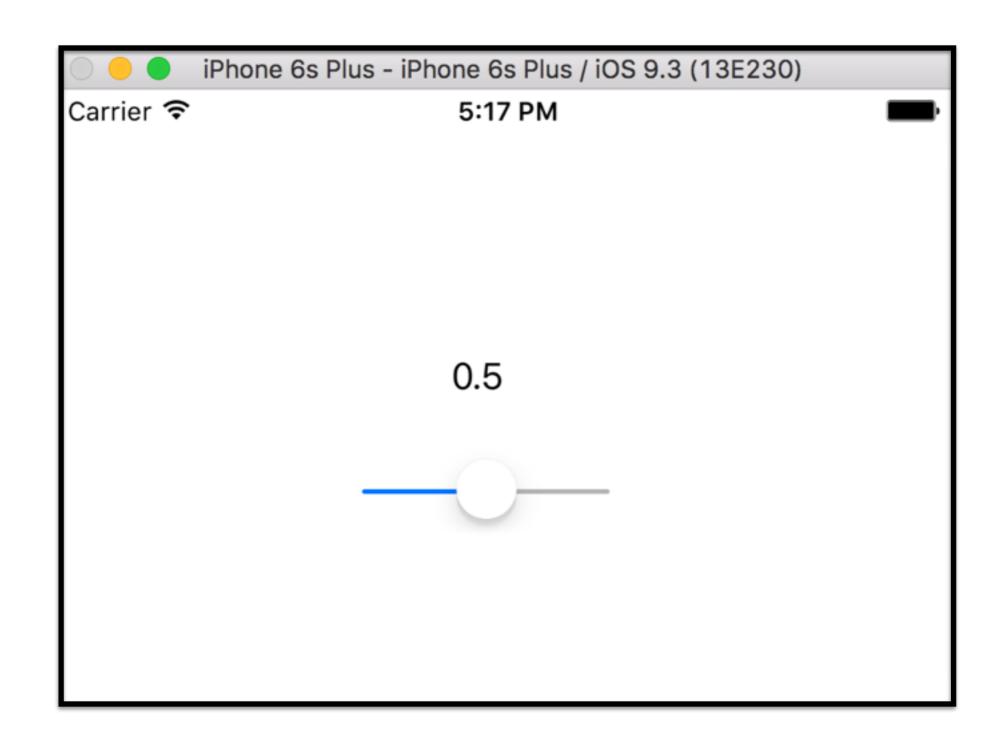
Ways to store data

- NSUserDefaults: KeyValue, Small data
- Core Data: Stores objects.

Use NSUserDefaults

First example is to save user setting.



```
@IBOutlet weak var label: UILabel!
@IBOutlet weak var slider: UISlider!
 override func viewDidLoad() {
     super.viewDidLoad()
    // Do any additional setup after loading the view, typically from a nib.
    if let sliderValue = NSUserDefaults.standardUserDefaults().valueForKey("sliderValue") {
        slider.setValue(sliderValue as! Float, animated: true)
    } else {
        print("This is first app launch.")
    updateValue(self)
}
override func didReceiveMemoryWarning() {
     super.didReceiveMemoryWarning()
    // Dispose of any resources that can be recreated.
}
@IBAction func updateValue(sender: AnyObject) {
    label.text = slider.value.description
    NSUserDefaults.standardUserDefaults().setValue(slider.value, forKey: "sliderValue")
}
```

Use Core Data

Choose a template for your new file:

iOS

Source

User Interface

Core Data

Apple Watch

Resource

Other

watchOS

Source

User Interface

Core Data

Resource

Other

tvOS

Source

User Interface

Core Data

Docourco

Data Model



Mapping Model



NSManagedObj ect subclass

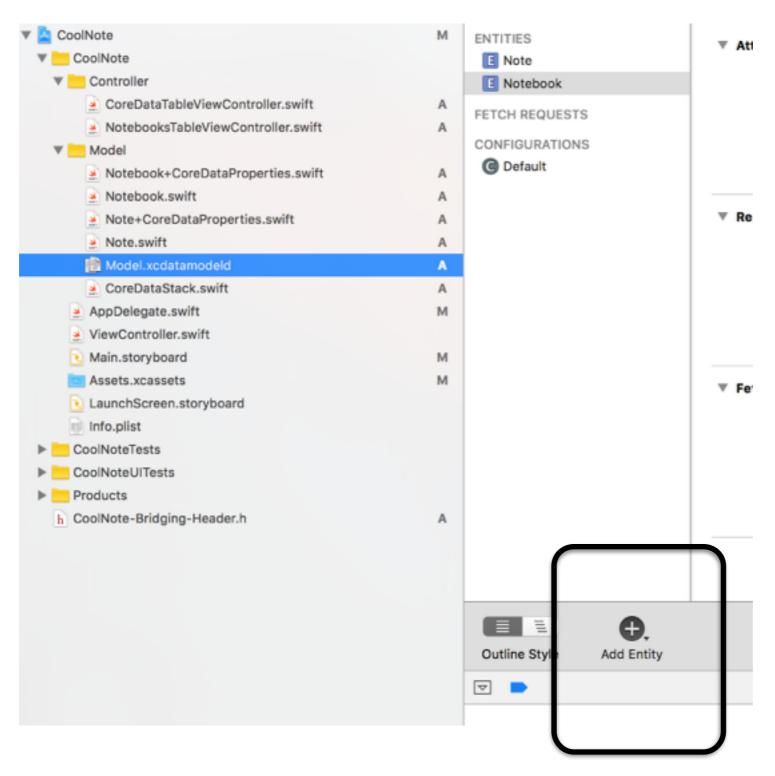
Data Model

A Core Data model file that allows you to use the design component of Xcode.

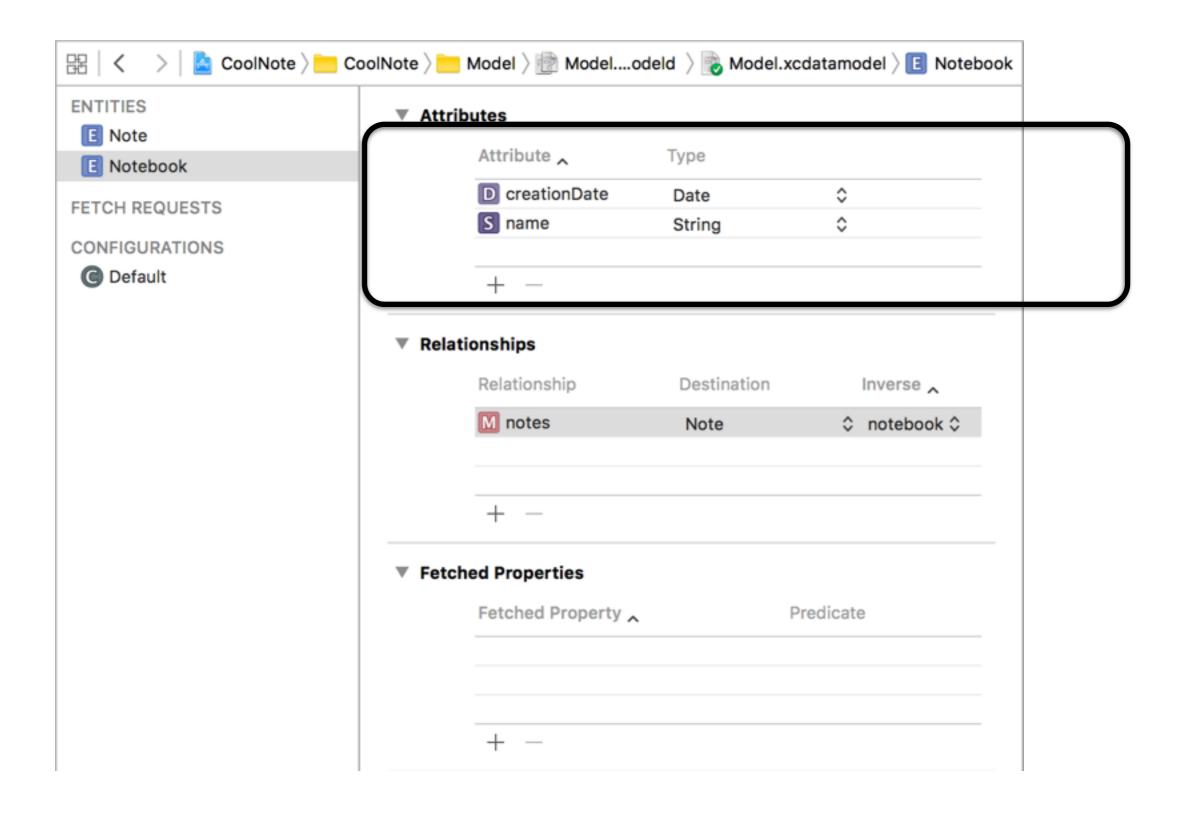
Cancel

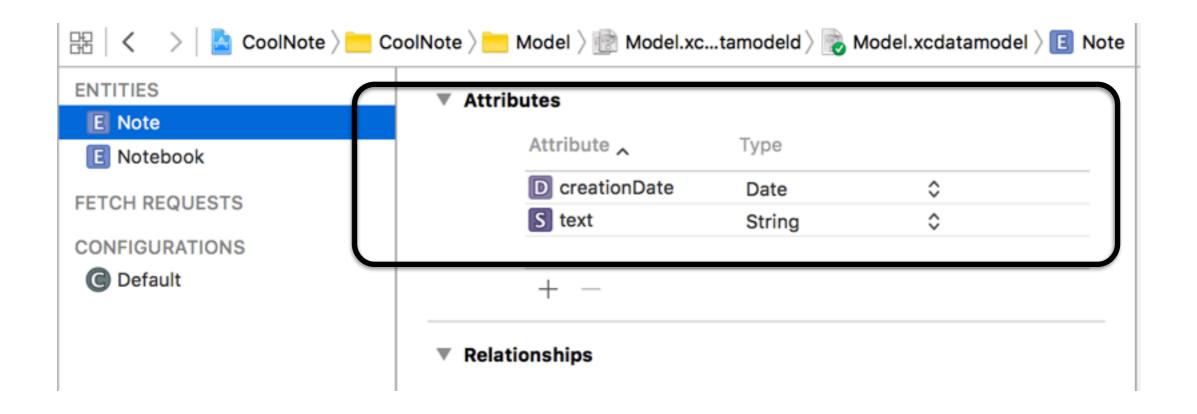
Previous

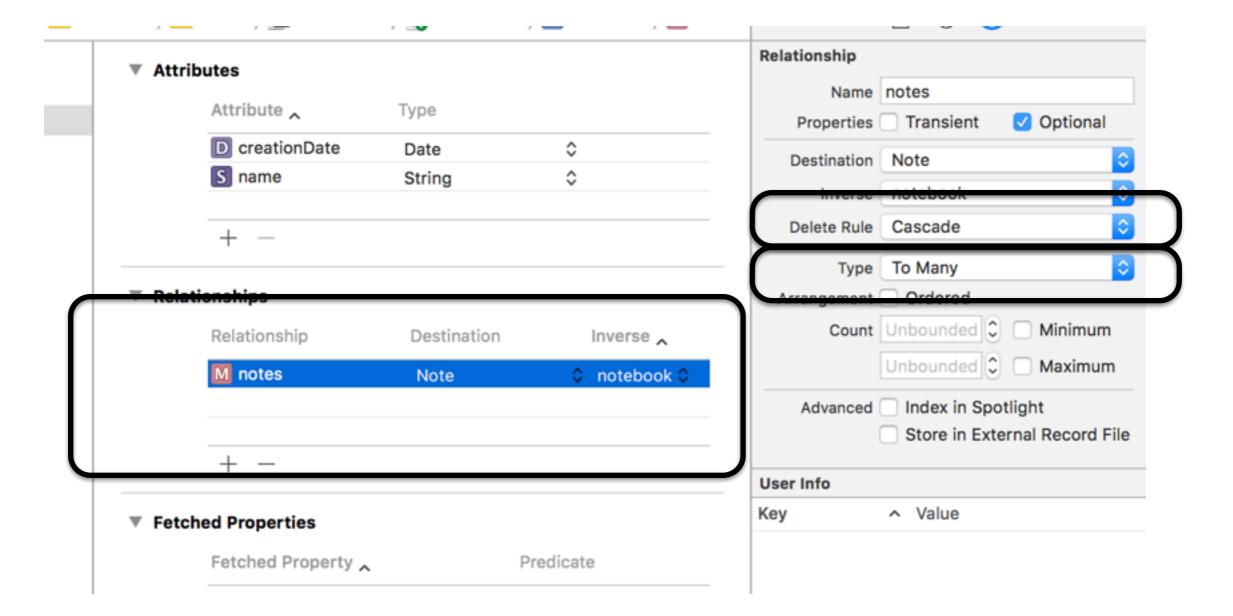
Next

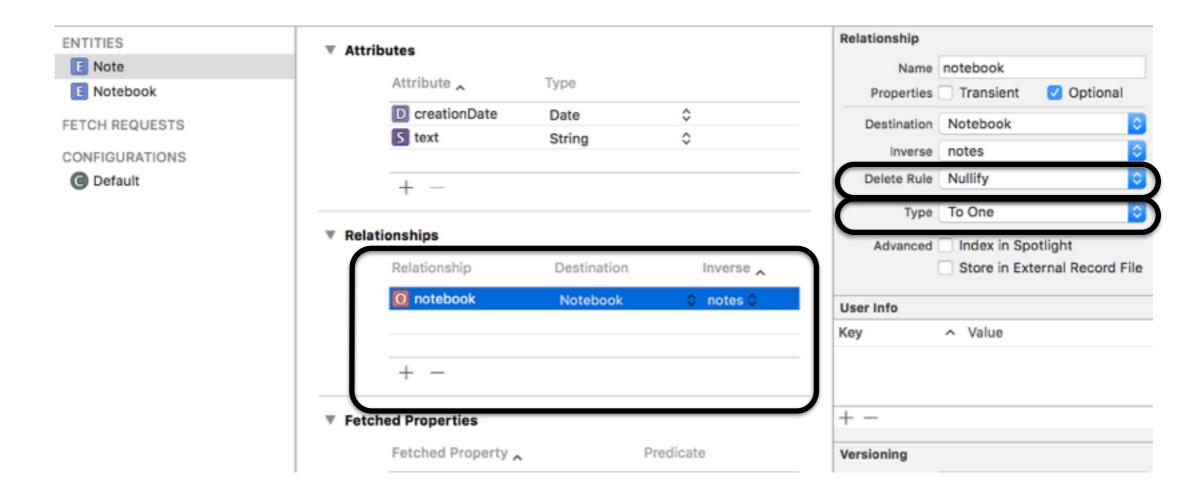


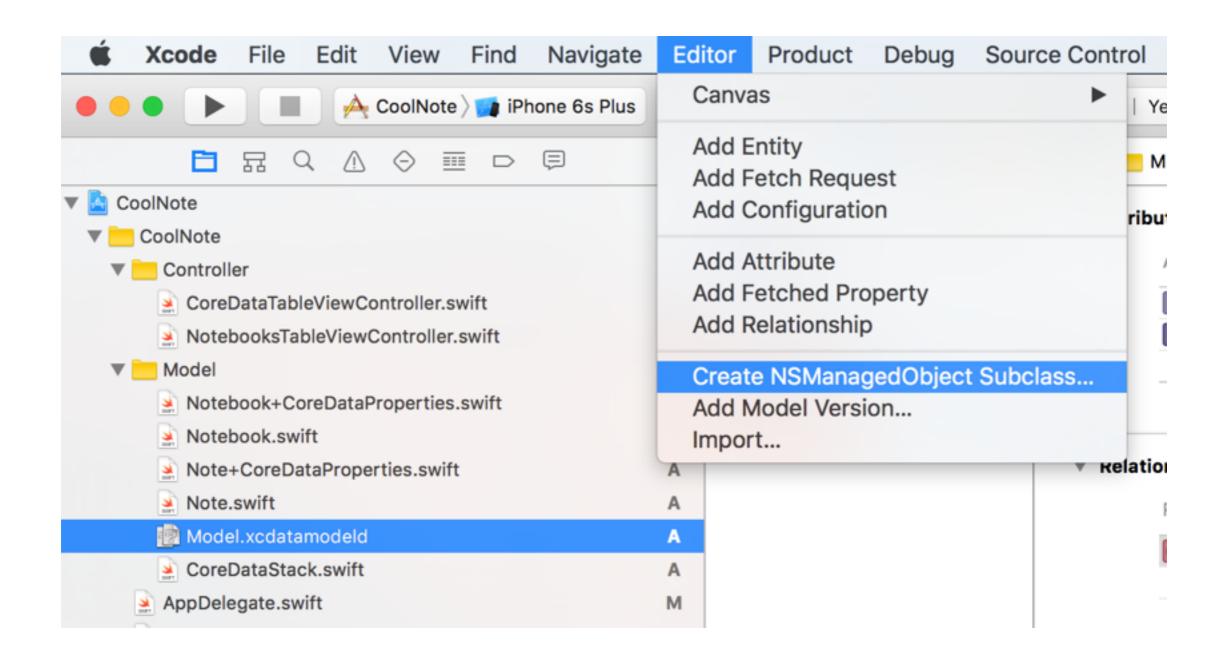
Create entity











Files are generated.

