1. User

* 1. During the onboarding process, Petwork will store some Facebook property on the User. These values are cached. When user changes his Facebook information, these values may become stale.

Later work: to query Facebook and try update the cache when necessary.

1. Activity class
   1. PFRelation stores relationship information
   2. Four types of activities
2. Photo
   1. Posting: PAPTabBarController uses libraries to take care of photo-taking and photo selecting
   2. PFObject: will be created to associate with the image file (photo taken or selected-photo )
   3. Pre-process the image (uploading and resizing, creating thumbnail) when user is entering comments.
3. Set up
   1. <http://cocoapods.org/#install> Type: “sudo gem install cocoapods” in your terminal
   2. run the following scripts: “cd Anypic-iOS

pod install”

* 1. follow the instructions on <https://github.com/ParsePlatform/Anypic>
  2. install cloud code <https://www.parse.com/docs/cloud_code_guide>

1. Got this trouble: <https://github.com/CocoaPods/CocoaPods/issues/2627>

<https://github.com/CocoaPods/swift/issues/29>

<http://www.objc.io/issue-6/cocoapods-under-the-hood.html>

<https://github.com/facebook/xctool/issues/107>

<http://stackoverflow.com/questions/17072396/cocoapods-errors-on-project-build>

Notes on the course:

1, when add a new class, use cocoa touch class.

2, add ParseUI.framework

3, the main storyboard is named as “main”, other than “mainstoryboard”

4, in AppDelegate.m, add “#import <FacebookSDK/FacebookSDK.h>

#import <ParseFacebookUtils/PFFacebookUtils.h>”

5, Under Targets, General, Linked Frameworks and Libraries add:

* Social.framework
* Accounts.framework

6, add “[PFFacebookUtils initializeFacebook];” in AppDelegate.m before using PFFacebookUtils

**Problems to solve:** After login, should go to homepage

The app is taking a lot of resources.