Persistence

Why do we care?

Persistence menu

- File
- File (Data Base)
- File (Somewhere in net)

Dummy Application Life





State changing Data persistence

- Single Run
- Multiple Runs
- On single application installation
- Persist over delete/remove on app store
- Persistence binded to user



iOS File System Basics

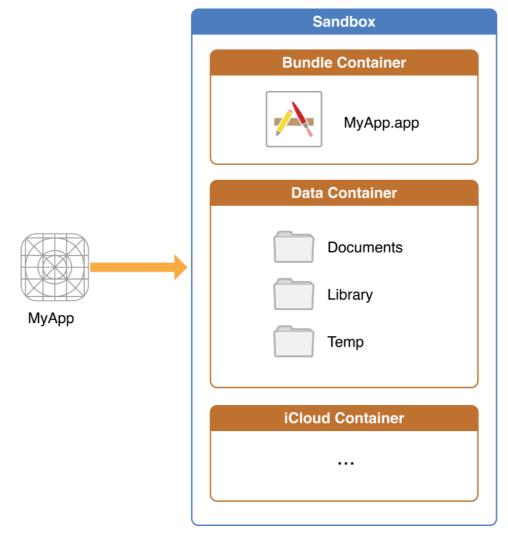
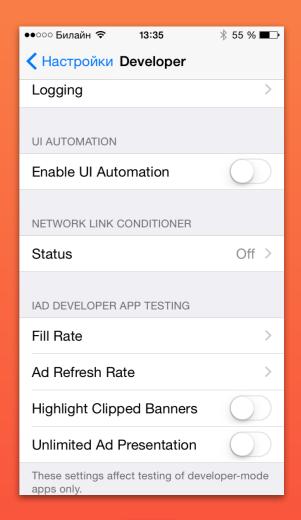


image source: developer.apple.com

UserDefaults

- Persist on single application installation
- UserDefaultsDidChangeNotifica tion
- Key-Value storage
- User can edit some defaults in settings application





Access Defaults

```
// Access user defaults
let userDefaults = UserDefaults.standard
```

Storing to Defaults

// Not every object can be saved
let defaults = UserDefaults.standard
defaults.set(true, forKey: "Key1")
defaults.set("Some string value", forKey: "Key2")
defaults.set(["Element1", "Element2"], forKey: "Key3")

```
8 9
                                                  com.mipt.Recipes.plist
                                                                                                  Open with Xcode
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<pli><pli><pli><pli><pli>0">
<dict>
        <key>Key1</key>
        <true/>
        <key>Key2</key>
        <string>Some string value</string>
        <key>Key3</key>
        <array>
                <string>Element1</string>
                <string>Element2</string>
        </array>
</dict>
</plist>
```

Reading Defaults

```
let defaults = UserDefaults.standard

// returns Any?
defaults.object(forKey: "Key3")
// return String?
defaults.string(forKey: "Key2")

defaults.bool(forKey: "Key1")
```

File

Can we do better?

NSCoding Protocol

```
public func encode(with aCoder: NSCoder)
```

public init?(coder aDecoder: NSCoder)

Docs file path

```
// Access document directory
let documentDirectoryURL =
FileManager.default.urls(for: .documentDirectory,
in: .userDomainMask).first!
```