Using 3rd Party Libraries / Frameworks in iOS

Lecture II

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TOPICS

- Motivation
- Useful Third Party Libraries
- Working with CocoaPods



WHY USE 3RD PARTY LIBRARIES?

- Duh.....
- Avoid reinventing the wheel?
- Take advantage of tons of amazing open source software often written by smarter-than-average developers!
- Make your app more feature rich (and shiny) with less work!

AFNETWORKING

- Most popular networking library for iOS
- Extends the foundation networking frameworks on
- More info: https://github.com/AFNetworking/ **AFNetworking**

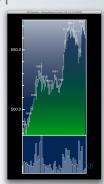


NIMBUS

- iOS toolkit with commonly needed components
- Well documented!
- http://nimbuskit.info/

CORE PLOT

- 2D Plotting Framework for iOS and OS X.
- Supports a wide variety of different kinds of graphs/plots.
- https://github.com/core-plot/coreplot



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FMDB

- An Cocoa/Objective-C wrapper around SQLite
- Higher level API that makes interacting with SQLite DB's easy.
- https://github.com/ccgus/fmdb

SSTOOLKIT

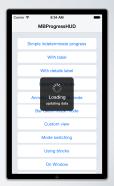
 a collection of well-documented iOS classes for making life easier by solving common problems all iOS developers face.



• http://sstoolk.it/

MBPROGRESSHUD

- translucent HUD with an indicator and/or labels while work is being done in a background thread.
- https://github.com/jdg/ MBProgressHUD





- Style your native iOS/Android apps using CSS
- Open source project has graduated into a startup (pixate.com beautiful but not free)!
- http://www.freestyle.org/

FONT AWESOME FOR IOS

- a Objective-C category that brings Font awesome (an iconic font) to iOS.
- https://github.com/alexdrone/iosfontawesome





COCOAPODS

- A popular dependency manager for Objective-C projects.
- Thousands of libraries/frameworks supported.
- Popular in the open source community.
- http://cocoapods.org/



WHY A DEPENDENCY MGR?

- Why not just manually download library/framework and add to your project?
- library code is stored in each project you use it, wasting space.
- No global catalog of available libraries that you can search...
- Difficult to update libraries to a new version, especially if several libraries need to be updated together.
- You will be tempted to modify the code, making future updates difficult!

COCOAPODS DEMO

