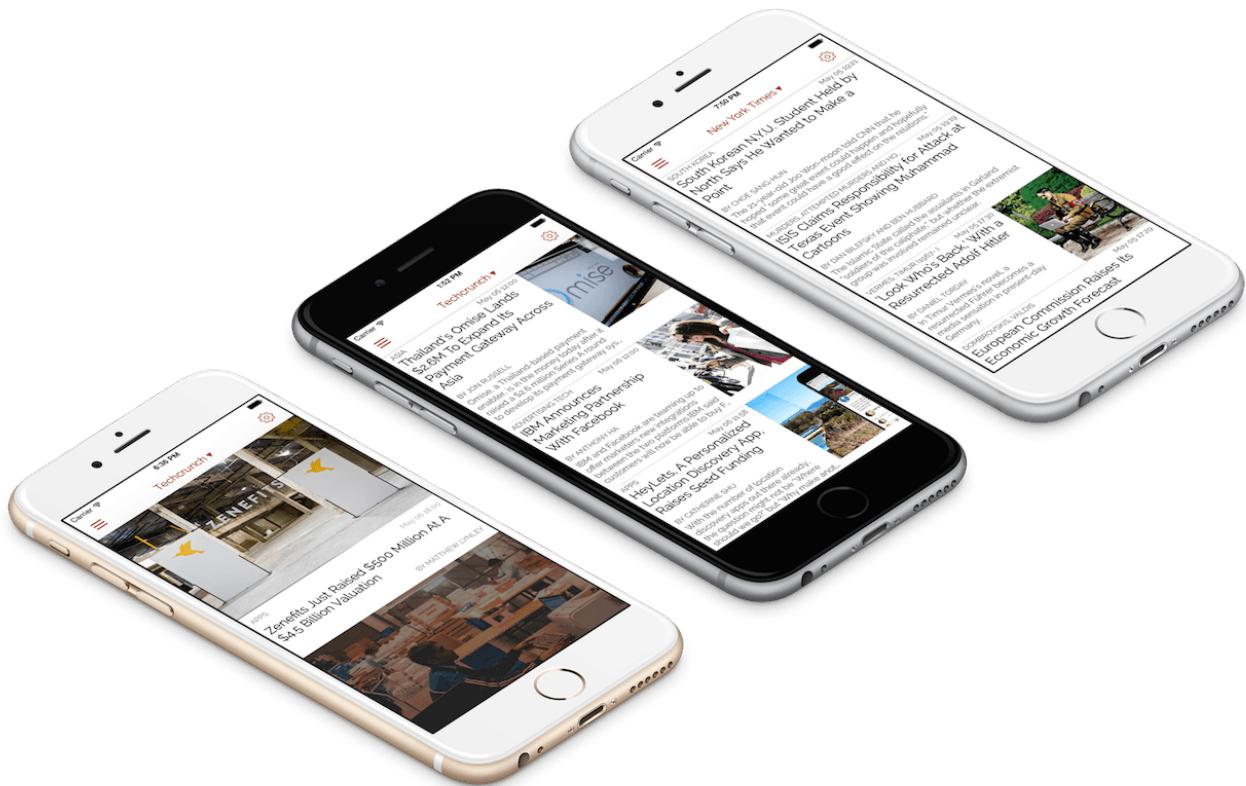


RSS Reader App Template

User Guide

Version 1.5



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What's New in 1.5

1. **Supports Swift 4 and iOS 11** - the app template is now fully updated for Swift 4 and iOS 11.
2. **Supports iPhone X** - All screens are updated for iPhone X.

What's New in 1.4

1. **Supports Swift 3** - the app template is now fully updated for Swift 3.

What's New in 1.3

1. **Supports Xcode 8 and iOS 10** - the app template is now fully updated for Xcode 8 and iOS 10.
2. **Replace iAd with Google AdMob** - as Apple is going to completely its iAd service, the app template now supports Google AdMob instead of iAd.

What's New in 1.2.1

1. **Resolved an issue** - failed to parse the featured image of some RSS feeds (e.g. <http://heroichollywood.com/home-1?format=rss>).

What's New in 1.2

1. **Supports two-level menus** - both the sidebar and slide-up menus now allow you to add a second level menu. You can define a menu item as category. When a user taps an item of the type category, the sub menu shows right below the primary item. Refer to the Project Template Configuration section for details.
2. **Improves ad support for Main_iPhone-3.storyboard** - you can now display banner ads in the main screen and article screen of Main_iPhone-3.storyboard.

What's New in 1.1

1. **Supports Xcode 7, iOS 9 and Swift 2** - this version has been fully updated to support Xcode 7, iOS 9 and Swift 2. One major change is to disable App Transport Security (or ATS for short). ATS is a new feature which is first introduced in iOS 9. The purpose of the feature is to improve the security of connections between an app and web services by enforcing some of the best practices. One of them is the use of secure connections. With ATS, all network requests should now be sent over HTTPS. If you make a network connection using HTTP, ATS will block the request and display the error. As this is a RSS reader that may connect to HTTP website, ATS is manually disabled. You can refer to the info.plist file. The NSAllowsArbitraryLoads option is set to YES.

What's New in 1.0.1

1. **Supports Google News' RSS feed** - this version fixed a bug when loading Google News' RSS feed. The images of the news feed are loaded properly.

What's New in 1.0 Official Version

1. **Added a new storyboard** - The new storyboard named *Main_iPhone-3* lets you create an app with a completely different UI. On top of that, it supports HTML rendering in a native view (instead of using web view). This is a much-anticipated feature. We now grab the raw content of a web page (bundled in the RSS feed), parse it and render the content in a text view. This offers a much better browsing experience. You can refer to the "App UI Designs" section of this guide for sample screenshots.
2. **Supported a Slide-up Menu** - Instead of using a standard sidebar menu, the new storyboard implemented a full screen slide-up menu with subtle animations.
3. **Supported Stretchy Headers** - The new storyboard added some common features such as stretchy header (similar to the one used in Yahoo's News app) and image caching.
4. **Added a new transition animation** - The new project comes with a new view transition animator called *PopTransitionAnimator*.
5. **Supported images in WebP format** - Developed by Google, WebP is a new image format that provides lossless and lossy compression for images on the web. Some websites are now using this image format to create images. This version added the support of image download in WebP format.
6. **Bug Fixes** - Fixed a number of bugs in the RSS feed parser

What's New in 1.0 Beta 2

1. **Enhanced the RSS feed parser** - Now the parser supports both Atom and RSS feed formats.
2. **Supported multiple storyboards** - We provide a new storyboard that comes with a different app UI design. All you need to do is choose the storyboard you like, rebuild your project and you'll achieve a different app UI. The new storyboard named *Main_iPhone-2* lets you create an app with a completely different user interface. By default, the main view displays the articles, retrieved from the RSS feed, in a table form along with their featured images. It also shows an excerpt of the articles. Optionally, you can configure the storyboard to display the articles in a different format (e.g. without the featured images.)
3. **Implemented the full-screen web view** - To improve the browsing experience, the new storyboard removes the navigation bar and status bar, allowing your users to focus on the content.
4. **Added the "Open in Safari" option in the share option** - Your user is now provided with an option to open the article link in Safari.
5. **Added a loading indicator** - We have added a loading indicator for the detail view.
6. **Fixed a number of bugs** - We have fixed several bugs for the RSS parser. It should be able to handle RSS feeds in multiple languages and properly parse the featured image of the articles.

Overview

When you first start off learning iOS programming, we encourage you to 'get your hands dirty' and learn by doing. We truly believe that's the best way to learn programming. This is why our books are very practical and hands on. However, as you gain more experience on app development, you may not want to build each app from scratch. For example, let's say you want to build a blog/rss app for your own blog. Wouldn't it be easier if you can build on a Xcode project template that comes with the basic elements of a blog app such as the RSS parser? All you need to do is customize a few things and then easily turn the template into your own app.

So here it is. This RSS app template provides you with a great foundation to build your own blog reader/RSS app.

Getting Started

First, please make sure that you use Xcode 6.3.2 (or up) to open up **RssReader.xcworkspace**. You can then run the app and take a look at the result. It is a universal app which supports both the iPhone and the iPad. It comes with two types of navigation menu: sidebar menu and dropdown menu. You can reveal the sidebar menu by tapping the hamburger button or using swipe gesture. Tapping the button in the center of the navigation bar will show you a translucent dropdown menu, containing a list of RSS feeds.

The app template includes eleven RSS feeds for demo purpose. When we first started to build this template, we want to make it as flexible as possible. So we externalize some common settings, such as the URLs of the RSS feeds, for your customizations.

Project Template Configurations

You are free to modify the source code and Xcode project. However, we provide a better way for you to customize the template. In the project, under the "Support Files" folder, you should find the "ReaderConf.plist" file. Open the file and you should find the following options:

- Theme
- DropdownMenu
- HomeScreenAdsEnabled
- DetailViewAdsEnabled
- AdmobAppId
- AdmobAdUnitId
- DefaultBarFont
- DefaultCellFont
- DisplayMode
- Feeds

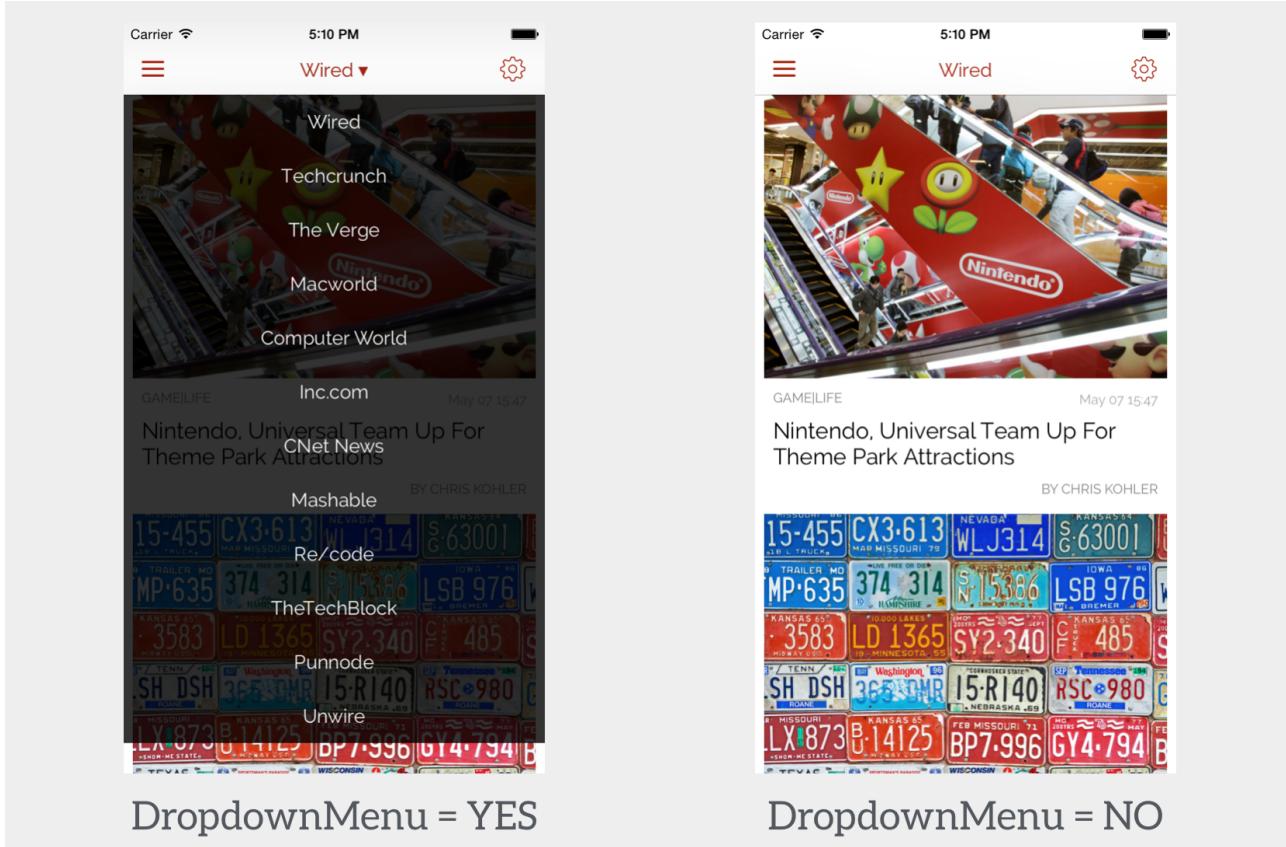
All the above options are configurable.

Theme

As of now, we provide two basic themes - *light* and *dark*. You can change the value to either *light* or *dark*. The app will automatically render the UI accordingly. In the next version, we will provide a few more themes for you to choose from.

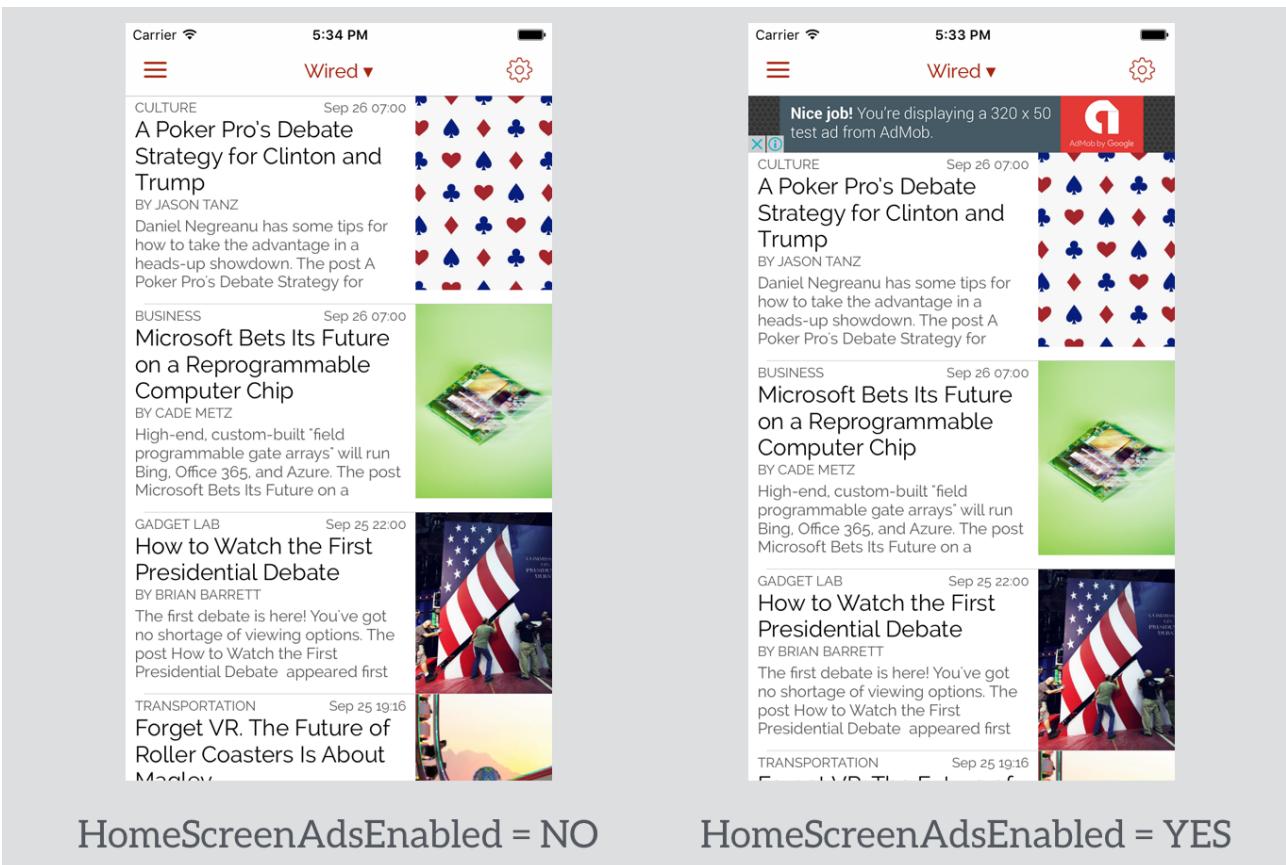
DropdownMenu

Users are allowed to tap a button of the navigation bar to bring up a dropdown menu. The menu displays a list of RSS feeds (or section) for selection. By default, the dropdown menu is enabled. If you do not want to use dropdown menu, simply set the value to NO.



HomeScreenAdsEnabled

The value of this property indicates whether a banner ad is displayed in the home screen. By default, it is disabled. By setting the value to YES, the app will show a banner ad.



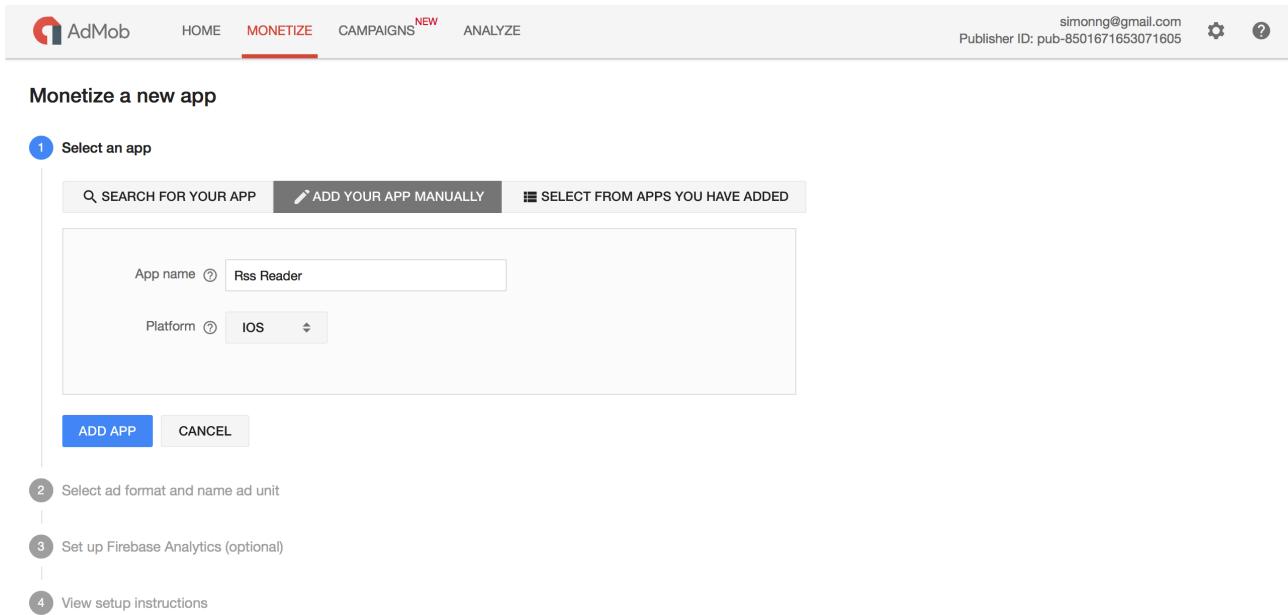
DetailViewAdsEnabled

The value of this property indicates whether a banner ad is displayed at the bottom part of the detail screen. It is enabled by default. Set the value to NO to disable it.

AdmobAppId and AdmobAdUnitId

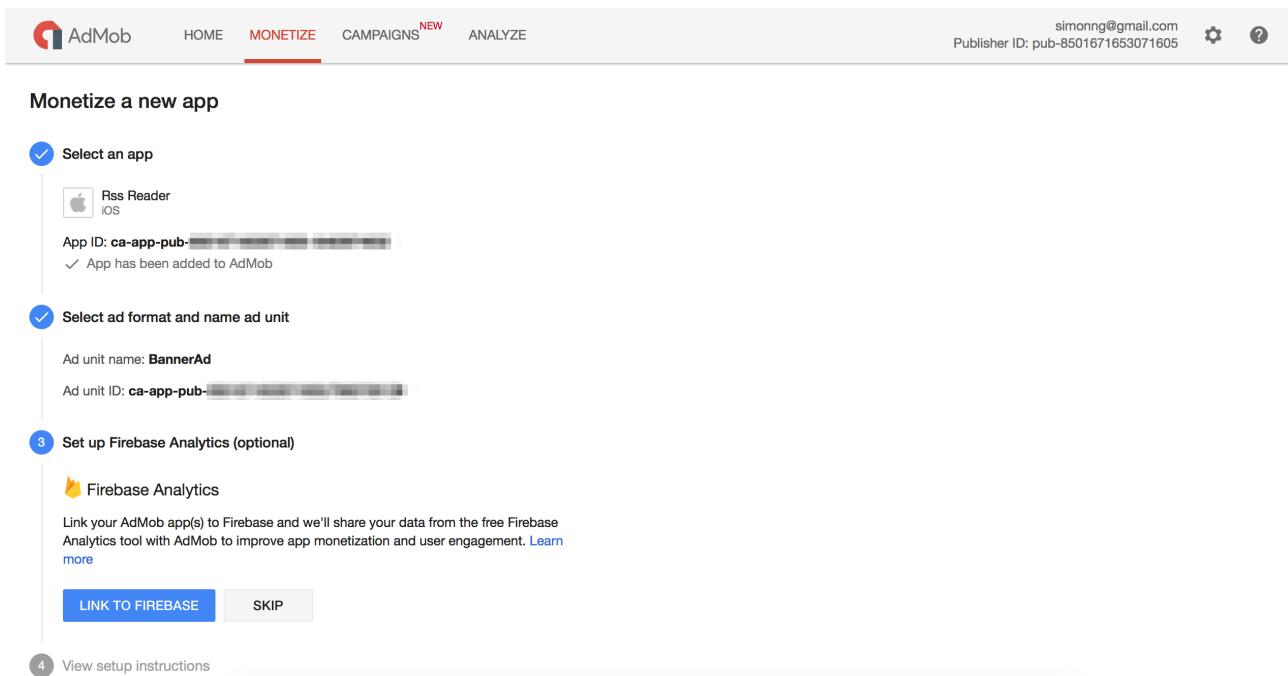
To enable ads in the app template, you have to first apply a Google AdMob account. If you haven't applied it before, please go to <https://www.google.com/admob/> to create an account.

Once you sign into AdMob, click the "Monetize New App" button to create a new app. Next, select the "Add Your App Manually" tab to input the app information.



The screenshot shows the AdMob interface for adding a new app. At the top, there are tabs: HOME, MONETIZE (which is highlighted in red), CAMPAIGNS (with a NEW badge), and ANALYZE. On the right, it shows the email 'simonng@gmail.com' and Publisher ID 'pub-8501671653071605'. Below the tabs, the heading 'Monetize a new app' is displayed. Step 1, 'Select an app', is shown with three options: 'SEARCH FOR YOUR APP', 'ADD YOUR APP MANUALLY' (which is selected and highlighted in grey), and 'SELECT FROM APPS YOU HAVE ADDED'. A search bar contains 'Rss Reader' and a dropdown for 'Platform' set to 'iOS'. At the bottom of this section are 'ADD APP' and 'CANCEL' buttons. To the right of this, a vertical list of steps is visible: 2. Select ad format and name ad unit, 3. Set up Firebase Analytics (optional), and 4. View setup instructions.

For ad format, please choose banner and select both text & image for the ad type. After you fill in all the information, AdMob will generate the app ID and ad unit ID for you. Copy these IDs into the AdmobAppId and AdmobAdUnitId fields respectively.



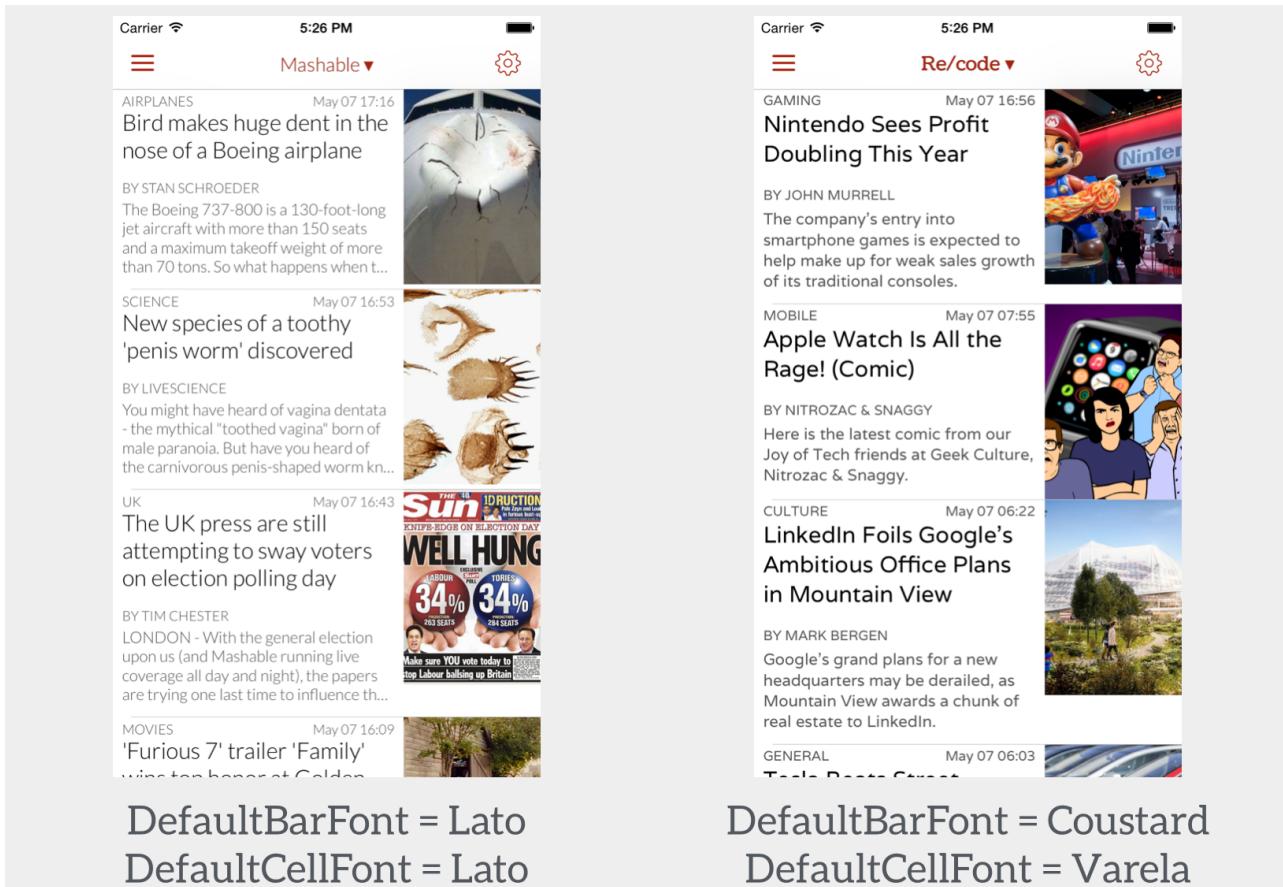
The screenshot continues from the previous step. Step 2, 'Select ad format and name ad unit', is shown. It displays the app 'Rss Reader' (iOS) which has been added to AdMob. The app ID is listed as 'ca-app-pub-[REDACTED]'. Step 3, 'Set up Firebase Analytics (optional)', is also visible. At the bottom, there are 'LINK TO FIREBASE' and 'SKIP' buttons. To the right of this, a vertical list of steps is visible: 1. Select an app, 2. Select ad format and name ad unit, 3. Set up Firebase Analytics (optional), and 4. View setup instructions.

DefaultBarFont

You're allowed to change the font of the navigation bar. It is set to *Raleway* by default. If you want to use the custom font bundled in the project, you can change the value to either *Lato*, *Coustard* or *Varela*. Alternatively, you are free to use any system fonts.

DefaultCellFont

Similarly, you're allowed to change the font of the table cell. By default, it is set to *Raleway*. The template bundles a number of the custom fonts. If you want to use any of them, you can change the value to either *Lato*, *Coustard* or *Varela*. Alternatively, you are free to use any system fonts.



Feeds

It is the core setting of the application. The app is flexible enough to display your own feeds. For demo purpose, it includes eleven feeds by default. You can expand the Feeds property and change the value of name and url to your own feeds.

| | | |
|----------|------------|---|
| ▼ Feeds | Array | (12 items) |
| ▼ Item 0 | Dictionary | (2 items) |
| name | String | Wired |
| url | String | http://feeds.wired.com/wired/index |
| ▼ Item 1 | Dictionary | (2 items) |
| name | String | Techcrunch |
| url | String | http://feeds.feedburner.com/TechCrunch/ |

Two-level Menus

Both the sidebar and slide-up menus allow you to add a second level menu. To do so, instead of

| | | |
|----------|------------|---|
| ▼ Feeds | Array | (37 items) |
| ► Item 0 | Dictionary | (2 items) |
| ▼ Item 1 | Dictionary | (2 items) |
| name | String | Design |
| url | String | CategoryFeed |
| ▼ Item 2 | Dictionary | (2 items) |
| name | String | TechInAsia |
| url | String | https://www.techinasia.com/feed/ |

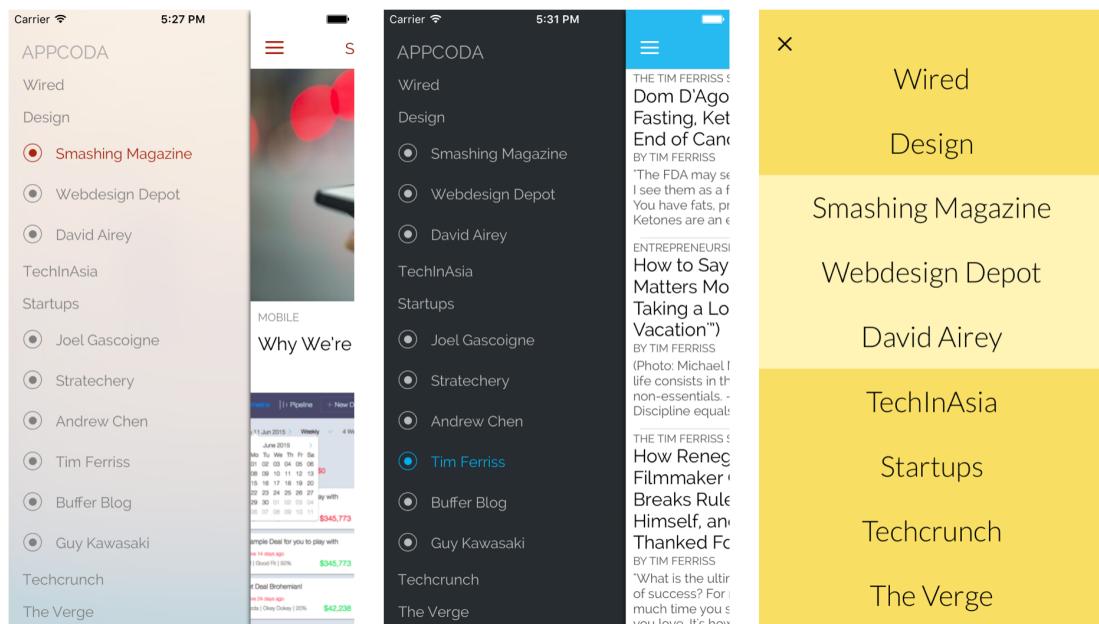
defining a URL in the url property, set the url value of the feed item to *CategoryFeed*. Here is an example:

In the example, we define the name of the primary menu to *Design* and set the url value to *CategoryFeed*. This indicates the menu contains some submenu items.

All the submenu items are defined in *CategoryFeeds*. For example, you have two primary menu items called *Design* and *Startups*. You define the submenu items of each primary menu in *CategoryFeeds* like this:

| | | |
|-----------------|------------|---|
| ▼ CategoryFeeds | Dictionary | (2 items) |
| ▼ Design | Array | (3 items) |
| ▼ Item 0 | Dictionary | (2 items) |
| name | String | Smashing Magazine |
| url | String | http://www.smashingmagazine.com/feed/ |
| ▼ Item 1 | Dictionary | (2 items) |
| name | String | Webdesign Depot |
| url | String | http://feeds2.feedburner.com/webdesignerdepot?format=xml |
| ▼ Item 2 | Dictionary | (2 items) |
| name | String | David Airey |
| url | String | http://feeds.feedburner.com/CreativeDesign |
| ▼ Startups | Array | (6 items) |
| ▼ Item 0 | Dictionary | (2 items) |
| name | String | Joel Gascoigne |
| url | String | http://joel.is/rss/ |
| ► Item 1 | Dictionary | (2 items) |
| ► Item 2 | Dictionary | (2 items) |
| ► Item 3 | Dictionary | (2 items) |
| ► Item 4 | Dictionary | (2 items) |
| ► Item 5 | Dictionary | (2 items) |

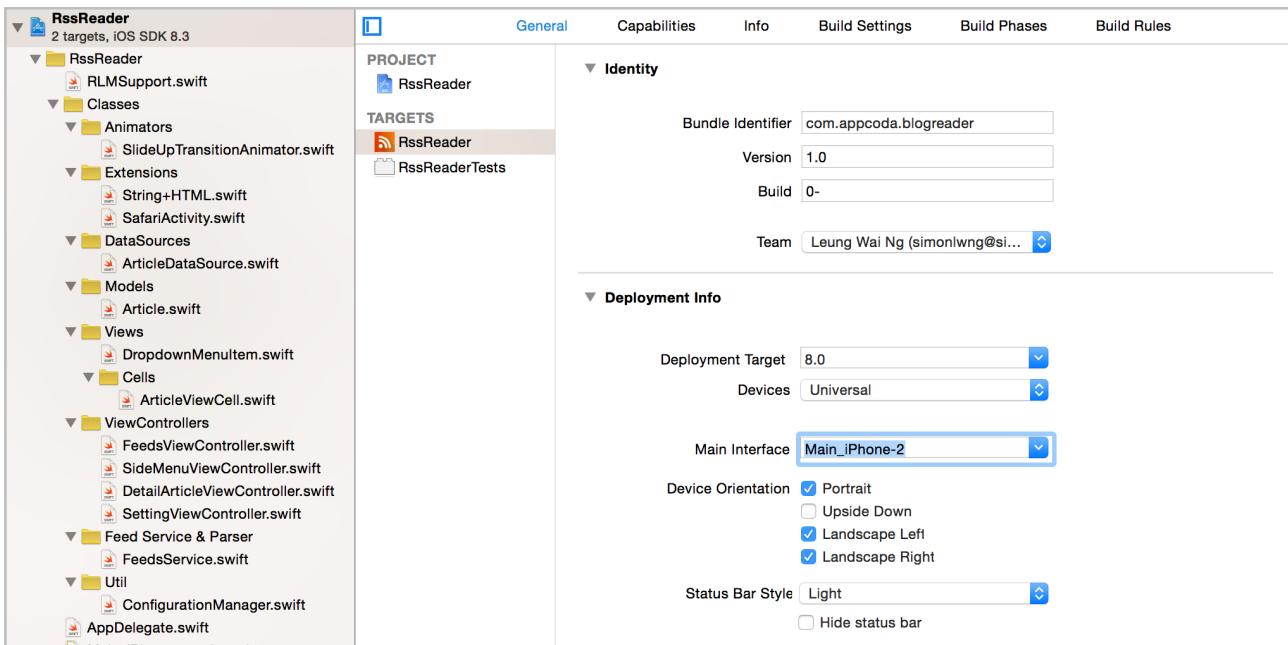
Once you define the submenu items, the app template will build the two-level menu for you. Here are some examples:



Changing the Storyboards

The new version of the app template comes with two storyboards for iPhone:

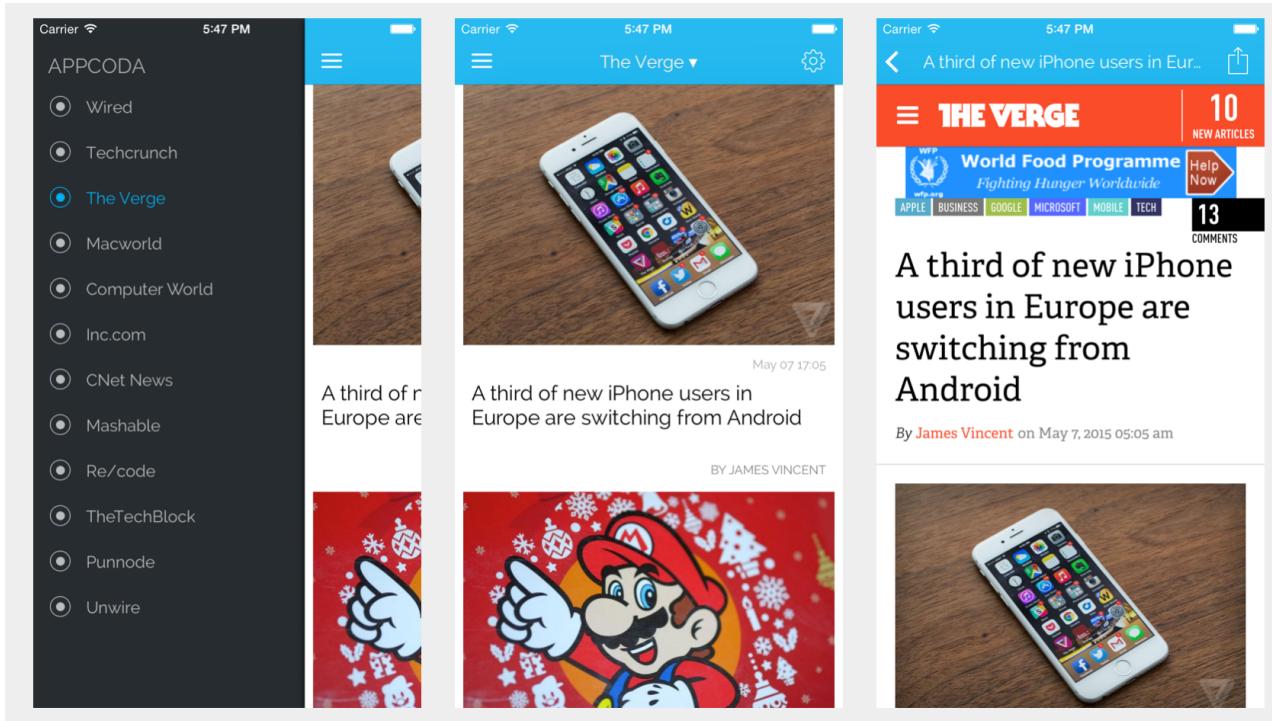
Main_iPhone.storyboard and *Main_iPhone-2.storyboard*. By default, the project is set to use *Main_iPhone.storyboard*. If you want to use the alternate storyboard, all you need to do is select RssReader in the project navigator and then select the General tab. Under the Deployment Info, change the value of Main Interface from *Main_iPhone* to *Main_iPhone-2*.



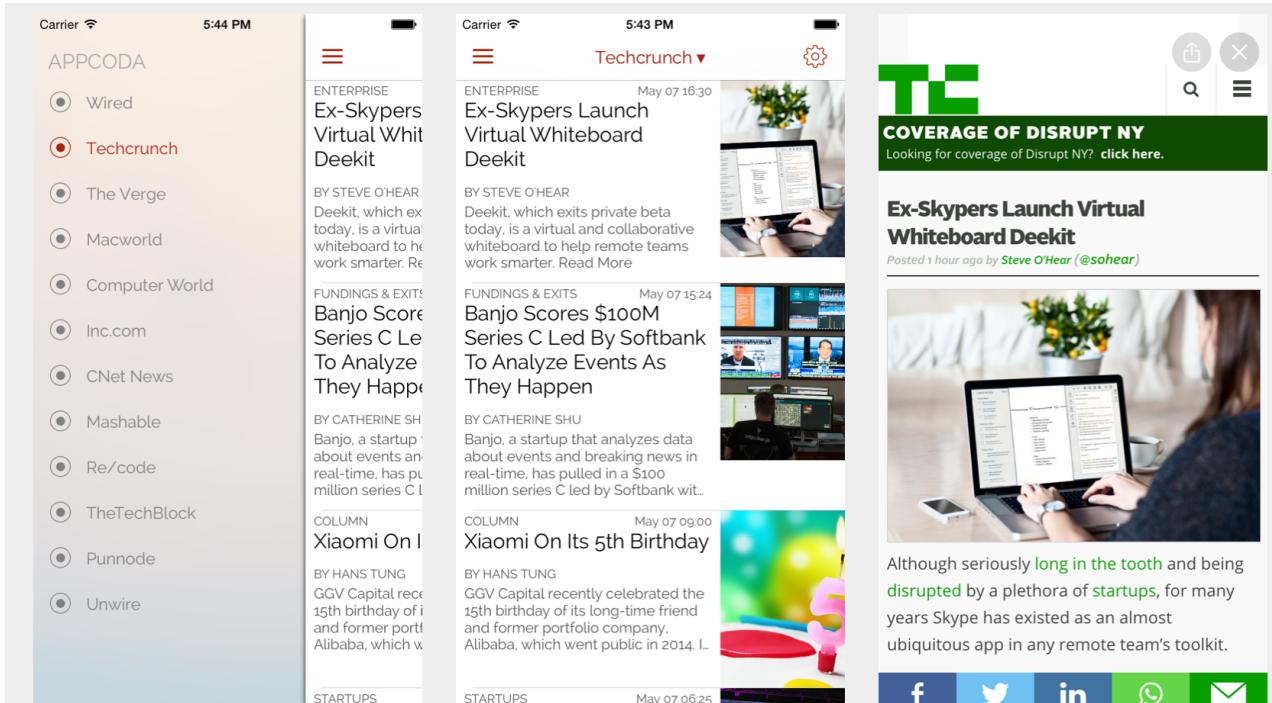
For the iPad, we only provide the *Main_iPad.storyboard*. So you do not need to modify the settings. The app will automatically use the iPad's storyboard when it is run on the iPad.

App UI Designs

Main_iPhone.storyboard



Main_iPhone-2.storyboard



Main_iPhone-3.storyboard

The storyboard displays a news feed on an iPhone screen. At the top left is a video thumbnail for 'Wired' with the title 'Video Recap: Apple's Biggest Announcements From WWDC'. Below it are two text-based articles: one about a Silk Road judge and another about diversity at WWDC. A sidebar on the right lists logos for various tech media sites.

Wired
TechInAsia
Techcrunch
The Verge
Macworld
Computer World
SBNation
Inc.com

Our 10 Favorite New

Main_iPad.storyboard

