



API Prototyping in Swift

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- The project consists of two parts. First one is an X-Code project in Swift for backend. Second is a demo client app which uses prototype API.
- The demo application uses networking solution based on requests. This approach gives ability for flexible modifying requests on the fly.
- The backend application is ready for debug parameters and responds with required fake data: return random objects of random count, fail with specific error, etc.

Request customization

- No objects, large amount of objects;
- Some data is invalid;
- Large strings;
- Pre request errors.

Achievements and progress

- Setup and deployed a backend project
- Connected Postgres database as persistent storage
- Improved existing networking layer in the client application
- Got familiar with deploying on Heroku

Next Steps

- Research response wrapping in Vapor
- Implement useful debug parameters
- Try to use Swift+Vapor as working backend solution
- Measure performance

Vapor framework is
promising, however
there are many issues
that need
investigation

Thanks!

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