

SWIFT Scripting

AYAKA NONAKA

@AYANONAGON

Designers
ENGINEERS



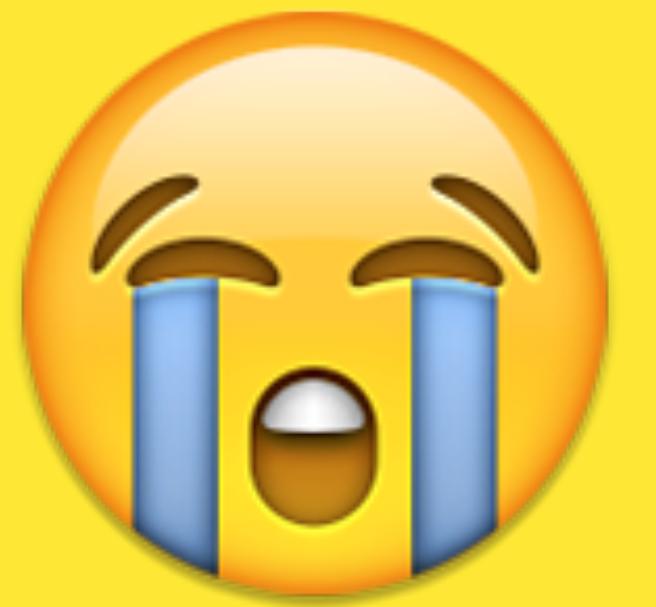
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- ▶ Engineer adds to venmo-ios codebase





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 - ▶ Sometimes assets sizes are wrong
 - ▶ No easy way to see all the assets in our app





POD 'VENMO-IOS-IMAGES'



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 - ▶ pod update A small icon of a rocket ship launching, indicating the deployment or execution of the code.

- ▶ Engineer generates UIImage category for the new image(s)

WE'RE LAZY

**AUTOMATE ALL
THE THINGS!**

Script ALL THE
THINGS!

SCRIPTING

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- ▶ Light-weight (no Xcode projects?)
 - ▶ Tooling

JANUARY 22ND, 2015

Ayaka Nonaka [11:07 AM]

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that might be kind of fun

JANUARY 22ND, 2015

Eli Perkins [11:08 AM]
swift could be fun!



**CHALLENGE
ACCEPTED**

```

#!/usr/bin/env xcrun swift

import Foundation

// MARK: - Helpers

func writeNewline(outputStream: NSOutputStream) {
    outputStream.write("\n", maxLength: 1)
}

func writeLine(outputStream: NSOutputStream, string: String) {
    outputStream.write(string, maxLength: countElements(string))
    writeNewline(outputStream)
}

func methodDeclarationFromFileName(fileName: String) -> String {
    let noUnderscoresFileName = fileName.stringByReplacingOccurrencesOfString("_", withString: "", options: .LiteralSearch, range: nil)
    let uncapitalizedFileName = uncapitalized(noUnderscoresFileName)
    return "+ (UIImage *)ven_:(uncapitalizedFileName)"
}

func uncapitalized(string: String) -> String {
    var index = advance(string.startIndex, 1)
    let first = string.substringToIndex(index)
    let rest = string.substringFromIndex(index)
    return "(first.lowercaseString)|(rest)"
}

func fileNameWithoutExtension(fileName: String) -> String {
    let pattern = "[a-zA-Z]*\\.(png)"
    let expression = NSRegularExpression(pattern: pattern, options: nil, error: nil)
    let result = expression!.matchesInString(fileName, options: nil, range: NSRange(location: 0, length: countElements(fileName)))
    let textCheckingResult = result[0] as NSTextCheckingResult
    let range = textCheckingResult.rangeAtIndex(0)
    return (fileName as NSString).substringWithRange(range)
}

func imageFileNames(path: String) -> [String] {
    let fileManager = NSFileManager.defaultManager()
    let enumerator = fileManager.enumeratorAtPath(path)
    var fileNames = NSMutableOrderedSet()
    while let fileName = enumerator?.nextObject() as? String {
        if fileName.hasSuffix("png") {
            fileNames.addObject(fileNameWithoutExtension(fileName))
        }
    }
    return fileNames.array as [String]
}

// MARK: - Script that generates UIImage+VenmoImages category class

let fileNames = imageFileNames("generated-assets")

let categoryName = "UIImage+VenmoImages"
let headerFileName = "\u{categoryName}.h"

// Generate the interface
if let outputStream = NSOutputStream(toFileAtPath: headerFileName, append: false) {
    outputStream.open()
    writeln(outputStream, "#import <Foundation/Foundation.h>")
    writeNewline(outputStream)
    writeln(outputStream, "@interface UIImage (VenmoImages)")
    writeln(outputStream, "")
    for fileName in fileNames {
        writeln(outputStream, "\u{methodDeclarationFromFileName(fileName)};")
    }
    writeln(outputStream)
    writeln(outputStream, "@end")
    outputStream.close()
} else {
    println("Unable to open interface file")
}

// Generate the implementation
if let implOutputStream = NSOutputStream(toFileAtPath: "\u{categoryName}.m", append: true) {
    implOutputStream.open()
    writeln(implOutputStream, "#import \"\u{headerFileName}\"")
    writeNewline(implOutputStream)
    writeln(implOutputStream, "@implementation UIImage (VenmoImages)")
    writeln(implOutputStream, "")
    for fileName in fileNames {
        writeln(implOutputStream, "\u{methodDeclarationFromFileName(fileName)}")
        writeln(implOutputStream, "{")
        writeln(implOutputStream, "    return [UIImage imageNamed:@\"Venmo.bundle/\u{fileName}\"];" )
        writeln(implOutputStream, "}")
        writeln(implOutputStream)
    }
    writeln(implOutputStream, "@end")
    implOutputStream.close()
} else {
    println("Unable to open implementation file")
}

```

SWIFT

- ▶ familiar API's

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- ▶ “light” feeling language

SWIFT

- ▶ familiar API's
- ▶ “light” feeling language
- ▶ overly protective compiler is a caring compiler

**REDUCE LANGUAGE
DEPENDENCIES**

NON “PRODUCTION” USE

**JUST ANOTHER REASON TO
WRITE *Swift***

XCRUN SWIFT HELLO-WORLD.SWIFT

CHMOD +X HELLO-WORLD.SWIFT

#!/USR/BIN/ENV XCRUN SWIFT

./HELLO-WORLD.swift

Live Demo!

DEPENDENCY MANAGEMENT?

GIT SUBMODULES

- ▶ Simple, does very little.
- ▶ Maybe too little?

COCOAPODS

- ▶ Swift!
- ▶ Does dependency management.
- ▶ Relies on Xcode project.

CARTHAGE

- ▶ Swift!
- ▶ Does dependency management.
- ▶ Manually add framework to project.

CARTFILE

```
github "jdhealy/PrettyColors"  
github "Alamofire/Alamofire"
```

\$ CARTHAGE BOOTSTRAP

```
*** No Cartfile.resolved found, updating dependencies
*** Fetching PrettyColors
*** Fetching Alamofire
*** Checking out Alamofire at "1.1.4"
*** Checking out PrettyColors at "v1.0.0"
*** xcodebuild output can be found in /var/folders/blah
*** Building scheme "Alamofire iOS" in Alamofire.xcworkspace
*** Building scheme "Alamofire OSX" in Alamofire.xcworkspace
*** Building scheme "PrettyColors iOS" in PrettyColors.xcodeproj
*** Building scheme "PrettyColors Mac" in PrettyColors.xcodeproj
```

```
→ swiftsummit git:(master) ✘ ls Carthage/Build/iOS  
Alamofire.framework    PrettyColors.framework
```

/LIBRARY/FRAMEWORKS

?

→ swiftsummit git:(master) ✘ swift -help

OVERVIEW: Swift compiler

USAGE: swift [options] <inputs>

OPTIONS:

...

-F <value>

Add directory to framework search path

```
#!/usr/bin/env xcrun swift -F Carthage/Build/iOS
```

THE MISSING STUFF

- ▶ Auto-completion

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- ▶ A better way to do dependency management

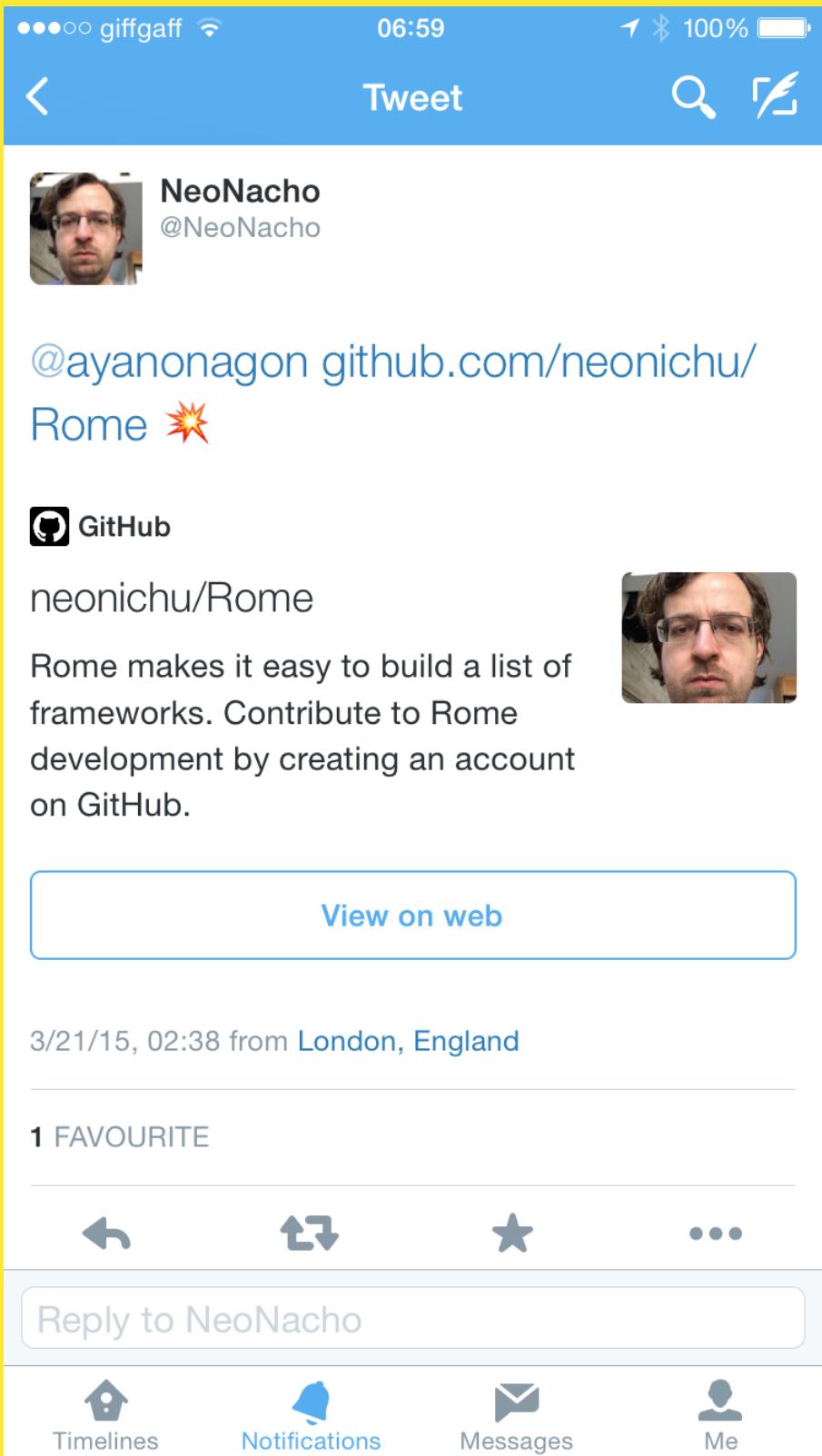
THE MISSING STUFF

- ▶ Auto-completion
- ▶ A better way to do dependency management
- ▶ More tools

- ▶ **Keithbsmiley/swift.vim**
- ▶ **jdhealy/PrettyColors**
- ▶ **thoughtbot/Argo**
- ▶ **kylef/CLIKit**
- ▶ **nomothetis/SemverKit**
- ▶ **BananaKit?** 
- ▶ **???**



PLOTTWIST



 [neonichu / Rome](#)

[Watch](#) [Star](#) 2 [Fork](#) 0

Rome makes it easy to build a list of frameworks.

 2 commits  1 branch  1 release  1 contributor

  [branch: master](#) [Rome](#) / + 

First prototype.

 neonichu	authored 6 hours ago	latest commit 88b33e11f8
 lib	First prototype.	6 hours ago
 spec	First prototype.	6 hours ago
 .gitignore	Initial commit	6 hours ago
 Gemfile	Initial commit	6 hours ago
 Gemfile.lock	First prototype.	6 hours ago
 LICENSE.txt	Initial commit	6 hours ago
 README.md	First prototype.	6 hours ago
 Rakefile	Initial commit	6 hours ago
 cocoapods-rome.gemspec	Initial commit	6 hours ago

 [README.md](#)

cocoapods-rome

Rome makes it easy to build a list of frameworks for consumption outside of Xcode, e.g. for a Swift script.

Code

 [Issues](#) 2

 [Pull requests](#) 0

 [Wiki](#)

 [Pulse](#)

 [Graphs](#)

SSH clone URL

```
git@github.com:neonichu
```

You can clone with [HTTPS](#), [SSH](#), or [Subversion](#). 

 [Clone in Desktop](#)

 [Download ZIP](#)

cocoapods-rome

Rome makes it easy to build a list of frameworks for consumption outside of Xcode, e.g. for a Swift script.

Installation

```
$ gem install cocoapods-rome
```

Usage

Write a simple Podfile like this:

```
platform :osx, '10.10'  
use_frameworks!  
  
plugin 'cocoapods-rome'  
  
pod 'Alamofire'
```

then run this:

```
pod install --no-integrate --no-repo-update
```

and you will end up with dynamic frameworks:

```
$ tree Rome/  
Rome/  
└── Alamofire.framework
```

BIT.LY/SWIFTSRIPTING

???

@AYANONAGON

