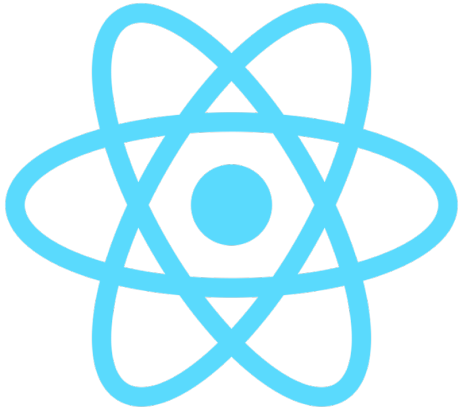
# Native Modules in Swift

Ray Deck

element55

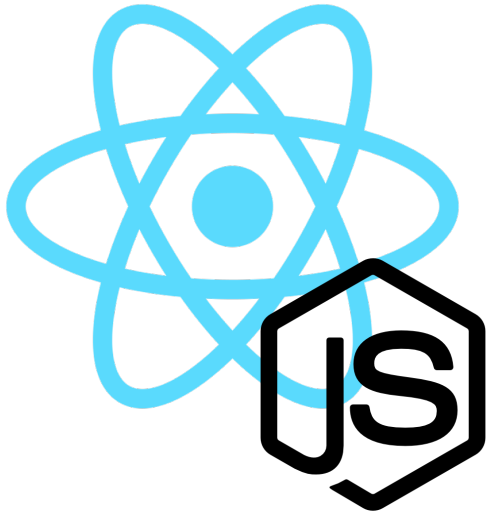
@ray_deck

github.com/rhdeck/rnboston



# Stages of RN Love

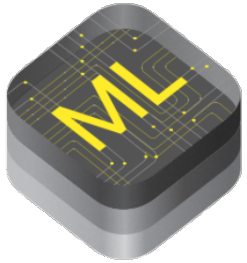
create-react-native-app



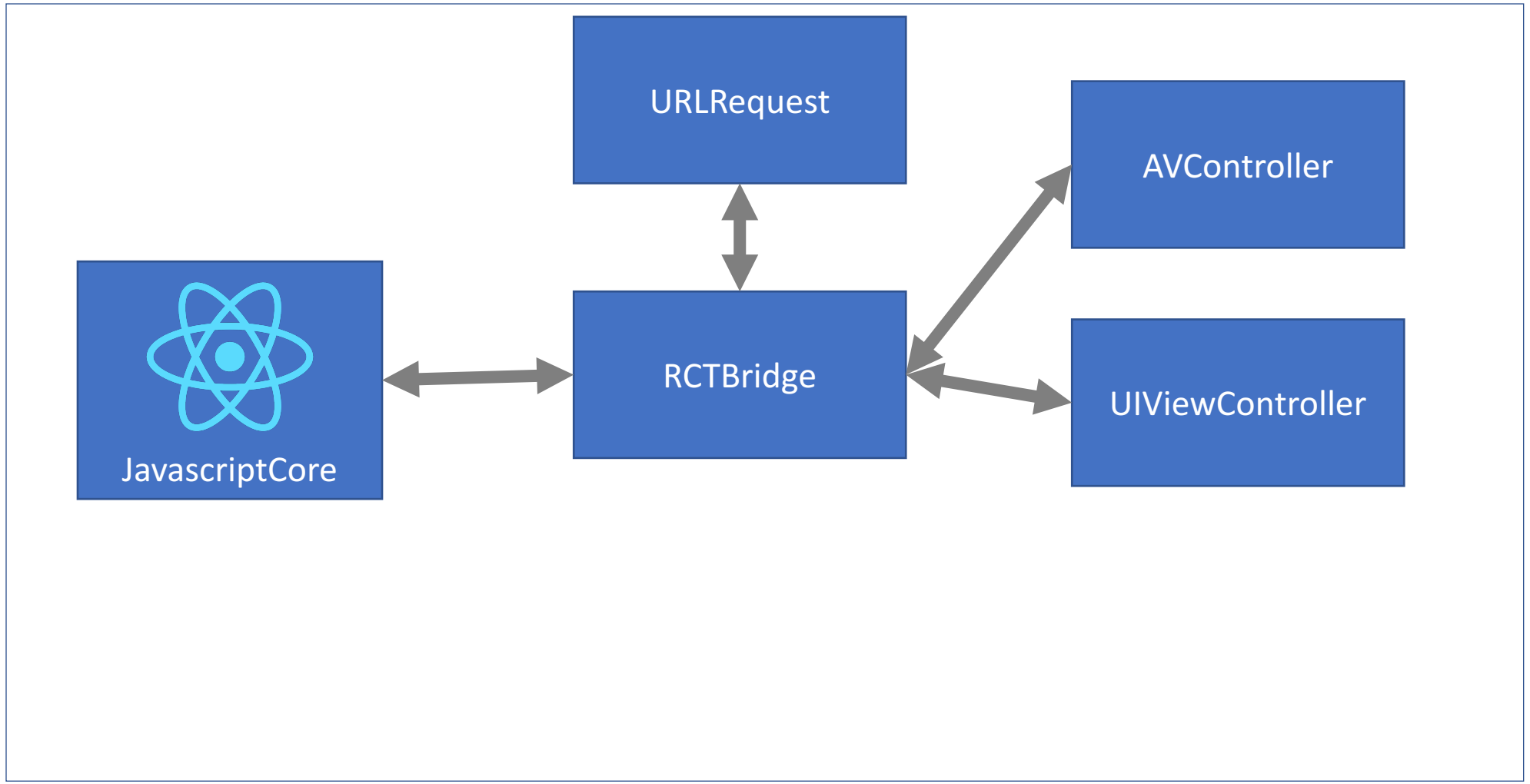

react-native init

Making Native Components!

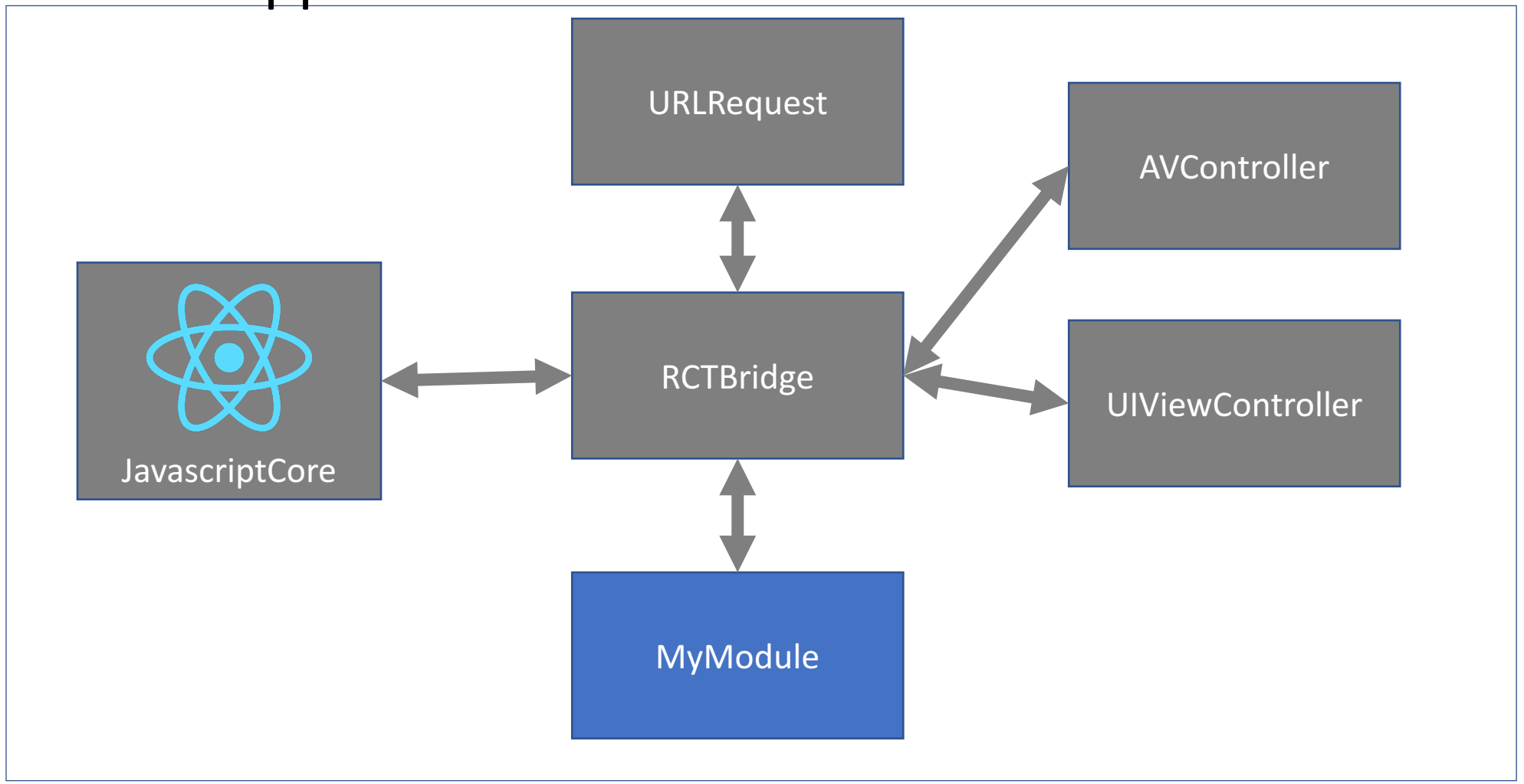
# Why?

1. Multithreading
2. Business logic
3. Esoteric subsystem
4. New Tech! 

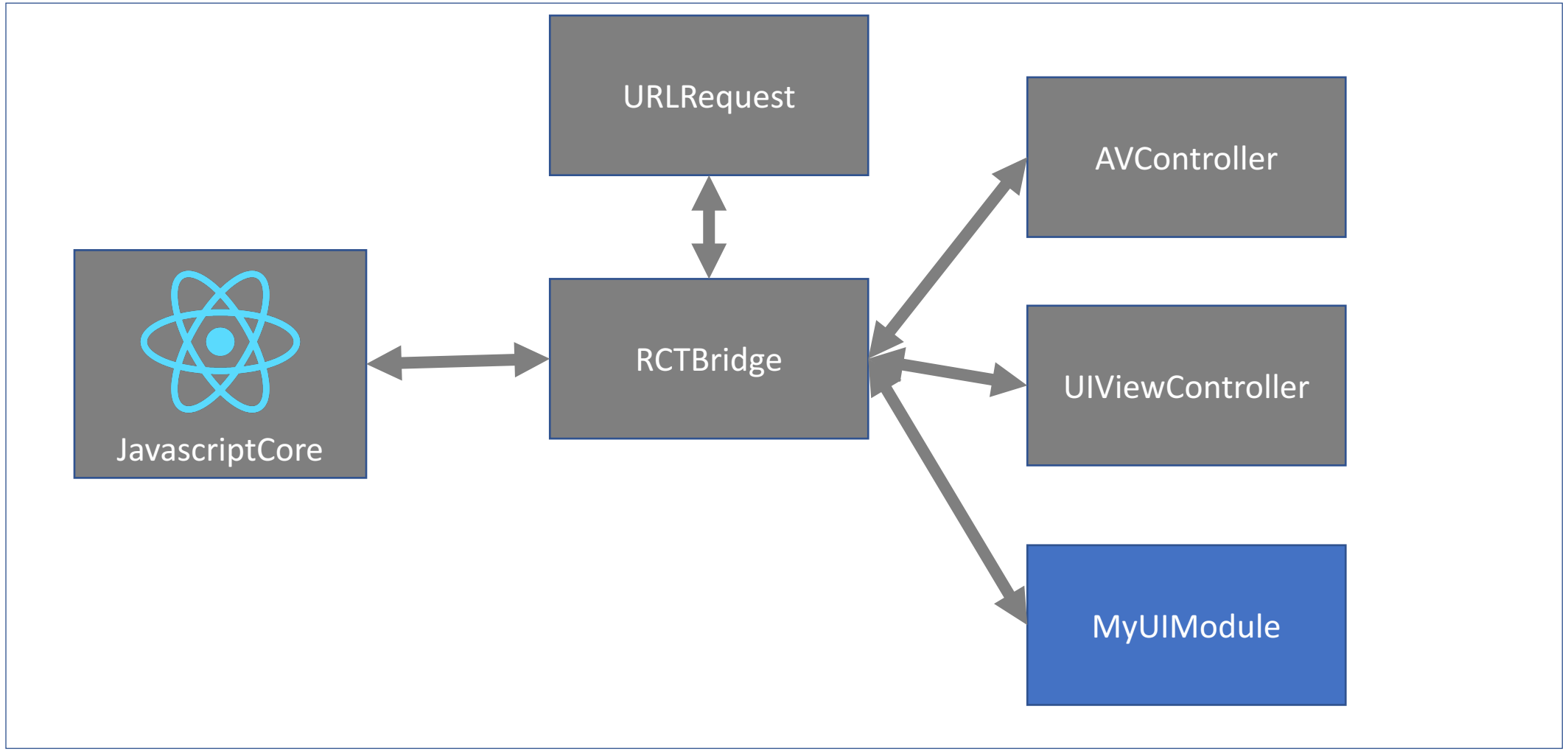
# iOS RN App


URLRequest
AVController
JavascriptCore
RCTBridge
UIViewController

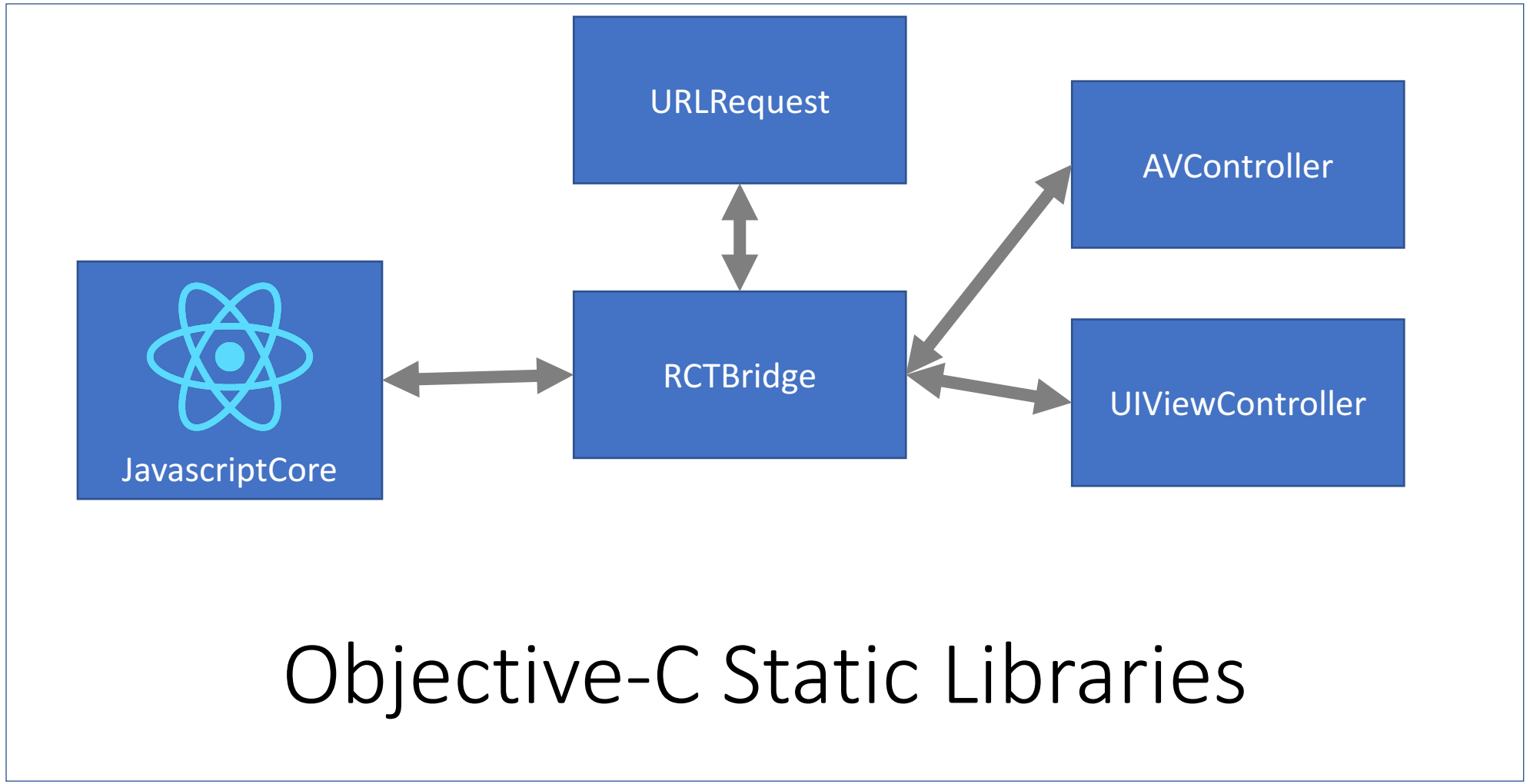
# iOS RN App


URLRequest
AVController
JavascriptCore
RCTBridge
UIViewController
MyModule

# iOS RN App


URLRequest
AVController
JavascriptCore
RCTBridge
UIViewController
MyUIModule

# iOS RN App


URLRequest
AVController
JavascriptCore
RCTBridge
UIViewController
Objective-C Static Libraries

**Swift** is nice

Reusable **modules** are nicer

Building **without GUI** is nicest

# Xcode 9

Allows Swift in static libaries as of beta 4!

# react-native-swift

yarn add react-native-swift

# react-native-swift-cli

yarn global add react-native-swift-cli

# Getting Started

1. rns i myproject ./myproject
2. code myproject
3. open myproject/ios/*xcode*

# Better Development

1. rns m tester myproject
2. code tester
3. open tester/ios/*xcode*

# Applying to an Existing App

*From within your app project…*

1. yarn add mymodule
   (note peer dependency warning!)
2. yarn add react-native-swift
3. react-native link

# So what's next?

github.com/rhdeck/react-native-coreml

# Thank You!

github/rhdeck/rnboston