Tumble offline

Movember 19, 2013

(Much of this is outdated)

Key values

- Big emphasis on having the app be as functional as possible without a connection
- Really not doing anything too clever here

Navigation

- → Never prevent the user from navigating just because they're offline
- → Very few "are we online?" checks in general
- → An alert is shown when the app is foregrounded if there's no connection
- → Screens will just be empty if the data isn't already cached

Displaying API data

- → Core Data basically just used as a cache
 - → When most recent data is fetched from can API route, delete all older data for that route
 - → Perform general cleanup when application terminates
- → If offline when user makes a new request, just call the controller back immediately without any new data

lmages

- → TMCache (open source)
 - → Hybrid disk/memory cache (only using the disk part currently)
- → Trim to max size on application background
 - → Could keep it below limit but wanted to save CPU

POST requests

- → OutstandingRequest Core Data entity
 - → URL/parameters
 - → Retry count/created date
- → Provide immediate UI feedback
- → Retry whenever the application is foregrounded
- → Error reporting/confirmation is currently lacking

TMRequestProxy

- → Delegate of an NSOperation subclass representing the actual HTTP request
 - → Handles deleting the persistent object when the request completes or exceeds retries/max. age
- → Can notify UI regarding upload progress
- → This all happens regardless of if the user is online or offline

Push notifications

- → Can't unregister from APNS directly
 - → Use your own server
 - → Use Apple's feedback mechanism to catch uninstalls
- → Database wiped when user logs out
 - → Logging out while offline = still receive push notifications