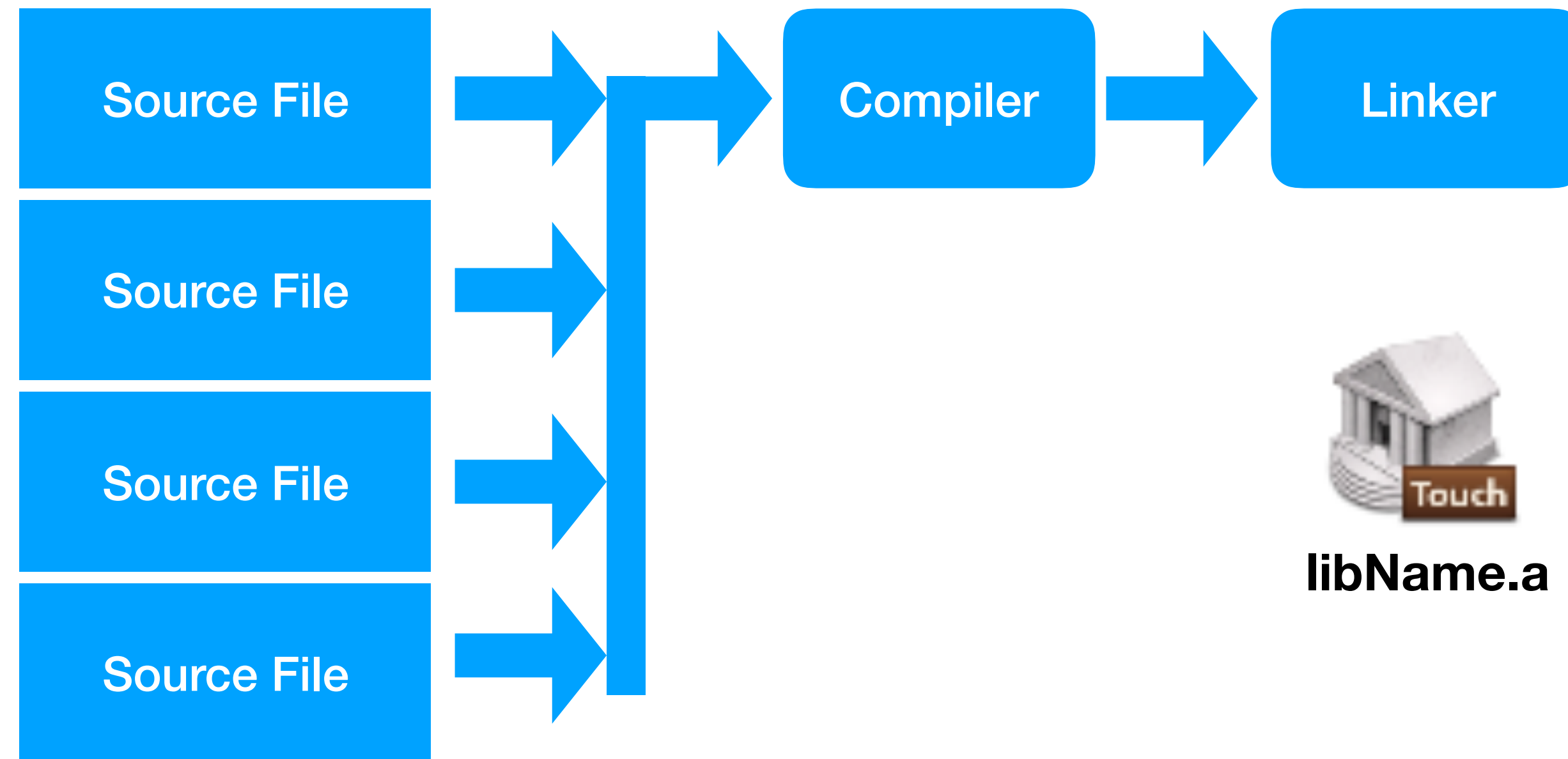# Building a SQLite Framework in Swift

Chris Woodard, Tampa Bay Cocoaheads
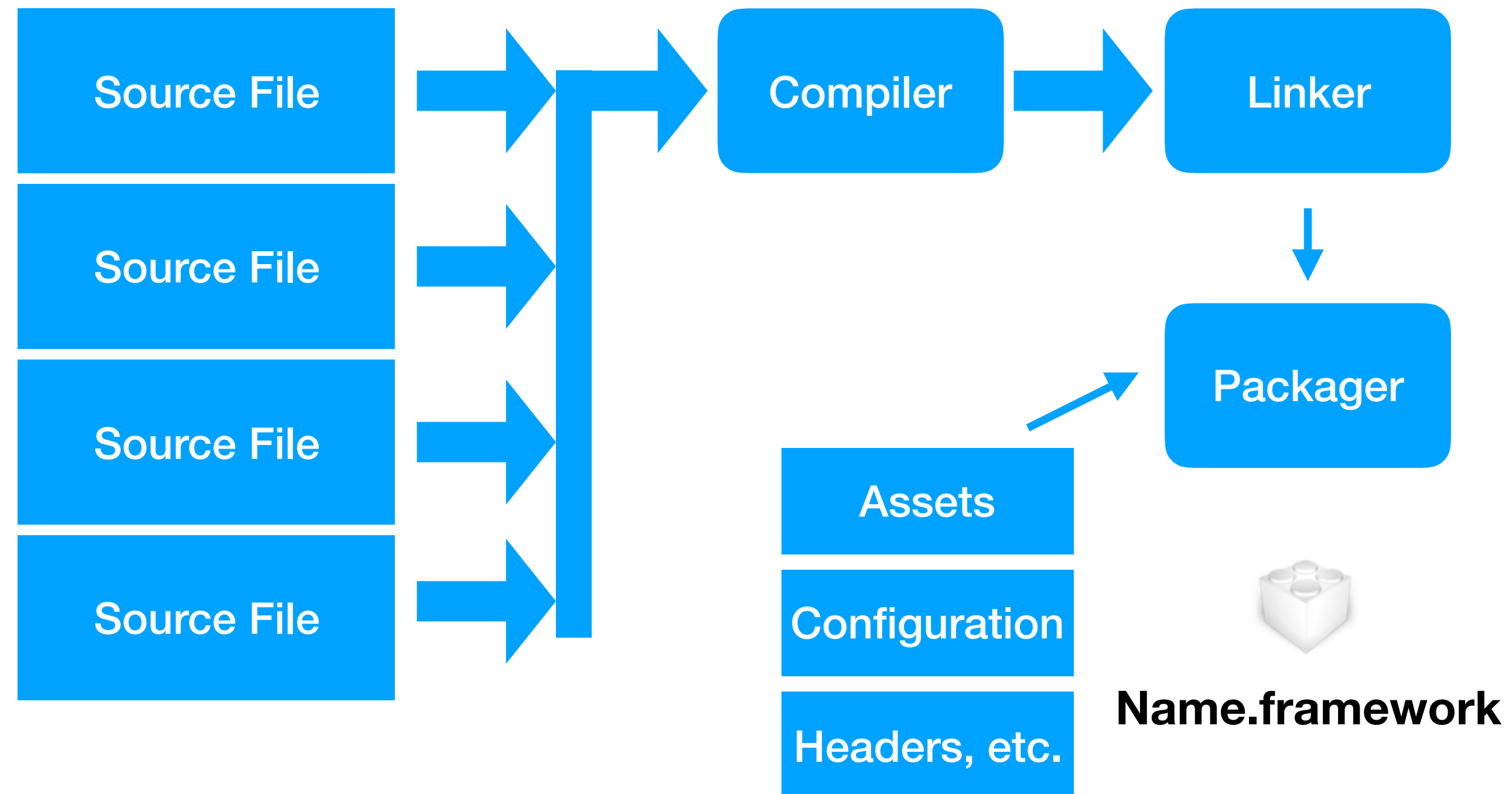
Recap

Reusable Code

- Adding source code directly into your project

  - Updating, naming collisions

- Cocoapods / Alcatraz

  - Needing to update either one; may need to write your own pods
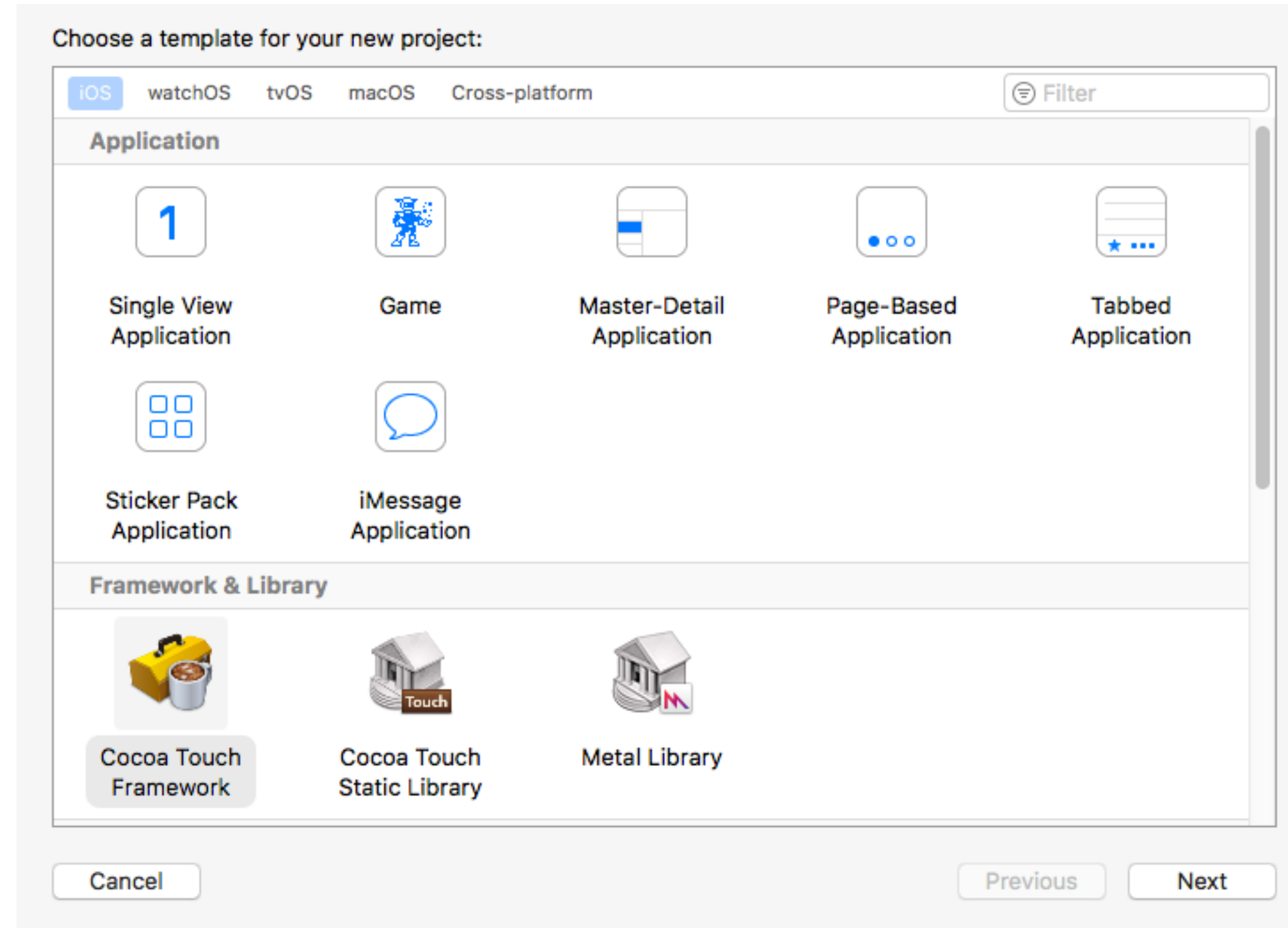
- Building a static library
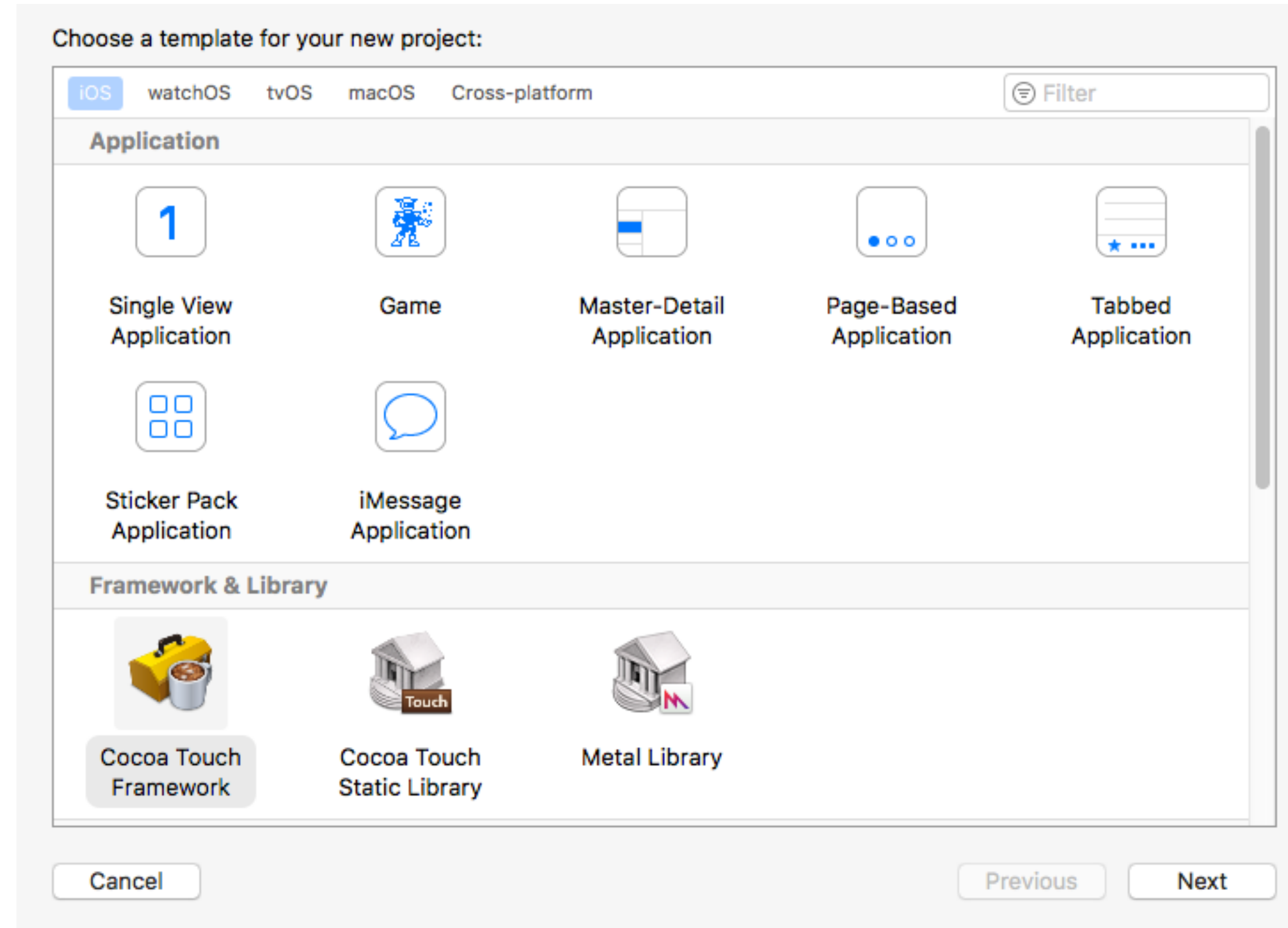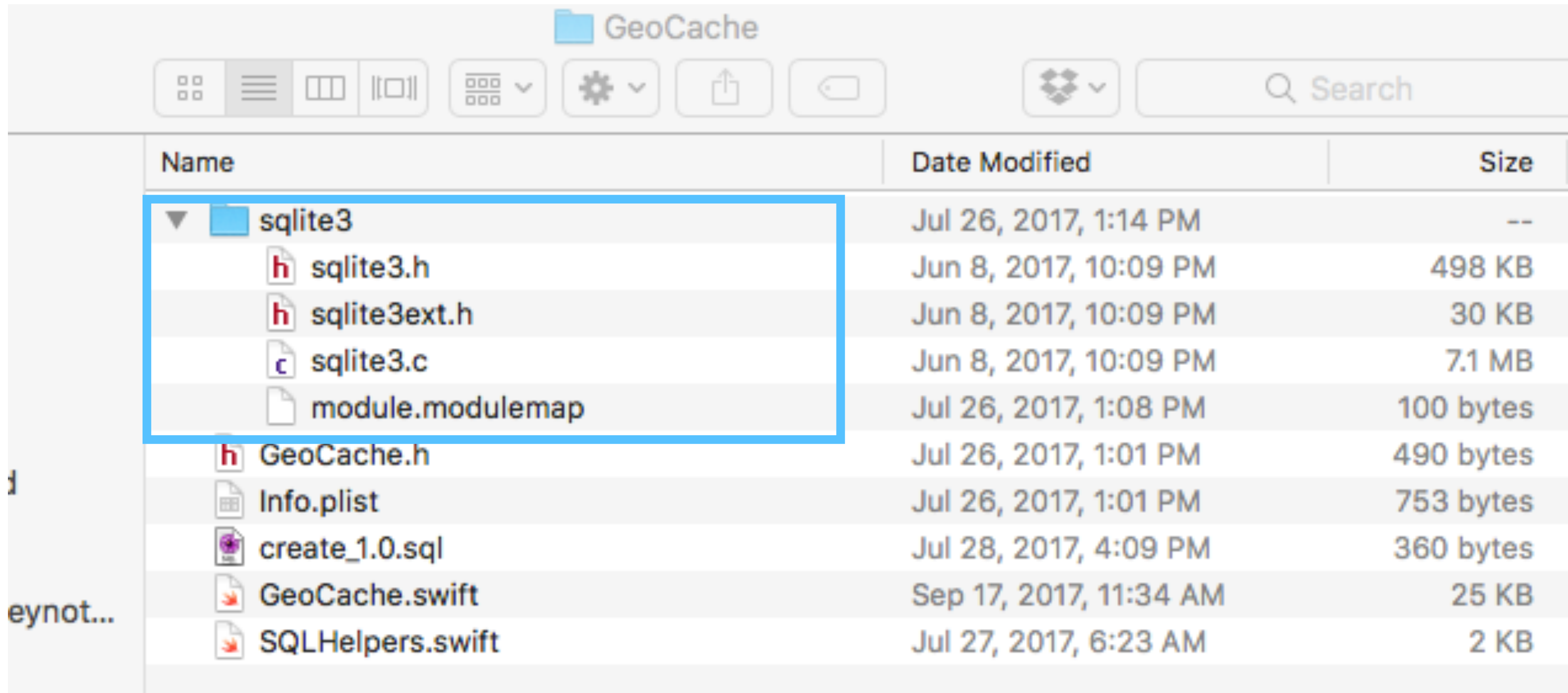
- Building a framework

Static Library

Framework

Source File

Source File

Source File

Source File

Compiler → **Linker**

Packager

Assets
Configuration
Headers, etc.

Name.framework

Framework Mechanics

Framework Mechanics

Using C Source Code

Using C Source Code

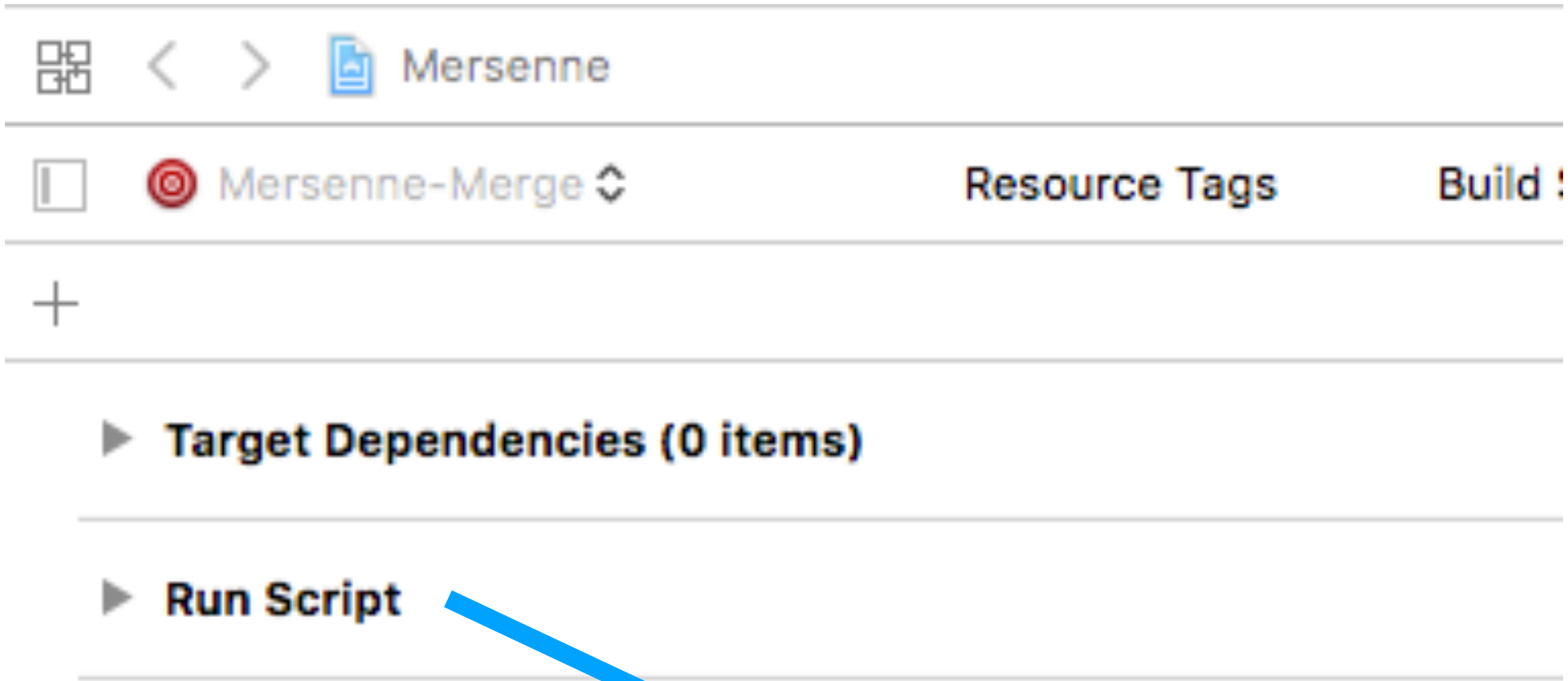

```
1   module sqlite3 [system][extern_c] {
2       header "sqlite3.h"
3       header "sqlite3ext.h"
4       export *
5   }
6
```

Using C Source Code

Building for Simulator and Device

Resources

- https://medium.com/swift-and-ios-writing/using-a-c-library-inside-a-swift-framework-d041d7b701d9

- https://www.raywenderlich.com/126365/ios-frameworks-tutorial

- http://arsenkin.com/ios-universal-framework.html