Lessons Learned Wrapping an Objective-C Framework in Swift

NSLondon

JP Simard, @simjp, realm.io



Why?

API Improvements

```
// Go from this:
func objcFunc(a: AnyObject!, b: NSArray!) -> NSString!
// to this:
func swiftFunc(a: ClassA?, b: [Int]) -> String?
// Or using autoclosures, generics,
// default parameter values, making types
// and optionality explicit, etc.
```

Why?

To Expose Unmappable Interfaces

```
// Objective-C variable arguments aren't exposed to Swift
+ (RLMResults *)objectsWhere:(NSString *)format, ...;
// neither are #defines
#define NSStringFromBool(b) (b ? @"YES" : @"NO")
// or certain declarations
NSVariableStatusItemLength
```

Why Not Rewrite in Swift?

- 1. Lazy
- 2. No significant gains from the language
- 3. Existing codebase complex and/or mature
- 4. Yup, still lazy

Porting an API

```
RLMObject
Realm.Object
RLMObject.allObjects() // ObjC
objects<T: RLMObject>(type: T.Type) // Swift
```

Distribution

- 1. Dynamic framework logical
- 2. Can't statically link Objective-C framework in Swift framework (no modules)

Making sure Objective-C is still importable

- 1. Module Map needs to be preserved
- 2. Must be a dynamic framework

Exposing private interfaces just for Swift binding

Unfortunately bridging headers don't work for framework targets

Exposing private interfaces just for Swift binding

```
framework module Realm {
    umbrella header "Realm.h"
    export *
    module * { export * }
    explicit module Private {
        header "RLMRealm_Private.h"
```

Testing

- 1. Don't test functionality, test interfaces
- 2. Write equivalency tests

Documentation

- 1. Compare Objective-C & Swift interfaces side by side
- 2. Copy docs from Objective-C
- 3. Convert doxygen format to ReST

Links

- This talk: github.com/jpsim/talks
- Realm/RealmSwift: github.com/realm/realm-cocoa
- jazzy: github.com/realm/jazzy

Thank You!

NSLondon().questions?.askThem! JP Simard, @simjp, realm.io