



**Computing & Information Sciences**  
FLORIDA INTERNATIONAL UNIVERSITY

# Mobile Application Development

## lecture17

Fall 2011 - COP 4655 U1

T/R 5:00 - 6:15pm – ECS 134

Steve Luis

# Agenda

- Creating User Application Settings
- Persistence



# App Settings and User Defaults

- Define settings bundle to store defaults.
- Bundle is read by Settings App
- Define Plist and Settings App creates the U/I
- NSUserDefaults
- Must use strings for keys in plist
- Use the settings bundle resource file in Xcode
- Retrieve user settings using NSUserDefaults
- Demo

# Persistence

- Application is interrupted by pressing home or is placed in the background
- Save state of application data by serializing objects
- Catch that transition by subscribing to:
  - UIApplicationWillResignActiveNotification

# Using Plists to Serialize

- NSArray, NSMutableArray, NSDictionary, NSMutableDictionary, NSData, NSMutableData, NSString, NSMutableString, NSNumber, & NSDate
- Stored in you Application Sandbox:
  - Library/Application Support/iPhone Simulator
  - Global Unique Identifiers (GUID)
- Directories:
  - Documents: Store application data files
  - Library: NSUserDefaults in Preferences
  - tmp: Temporary files, not persistent system will delete.
- Demo

# Readings

- Apple Developers Library:
  - Settings Application Schema Reference
- Kochan Chapter 19 – Archiving
- Complete by Nov. 29th