

Workshop 9:

FireToDo

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FireToDo

What will you learn?

- CocoaPods
- Firebase
- Firebase Firestore
- UITableView
- UIBarButtonItem

Demo

CocoaPods

What it is?

- The most powerful library / dependency source for iOS
- Swift packages / Carthage - good as well, but not as broad
- cocoapods.org
- Install now, please!
- `sudo gem install cocoapods`

CocoaPods

Useful commands / knowledge

- `pod init` - initialize pods project
- `pod install` - install pods from podfile
- `pod update` - update pods to their latest version
- Podfile - setup file for cocoapods, what you define there, happens
- `.xcworkspace` - after installing pods you will only open this project, which contains 2 `.xcodeproj` - your project and pods (nothing else changes really)

Firebase

What it is?

- Probably, the most used tool for mobile apps
- Bought by Google few years ago
- Analytics, Push Notifications, Database, Authentication, Dynamic Links, ...
- Easy to implement and use, decent free tier, some services like Push Notifications completely free
- Cross-platform - iOS, Android, Web

Firestore

What it is?

- Realtime database from Firebase
- Really fast
- Easy to implement
- NoSQL JSON data representation
- Much cleaner than its predecessor - Realtime database
- Works on listeners

Let's create our Firebase app

Follow: <https://firebase.google.com/docs/ios/setup>

Setup in a nutshell

Basic description of steps

1. Create new project
2. Create Google account
3. Go to <https://console.firebase.google.com>
4. Create project
5. Set it up with current Xcode project (pod init, add pod, pod install, add code to App Delegate, launch app)
6. Create Firestore Database
7. Add Firebase/Firestore pod, pod install
8. Create first record in Database

Good tutorial to follow if stuck:

<https://code.tutsplus.com/tutorials/getting-started-with-cloud-firestore-for-ios--cms-30910>

FireToDo

What have you learned?

- CocoaPods
- Firebase
- Firebase Firestore
- UITableView
- UIBarButtonItem