

Cocoapods
AFNetworking
JSON
Grand Central Dispatch

Cocoapods

- What?
 - Dependency manager for cocoa
 - Pods = libraries
 - Specs repositories
 - Cocoapods specs repository

Cocoapods: <https://cocoapods.org/>

Dependency manager advantages:

- code not stored locally, saves space
- automatically grabs the latest version
- 'sub-dependencies' managed for you

Cocoapods specs repository: <https://github.com/CocoaPods/Specs>

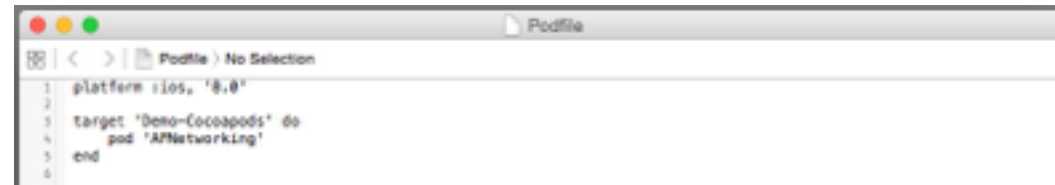
Cocoapods

- Pods?
 - Podfile
 - Platform
 - Target
 - Pods (+ versions)
 - ...

A lot more specification possible in the podfile, for more detail: <https://guides.cocoapods.org/syntax/podfile.html>

Cocoapods

- Podfile?



Cocoapods

- How?
 - Cocoapods (only once)
 - “sudo gem install cocoapods”
 - “pod setup”
 - Podfile (per project)
 - “pod init”
 - “pod install”
 - “pod update”

sudo gem install cocoapods: installs the cocoapods gem with Ruby (standard on every Mac)

pod setup: clones the Cocoapods specs repository into ~/.cocoapods/ on your file system

pod init: creates the podfile

pod install: resolves the dependencies/pods in your podfile

pod update: updates the dependencies/pods in your podfile

AFNetworking

- Networking pod
- *AFHTTPSessionManager* class
 - *GET:parameters:success:failure*
 - *POST:parameters:success:failure*
 - *PUT:parameters:success:failure*
 - *DELETE:parameters:success:failure*

2 options:

- subclass *AFHTTPSessionManager*
- create and use an instance of *AFHTTPSessionManager*

JSON

- REST responses are in JSON
- *NSJSONSerialization* class
 - Serialise
 - Deserialise

GCD

- Framework to support multi-threading
- `dispatch_async(dispatch_get_main_queue(), ^{
 // this code will be run on main queue
});`
- `dispatch_async(dispatch_get_global_queue(DISPATCH_QUEUE_PRIORITY_DEFAULT, 0), ^{
 // this code will be run on background queue
});`
- **UI code** should **always** run on the main queue!