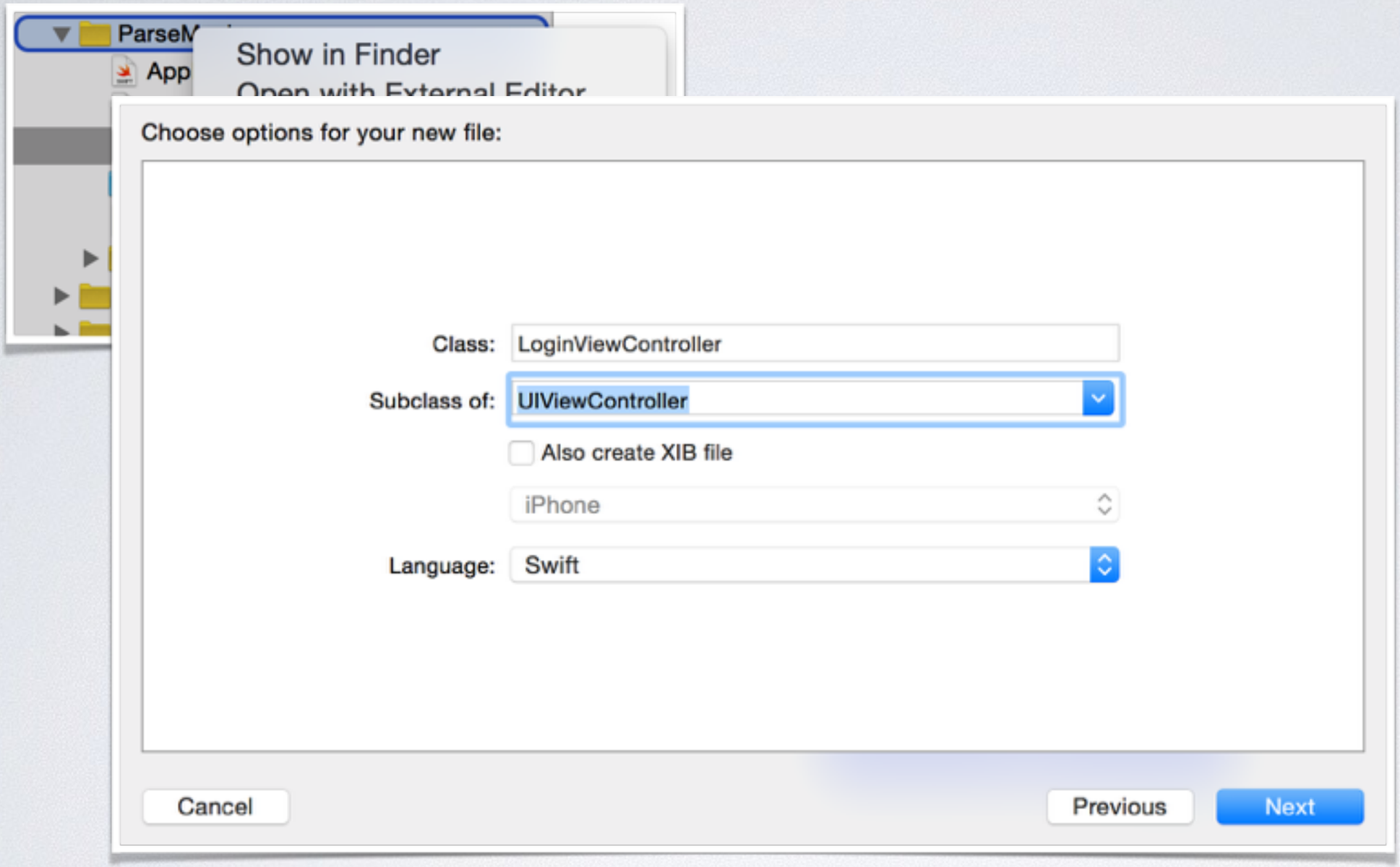

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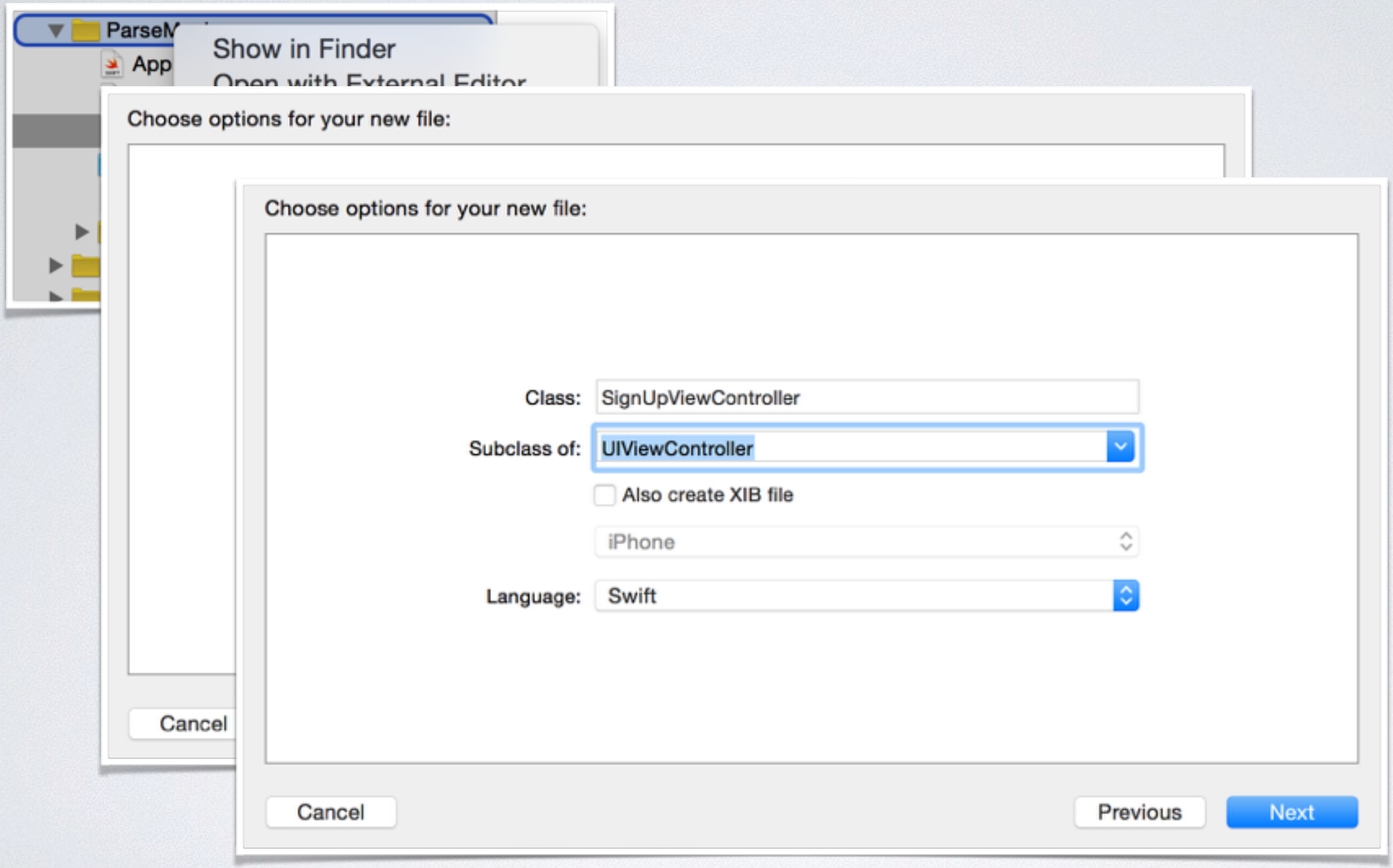
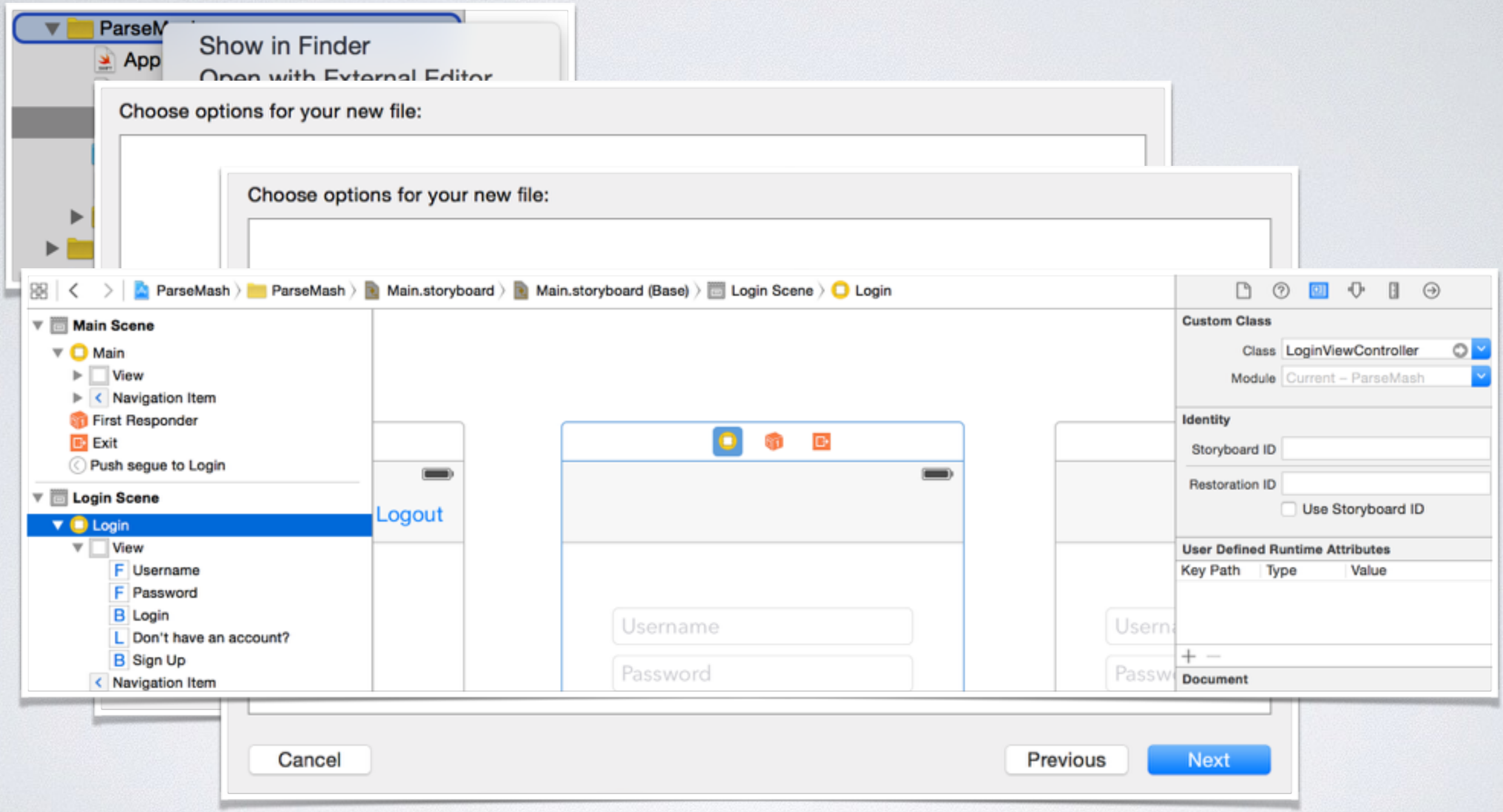


Create Login and Signup View Controllers



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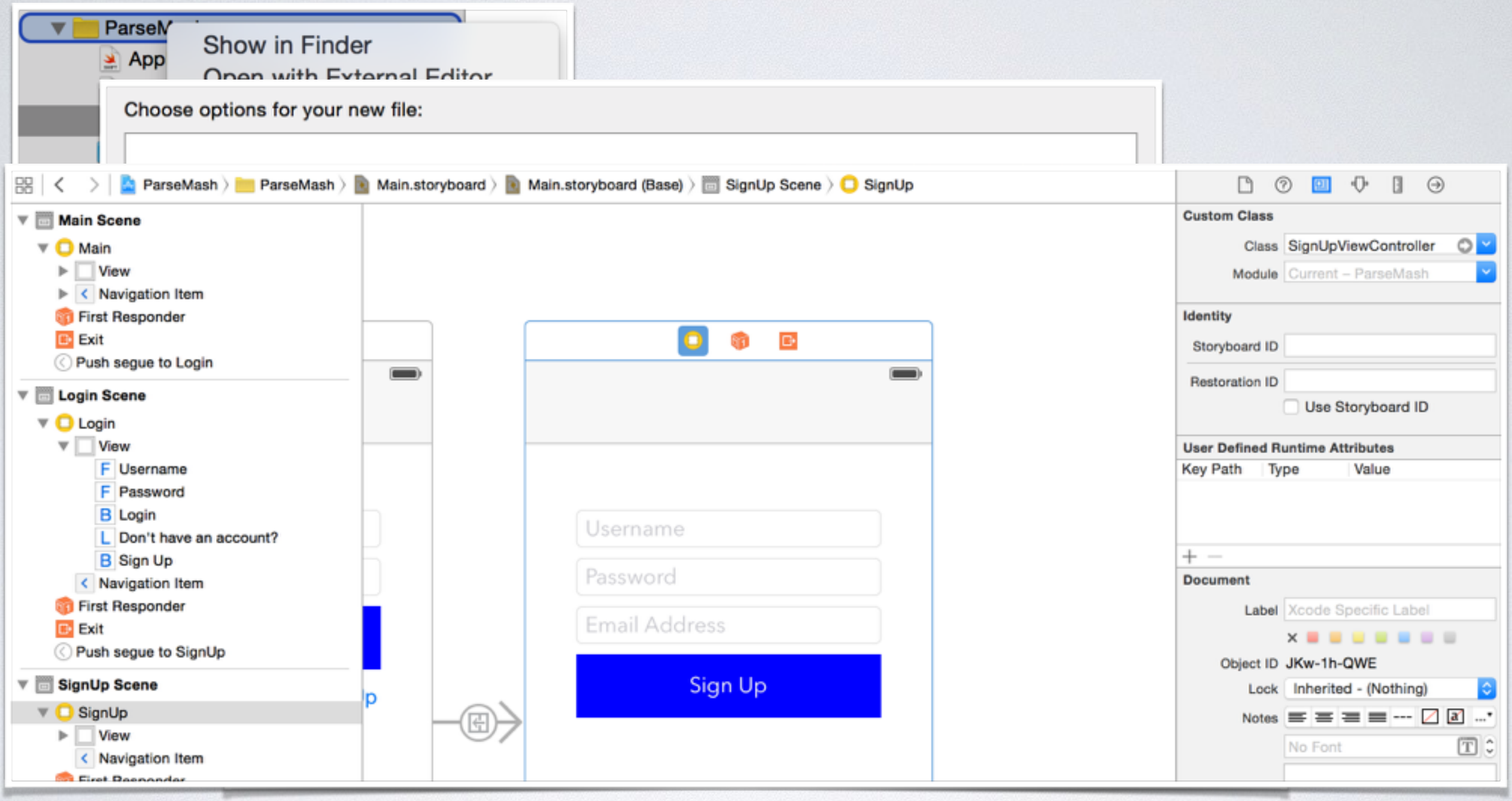

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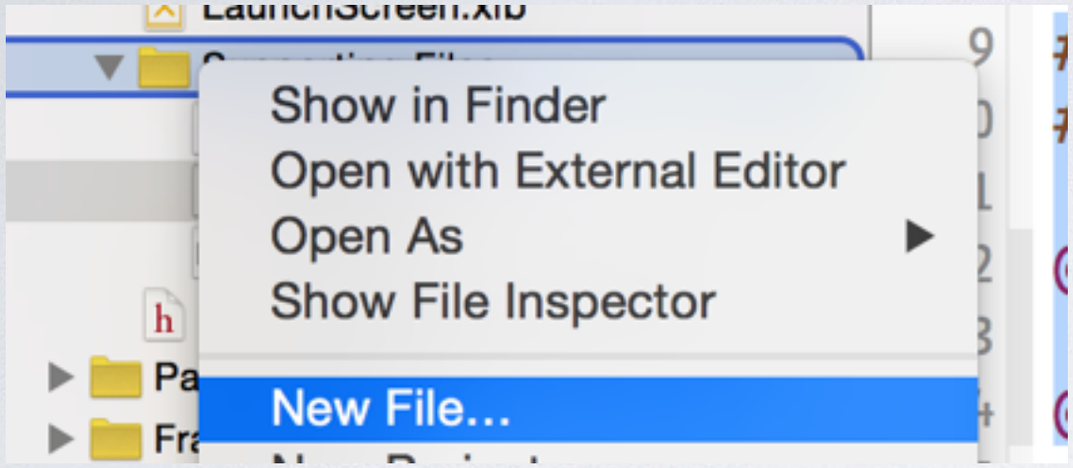
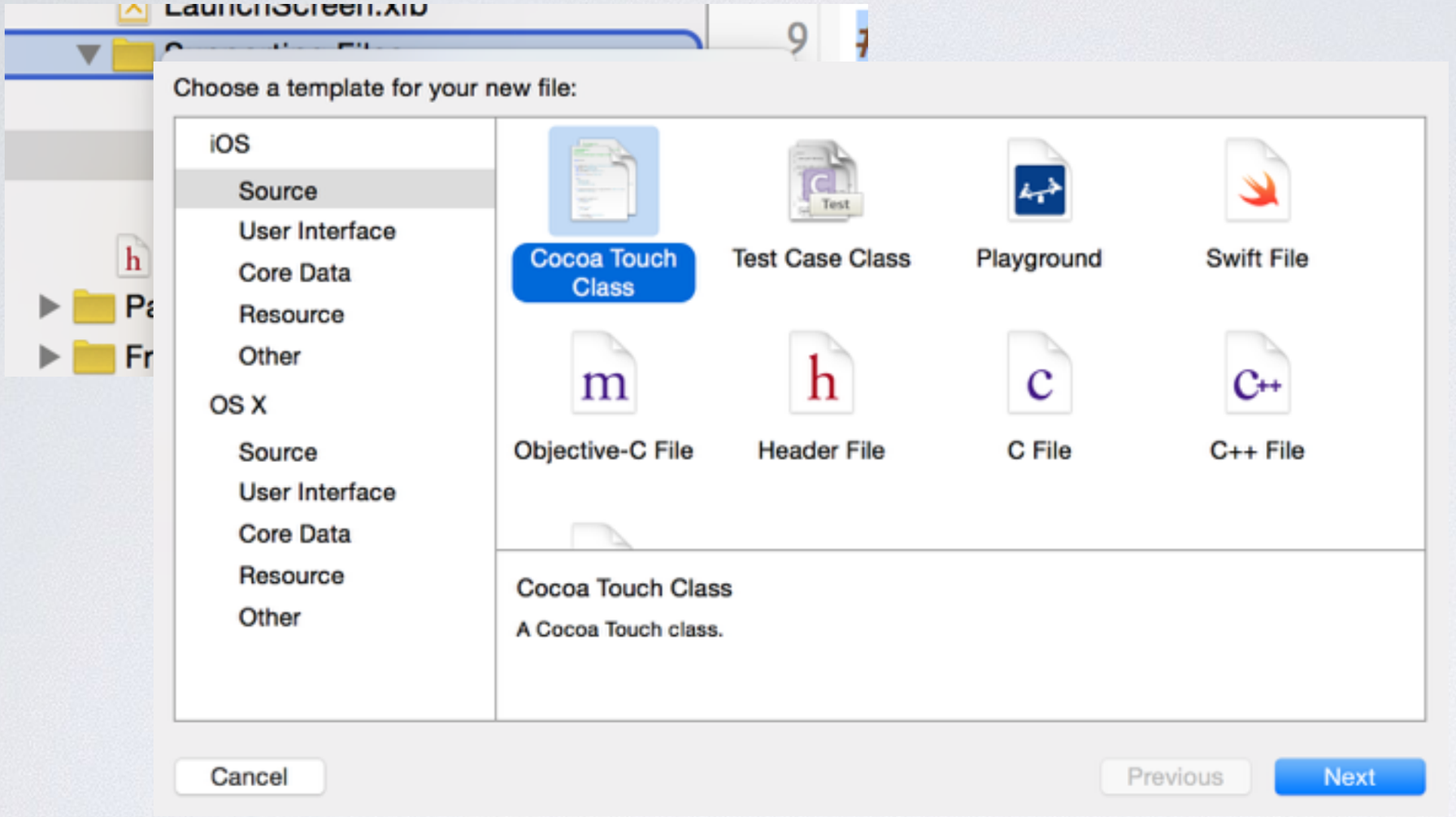
Add the Needed Parse Framework and Prerequisites
The red are required by Parse, but the screenshot is required for our needs

- 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)

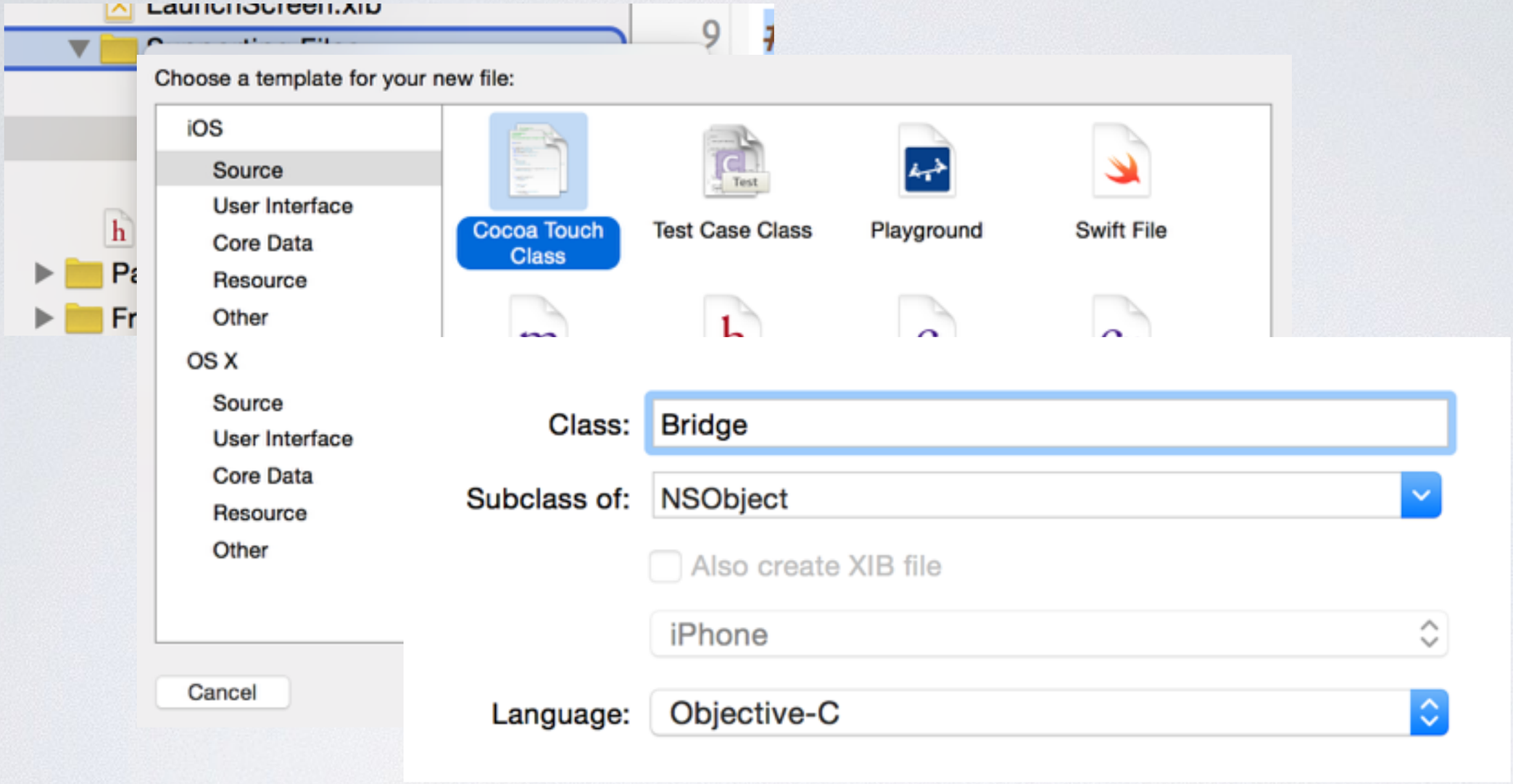
Create Objective-C Bridge



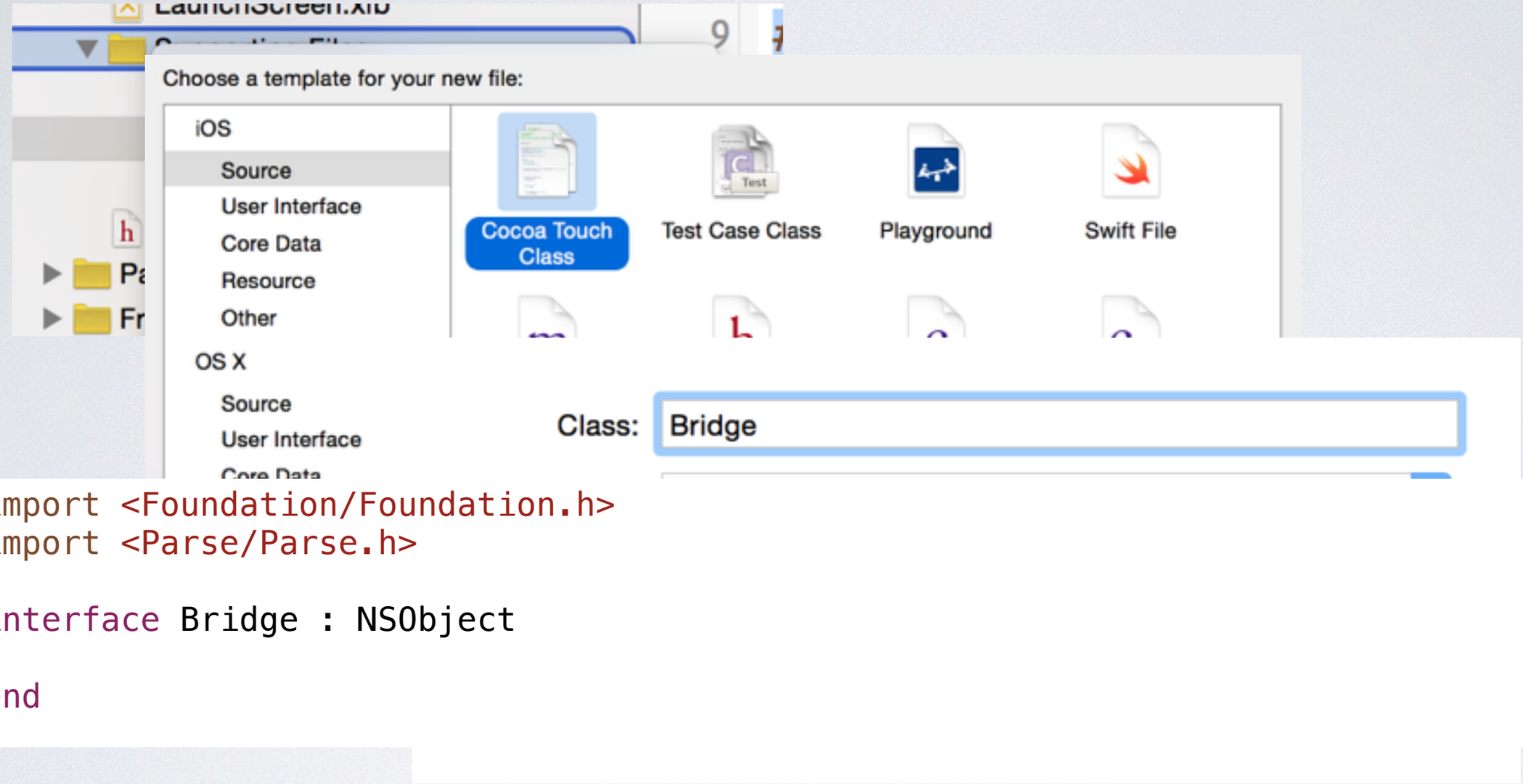
Create Objective-C Bridge



Create Objective-C Bridge



Create Objective-C Bridge

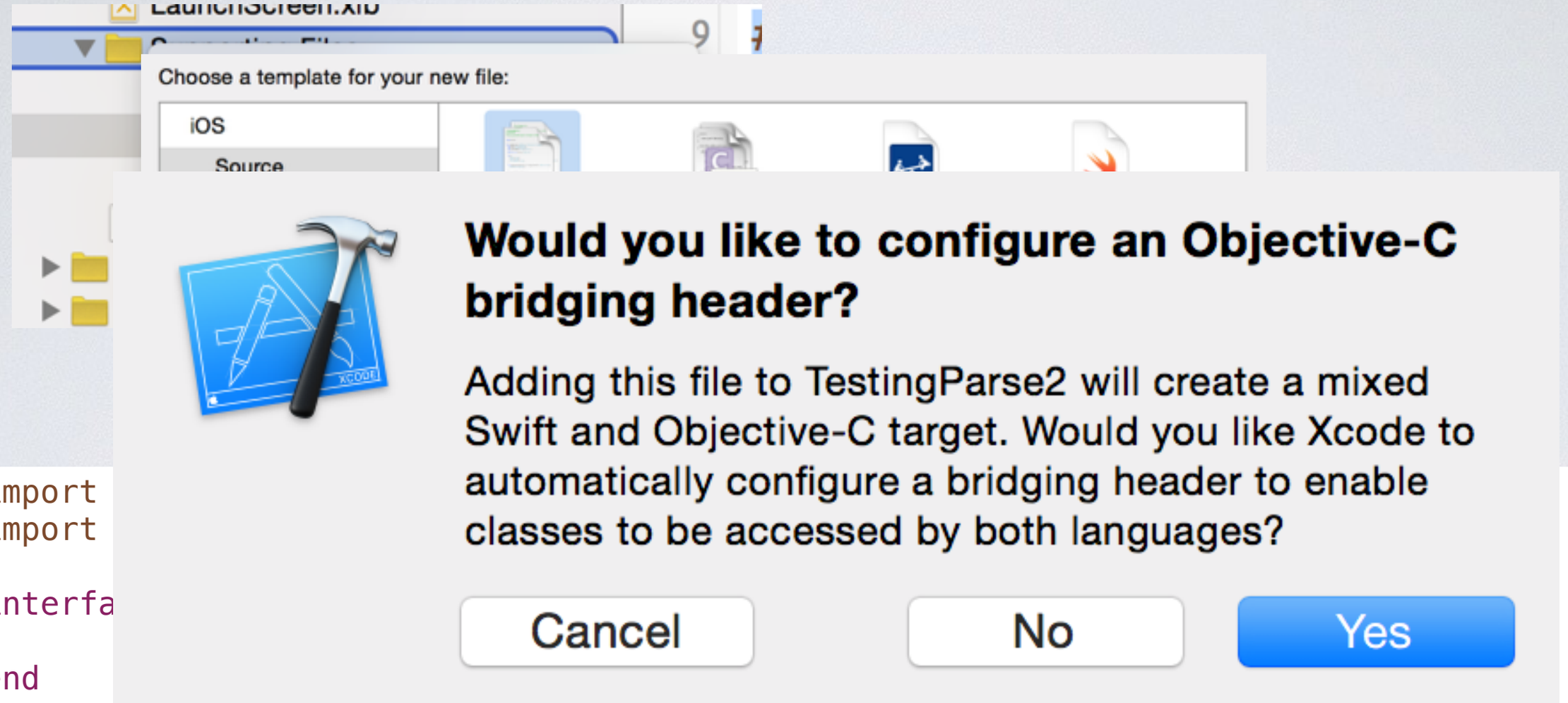



```
#import <Foundation/Foundation.h>
#import <Parse/Parse.h>

@interface Bridge : NSObject

@end
```

Create Objective-C Bridge



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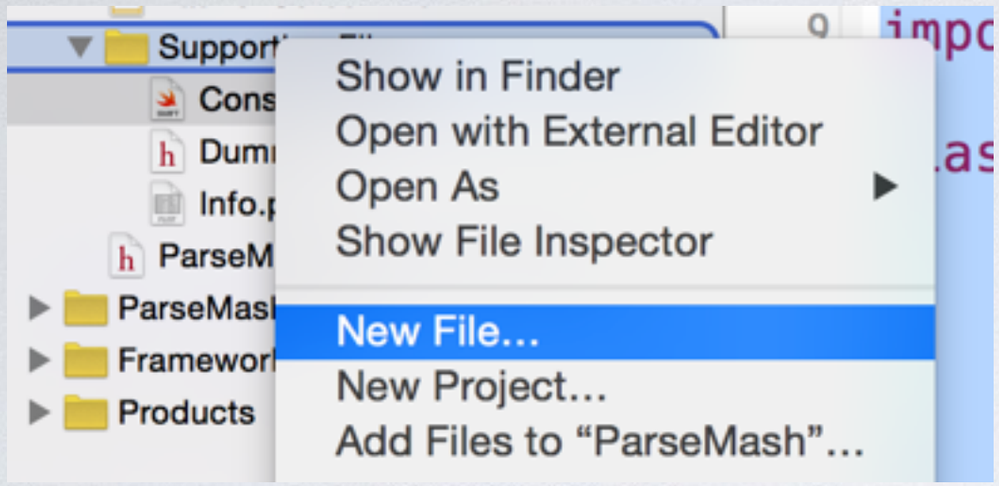
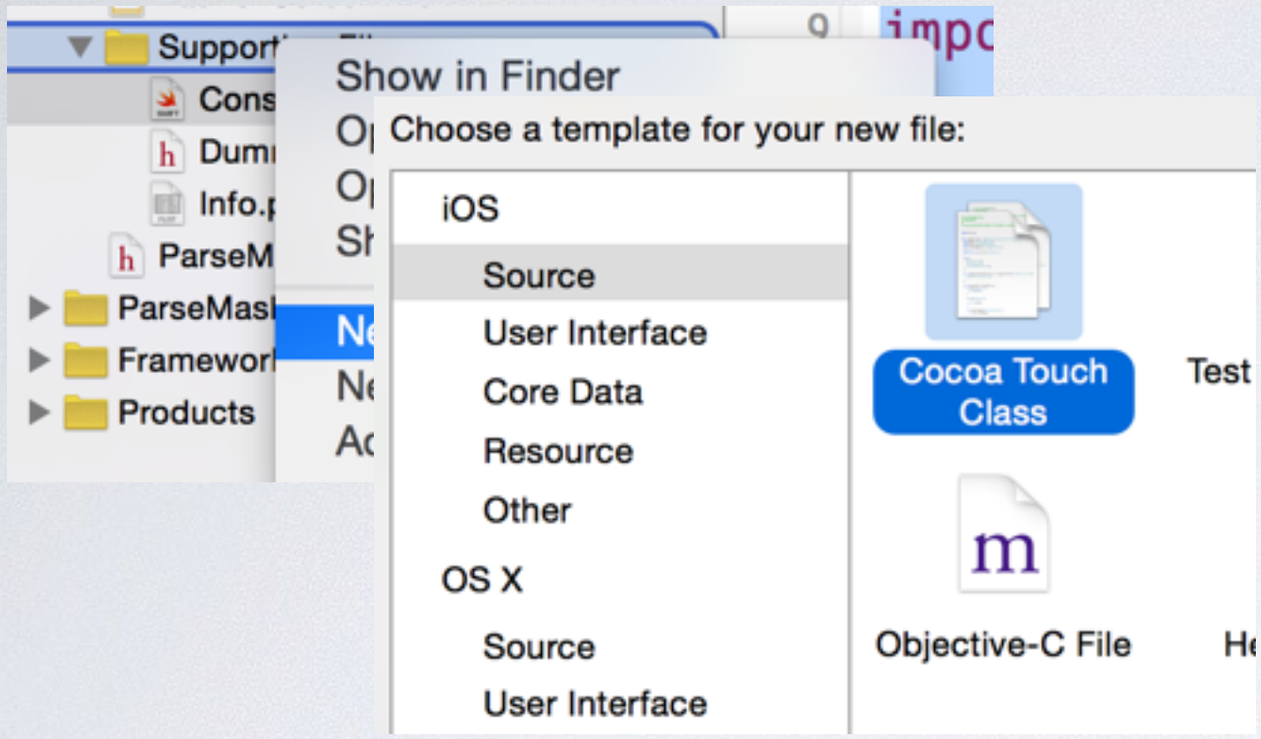
Create a Constants Class



Create a Constants Class



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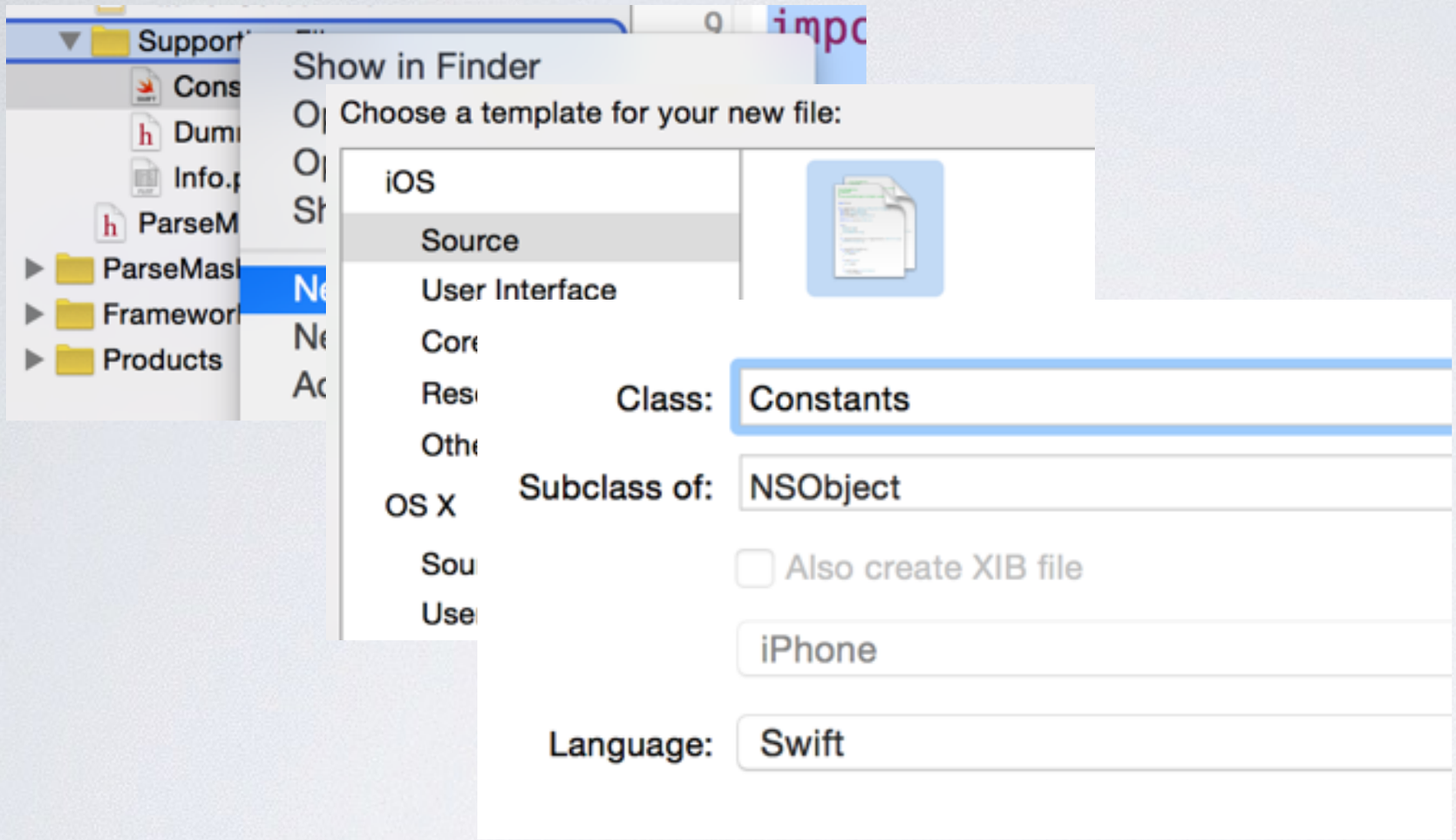
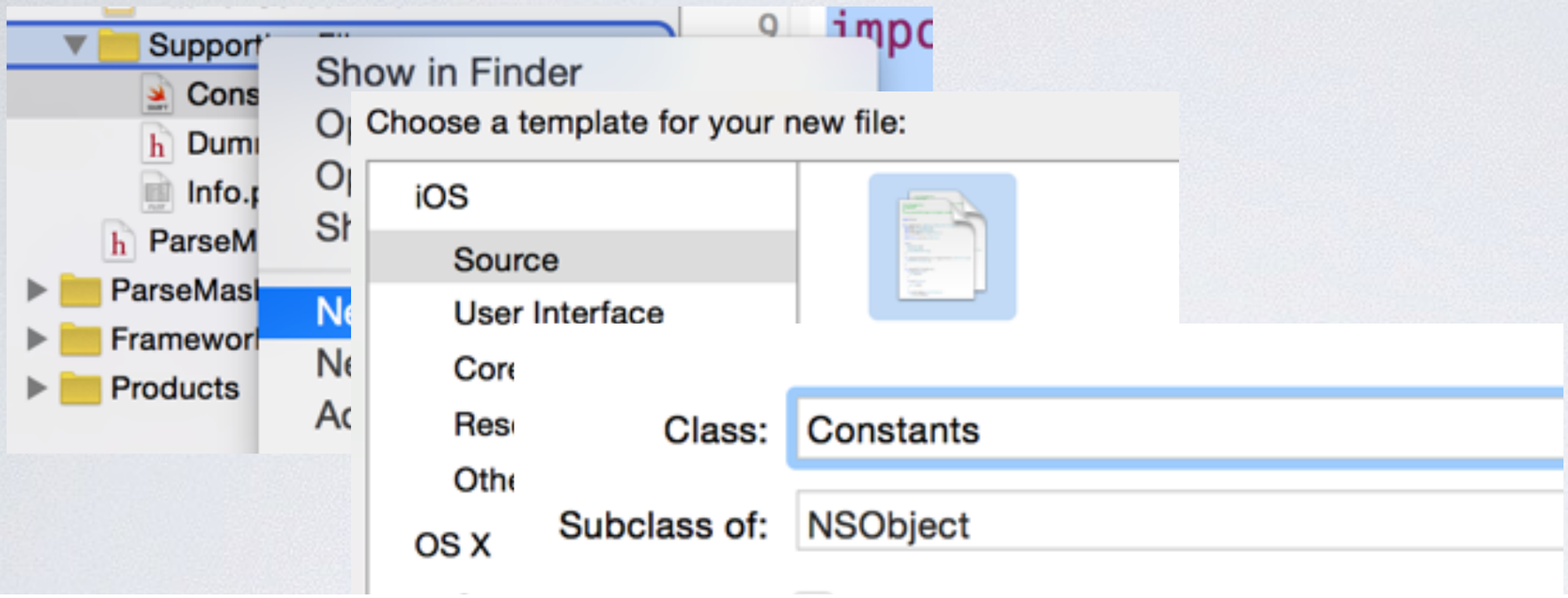


Create a Constants Class

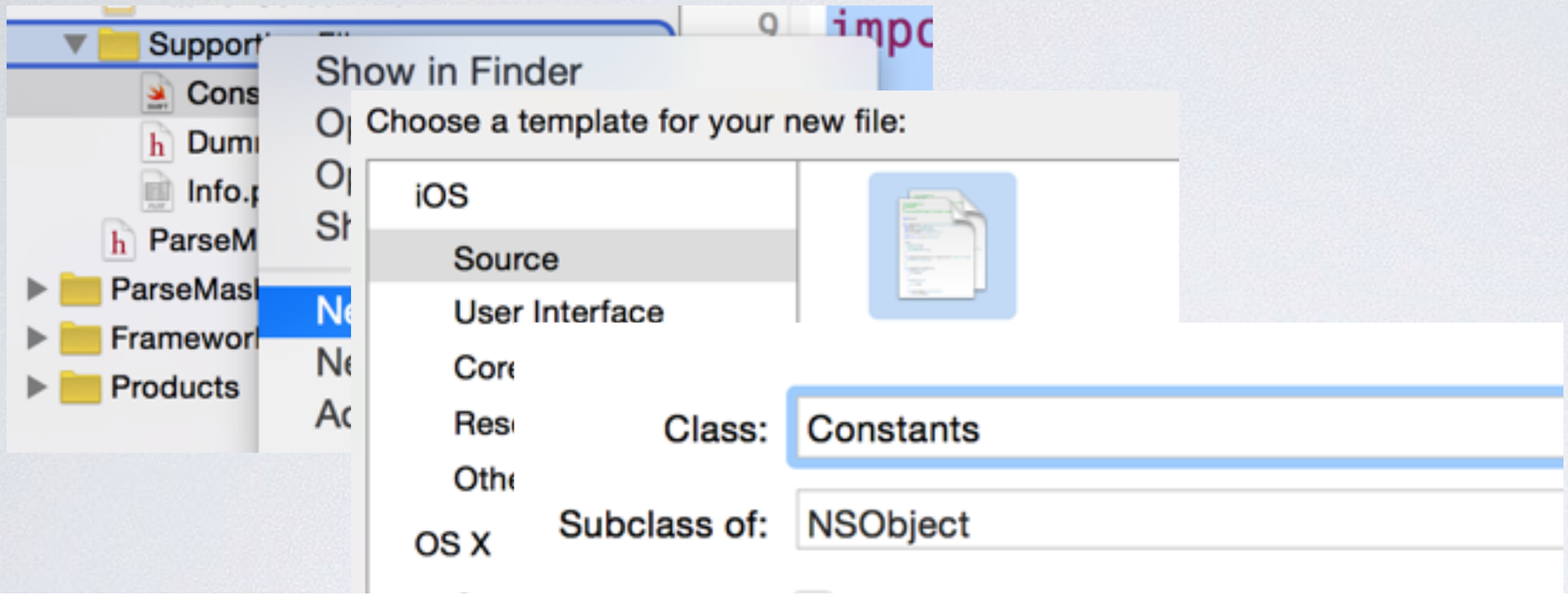


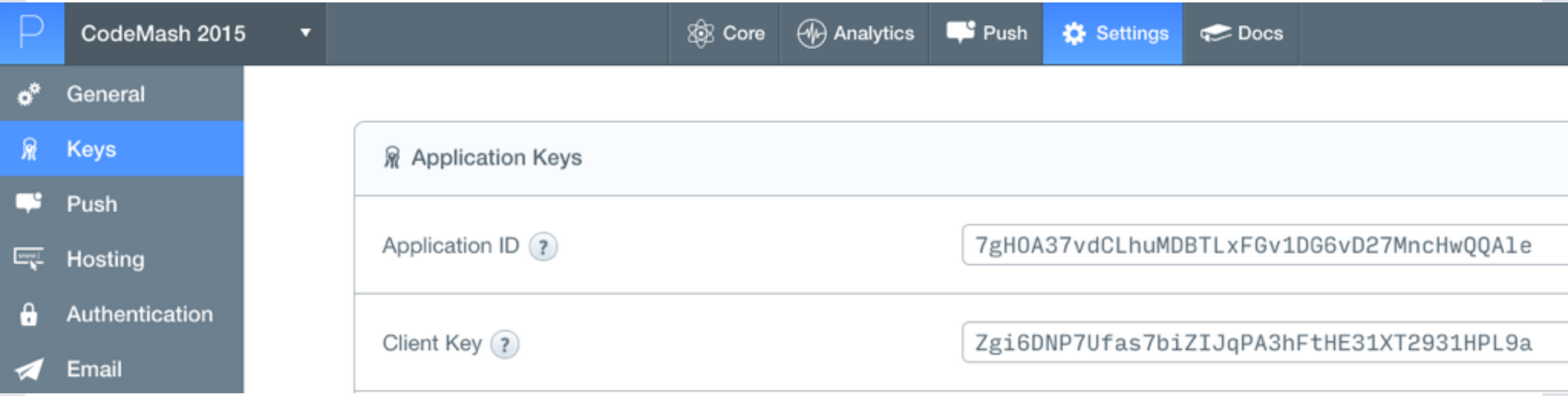

```
import UIKit

class Constants: NSObject {
    let kParseClassName = "Whiskey"
    let kApplicationId  = “Copy and paste from settings"
    let kClientKey      = “Copy and paste from settings"

}
```

Create a Constants Class





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Add Parse to the App Delegate

Add Parse to the App Delegate

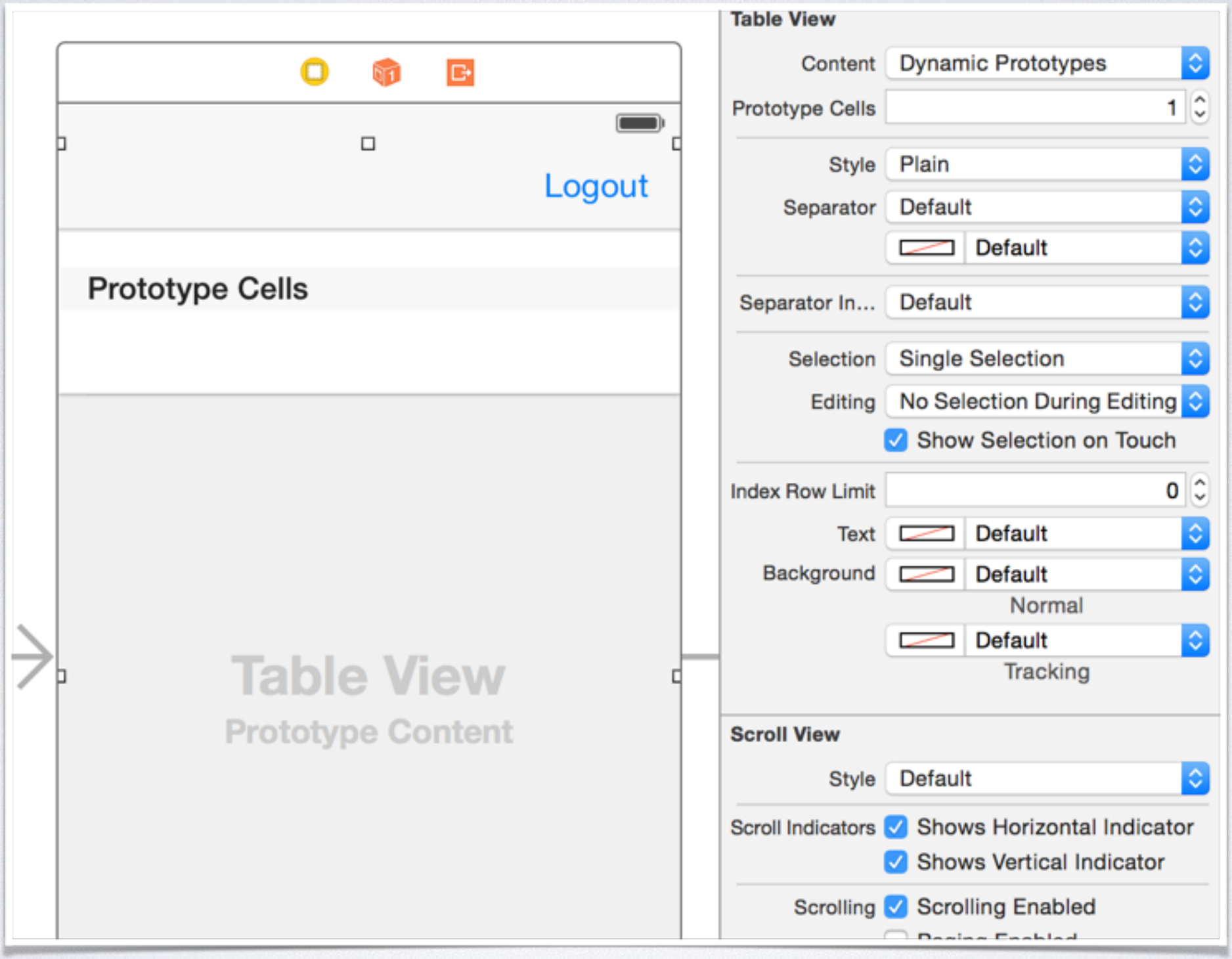
```
import Parse

@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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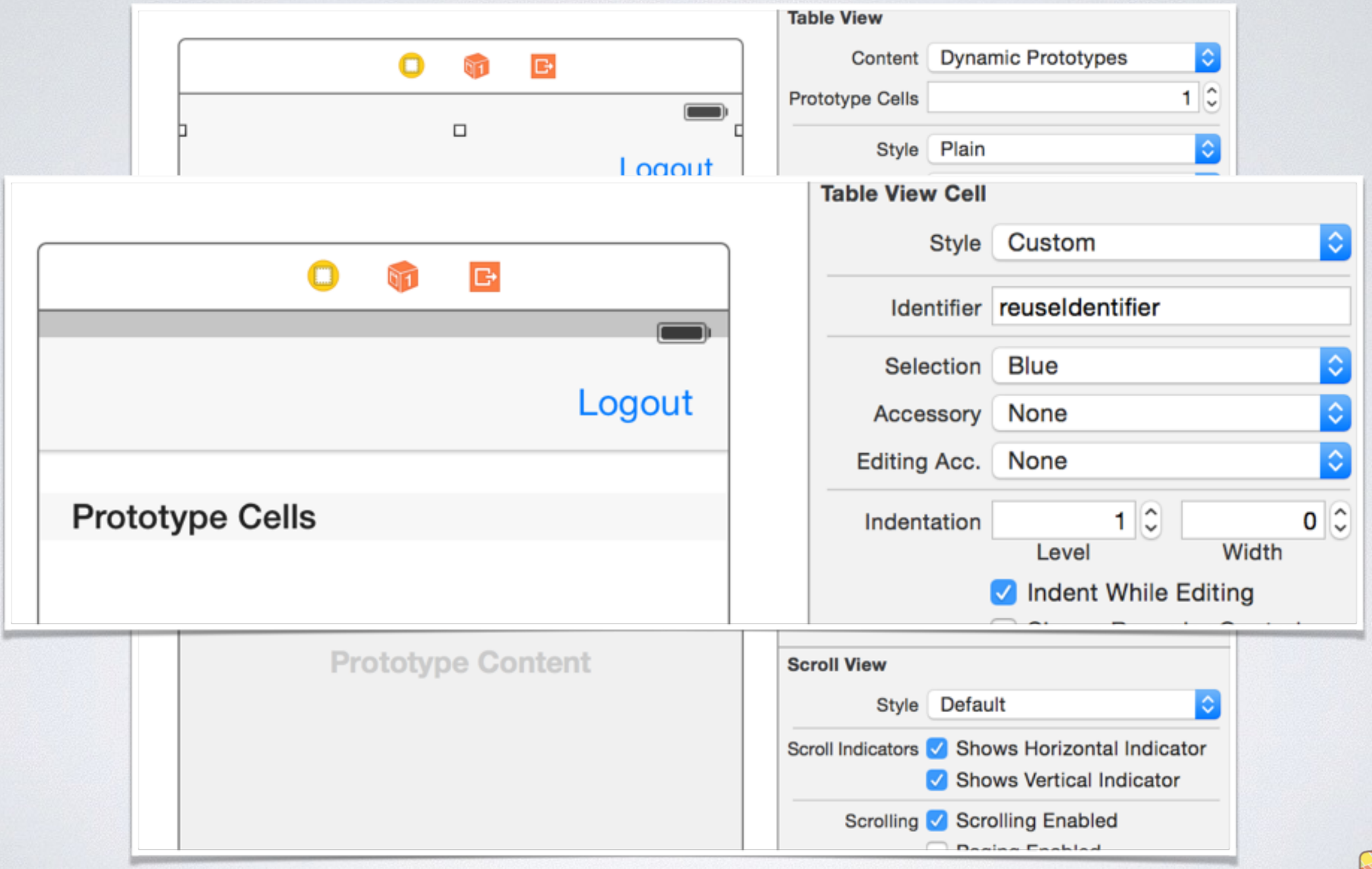

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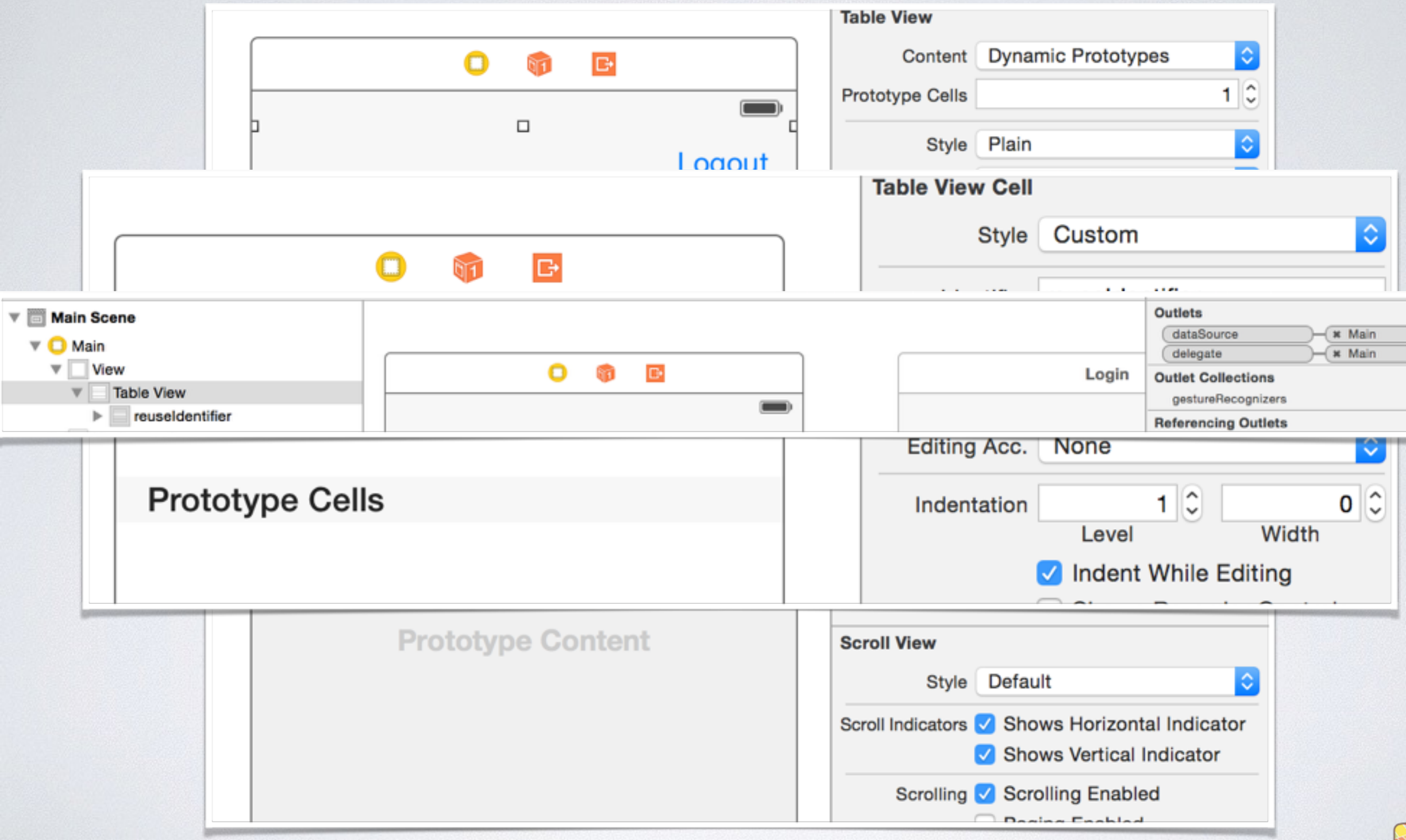


Program Your Main ViewController

```
import UIKit
import Parse

class MainViewController: UIViewController, UITableViewDelegate, UITableViewDataSource {
……
}
```

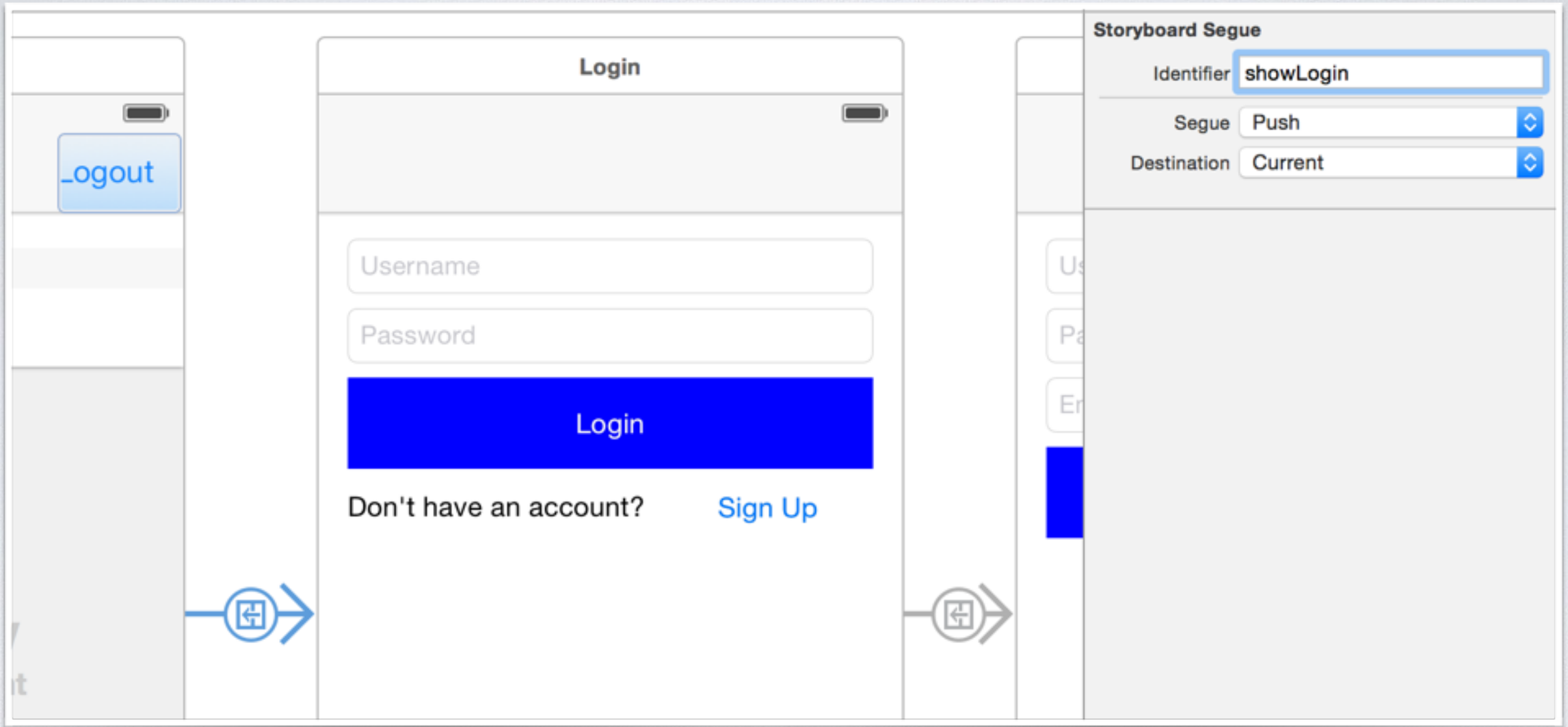
Program Your Main ViewController

```
@IBOutlet var tblWhiskey: UITableView!
let c = Constants()
var whiskeys = [String]()

override func viewDidLoad() {
    super.viewDidLoad()
    // Do any additional setup after loading the view.
    var currentUser = PFUser.currentUser()
    if currentUser != nil {
        var query = PFQuery(className:c.kParseClassName)
        query.findObjectsInBackgroundWithBlock({(NSArray objects, NSError error) in
            if (error != nil) {
                NSLog("error " + error.localizedDescription)
            }
            else {
                NSLog("objects %@", objects as NSArray)
                var whiskeyNames = NSArray(array: objects)

                for whiskey in whiskeyNames {
                    self.whiskeys.append(whiskey.objectForKey("Name") as String);
                }
                self.tblWhiskey.reloadData()
            }
        })
    } else {
        self.performSegueWithIdentifier("showLogin", sender: self)
    }

}
```

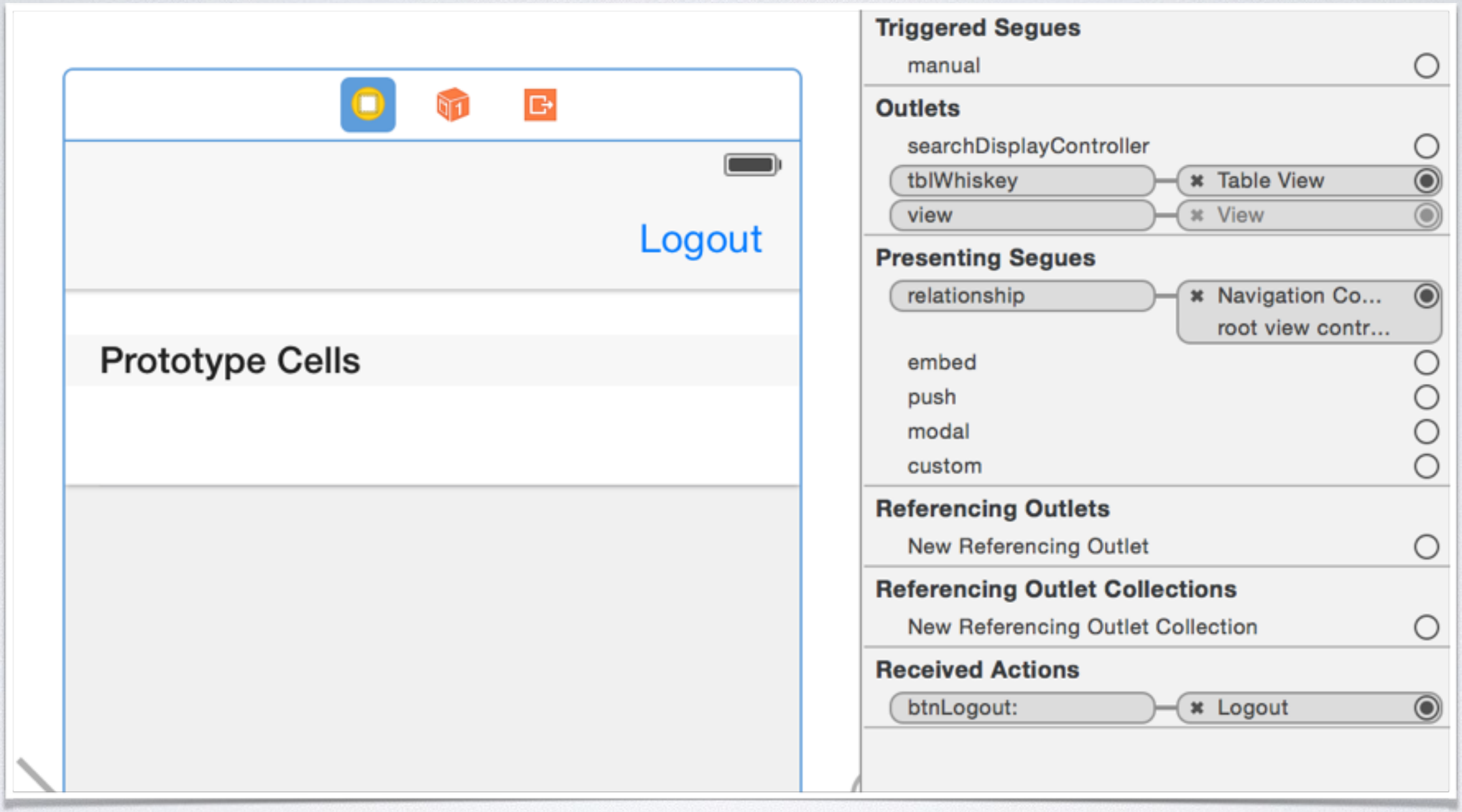
Program Your Main ViewController

```
    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



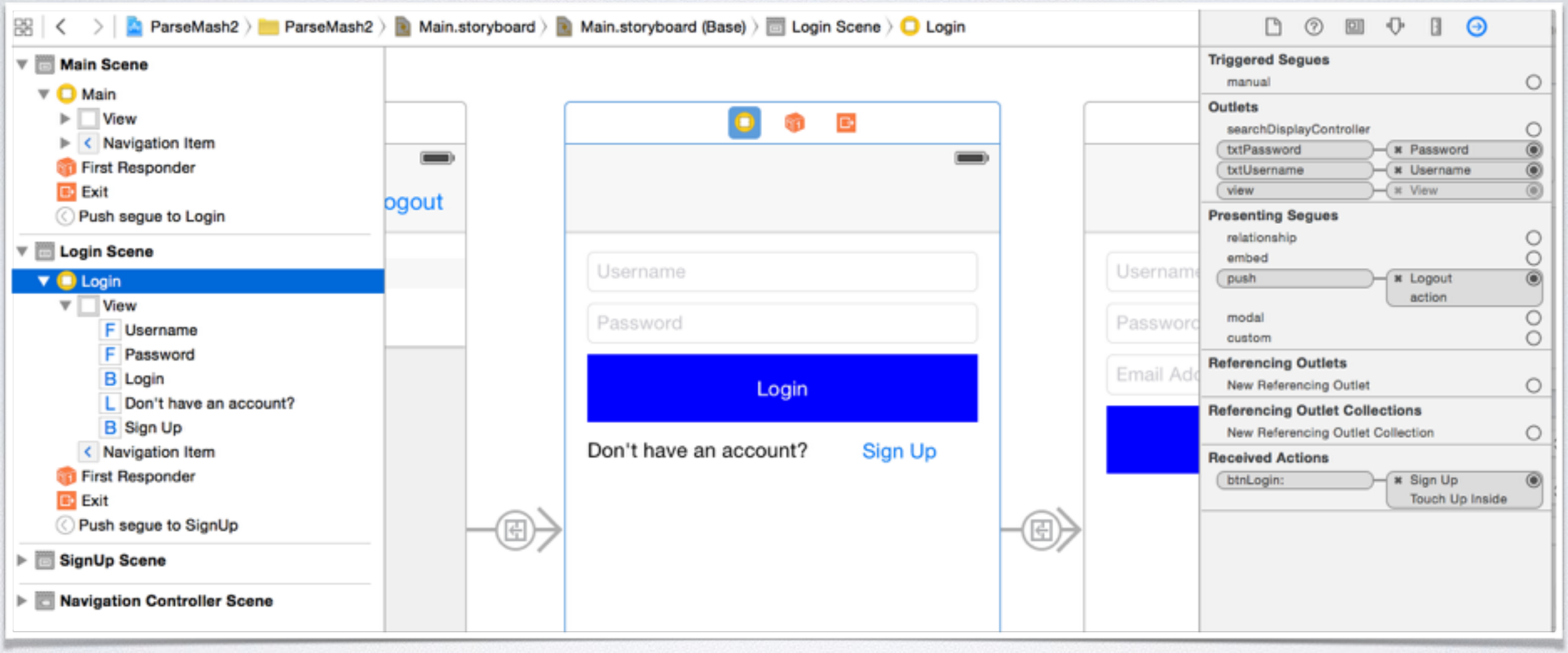
Program Your LoginViewController

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



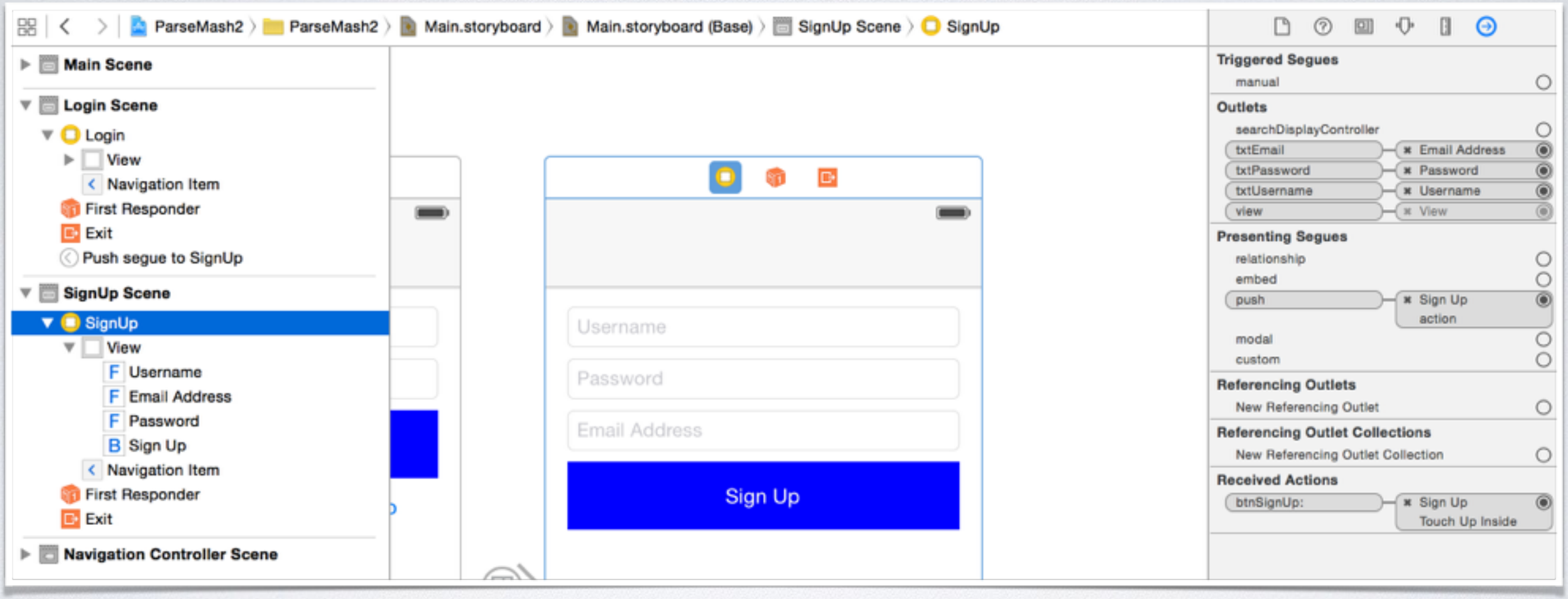
Program Your SignUpViewController

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

    @IBAction func btnSignUp(sender: AnyObject) {
        let username: String =
self.txtUsername.text!.stringByTrimmingCharactersInSet(NSCharacterSet.whitespaceAndNewline
CharacterSet())
        let password: String =
self.txtPassword.text!.stringByTrimmingCharactersInSet(NSCharacterSet.whitespaceAndNewline
CharacterSet())
        let email: String =
self.txtEmail.text!.stringByTrimmingCharactersInSet(NSCharacterSet.whitespaceAndNewlineCha
racterSet())
```

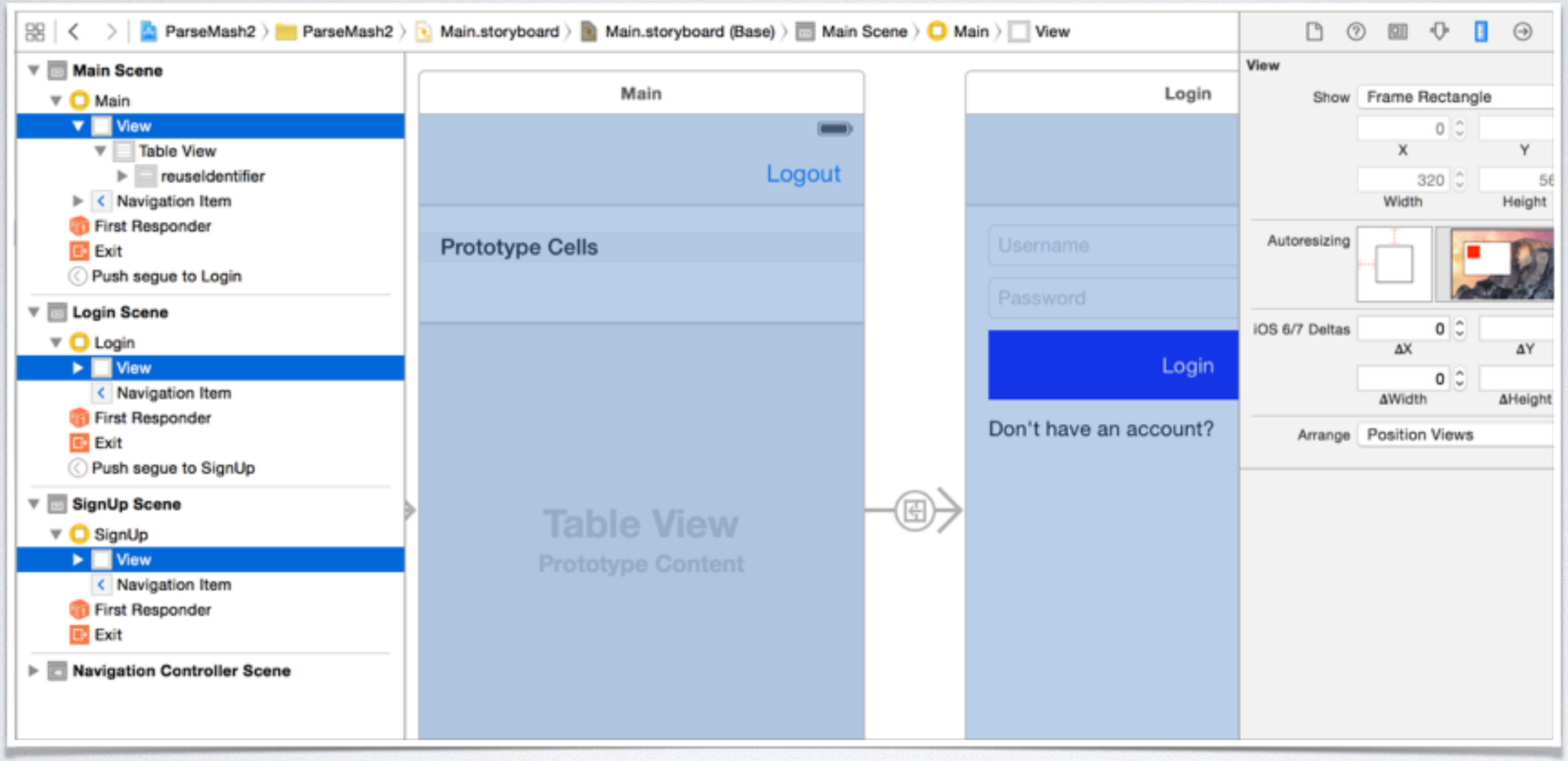
Program Your SignUpViewController

```
    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()
                }
            }
        }
    }
```

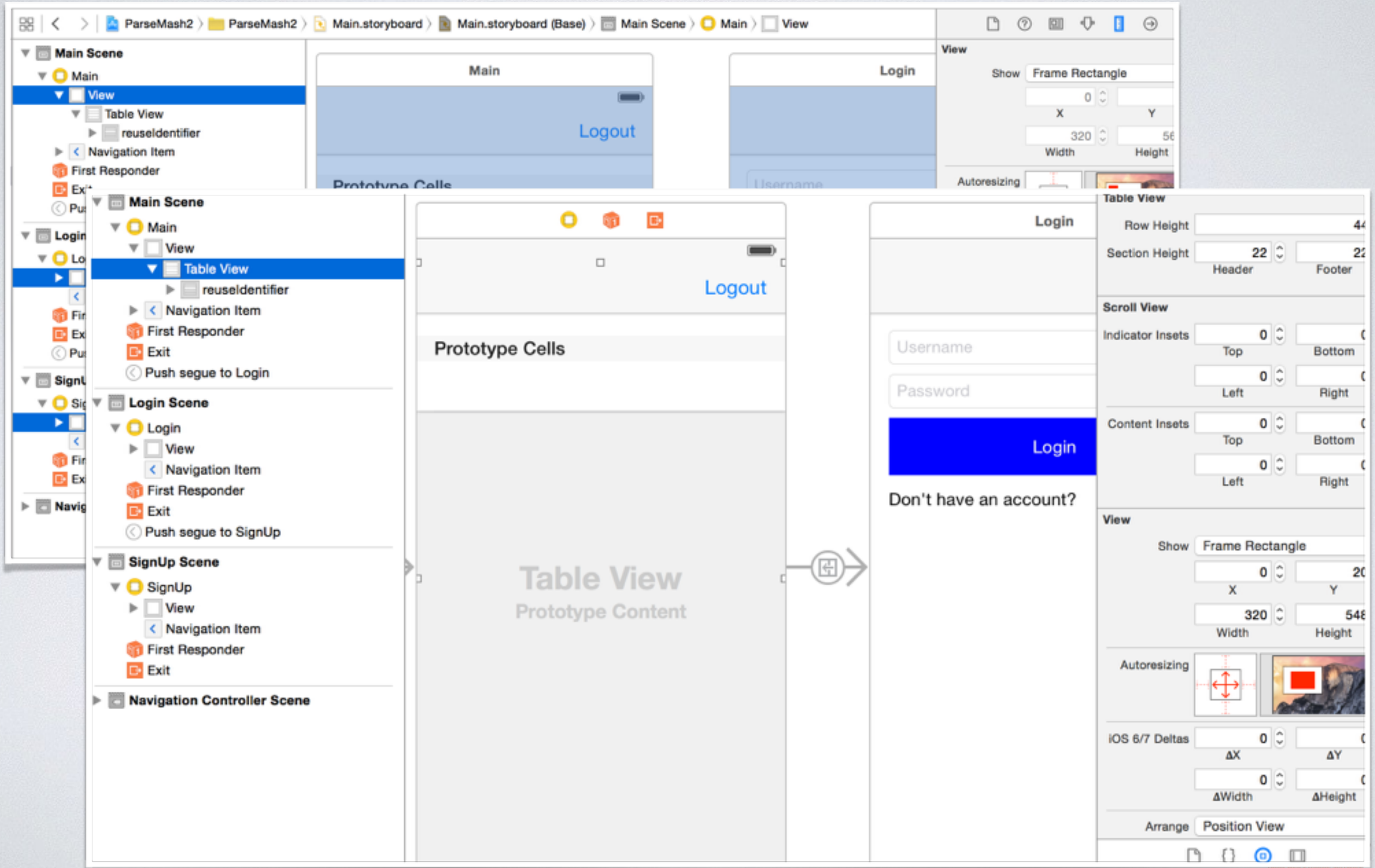
Add your IBAction and IBOutlet Connections to the SignUp View



Clean Up - Because We Aren't Using Auto Layout



Clean Up - Because We Aren't Using Auto Layout



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