# AMImageManager

The app uses a custom library called AMImageManager to deal with the storage and retrieval of images. The library has a custom UIImageView class that receives UIImage object or an URL and retrieves the Image asynchronously and stores it in the local database and also in a cache memory. I created this library out of my own interest during winter break.

The cache is a dictionary where

* Key : URL of the image
* Value : Cache Item that stores size , data, URL and last accessed time of the Image.

Each time when an image is to be loaded, the library goes with following order of checking.

If (image is in chache){

Use the image

}

else {

if (image is in database){

get the image to cache

use the image

}

else{

download the image using URL

store image in the database

store image in cache.

}

}