

```
- (void) updateAndShowPDF{
    [webView loadHTMLString:@"Loading..." baseURL:nil];
    UIApplication *app = [UIApplication sharedApplication];
    self.assetUpdateTaskID = [app beginBackgroundTaskWithExpirationDate:nil];
    dispatch_async(dispatch_get_main_queue(), ^{
        [self endTask];
    });
}

dispatch_async(dispatch_get_global_queue(2, 0), ^{
    NSData *data = [NSData dataWithContentsOfFile:@"data.pdf"];
    [self savePDF:data];
    dispatch_async(dispatch_get_main_queue(), ^{
        [self endTask];
    });
    [webView loadData:data mimeType:@"application/pdf" encoding:NSUTF8StringEncoding];
}
```

ios
4



Maher Ali

Advanced iOS 4 Programming

Developing Mobile Applications for Apple iPhone®, iPad® and iPod® touch

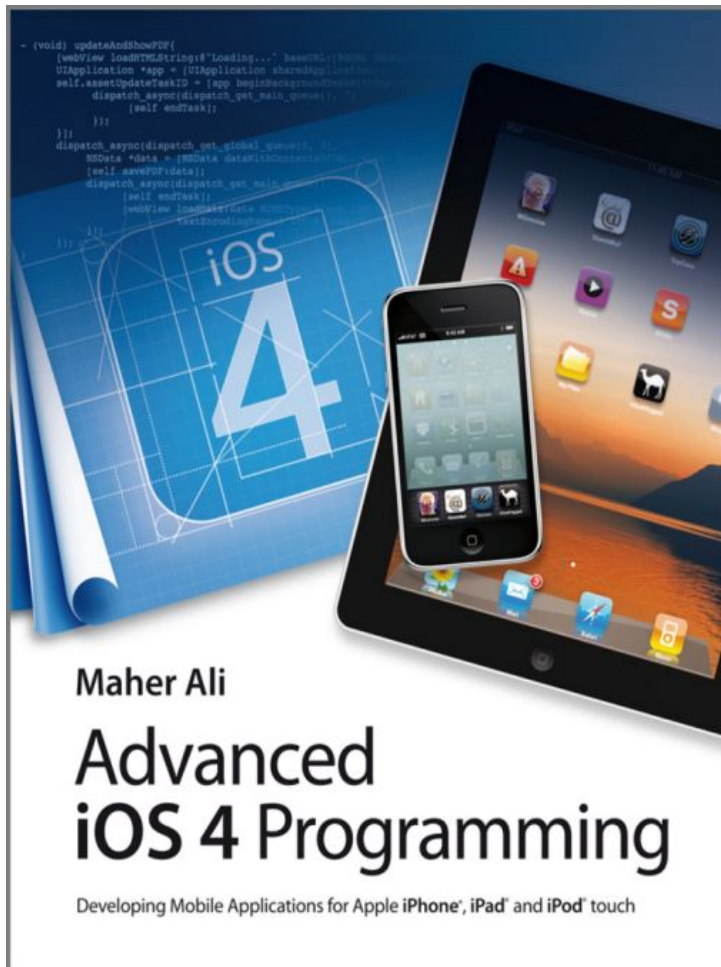


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Preface

Welcome to *Advanced iOS 4 Programming*, a text that targets the development of mobile applications on devices (such as the iPhone, iPad, and iPod touch) running the iOS 4 operating system.

This text covers a wide variety of essential and advanced topics, including

- The Objective-C programming language and runtime
- Collections
- Cocoa Touch
- Interface Builder
- Building advanced mobile user interfaces
- Core Animation and Quartz 2D
- Model-view-controller (MVC) designs
- Table views
- Core Data
- Developing for the iPad
- Grand Central Dispatch
- File management
- Parsing XML documents using SAX, DOM, and TouchXML
- Working with the Map Kit API
- Remote and local push notification
- Multitasking
- Working with the address book
- Consuming RESTful web services
- Blocks (closures) in Objective-C
- Building advanced location-based applications
- Developing database applications using the SQLite engine
- Cut, copy, and paste

- GameKit framework
- Undo management
- Unit testing
- Advanced networking
- Internationalization
- Building multimedia applications

Is This Book for You?

This book is aimed primarily at application developers with a basic understanding of the C language and object-orientation concepts such as encapsulation and polymorphism. You don't need to be an expert C coder to follow this book. All you need is a basic understanding of structures, pointers, and functions. That said, you will find coverage of general topics such as databases and XML processing. These topics are covered assuming basic knowledge.

What Else Do You Need?

To master iPhone SDK programming, you will need the following:

- An Intel-based Mac running Mac OS X Snow Leopard.
- iOS SDK 4. Download from <http://developer.apple.com/iphone>.
- Optional: membership of the iPhone Developer Program so that you can use the device for development. (You will need to pay a fee for membership.)
- Source code. The source code of the applications illustrated in this book is available online at <http://code.google.com/p/iphone4/>.

Conventions Used in This Book

`Constant width` type is used for

- Code examples and fragments
- Anything that might appear in a program, including operators, method names, function names, class names, and literals

`Constant-width bold` type is used for

- C, Objective-C, SQL, HTML, and XML keywords, whether in text or in a program listing

Italic type is used for

- New terms and concepts when they are introduced
- Specifying emphasis in text

Organization

Chapter 1 This chapter serves as a quick introduction to the tools bundled with the SDK. It also shows you the basic development phases, including coding, UI design, and debugging.

Chapter 2 This chapter presents the main features of the Objective-C language under the Cocoa environment. We introduce the main concepts behind classes in Objective-C. You will learn how to declare a new class, define it, and use it from within other classes. You will also be exposed to important Cocoa classes and data types. You will learn about memory management in iOS4. You will learn how to create new objects as well as how to deallocate them. You will also learn about your responsibility when obtaining objects from Cocoa frameworks or other frameworks. We also introduce

the topic of Objective-C protocols. You will learn how to adopt protocols and how to declare new ones as well. This chapter also covers language features such as properties, categories, and posing. Exceptions and error handling techniques are both covered in this chapter, and you will be exposed to the concept of key-value coding (KVC). You will also learn about blocks, how to utilize multithreading (including Grand Central Dispatch), and use notifications, and will be exposed to the Objective-C runtime system.

Chapter 3 This chapter addresses the topic of collections in Cocoa. It discusses arrays, sets, and dictionaries. You will learn about immutable and mutable collections, the different approaches used for copying collections, and several sorting techniques.

Chapter 4 In this chapter, we discuss the basic steps needed to build a simple iPhone application. First, we demonstrate the basic structure of a simple iPhone application and then we show the steps needed to develop the application using XCode.

Chapter 5 This chapter explains the main concepts behind views. You will learn about view geometry, view hierarchy, the multitouch interface, animation, and basic Quartz 2D drawing.

Chapter 6 In this chapter, you will learn about the base class for all controls, `UIControl`, and the important target-action mechanism. This chapter also presents several important graphical controls that can be used in building attractive iPhone applications.

Chapter 7 In this chapter, you will learn about the available view controllers that are provided to you in the iPhone SDK. Although you can build iPhone applications without the use of these view controllers, you shouldn't. As you will see in this chapter, view controllers greatly simplify your

applications. This chapter provides a gentle introduction to view controllers. After that, detailed treatment of tab-bar controllers, navigation controllers, and modal view controllers is provided.

Chapter 8 In this chapter, we present several important subclasses of the `UIView` class. We discuss picker views and show how they can be used for item selection. We investigate progress views and also talk about activity indicator views. After that, we show how to use scroll views in order to display large views. Next, we present text views used in displaying multiline text. After that, we show how to use alert views for the display of alert messages to the user. Similar to alert views are action sheets, which are also discussed. We also deal with several aspects of web views.

Chapter 9 This chapter will take you on a step-by-step journey through the world of table views. We start by presenting an overview of the main concepts behind table views. After that, we present a simple table view application and discuss the mandatory methods you need to implement in order to populate and respond to users' interactions with the table view. We show how easy it is to add images to table rows. We introduce the concept of sections and provide a table view application that has sections, with section headers and footers. We introduce the concept of editing a table view. An application that allows the user to delete rows is presented and the main ideas are clarified. We address the insertion of new rows in a table view. An application is discussed that presents a data entry view to the user and adds that new data to the table's rows. We continue our discussion of editing mode and present an application for reordering table entries. The main concepts of reordering rows are presented. We discuss the mechanism for presenting hierarchical information to the user. An application that uses table views to present three levels of hierarchy is discussed. We deal with grouped table

views through an example. After that, we present the main concepts behind indexed table views. Next, we present a dynamic table view controller class that can be used to show cells with varying heights. Finally, we address the issue of turning the text color to white when a custom cell is selected.

Chapter 10 This chapter covers the topic of file management. Here, you will learn how to use both high- and low-level techniques for storing and retrieving file data. First, we talk about the `Home` directory of the application. Next, we show how to enumerate the contents of a given directory using the high-level methods of `NSFileManager`. You will learn more about the structure of the `Home` directory and where you can store files. After that, you will learn how to create and delete directories. Next, we cover the creation of files. We also cover the topic of file and directory attributes. You will learn how to retrieve and set specific file and directory attributes in this chapter. We also demonstrate the use of application bundles and low-level file access.

Chapter 11 In this chapter, we will cover the basics of the SQLite database engine that is available to you in the iPhone SDK. SQLite is an embedded database in the sense that there is no server running, and the database engine is linked to your application. First, we describe basic SQL statements and their implementation using SQLite function calls. Second, we discuss handling of result sets generated by SQL statements. Third, we address the topic of prepared statements. Fourth, we talk about extensions to the SQLite API through the use of user-defined functions. Finally, we present a detailed example for storing and retrieving BLOBs.

Chapter 12 In this chapter, you will learn how to effectively use XML in your iPhone application. The chapter follows the same theme used in other chapters and exposes the main concepts through a working iPhone application: an RSS feed

reader. First, we explain the main concepts behind XML and RSS. Next, we present a detailed discussion of DOM and SAX parsing. After that, we present a table-based RSS reader application. Finally, we provide a summary of the main steps you need to take in order to effectively harness the power of XML from within your native iPhone applications.

Chapter 13 In this chapter, we will address the topic of location awareness. First, we will talk about the Core Location framework and how to use it to build location-aware applications. After that, we will discuss a simple location-aware application. Next, we cover the topic of geocoding. You will learn how to translate postal addresses into geographical locations. You will also learn how to sample movement of the device and display that information on maps. Next, we discuss how to relate zip codes to geographical information. Finally, we show you how to utilize the Map Kit API to add an interactive map to your view hierarchy.

Chapter 14 In this chapter, we demonstrate the use of the several devices available on the iPhone. We discuss the use of the accelerometer, show how to play small sound files, and show how to play video files. After that, we discuss how to obtain iPhone and iPod touch device information. Using the built-in camera and the photo library are also discussed in this chapter. After that, we show you how to obtain state information regarding the battery of the device. Finally, we discuss the proximity sensor.

Chapter 15 In this chapter, we start by looking at a step-by-step procedure for localizing strings for a set of supported languages. Next, we look at date formatting. After that, we cover formatting currencies and numbers. Finally, we discuss how to generate a sorted list of countries.

Chapter 16 In this chapter, we show how to marry various UI components and build custom reusable ones. First, we show how to build an alert view with a text field in it. Next, we present a table view inside an alert view. Finally, we show how to build a progress alert view.

Chapter 17 This chapter addresses several advanced networking topics. We start by looking at how we can determine network connectivity of the device. After that, we tackle the issue of uploading multimedia content (e.g., photos) to remote servers. Next, we present a category on `NSString` that allows you to easily compute the MD5 digest of a string. This is important as some services, such as Flickr, require posting parameters with the appropriate signature. After that, we show you how to present a responsive table view whose data rows are fed from the Internet without sacrificing the user experience. Next, we address the topic of remote and local push notifications. After that, we tackle some aspects of multitasking and use it in downloading a large file after the application is suspended. Finally, we discuss sending email from within an iPhone application.

Chapter 18 In this chapter, we discuss the foundation of the address book API and several UI elements that can be used to modify the contacts database. First, we provide a brief introduction to the subject. Next, we discuss property types. After that, we show how to access single-value and multivalued properties. Next, we go into the details of the person record and the address book. Issues related to multithreading and identifiers are then addressed. After covering the foundation of the address book API, we provide several sample applications.

Chapter 19 In this chapter, you learn how to use the Core Data framework in your application. First, you learn about the main components of the Core Data application. Next, we talk about the major classes in the Core Data framework.

After that, you learn how to use the graphical modeling tool to build a data model. Next, we address the basic operations in persistence storage using Core Data. After that, we show how to use relationships in the Core Data model. Finally, we present a search application that utilizes Core Data for storage.

Chapter 20 In this chapter, you learn about undo management support in iOS. First, we discuss the basic steps needed to utilize undo management. After that, we present a detailed example that shows how to use undo management. Finally, we summarize the main rules in using the undo capabilities in an application.

Chapter 21 This chapter examines the copy and paste capabilities of iOS and the supporting APIs. We start by discussing pasteboards. Next, you learn about pasteboard items and the various methods available to you to manipulate them. After that, we address the subject of the editing menu, which allows users to issue editing commands. Finally, we put all the ideas behind copy and paste together and present a simple image editing application.

Chapter 22 This chapter presents several techniques that can help you develop applications that are graceful under bad network connectivity conditions.

Chapter 23 In this chapter, you learn how to use the GameKit framework to build applications that talk to each other over Bluetooth technology. This technology is used to communicate small amounts of data. We show you how to develop a simple chat application for transmitting text and small images between two iPhones.

Chapter 24 In this chapter, we investigate the different view controllers available on the iPad. You learn about

popovers, split view controllers, and different presentation styles for modal view controllers.

Appendix A In this appendix, you will learn how to use property lists for saving and restoring the application state. This will give the user the illusion that your application does not quit when he or she hits the Home button.

Appendix B Here, you will learn how to programmatically invoke iPhone applications from within your application. In addition, you will learn how to publish services that other iPhone applications can utilize.

Appendix C This appendix explains the major steps needed to publish your application in the App Store.

Appendix D In this appendix, we cover several topics related to using XCode. First, we show some useful shortcuts. Next, we talk about writing custom templates for your classes, and after that we cover build configuration. Finally, we show you how to add references to other libraries (also known as frameworks).

Appendix E In this appendix, we show you how to add unit tests to your project. By adding unit testing support, you'll be able to write tests for your business logic. These tests will be added as a dependency on the building of your application. This will result in the tests being run before you actually build your application. The appendix walks you through a step-by-step process for adding unit testing for a simple business model.

Appendix F In this appendix, we use Interface Builder to build a couple of iPhone applications. The techniques you learn from building these applications should prove to be useful in building similar iPhone applications.

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1

Getting Started

This chapter serves as a quick introduction to the tools bundled with the iOS SDK. It also shows you basic development steps used on the iOS operating system that include coding, user interface (UI) design, and debugging. You do not have to understand everything in this chapter as we will go over these concepts throughout the book. What you need to get from this chapter is a feeling for iOS development using XCode.

We start with some basics of the XCode IDE in Section 1.1. Next, Section 1.2 talks about the UI design tool Interface Builder. After that, we show you how to use the built-in debugger in XCode in Section 1.3. Next, Section 1.4 shows you different sources of information for obtaining additional help. Finally, we summarize the chapter in Section 1.5.

1.1 iOS SDK and IDE Basics

In this section, we walk you through the process of creating your first iPhone application. But first, you need to obtain the iOS SDK and install it on your Intel-based Mac.

1.1.1 Obtaining and installing the SDK

Obtaining and installing the iOS SDK is easy. Just follow these steps:

1. Get your iPhone developer Apple ID and password from: <http://developer.apple.com/iphone/>
2. Download the latest iOS SDK from the site mentioned above.
3. Install the iOS SDK on your Mac.

Now, you're ready to create your first project — read on!

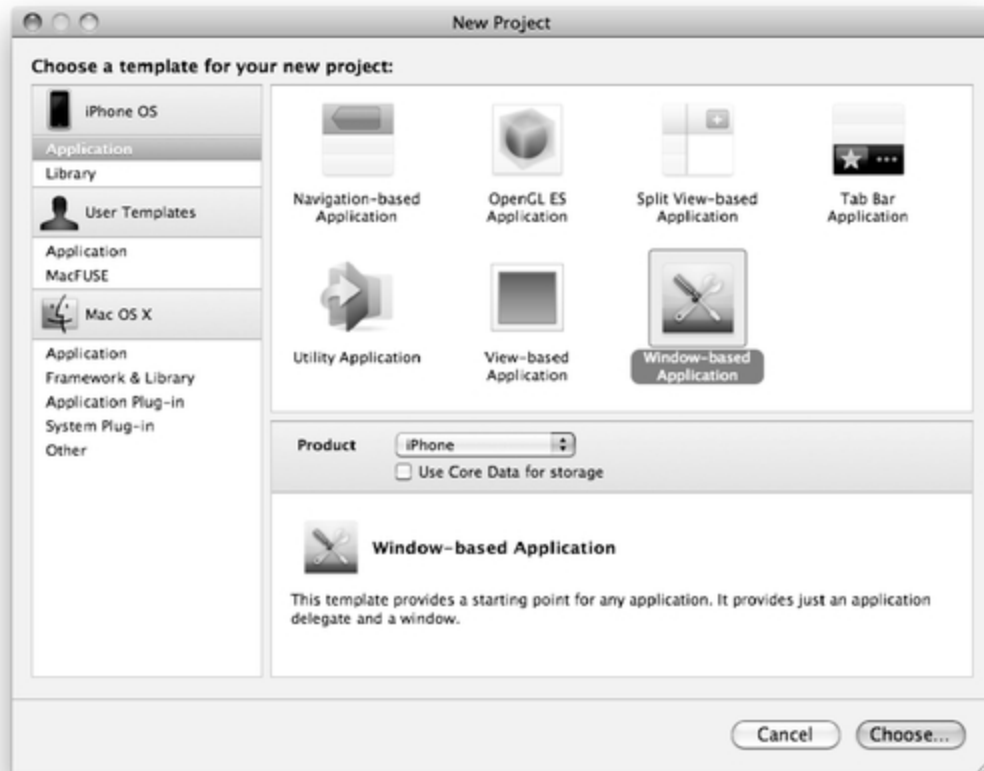
1.1.2 Creating a project

Let's use XCode to create an iOS project targeting the iPhone device. First, locate XCode and launch it. You can use Spotlight to find it or you can navigate to `/Developer/Applications/XCode`.

XCode is the central application for writing, designing, debugging, and deploying your iOS applications. You will use it a lot, so go ahead and add it to the Dock.

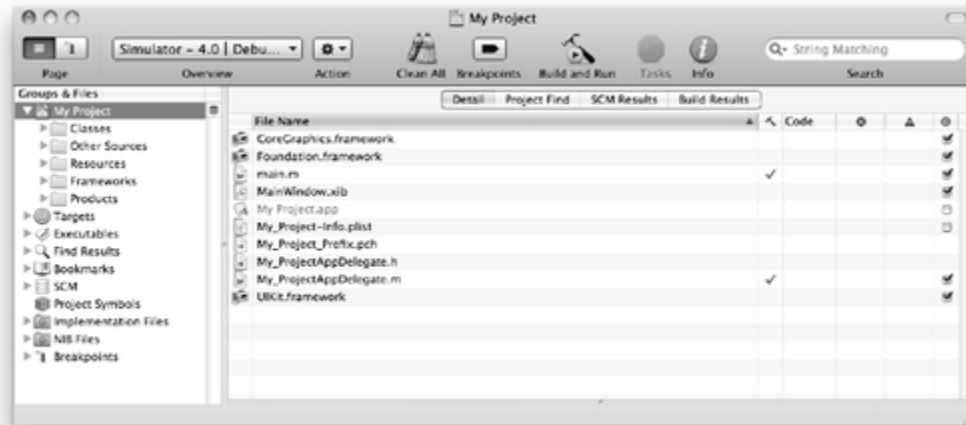
From XCode, select `File → New Project`. You should see a window, similar to the one shown in [Figure 1.1](#), asking you for the type of project you want to create. Choose the default and create a window-based application. This is the most generic type of iPhone project and the one that can be customized for different needs.

Figure 1.1 Choosing a window-based application in the project creation process.



Click `Choose`, enter the name of your project (here, we're using `My Project`), and click `Save`. A new directory is created with the name you entered, and several files are generated for you. You should now see the newly created iPhone project as shown in [Figure 1.2](#).

[Figure 1.2](#) A newly created iPhone project in XCode.



1.1.3 Familiarizing yourself with the IDE

As you can see from [Figure 1.2](#), the main window is divided into several areas. On the top, you will find the toolbar ([Figure 1.3](#)). The toolbar provides quick access to common tasks. It is fully configurable; you can add and remove tasks as you want. To customize the toolbar, Control-click it and choose `Customize Toolbar`. A window with a set of items will be shown so you can drag your favorite task on the toolbar. Click `Done` when you're finished. To remove an item, Control-click on it and choose `Remove Item`.

[Figure 1.3](#) The XCode toolbar.



On the left-hand side, you'll see the `Groups & Files` list ([Figure 1.4](#)).

This list is used to organize the source code, frameworks, libraries, executables, and other types of files in your project.