ID: 180917

Course: Application Development for iOS

Date: May 20, 2019

Class Summary

In the class on the date specified above we delved further into IOS’s location ecosystem, specifically the Apple MapKit framework which enables developers to display satellite or map imagery directly within the application’s interface across a wide array of systems. Annotations and overlays such as pins or route highlighting can be implemented on the map to enable additional functionality. Maps can be implemented on IOS devices using the MKMapView. This immediately loads Apple Maps within the view without any additional coding.

We were also taught about making HTTP connections using the general API that are provided by the IOS Sdk. Using these API’s additional functionalities can be implemented into an app such as retrieving data from a server or saving files to disk. The build in library that is used to make HTTP requests as of Swift4 is URLSession which simplifies the prior method of making requests into easy to use methods. There are also third-party libraries for making HTTP requests using swift such as popular Alamofire which provides a simplified interface for making requests with options such as payloads.

The combination of MKMapView and HTTP requests allows for the logging of users coordinates on a remote server which aids in optimizing the in-app experience by analyzing the data gathered and making suggestions to users.