

Getting channels

Section 11, Lecture 93

Postman

Builder Team Library IN SYNC Jonny B Examples (0) Go to

Resources available

History Collections

All Me Team

FoodTruckAPI 6 requests

Mac Chat API 12 requests

POST 1. Auth Register User

POST 2. Auth Login User

POST 3. Add User

GET Find all users

GET Find user by id

PUT Update User by Id

DEL Delete User by Id

GET Auth Find Me

GET Find user by email

POST Add Channel

GET Find All Channels

GET Find all messages for channel

Find All Char X 3. Add User Add Channel + No Environment Examples (0)

Find All Channels

GET http://localhost:3005/v1/channel Params Send Save

Authorization Headers (1) Body Pre-request Script Tests Cookies Code

Key Value Description Bulk Edit Presets

Authorization Bearer eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9....

New key Value Description

Body Cookies Headers (6) Tests Status: 200 OK Time: 11 ms Size: 414 B

Pretty Raw Preview JSON

```
1 [  
2 {  
3   "_id": "592c5fb19158c80d1f71a66f",  
4   "name": "general",  
5   "description": "",  
6   "__v": 0  
7 },  
8 {  
9   "_id": "596ebdd9ef3463079ac19f05",  
10  "description": "this is the random channel, talk about whatevs!",  
11  "name": "random",  
12  "__v": 0  
13 }  
14 ]
```

The screenshot shows the Xcode interface with the file structure on the left and the code editor on the right.

File Structure:

- Smack
- Smack
- XIBs
- ProfileVC.xib
- Services
- AuthService.swift
- UserDataService.swift
- MessageService.swift
- Utilities
- Constants.swift
- Model
- Channel.swift
- View
- GradientView.swift
- RoundedButton.swift
- AvatarCell.swift
- CircleImage.swift
- Controller
- ChatVC.swift
- ChannelVC.swift
- LoginVC.swift
- CreateAccountVC.swift
- AvatarPickerVC.swift
- ProfileVC.swift
- Supporting Files
- SWRevealViewController.h
- SWRevealViewController.m
- Smack-Bridging-Header.h
- AppDelegate.swift
- Main.storyboard
- Assets.xcassets

Code Editor (Channel.swift):

```
1 //  
2 // Channel.swift  
3 // Smack  
4 //  
5 // Created by Jonny B on 7/18/17.  
6 // Copyright © 2017 Jonny B. All rights reserved.  
7 //  
8  
9 import Foundation  
10  
11 struct Channel {  
12     public private(set) var channelTitle: String!  
13     public private(set) var channelDescription: String!  
14     public private(set) var id: String!  
15 }|  
16
```

Getting channels
Section 11, Lecture 93

```
8
9 import Foundation
10
11 typealias CompletionHandler = (_ Success: Bool) -> ()
12
13 // URL Constants
14 let BASE_URL = "https://chattychatjb.herokuapp.com/v1/"
15 let URL_REGISTER = "\(BASE_URL)account/register"
16 let URL_LOGIN = "\(BASE_URL)account/login"
17 let URL_USER_ADD = "\(BASE_URL)user/add"
18 let URL_USER_BY_EMAIL = "\(BASE_URL)user/byEmail/"
19 let URL_GET_CHANNELS = "\(BASE_URL)channel/"
20
21 // Colors
22 let smackPurplePlaceholder = □
23
```

The image shows a developer in a video call, with their Xcode workspace and Postman interface visible.

Xcode Project Structure:

- Project: Smack
- Smack folder contains:
 - XIBs folder with ProfileVC.xib
 - Services folder with AuthService.swift, UserDataService.swift, and MessageService.swift
 - Utilities folder with Constants.swift
 - Model folder with Channel.swift (selected)
 - View folder with GradientView.swift, RoundedButton.swift, AvatarCell.swift, and CircleImage.swift
 - Controller folder with ChatVC.swift, ChannelVC.swift, and LoginVC.swift

Code Snippet (Channel.swift):

```
1 //  
2 // Channel.swift  
3 // Smack  
4 //  
5 // Created by Jonny B on 7/18/17.  
6 // Copyright © 2017 Jonny B. All rights reserved.  
7 //  
8  
9 import Foundation  
10  
11 struct Channel : Decodable {  
12     public private(set) var channelTitle: String!  
13     public private(set) var channelDescription: String!  
14     public private(set) var id: String!
```

Postman Request:

- Method: GET
- URL: http://localhost:3005/v1/channel
- Body tab selected, showing JSON response:
- Response status: 200 OK
- Response time: 11 ms
- Response size: 414 B

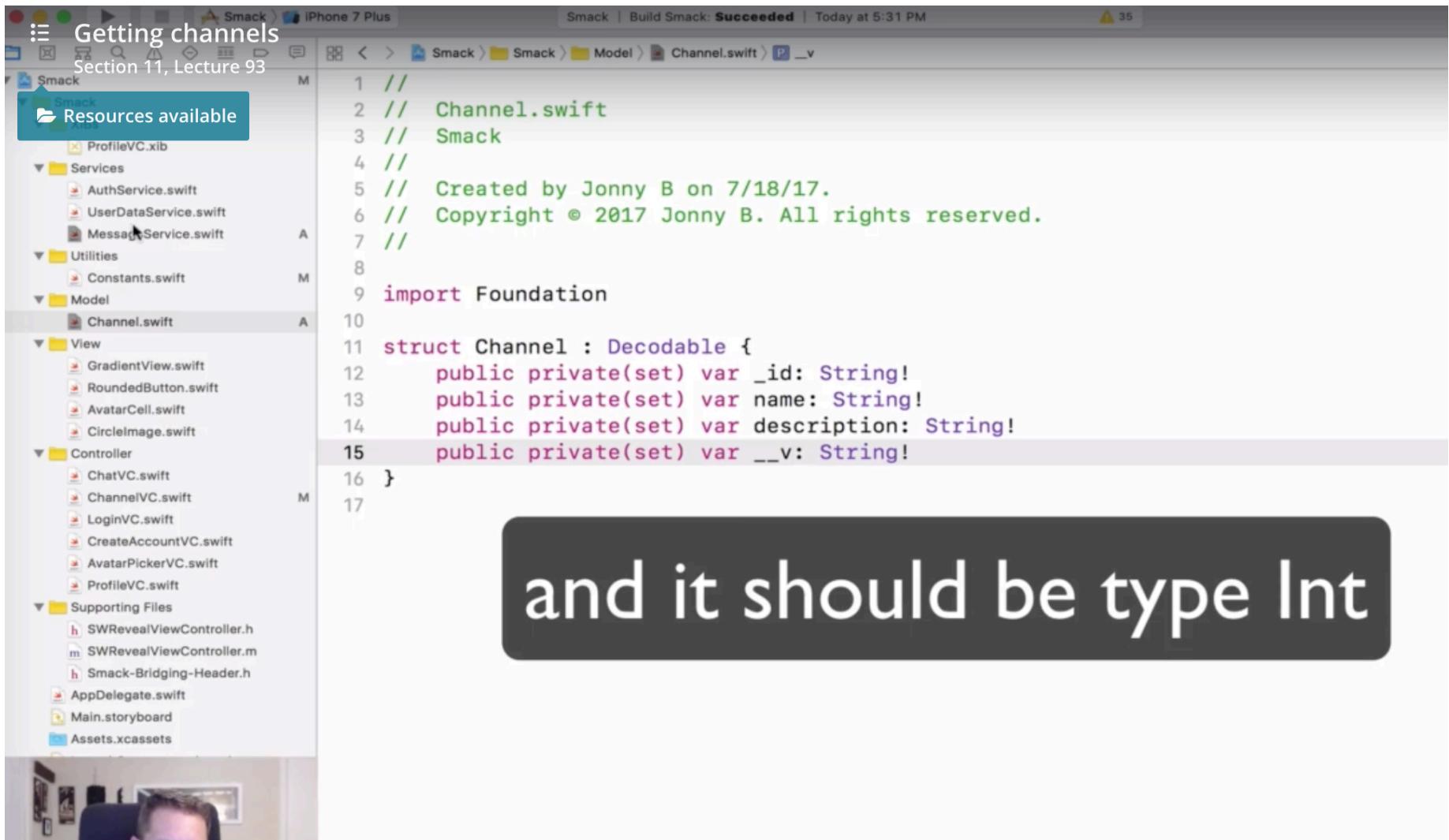
```
1 [  
2   {  
3     "_id": "592c5fb19158c80d1f71a66f",  
4     "name": "general",  
5     "description": "",  
6     "__v": 0  
7   },  
8   {  
9     "_id": "596ebdd9ef3463079ac19f05",  
10    "description": "this is the random channel, talk about whatevs!",  
11    "name": "random",  
12    "__v": 0
```

Getting channels
Section 11, Lecture 93

Resources available

```
1 //  
2 // Channel.swift  
3 // Smack  
4 //  
5 // Created by Jonny B on 7/18/17.  
6 // Copyright © 2017 Jonny B. All rights reserved.  
7 //  
8  
9 import Foundation  
10  
11 struct Channel : Decodable {  
12     public private(set) var _id: String!  
13     public private(set) var name: String!  
14     public private(set) var description: String!  
15     public private(set) var __v: String!  
16 }  
17
```

and it should be type Int



Getting channels
Section 11, Lecture 93

Smack | Build Smack: Succeeded | Today at 5:31 PM

Resources available

```
13 class MessageService {
14
15     static let instance = MessageService()
16
17     var channels = [Channel]()
18
19     func findAllChannel(completion: @escaping CompletionHandler) {
20         Alamofire.request(URL_GET_CHANNELS, method: .get, parameters: nil, encoding: JSONEncoding.default, headers: BEARER_HEADER).responseJSON { (response) in
21
22             if response.result.error == nil {
23                 guard let data = response.data else { return }
24
25                 do {
26                     self.channels = try JSONDecoder().decode([Channel].self, from: data)
27                 }
28
29             //         if let json = JSON(data: data).array {
30             //             for item in json {
31             //                 let name = item["name"].stringValue
32             //                 let channelDescription = item["description"].stringValue
33             //                 let id = item["_id"].stringValue
34             //                 let channel = Channel(channelTitle: name, channelDescription:
35             //                                     channelDescription, id: id)
36             //                     self.channels.append(channel)
37             //                 }
38             //             completion(true)
39             //         }
40         }
41     }
42 }
```

93. Getting channels



A screenshot of an Xcode workspace titled "Smack". The project structure on the left shows a hierarchy of files and folders under the "Smack" project. The "ChatVC.swift" file is selected in the center editor, which displays the following Swift code:

```
1 //  
2 // ChatVC.swift  
3 // Smack  
4 //  
5 // Created by Jonny B on 7/14/17.  
6 // Copyright © 2017 Jonny B. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class ChatVC: UIViewController {  
12  
    // Outlets  
    @IBOutlet weak var menuBtn: UIButton!  
13  
14    override func viewDidLoad() {  
15        super.viewDidLoad()  
16  
17        menuBtn.addTarget(self.revealViewController(), action:  
18            #selector(SWRevealViewController.revealToggle(_)), for: .touchUpInside)  
19        self.view.addGestureRecognizer(self.revealViewController().panGestureRecognizer())  
20        self.view.addGestureRecognizer(self.revealViewController().tapGestureRecognizer())  
21  
22        if AuthService.instance.isLoggedIn {  
23            AuthService.instance.findUserByEmail(completion: { (success) in  
24                NotificationCenter.default.post(name: NOTIF_USER_DATA DID_CHANGE, object: nil)  
25            })  
26        }  
27        MessageService.instance.findAllChannel { (success) in  
28  
29    }  
30}  
31}  
32}
```

The bottom of the screen shows a video player control bar with a play button, volume controls, and a timestamp of 15:22 / 19:11.