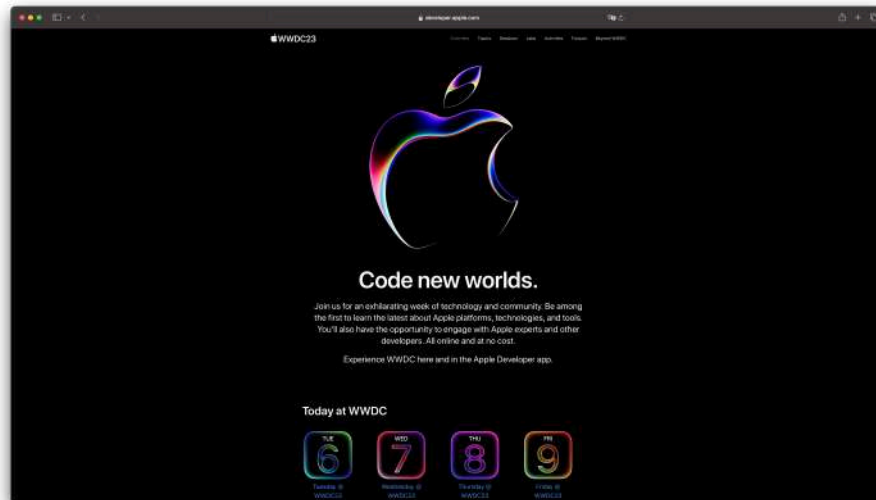


## Best Practice for iOS Developer

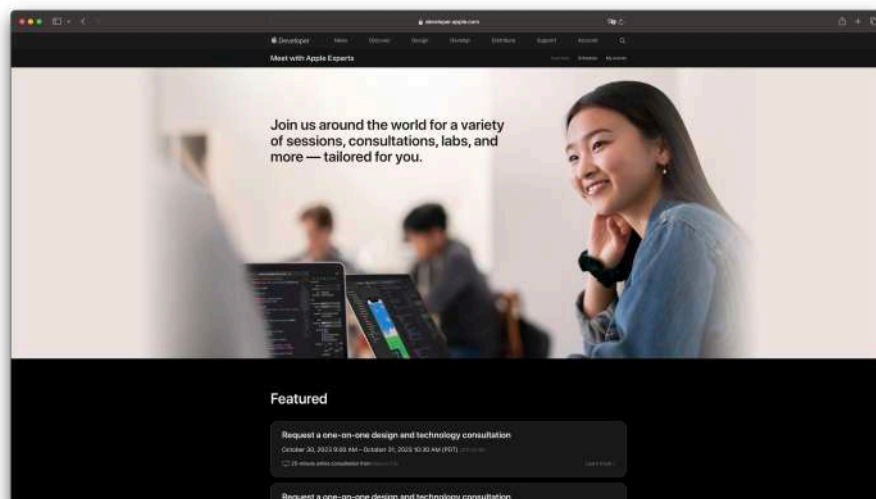
- Keep up to date with Apple Technology
  - Apple World Wide Developer Conference (every June)
    - Latest WWDC link: <https://developer.apple.com/wwdc23/>



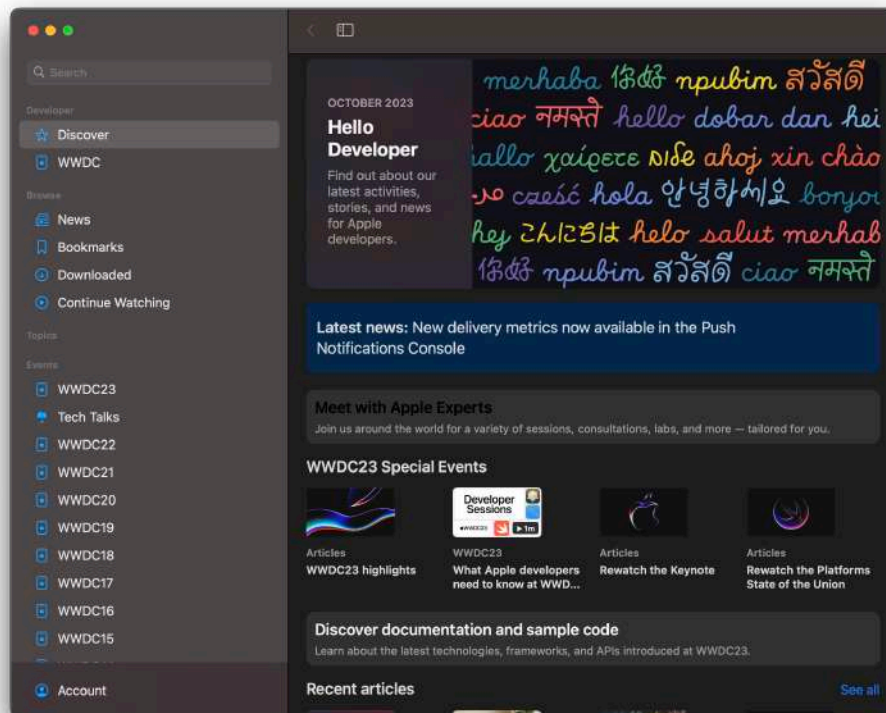
- Apple Developer Website
  - Link: <https://developer.apple.com/>



- Meet Expert from Apple
  - Link: <https://developer.apple.com/events/>



- Apple Developer App on macOS



- Clean code
  - Consistent Naming Conventions
    - camelCase or snake\_case for variables and functions
      - Example of use
 

```
var propertyExample: Any?
var property_example: Any?

func method(){

}
```
    - PascalCase for class and struct
      - Example of use
 

```
class ViewController
struct Employee
```
  - Use comments or create documentation about your code
    - Example of use
 

```
// MARK: - Section Name
// this function is for ...
// do something here
```
  - Single responsibility principle
    - Create function short and focused on a single task
      - Example of use
 

```
func addition(a: Int, b: Int) -> Int {
    return a + b
}
```
  - Reduce code complexity
    - Avoid nested loops and conditional statements
    - Avoid duplicating code, try to use object-oriented-programming (OOP)
    - Consistent indentation and formatting
    - Keep the code simple
    - Optimize for readability
    - Continuous improvement
  - Use optional only if needed, avoid using force-unwrapping
  - Try to use var only if needed

---

## Try to explore about

- Enum
- Keychain
- Error handling
  - Check the error
  - Various error usually happen
    - The cell can't be dequeue
      - Check the identifier used
      - Check connection on the IBOutlet and IBAction to TableViewCell class
    - SIGABART
      - Check connection on the IBOutlet and IBAction to TableViewCell class
    - Lost connection
      - Happen when you close the Simulator when run the App, try to re-Run will do
  - Copy error and browse on the internet
  - Other way to handle the error
    - Try to Clean and Build the Project
    - Try to re-Run
    - Restart the Xcode
- Testing
  - Unit Test
  - Ui Test
- CI/CD
- SOLID Principles
- Run your iOS App on Real Device
  - Link: <https://www.twilio.com/blog/how-to-test-your-ios-application-on-a-real-device-html>