

Learning New Things

Apple's Stuff +
Other People's Stuff

Figuring Out the Impossible

Sometimes you'll want to do something in an app and you won't know at first if it's possible.

If this happens:

- Look at available Apple frameworks
- Scan WWDC videos
- Ask someone who might know
- Google

General Approach

Once you find a solution that seems plausible:

- Start a sample project
- Try things out
- Learn key lessons
- Integrate into your project

Who Dun It?

Unless what you want to do is very, very hard or very, very specific, you'll find that either:

- Apple has figured it out for you
- Someone else has figured it out for you

What next?

Sources of Knowledge

No matter who has the solution, you will still need to learn how to apply it.

Possible sources of information:

- Official Apple documentation
- Online tutorials
- Stack overflow
- Wikipedia

Official by Apple

Apple has some great (most of the time) documentation on their technology.

In order of easy to difficult for a beginner:

- Programming Guide
- Reference
- Header files

WWDC Videos can vary in difficulty

Example

I want to work with Bluetooth and I know Apple has support for it.

Online Tutorials

Some good sites:

- <http://www.raywenderlich.com>
- <http://www.appcoda.com>
- <http://code.tutsplus.com>
- <http://nshipster.com>
- <http://codewithchris.com>

What are some downsides?

Stack Overflow

I'm sure you guys know what this is.

What are some downsides?

Other People's Stuff

What you want might be something either:

- Apple hasn't tackled
- Apple already has a basic implementation of
- Doesn't make sense for Apple to make

Examples of each:

- Augmented Reality
- Wrapper for Keychain
- Material Design

Advantages of Other People's Stuff

Some advantages of using someone else's code:

- They may be an expert on the topic
- They might spend more time on it than you would
- Lets you work on your core idea
- Don't have to repeat grunt work

Disadvantages of Other People's Stuff

There can be a number of disadvantages when using someone else's code:

- Can be difficult to use
- Documentation is `\"_(\u2197)_\"`
- Performance is up to someone else
- May not be updated
- Not much control when there are bugs

Using Other People's Code

Some ways you can use other people's code in your project:

- Source Code
- Framework
- Project Reference (not as often)

Demo

Let's try using someone else's **Source Code**

Disadvantages

There are a number of disadvantages to adding source code directly to your project:

- File name / Class name clashes
- Hard to update
- Sometimes hard to add
- Unexpected changes can happen
- Dependency management

Introducing Cocoapods

CocoaPods is a dependency manager for Swift and Objective-C projects.

The logo for CocoaPods, featuring the text 'COCOAPODS' in a stylized font. The word 'COCO' is in white, 'A' is in red, and 'PODS' is in white, all set against a dark red rectangular background.

⟨COCOAPODS⟩

It simplifies the process of adding frameworks into your project.

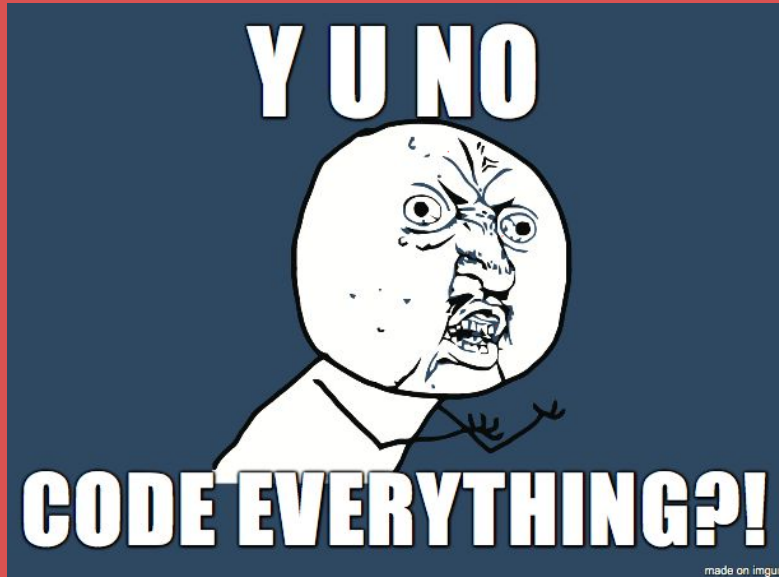
Steps to Install Cocoapods

- Install cocoapods via `gem install cocoapods`
- Navigate to your `.xcodeproj` in terminal and perform a `pod init`
- Add cocoapods you want in the Podfile
- Run `pod install`
- From now on, start using `.xcworkspace`
- For updates `pod update`

Demo

Let's use **Material** in our new app!

Beware the Two Extremes



Where To Go From Here

Here are some resources for you to explore:

- <https://cocoapods.org>
- `pod try <PodName>`
- <http://www.cocoacontrols.com>