

SWIFT PARIS JUNIOR

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# INTRODUCTION TO CODABLE

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# PROGRAM

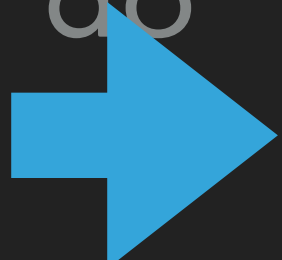
- ▶ Handling JSON
- ▶ Other Encoders/Decoders
- ▶ Advanced Usages

# HANDLING JSON

# ONCE UPON A TIME, A NETWORK REQUEST...

```
let session = URLSession(configuration: .default)
let url = URL("https://example.com/movies/14")
let datatask = session.dataTask(with: url) {
    data, response, error in
    if error == nil, let data = data {
        do {
            let movie = try ... // TODO: decode JSON here
            completion(movie)
        }
        catch { ... }
    }
}
datatask.resume()
```

# ONCE UPON A TIME, A NETWORK REQUEST...

```
let session = URLSession(configuration: .default)
let url = URL("https://example.com/movies/14")
let datatask = session.dataTask(with: url) {
    data, response, error in
    if error == nil, let data = data {
        do {

            let movie = try ... // TODO: decode JSON here
            completion(movie)
        }
        catch { ... }
    }
}
datatask.resume()
```

# WITHOUT CODABLE

- ▶ NSJSONSerialization
  - ▶ [String: Any]
- ▶ Dependencies
  - ▶ SwiftyJSON
  - ▶ Alamofire
  - ▶ ...

# CODABLE

- ▶ Swift 4.0 (Standard Library)
- ▶ Two protocols
  - ▶ Encodable & Decodable
- ▶ Encoders & Decoders
  - ▶ JSONEncoder, JSONDecoder
  - ▶ PropertyListEncoder, PropertyListDecoder

# DECODING: BASIC USAGE

```
GET "https://example.com/movies/14"  
{  
  "id": 14,  
  "title": "Star Wars IV: A New Hope",  
  "director": "George Lucas",  
  "trailer": "https://example.com/starwars.m3u8"  
}
```



# DECODING: BASIC USAGE

```
GET "https://example.com/movies/14"  
{ "id": 14, "title": "Star Wars IV: A New Hope", "director":  
  "George Lucas", "trailer": "https://example.com/starwars.m3u8" }
```

```
struct Movie {  
  let id: Int  
  let title: String  
  let director: String  
  let trailer: URL  
}
```

# DECODING: BASIC USAGE

```
GET "https://example.com/movies/14"  
{ "id": 14, "title": "Star Wars IV: A New Hope", "director":  
  "George Lucas", "trailer": "https://example.com/starwars.m3u8" }
```

```
struct Movie: Codable {  
    let id: Int  
    let title: String  
    let director: String  
    let trailer: URL  
}
```

```
let decoder = JSONDecoder()  
let movie = try decoder.decode(Movie.self, from: data)
```

## CODING STRATEGIES

- ▶ JSONDecoder
  - ▶ dateDecodingStrategy
  - ▶ dataDecodingStrategy
  - ▶ keyDecodingStrategy
  - ▶ nonConformingFloatDecodingStrategy

# DECODING DATES FROM JSON

```
GET "https://example.com/movies/14"  
{ "id": 14, "title": "Star Wars IV: A New Hope", "director": "George Lucas",  
  "releaseDate": "1977-05-25" }
```

```
struct Movie: Codable {  
    let id: Int  
    let title: String  
    let director: String  
    let releaseDate: Date  
}
```

```
let decoder = JSONDecoder()  
let dateFormatter = DateFormatter()  
dateFormatter.format = "yyyy-MM-dd"  
decoder.dateDecodingStrategy = .formatted(dateFormatter)  
let movie = try decoder.decode(Movie.self, from: data)
```

# KEY DECODING STRATEGY

```
GET "https://example.com/movies/14"  
{  
  "id": 14,  
  "title": "Star Wars IV: A New Hope",  
  "director": "George Lucas",  
  "release_date": "1977-05-25"  
}
```

```
struct Movie: Codable {  
    let id: Int  
    let title: String  
    let director: String  
    let releaseDate: Date  
}
```

```
let decoder = JSONDecoder()  
let dateFormatter = ...  
decoder.dateDecodingStrategy = .formatted(dateFormatter)  
decoder.keyDecodingStrategy = .convertFromSnakeCase  
let movie = try decoder.decode(Movie.self, from: data)
```

# CODING KEYS

```
struct Movie: Codable {
    let id: Int
    let title: String
    let director: String
    let releaseDate: Date
}

extension Movie {
    enum CodingKeys: String, CodingKey {
        case id
        case title
        case director
        case releaseDate = "release_date"
    }
}
```

# CUSTOM ENCODING

```
struct Movie: Codable {
    let id: Int
    let title: String
    let director: String
}

extension Movie {
    func encode(to encoder: Encoder) throws {
        var container = encoder.container(keyedBy: CodingKeys.self)
        try container.encode(id, forKey: .id)
        try container.encode(title, forKey: .title)
        try container.encode(director, forKey: .director)
    }
}
```

# CUSTOM DECODING

```
struct Movie: Codable {
    let id: Int
    let title: String
    let director: String
}

extension Movie {
    init(from decoder: Decoder) throws {
        let container = try decoder.container(keyedBy: CodingKeys.self)
        let id = try container.decode(Int.self, forKey: .id)
        let title = try container.decode(String.self, forKey: .title)
        let director = try container.decode(String.self, forKey: .director)
        self.init(id: id, title: title, director: director)
    }
}
```



**OTHER USAGES**

## OTHER FORMATS

- ▶ Property Lists (Apple)
- ▶ YAML (JP Simard)
- ▶ BSON (Kaitlin Mahar)
- ▶ Dictionary (Nicolas Zinovieff)
- ▶ XML (Frank Lefebvre)
- ▶ ...

## TRANSCODING

```
struct Movie: Codable {  
    ...  
}
```

```
let decoder = JSONDecoder()  
let encoder = PropertyListEncoder()
```

```
let jsonData = // JSON representation of movie  
let movie = try decoder.decode(Movie.self, from: jsonData)  
let plistData = try encoder.encode(movie)
```

## CODABLE ROUTING (KITURA)

```
router.get("/movies", handler: getMovieHandler)
router.post("/movies", handler: postMovieHandler)
```

```
function getMovieHandler(id: Int, completion: (Movie?, RequestError?) -
> Void) -> Void {
    let movie = // retrieve from database with id
    completion(movie, nil)
}
```

```
function postMovieHandler(movie: Movie, completion: (Movie?,
RequestError?) -> Void) -> Void {
    movie.id = // create unique id
    // store movie into database
    completion(movie, nil)
}
```

## DATABASE RECORDS (SWIFT-KUERY-ORM)

```
extension Movie: Model {}
```

```
let pool = PostgreSQLConnection.createPool(...)
Database.default = Database(pool)
```

```
try Movie.createTableSync()
```

```
let movie = Movie(...)
movie.save { movie, error in ... }
```

```
Movie.find(id: 14) { id, result, error in ... }
```

# FURTHER DOCUMENTATION

- ▶ Ben Scheirman: <http://swiftjson.guide>
- ▶ Mike Ash: <https://mikeash.com/pyblog/friday-qa-2017-07-14-swiftcodable.html>
- ▶ John Sundell: <https://www.swiftbysundell.com/articles/customizing-codable-types-in-swift/>
- ▶ Chris Eidhof, Ole Begemann, Ben Cohen: Advanced Swift
- ▶ Mattt Zmuda: Flight School Guide to Swift Codable

# OTHER ENCODER/DECODER IMPLEMENTATIONS

- ▶ YAML: <https://github.com/jpsim/Yams.git>
- ▶ BSON: <https://github.com/mongodb/mongo-swift-driver>
- ▶ Dictionary: <https://github.com/krugazor/DictionaryCoding>
- ▶ Binary: <https://github.com/mikeash/BinaryCoder>
- ▶ XML: <https://github.com/franklefebvre/XMLCoder>

# QUESTIONS

 @franklefebvre