

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.