# Mobile Application Development

# lecture19

Spring 2011 - COP 4655 U1

M/W 6:25 pm – ECS 138

Steve Luis

# Agenda

- Creating User Application Settings
- Persistence

**FIU** | **Computing & Information Sciences**
FLORIDA INTERNATIONAL UNIVERSITY

# 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

**FIU** | **Computing & Information Sciences**
FLORIDA INTERNATIONAL UNIVERSITY

# 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

**Computing & Information Sciences**
FLORIDA INTERNATIONAL UNIVERSITY

# Using Plists to Serialize

- NSArray, NSMutableArray, NSDictionary, NSMutableDictionary, NSData, NSMutableData, NSString, NSMutableString, NSNumber, & NSDate
- Stored in your 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

**Computing & Information Sciences**
FLORIDA INTERNATIONAL UNIVERSITY

# Readings

- Apple Developers Library:
  - Settings Application Schema Reference
  - NSNotificationCenter

- Kochan Chapter 19 – Archiving

**Computing & Information Sciences**
FLORIDA INTERNATIONAL UNIVERSITY