

# InstaNetworking

This project is a demo project for Instabug, that implement a networking framework for executing HTTP requests in apps. This framework.

## Getting Started

To start using this framework, you can see how the example is working.

just do import `InstaNetworking` after adding the framework to your project.

Then go to `AppDelegate` class and call this function `[InstaNetworking setupBackgroundNetworking];` to `applicationDidFinishLaunchingWithOptions` like the following:

```
- (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    [InstaNetworking setupBackgroundNetworking];
    return YES;
}
```

to add requests to `InstaNetworking` Library for processing:

```
[_iNetwork fireRequest:[NSURL URLWithString:@"http://www.google.com"]
parameters:nil andVerb:POST withCompletionBlock:^(NSDictionary *response, NSError
*error) {
    }];
```

To make `ImageRequest` do call `setImageWithURL` to the `imageView` property:

```
[_imgV setImageWithURL:[NSURL
URLWithString:@"http://www.epoojastore.in/image/cache/catalog/Products/Mats-New-Sma
ll--1000x1000.jpg"]];
```

Now go to `Info.plist` file and add the following: `Required background modes` array and add item `App downloads content from the network`

Then add `AppTransport` to the info file `App Transport Security Settings` Dictionary and add child `Allow Arbitrary Loads` to `Boolean YES`

Then go to build setting and set enable `bitcode` to `NO`