



Stanford CS193p

Developing Applications for iOS

Winter 2017

Today

- Core Data
 - Object-Oriented Database



Core Data

• Database

Sometimes you need to store large amounts of data or query it in a sophisticated manner.
But we still want it to be object-oriented!

• Enter Core Data

Object-oriented database.

Very, very powerful framework in iOS (we will only be covering the absolute basics).

• It's a way of creating an object graph backed by a database

Usually backed by SQL (but also can do XML or just in memory).

• How does it work?

Create a visual mapping (using Xcode tool) between database and objects.

Create and query for objects using object-oriented API.

Access the "columns in the database table" using vars on those objects.

Let's get started by creating that visual map ...



Choose options for your new project:

Product Name: CoreDataExample

Team: CS193p Instructor (Personal Team)

Organization Name: Stanford University

Organization Identifier: edu.stanford.cs193p.instructor

Bundle Identifier: edu.stanford.cs193p.instructor.CoreDataExample

Language: Swift

Devices: iPhone

Use Core Data
 Include Unit Tests
 Include UI Tests

Notice this application is called CoreDataExample ...

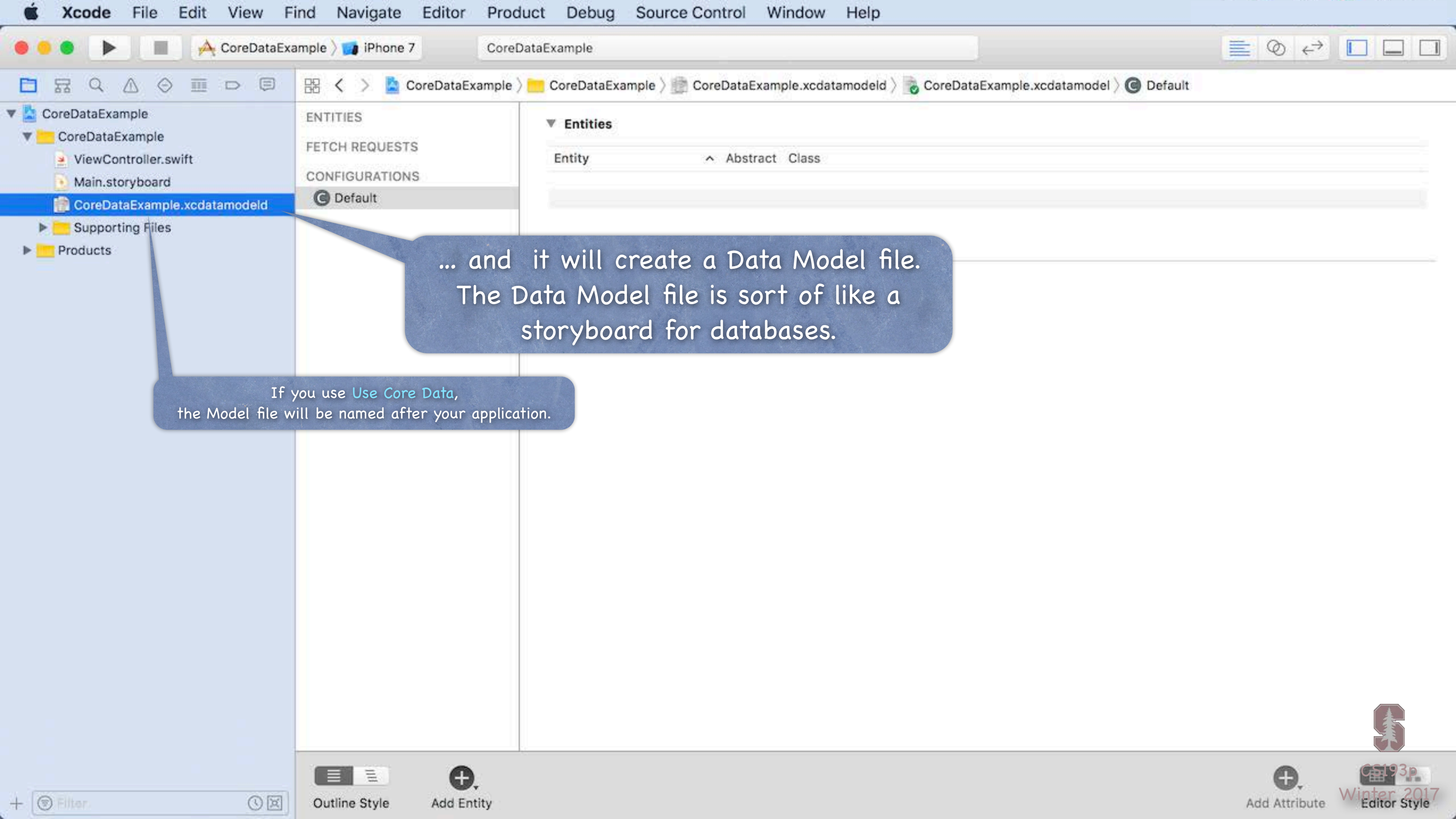
The easiest way to get Core Data in your application is to click here when creating your project.

Cancel Previous Next

No Selection

No Matches

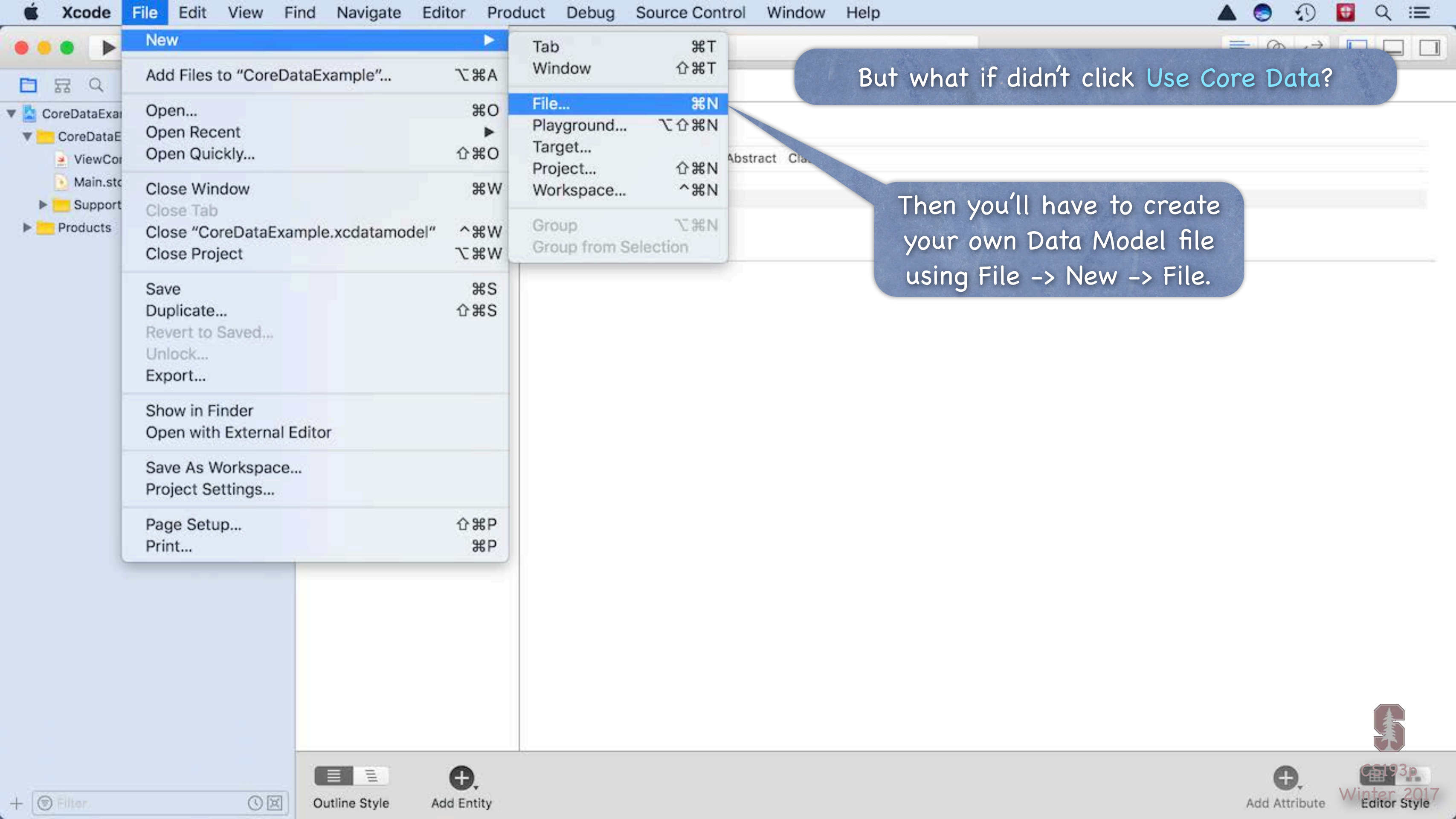




If you use [Use Core Data](#), the Model file will be named after your application.

... and it will create a Data Model file. The Data Model file is sort of like a storyboard for databases.

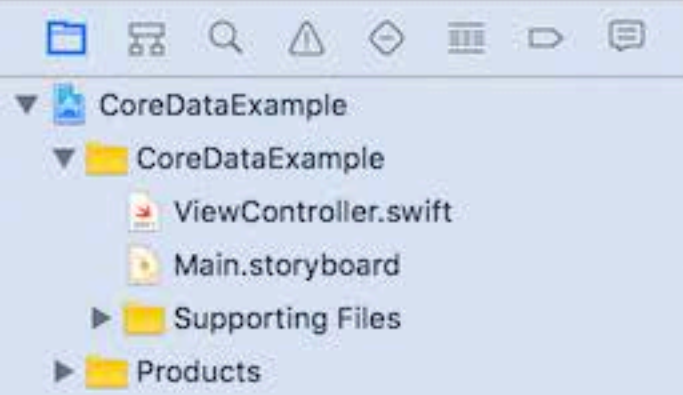




But what if didn't click Use Core Data?

Then you'll have to create your own Data Model file using File -> New -> File.





Choose a template for your new file:

iOS watchOS tvOS macOS Filter

Source

Objective-C File Header File C File C++ File Metal File

User Interface

Storyboard View Empty Launch Screen

Core Data

Data Model Mapping Model

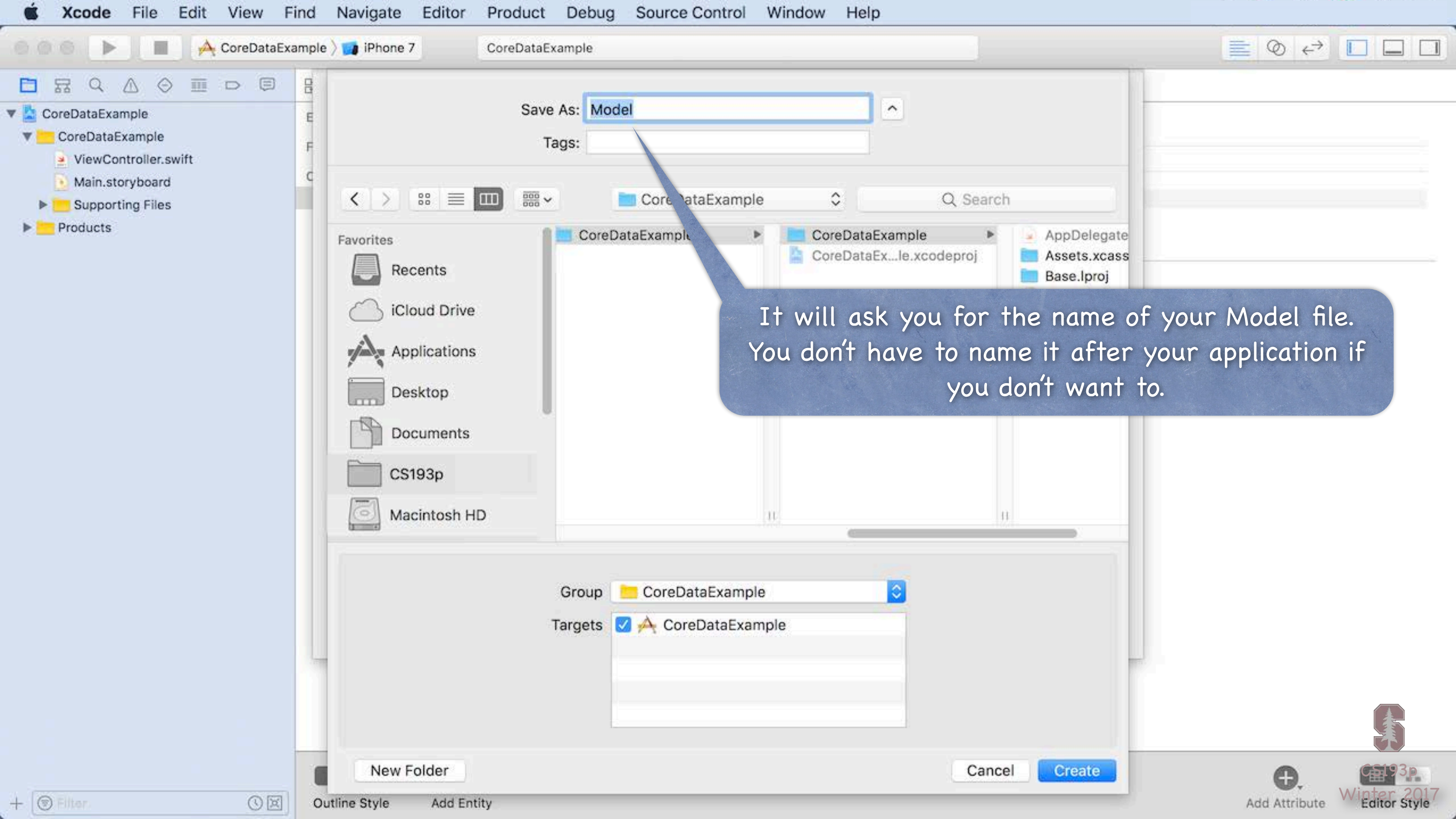
Apple Watch

This section.

Don't accidentally pick this one.

This template.

Cancel Previous Next



Save As: Model

Tags:

It will ask you for the name of your Model file. You don't have to name it after your application if you don't want to.

Group CoreDataExample

Targets CoreDataExample

New Folder

Cancel

Create

Outline Style

Add Entity

Add Attribute

- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - AppDelegate.swift
 - Assets.xcassets
 - LaunchScreen.storyboard
 - Info.plist
 - Products

ENTITIES

FE

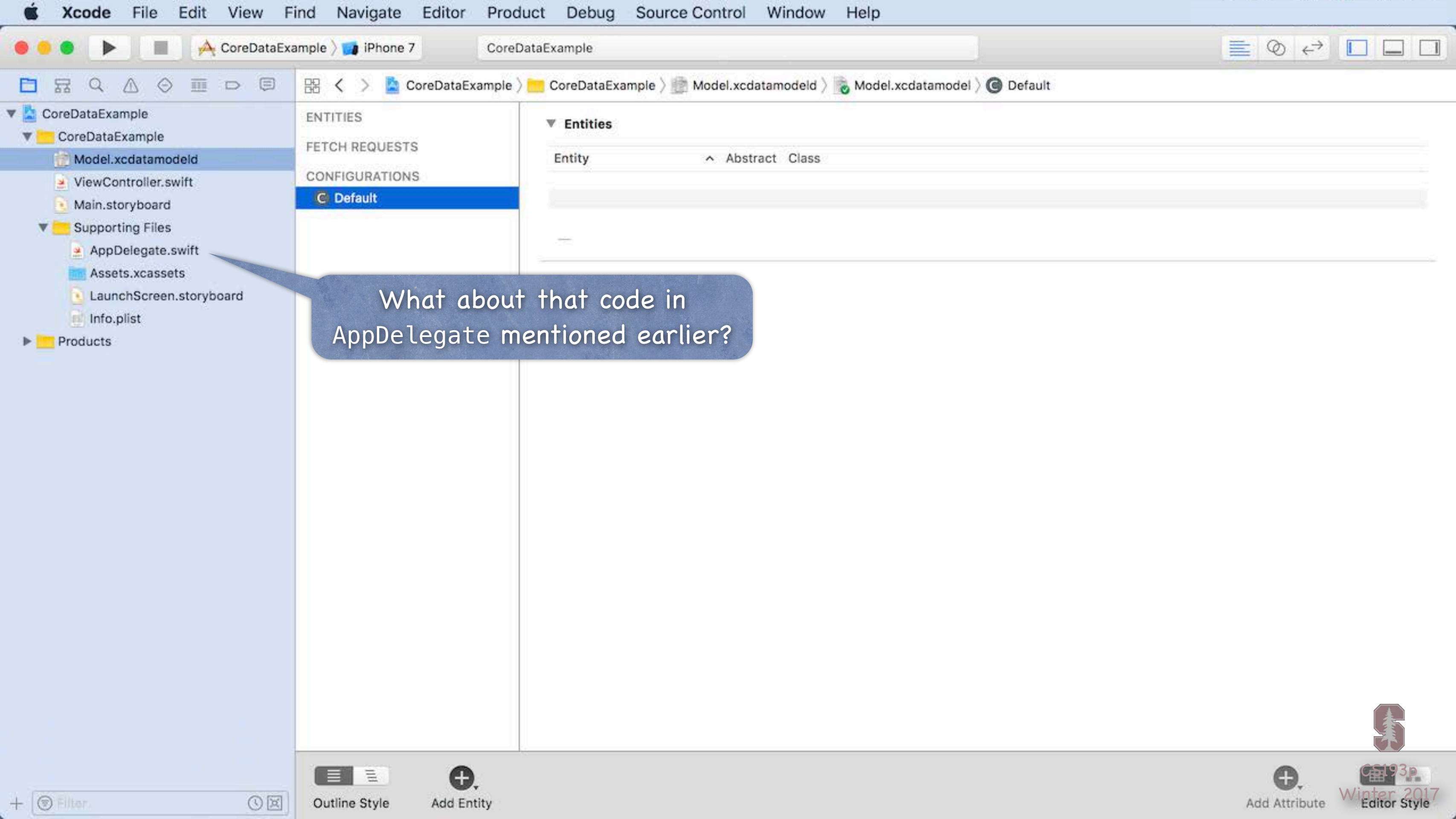
CO

Default

Voilà!

Entities

Entity	^ Abstract Class
--------	------------------



What about that code in AppDelegate mentioned earlier?



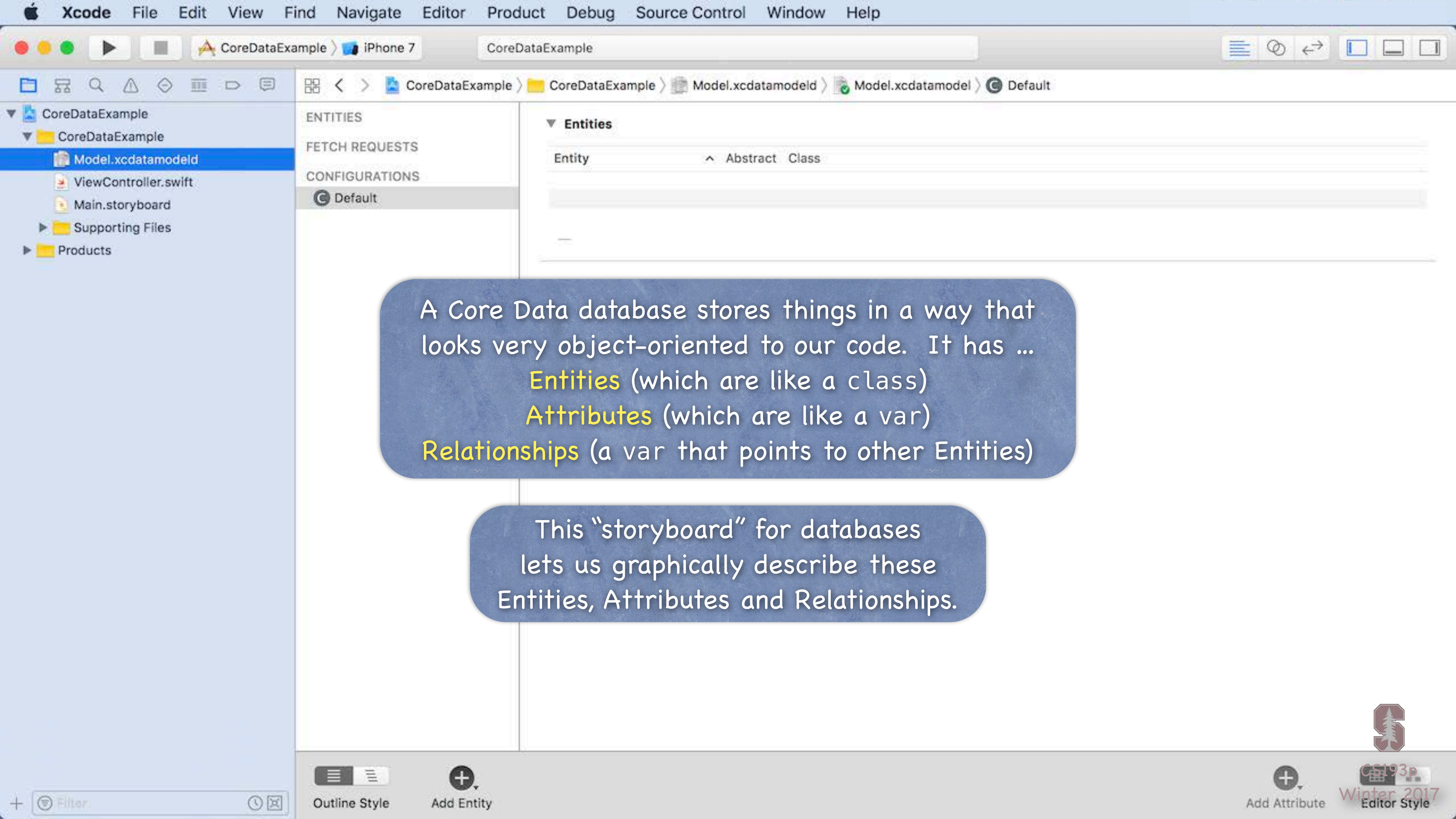
Here it is!
But how do you get this if you didn't click **Use Core Data**?

Create another Project.
Just so you can click **Use Core Data**.
Copy the code for this var from that Project's AppDelegate ...

... and then change this string to match the name of the Model you chose.

You'll probably also want to copy **saveContext()** and change `applicationWillTerminate` to call `self.saveContext()`.

```
47 // MARK: - Core Data stack
48
49 lazy var persistentContainer: NSPersistentContainer = {
50     /*
51     The persistent container for the application. This implementation
52     creates and returns a container, having loaded the store for the
53     application to it. This property is optional since there are legitimate
54     error conditions that could cause the creation of the store to fail.
55     */
56     let container = NSPersistentContainer(name: "Model")
57     container.loadPersistentStores(completionHandler: { (storeDescription, error) in
58         if let error = error as NSError? {
59             // Replace this implementation with code to handle the error appropriately.
60             fatalError() causes the application to generate a crash log and terminate the application.
61             You should not use this function in the production code. It may
62             be useful during development but its use may lead to data loss.
63
64             Typical reasons for an error here include:
65             * The parent directory does not exist, cannot be created, or disallows writing.
66             * The persistent store is not accessible, due to permissions or data protection.
67
68             See the Apple documentation for NSURL.
69
70             */
71             fatalError("Unresolved error \(error), \(error.userInfo)")
72         }
73     })
74     return container
75 }()
```

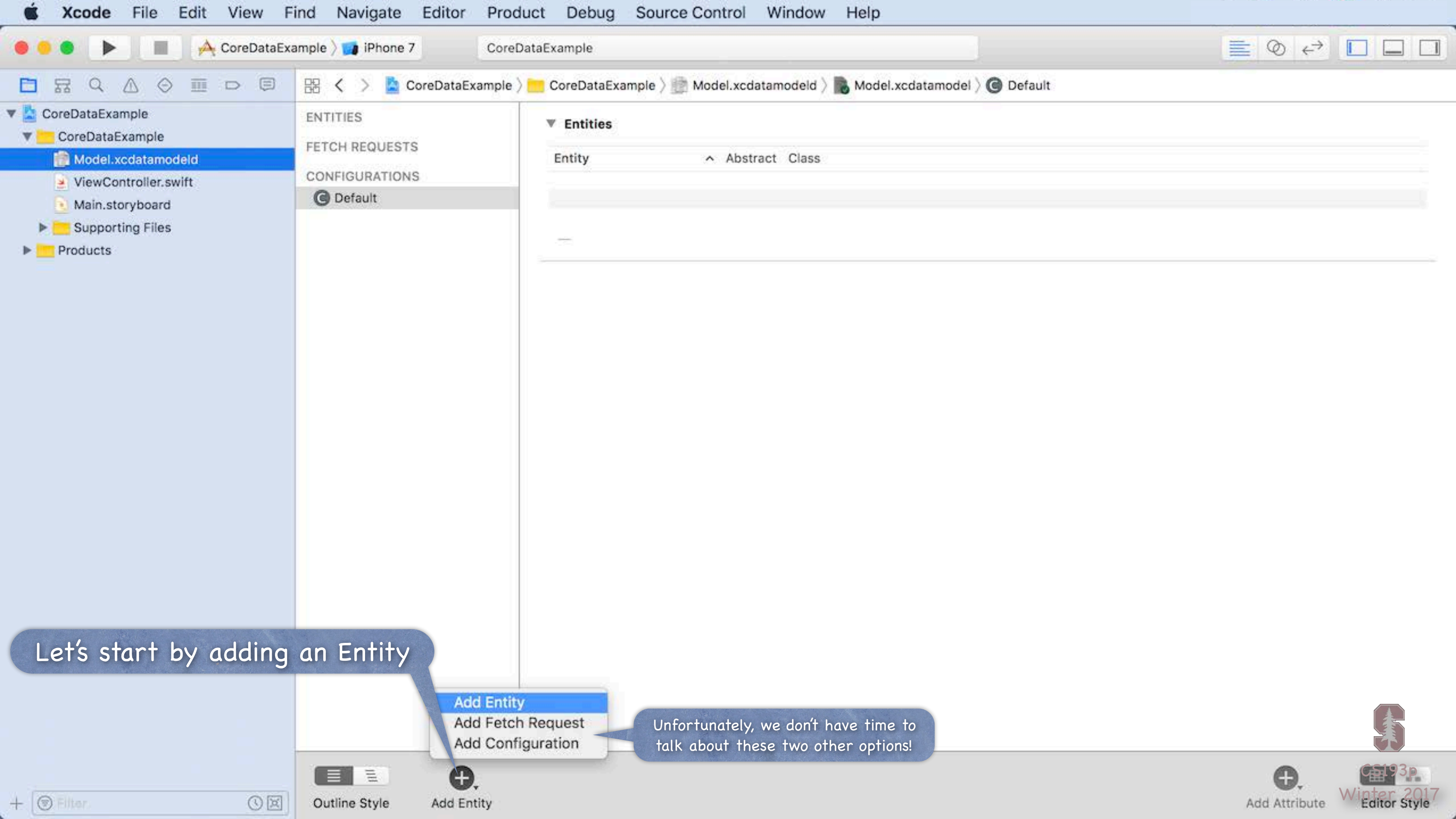


A Core Data database stores things in a way that looks very object-oriented to our code. It has ...

- Entities** (which are like a class)
- Attributes** (which are like a var)
- Relationships** (a var that points to other Entities)

This “storyboard” for databases lets us graphically describe these Entities, Attributes and Relationships.





Let's start by adding an Entity

- Add Entity
- Add Fetch Request
- Add Configuration

Unfortunately, we don't have time to talk about these two other options!

CoreDataExample

- CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - Products

ENTITIES

- Entity

FETCH REQUESTS

CONFIGURATIONS

- Default

Attributes

Attribute ^	Type

This creates an Entity called "Entity".

Relationships

Relationship ^	Destination	Inverse

An Entity is analogous to a class.

An Entity will appear in our code as an **NSManagedObject** (or subclass thereof).

Fetch Properties

Fetch Property ^	Predicate

CoreDataExample

- CoreDataExample
 - Model.xcdatamodeld
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 - Main.storyboard
 - Supporting Files
 - Products

ENTITIES

- E Tweet

FETCH REQUESTS

CONFIGURATIONS

- Default

Attributes

Attribute ^	Type

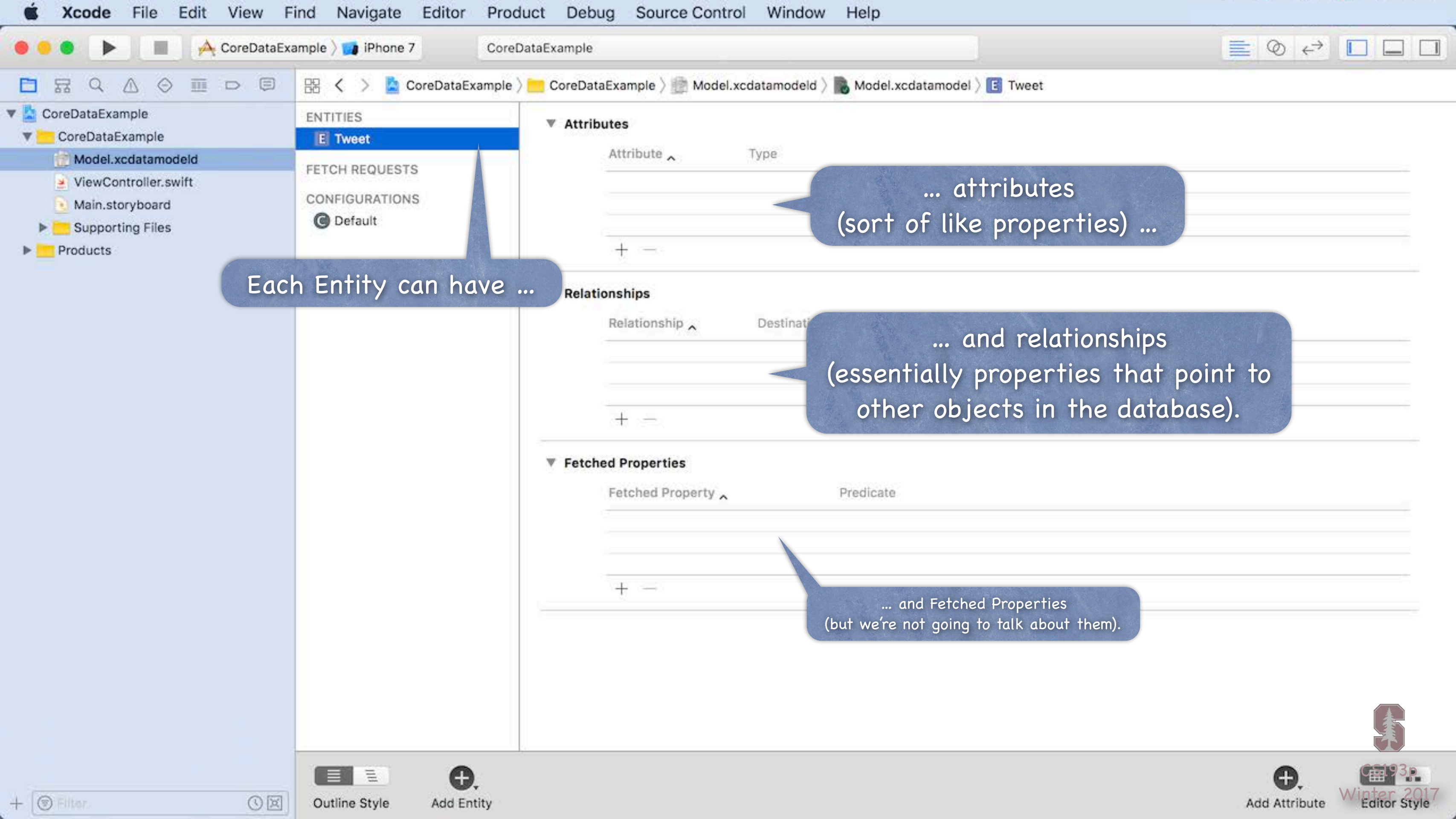
Relationships

Relationship ^	Destination	Inverse

Fetches Properties

Fetches Property ^	Predicate

Let's rename it to be "Tweet".



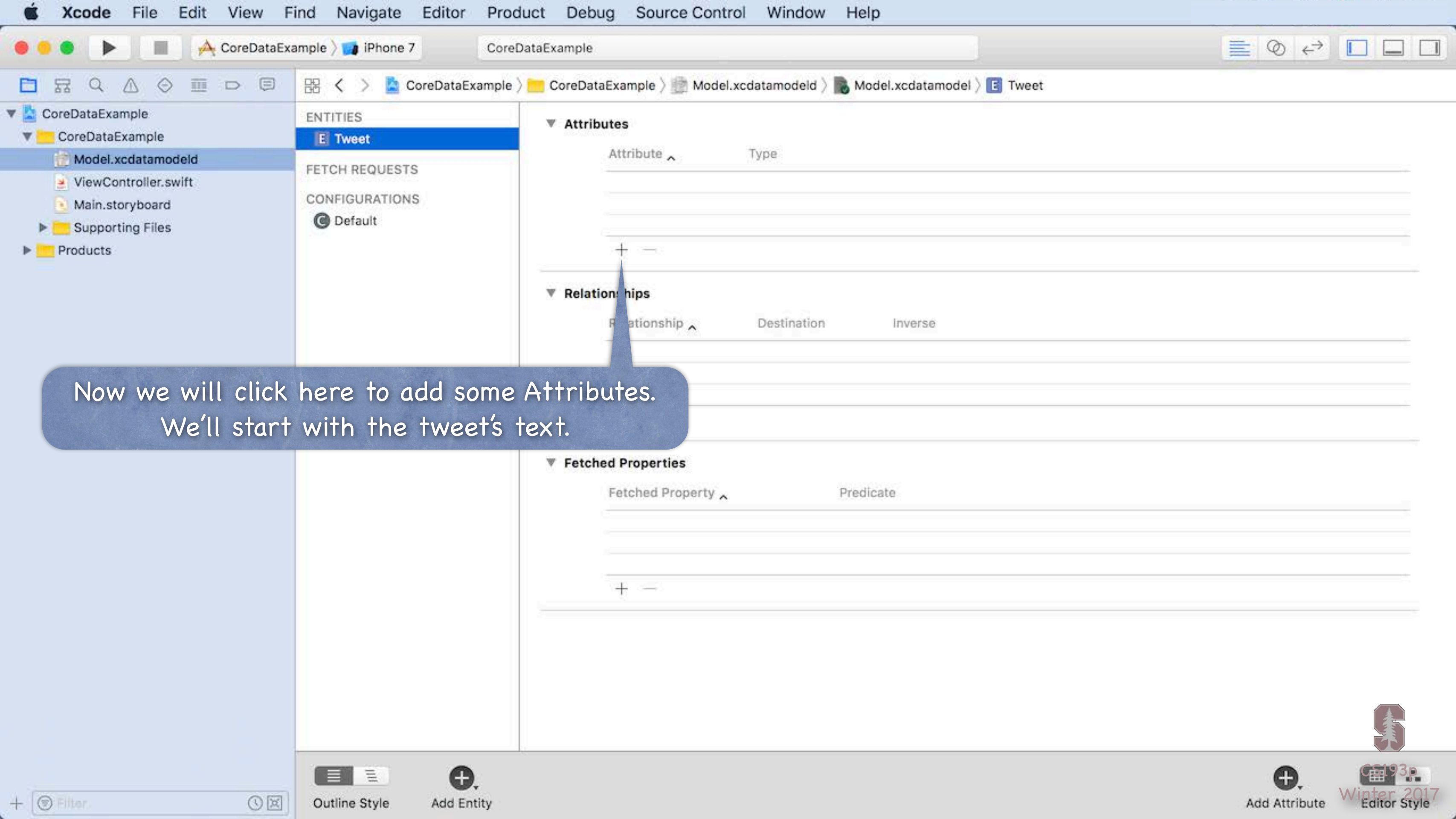
Each Entity can have ...

... attributes
(sort of like properties) ...

... and relationships
(essentially properties that point to
other objects in the database).

... and Fetched Properties
(but we're not going to talk about them).





Now we will click here to add some Attributes.
We'll start with the tweet's text.



- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - Products

ENTITIES

- Tweet

FETCH REQUESTS

CONFIGURATIONS

- Default

Attributes

Attribute ^	Type
U attribute	Undefined

Relationships

Relationship ^	Destination	Inverse
----------------	-------------	---------

Fetches Properties

Fetches Property ^	Predicate
--------------------	-----------

The Attribute's name can be edited directly.



CoreDataExample

- CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - Products

ENTITIES

- Tweet

FETCH REQUESTS

CONFIGURATIONS

- Default

Attributes

Attribute ^	Type
U text	Undefined

+ -

Relationships

Relationship ^	Destination	Inverse
----------------	-------------	---------

+ -

Fetches Properties

Fetches Property ^	Predicate
--------------------	-----------

+ -

- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - Products

ENTITIES

- Tweet

FETCH REQUESTS

CONFIGURATIONS

- Default

Attributes

Attribute	Type
U text	Undefined

Relationships

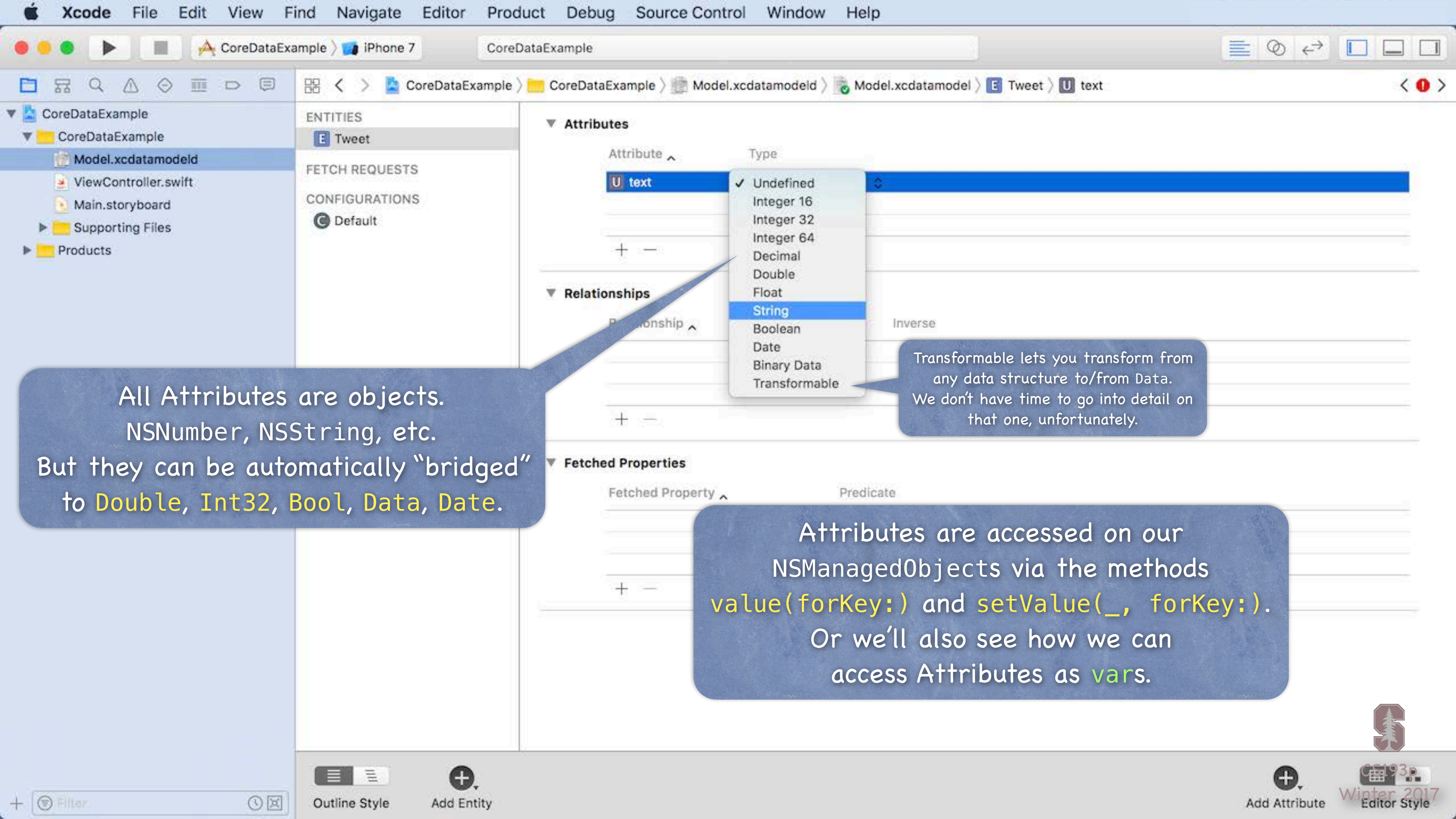
Relationship	Destination	Inverse
--------------	-------------	---------

Fetches Properties

Fetches Property	Predicate
------------------	-----------

Notice that we have an error. That's because our Attribute needs a type.

We set an Attribute's type here.



All Attributes are objects.
NSNumber, NSString, etc.
But they can be automatically "bridged"
to Double, Int32, Bool, Data, Date.

Transformable lets you transform from
any data structure to/from Data.
We don't have time to go into detail on
that one, unfortunately.

Attributes are accessed on our
NSManagedObjects via the methods
value(forKey:) and setValue(_, forKey:).
Or we'll also see how we can
access Attributes as vars.





- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - Products

- ENTITIES
- E Tweet
- FETCH REQUESTS
- CONFIGURATIONS
- C Default

Attributes

Attribute ^	Type
S text	String

Relationships

Relationship ^	Destination	Inverse
----------------	-------------	---------

Fetches Properties

Fetches Property ^	Predicate
--------------------	-----------

No more error!

CoreDataExample

- CoreDataExample
 - Model.xcdatamodeld
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 - Main.storyboard
 - Supporting Files
 - Products

ENTITIES

- Tweet

FETCH REQUESTS

CONFIGURATIONS

- Default

Attributes

Attribute ^	Type
U created	Undefined
S identifier	Integer 16
S text	Integer 32

- Undefined
- Integer 16
- Integer 32
- Integer 64
- Decimal
- Double
- Float
- String
- Boolean
- Date
- Binary Data
- Transformable

Relationships

Relationship ^	Inverse

Fetches Properties

Fetches Property ^	Predicate

Here are some more Attributes.

- CoreDataExample
 - CoreDataExample
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 - ViewController.swift
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ENTITIES

- E Tweet

FETCH REQUESTS

CONFIGURATIONS

- Default

Attributes

Attribute ^	Type
D created	Date
S identifier	String
S text	String

Relationships

Relationship ^	Destination	Inverse

Fetches Properties

Fetches Property ^	Predicate

You can see your Entities and Attributes in graphical form by clicking here.

- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
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ENTITIES

- E Tweet**

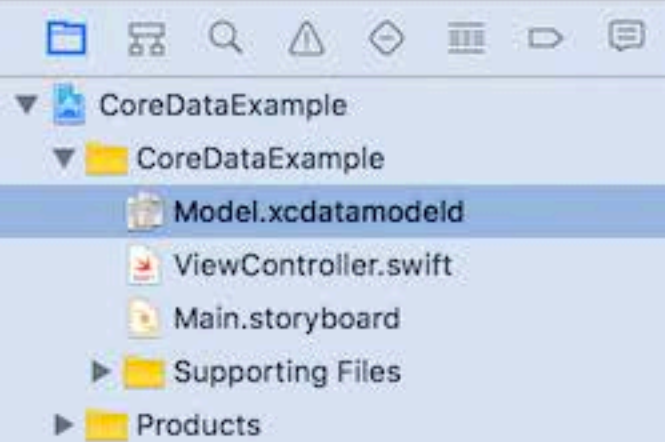
FETCH REQUESTS

CONFIGURATIONS

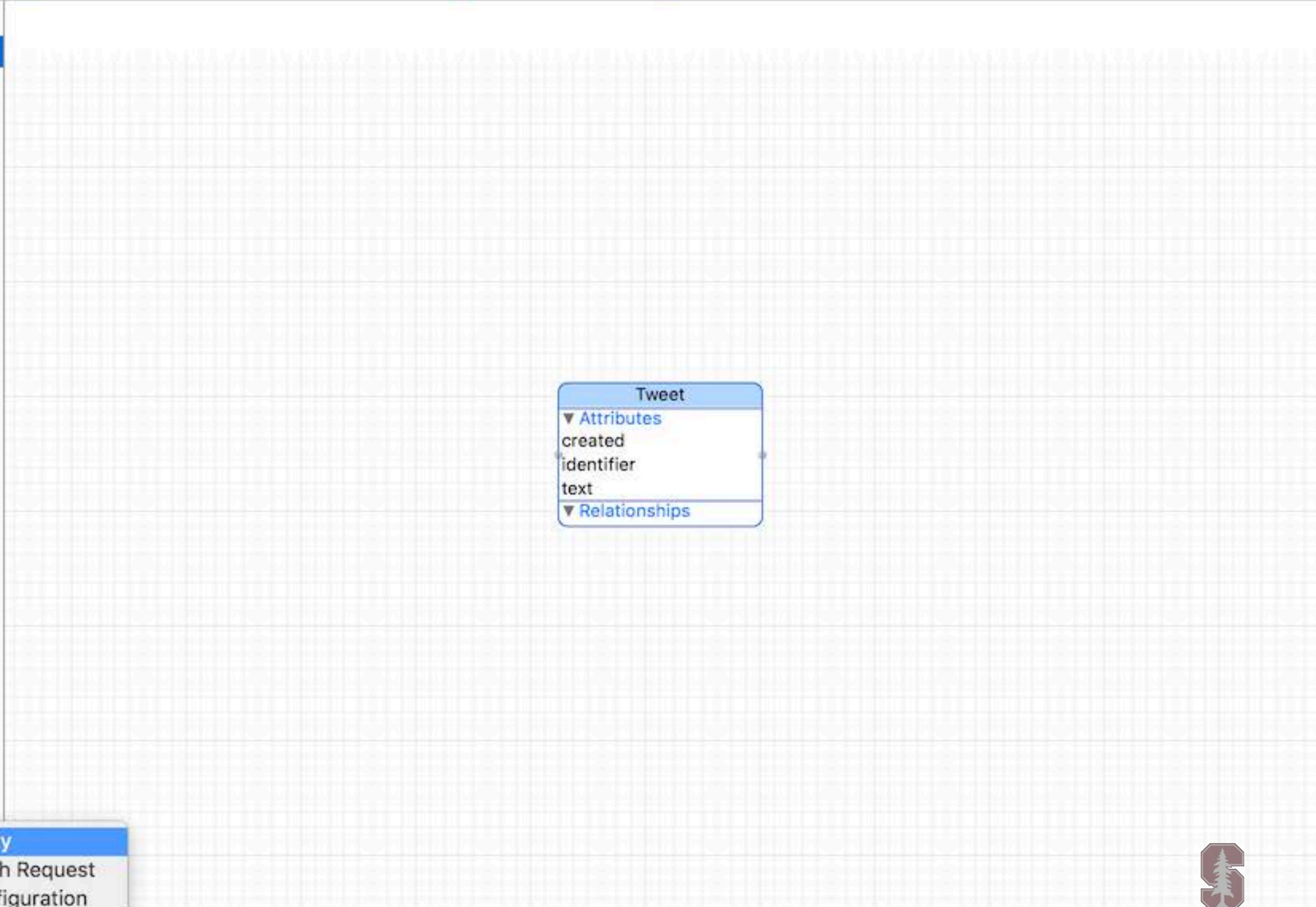
- Default

This is the same thing we were just looking at, but in a graphical view.



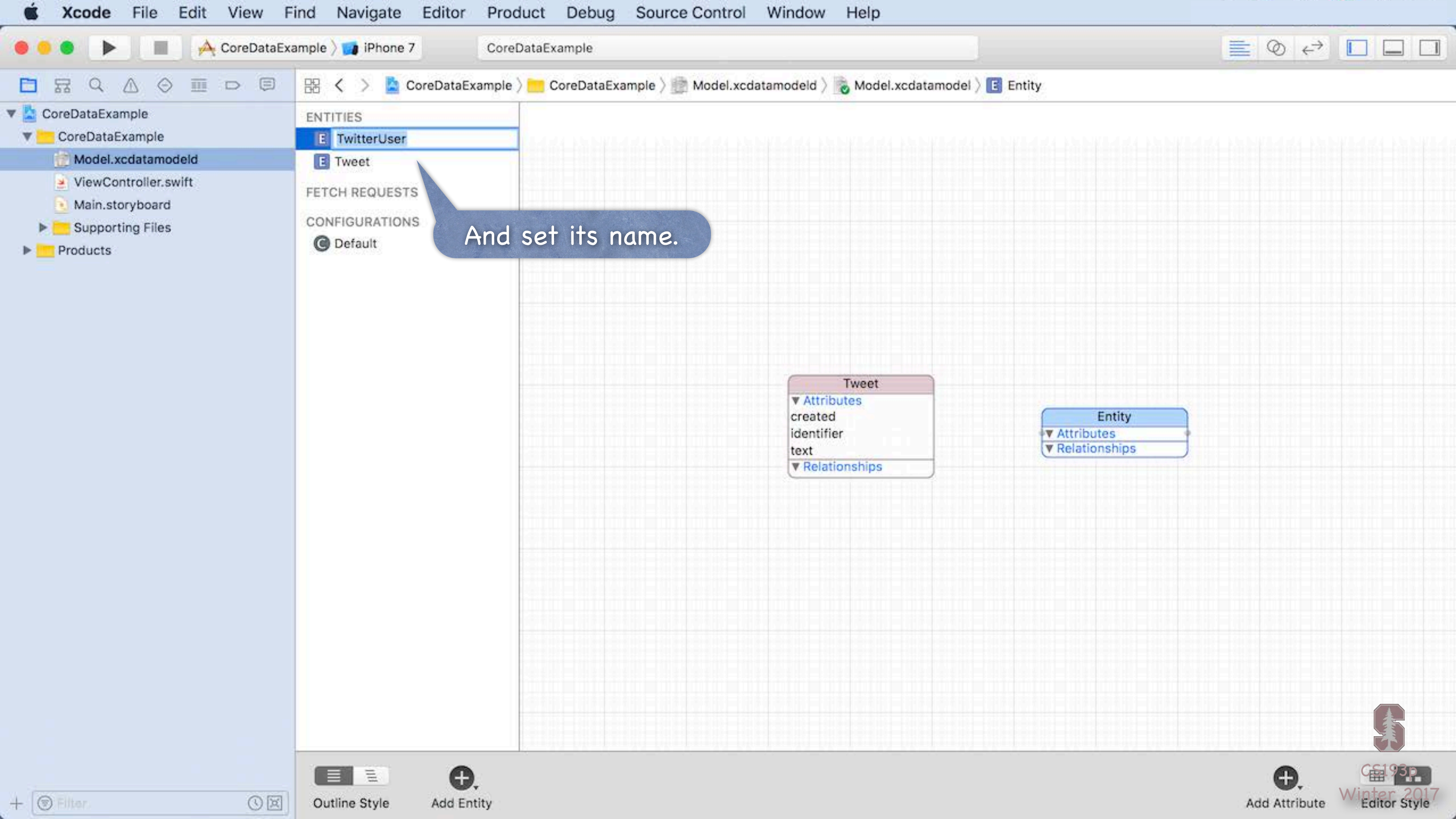


- ENTITIES
 - E Tweet**
- FETCH REQUESTS
- CONFIGURATIONS
 - Default



Let's add another Entity.

- Add Entity**
- Add Fetch Request
- Add Configuration



And set its name.



- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodel
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - Products

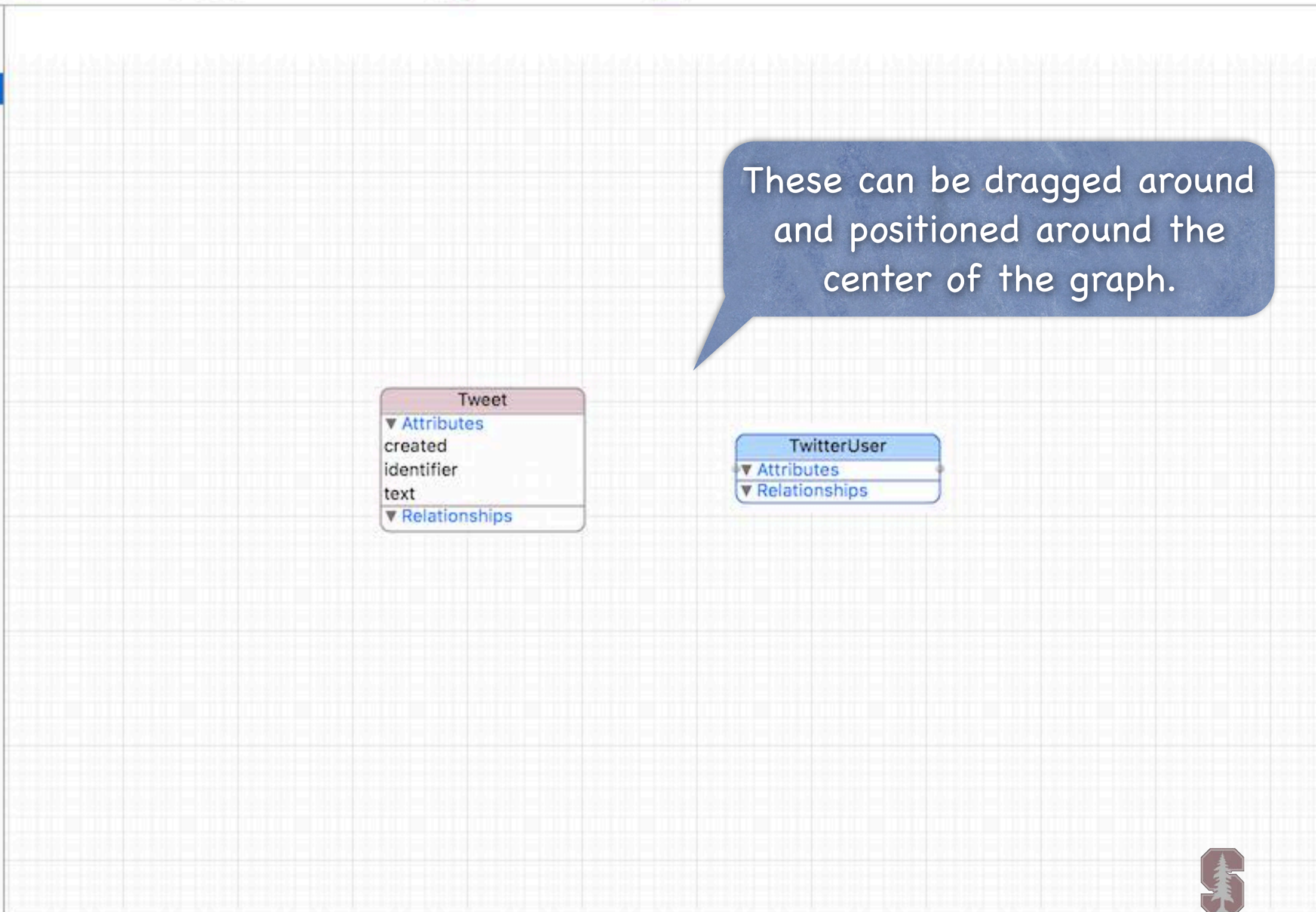
ENTITIES

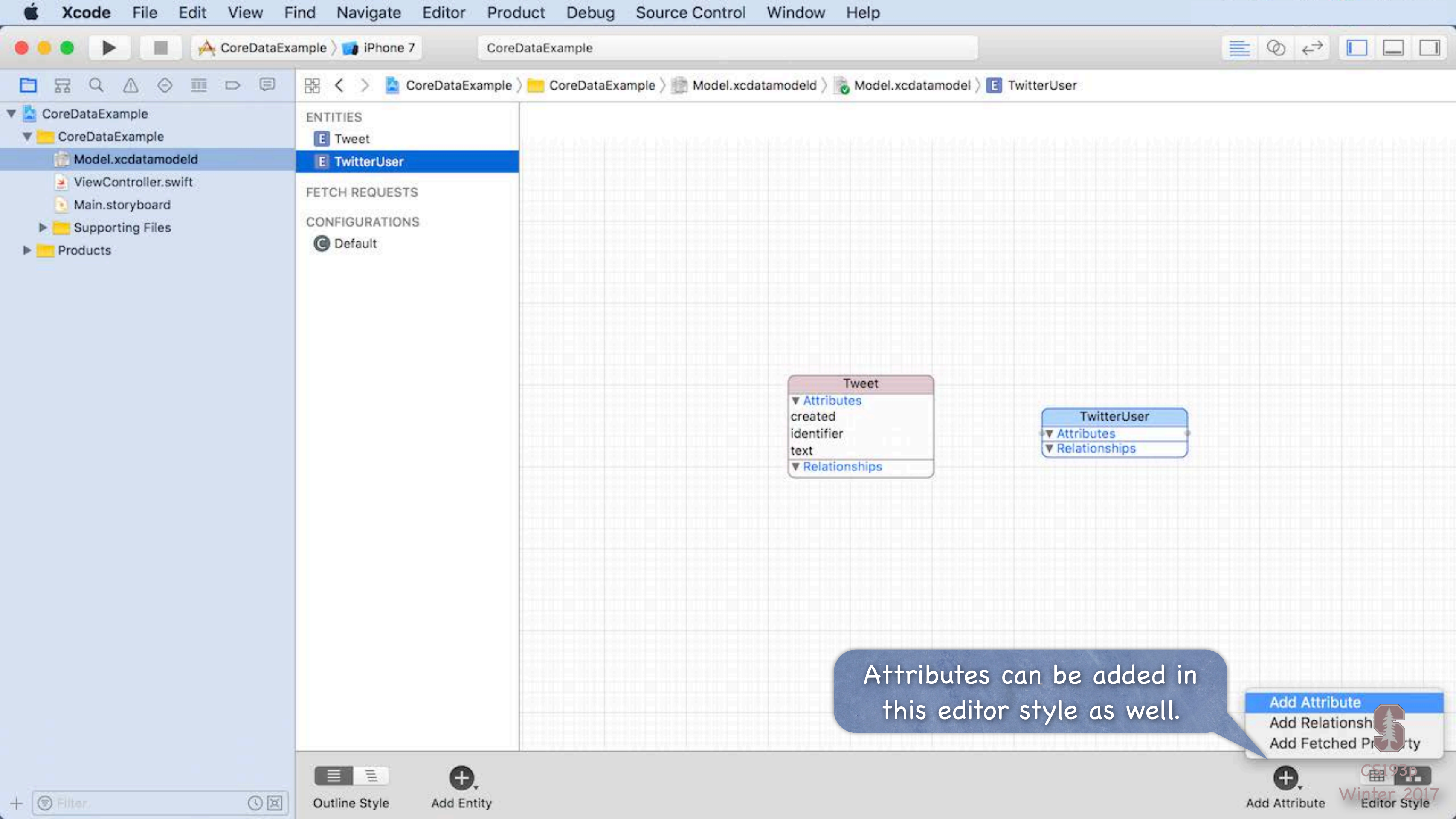
- Tweet
- TwitterUser**

FETCH REQUESTS

CONFIGURATIONS

- Default

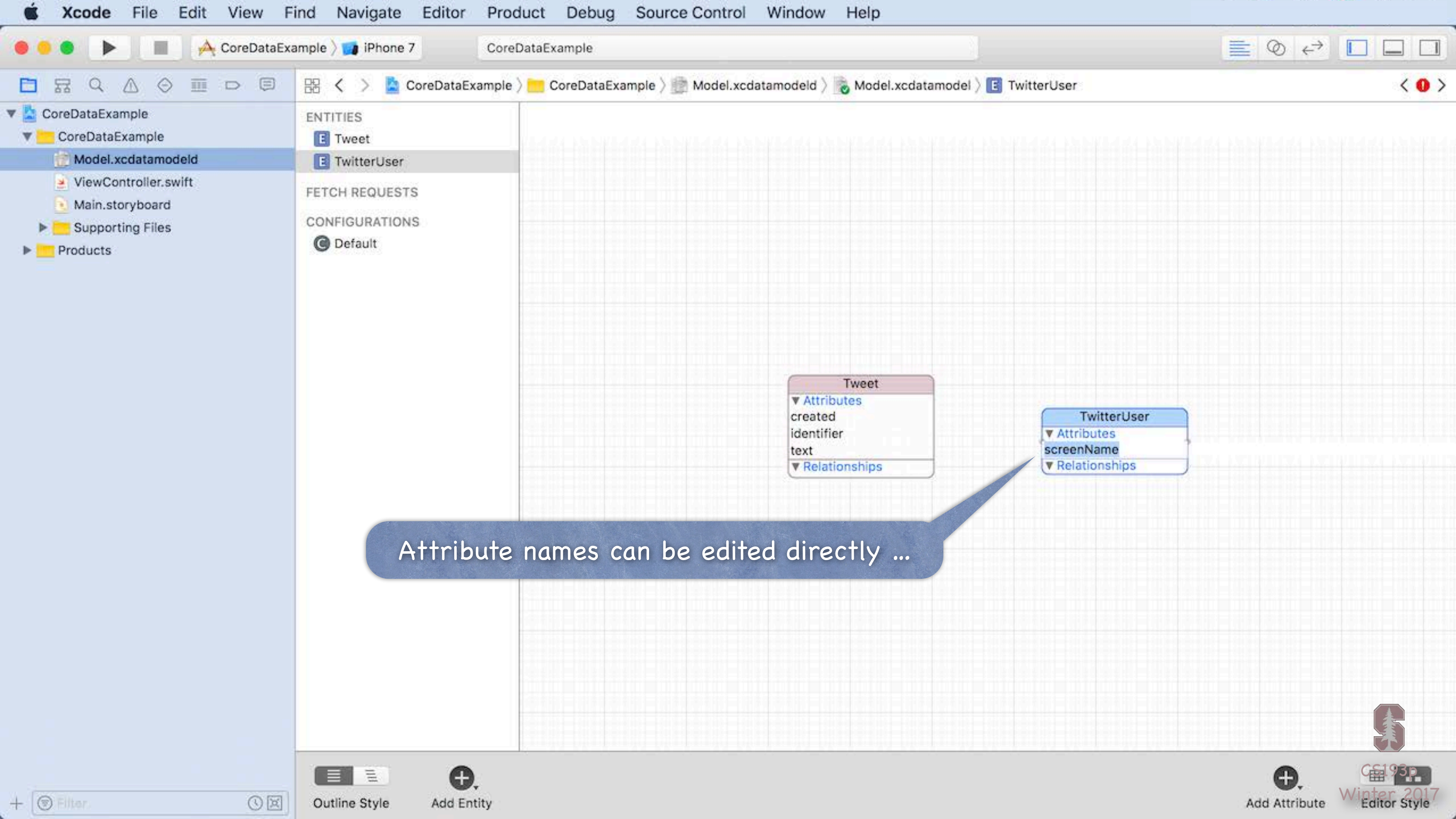




Attributes can be added in this editor style as well.

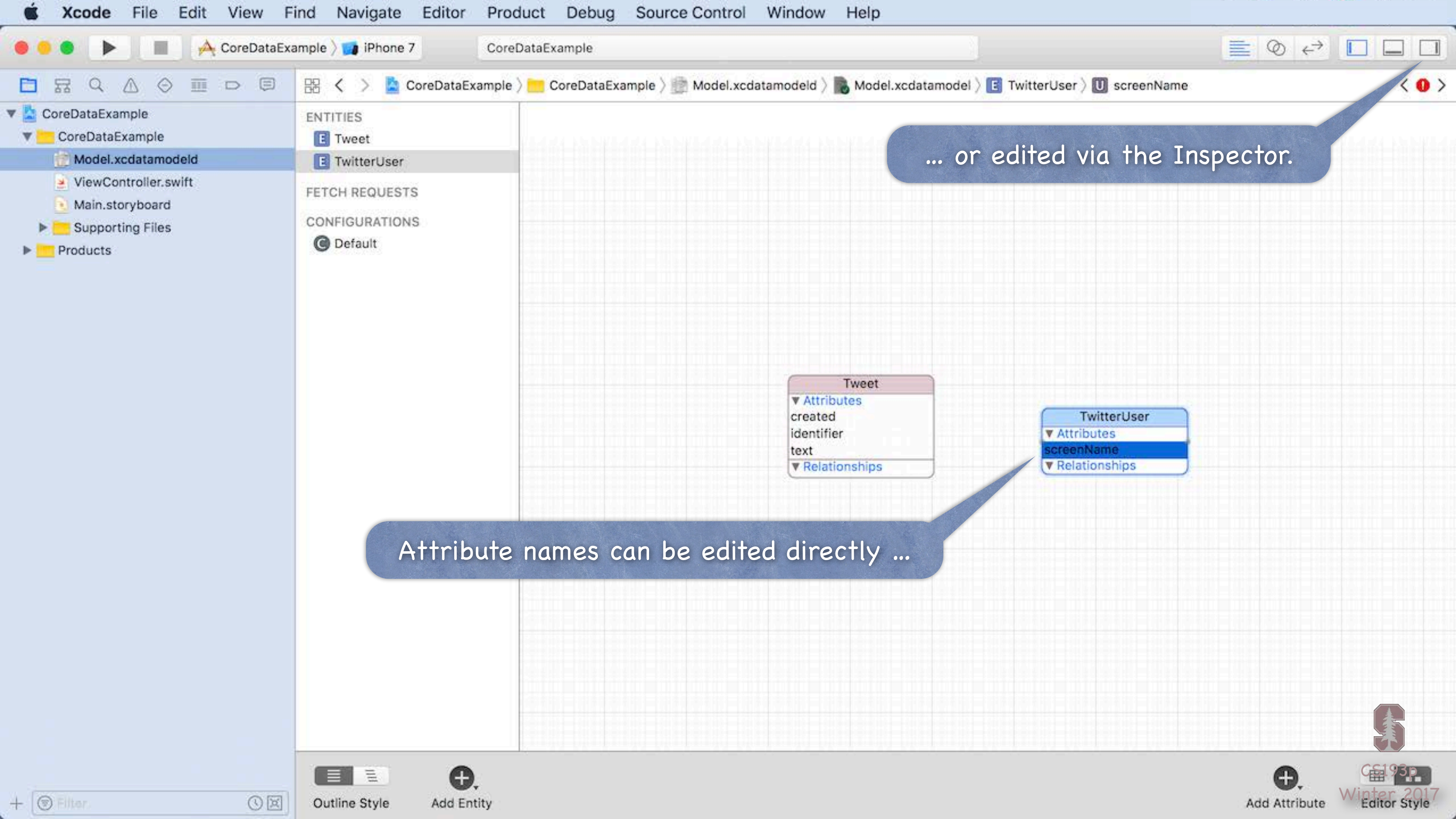
- Add Attribute
- Add Relationship
- Add Fetched Property

Add Attribute



Attribute names can be edited directly ...





... or edited via the Inspector.

Attribute names can be edited directly ...



CoreDataExample

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ENTITIES

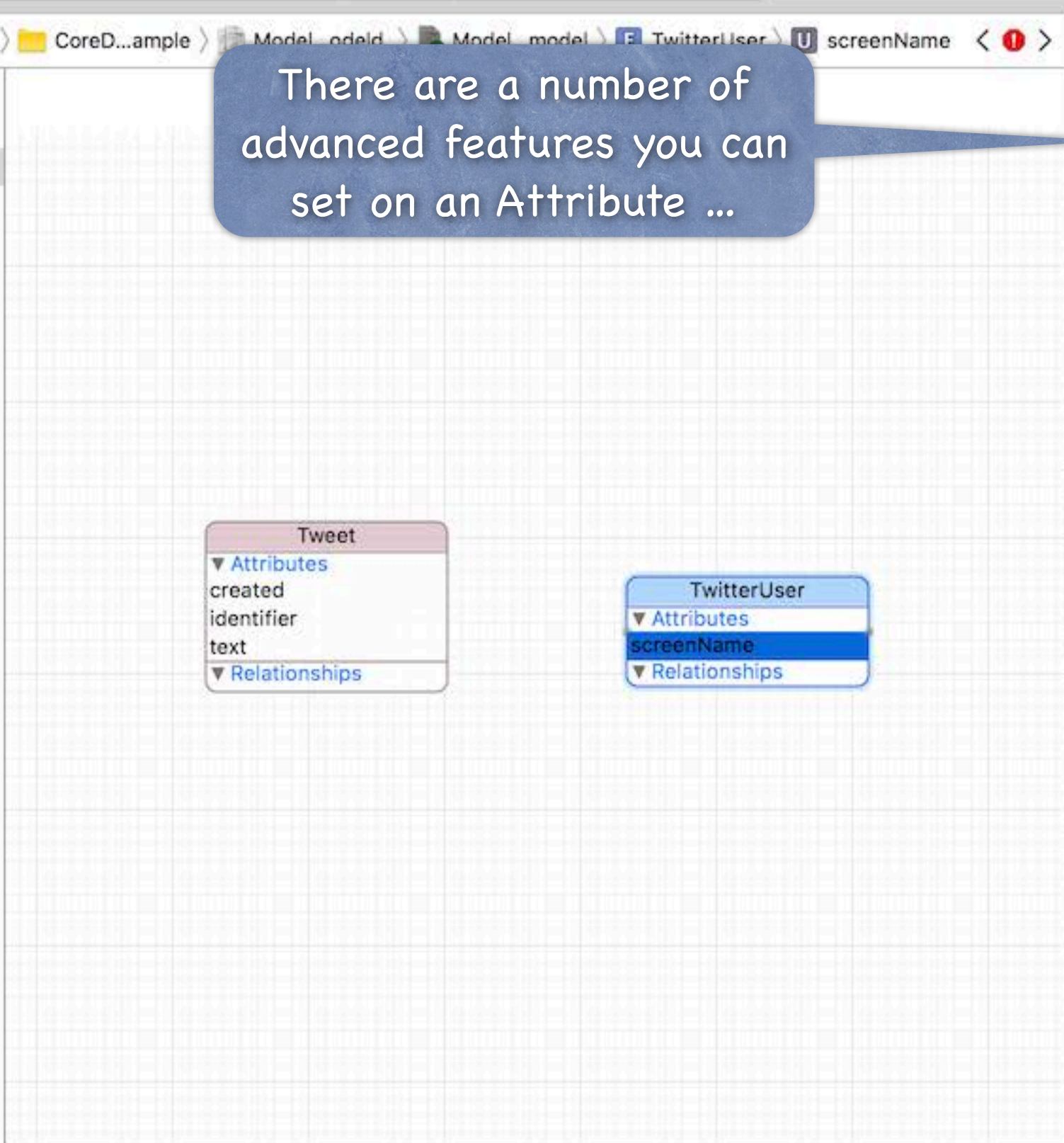
- Tweet
- TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- Default

There are a number of advanced features you can set on an Attribute ...



Attribute

Name: screenName

Properties: Transient Optional Indexed

Attribute Type: Undefined

Custom Class: NSObject

Module: Global namespace

Advanced: Index in Spotlight Store in External Record File

User Info

Key	Value

Versioning

Hash Modifier: Version Hash Modifier

Renaming ID: Renaming Identifier

- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - Products

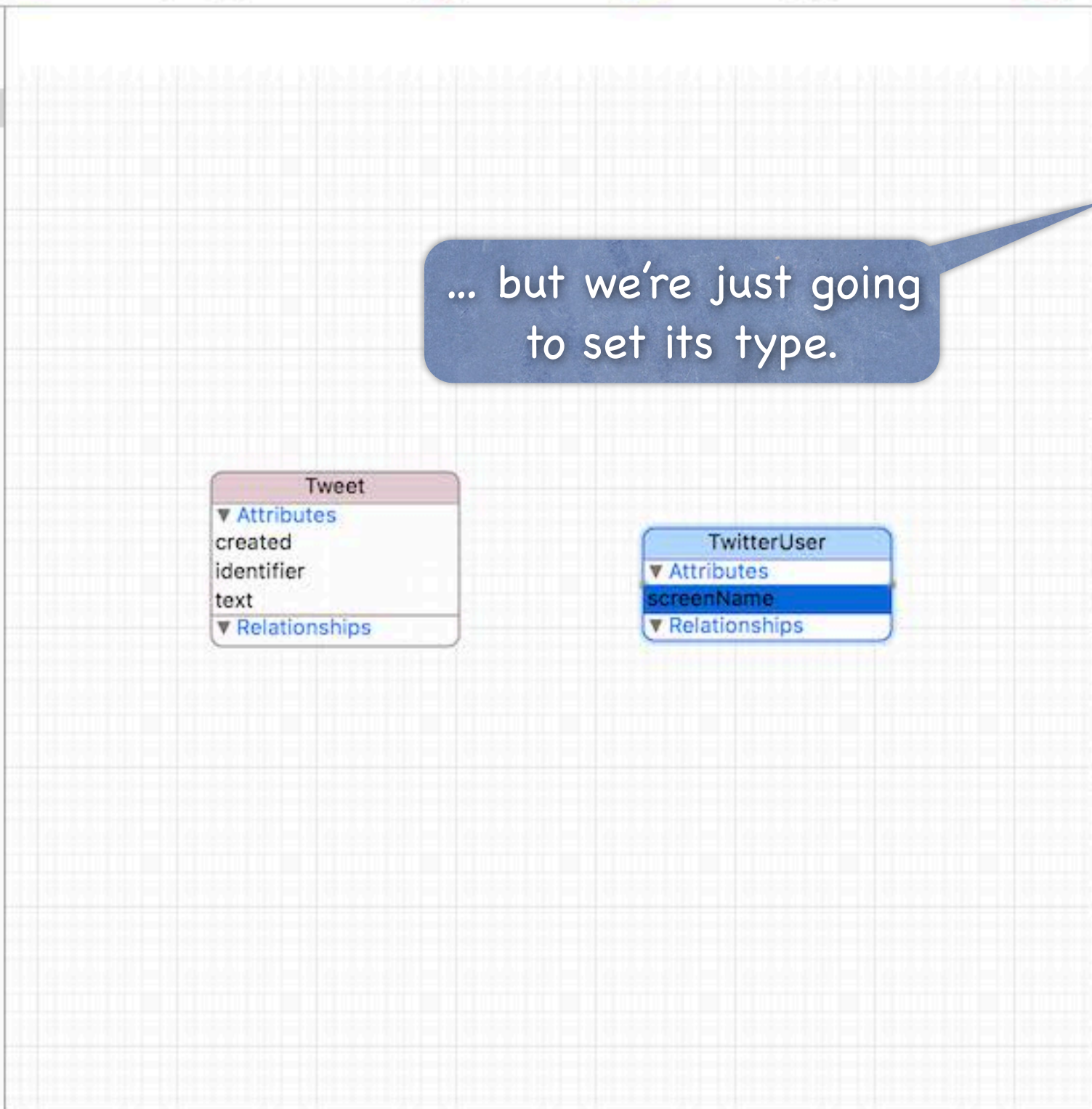
ENTITIES

- E Tweet
- E TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- C Default



... but we're just going to set its type.

Attribute

Name: screenName

Properties: Transient Optional Indexed

Attribute Type: Undefined Integer 16 Integer 32 Integer 64 Decimal Double Float **String** Boolean Date Binary Data Transformable

User Info

Key

Versioning

Hash Modifier: Version Hash Modifier

Renaming ID: Renaming Identifier

- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - Products

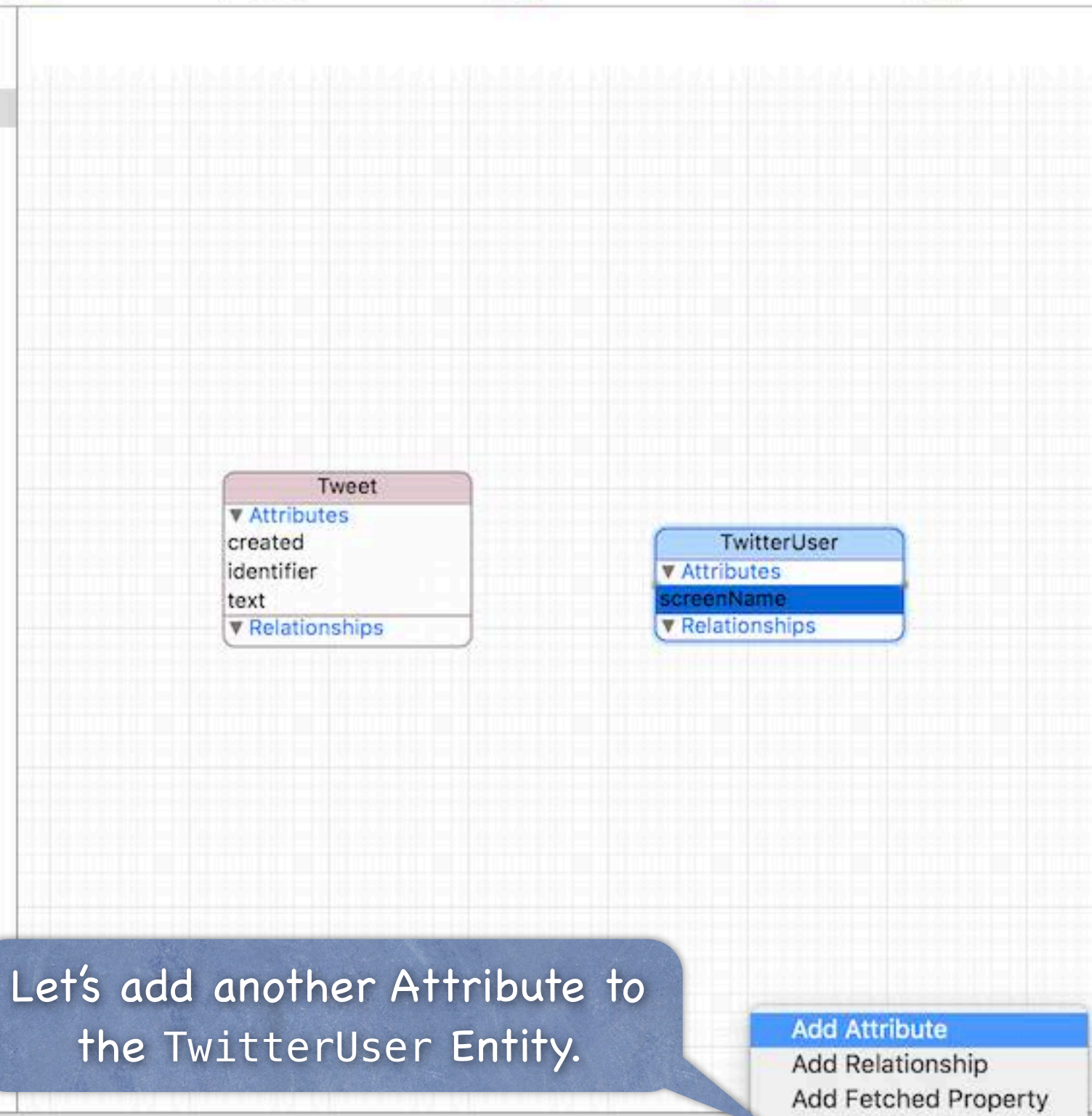
ENTITIES

- Tweet
- TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- Default



Attribute

Name: screenName

Properties: Transient Optional Indexed

Attribute Type: String

Validation: No Value Min Length Max Length

Default Value: Default Value

Reg. Ex.: Regular Expression

Advanced: Index in Spotlight Store in External Record File

User Info

Key	Value

Versioning

Hash Modifier: Version Hash Modifier

Renaming ID: Renaming Identifier

Let's add another Attribute to the TwitterUser Entity.

- Add Attribute
- Add Relationship
- Add Fetched Property

- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
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 - Products

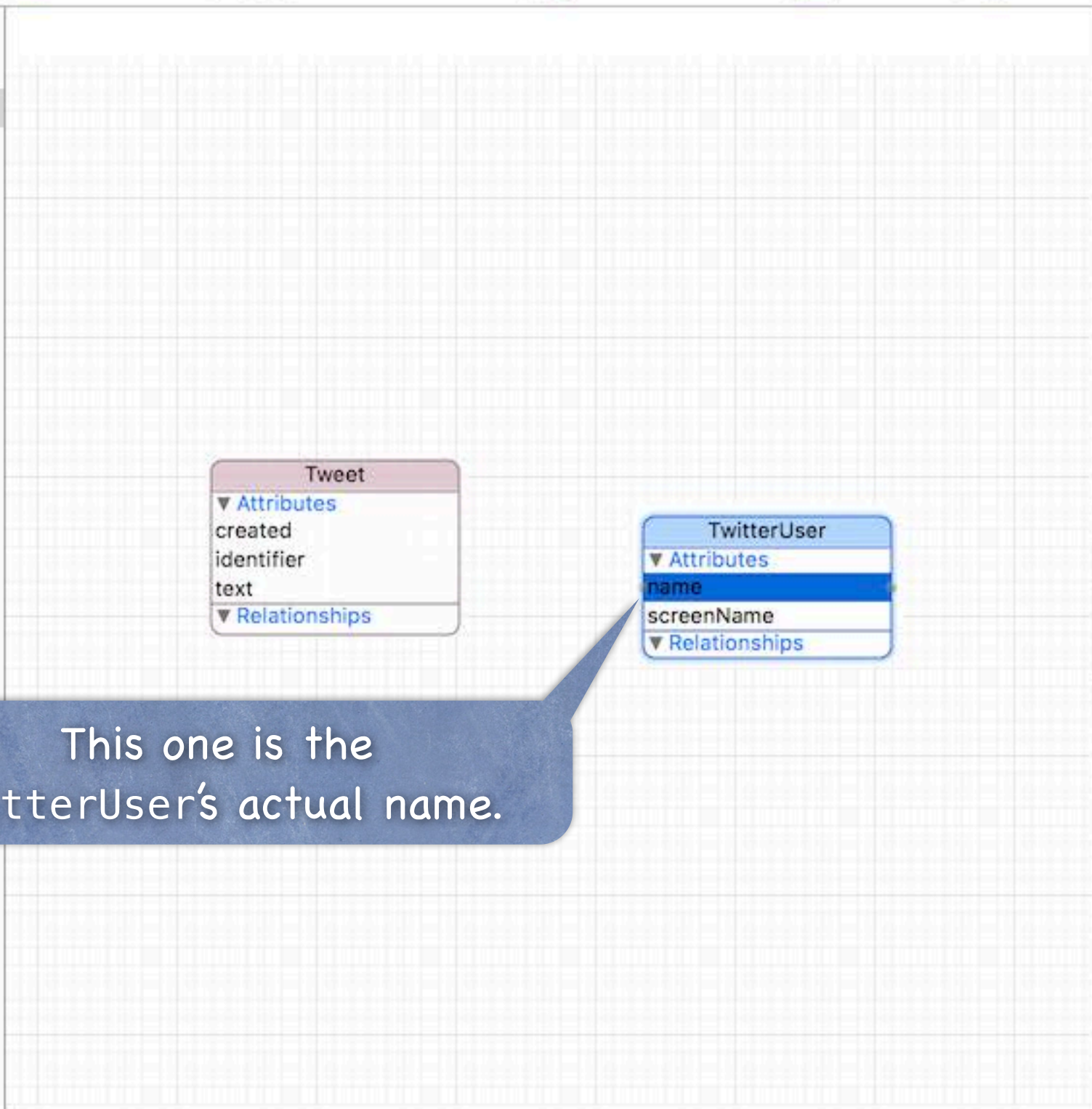
ENTITIES

- Tweet
- TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- Default



Attribute

Name: name

Properties: Transient Optional Indexed

Attribute Type: String

Validation: No Value Min Length Max Length

Default Value: Default Value

Reg. Ex.: Regular Expression

Advanced: Index in Spotlight Store in External Record File

User Info

Key	Value

Versioning

Hash Modifier: Version Hash Modifier

Renaming ID: Renaming Identifier

This one is the TwitterUser's actual name.

- CoreDataExample
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ENTITIES

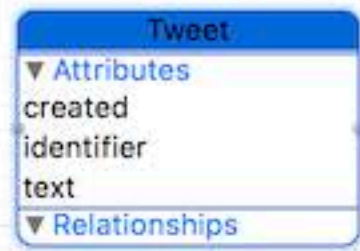
- Tweet
- TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- Default

So far we've only added Attributes.
How about Relationships?



Entity

Name: Tweet

Abstract Entity

Parent Entity: No Parent Entity

Class

Name: Tweet

Module: Global namespace

Codegen: Class Definition

Indexes

No Content

Constraints

No Content

User Info

Key	Value

Versioning

Hash Modifier: Version Hash Modifier

Renaming ID: Renaming Identifier

CoreDataExample

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ENTITIES

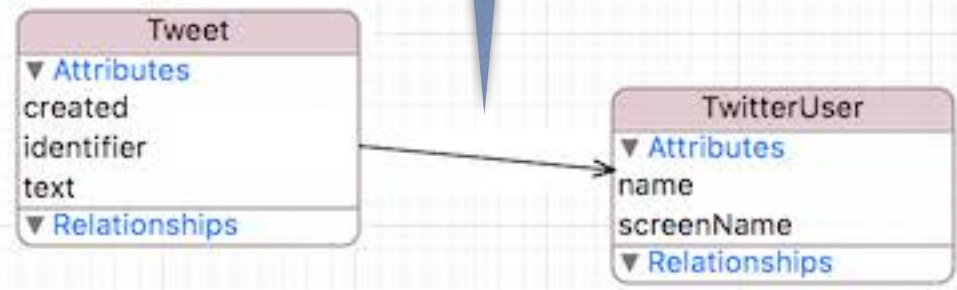
- Tweet
- TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- Default

Similar to outlets and actions, we can ctrl-drag to create Relationships between Entities.



Entity

Name: Tweet

Abstract Entity

Parent Entity: No Parent Entity

Class

Name: Tweet

Module: Global namespace

Codegen: Class Definition

Indexes

No Content

Constraints

No Content

User Info

Key ^ Value

Versioning

Hash Modifier: Version Hash Modifier

Renaming ID: Renaming Identifier

CoreDataExample

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ENTITIES

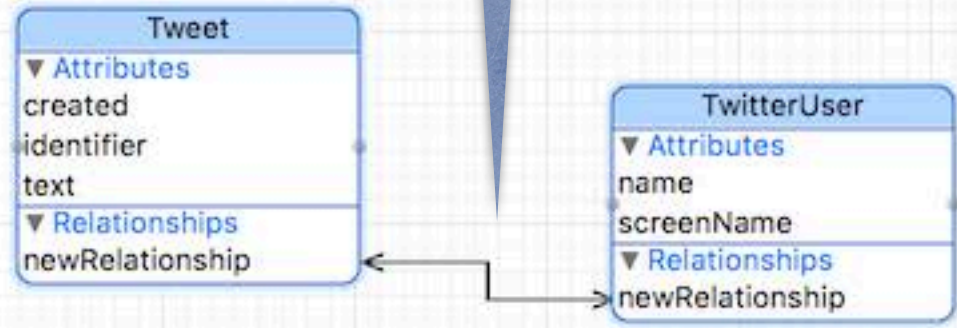
- Tweet
- TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- Default

A Relationship is analogous to a pointer to another object (or an NSSet of other objects).



Entity

Name: Multiple Values

Abstract Entity

Parent Entity: No Parent Entity

Class

Name: Multiple Values

Module: Global namespace

Codegen: Class Definition

Indexes

No Content

Constraints

No Content

User Info

Key	Value

Versioning

Hash Modifier: Version Hash Modifier

Renaming ID: Renaming Identifier

- CoreDataExample
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ENTITIES

- Tweet
- TwitterUser

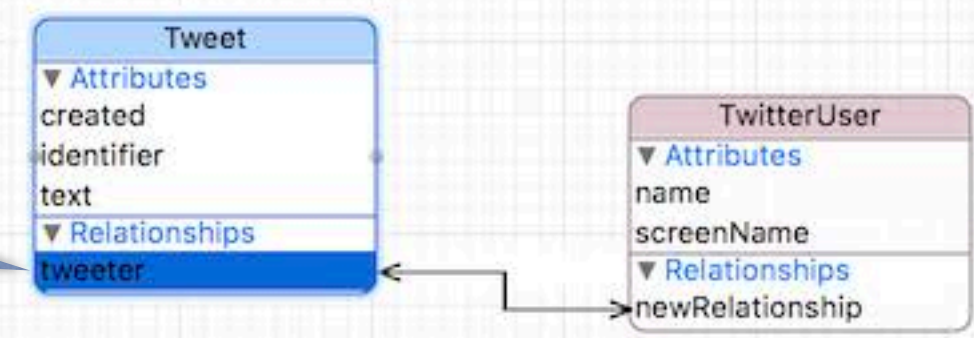
FETCH REQUESTS

CONFIGURATIONS

- Default

From a Tweet's perspective, this Relationship to a TwitterUser is the "tweeter" of the Tweet ...

... so we'll call the Relationship **tweeter** on the Tweet side.



Relationship

Name:

Properties: Transient Optional

Destination:

Inverse:

Delete Rule:

Type:

Advanced: Index in Spotlight Store in External Record File

User Info

Key	Value

Versioning

Hash Modifier:

Renaming ID:

- CoreDataExample
 - CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
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ENTITIES

- E Tweet
- E TwitterUser

But from the TwitterUser's perspective, this relationship is a set of all of the tweets she or he has tweeted.

Relationship

Name tweets

Properties Transient Optional

Destination Tweet

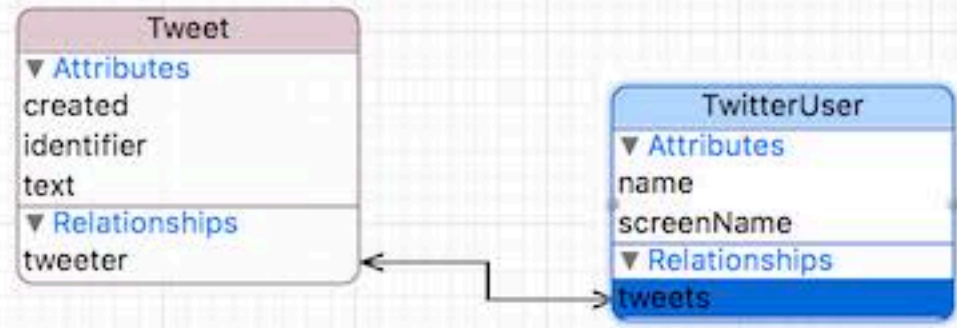
Inverse tweeter

Delete Rule Nullify

Type To One

Advanced Index in Spotlight

Store in External Record File



... so we'll call the Relationship **tweets** on the TwitterUser side.

CoreDataExample

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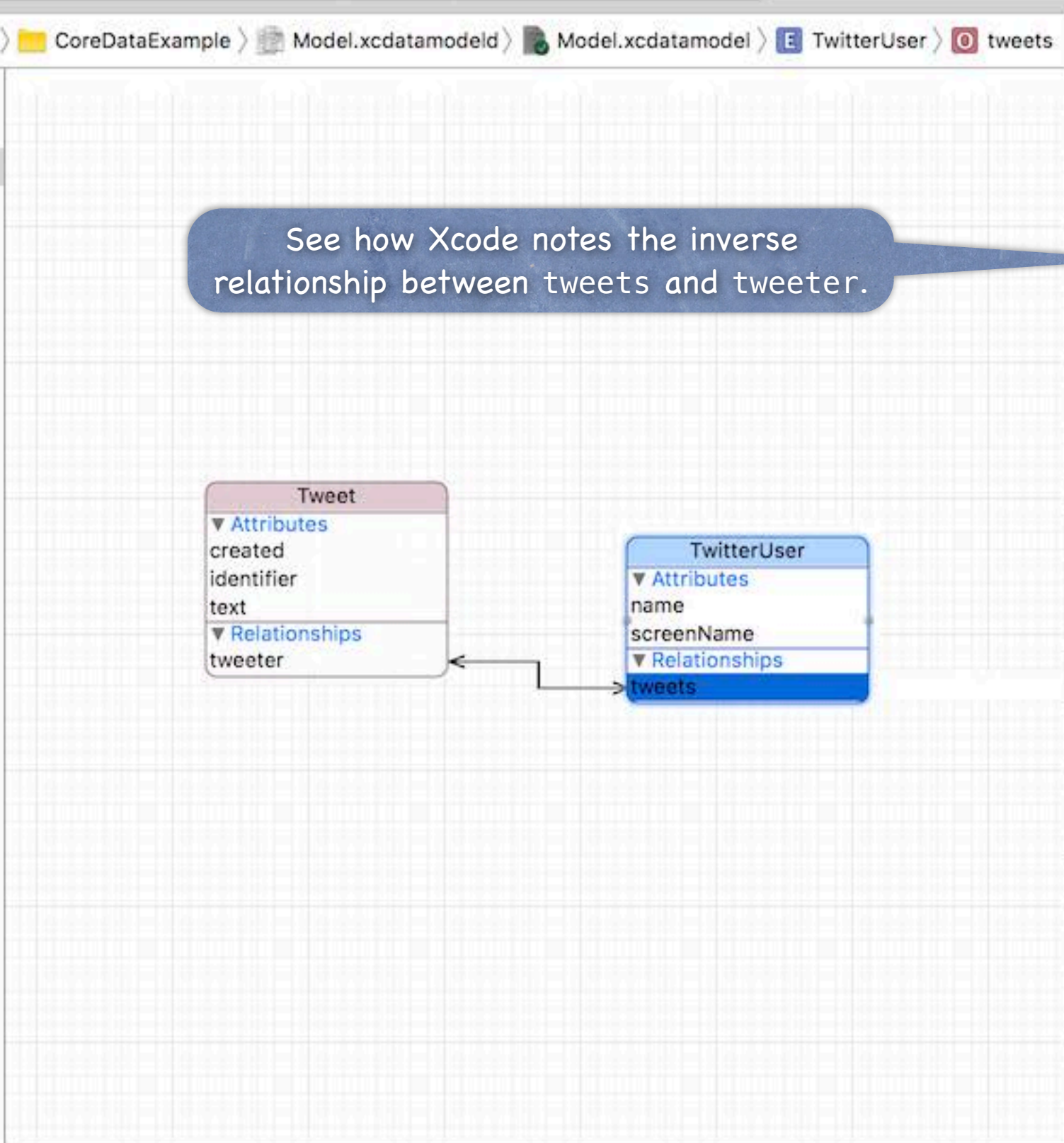
ENTITIES

- E Tweet
- E TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- Default



See how Xcode notes the inverse relationship between tweets and tweeter.

Relationship

Name: tweets

Properties: Transient Optional

Destination: Tweet

Inverse: tweeter

Delete Rule: Nullify

Type: To One

Advanced: Index in Spotlight Store in External Record File

User Info

Key	Value

Versioning

Hash Modifier: Version Hash Modifier

Renaming ID: Renaming Identifier

- CoreDataExample
 - CoreDataExample
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 - Products

ENTITIES

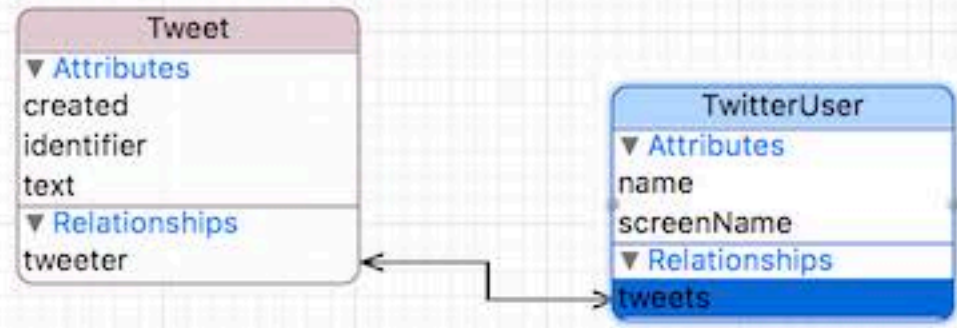
- Tweet
- TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- Default

But while a Tweet has only one tweeter, a TwitterUser can have many tweets.



That makes tweets a "to many" Relationship.

Relationship

Name: tweets

Properties: Transient Optional

Destination: Tweet

Inverse: tweeter

Delete Rule: Nullify

Type: To One

Advanced: Index in Spotlight Store in External Record File

User Info

Key	Value

Versioning

Hash Modifier: Version Hash Modifier

Renaming ID: Renaming Identifier

- CoreDataExample
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ENTITIES

- E Tweet
- E TwitterUser

FETCH REQUESTS

CONFIGURATIONS

- Default

We note that here in the Inspector for tweets.

Relationship

Name tweets

Properties Transient Optional

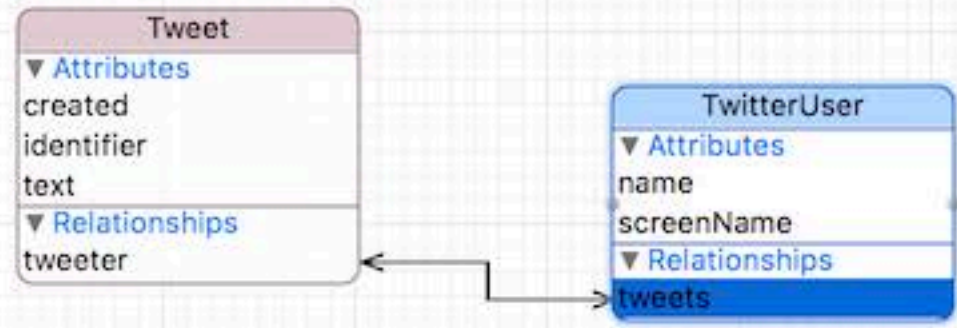
Destination Tweet

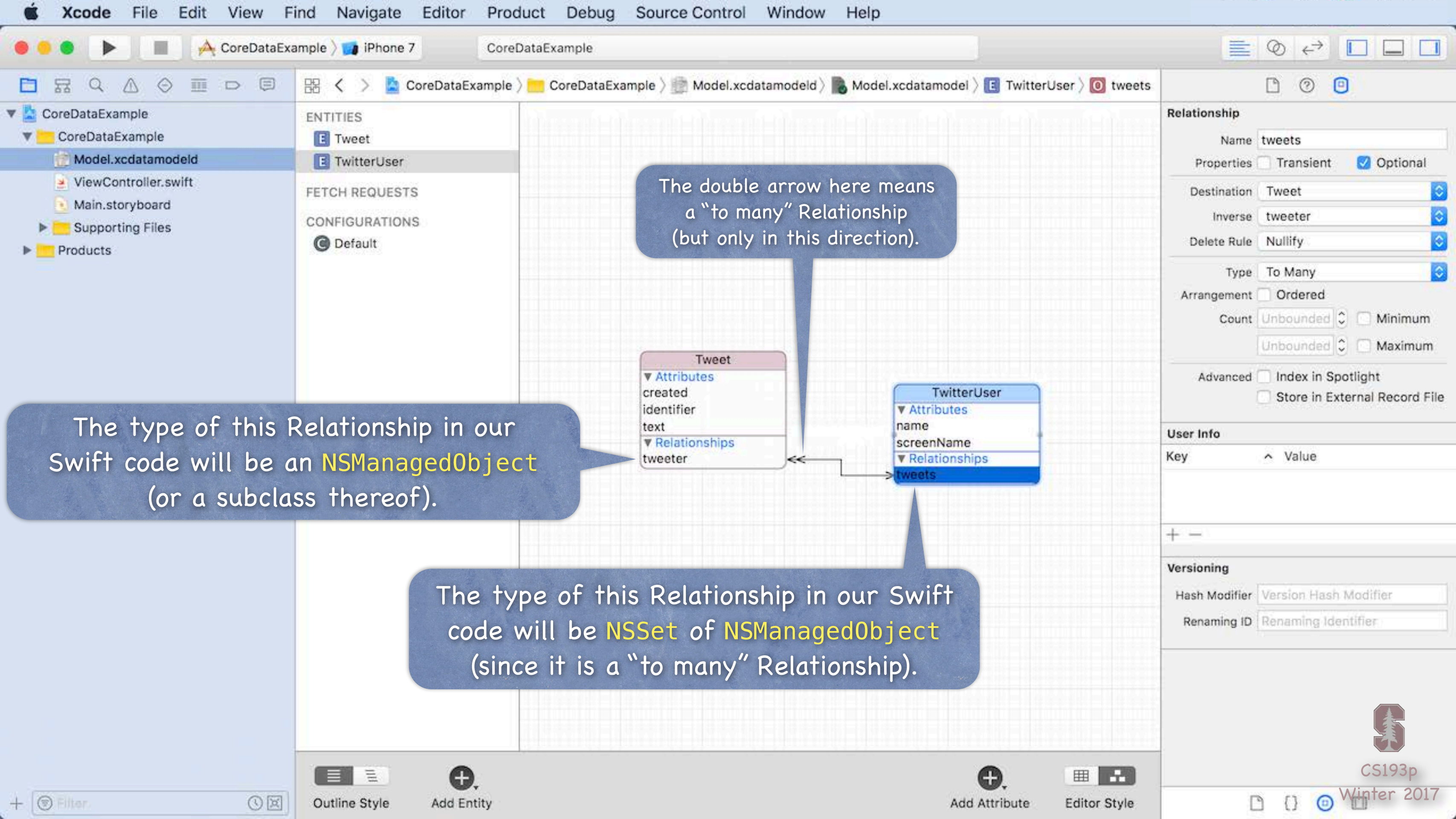
Inverse tweeter

Delete Rule

Type To One To Many

Advanced Index in Spotlight Store in External Record File





The double arrow here means a "to many" Relationship (but only in this direction).

The type of this Relationship in our Swift code will be an `NSManagedObject` (or a subclass thereof).

The type of this Relationship in our Swift code will be `NSSet` of `NSManagedObject` (since it is a "to many" Relationship).



CoreDataExample

- CoreDataExample
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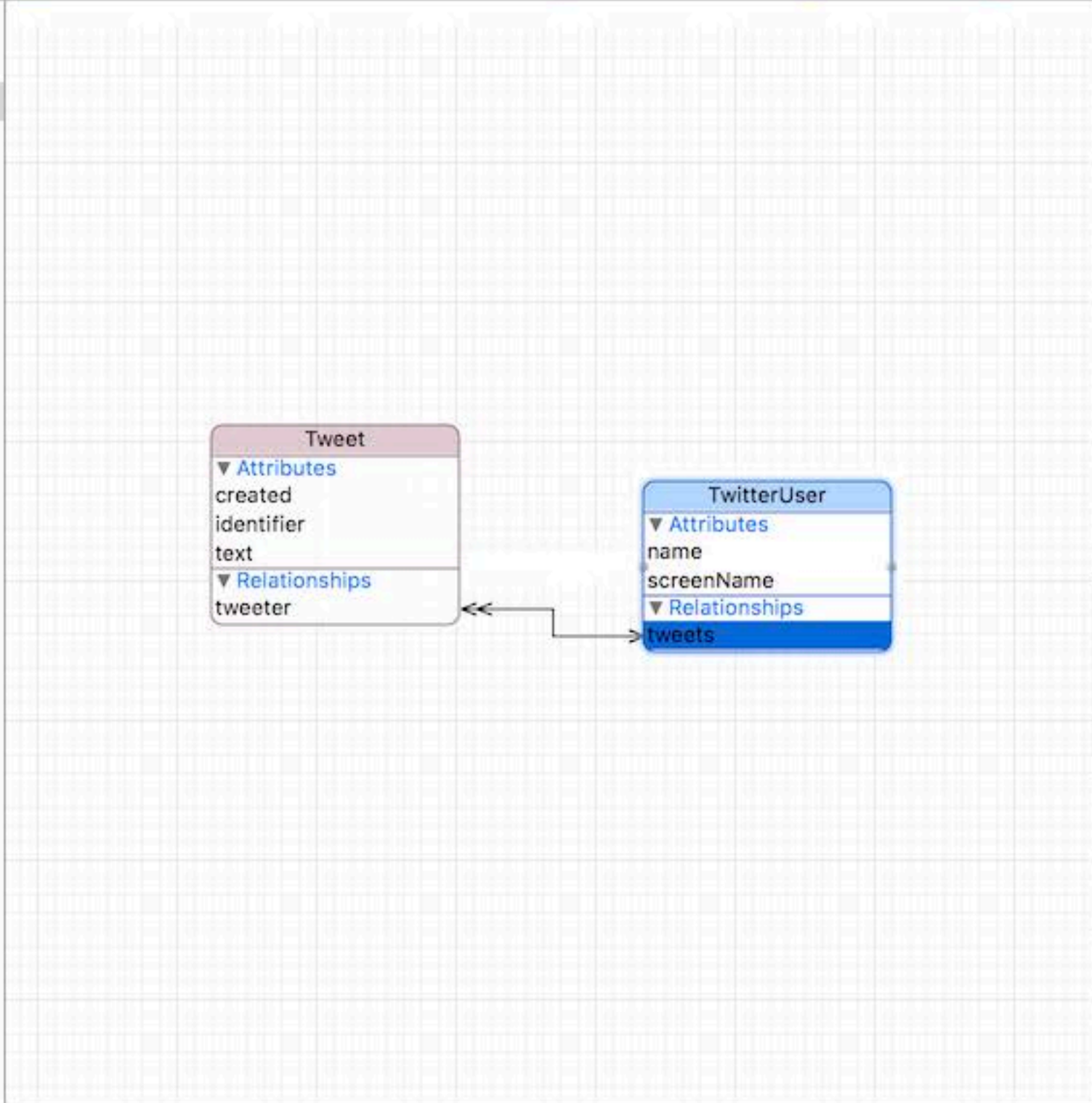
ENTITIES

- Tweet
- TwitterUser

FETCH REQUESTS

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Relationship

Name: tweets

Properties: Transient Optional

Destination: Tweet

Inverse: tweeter

Delete Rule: Nullify

Type: To Many

Arrangement: Ordered

Count: Unbounded Minimum

Unbounded Maximum

Advanced: Index Spotlight

Store External Record File

User Info

Key	Value
+	
Vers	
Has	
R	

The Delete Rule says what happens to the pointed-to Tweets if we delete this TwitterUser.

Nullify means "set the tweeter pointer to nil".

Core Data

- There are lots of other things you can do

But we are going to focus on Entities, Attributes and Relationships.

- So how do you access all of this stuff in your code?

You need an `NSManagedObjectContext`.

It is the hub around which all Core Data activity turns.

- How do I get a context?

You get one out of an `NSPersistentContainer`.

The code that the `Use Core Data` button adds creates one for you in your AppDelegate.

(You could easily see how to create multiple of them by looking at that code.)

You can access that AppDelegate var like this ...

```
(UIApplication.shared.delegate as! AppDelegate).persistentContainer
```



Core Data

• Getting the NSManagedObjectContext

We get the context we need from the persistentContainer using its `viewContext` var.

This returns an NSManagedObjectContext suitable (only) for use on the main queue.

```
let container = (UIApplication.shared.delegate as! AppDelegate).persistentContainer
let context: NSManagedObjectContext = container.viewContext
```



Core Data

• Convenience

`(UIApplication.shared.delegate as! AppDelegate).persistentContainer`

... is a kind of messy line of code.

So sometimes we'll add a static version to AppDelegate ...

```
static var persistentContainer: NSPersistentContainer {  
    return (UIApplication.shared.delegate as! AppDelegate).persistentContainer  
}
```

... so you can access the container like this ...

```
let coreDataContainer = AppDelegate.persistentContainer
```

... and possibly even add this static var too ...

```
static var viewContext: NSManagedObjectContext {  
    return persistentContainer.viewContext  
}
```

... so that we can do this ...

```
let context = AppDelegate.viewContext
```



Core Data

- Okay, we have an `NSManagedObjectContext`, now what?

Now we use it to insert/delete (and query for) objects in the database.

- Inserting objects into the database

```
let context = AppDelegate.viewContext
let tweet: NSManagedObject =
    NSEntityDescription.insertNewObject(forEntityName: "Tweet", into: context)
```

Note that this `NSEntityDescription` class method returns an `NSManagedObject` instance.

All objects in the database are represented by `NSManagedObjects` or subclasses thereof.

An instance of `NSManagedObject` is a manifestation of an Entity in our Core Data Model*.

Attributes of a newly-inserted object will start out `nil` (unless you specify a default in Xcode).

* i.e., the Data Model that we just graphically built in Xcode!



Core Data

• How to access Attributes in an NSManagedObject instance

You can access them using the following two NSKeyValueCoding protocol methods ...

```
func value(forKey: String) -> Any?
```

```
func setValue(Any?, forKey: String)
```

Using `value(forKeyPath:)/setValue(_, forKeyPath:)` (with dots) will follow your Relationships!

```
let username = tweet.value(forKeyPath: "tweeter.name") as? String
```

• The **key** is an Attribute name in your data mapping

For example, "created" or "text".

• The **value** is whatever is stored (or to be stored) in the database

It'll be `nil` if nothing has been stored yet (unless Attribute has a default value in Xcode).

Numbers are `Double`, `Int`, etc. (if `Use Scalar Type` checked in Data Model Editor in Xcode).

Binary data values are `NSData`s.

Date values are `NSDate`s.

"To-many" relationships are `NSSet`s but can be cast (with `as?`) to `Set<NSManagedObject>`

"To-one" relationships are `NSManagedObjects`.



Core Data

- Changes (writes) only happen in memory, until you save

You must explicitly **save** any changes to a context, but note that this **throws**.

```
do {  
    try context.save()  
} catch { // note, by default catch catches any error into a local variable called error  
    // deal with error  
}
```

Don't forget to **save your changes** any time you touch the database!

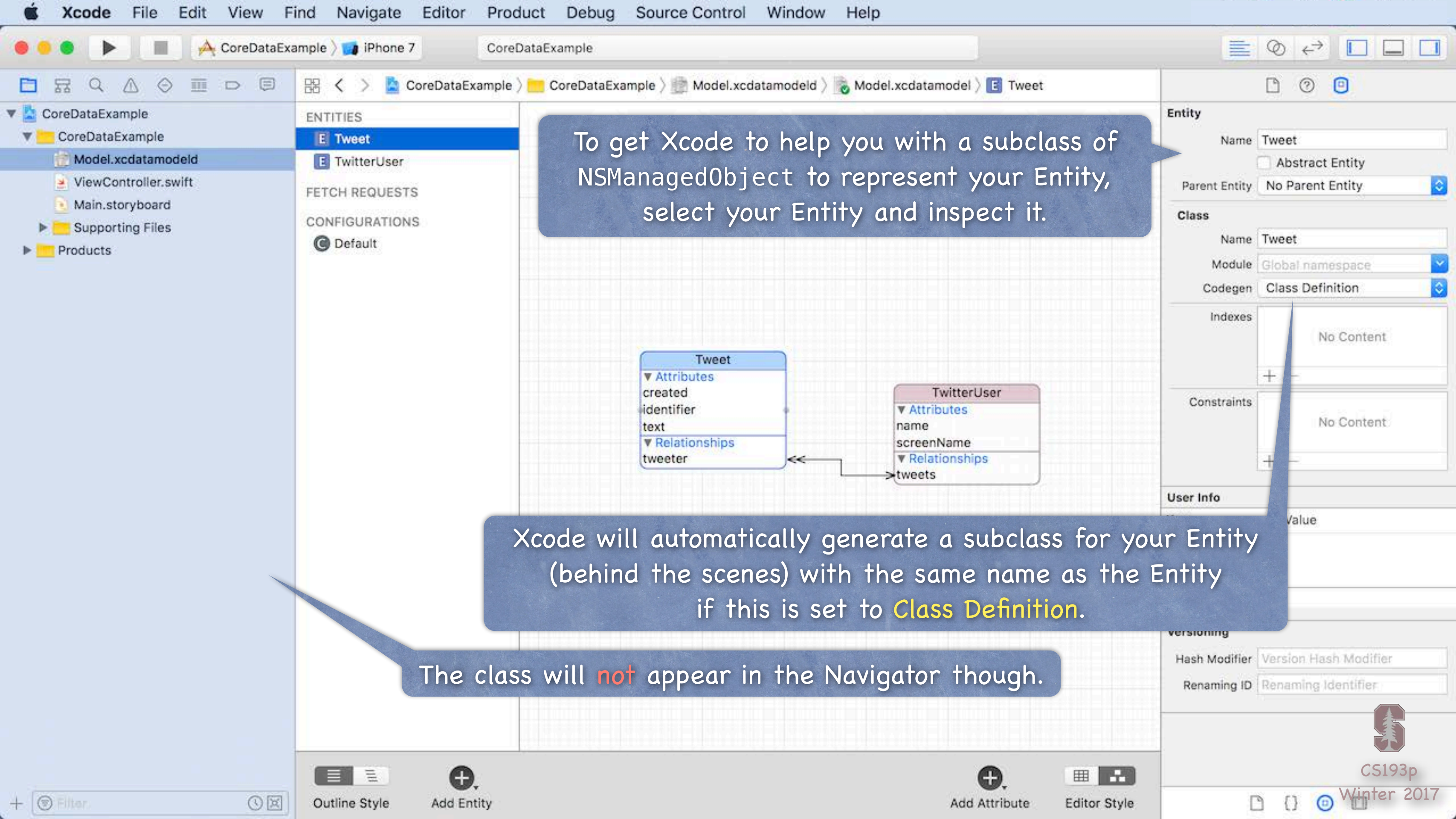
Of course you will want to group up as many changes into a single save as possible.



Core Data

- But calling `value(forKey:)/setValue(_, forKey:)` is pretty ugly
 - There's no type-checking.
 - And you have a lot of literal strings in your code (e.g. "created").
- What we really want is to set/get using **vars!**
- No problem ... we just create a subclass of `NSManagedObject`
 - The subclass will have vars for each attribute in the database.
 - We name our subclass the same name as the Entity it matches (not strictly required, but do it).
 - We can get Xcode to generate all the code necessary to make this work.

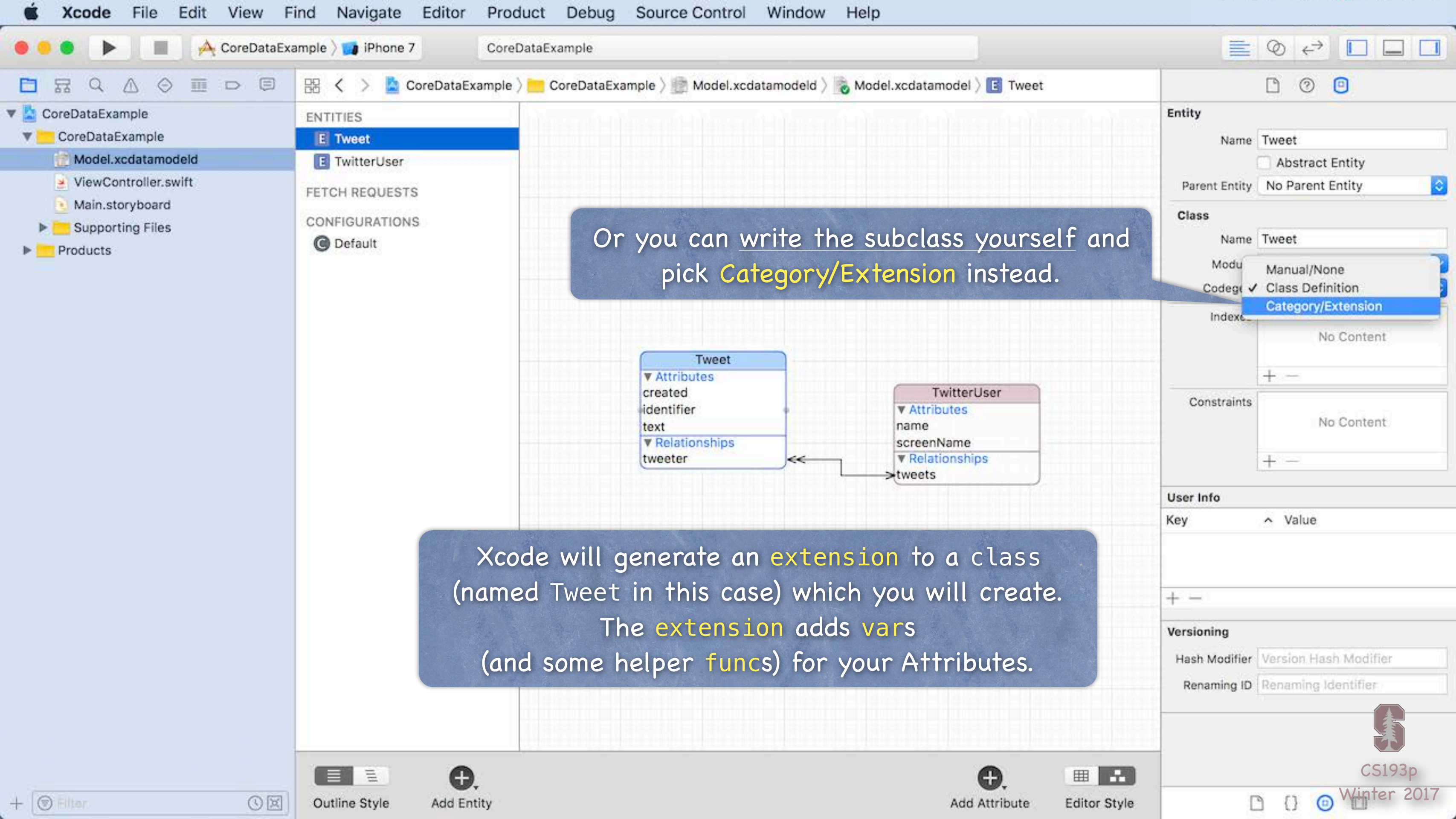




To get Xcode to help you with a subclass of NSObject to represent your Entity, select your Entity and inspect it.

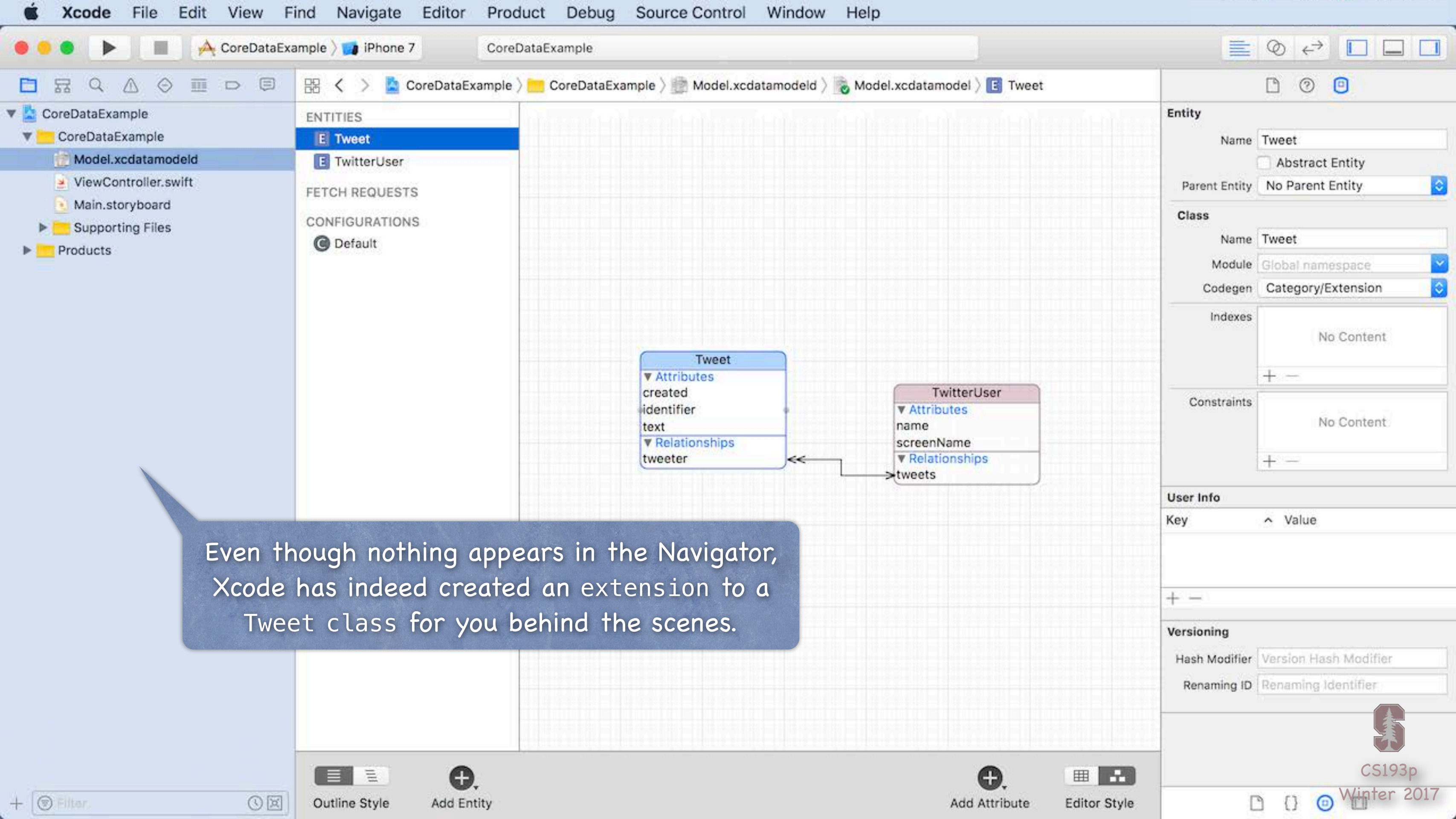
Xcode will automatically generate a subclass for your Entity (behind the scenes) with the same name as the Entity if this is set to **Class Definition**.

The class will **not** appear in the Navigator though.



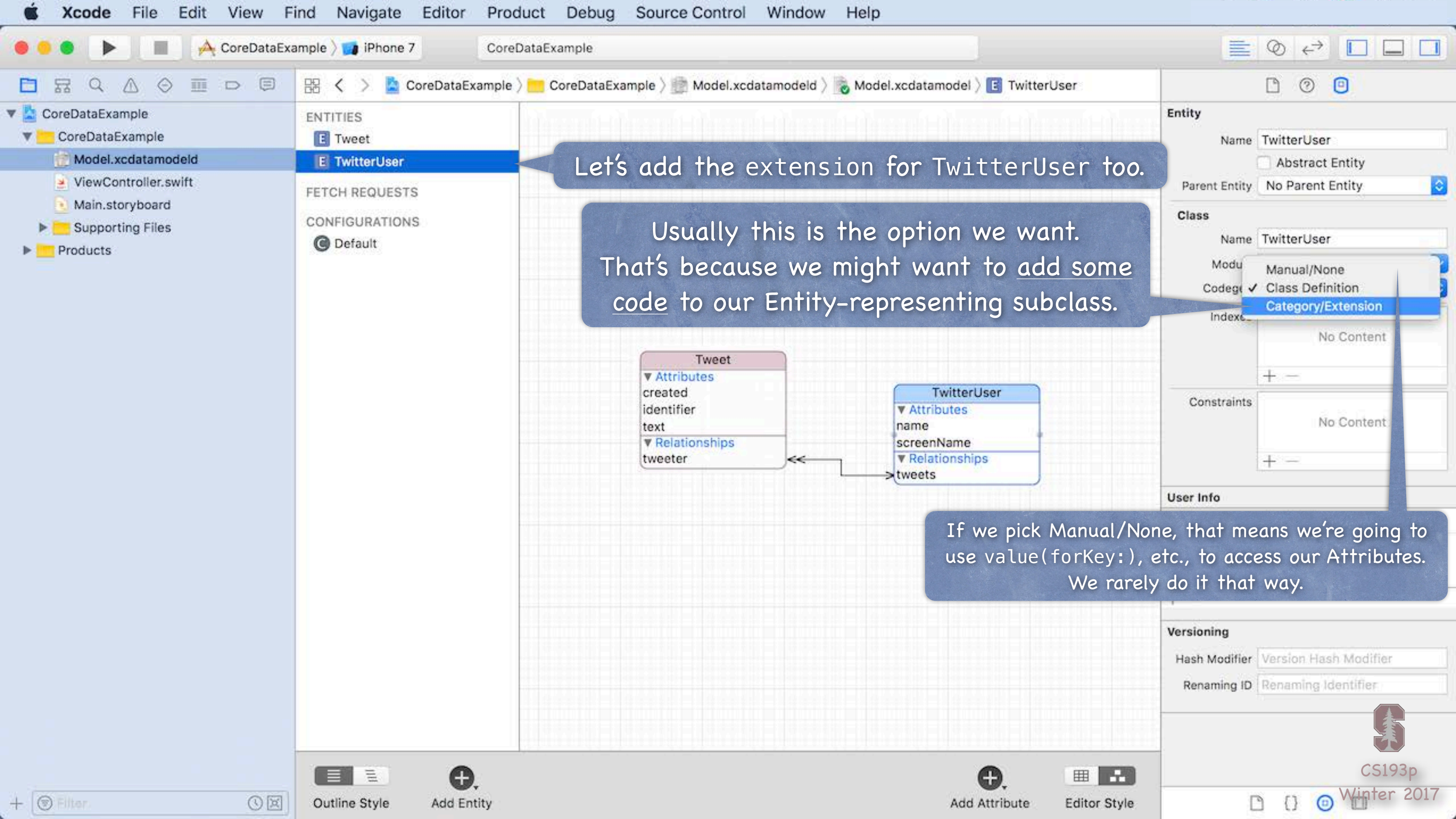
Or you can write the subclass yourself and pick **Category/Extension** instead.

Xcode will generate an **extension** to a class (named Tweet in this case) which you will create. The **extension** adds **vars** (and some helper **funcs**) for your Attributes.



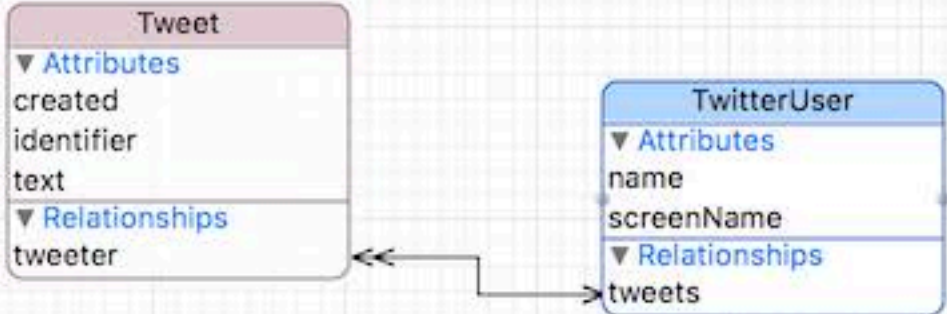
Even though nothing appears in the Navigator, Xcode has indeed created an extension to a Tweet class for you behind the scenes.



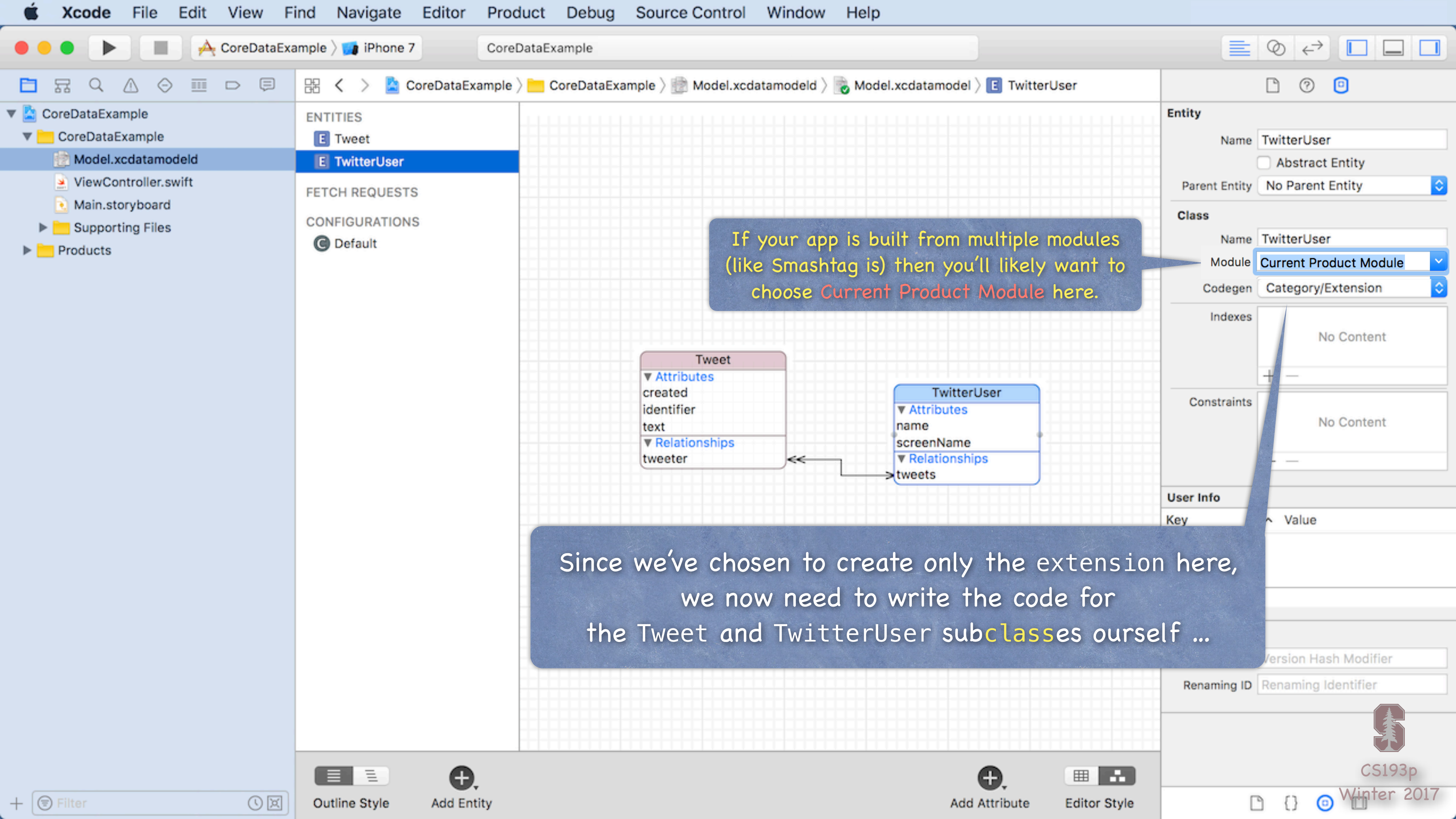


Let's add the extension for TwitterUser too.

Usually this is the option we want. That's because we might want to add some code to our Entity-representing subclass.



If we pick Manual/None, that means we're going to use `value(forKey:)`, etc., to access our Attributes. We rarely do it that way.



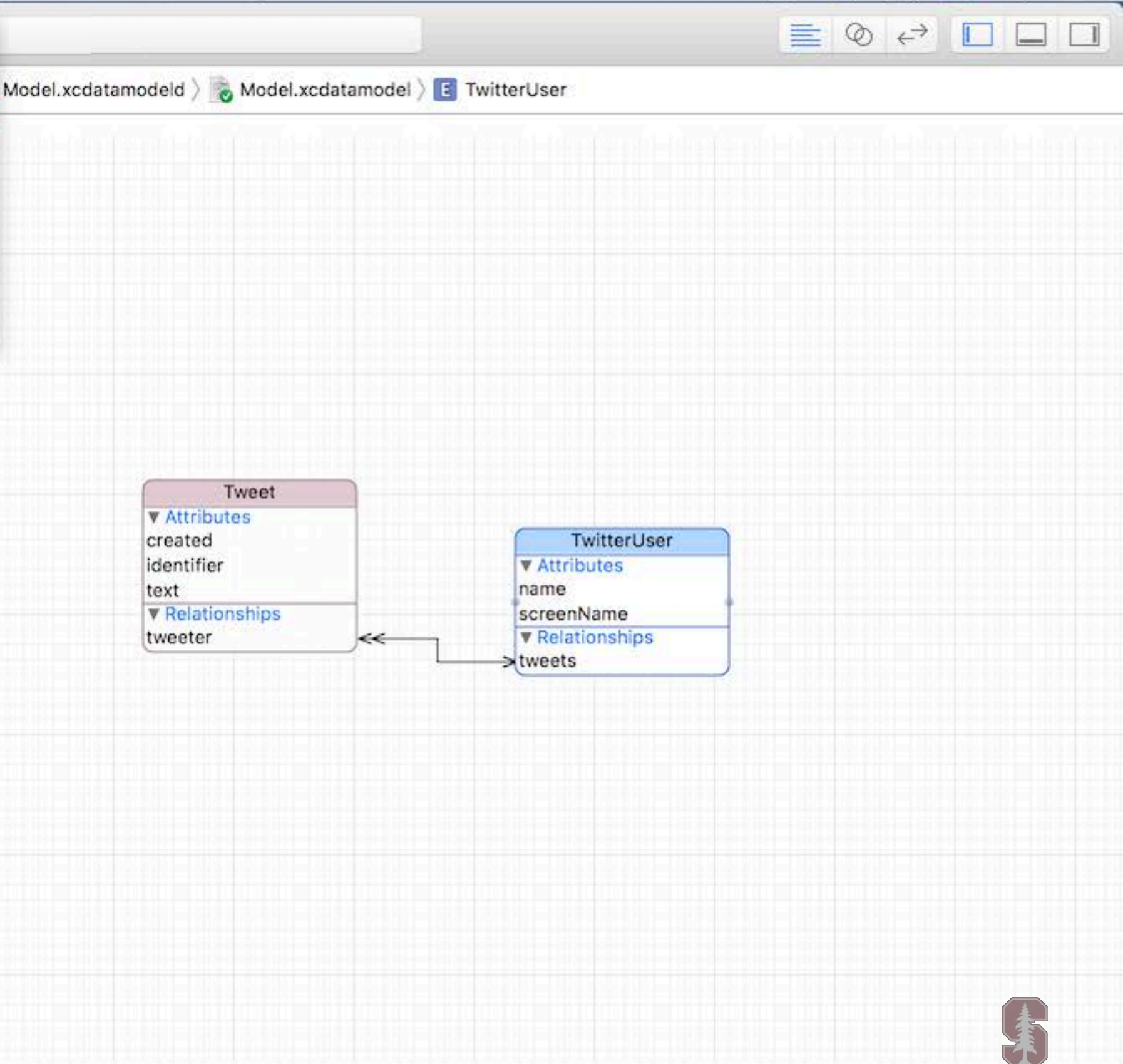
If your app is built from multiple modules (like Smashtag is) then you'll likely want to choose **Current Product Module** here.

Since we've chosen to create only the extension here, we now need to write the code for the Tweet and TwitterUser subclasses ourselves ...

New ▶

- Add Files to "CoreDataExample"... ⌘⌘A
- Open... ⌘O
- Open Recent ▶
- Open Quickly... ⌘⇧O
- Close Window ⌘W
- Close Tab
- Close "Model.xcdatamodel" ⌘⇧W
- Close Project ⌘⇧W
- Save ⌘S
- Duplicate... ⌘⇧S
- Revert to Saved...
- Unlock...
- Export...
- Show in Finder
- Open with External Editor
- Save As Workspace...
- Project Settings...
- Page Setup... ⌘⇧P
- Print... ⌘P

- Tab ⌘T
- Window ⌘⇧T
- File... ⌘N
- Playground... ⌘⇧N
- Target... ⌘⇧N
- Project... ⌘⇧N
- Workspace... ⌘⇧N
- Group ⌘⇧N
- Group from Selection













CoreDataExample

- CoreDataExample
 - Model.xcdatamodeld
 - ViewController.swift
 - Main.storyboard
 - Supporting Files
 - Products





Choose a template for your new file:

ios watchOS tvOS macOS Filter

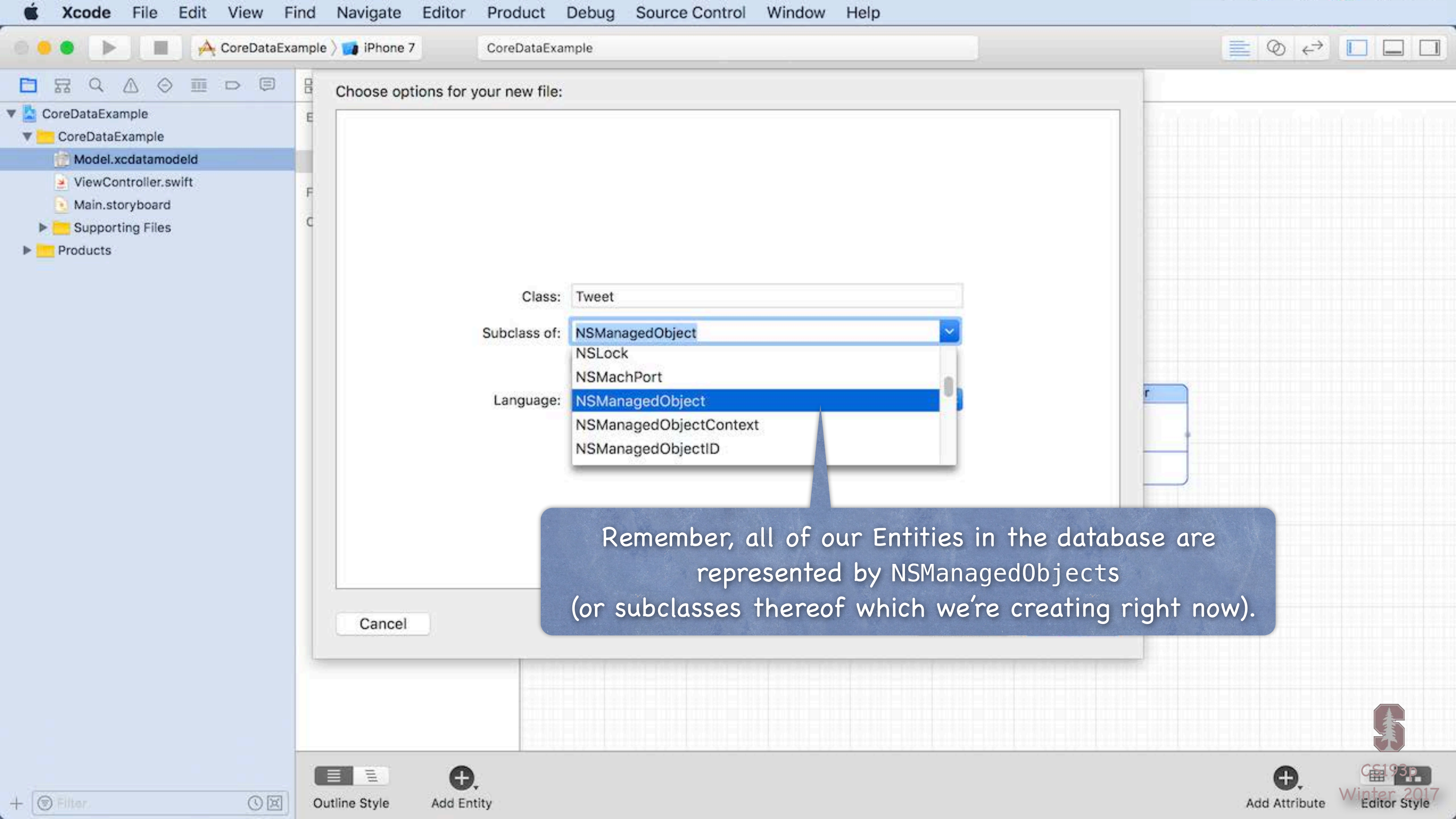
Source

 Cocoa Touch Class	 UI Test Case Class	 Unit Test Case Class	 Playground	 Swift File
 Objective-C File	 Header File	 C File	 C++ File	 Metal File

User Interface

 Storyboard	 View	 Empty	 Launch Screen
---	---	--	--

Cancel Previous Next



Choose options for your new file:

Class: Tweet

Subclass of: NSObject

NSObject

NSMachPort

Language: NSObject

NSObjectContext

NSObjectID

Remember, all of our Entities in the database are represented by NSObject (or subclasses thereof which we're creating right now).

Cancel



Outline Style

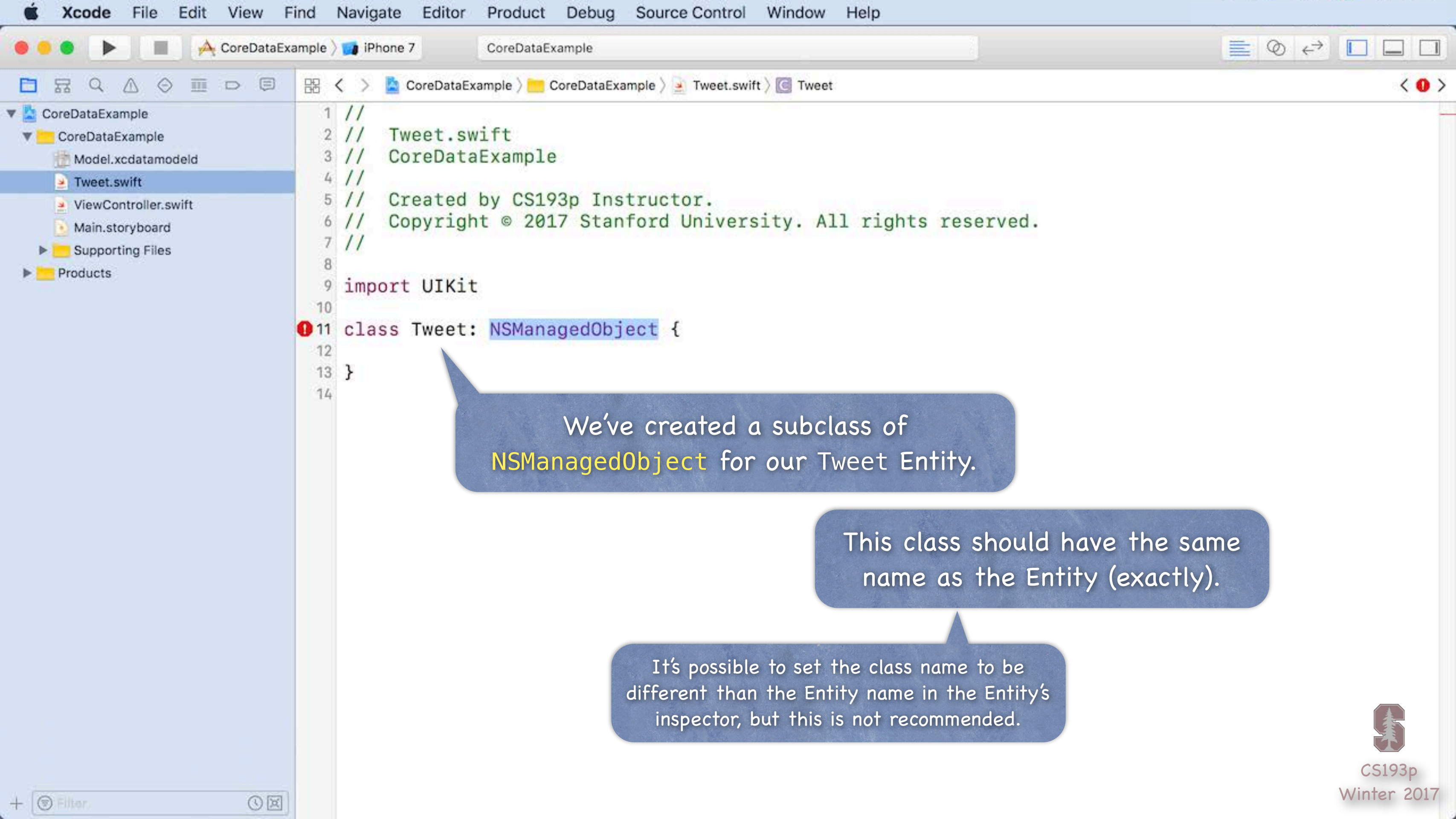


Add Entity



Add Attribute



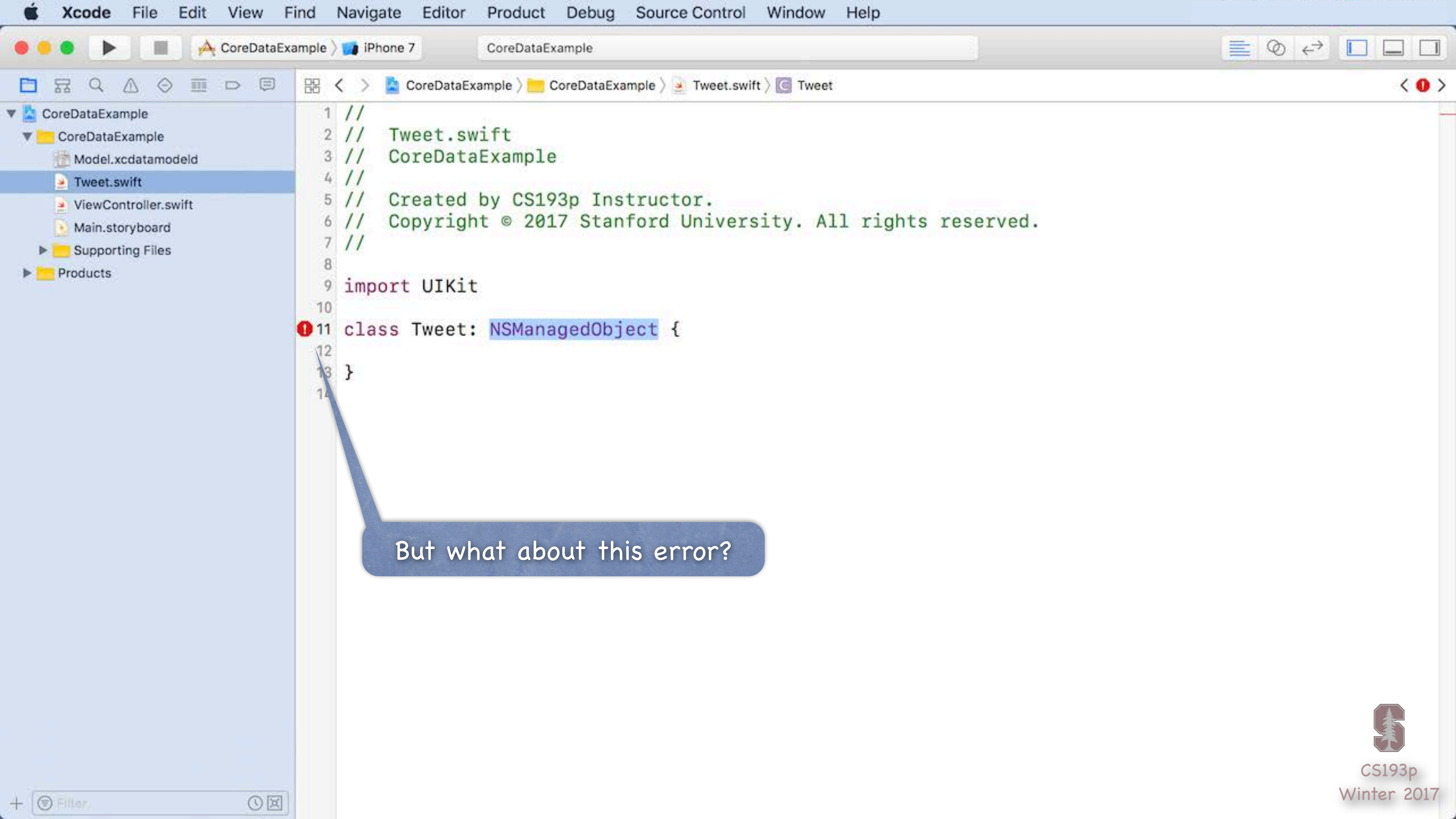


```
1 //  
2 // Tweet.swift  
3 // CoreDataExample  
4 //  
5 // Created by CS193p Instructor.  
6 // Copyright © 2017 Stanford University. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class Tweet: NSObject {  
12  
13 }  
14
```

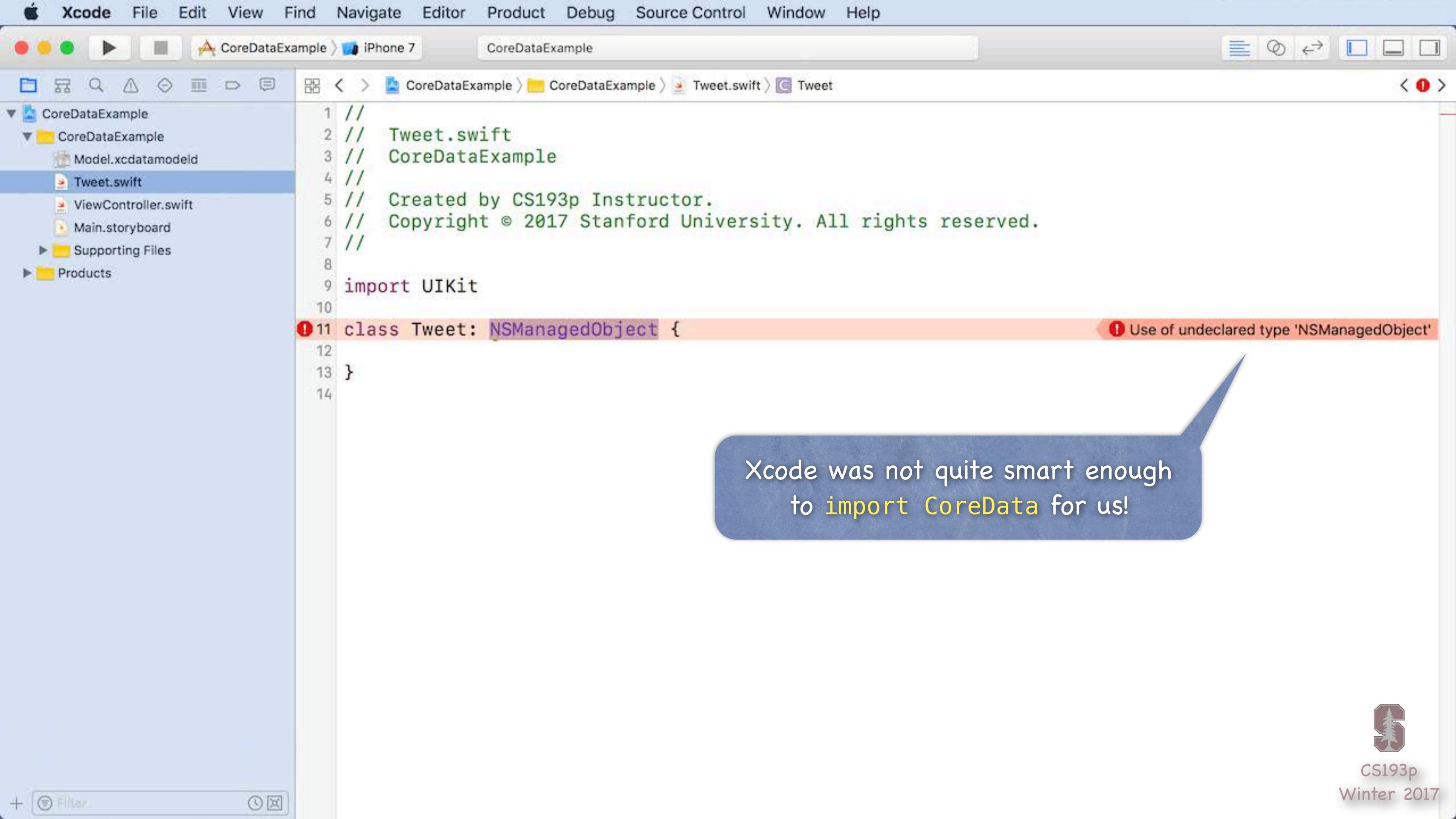
We've created a subclass of `NSObject` for our Tweet Entity.

This class should have the same name as the Entity (exactly).

It's possible to set the class name to be different than the Entity name in the Entity's inspector, but this is not recommended.



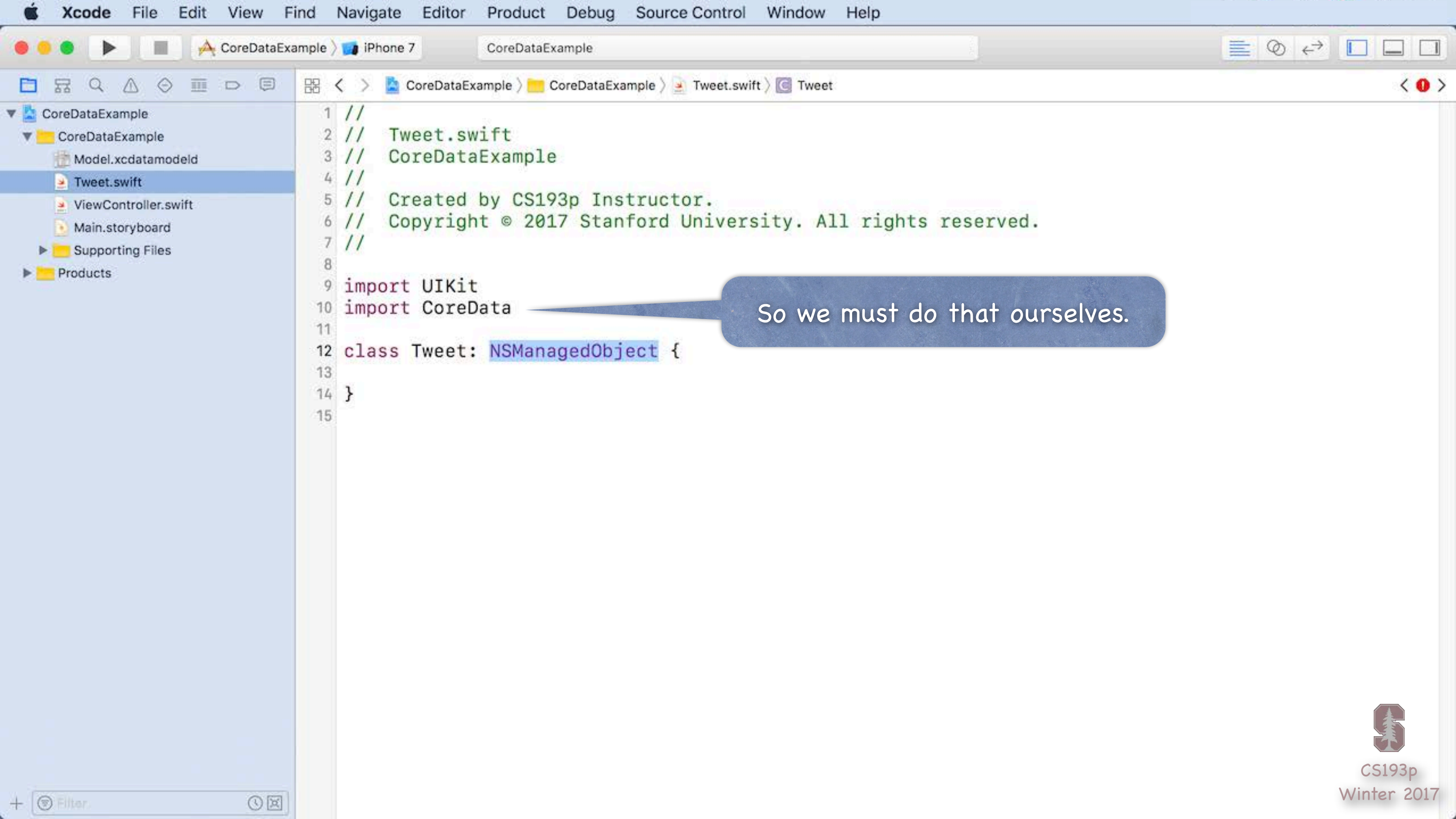
But what about this error?



```
1 //
2 // Tweet.swift
3 // CoreDataExample
4 //
5 // Created by CS193p Instructor.
6 // Copyright © 2017 Stanford University. All rights reserved.
7 //
8
9 import UIKit
10
11 class Tweet: NSManagedObject {
12
13 }
14
```

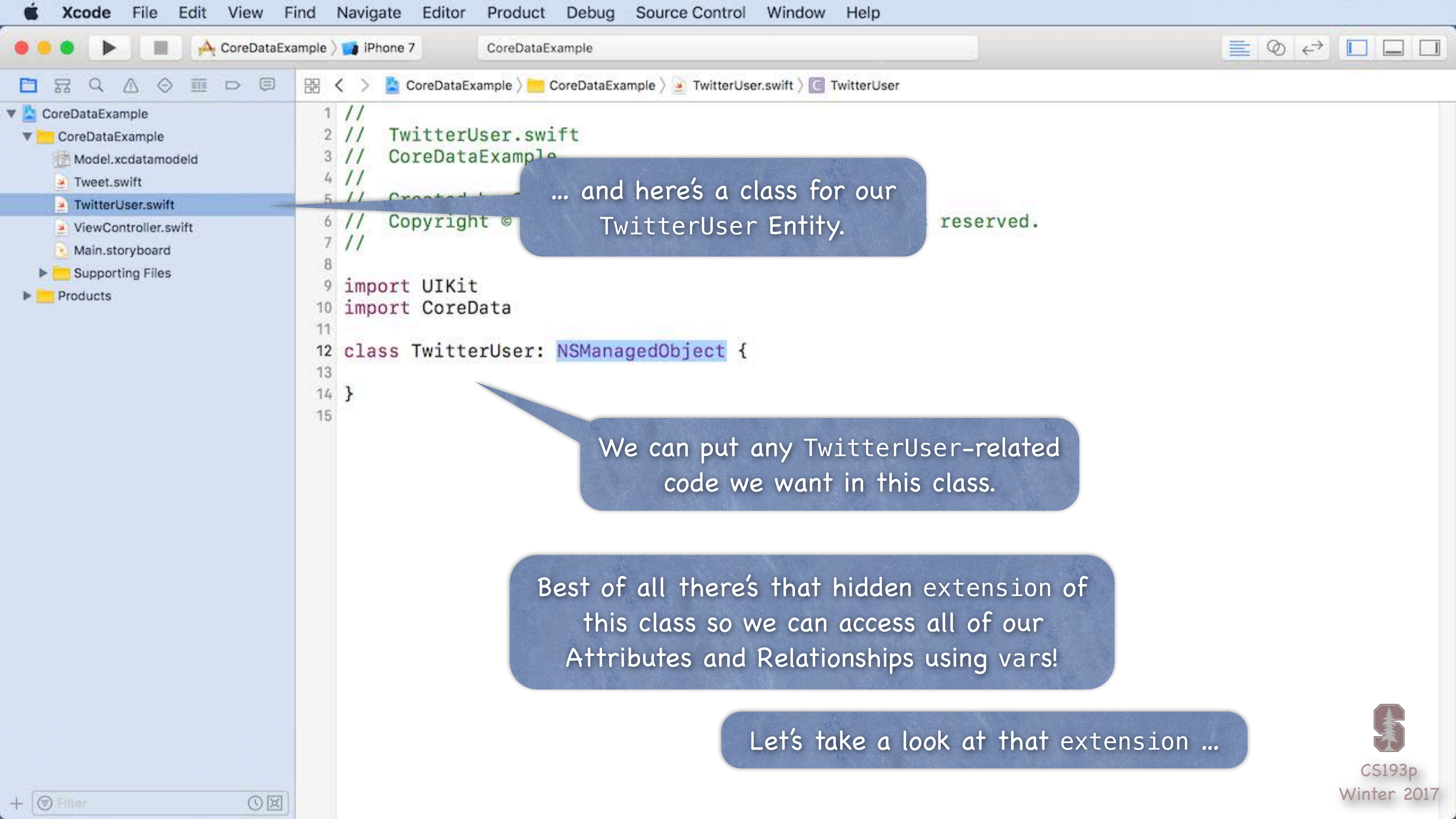
Use of undeclared type 'NSManagedObject'

Xcode was not quite smart enough to import CoreData for us!



```
1 //  
2 // Tweet.swift  
3 // CoreDataExample  
4 //  
5 // Created by CS193p Instructor.  
6 // Copyright © 2017 Stanford University. All rights reserved.  
7 //  
8  
9 import UIKit  
10 import CoreData  
11  
12 class Tweet: NSObject {  
13  
14 }  
15
```

So we must do that ourselves.

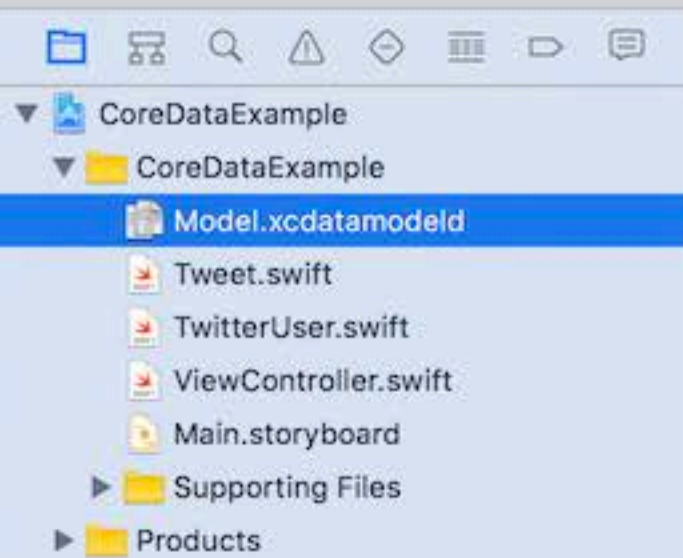


... and here's a class for our TwitterUser Entity.

We can put any TwitterUser-related code we want in this class.

Best of all there's that hidden extension of this class so we can access all of our Attributes and Relationships using vars!

Let's take a look at that extension ...



```

1 // TwitterUser+CoreDataProperties.swift
2 //
3 // This file was automatically generated and should not be edited.
4
5 import Foundation
6 import CoreData
7
8 extension TwitterUser
9 {
10     @nonobjc public class func fetchRequest() -> NSFetchedRequest<TwitterUser> {
11         return NSFetchedRequest<TwitterUser>(entityName: "TwitterUser");
12     }
13
14     @NSManaged public var name: String?
15     @NSManaged public var screenName: String?
16     @NSManaged public var tweets: NSSet?
17 }
18
19 // MARK: Generated accessors for tweets
20 extension TwitterUser
21 {
22     @objc(addTweetsObject:)
23     @NSManaged public func addToTweets(_ value: Tweet)
24
25     @objc(removeTweetsObject:)
26     @NSManaged public func removeFromTweets(_ value: Tweet)
27
28     @objc(addTweets:)
29     @NSManaged public func addToTweets(_ values: NSSet)
30
31     @objc(removeTweets:)
32     @NSManaged public func removeFromTweets(_ values: NSSet)
33 }

```

extension

This extension to the TwitterUser class allows us to access all the Attributes using vars.

Note the type here!

It also adds some convenience funcs for accessing to-many Relationships like tweets.



Here's the one for Tweet ...

```
1 // Tweet+CoreDataProperties.swift
2 //
3 // This file was automatically generated and should not be edited.
4
5 import Foundation
6 import CoreData
7
8 extension Tweet
9 {
10     @nonobjc public class func fetchRequest() -> NSFetchedRequest<Tweet> {
11         return NSFetchedRequest<Tweet>(entityName: "Tweet");
12     }
13
14     @NSManaged public var created: NSDate?
15     @NSManaged public var identifier: String?
16     @NSManaged public var text: String?
17     @NSManaged public var tweeter: TwitterUser?
18 }
19
```

This is a convenience method to create a fetch request. More on that later.

And note this type too.

@NSManaged is some magic that lets Swift know that the `NSManagedObject` superclass is going to handle these properties in a special way (it will basically do `value(forKey:)/setValue(_, forKey:)`).



Core Data

- So how do I access my Entities with these subclasses?

```
// let's create an instance of the Tweet Entity in the database ...
```

```
let context = AppDelegate.viewContext
if let tweet = Tweet(context: context) {
    tweet.text = "140 characters of pure joy"
    tweet.created = Date() as NSDate
    let joe = TwitterUser(context: tweet.managedObjectContext)
    tweet.tweeter = joe
    tweet.tweeter.name = "Joe Schmo"
}
```

Note that we don't have to use that ugly `NSEntityDescription` method to create an Entity.



Core Data

- So how do I access my Entities with these subclasses?

```
// let's create an instance of the Tweet Entity in the database ...
```

```
let context = AppDelegate.viewContext
if let tweet = Tweet(context: context) {
    tweet.text = "140 characters of pure joy"
    tweet.created = Date() as NSDate
    let joe = TwitterUser(context: tweet.managedObjectContext)
    tweet.tweeter = joe
    tweet.tweeter.name = "Joe Schmo"
}
```

This is nicer than `setValue("140 characters of pure joy", forKey: "text")`



Core Data

- So how do I access my Entities with these subclasses?

```
// let's create an instance of the Tweet Entity in the database ...
```

```
let context = AppDelegate.viewContext
if let tweet = Tweet(context: context) {
    tweet.text = "140 characters of pure joy"
    tweet.created = Date() as NSDate
    let joe = TwitterUser(context: tweet.managedObjectContext)
    tweet.tweeter = joe
    tweet.tweeter.name = "Joe Schmo"
}
```

This is nicer than `setValue(Date() as NSDate, forKey: "created")`

And Swift can type-check to be sure you're actually passing an NSDate here (versus the value being Any? and thus un-type-checkable).



Core Data

- So how do I access my Entities with these subclasses?

```
// let's create an instance of the Tweet Entity in the database ...
```

```
let context = AppDelegate.viewContext
if let tweet = Tweet(context: context) {
    tweet.text = "140 characters of pure joy"
    tweet.created = Date() as NSDate
    let joe = TwitterUser(context: tweet.managedObjectContext)
    tweet.tweeter = joe
    tweet.tweeter.name = "Joe Schmo"
}
```

Setting the value of a Relationship is no different than setting any other Attribute value.

And this will automatically add this tweet to joe's tweets Relationship too!

```
if let joesTweets = joe.tweets as? Set<Tweet> { // joe.tweets is an NSSet, thus as
    if joesTweets.contains(tweet) { print("yes!") } // yes!
}
```



Core Data

- So how do I access my Entities with these subclasses?

```
// let's create an instance of the Tweet Entity in the database ...
```

```
let context = AppDelegate.viewContext
if let tweet = Tweet(context: context) {
    tweet.text = "140 characters of pure joy"
    tweet.created = Date() as NSDate
    let joe = TwitterUser(context: tweet.managedObjectContext)
    tweet.tweeter = joe is the same as joe.addToTweets(tweet)
    tweet.tweeter.name = "Joe Schmo"
}
```

Xcode also generates some convenience functions for "to-many" relationships.

For example, for TwitterUser, it creates an addToTweets(Tweet) function.

You can use this to add a Tweet to a TwitterUser's tweets Relationship.



Core Data

- So how do I access my Entities with these subclasses?

```
// let's create an instance of the Tweet Entity in the database ...
```

```
let context = AppDelegate.viewContext
if let tweet = Tweet(context: context) {
    tweet.text = "140 characters of pure joy"
    tweet.created = Date() as NSDate
    let joe = TwitterUser(context: tweet.managedObjectContext)
    joe.addToTweets(tweet)
    tweet.tweeter.name = "Joe Schmo"
}
```

Every `NSManagedObject` knows the `managedObjectContext` it is in.

So we could use that fact to create this `TwitterUser` in the same context as the tweet is in.

Of course, we could have also just used `context` here.



Core Data

- So how do I access my Entities with these subclasses?

```
// let's create an instance of the Tweet Entity in the database ...
```

```
let context = AppDelegate.viewContext
if let tweet = Tweet(context: context) {
    tweet.text = "140 characters of pure joy"
    tweet.created = Date() as NSDate
    let joe = TwitterUser(context: tweet.managedObjectContext)
    joe.addToTweets(tweet)
    tweet.tweeter.name = "Joe Schmo"
}
```

Relationships can be traversed using "dot notation."

`tweet.tweeter` is a `TwitterUser`, so `tweet.tweeter.name` is the `TwitterUser`'s name.

This is much nicer than `value(forKeyPath:)` because it is type-checked at every level.

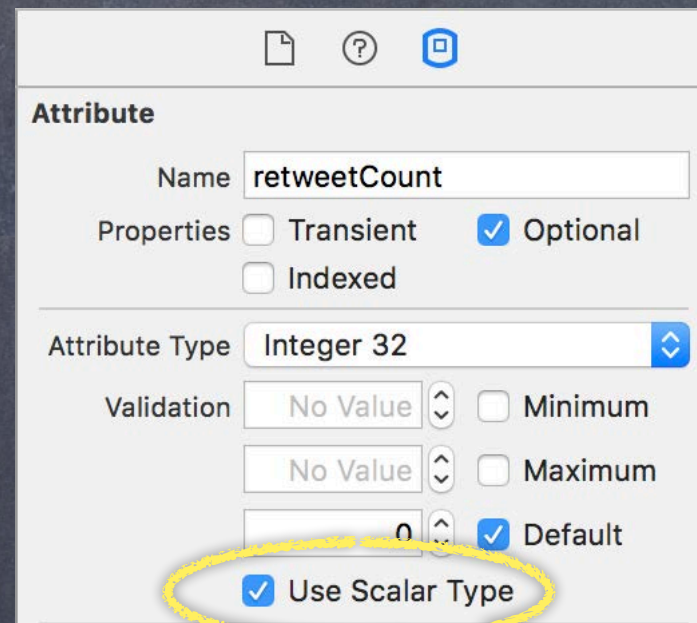


Scalar Types

Scalars

By default Attributes come through as objects (e.g. NSNumber)

If you want as normal Swift types (e.g. Int32), inspect them in the Data Model and say so



The screenshot shows the 'Attribute' inspector in Xcode. The attribute name is 'retweetCount'. Under 'Properties', 'Optional' is checked. Under 'Attribute Type', 'Integer 32' is selected. Under 'Validation', 'Default' is checked with a value of '0'. The 'Use Scalar Type' checkbox is checked and circled in yellow.

This will usually be the default for numeric values.



Deletion

Deletion

Deleting objects from the database is easy (sometimes too easy!)

```
managedObjectContext.delete(_ object: tweet)
```

Relationships will be updated for you (if you set **Delete Rule** for Relationships properly).

Don't keep any strong pointers to `tweet` after you `delete` it!

prepareForDeletion

This is a method we can implement in our `NSManagedObject` subclass ...

```
func prepareForDeletion()
```

```
{
```

```
    // if this method were in the Tweet class
```

```
    // we wouldn't have to remove ourselves from tweeter.tweets (that happens automatically)
```

```
    // but if TwitterUser had, for example, a "number of retweets" attribute,
```

```
    // and if this Tweet were a retweet
```

```
    // then we might adjust it down by one here (e.g. tweeter.retweetCount -= 1).
```

```
}
```



Querying

- So far you can ...

 - Create objects in the database: `NSEntityDescription` or `Tweet(context: ...)`

 - Get/set properties with `value(forKey:)/setValue(_,forKey:)` or vars in a custom subclass.

 - Delete objects using the `NSManagedObjectContext delete()` method.

- One very important thing left to know how to do: QUERY

 - Basically you need to be able to retrieve objects from the database, not just create new ones.

 - You do this by executing an `NSFetchRequest` in your `NSManagedObjectContext`.

- Three important things involved in creating an `NSFetchRequest`

 - 1. `Entity` to fetch (required)

 - 2. `NSSortDescriptors` to specify the order in which the Array of fetched objects are returned

 - 3. `NSPredicate` specifying which of those Entities to fetch (optional, default is all of them)



Querying

• Creating an `NSFetchRequest`

We'll consider each of these lines of code one by one ...

```
let request: NSFetchRequest<Tweet> = Tweet.fetchRequest()  
request.sortDescriptors = [sortDescriptor1, sortDescriptor2, ...]  
request.predicate = ...
```



Querying

- Specifying the kind of Entity we want to fetch

```
let request: NSFetchRequest<Tweet> = Tweet.fetchRequest()
```

(note this is a rare circumstance where Swift cannot infer the type)

A given fetch returns objects all of the same kind of Entity.

You can't have a fetch that returns some Tweets and some TwitterUsers (it's one or the other).

NSFetchRequest is a generic type so that the Array<Tweet> that is fetched can also be typed.



Querying

👁️ NSSortDescriptor

When we execute a fetch request, it's going to return an **Array** of `NSManagedObjects`.

Arrays are "ordered," of course, so we should specify that order when we fetch.

We do that by giving the fetch request a list of "sort descriptors" that describe what to sort by.

```
let sortDescriptor = NSSortDescriptor(  
    key: "screenName", ascending: true,  
    selector: #selector(NSString.localizedStandardCompare(_:)) // can skip this  
)
```

The **selector:** argument is just a method (conceptually) sent to each object to compare it to others. Some of these "methods" might be smart (i.e. they can happen on the database side).

It is usually just **compare:**, but for `NSString` there are other options (see documentation).

It also has to be exposed to the Objective-C runtime (thus `NSString`, not `String`).

localizedStandardCompare is for ordering strings like the Finder on the Mac does (very common).

We give an **Array** of these `NSSortDescriptors` to the `NSFetchRequest` because sometimes

we want to sort first by one key, then, within that sort, by another.

Example: `[lastNameSortDescriptor, firstNameSortDescriptor]`



Querying

• NSPredicate

This is the guts of how we specify exactly which objects we want from the database.

You create them with a format string with strong semantic meaning (see NSPredicate doc). Note that we use %@ (more like printf) rather than \(\expression) to specify variable data.

```
let searchString = "foo"
let predicate = NSPredicate(format: "text contains[c] %@", searchString)
let joe: TwitterUser = ... // a TwitterUser we inserted or queried from the database
let predicate = NSPredicate(format: "tweeter = %@ && created > %@", joe, aDate)
let predicate = NSPredicate(format: "tweeter.screenName = %@", "CS193p")
```

The above would all be predicates for searches in the Tweet table only.

Here's a predicate for an interesting search for TwitterUsers instead ...

```
let predicate = NSPredicate(format: "tweets.text contains %@", searchString)
```

This would be used to find TwitterUsers (not Tweets) who have tweets that contain the string.



Querying

• NSCompoundPredicate

You can use AND and OR inside a predicate string, e.g. “(name = %@) OR (title = %@)”

Or you can combine NSPredicate objects with special NSCompoundPredicates.

```
let predicates = [predicate1, predicate2]
```

```
let andPredicate = NSCompoundPredicate(andPredicateWithSubpredicates: predicates)
```

This andPredicate is “predicate1 AND predicate2”. OR available too, of course.

• Function Predicates

Can actually do predicates like “tweets.@count > 5” (TwitterUsers with more than 5 tweets).

@count is a function (there are others) executed in the database itself.



Querying

● Putting it all together

Let's say we want to query for all TwitterUsers ...

```
let request: NSFetchRequest<TwitterUser> = TwitterUser.fetchRequest()
```

... who have created a tweet in the last 24 hours ...

```
let yesterday = Date(timeIntervalSinceNow:-24*60*60) as NSDate
```

```
request.predicate = NSPredicate(format: "any tweets.created > %@", yesterday)
```

... sorted by the TwitterUser's name ...

```
request.sortDescriptors = [NSSortDescriptor(key: "name", ascending: true)]
```



Querying

• Executing the fetch

```
let context = AppDelegate.viewContext
let recentTweeters = try? context.fetch(request)
```

The `try?` means “try this and if it throws an error, just give me `nil` back.”

We could, of course, use a normal `try` inside a `do { }` and catch errors if we were interested.

Otherwise this `fetch` method ...

Returns an empty Array (not `nil`) if it succeeds and there are no matches in the database.

Returns an **Array** of **NSManagedObjects** (or subclasses thereof) if there were any matches.



Query Results

• Faulting

The above fetch does not necessarily fetch any actual data.

It could be an Array of “as yet unfaulted” objects, waiting for you to access their attributes.

Core Data is very smart about “faulting” the data in as it is actually accessed.

For example, if you did something like this ...

```
for user in recentTweeters {  
    print("fetched user \(user)")  
}
```

You may or may not see the names of the users in the output.

You might just see “unfaulted object”, depending on whether it has already fetched them.

But if you did this ...

```
for user in recentTweeters {  
    print("fetched user named \(user.name)")  
}
```

... then you would definitely fault all these TwitterUsers in from the database.

That’s because in the second case, you actually access the NSManagedObject’s data.



Core Data Thread Safety

- NSManagedObjectContext is not thread safe

Luckily, Core Data access is usually very fast, so multithreading is only rarely needed.

NSManagedObjectContexts are created using a queue-based concurrency model.

This means that you can only touch a context and its NSMO's in the queue it was created on.

Often we use only the main queue and its AppDelegate.viewContext, so it's not an issue.

- Thread-Safe Access to an NSManagedObjectContext

```
context.performBlock { // or performBlockAndWait until it finishes
    // do stuff with context (this will happen in its safe Q (the Q it was created on))
}
```

Note that the Q might well be the main Q, so you're not necessarily getting "multithreaded."

It's generally a good idea to wrap all your Core Data code using this.

Although if you have no multithreaded code at all in your app, you can probably skip it.

It won't cost anything if it's not in a multithreaded situation.



Core Data Thread Safety

• Convenient way to do database stuff in the background

The persistentContainer has a simple method for doing database stuff in the background

```
AppDelegate.persistentContainer.performBackgroundTask { context in
    // do some CoreData stuff using the passed-in context
    // this closure is not the main queue, so don't do UI stuff here (dispatch back if needed)
    // and don't use AppDelegate.viewContext here, use the passed context
    // you don't have to use NSManagedObjectContext's perform method here either
    // since you're implicitly doing this block on that passed context's thread
    try? context.save() // don't forget this (and catch errors if needed)
}
```

This would generally only be needed if you're doing a big update.

You'd want to see that some Core Data update is a performance problem in Instruments first.

For small queries and small updates, doing it on the main queue is fine.



Core Data

- There is so much more (that we don't have time to talk about!)
 - Optimistic locking (`deleteConflictsForObject`)
 - Rolling back unsaved changes
 - Undo/Redo
 - Staleness (how long after a fetch until a refetch of an object is required?)



Core Data and UITableView

👁️ NSFetchedResultsController

Hooks an NSFetchedRequest up to a UITableViewController.

Usually you'll have an NSFetchedResultsController var in your UITableViewController.

It will be hooked up to an NSFetchedRequest that returns the data you want to show.

Then use an NSFRC to answer all of your UITableViewDataSource protocol's questions!

👁️ Implementation of UITableViewDataSource ...

```
var fetchedResultsController = NSFetchedResultsController... // more on this in a moment
func numberOfSectionsInTableView(sender: UITableView) -> Int {
    return fetchedResultsController?.sections?.count ?? 1
}

func tableView(sender: UITableView, numberOfRowsInSection section: Int) -> Int {
    if let sections = fetchedResultsController?.sections, sections.count > 0 {
        return sections[section].numberOfObjects
    } else {
        return 0
    }
}
```



NSFetchedResultsController

👁 Implementing tableView(_: cellForRowAt indexPath:)

What about cellForRowAt?

You'll need this important NSFetchedResultsController method ...

```
func object(at indexPath: NSIndexPath) -> NSObject
```

Here's how you would use it ...

```
func tableView(_ tv: UITableView, cellForRowAt indexPath: NSIndexPath) -> UITableViewCell
{
    let cell = tv.dequeue...
    if let obj = fetchedResultsController.object(at: indexPath) {
        // load up the cell based on the properties of the obj
        // obj will be an NSObject (or subclass thereof) that fetches into this row
    }
    return cell
}
```



NSFetchedResultsController

• How do you create an NSFetchedResultsController?

Just need the NSFetchRequest to drive it (and a NSManagedObjectContext to fetch from).

Let's say we want to show all tweets posted by someone with the name theName in our table:

```
let request: NSFetchRequest<Tweet> = Tweet.fetchRequest()
request.sortDescriptors = [NSSortDescriptor(key: "created" ...)]
request.predicate = NSPredicate(format: "tweeter.name = %@", theName)
let frc = NSFetchedResultsController<Tweet>( // note this is a generic type
    fetchRequest: request,
    managedObjectContext: context,
    sectionNameKeyPath: keyThatSaysWhichAttributeIsTheSectionName,
    cacheName: "MyTwitterQueryCache") // careful!
```

Be sure that any `cacheName` you use is always associated with exactly the same `request`.

It's okay to specify `nil` for the `cacheName` (no caching of fetch results in that case).

It is critical that the `sortDescriptor` matches up with the `keyThatSaysWhichAttribute...`

The results must sort such that all objects in the first section come first, second second, etc.

If `keyThatSaysWhichAttributeIsTheSectionName` is `nil`, your table will be one big section.



NSFetchedResultsController

• NSFetchedResultsController also “watches” Core Data

And automatically will notify your UITableView if something changes that might affect it!
When it notices a change, it sends message like this to its delegate ...

```
func controller(NSFetchedResultsController,
               didChange: Any,
               atIndexPath: NSIndexPath?,
               forChangeType: NSFetchedResultsControllerChangeType,
               newIndexPath: NSIndexPath?)
{
    // here you are supposed call appropriate UITableView methods to update rows
    // but don't worry, we're going to make it easy on you ...
}
```

• FetchedResultsController

Our demo today (and Assignment 5) will include a class `FetchedResultsController`
If you make your controller be a subclass of it, you'll get the “watching” code for free



Core Data and UITableView

Things to remember to do ...

1. Subclass `FetchResultsController` to get `NSFetchResultsControllerDelegate`
 2. Add a var called `fetchResultsController` initialized with the `NSFetchRequest` you want
 3. Implement your `UITableViewDataSource` methods using this `fetchResultsController` var
- You can get the code for #3 from the slides of this presentation (or from the demo).

Then ...

After you set the value of your `fetchResultsController` ...

```
try? fetchResultsController?.performFetch() // would be better to catch errors!  
tableView.reloadData()
```

Your table view should then be off and running and tracking changes in the database!

To get those changes to appear in your table, set yourself as the NSFRC's delegate:

```
fetchResultsController?.delegate = self
```

This will work if you inherit from `FetchResultsController`.

