



OS X App Development with CloudKit and Swift

Bruce Wade

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Contents at a Glance

About the Author	ix
About the Technical Reviewer	xi
Introduction	xiii
■ Chapter 1: Introduction	1
■ Chapter 2: Prototyping Our App.....	5
■ Chapter 3: Defining Our Data	39
■ Chapter 4: Introduction to CloudKit.....	63
■ Chapter 5: Creating Test Data with CloudKit Dashboard	75
■ Chapter 6: Refining Our Prototype.....	83
■ Chapter 7: Updating CloudKit Data from Our App.....	101
■ Chapter 8: Adding Local Cache to Improve Performance	119
Index.....	129

Contents

About the Author	ix
About the Technical Reviewer	xi
Introduction	xiii
■ Chapter 1: Introduction	1
Goals of This book	1
Assumptions about the Reader	1
Software Requirements.....	2
Downloading Sketch 3.....	2
Downloading and Installing Keynote	2
Downloading and Installing Xcode	3
About the App We Are Going to Be Creating	4
Conclusion.....	4
■ Chapter 2: Prototyping Our App.....	5
Introduction to Sketch 3.....	5
Our Prototype Objective.....	9
Building the Prototype with Sketch 3.....	10
Creating the Structure of the Main Window.....	11
Creating the New Park Button	16
Creating the Search Field	17
Creating the Park List	18
Creating a New Group.....	22
Creating Another Main Content Area	24

- Making the Prototype More Real 26
- Reviewing the Features We Want to Display Using KeyNote 29
 - Searching for a Park 29
 - Adding a New Park 32
 - Exporting Artboards to Use Inside KeyNote 35
 - Using KeyNote to Make a Realistic Demo 35
- Conclusion 37
- **Chapter 3: Defining Our Data** **39**
 - Taking a Closer Look at Our Mockup 39
 - Dog Park Data Types 40
 - Creating Our Project in Xcode 40
 - Update the Main.storyboard 41
 - Creating the Left Sidebar 41
 - Fixing the App’s Colors to Match Our Mockup 46
 - Adding the Search Box 52
 - Implementing the Parks List 53
 - Setting Up the Detail View 55
 - Fixing the Collection View Item 60
 - Conclusion 62
- **Chapter 4: Introduction to CloudKit** **63**
 - iCloud Accounts 63
 - Containers 63
 - Databases 64
 - Records 64
 - Record Zones 64
 - Record Identifiers 64
 - References 65
 - Assets 65
 - Convenience API 65

Queries	66
Subscriptions	67
CloudKit User Accounts	68
CloudKit Dashboard	69
Schema Record Types	70
Security Roles	72
Subscription Types	72
Public Data User Records	72
Default Zone	73
Usage	73
Private Data Default Zone	73
Admin Team	73
API Access	74
Deployment	74
Conclusion	74
■ Chapter 5: Creating Test Data with CloudKit Dashboard	75
Setting Up Our Project for CloudKit	75
Goals of Test Data	76
Creating the Parks Record Type	76
Creating the ParkImages Record Type	77
Security Role	78
Create Parks Test Data	78
Create ParkImages Test Data	80
Conclusion	81
■ Chapter 6: Refining Our Prototype	83
Creating the Park Model	83
CloudKit API	84
Populating ParkListViewController	85

Setting Up Bindings.....	86
Downloading the Thumbnail Asset.....	89
Handling Selecting a Park in the List.....	90
Update DetailViewController.....	93
Downloading Park Images for the Selected Park.....	94
Conclusion.....	100
■ Chapter 7: Updating CloudKit Data from Our App.....	101
Updating Existing Data.....	101
Creating New Data.....	104
Deleting a Park.....	109
Deleting Park Images.....	112
Make the Search Feature Functional.....	115
Conclusion.....	117
■ Chapter 8: Adding Local Cache to Improve Performance.....	119
Caching Park Records.....	119
Caching and Loading Park Thumbnails.....	125
Caching the Park Images.....	128
Additional Suggested Updates.....	128
Conclusion.....	128
Index.....	129

About the Author



Bruce Wade is a software engineer from British Columbia, Canada. He started in software development when he was sixteen years old by coding his first website. He went on to study computer information systems at DeVry Institute of Technology in Calgary. To further enhance his skills, he studied visual and game programming at The Art Institute Vancouver. Over the years he has worked for large corporations as well as several startups. His software experience has led him to utilize many different technologies, including C/C++, Python, Objective-C, Swift, Postgres, and JavaScript. In 2012 he started the company Warply Designed to focus on mobile 2D/3D and OS X development. Aside from hacking out new ideas, he enjoys spending time hiking with his boxer Rasco, working out, and exploring new adventures.

About the Technical Reviewer



Charles Cruz is a mobile application developer for the iOS, Windows Phone, and Android platforms. He graduated from Stanford University with B.S. and M.S. degrees in engineering. He lives in Southern California and runs a photography business with his wife (www.bellalentestudios.com). When not doing technical things, he plays lead guitar in an original metal band (www.taintedsociety.com). Charles can be reached at codingandpicking@gmail.com and @CodingNPicking on Twitter.

Introduction

Over the years, applications have required more and more data that couldn't possibly fit onto a single computer. Not only that, but with mobile devices developers needed to find a way to ensure the same data can be shared between all devices. Apple also saw this need and invented CloudKit, which allows data storage to be infinitely scaled to meet user demand. CloudKit also works across all Apple products, and Apple even recently opened up JavaScript APIs that allow us to develop web applications that access the same data as our desktop, TvOS, and iOS devices.

In this book we are going to work through creating an OS X application from prototype to fully functional, data-driven app using CloudKit. When you are finished with this book you will be able to leverage CloudKit for your own OS X or iOS applications. We will not be covering iOS development in this book; however, the APIs you use for OS X and iOS are identical.

How This Book Is Organized

Chapter 1: Introduction

This will provide an overview of this book, what software is required, what you are expected to know, and an overview of what we will be creating.

Chapter 2: Prototyping Our App

In this chapter we will really start to dive into the planning of our dog parks app. We will primarily be using Sketch 3 in this chapter; however, we will also learn how to use Keynote for basic animations to get a feel for our app before we start coding or even open Xcode.

Chapter 3: Figuring Out What Data We Need to Store

In this chapter we will take a closer look at our prototype from the previous chapter to dissect what data we really need in order to turn this prototype into a data-driven application. We will also determine which data should be public and which should be private for only your eyes.

Chapter 4: Introduction to CloudKit

In this chapter we are going to be taking a closer look at CloudKit and how it works. We will cover user authentication, public and private databases, record types, security roles, subscription types, and zones. While we cover these topics we will be taking a closer look at the CloudKit dashboard.