

iOS Dev Accelerator

Week 5 Day 3

- Region Monitoring
- Broadcast Pattern & Notification Center
- App state
- Local & Push Notifications

Region Monitoring

Region Monitoring

- “A geographical region is an area defined by a circle of a specified radius around a known point on the Earth’s surface.”
- Apps can use region monitoring to be notified when a user crosses specific boundary.
- “In iOS, regions associated with your app are tracked at all times, included when the app isn't running”
- If it detects a region crossing, your app is relaunched in the background.
- Regions are considered a shared resource on the device, so any app can only have a maximum of 20 regions registered for monitoring at a time.

Region Monitoring Availability

- Reasons why region monitoring may not be available to the user:
 - hardware not available
 - user denied app authorization for region monitoring
 - user disabled location services in the settings app
 - the user disabled background app refresh in the settings app
 - the device is in airplane mode
- First ask the CLLocationManager class if region monitoring is available with the method isMonitoringAvailableForClass: and pass in the class for CLCircularRegion

Setting up a Monitor

- In iOS7+ you define geographical regions using the `CLLocationCircularRegion` class.
- Each region created should include both the data that defines the desired geographical area and a unique identifier string.
- To register a region, call `startMonitoringForRegion:` method on your `CLLocationManager` object.
- By default, every time a user's current location crosses a boundary region, the system generates an appropriate region event for your app.
- 2 methods: `locationManager:didEnterRegion:` and `locationManager:didExitRegion:`

Demo

Broadcast Pattern & Notification Center

Broadcast Pattern

- Normally one object fires a method on another object. This is how information gets passed in your app.
- But this requires that one object knows who the receiver of the method is, and what methods that receiver implements.
- This effectively couples the two objects together that otherwise may come from independent areas of your app.
- To avoid this scenario, a broadcast model can be introduced using the notification pattern.
- An object posts a notification, which is dispatched to the appropriate observers through `NSNotificationCenter`.

Notification Pattern

- The notification pattern is used to pass around information related to the occurrence of events.
- A notification encapsulates information about an event, such as a network connection closing or a button being pressed.
- Objects that need to know about an event register with the notification center that it wants to be notified when that event takes place. This object is considered an observer.

Notification Pattern vs Delegation

- Notification pattern is similar to delegation, except for:
 - Any number of objects can receive a notification, where delegation is a one-to-one relationship.
 - An object may receive any message from the notification center, not just the predefined delegate methods.
 - The object posting the notification does not have to know the observer exists.

Notification Center

- A notification center manages the sending and receiving of notifications.
- Each program, or app, has a default notification center you can access with `NSNotificationCenter defaultCenter()`. Almost always you will be posting notifications to this center.
- A notification center delivers notifications synchronously. To send them asynchronously you will have to use a notification queue.

Registering for Notifications

- You register an object to receive a notification by invoking the notification center method `addObserver:selector:name:object`
- Name and object are both optional.
- If you only specify an object, the observer will get all notifications containing that object aka were sent by this object
- If you only specify a name, the observer will receive that notification every time its posted, regardless of the object associated with it.

Registering for Notifications

Declaration

SWIFT

```
func addObserver(_ notificationObserver: AnyObject,
                 selector notificationSelector: Selector,
                 name notificationName: String?,
                 object notificationSender: AnyObject?)
```

OBJECTIVE-C

```
- (void)addObserver:(id)notificationObserver
    selector:(SEL)notificationSelector
        name:(NSString *)notificationName
        object:(id)notificationSender
```

Parameters

<i>notificationObserver</i>	Object registering as an observer. This value must not be <code>nil</code> .
<i>notificationSelector</i>	Selector that specifies the message the receiver sends <i>notificationObserver</i> to notify it of the notification posting. The method specified by <i>notificationSelector</i> must have one and only one argument (an instance of <code>NSNotification</code>).
<i>notificationName</i>	<p>The name of the notification for which to register the observer; that is, only notifications with this name are delivered to the observer.</p> <p>If you pass <code>nil</code>, the notification center doesn't use a notification's name to decide whether to deliver it to the observer.</p>
<i>notificationSender</i>	<p>The object whose notifications the observer wants to receive; that is, only notifications sent by this sender are delivered to the observer.</p> <p>If you pass <code>nil</code>, the notification center doesn't use a notification's sender to decide whether to deliver it to the observer.</p>

Unregistering for Notifications

- Before an object that is observing is deallocated, **it must tell the notification center to stop sending it notifications.**
- If you don't unregister, the next notification gets sent to a nonexistent object and your app will crash :(
- The notification center keeps weak references to all of the observers, so it doesn't 'own' the observers. So it doesn't care if those observers are still alive or not. It just keeps firing notifications until they unregister.

Unregistering for Notifications

- 2 methods for unregistering:
 - `removeObserver:` - removes the passed in object from all notifications
 - `removeObserver:name:object:` - removes only the matching entries from the notification center's dispatch table.

Posting Notifications

- Posting notifications is as simple as calling `postNotificationName:Object:` or `postNotificationName:object:userInfo:` on the default notification center.
- Notifications are immutable, so once they are created they cannot be modified.
- **If the observer will need some object related to the event, you can pass that object in the userInfo dictionary.**

Demo

Receiving the notifications

- When you register for a notification you pass in a selector, aka a method, that you want to fire when that notification is received.
- This selector can only have at most one parameter, which is the notification object itself that was posted.
- This notification has properties: to the object that originally fired the notification, the name of the notification, and the userInfo object.

Receiving the notifications

Signing up to be the observer

```
- (void)viewDidLoad {  
    [super viewDidLoad];  
  
    [[NSNotificationCenter defaultCenter] addObserver:self selector:@selector(reminderAdded:)  
        name:@"REMINDER_ADDED" object:nil];  
}
```

The method that will be called when we observe that notification

```
-(void)reminderAdded:(NSNotification *)notification {  
  
    NSDictionary *userInfo = notification.userInfo;  
    id postingObject = notification.object;  
    NSString *notificationName = notification.name;  
}
```

Demo

App States

App states

- Any at given time, your app is in one of 5 states:
 - **Not Running:** the app has not been launched, or was running and was terminated by the system.
 - **Inactive:** The app is running in the foreground but it is currently not receiving events. This is usually brief and during transitions.
 - **Active:** The app is running in the foreground and receiving events. This is the normal mode for apps.
 - **Background:** The app is in the background and executing code. Apps briefly enter this mode on their way to being suspended. However, an app that requests extra executing time may remain in this state for an extra period of time. Also, an app being launched directly into the background enters this state instead of inactive.
 - **Suspended:** The app is in the background but not executing code. The system moves apps to this state automatically and does not notify them before doing so. While suspended, an app remains in memory but does not execute code. It's basically frozen in time. When a low-memory condition occurs, apps taking up large amounts of memory are terminated.

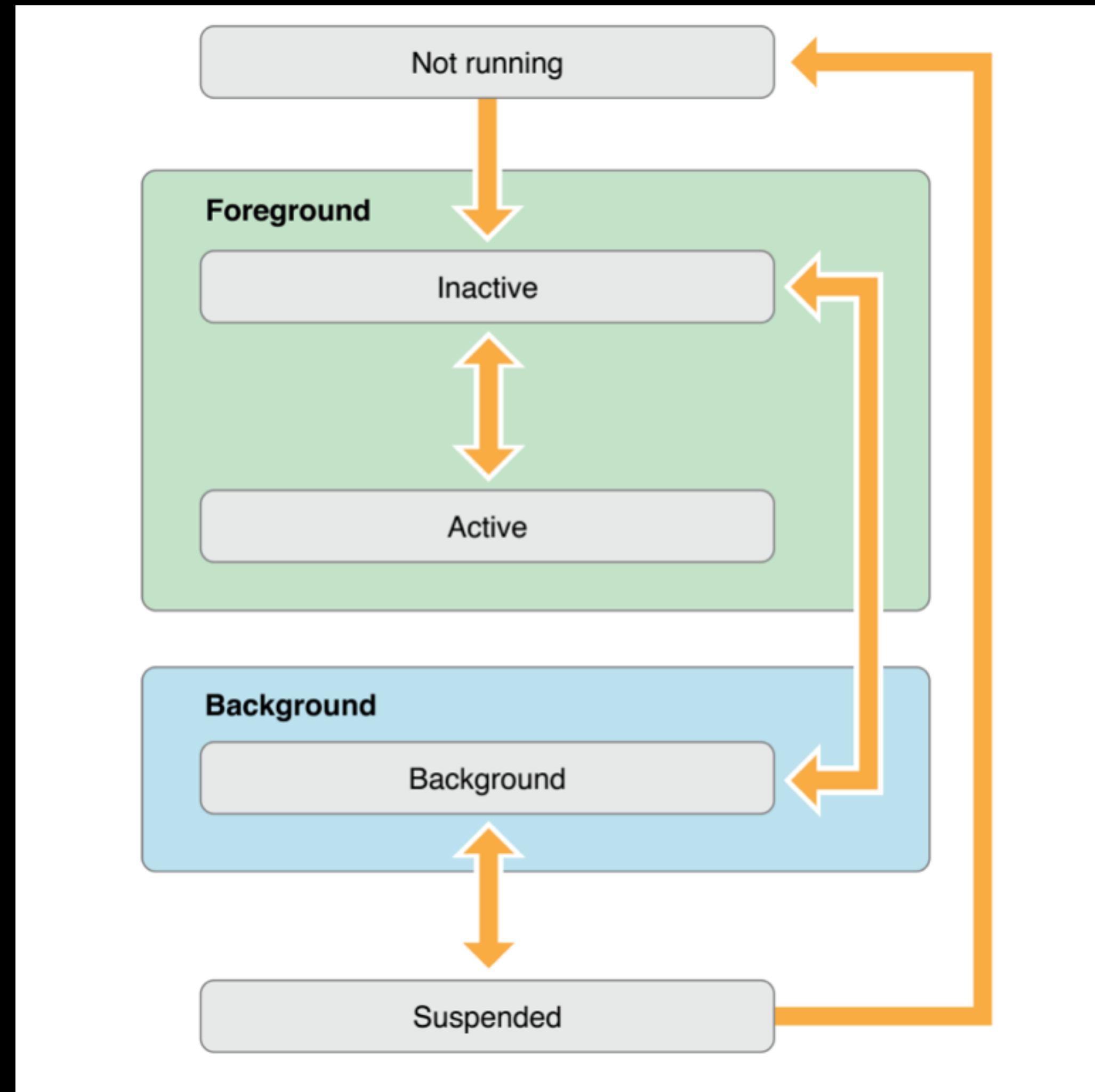
App state behaviors

- Apps behave different in the background and foreground.
- The OS purposely limits what your app can do while its in the background, because it always gives resource priority to the foreground app.
- Your app is always notified when it transitions from background to foreground and vice versa.

Apples App State Guidelines

1. Required - Respond appropriately to state transitions in your app.
2. Required - When moving to background specifically, make sure your app adjusts its behavior accordingly.
3. Recommended - Register for notifications that report system changes that your app needs. If your app is suspended, the system queues up these changes and then gives them to you when your app resumes.
4. Optional - If your app actually does work in the background, you need to ask the system for the appropriate permissions to do that work.

App states diagram



App state transitions

- Most state transitions are accompanied by a corresponding call to the methods of your app delegate object:
- `application:willFinishLaunchingWithOptions:` - This method is your apps first chance to execute code at launch time.
- `application:DidFinishLaunchingWithOptions:` - This method allows you to perform any final initialization before your app is displayed to the user.
- `applicationDidBecomeActive:` - Lets your app know that it is about to become the foreground app.

App state transitions cont.

- `applicationWillResignActive:` - Lets you know your app is transitioning away from being the foreground app.
- `applicationDidEnterBackground:` - Lets you know your app is now running in the background and may be suspended at any time.
- `applicationWillEnterForeground:` - Lets you know your app is moving out of the background and back into the foreground, but it is not yet active.
- `applicationWillTerminate:` - Lets you know your app is being terminated. This method is not called if your app is already suspended.

Things to do at Launch time

- Check contents of the launch options dictionary about why the app was launched, and respond appropriately. If its a regular launch from the user you usually don't care, but if the app was launched by the system for some background task, you definitely care.
- Initialize the app's critical data structures.
- Prepare your app for display if its going to be displayed.
- Remember to keep the willFinishLaunching and didFinishLaunching methods minimal to not slow down launch speeds.
- The system kills any app that takes longer than 5 seconds to launch.
- When launching straight into the background, there shouldn't be much to do except respond to the event that caused the launch.

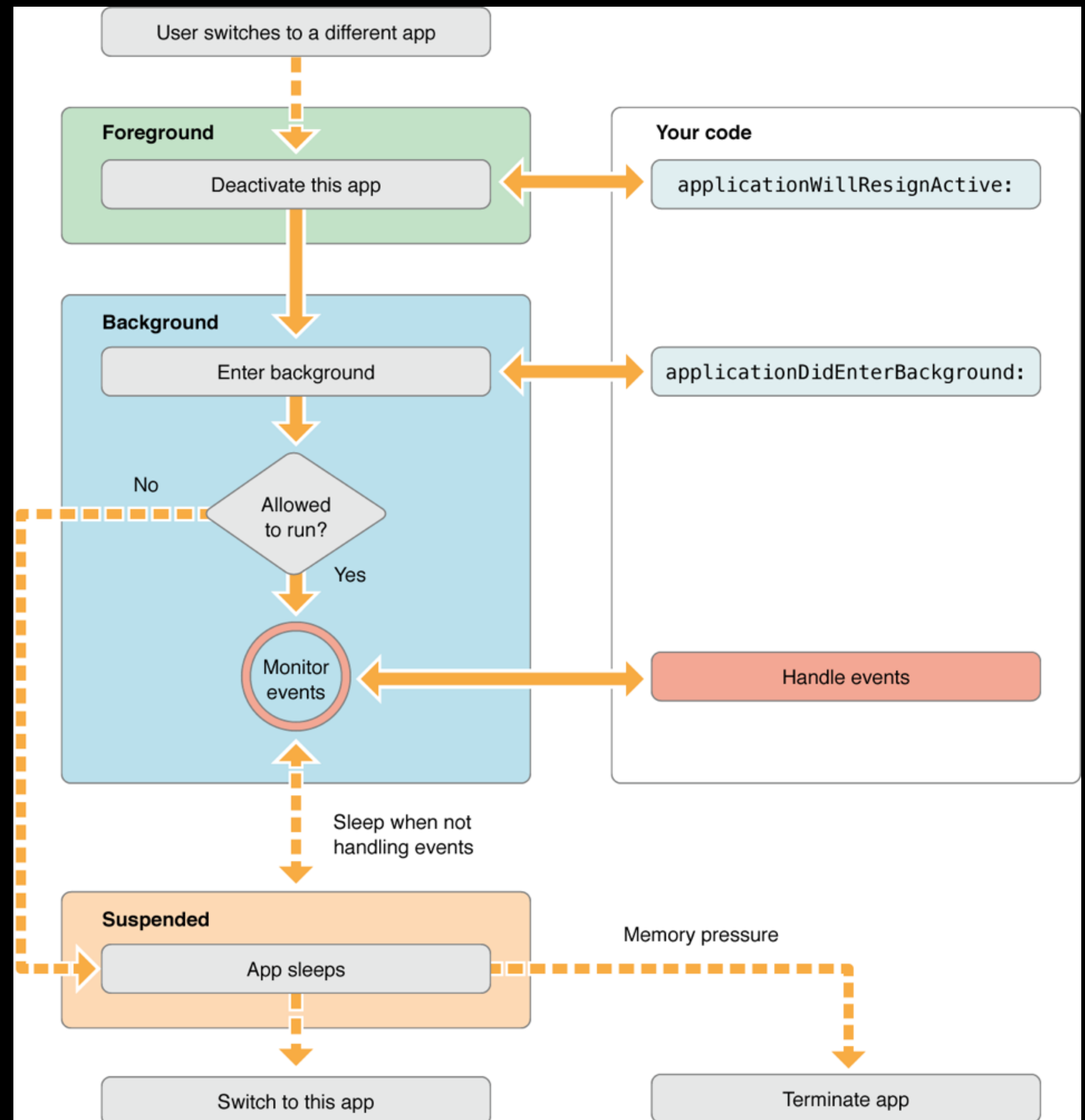
Responding to interruptions

- When an alert based interruption occurs (phone call, text message, system message) your app temporarily moves into the inactive state so the system can send a prompt to a user.
- The app remains in this state until the user dismisses the prompt.
- After the prompt dismisses, your app is either returned to active or move to background state.
- In response to this workflow, your app should do the following things in `applicationWillResignActive` if applicable to your app:
 - Stop timers or periodic tasks
 - Stop running queries
 - Don't initiate any new tasks.
 - Pause media playback (except when over airplay)
 - Pause the game
 - suspend any non critical operation or dispatch queues.

Moving to the Background

- When user presses home button, sleep/wake button, or launches another app, the foreground app is transitioned to the inactive state and then background state.
- `first applicationWillResignActive` is called, and then `applicationDidEnterBackground`.
- Most apps move to suspended state after `applicationDidEnterBackground` returns or shortly thereafter.
- Apps that request specific background tasks may continue to run for a while longer.
- New in iOS8 : Location apps are automatically relaunched after the user kills it!

Moving to the Background



What to do when moving to background

- Say cheese: When the `applicationDidEnterBackground` method returns, the system takes a picture of your app's user interface and uses the image for transitions. So clear out any sensitive data.
- Save User Data: all your unsaved data should be saved to disk, since your app could be quietly killed while in the suspended state.
- Free up memory: apps are killed based on how much memory they are taking up, so release as much memory as possible! (big images especially)

DidFinishLaunching Dictionary

- This dictionary will usually be empty if the user launches the app on their own.

Possible Keys:

```
NSString *const UIApplicationLaunchOptionsURLKey;  
NSString *const UIApplicationLaunchOptionsSourceApplicationKey;  
NSString *const UIApplicationLaunchOptionsRemoteNotificationKey;  
NSString *const UIApplicationLaunchOptionsAnnotationKey;  
NSString *const UIApplicationLaunchOptionsLocalNotificationKey;  
NSString *const UIApplicationLaunchOptionsLocationKey;  
NSString *const UIApplicationLaunchOptionsNewsstandDownloadsKey;  
NSString *const UIApplicationLaunchOptionsBluetoothCentralsKey;  
NSString *const UIApplicationLaunchOptionsBluetoothPeripheralsKey;
```

UIApplication.sharedApplication() .backgroundRefreshStatus

- Every app either has the ability to be launched into the background so it can perform background tasks or it doesn't.
- Check this property to see if this is available, and warn the user if it isn't but your app relies on this.
- Users can disable background refresh on specific apps in Settings>General>Background Refresh

```
SWIFT
enum UIBackgroundRefreshStatus : Int {
    case Restricted
    case Denied
    case Available
}
```

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Demo

Local & Push Notifications

Notifications

- “Local and push notifications are ways for an application that isn’t running in the foreground to let its users know it has information for them”
- Local and push look and sound the same.
- Can be displayed as an alert message and/or badge icon.
- Can play a sound.
- Not related to NotificationCenter!

Push vs Local

- Local notifications are scheduled by an app and delivered on the same app. Everything is done locally.
- Push notifications are sent by your server to the Apple Notification service, which pushes it to the device(s).
- While they appear the exact same to the user, they appear different to your app.

Launching with Notifications

- If your app is in the foreground, you will receive either `application:didReceiveRemoteNotification:` or `application:didReceiveLocalNotification:` in the app delegate.
- In that case, the system does not automatically show a popup or indication of a notification, **it is completely up to you notify the user of the event.**
- If your app is not in the foreground or not running, the system will display either a notification or a badge by your app icon. When the user launches the app, you need to check the launch dictionary for that information.

Local notifications

- Suited for time based or location based behaviors.
- Local notifications are instances of `UILocalNotification`
- 3 Properties:
 - Scheduled Time: Known as the fire date. Can set the time zone as well. Can also request it be rescheduled to repeat at regular intervals.
 - Notification Type: The alert message, the title of action button, the icon badge number, and a sound to play.
 - Custom Data: dictionary of custom data
- Each app limited to 64 scheduled local notifications.

Local notifications work flow

1. Create an instance of `UILocalNotification`
 2. Set the `fireDate` property.
 3. Set the `alertBody` (message) property, `alertAction` property (title of button or slider), `applicationIconBadgeNumber` property, and `soundName` property.
 4. Optionally set any custom data you want with `userInfo` property
 5. Schedule the delivery by calling `scheduleLocalNotification:` on `UIApplication`. Or you can fire it immediately by calling `presentLocalNotificationNow:`
- You can cancel local notifications with `cancelLocalNotification:` or cancel all with `cancelAllLocalNotifications:`

Reacting to a Notification when your app is not in the foreground.

1. The system presents the notification, displaying the alert, badge, and/or playing the sound.
2. As a result, the user taps the action button of the alert, or taps the applications icon with the badge.
3. If the user tapped the action button, the app is launched and the app calls its delegate's `application:DidFinishLaunchingWithOptions:` method. It passes in the notification payload in the info dictionary.

Reacting to a Notification when your app is in the foreground.

1. The application calls its delegate
`application:didReceiveRemoteNotification:` method or
`application:didReceiveLocalNotification` method and passes in the
notification payload.
2. Remember its up to you notify the user of the event, the system
wont play any sounds or show the popup alert.

Demo

Map Overlays

Map Overlays

- “Overlays offer a way to layer content over an arbitrary region of the map”
- Overlays are usually defined by multiple coordinates, which is different from the single point of an annotation.
- Overlays can be contiguous or noncontiguous lines, rectangles, circles, and other shapes.
- Those shapes can then be filled and stroked with color.

Overlay overview

- Getting an overlay onscreen involves two different objects working together:
 - An overlay object, which is an instance of a class that conforms to the MKOverlay protocol. This object manages the data points of the overlay.
 - An overlay renderer, which is a subclass of MKOverlayRenderer that does the actual drawing of the overlay onto the map.

Overlay workflow

1. Create an overlay object and add it to the map view
2. return an overlay renderer in the delegate method
`mapView:rendererForOverlay:`

Overlay objects

- Overlay objects are typically small data objects that simply store the points that define what the overlay should represent and other attributes.
- MapKit defines several concrete objects you can use for your overlay objects if you want to display a standard shaped overlay.
- Otherwise, you can use any class as an overlay object as long as it conforms to the MKOverlay protocol.
- The map view keeps a reference to all overlay objects and uses the data contained in those objects to figure out when it should be displaying those overlays.

Overlay objects

- Concrete objects: MKCircle, MKPolygon, MKPolyline
- MKTileOverlay: use if your overlay can be represented by a series of bitmap tiles
- Subclass MKShape or MKMultiPoint for custom shapes
- Use your own objects with the MKOverlay protocol

OverlayRenderer

- MapKit provides many standard overlay renderers for standard shapes.
- You don't add the renderer directly to the map, instead the delegate object provides an overlay renderer when the map view asks for one.

OverlayRenderer Objects

- Standard shapes: MKCircleRenderer, MKPolygonRenderer, MKPolylineRenderer.
- Tiled: MKTileOverlayRenderer
- Custom shapes : MKOverlayPathRenderer
- For the most customization, subclass MKOverlayRenderer and implement your custom drawing code.

Demo