



# lecture 9

## AVFoundation & Location

cs198-001 : spring 2018

# Overview : Today's Lecture

CoreLocation

MapKit

AVFoundation

# Core Location

# **Review: Stuff + GPS**

GPS drains battery and is unreliable in  
dense urban and indoor environments

Need accurate location services...

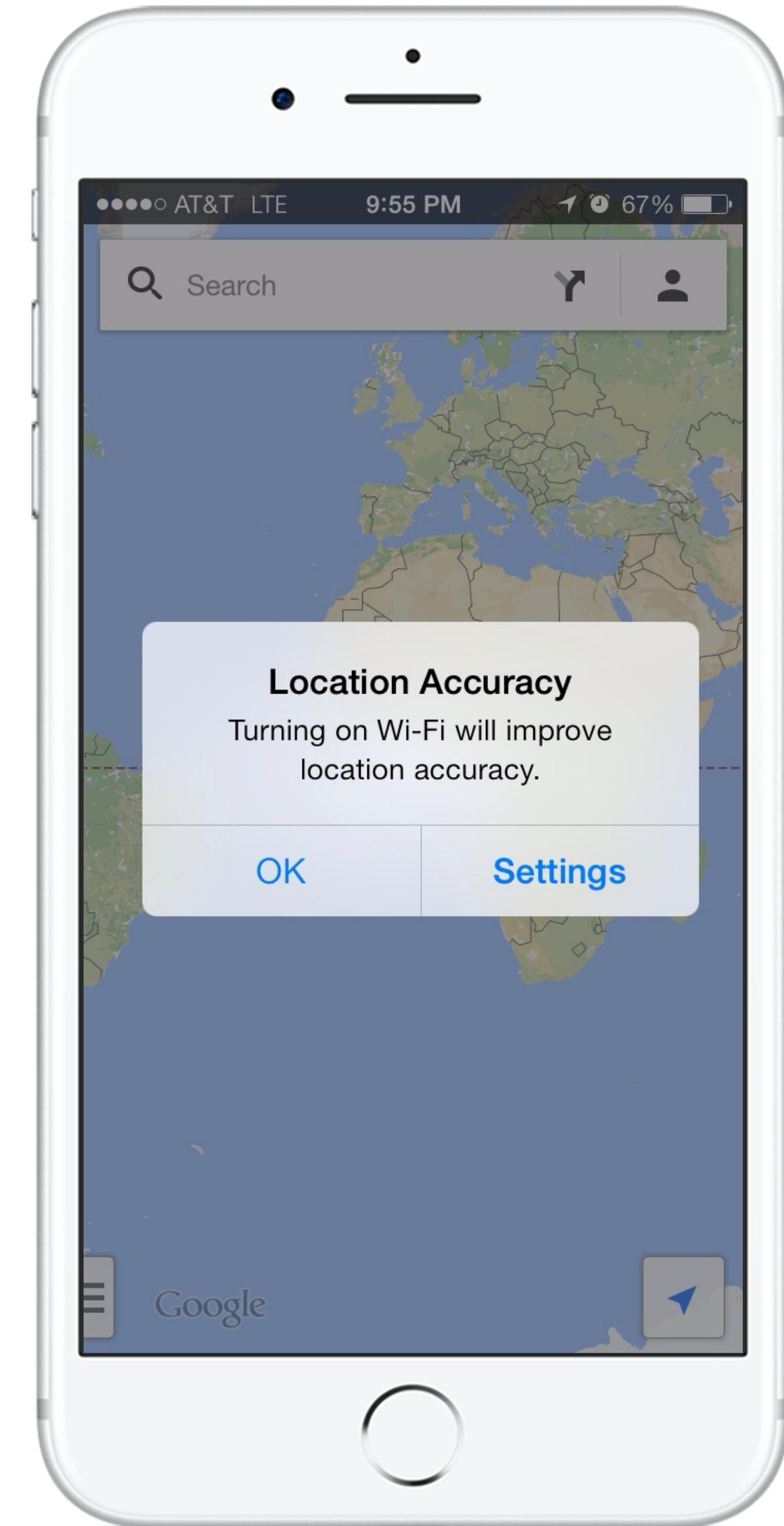
What can you do?

# Review: Stuff + GPS

## Hybrid Positioning System

Use crowd-sourced database  
of Wi-Fi hotspot and cell tower  
locations

= Core Location



# Core Location : Configuration

Add the `NSLocationWhenInUseUsageDescription` key to your app's `Info.plist` file. ("Privacy - Location When In Use Usage Description")

▼ Information Property List	Dictionary	(21 items)
Localization native development region	String	United States
Bundle display name	String	Outfit
Executable file	String	<code> \${EXECUTABLE_NAME}</code>
Get Info string	String	
Bundle identifier	String	com.codebrew.poker
InfoDictionary version	String	6.0
Bundle name	String	<code> \${PRODUCT_NAME}</code>
Bundle OS Type code	String	APPL
Bundle versions string, short	String	1.0
Bundle creator OS Type code	String	????
► URL types	Array	(1 item)
Bundle version	String	1.0
FacebookAppID	String	709337579107040
FacebookDisplayName	String	Photo Collage Maker
Application Category	String	
Application requires iPhone environment	Boolean	YES
View controller-based status bar appearance	Boolean	NO
Copyright (human-readable)	String	
► Required device capabilities	Array	(1 item)
► Supported interface orientations	Array	(2 items)
NSLocationWhenInUseUsageDescription	String	This application requires location services to work.

# Core Location : Configuration

**OR both:**

- NSLocationWhenInUseUsageDescription
- NSLocationAlwaysAndWhenInUseUsageDescription

keys to your app's Info.plist file.

# Core Location : Permissions

Before getting a user's location, they have to have enabled Location Services for your app

```
let manager = CLLocationManager()  
  
if !CLLocationManager.locationServicesEnabled() {  
    //ask for user's location  
}
```

# Core Location : Permissions

When In Use vs. Always

**Allow "Facebook" to access your location while you use the app?**

Facebook uses this to help people find places, connect with friends and more.

[Don't Allow](#)

[Allow](#)

**Allow "Weather" to access your location even when you are not using the app?**

Your location is used to show local weather like in "Weather" app and in Notification Center.

[Don't Allow](#)

[Allow](#)

`manager.requestWhenInUseAuthorization()`

`manager.requestAlwaysAuthorization()`

# Core Location : Permissions

Let's say you always want the user's location  
Even when not in the app (background)

```
switch CLLocationManager.authorizationStatus() {  
    case .authorizedAlways:  
        break  
    case .notDetermined:  
        manager.requestAlwaysAuthorization()  
    case .authorizedWhenInUse, .restricted, .denied:  
        //prompt notification: see next slides  
}
```

# Alerts

```
let alertController = UIAlertController(  
    title: "Background Location Access  
Disabled",  
    message: "In order to ___, please open  
Settings and set location access  
for this app to 'Always'.",  
    preferredStyle: .alert)
```

# Alerts

```
let openAction = UIAlertAction(title: "Open Settings",
                               style: .default)
{ (action) in
    if let url = NSURL(string:
UIApplicationOpenSettingsURLString) {
        UIApplication.shared.open(url as URL,
                                   options: [:],
                                   completionHandler: nil)
    }
}

alertController.addAction(openAction)
```

# Alerts

```
let cancelAction = UIAlertAction(title:  
    "Cancel", style: .cancel, handler: nil)
```

```
alertController.addAction(cancelAction)
```

# Alerts

To actually present the alert in your desired context...

```
self.present(alertController,  
            animated: true,  
            completion: nil)
```

# Core Location : One Time Location

Fetch user's location once

```
let manager = CLLocationManager()

override func viewDidLoad() {
    super.viewDidLoad()
    // manager is your CLLocationManager
    manager.delegate = self //important!!
    manager.desiredAccuracy =
    kCLLocationAccuracyBest
    manager.requestLocation() //type of update
}
```

# Core Location : One Time Location

Calling the method

`manager.requestLocation()`

Will call either:

`locationManager(_:didUpdateLocations:)`

`locationManager(_:didFailWithError:)`

in your `CLLocationManagerDelegate` class  
(that's why you must set the delegate!)

# Core Location : Location over Time

## Standard Location Service

For continuous updates (e.g. Maps)

```
manager.startUpdatingLocation()
```

## Significant-Change Loc. Service

Update only when location changes

```
manager.startMonitoringSignificantLocationChanges
```

```
()
```

# Core Location : Location over Time

Must implement appropriate delegate method(s) in View Controller to receive data

```
func locationManager(_ manager: CLLocationManager,  
                    didUpdateLocations locations:  
                           [CLLocation]) {  
    // most recent location update at the end of the array  
    let latestLocation = locations.last!  
    // do something  
}
```

# Core Location : CLVisit

A period of time a user has spent in a single location, including both a coordinate and start/end timestamps

```
// initiating visit event updates
manager.startMonitoringVisits()
manager.stopMonitoringVisits()

// receive data via delegate method(s)
func locationManager(manager: CLLocationManager,
                     didVisit visit: CLVisit) {
}
```

# Core Location : CLRegion

Monitor boundary crossings for defined geographical regions (geofencing)

```
// define desired geographical region and radius
let currRegion = CLCircularRegion(center:
    CLLocationCoordinate2D(latitude: 37,
                           longitude: 122),
    radius: 200,
    identifier: "Berkeley")
```

```
// initiating region monitoring
manager.startMonitoring(for: currRegion)
manager.stopMonitoring(for: currRegion)
```

# Core Location : CLRegion

Monitor boundary crossings for defined geographical regions (geofencing)

```
//delegate method fires when user enters
func locationManager(_ manager: CLLocationManager,
didEnterRegion region: CLRegion) { ... }
```

```
//delegate method fires when user exits
func locationManager(_ manager: CLLocationManager,
didExitRegion region: CLRegion) { ... }
```

# Core Location : Other

**CLFloor** - get information about what floor your user is on (returns int for floor)

**iBeacons**: [developer.apple.com/ibeacon/](http://developer.apple.com/ibeacon/)

And more...

# Core Location : User Trust

Keep location data secure

Do not auto-track user

Only use Location Services when they are needed

# Map Kit

# MapKit - Overview

API built off of CoreLocation

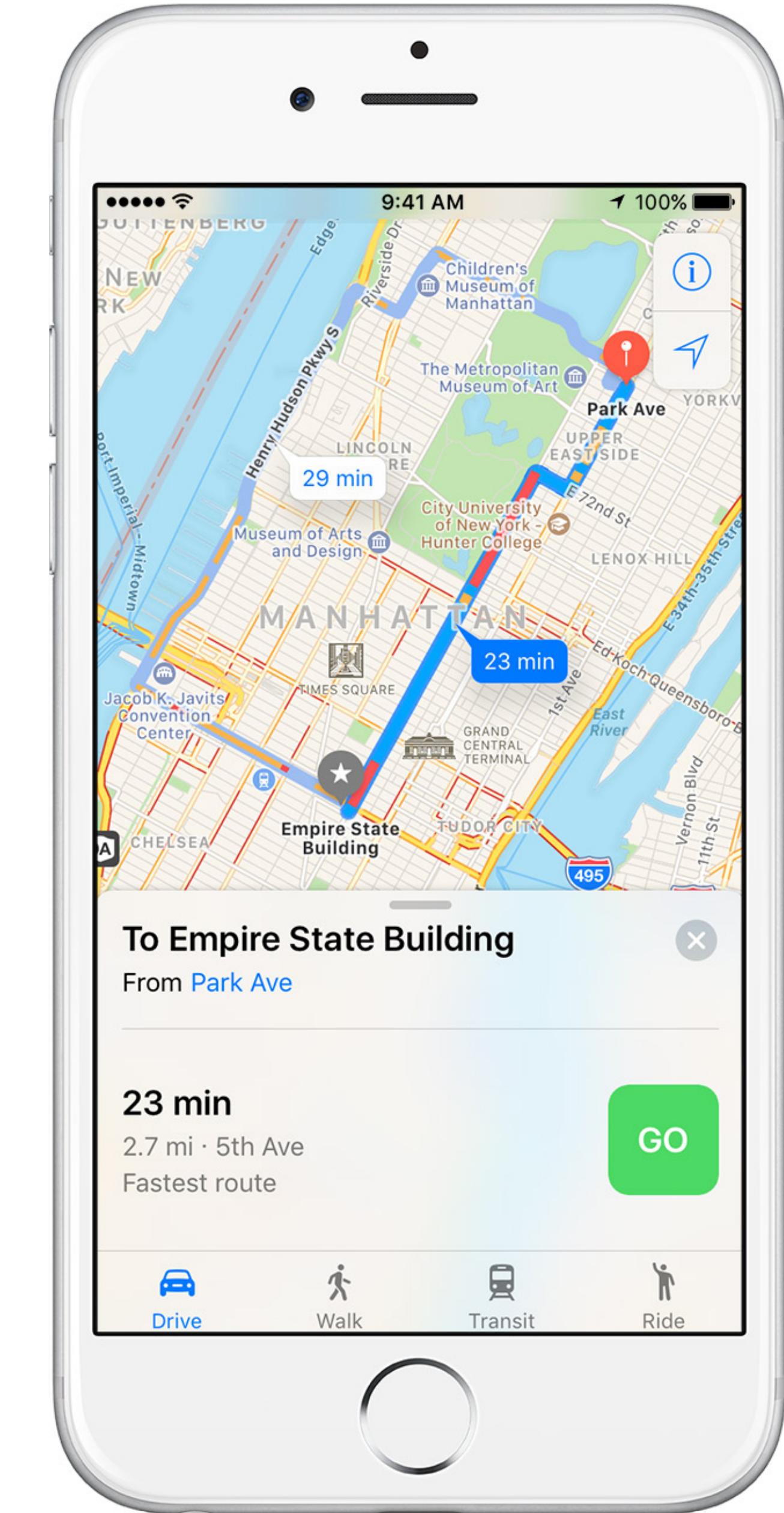
Embed maps directly to windows or views

Some Features:

Annotate Map & Add Overlays

Plot Location

Jump to coordinates



# MapKit Example

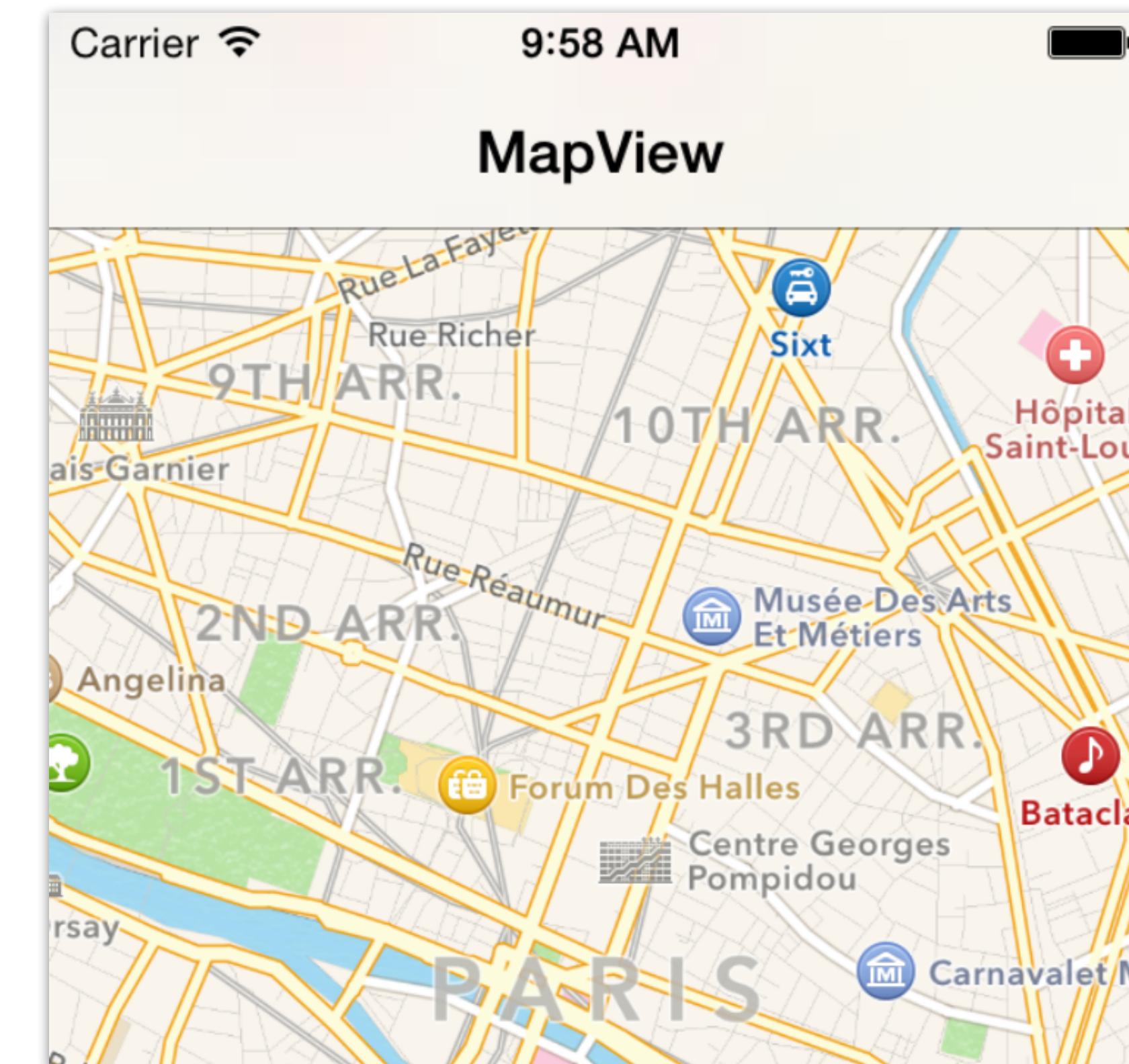
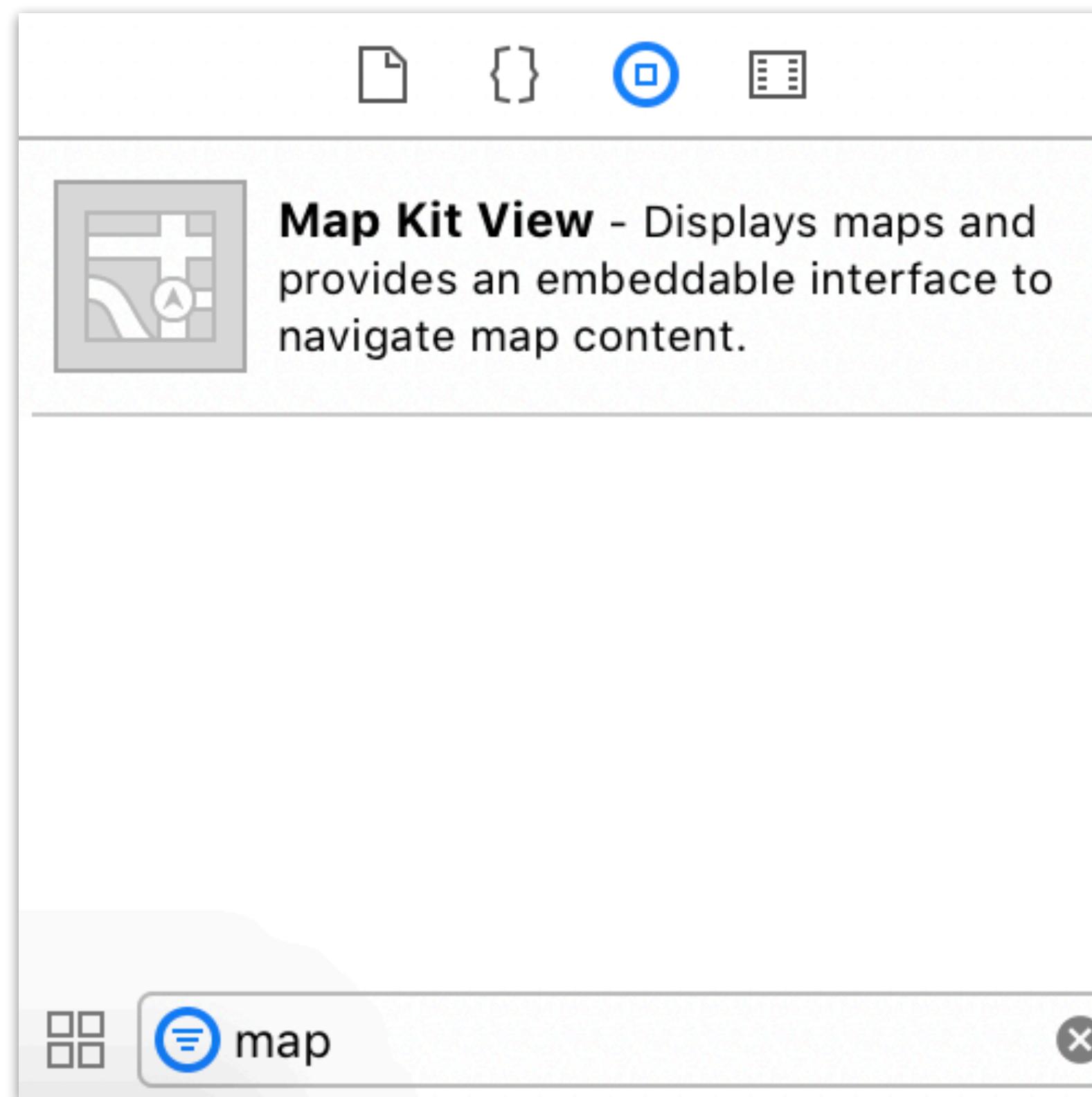
Easily embed an interactive map within your application with annotations

Example: Yelp



# Embedding a Map : Storyboard

Drag a “Map Kit View” from the Object Library into your View Controller.



# Custom Initial Map View

```
override func viewDidLoad() {  
    super.viewDidLoad()  
    let initialLoc = CLLocation(latitude:38,  
                                  longitude:122)  
    centerMapOnLocation(initialLoc) //custom  
}
```

# Custom Initial Map View

```
// in your map's view controller
let regionRadius: CLLocationDistance = 1000

func centerMapOnLocation(location: CLLocation) {
    let coordinateRegion =
        MKCoordinateRegionMakeWithDistance(
            location.coordinate,
            regionRadius * 2.0,
            regionRadius * 2.0)
    mapView.setRegion(coordinateRegion,
                      animated: true)
}
```

# Adding Annotations

```
override func viewDidLoad() {  
    let annotation = MKPointAnnotation()  
    annotation.coordinate =  
        CLLocationCoordinate2D(  
            latitude: 24,  
            longitude: 54)  
    annotation.title = "Big Ben"  
    annotation.subtitle = "London"  
    mapView.addAnnotation(annotation)  
}
```

# What we have done so far

Created a Initial Map View

Set a location

Added an Annotation  
(with a title, subtitle,  
and coordinates)



# Check In

# AVFoundation

# AVFoundation - What is it?

Cocoa framework for  
**AudioVisual items**

Used to record, edit,  
and stream media

Includes Players, Items,  
ViewControllers, etc



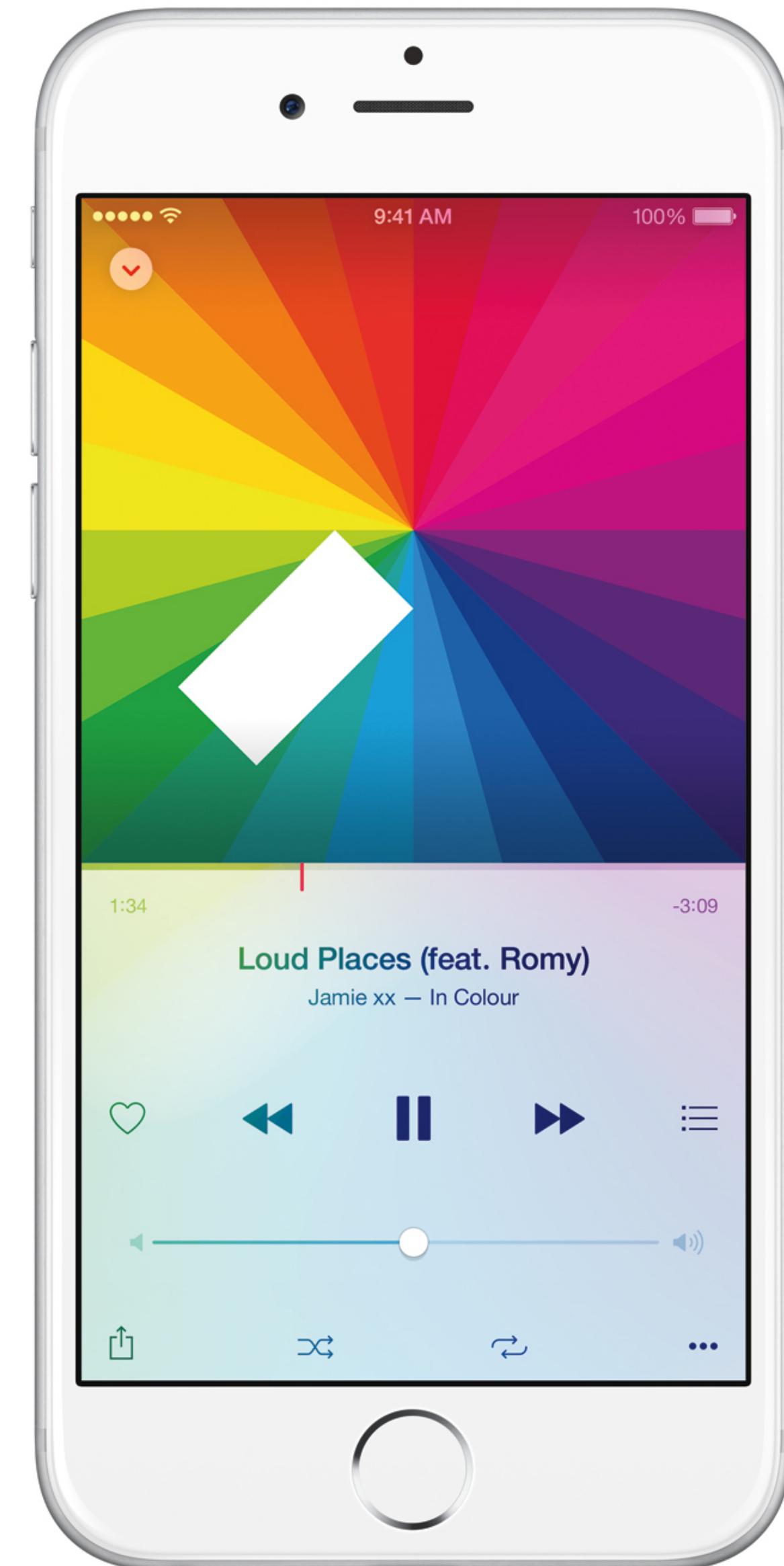
# AVPlayer - Overview

Play audio in your App

Create an **AVAudioPlayer** to play your audio on

Create an **AVPlayerItem** for each sound clip / song

Use the player to play, pause, rewind, and fast forward your **AVPlayerItems**



Apple Music

# AVPlayerItem - Initialization

Create an **AVPlayerItem** for each song / sound you want played.

Each **AVPlayerItem** is a single instance being played by AVPlayer

```
let item = AVPlayerItem(URL: someURL! )
```

# AVPlayer - Initialization

Initialize an **AVPlayer** with or without a Player Item.  
You will add items to the player, then use the player  
to play these items.

```
let player = AVPlayer()
```

```
let player = AVPlayer(playerItem:  
item)
```

# AVPlayer - Playback

Once you've added some AVPlayerItems to your player, you can play, pause, fast forward, replace, etc.

```
let player = AVPlayer(playerItem:  
item)
```

```
player.play()  
player.pause()  
player.seek(to: <CMTime>)  
player.replaceCurrentItem(with:  
newSong)
```

# AVPlayer Example

```
import AVFoundation  
...  
  
func playSongFromURL(songURL: URL) {  
    let song = AVPlayerItem(url: songURL)  
    let player = AVPlayer(playerItem: song)  
    if (player.currentItem!.status  
== .readyToPlay) {  
        player.play()  
    }  
}
```

# AVPlayer Example

```
import AVFoundation  
...  
  
func playSongFromURL(songURL: URL) {  
    let song = AVPlayerItem(url: songURL)  
    let player = AVPlayer(playerItem: song)  
    if (player.currentItem!.status  
== .readyToPlay) {  
        player.play()  
    }  
}
```

Import the **AVFoundation framework**  
at the top of your file

# AVPlayer Example

```
import AVFoundation  
...  
  
func playSongFromURL(songURL: URL) {  
    let song = AVPlayerItem(url: songURL)  
    let player = AVPlayer(playerItem: song)  
    if (player.currentItem!.status  
== .readyToPlay) {  
        player.play()  
    }  
}
```

Create an **AVPlayerItem** from a url or file in your application

# AVPlayer Example

```
import AVFoundation  
...  
  
func playSongFromURL(songURL: URL) {  
    let song = AVPlayerItem(url: songURL)  
    let player = AVPlayer(playerItem: song)  
    if (player.currentItem!.status  
== .readyToPlay) {  
        player.play()  
    }  
}
```

Add that **AVPlayerItem** to an **AVPlayer** (here, we are initializing the **AVPlayer** with the item)

# AVPlayer Example

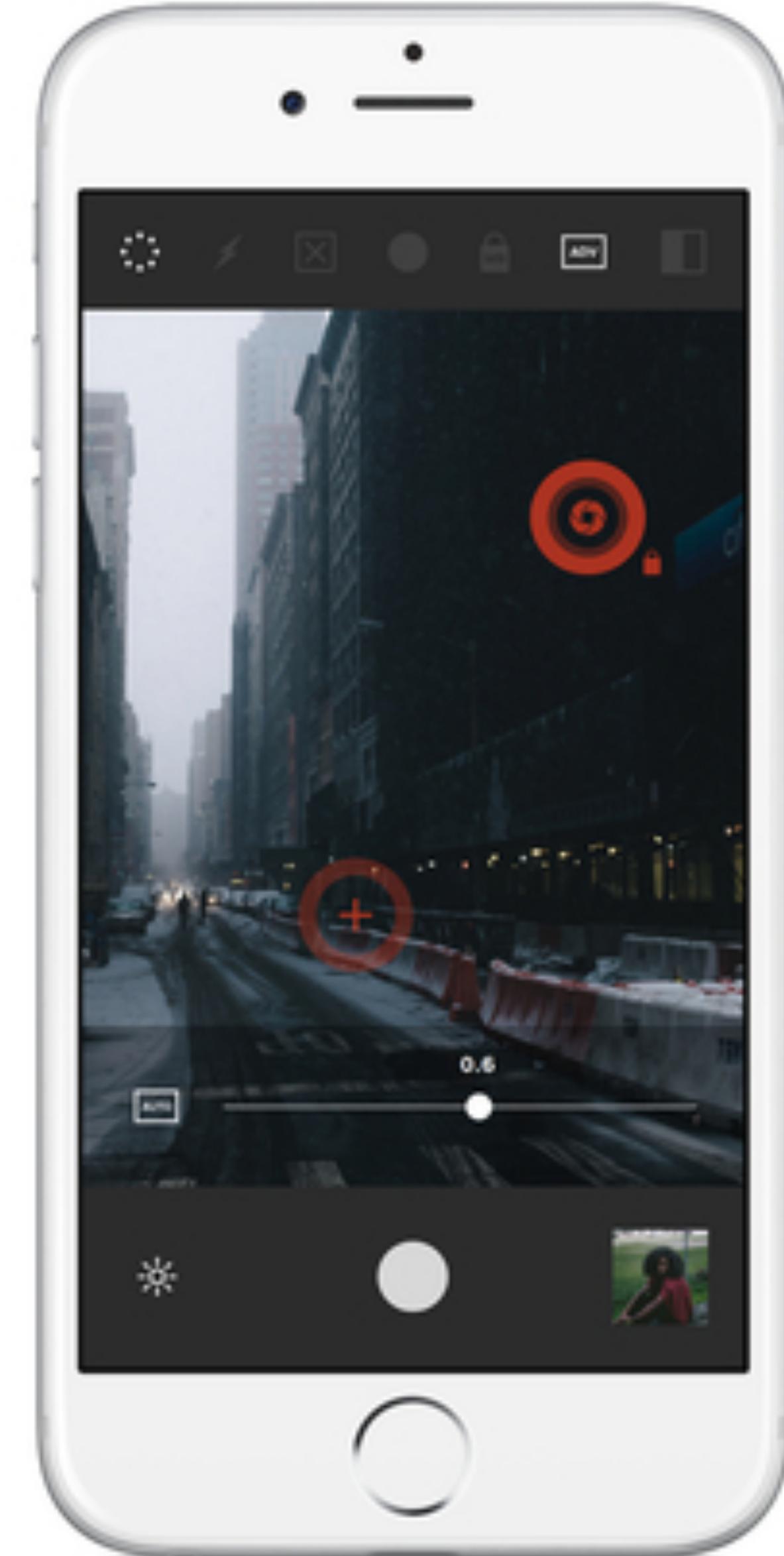
```
import AVFoundation  
...  
  
func playSongFromURL(songURL: URL) {  
    let song = AVPlayerItem(url: songURL)  
    let player = AVPlayer(playerItem: song)  
    if (player.currentItem!.status  
== .readyToPlay) {  
        player.play()  
    }  
}
```

Now you can play, pause, seek, etc.

# AVCapture - Overview

Allows you to capture video, photo, scan barcodes, capture audio etc.

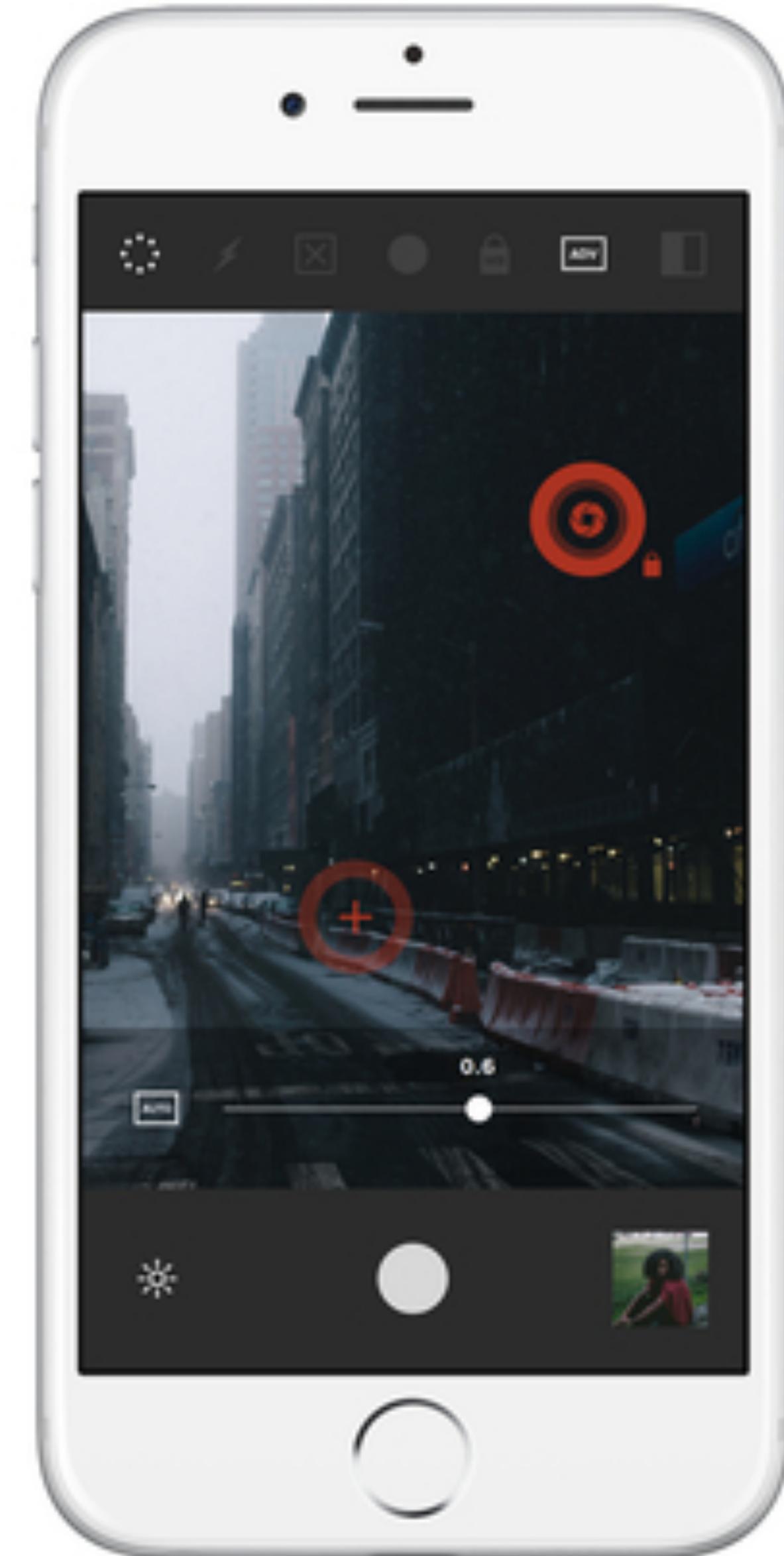
**Note:** If you just need to capture photo and video without custom formatting, use the UIKit framework instead ([UIImagePickerController](#))



VSCO

to capture AV data....

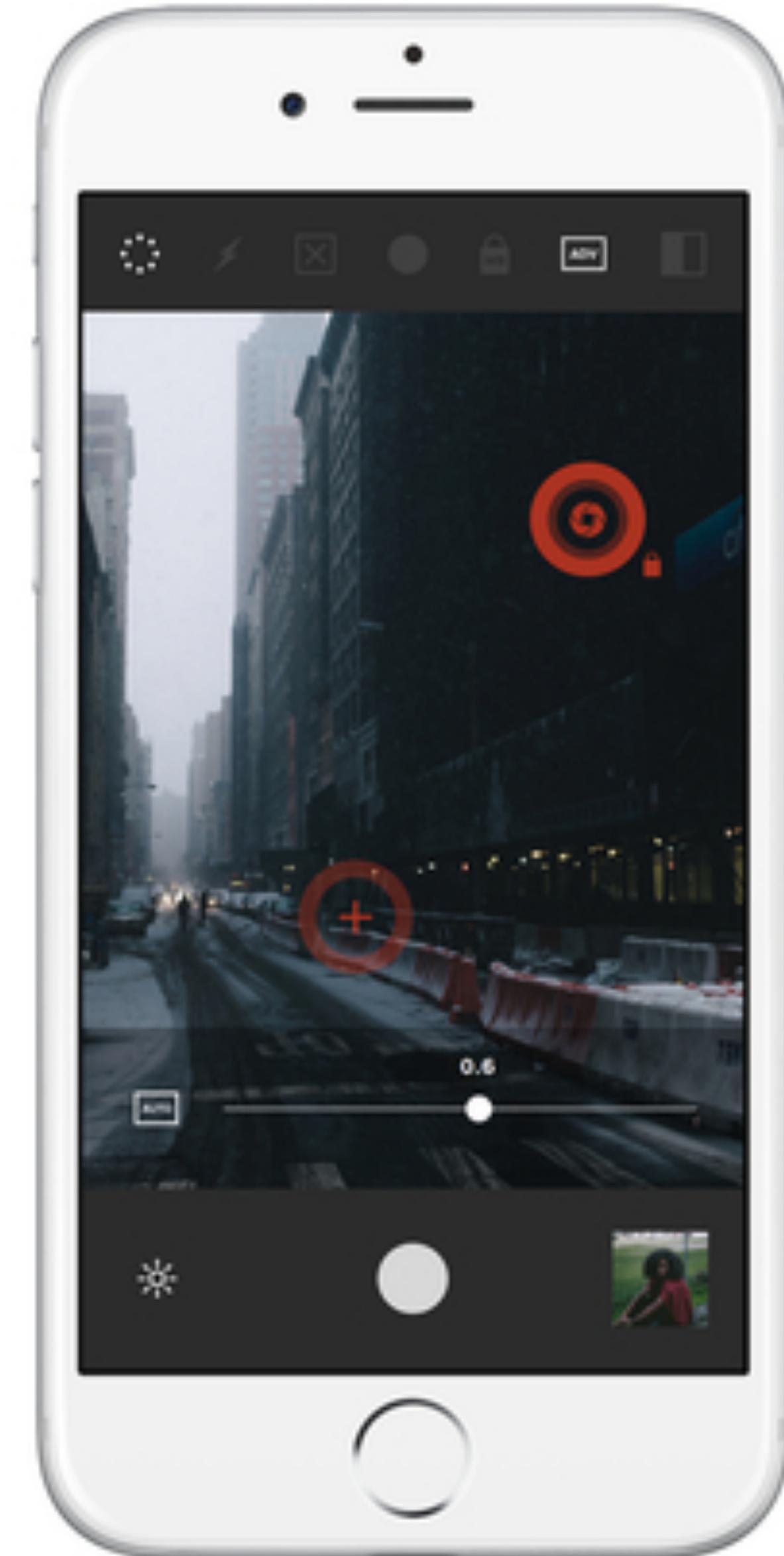
- Create a **AVCaptureSession**
- Set the **AVCaptureDeviceInput** depending on what you want to capture (video, photo, audio). Use AVCaptureDevice's DiscoverySession to get available inputs
- add outputs save data
- Begin media capture by calling `startRunning()` on your session
- use outputs to capture data from the session



VSCO

to capture AV data....

- Create a **AVCaptureSession**
- Set the **AVCaptureDeviceInput** depending on what you want to capture (video, photo, audio). Use AVCaptureDevice's DiscoverySession to get available inputs
- add outputs save data
- Begin media capture by calling `startRunning()` on your session
- use outputs to capture data from the session



VSCO

# AVCaptureSession - creation

## Creating a capture session

```
let captureSession = AVCaptureSession()  
  
// set what quality you want to capture  
captureSession.sessionPreset =  
    AVCaptureSession.Preset.high
```

# AVCaptureSession - adding Inputs

Find available “devices” using discovery sessions. In this case, we are filtering ones with a wide angle camera

```
let deviceDiscoverySession =  
    AVCaptureDevice.DiscoverySession(deviceTypes:  
        [.builtInWideAngleCamera], mediaType: .video,  
        position: .unspecified)
```

```
// devices will be of type [AVCaptureDevice]  
let devices = deviceDiscoverySession.devices
```

# AVCaptureSession - getting a device for input

Use devices as captureSession inputs

```
let input = try  
    AVCaptureDeviceInput(device: device)
```

```
captureSession.addInput(input)
```

Now you're prepared to receive data (but not save) from camera or microphone, depending on what device you are using

# AVCaptureSession - getting a device for input

Use devices as captureSession inputs

```
let input = try  
    AVCaptureDeviceInput(device: device)
```

```
captureSession.addInput(input)
```

Now you're prepared to receive data (but not save) from camera or microphone, depending on what device you are using

but how do we access that data?? → AVCaptureOutputs

# **AVCapture - Classes for output (photo)**

**AVCapturePhotoOutput** - class used for outputting photos captured by device camera (still and live)

**AVCapturePhotoSettings** - pass along into AVCapturePhotoOutput object to set capture settings

- can specify what type to output (JPEG, RAW formats, HEIF, etc.), whether you should use flash, or if you should enable image stabilization.

**AVCapturePhotoCaptureDelegate** - responsible for receiving the data captured from the camera. This is where you can access the captured image

# AVCapture - capturing photos

**To actually capture a photo from the device camera:**

- create an `AVCapturePhotoOutput` object
- create an `AVCapturePhotoSettings` object
- call the method `capturePhoto` on your `AVCapturePhotoOutput` object

```
func capturePhoto(settings: AVCapturePhotoSettings,  
                  delegate: AVCapturePhotoCaptureDelegate)
```

- this method will use the settings in capturing a photo, and begin calling methods on the delegate passed in (next slide lists some of these delegate methods)

## AVCapturePhotoCaptureDelegate - some methods

AVCapturePhotoCaptureDelegate - monitors photo capture progress, including when the photo was finished processing.

```
// photo was taken – do with it what you will
optional func photoOutput(_ output: AVCapturePhotoOutput,
    didFinishProcessingPhoto photo: AVCapturePhoto,
    error: Error?)
```

```
// required for capturing live photos
optional func photoOutput(_ output: AVCapturePhotoOutput,
    didFinishProcessingLivePhotoToMovieFileAt outputFileURL: URL,
        duration: CMTime,
        photoDisplayTime: CMTime,
        resolvedSettings: AVCaptureResolvedPhotoSettings,
        error: Error?)
```

## AVCapturePhotoCaptureDelegate - some methods

```
// photo was taken - do with it what you will
optional func photoOutput(_ output:
AVCapturePhotoOutput,
didFinishProcessingPhoto photo: AVCapturePhoto,
error: Error?)
```

To get the Image “out of” the AVCapturePhoto object, you can use the following **AVCapturePhoto** method

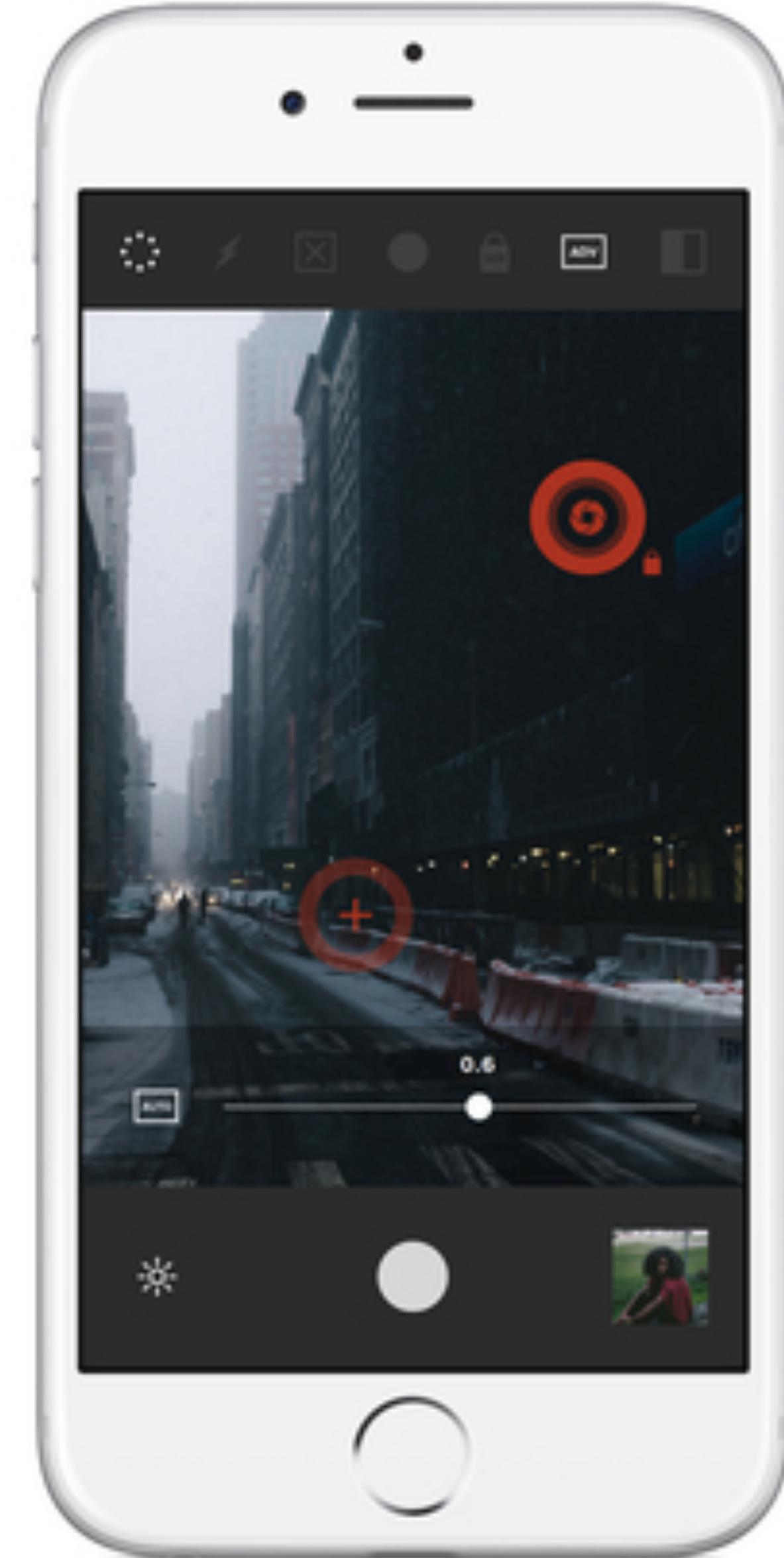
```
// converts AVCapturePhoto object to a Data object
func fileDataRepresentation() -> Data?
```

```
class PhotoViewController: UIViewController,  
AVCapturePhotoCaptureDelegate {  
    // view controller implementation hidden  
    let data: Data?  
  
    @IBAction func takePhoto(_ sender: UIButton) {  
        let photoSettings = AVCapturePhotoSettings([])  
        someClass.capturePhoto(with: photoSettings,  
                               delegate: self)  
    }  
  
    func photoOutput(_ output: AVCapturePhotoOutput,  
                    didFinishProcessingPhoto photo:  
                    AVCapturePhoto, error: Error?) {  
        data = photo.fileDataRepresentation()  
    }}
```

# Review

to capture AV data....

- Create a **AVCaptureSession**
- Set the **AVCaptureDeviceInput** depending on what you want to capture (video, photo, audio). Use AVCaptureDevice's DiscoverySession to get available inputs
- add outputs save data
- Begin media capture by calling `startRunning()` on your session
- use outputs to capture data from the session



VSCO