WEEK 8 ASSIGNMENT

NETWORKING

Complete all TODOs in the given Swift playground to execute iOS network requests in various ways . The assigned playground contains a series of TODOs, each prompting for network requests to be completed and handled (either in success cases, error cases, or both). These exercises will give you experience with several ways to make and handle network requests and will give you a starting point for integrating networking in your final project app.

GOALS OF PROJECT

‣ Gain familiarity with iOS native networking methods as well as AFNetworking. Understand how to handle networking errors, and what possible errors one might get.

PROJECT REQUIREMENTS

Your playground must:

‣ Successfully meet all tasks outlined in the given playground.

  • Format: Sample app has all networking TODOs filled out and functioning.

‣ Specifically, TODO one asks you to make a successful network connection to google.com using core networking APIs, then print out the results.

‣ TODO two asks you to make a failing network connection (using core networking APIs) to a nonexistent page on an existing site. The user must print out the status code and body of the response.

‣ TODO three asks to make a successful network connection to an API that speaks JSON using core networking APIs. The user must populate a preexisting model with the contents of that JSON, then print out the model.

‣ TODO four asks to make a successful network connection to an API that speaks JSON using AFNetworking. The user must populate a preexisting model with the contents of that JSON, then print out the model.

DELIVERABLES

‣ Assignment (code, resources, project file) posted on Github

TIMELINE

DUE DATE	DELIVERABLE
Week 9, Day 1	Assignment (code, resources, project file) posted on Github

SUGGESTED WAYS TO GET STARTED

Answer the following questions:

‣ What is HTTP? A URL? A parameter?

‣ What is a request?

‣ What is a response?

‣ What is a stream?

‣ What can go wrong with network requests?

‣ What does AFNetworking buy you above the built-in iOS networking APIs?

RESOURCES

Links:

‣ The de-facto iOS networking library

‣ AFNetworking done the Swift way

‣ Apple's networking overview

EVALUATION

Your assignment will be evaluated regarding the extent to which you meet the above requirements using this rubric:

LINK TO RUBRIC

The rubric outlines how your assignment will be evaluated on assignment readiness, stability & performance, and style & readability.