Common libraries and packages

Introduction

One of the most fundamental lessons every developer should know is, "Don't reinvent the wheel." This lesson also applies to using libraries and packages in XCode. Why write new code when you can use an existing library that does the job efficiently and faster?

In this reading, you'll explore common libraries and packages available to developers.

Overview of common libraries and packages

If you need to perform a common task, you may not necessarily need to write the code yourself. The reason libraries exist is to have a reliable and efficient way of dealing with these common tasks. This approach is the industry norm and it also saves a great deal of time.

Libraries in XCode extend XCode SDK capabilities by allowing you to use code other developers write. The best libraries provide entirely new functionality and let you do some seriously awesome functions with less code as a developer. Unlike copying and pasting code, libraries are portable and easy to plug in. This method makes it easier for developers to access more advanced features with less work and complexity.

Common libraries and packages can be categorized as image, video, and networking. Let's take a moment to explore these.

iOS image-loading libraries

Image-loading libraries are very useful to avoid high memory consumption caused by loading multiple images simultaneously. A typical scenario is a social media app where a user can see photos posted by other users.

PINRemoteImage

PINRemoteImage is an image-loading library focused on providing a smooth scrolling experience while an image is loading. PINRemoteImage ensures image loading is as swift and smooth as possible by applying smart caching to minimize storage overhead.

iOS video libraries

Displaying videos is usually a daunting task for developers during development. The processes and details to care for can be too numerous without a library.

AVPlayer

AVPlayer is part of the iOS SDK (Software Development Kit). It provides an additional interface to control the playback and timing of a media asset such as a video. One of AVPlayer's biggest benefits is its ease of customization.

iOS networking libraries

In this internet age, almost every mobile app requires some sort of network request to perform one function or the other. Fortunately, there is a wide range of networking libraries available to help developers optimize this process.

AFNetworking

AFNetworking is one of the popular networking libraries in iOS development. It provides you with a great way of making internet calls within your iOS application.

Conclusion

You should now be familiar with common libraries and packages used for developing and working with content in iOS. These libraries and packages are great for quickly developing content without writing new code.