

# Piscine Swift - Day 07

## Passing Notes

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*Summary: This document contains the subject for Day for the "Piscine Swift" from 42*

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# Chapter I

## Foreword

Here are some examples of texting shorthand that people used to use

2moro - Tomorrow  
2nite - Tonight  
BRB - Be Right Back  
BTW - By The Way  
B4N - Bye For Now  
BFF - Best Friends Forever  
CYA - See Ya  
DBEYR - Don't Believe Everything You Read  
DILLIGAS - Do I Look Like I Give A Sh\*\*  
FWIW - For What It's Worth  
GR8 - Great  
IMHO - In My Humble Opinion  
IRL - In Real Life  
ISO - In Search Of  
JK - Just Kidding  
LMAO - Laughing My Ass Off  
LOL - Laughing Out Loud  
LYLAS - Love You Like A Sister  
MHOTY - My Hat's Off To You  
NIMBY - Not In My Back Yard  
NP - No Problem  
NUB - New person to a site or game  
OIC - Oh, I See  
OMG - Oh My God  
OT - Off Topic  
POV - Point Of View  
RBTL - Read Between The Lines  
ROTFLMAO - Rolling On The Floor Laughing My Ass Off  
THX or TX or THKS - Thanks  
STBY - Sucks To Be You  
TFH - Thread From Hell  
RTM or RTFM - Read The Manual -or- Read The F\*\*\*ing Manual  
TMI - Too Much Information  
TTYL - Talk To You Later  
TYVM - Thank You Very Much  
WTF - What The F\*\*\*  
WYWH - Wish You Were Here

# Chapter II

## General Instructions

- Only this document will serve as reference. Do not trust rumors.
- Read carefully the whole subject before beginning.
- Watch out! This document could potentially change up to an hour before submission.
- This project will be corrected by humans only.
- This course is designed to build on previous days' concepts, try your hardest to finish everyday.
- Each day culminates in a portfolio piece, if you finish the day this is something you can use to get hired.
- When submitting, submit the folder of the Xcode project.
- Only the work submitted on the repository will be accounted for during peer-2-peer correction.
- Here it is the [official manual of Swift](#) and the [Swift Standard Library](#)
- It is forbidden to use other libraries, packages, pods, etc. Unless otherwise stated in the project.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- You can discuss on the Piscine forum of your Intra!
- By Odin, by Thor! Use your brain!!!

# Chapter III

## Introduction

Today is mostly about databases, but we will be using an abstracted version of this by using serverless architecture via firebase. At the end of the day we will have created a messaging app that can send and receive messages between two people.

## Chapter IV

### Exercise 00 : Serverless & Firebase

Exercise : 00
Serverless & Firebase
Files to turn in: .xcodeproj and all necessary files
Allowed functions : Swift Standard Library, UIKit
Notes : This may require another language to use properly, this is allowed (go, node.js are common)

We are going to create a helloworld realtime database in firebase. We will call a hello from firebase function, and deploy it. Show it on your firebase console. We also need to be able to import and initialize it.

## Chapter V

### Exercise 01 : Sync The Database

Exercise : 01
Sync The Database
Files to turn in: .xcodeproj and all necessary files
Allowed functions : Swift Standard Library, UIKit
Notes : n/a

We are getting and posting entries into the database. We do this by storing JSON structures. Show that it was received, then call it from a different device.

# Chapter VI

## Exercise 02: Send a Message

Exercise : 02
Send a Message
Files to turn in: .xcodeproj and all necessary files
Allowed functions : Swift Standard Library, UIKit
Notes : n/a

Now we turn the database entries sent into visual representations of the text, turning the entries into text messages. For this assignment we are creating the structure of the messages and a text input field that sends to the database.

Hint: callback



## Chapter VII

### Exercise 03: Receive a Message

Exercise : 03
Receive a Message
Files to turn in: .xcodeproj and all necessary files
Allowed functions : Swift Standard Library, UIKit
Notes : n/a

Now that we know how to send messages, we should visualize how we receive them. Let's turn them into actual messages displayed on the screen.

## Chapter VIII

### Exercise 04: Passing Notes

Exercise : 04
Passing Notes
Files to turn in: .xcodeproj and all necessary files
Allowed functions : Swift Standard Library, UIKit
Notes : n/a

Now we pull it all together, to send and receive messages. (if possible have two emulated devices that can send and receive to each other).

## Chapter XI

### Bonus : Encryption & Other Additional Security

Bonus
Encryption & Other Additional Security
Files to turn in: .xcodeproj and all necessary files
Allowed functions : Swift Standard Library, UIKit
Notes : n/a

For the bonus add some levels of security to the app's data. This can be done as you like, but more points for better systems.