

# SimpleTwitter

# Agenda

- Brief overview of Xcode and setup our project
- Make a Parse account and create our database
- Start building the app!



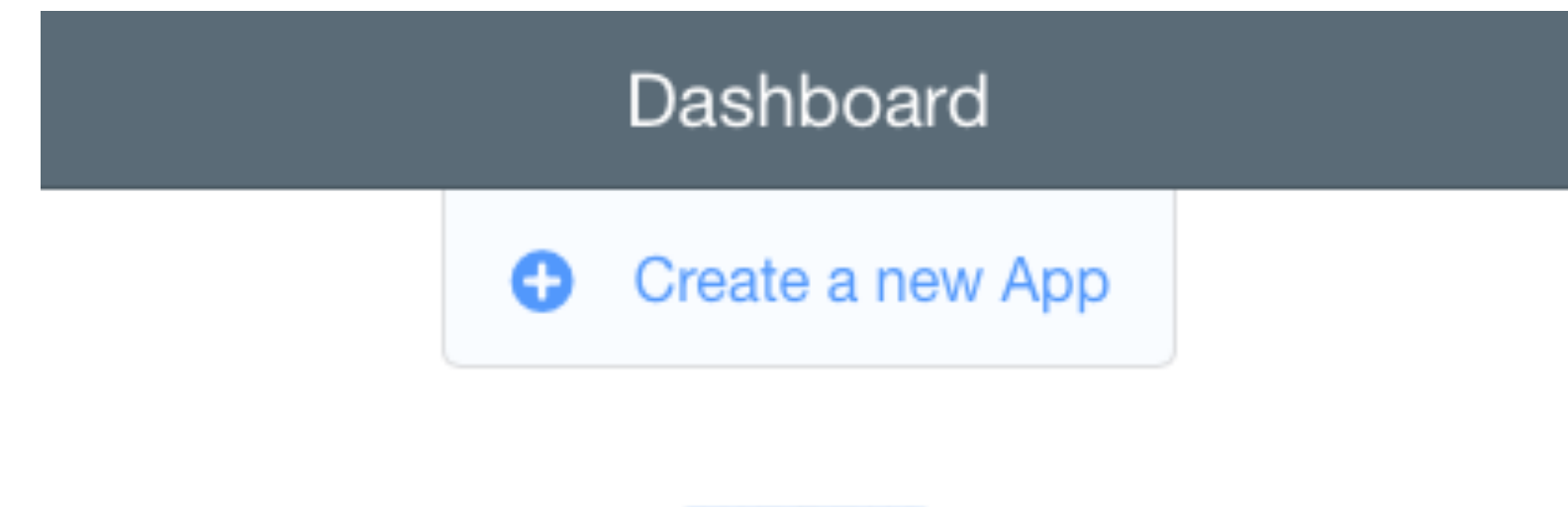
Parse

# Project Setup

- Download the empty project from the founders network Github:  
<https://github.com/foundersnetwork/SimpleTwitter>
- Double click on the **SimpleTwitter.xcodeproj** file to open the project

# Parse Setup

- Go to [parse.com](https://parse.com) and sign up for a new account
- Once you're logged in, click the **Create a New App** button



The screenshot shows the Parse.com dashboard interface. At the top, there is a navigation bar with the Parse logo, a dropdown menu for 'SimpleTwitter', and several buttons: 'Core' (highlighted with a red arrow), 'Analytics', 'Push', 'Settings', and 'Docs'. The 'Core' button is a blue square with a white gear icon. Below the navigation bar, the 'Data' section is active, showing a table of user data. The table has columns for 'objectId', 'username', 'password', 'authData', 'emailVerified', 'email', 'createdAt', 'updatedAt', and 'ACL'. There are three rows of data. On the left side, there is a sidebar with a list of classes: 'Role' (0), 'User' (3), and 'Tweet' (12). Below the list are buttons for '+ Add Class' and '+ Import'. At the bottom right, there is a pagination control showing '20 rows/page' and '1 - 3 of 3 rows'.

objectId	username	password	authData	emailVerified	email	createdAt	updatedAt	ACL
9ph03P3umT	bobbyjoe	(hidden)	(undefined)	(undefined)	(undefined)	Jan 13, 2015, 20:23	Jan 13, 2015, 20:23	Public Read, 9ph03P3umT
HqSACUX16t	bob	(hidden)	(undefined)	(undefined)	(undefined)	Jan 13, 2015, 20:06	Jan 13, 2015, 20:06	Public Read, HqSACUX16t
i13IgW0IVU	markhall	(hidden)	(undefined)	(undefined)	(undefined)	Jan 13, 2015, 18:34	Feb 26, 2015, 18:28	Public Read, i13IgW0IVU

- Click on the **Core** button at the top

# Parse Setup

- Since we are making a twitter-like application, we need a way to store our *tweets* on the **Parse database**
- We do this by creating a new **Class**
- The **Parse database** is based on *NoSQL* (don't worry if you don't know what that means) so it's easy to create a new *object* on our database and give it *custom attributes*.

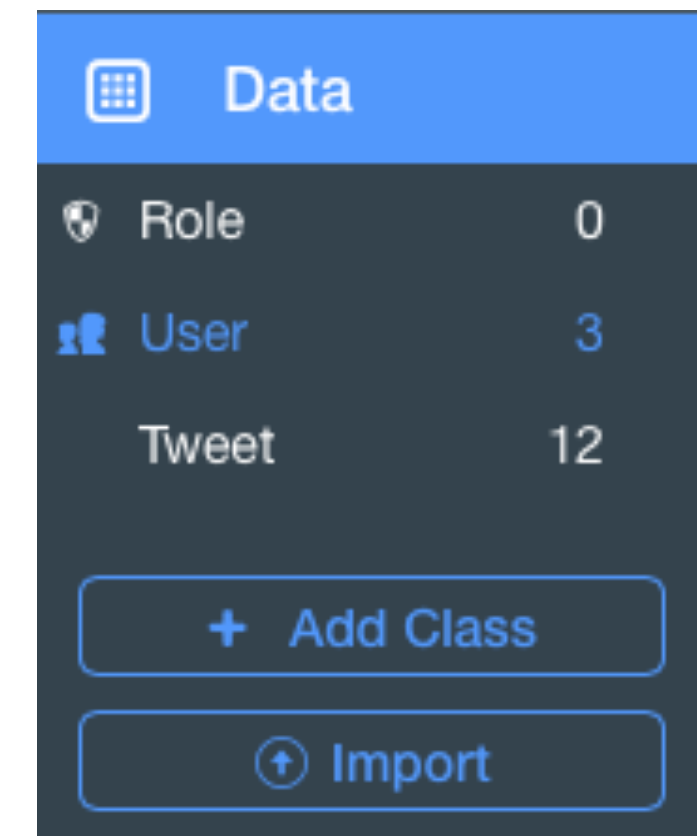
# Parse Setup

- First, lets think about what *information about a tweet* we need to store on our database:
  - The *text* of the tweet (duh)
  - The *sender* of the tweet
  - The number of favourites\*
  - The number of re-tweets\*

\*If we have time, we'll implement these

# Parse Setup

- Click on the **Add Class** button



- Choose *Custom* and name it *Tweet* (yes the capital T matters)



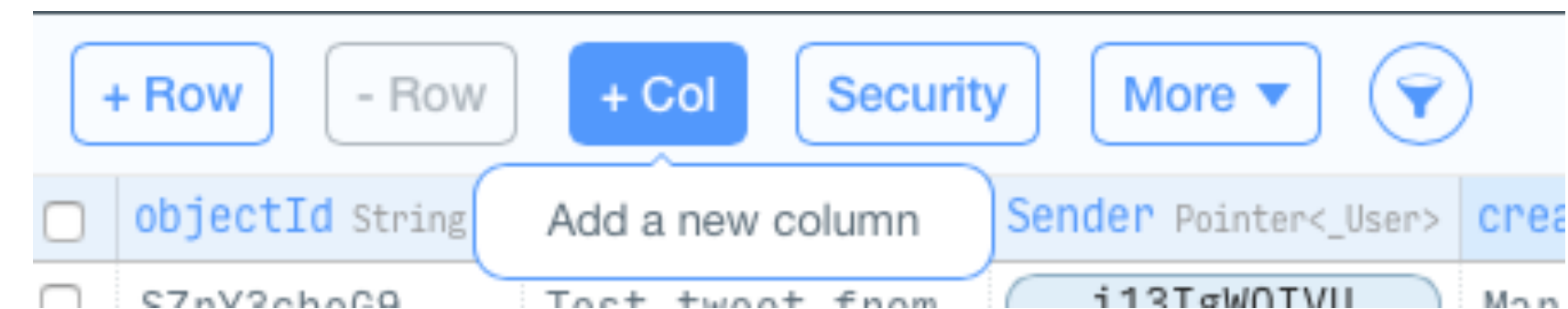
- We have now created a table on our database to hold all the tweets



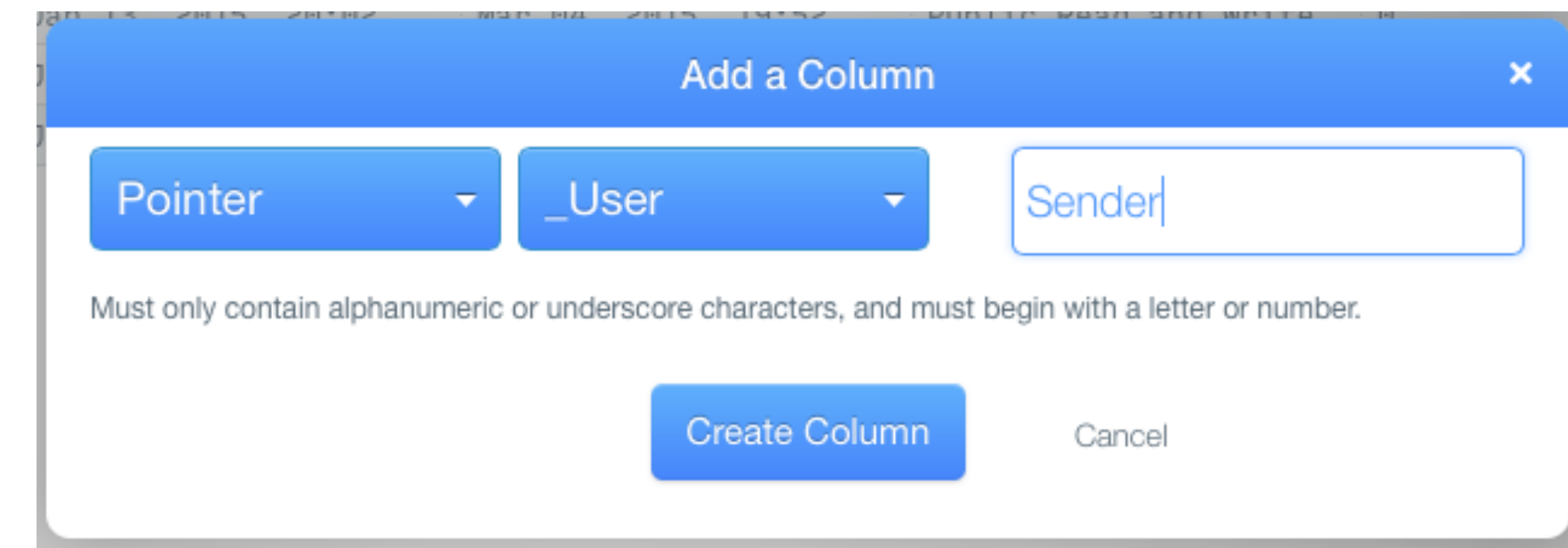
# Parse Setup

- Now we have to add the *attributes* that we are going to store for each tweet  
(Remember, the tweet's text and its sender)

- Click on the **+Col** button

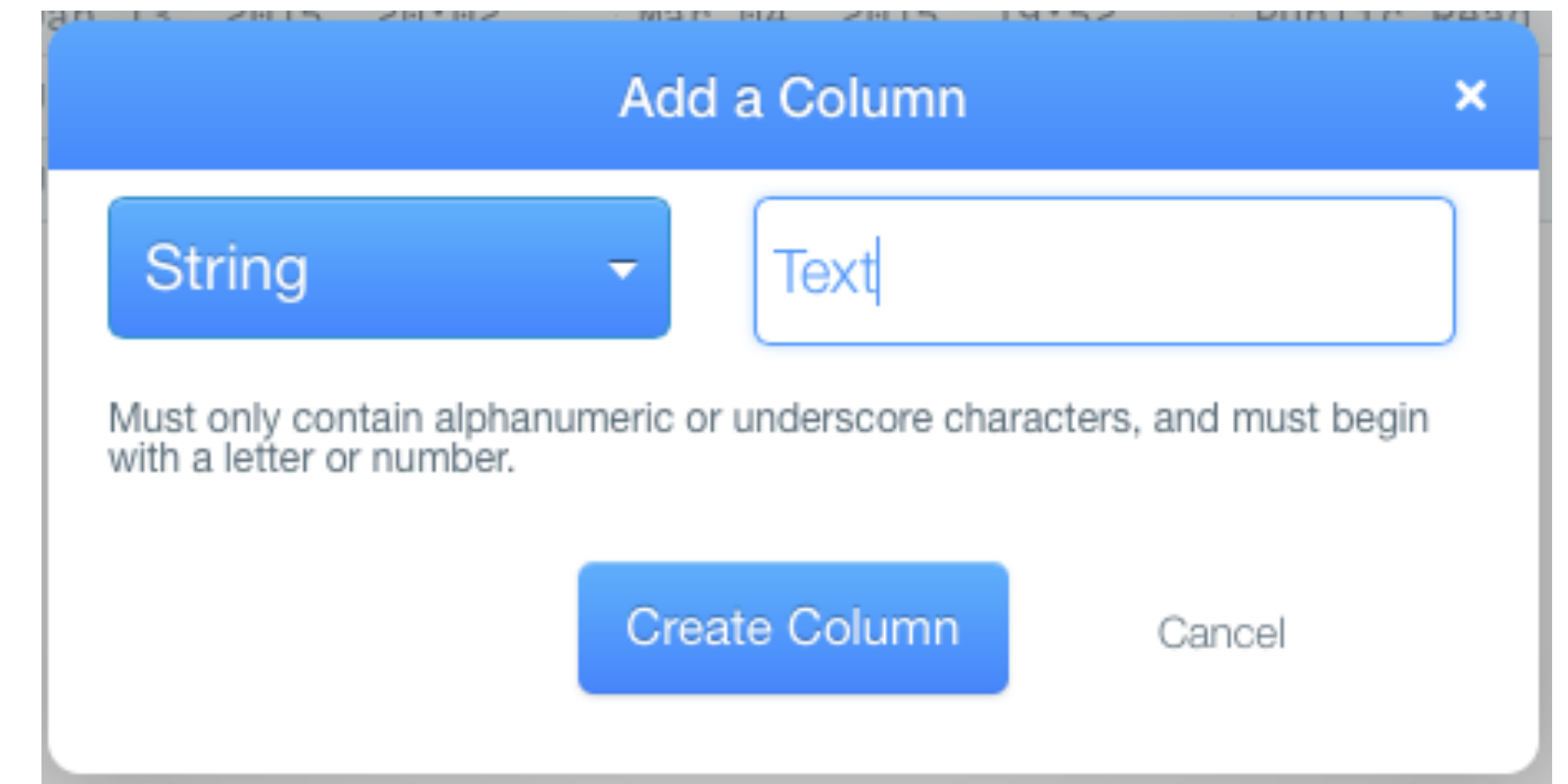


- For the *Type*, choose “Pointer”
- For the *Target Class* choose “\_User”
- Name it *Sender* (again, capital S matters)



# Parse Setup

- Now we have to add the text attribute
- Click on the **+Col** button
  - For the *Type*, choose “String”
  - Name it *Text* (again, capital T matters)



# Time to do some coding!

- We have to link our apps to our parse database before we do anything
- On your parse account, click on the **Settings** button and click on **Keys**
- Copy your *Application ID* and *Client ID*

# Time to do some coding!

- Go back to Xcode, and click on the file AppDelegate.m
- Paste your *Application ID* and *Client ID*
- Run your app to make sure everything is OK

```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {  
    // Override point for customization after application launch.  
    [Parse setApplicationId:@"YOUR APPLICATION ID"  
            clientKey:@"YOUR CLIENT KEY"];  
    return YES;  
}
```

# Want more?

- There are tons of **FREE** resources you can use if you have a burning🔥 desire to learn more about iOS development📱 Here are some that I found most helpful:
- iTunesU: <http://apple.co/1ERRpV7>
- <http://www.raywenderlich.com>
- <http://www.appcoda.com>
- 🧑 (← That's supposed to be me)  
I've been through the learning process for iOS development so I know what you're going through
  - Tweet me a question (@softieeng), or email ([golfguru@icloud.com](mailto:golfguru@icloud.com))