Lab #8 – Working with parse.com

CIS 380 – Summer 2015 Due Date: 8am, July 21, 2015

Learning Objectives

• Learn how to use parse.com as a mobile backend service.

Simple Grocery List App App

In this homework exercise you are to create a simple grocery list app that has its data backed by parse.com as shown below in Figure 1.



Figure 1. The Simple GroceryApp

By clicking the Add (+) button on the right side of the navigation bar, the app segues to a screen that allows the user to add an item to the grocery list. When the user presses the save button, the app adds a new row to the table on parse.com, and the controller is popped and a refreshed copy of the Grocery List appears. If the user presses the "Edit" button on the left side of the navigation bar, items can be deleted altogether from the list. The corresponding row should also be deleted on parse.com.

Associated with each grocery item on parse.com is a boolean status value which is false by default. Anytime a user selects an item in the grocery list by tapping on it, the status value is toggled. A checkmark is displayed on the cell if the status is true. The status value should be persisted on parse.com each time it changes. The idea of the checkmark

is to allow the user to keep track of which items the user has already placed in his shopping basket.

Note: You should use the PFQueryTableViewController in your solution as demonstrated in class. You may have to spend sometime on the parse.com website reading their documentation to handle features that were not discussed in class (e.g. how to delete a row!)

Deliverables

To receive credit for your homework, you must:

- Provide a working demo of your app to the instructor in the classroom on the due date
- Create a zip archive of your entire project folder and name it Lab08-TeamDD.zip where DD is replaced with your team number. Upload your zip archive to DropBox or equivalent and email a public link to the instructor (jonathan.engelsma@gvsu.edu) with the email subject set to Lab08-TeamDD. Failure to follow naming instructions correctly means your homework will not get graded and you will get a zero!