

Developing Applications for iOS



Lab 6: Nearby Deals (2 of 6)

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Nearby Deals

Description:

We are going to build a new application that will show deals from nearby restaurants and bars. The application will display the deals in two modes: a list view (using a `UITableViewController`) and a map view (using a `MKMapView`). We will request the deals from a server (www.geoadsplus.com to be more precise). We will use XML to communicate with this server. Note that XML and JSON are standard ways of communicating with a server.

We have to pass the device location (latitude, longitude) to the server so that it gives us nearby deals. Thus, we will need to use Location Services to determine the device location.

We will offer details about our deals. We are going to use a navigation controller to navigate between the list View and the details View.

Task 1

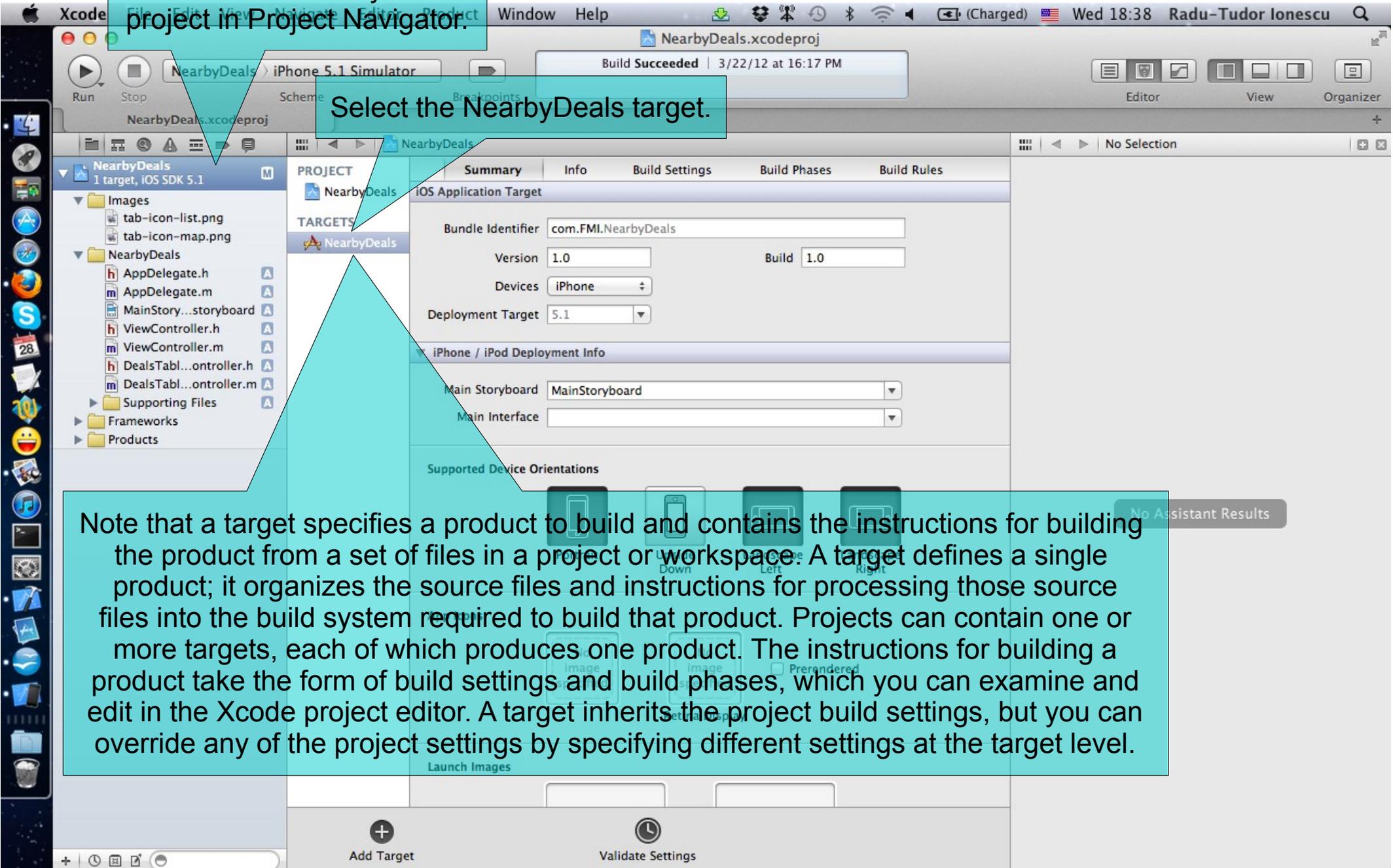
Task: Add the CoreLocation framework to your project.

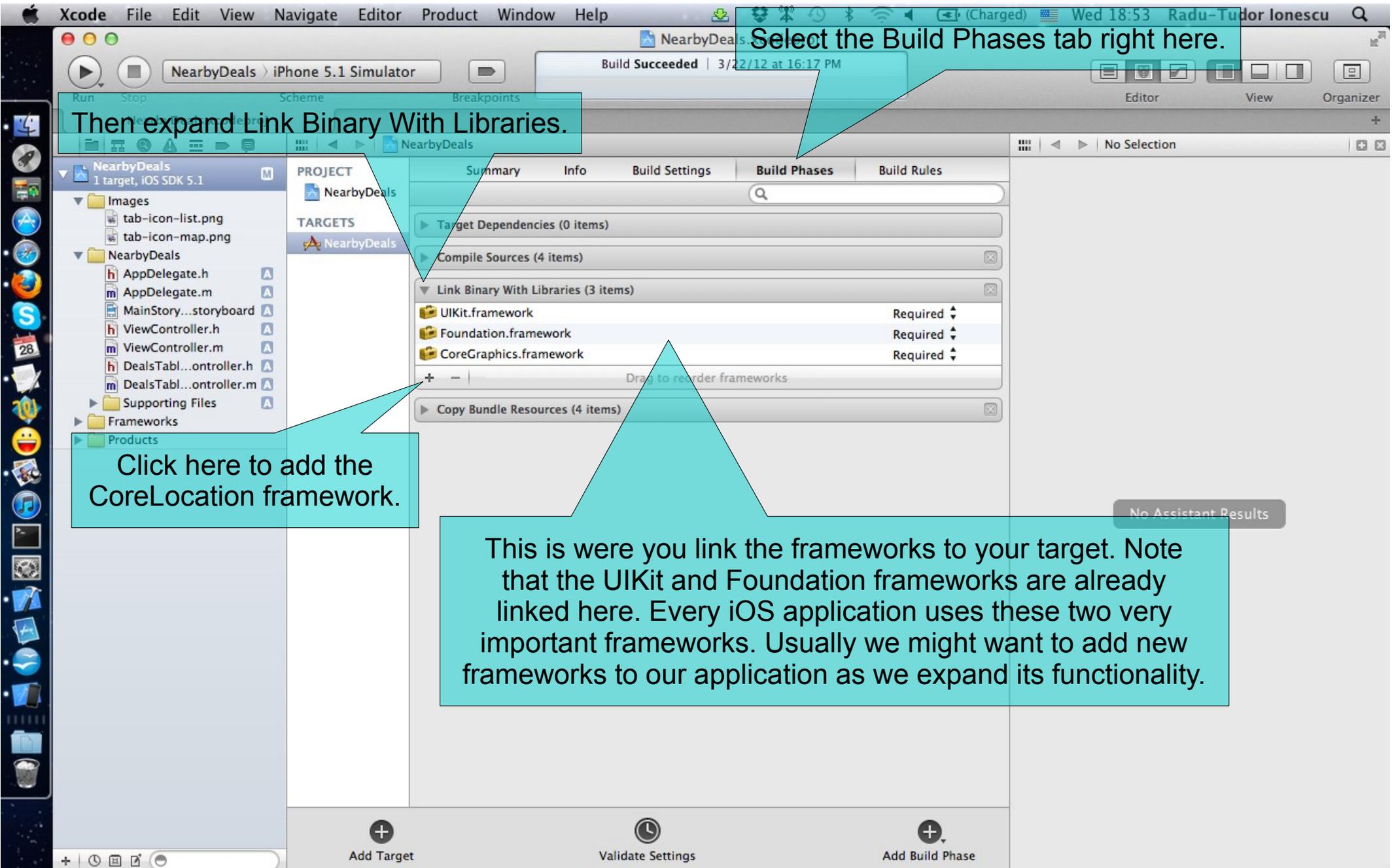
1. Launch Xcode and go to “File > Open” and select the Xcode project (.xcodeproj) inside the “NearbyDeals(1of6)” folder. You can also double-click on the .xcodeproj file to open it in Xcode.
2. Run the application in iOS Simulator and take a look to remember what was done last time.
3. Stop running the application.
4. Open Project Navigator and follow the steps in the next slides to add the CoreLocation framework to your project.

Click on the NearbyDeals project in Project Navigator.

Select the NearbyDeals target.

Note that a target specifies a product to build and contains the instructions for building the product from a set of files in a project or workspace. A target defines a single product; it organizes the source files and instructions for processing those source files into the build system required to build that product. Projects can contain one or more targets, each of which produces one product. The instructions for building a product take the form of build settings and build phases, which you can examine and edit in the Xcode project editor. A target inherits the project build settings, but you can override any of the project settings by specifying different settings at the target level.





Select the Build Phases tab right here.

Then expand Link Binary With Libraries.

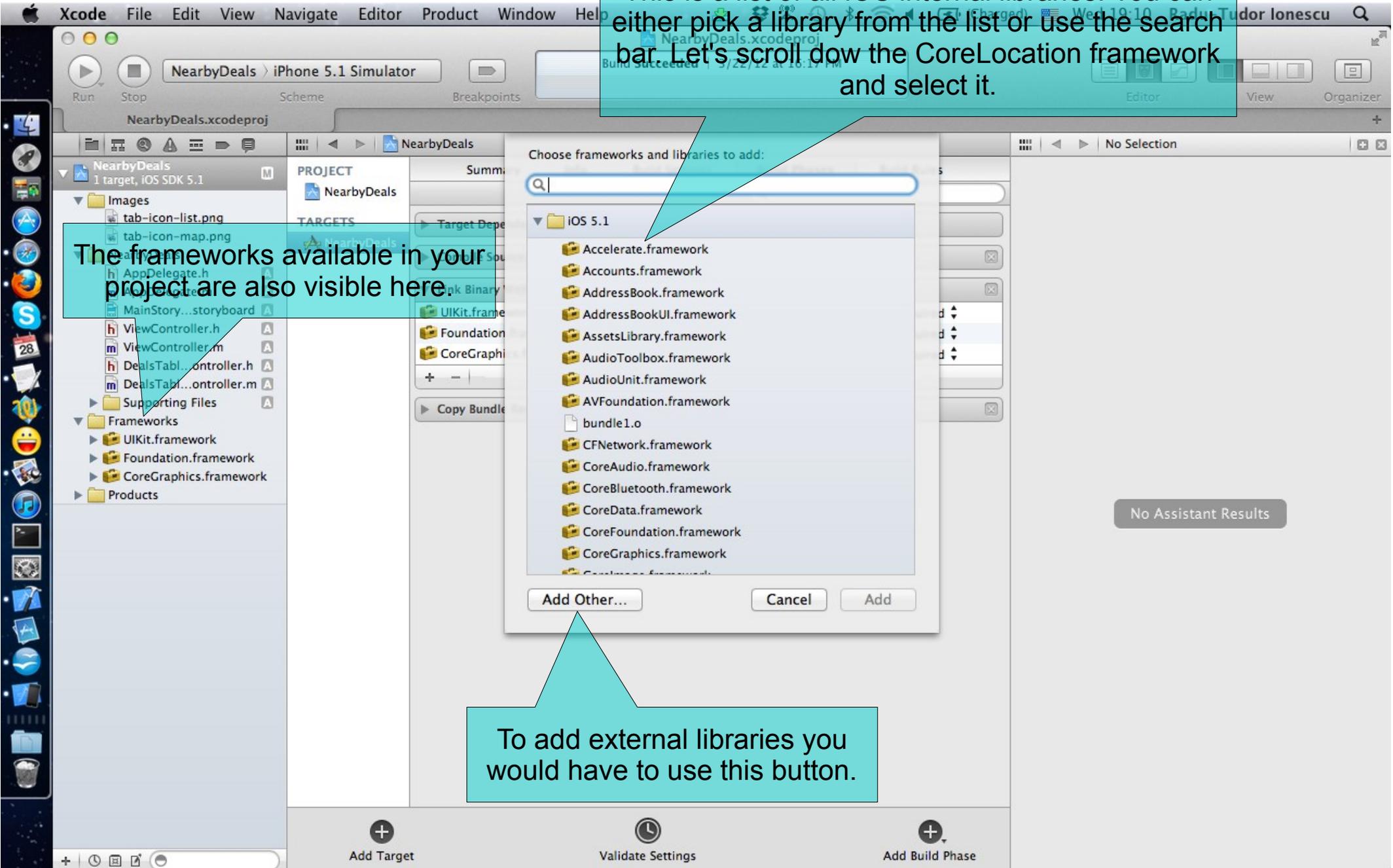
Click here to add the CoreLocation framework.

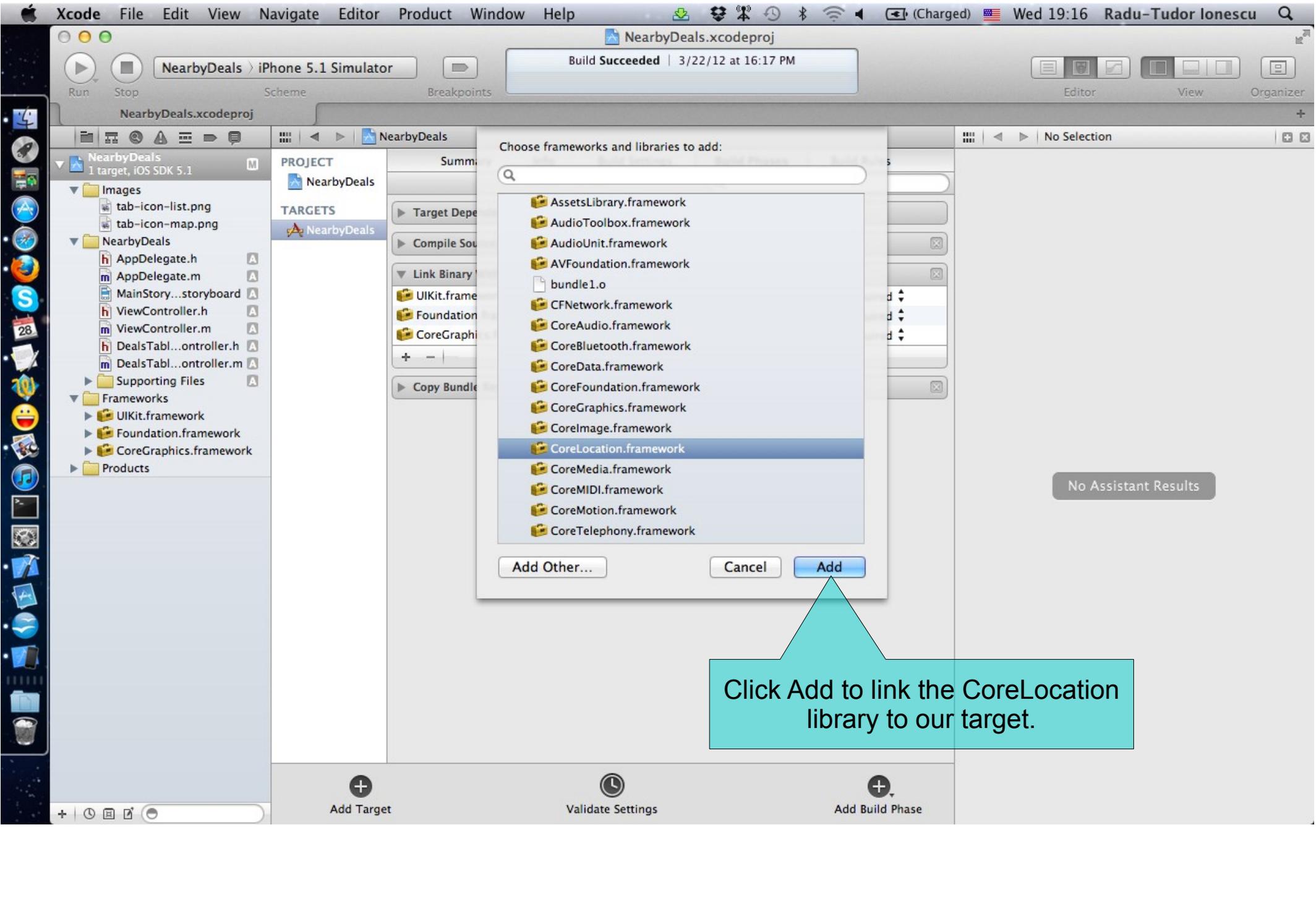
This is where you link the frameworks to your target. Note that the UIKit and Foundation frameworks are already linked here. Every iOS application uses these two very important frameworks. Usually we might want to add new frameworks to our application as we expand its functionality.

This is a list of all iOS internal libraries. You can either pick a library from the list or use the search bar. Let's scroll down the CoreLocation framework and select it.

The frameworks available in your project are also visible here.

To add external libraries you would have to use this button.





Choose frameworks and libraries to add:

- AssetsLibrary.framework
- AudioToolbox.framework
- AudioUnit.framework
- AVFoundation.framework
- bundle1.o
- CFNetwork.framework
- CoreAudio.framework
- CoreBluetooth.framework
- CoreData.framework
- CoreFoundation.framework
- CoreGraphics.framework
- CoreImage.framework
- CoreLocation.framework**
- CoreMedia.framework
- CoreMIDI.framework
- CoreMotion.framework
- CoreTelephony.framework

Add Other...

Cancel

Add

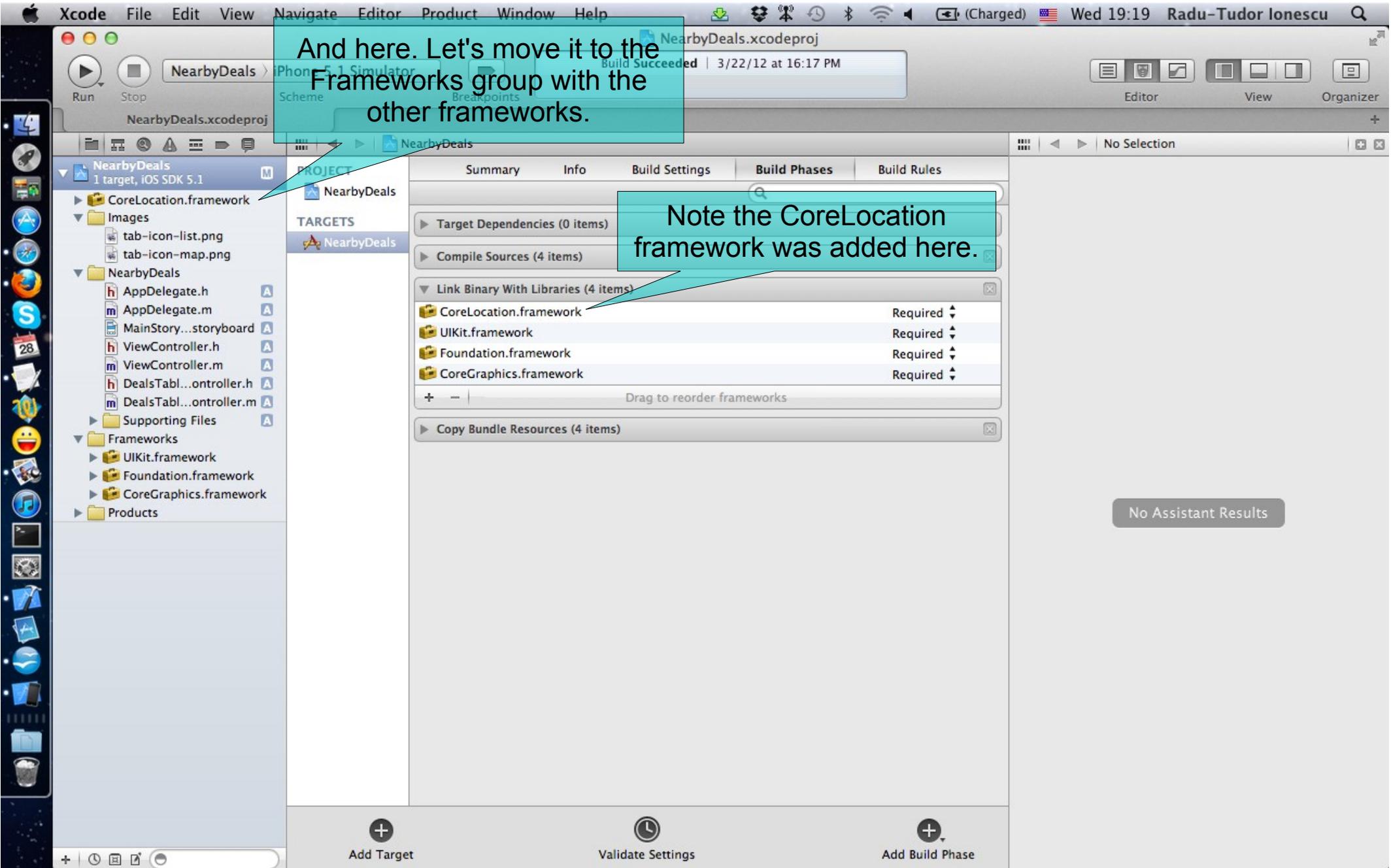
Click Add to link the CoreLocation library to our target.

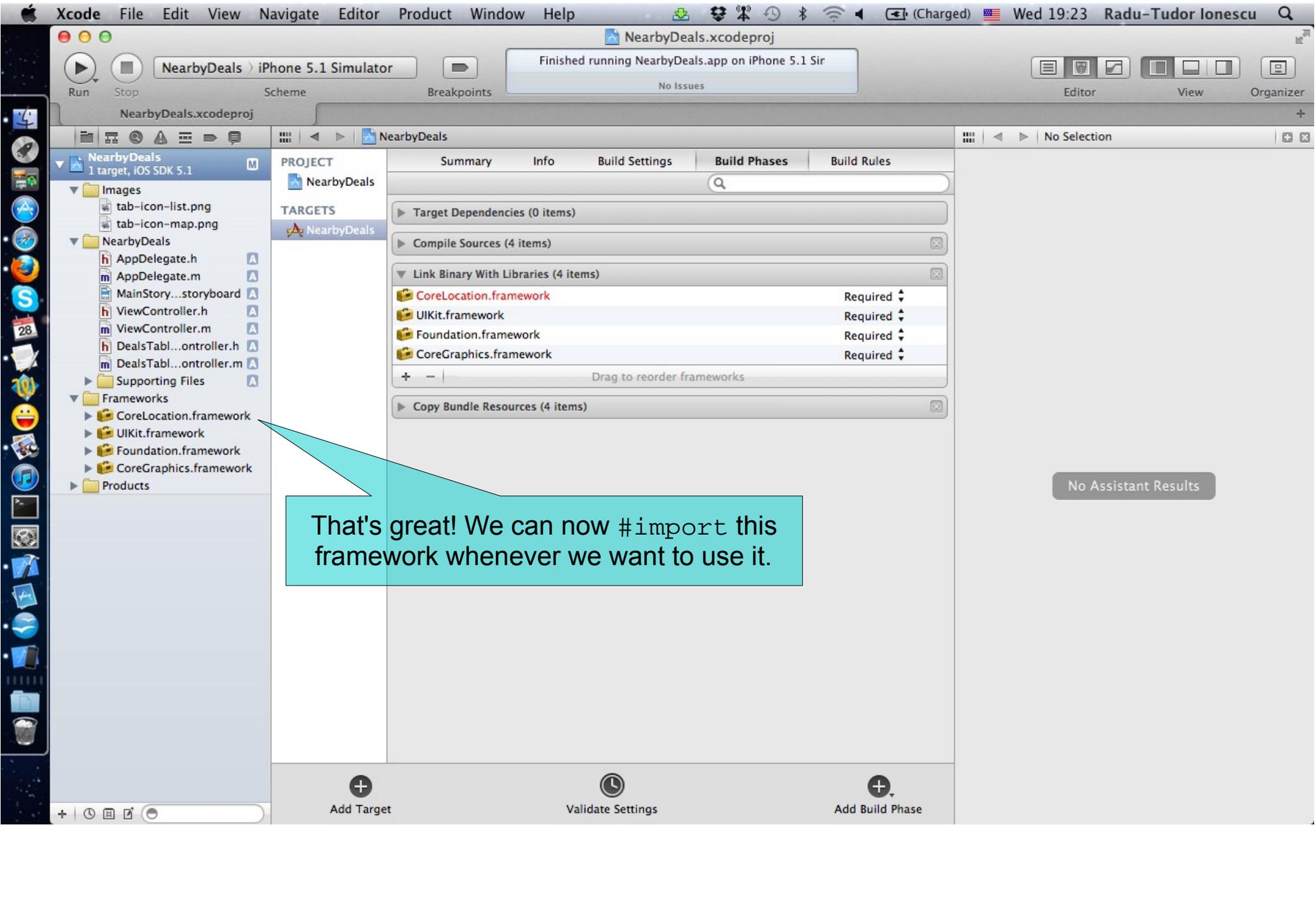
No Assistant Results

Add Target

Validate Settings

Add Build Phase





NearbyDeals iPhone 5.1 Simulator Finished running NearbyDeals.app on iPhone 5.1 Sir No Issues

- NearbyDeals 1 target, iOS SDK 5.1
 - Images
 - tab-icon-list.png
 - tab-icon-map.png
 - NearbyDeals
 - AppDelegate.h
 - AppDelegate.m
 - MainStory...storyboard
 - ViewController.h
 - ViewController.m
 - DealsTabl...ontroller.h
 - DealsTabl...ontroller.m
 - Supporting Files
 - Frameworks
 - CoreLocation.framework
 - UIKit.framework
 - Foundation.framework
 - CoreGraphics.framework
 - Products

PROJECT NearbyDeals

TARGETS NearbyDeals

Summary Info Build Settings Build Phases Build Rules

Target Dependencies (0 items)

Compile Sources (4 items)

Link Binary With Libraries (4 items)

CoreLocation.framework	Required
UIKit.framework	Required
Foundation.framework	Required
CoreGraphics.framework	Required

Copy Bundle Resources (4 items)

That's great! We can now #import this framework whenever we want to use it.

No Assistant Results

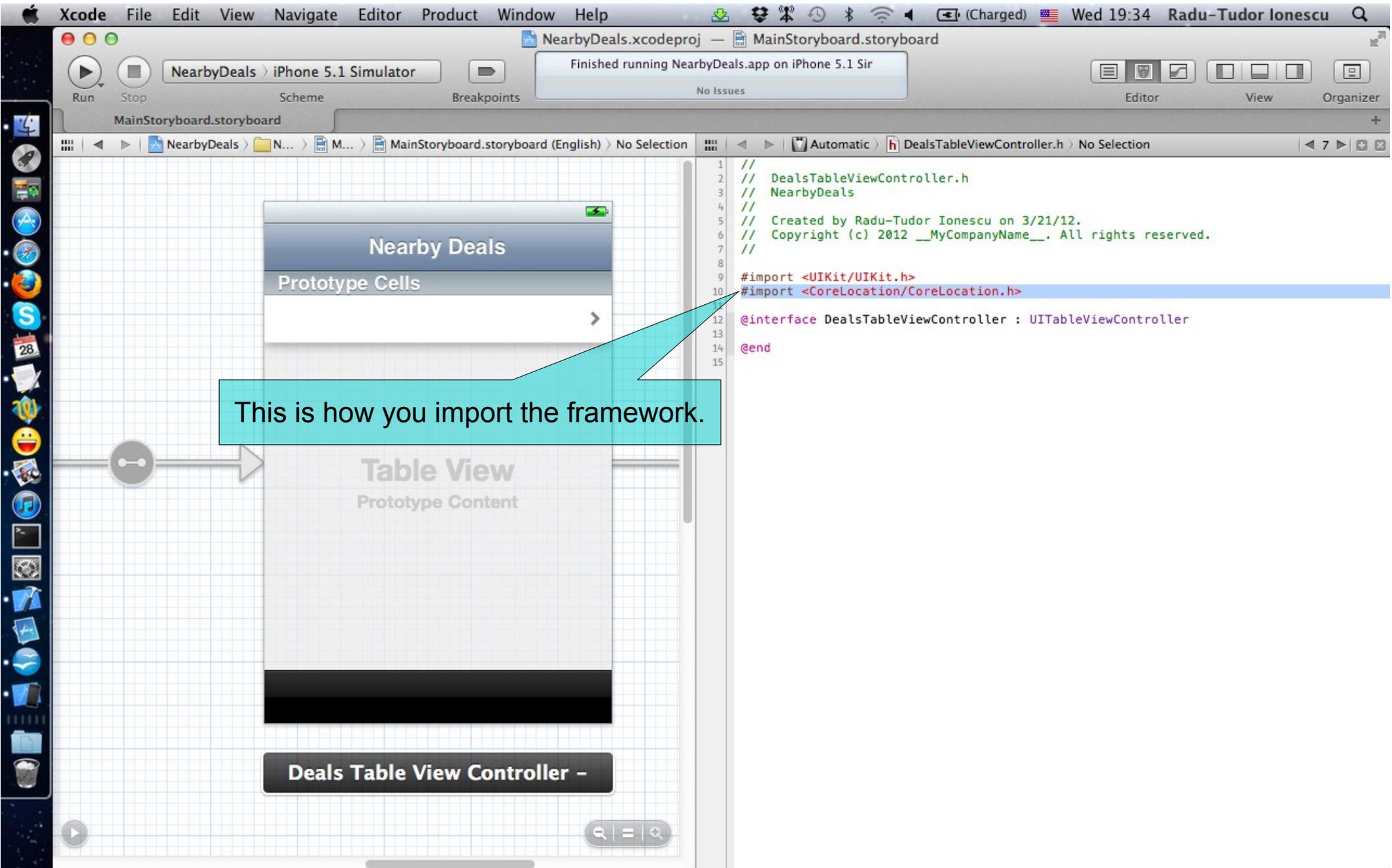
Add Target Validate Settings Add Build Phase

Task 1

Task: Add the CoreLocation framework to your project.

5. Select the MainStoryboard.storyboard file.
6. Hide Project Navigator and let's `#import` the CoreLocation framework inside the DealsTableViewController.

We need this framework because we will declare a method soon that has a `CLLocationCoordinate2D` argument. This is a C struct from the CoreLocation library that contains two properties: `latitude` and `longitude`.



This is how you import the framework.

```
1 //  
2 // DealsTableViewController.h  
3 // NearbyDeals  
4 //  
5 // Created by Radu-Tudor Ionescu on 3/21/12.  
6 // Copyright (c) 2012 __MyCompanyName__. All rights reserved.  
7 //  
8  
9 #import <UIKit/UIKit.h>  
10 #import <CoreLocation/CoreLocation.h>  
11  
12 @interface DealsTableViewController : UITableViewController  
13  
14 @end  
15
```

Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

1. Before creating a request from code, we should check out the GeoAds+ API in a web browser. Let's open the API documentation first: http://www.geoadsplus.com/api_documentation in Safari.
2. Note that you need an app_key to make a request to the GeoAds+ API. We will use this one: fe008041973b66760017.
3. Let's try the following request in Safari and see what we get:

```
http://www.geoadsplus.com/ads.xml?  
app\_key=fe008041973b66760017&latitude=44.25&longitude=26.06  
&limit=20&category=Restaurants,Bars
```

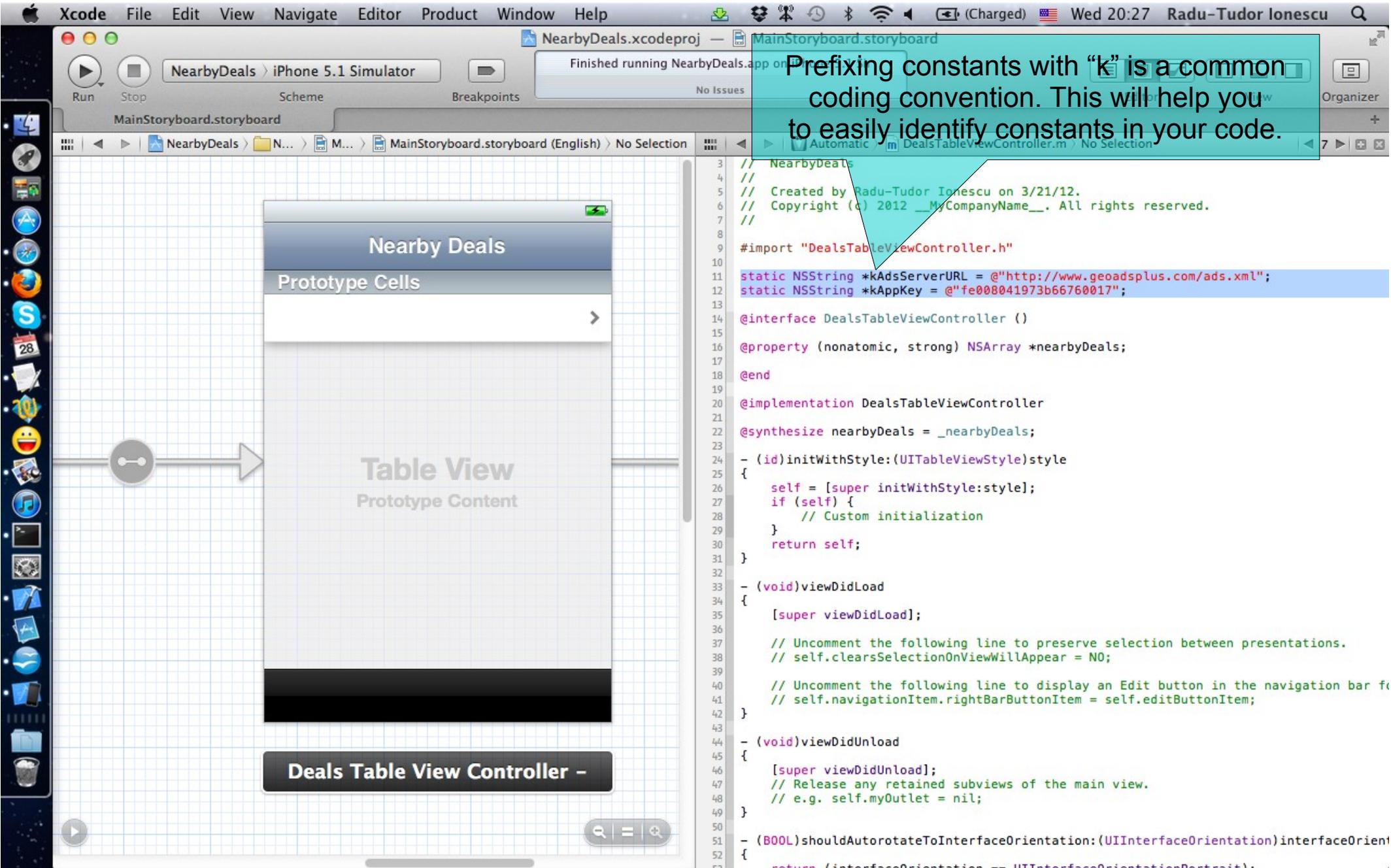
4. Note that you should right-click in Safari and select View Source to see the XML returned by the GeoAds+ API.

Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

5. Let's return to our project in Xcode. We will declare two constant strings for the GeoAds+ URL and for the app key.
6. Select DealsTableViewController.m in Assistant Editor.
7. Right after the `#import` declare a static `NSString` that holds this URL: <http://www.geoadsplus.com/ads.xml>.
8. In a similar way, declare another static `NSString` to hold our app key: `fe008041973b66760017`.

The next screenshot shows you how to declare these string constants.



Prefixing constants with "k" is a common coding convention. This will help you to easily identify constants in your code.

```
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 3/21/12.
6 // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7 //
8
9 #import "DealsTableViewController.h"
10
11 static NSString *kAdsServerURL = @"http://www.geoadsplus.com/ads.xml";
12 static NSString *kAppKey = @"fe008041973b66760017";
13
14 @interface DealsTableViewController ()
15
16 @property (nonatomic, strong) NSArray *nearbyDeals;
17
18 @end
19
20 @implementation DealsTableViewController
21
22 @synthesize nearbyDeals = _nearbyDeals;
23
24 - (id)initWithStyle:(UITableViewStyle)style
25 {
26     self = [super initWithStyle:style];
27     if (self) {
28         // Custom initialization
29     }
30     return self;
31 }
32
33 - (void)viewDidLoad
34 {
35     [super viewDidLoad];
36
37     // Uncomment the following line to preserve selection between presentations.
38     // self.clearsSelectionOnViewWillAppear = NO;
39
40     // Uncomment the following line to display an Edit button in the navigation bar for
41     // self.navigationItem.rightBarButtonItem = self.editButtonItem;
42 }
43
44 - (void)viewDidUnload
45 {
46     [super viewDidUnload];
47     // Release any retained subviews of the main view.
48     // e.g. self.myOutlet = nil;
49 }
50
51 - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrient
52 {
53     return (interfaceOrientation == UIInterfaceOrientationPortrait);
54 }
```

Task 2

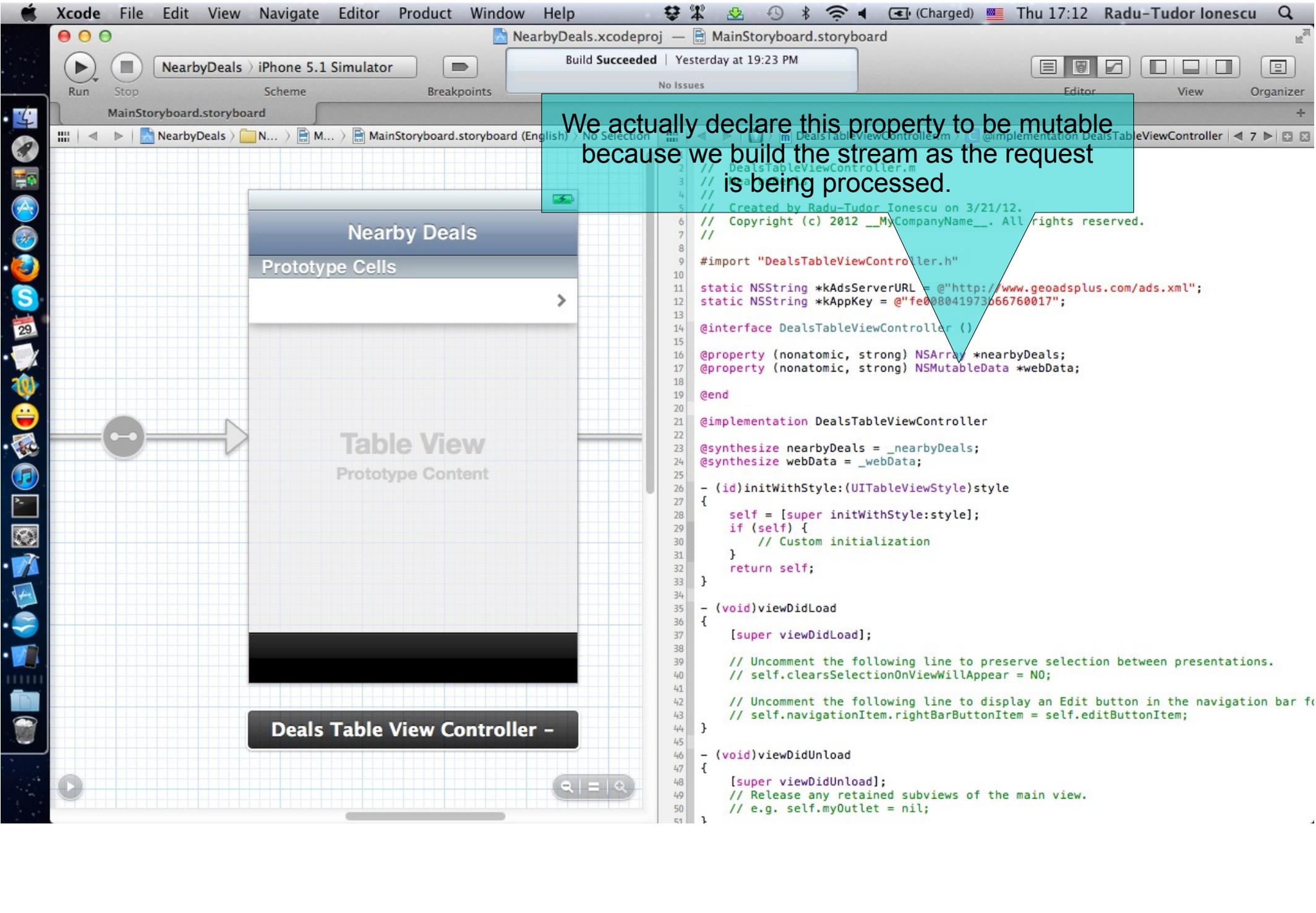
Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

9. Next, we are going to make an asynchronous request to the GeoAds+ API. For this, we implement a method that starts the request by using an `NSURLConnection` object. While this request is processed by the server it can send some messages to its delegate.

We will declare a private `@property` that will contain the stream of bytes (`NSData`) that the delegate receives through the `NSURLConnection` object. Name this property `webData`. Because we (the Controller) have the only reference to it, we use the `strong` storage type.

10. Synthesize this property and prefix its instance variable with underscore.

The next screenshot shows you how to do these steps.



We actually declare this property to be mutable because we build the stream as the request is being processed.

```
1 //
2 // DealsTableViewController.m
3 //
4 //
5 // Created by Radu-Tudor Ionescu on 3/21/12.
6 // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7 //
8
9 #import "DealsTableViewController.h"
10
11 static NSString *kAdsServerURL = @"http://www.geoadsplus.com/ads.xml";
12 static NSString *kAppKey = @"fe008041973b66760017";
13
14 @interface DealsTableViewController ()
15
16 @property (nonatomic, strong) NSArray *nearbyDeals;
17 @property (nonatomic, strong) NSMutableArray *webData;
18
19 @end
20
21 @implementation DealsTableViewController
22
23 @synthesize nearbyDeals = _nearbyDeals;
24 @synthesize webData = _webData;
25
26 - (id)initWithStyle:(UITableViewStyle)style
27 {
28     self = [super initWithStyle:style];
29     if (self) {
30         // Custom initialization
31     }
32     return self;
33 }
34
35 - (void)viewDidLoad
36 {
37     [super viewDidLoad];
38
39     // Uncomment the following line to preserve selection between presentations.
40     // self.clearsSelectionOnViewWillAppear = NO;
41
42     // Uncomment the following line to display an Edit button in the navigation bar for
43     // self.navigationItem.rightBarButtonItem = self.editButtonItem;
44 }
45
46 - (void)viewDidUnload
47 {
48     [super viewDidUnload];
49     // Release any retained subviews of the main view.
50     // e.g. self.myOutlet = nil;
51 }
```

Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

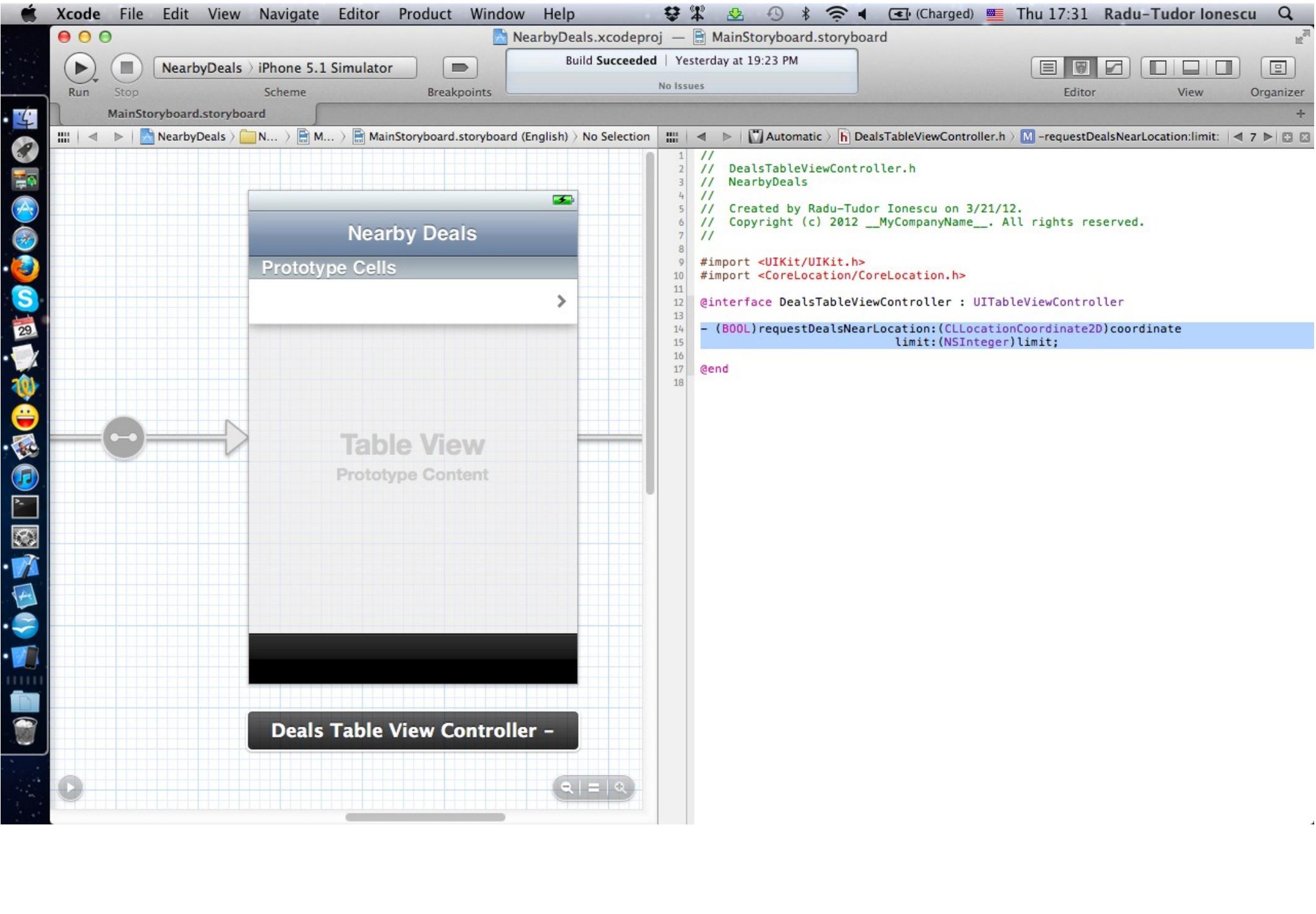
11. Let's declare and implement the method that makes the request for nearby deals to the GeoAds+ API.

Open DealsTableViewController.h in Assistant Editor.

12. Declare the `requestDealsNearLocation:limit:` method that has two arguments: the location (GPS coordinates) of the device and the maximum number of deals to be returned by the server.

This method will return a `BOOL` value that indicates whether the request was successfully started or not.

The next screenshot shows you how to do declare this method.



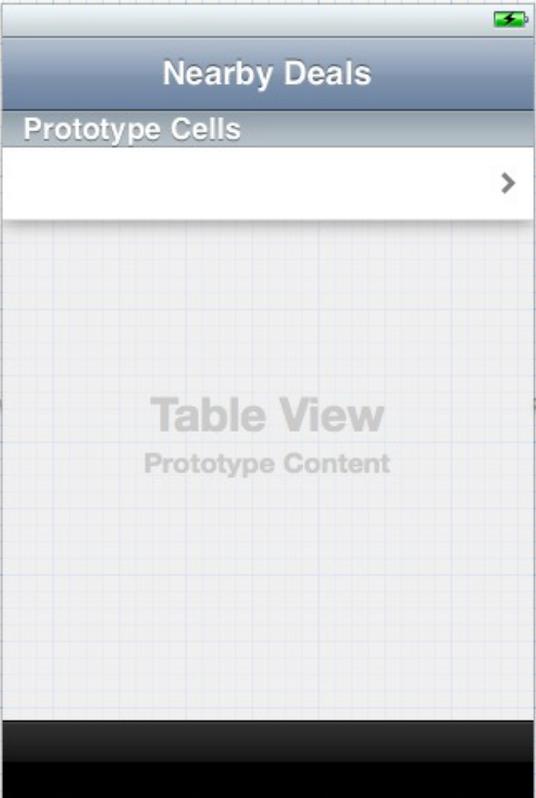
NearbyDeals iPhone 5.1 Simulator

Build Succeeded | Yesterday at 19:23 PM
No Issues

Editor View Organizer

MainStoryboard.storyboard
NearbyDeals > N... > M... > MainStoryboard.storyboard (English) > No Selection

Automatic > DealsTableViewController.h > -requestDealsNearLocation:limit: < 7 >



```
1 //
2 // DealsTableViewController.h
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 3/21/12.
6 // Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7 //
8
9 #import <UIKit/UIKit.h>
10 #import <CoreLocation/CoreLocation.h>
11
12 @interface DealsTableViewController : UITableViewController
13
14 - (BOOL)requestDealsNearLocation:(CLLocationCoordinate2D)coordinate
15     limit:(NSInteger)limit;
16
17 @end
18
```

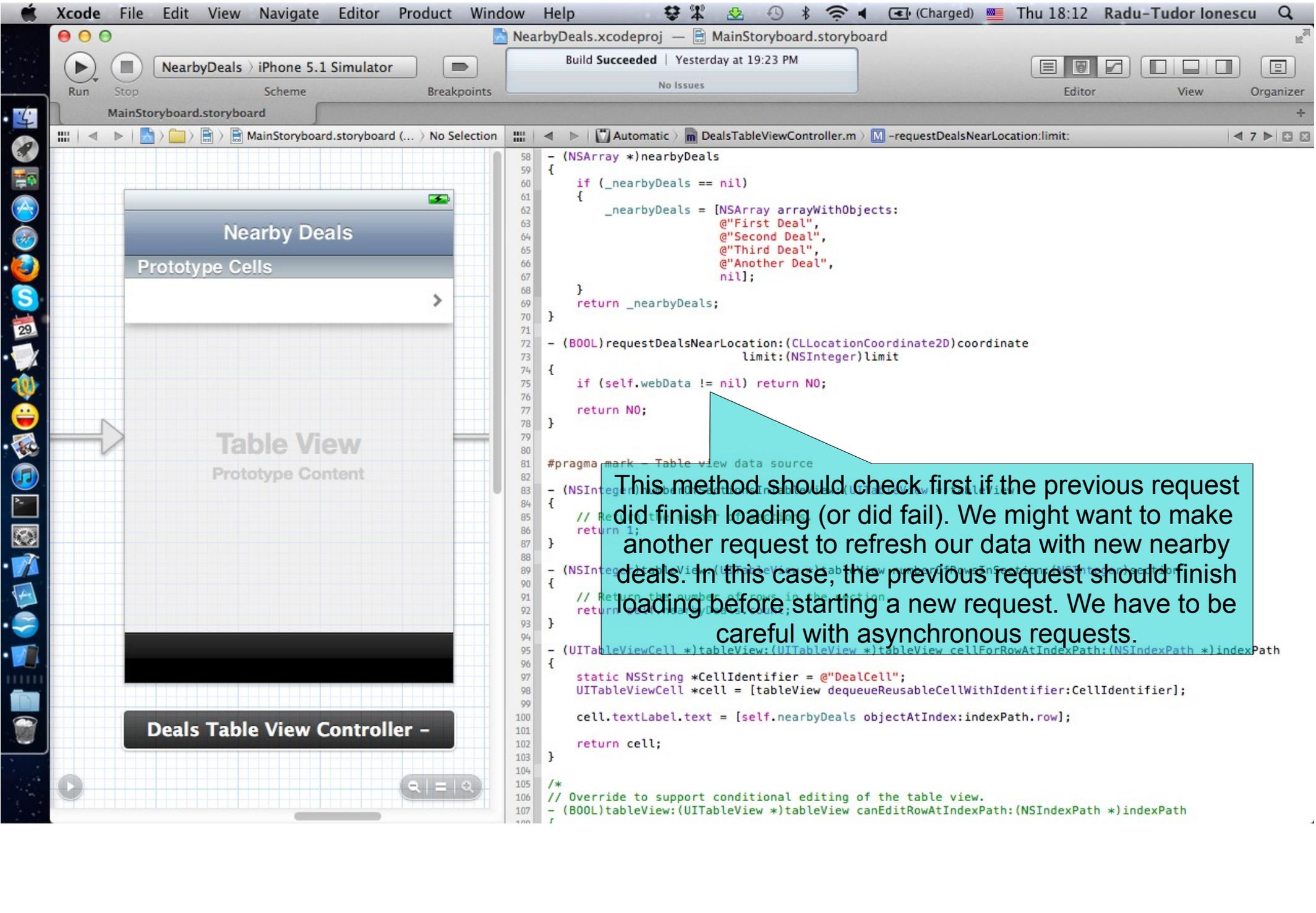
Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

13. Go back to DealsTableViewController.m in Assistant Editor.

14. Implement the `requestDealsNearLocation:limit:` method after the `nearbyDeals` getter.

The next screenshots guide you through the implementation of this method.

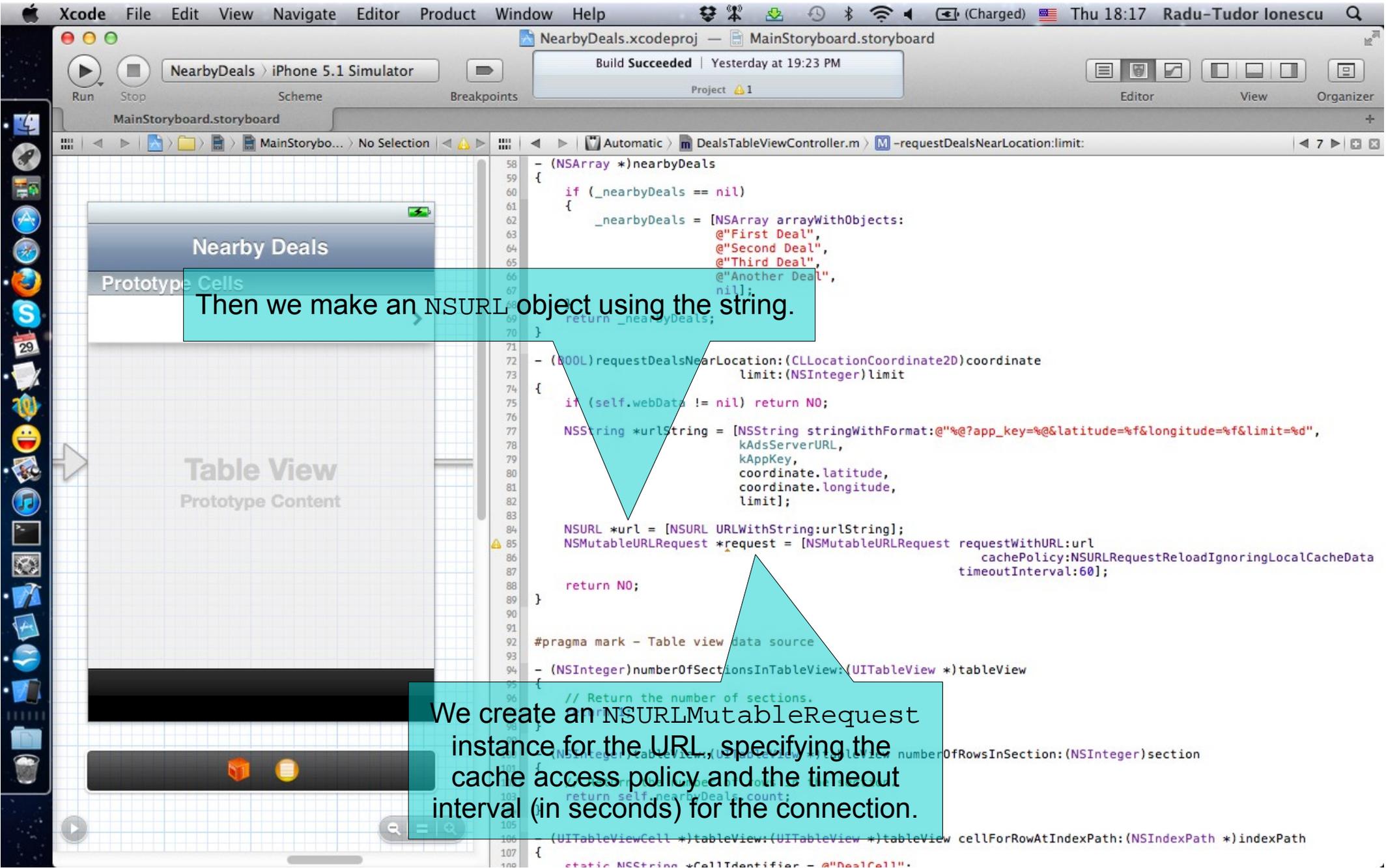


```
58 - (NSArray *)nearbyDeals
59 {
60     if (_nearbyDeals == nil)
61     {
62         _nearbyDeals = [NSArray arrayWithObjects:
63             @"First Deal",
64             @"Second Deal",
65             @"Third Deal",
66             @"Another Deal",
67             nil];
68     }
69     return _nearbyDeals;
70 }
71
72 - (BOOL)requestDealsNearLocation:(CLLocationCoordinate2D)coordinate
73     limit:(NSInteger)limit
74 {
75     if (self.webData != nil) return NO;
76     return NO;
77 }
78
79
80
81 #pragma mark - Table view data source
82
83 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
84 {
85     // Return the number of sections in the table view.
86     return 1;
87 }
88
89 - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
90 {
91     // Return the number of rows in the section.
92     return [_nearbyDeals count];
93 }
94
95 - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
96 {
97     static NSString *CellIdentifier = @"DealCell";
98     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
99
100    cell.textLabel.text = [self.nearbyDeals objectAtIndex:indexPath.row];
101
102    return cell;
103 }
104
105 /*
106 // Override to support conditional editing of the table view.
107 - (BOOL)tableView:(UITableView *)tableView canEditRowAtIndexPath:(NSIndexPath *)indexPath
108 {
109     // Return NO if you do not want the specified item to be editable.
110     return NO;
111 }
112 */
```

This method should check first if the previous request did finish loading (or did fail). We might want to make another request to refresh our data with new nearby deals. In this case, the previous request should finish loading before starting a new request. We have to be careful with asynchronous requests.

The image shows the Xcode IDE interface. On the left, the storyboard is visible, showing a 'Table View' with 'Prototype Content' and a 'Deals Table View Controller' at the bottom. A callout box points to the code in the right pane, stating: 'We make the URL string using the coordinate and limit arguments of this method.' The code in the right pane is as follows:

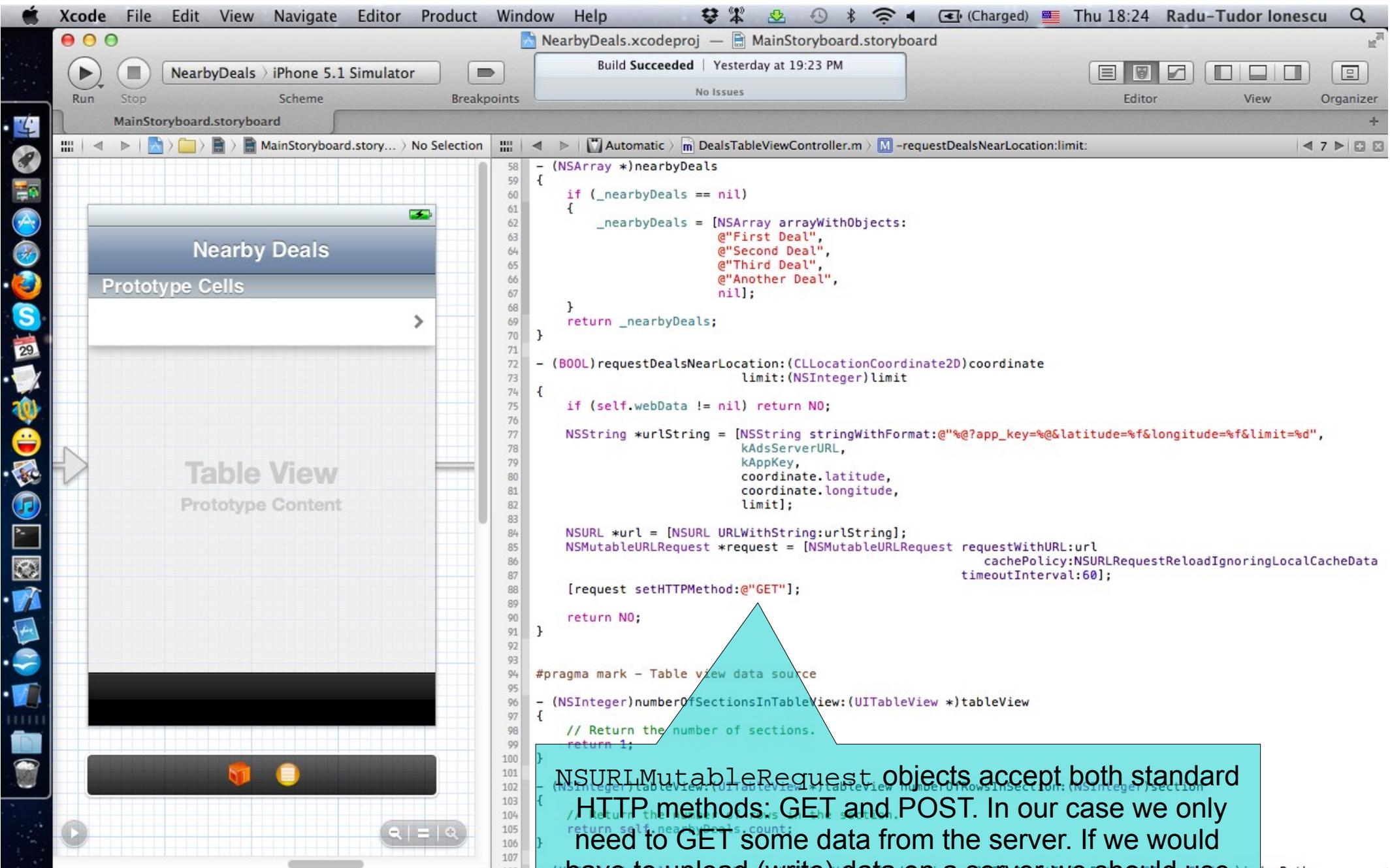
```
58 - (NSArray *)nearbyDeals
59 {
60     if (_nearbyDeals == nil)
61     {
62         _nearbyDeals = [NSArray arrayWithObjects:
63             @"First Deal",
64             @"Second Deal",
65             @"Third Deal",
66             @"Another Deal",
67             nil];
68     }
69     return _nearbyDeals;
70 }
71
72 - (BOOL)requestDealsNearLocation:(CLLocationCoordinate2D)coordinate
73     limit:(NSInteger)limit
74 {
75     if (self.webData != nil) return NO;
76
77     NSString *urlString = [NSString stringWithFormat:@"%s?app_key=%s&latitude=%f&longitude=%f&limit=%d",
78         kAdsServerURL,
79         kAppKey,
80         coordinate.latitude,
81         coordinate.longitude,
82         limit];
83
84     return NO;
85 }
86
87 #pragma mark - Table view data source
88
89 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
90 {
91     // Return the number of sections.
92     return 1;
93 }
94
95 - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
96 {
97     // Return the number of rows in the section.
98     return self.nearbyDeals.count;
99 }
100
101 - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
102 {
103     static NSString *CellIdentifier = @"DealCell";
104     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
105
106     cell.textLabel.text = [self.nearbyDeals objectAtIndex:indexPath.row];
107 }
```



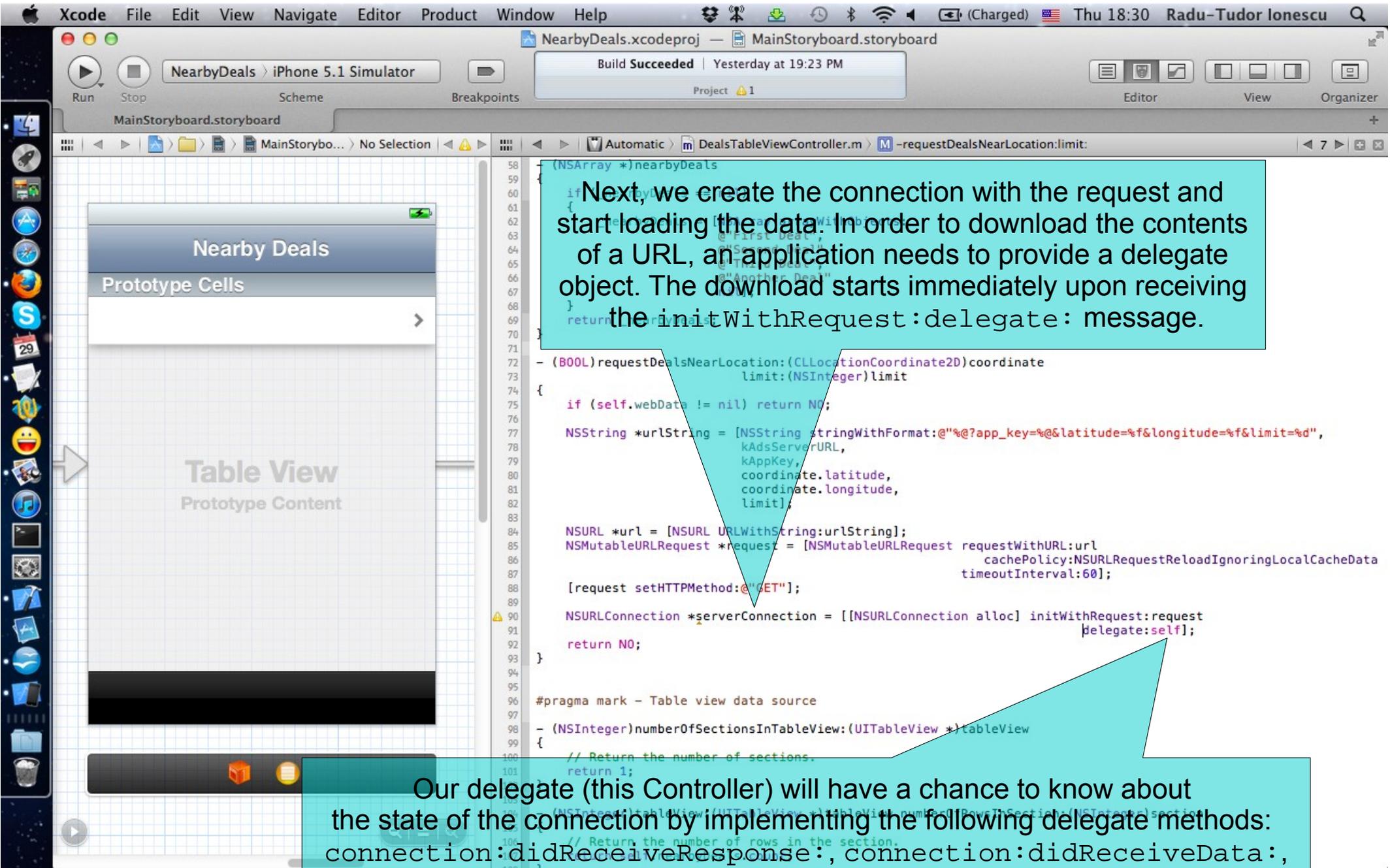
Then we make an NSURL object using the string.

We create an NSMutableURLRequest instance for the URL, specifying the cache access policy and the timeout interval (in seconds) for the connection.

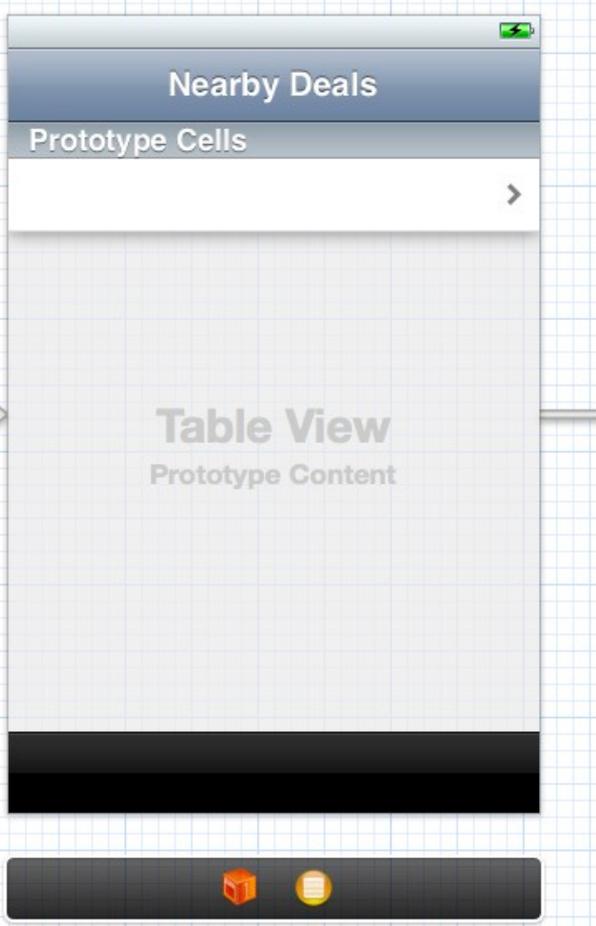
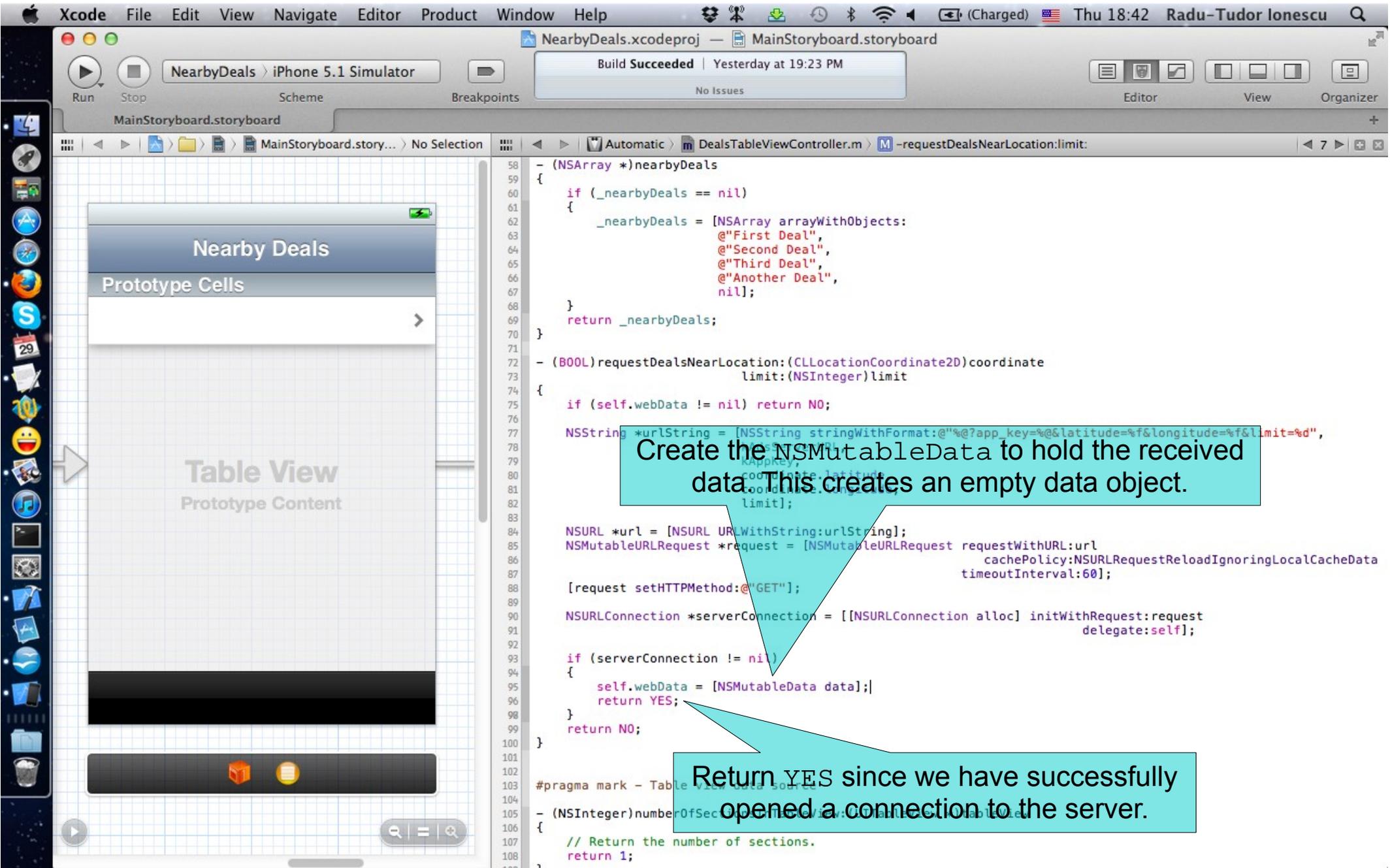
```
58 - (NSArray *)nearbyDeals
59 {
60     if (_nearbyDeals == nil)
61     {
62         _nearbyDeals = [NSArray arrayWithObjects:
63             @"First Deal",
64             @"Second Deal",
65             @"Third Deal",
66             @"Another Deal",
67             nil];
68     }
69     return _nearbyDeals;
70 }
71
72 - (BOOL)requestDealsNearLocation:(CLLocationCoordinate2D)coordinate
73     limit:(NSInteger)limit
74 {
75     if (self.webData != nil) return NO;
76
77     NSString *urlString = [NSString stringWithFormat:@"%s?app_key=%s&latitude=%f&longitude=%f&limit=%d",
78         kAdsServerURL,
79         kAppKey,
80         coordinate.latitude,
81         coordinate.longitude,
82         limit];
83
84     NSURL *url = [NSURL URLWithString:urlString];
85     NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:url
86         cachePolicy:NSURLRequestReloadIgnoringLocalCacheData
87         timeoutInterval:60];
88
89     return NO;
90 }
91
92 #pragma mark - Table view data source
93
94 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
95 {
96     // Return the number of sections.
97     return 1;
98 }
99
100 - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
101 {
102     return self.nearbyDeals.count;
103 }
104
105 - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
106 {
107     static NSString *cellIdentifier = @"DealCell";
108 }
```



NSMutableURLRequest objects accept both standard HTTP methods: GET and POST. In our case we only need to GET some data from the server. If we would have to upload (write) data on a server we should use POST instead.



Our delegate (this Controller) will have a chance to know about the state of the connection by implementing the following delegate methods: `connection:didReceiveResponse:`, `connection:didReceiveData:`, `connection:didFailWithError:` and `connectionDidFinishLoading:`.



```
58 - (NSArray *)nearbyDeals
59 {
60     if (_nearbyDeals == nil)
61     {
62         _nearbyDeals = [NSArray arrayWithObjects:
63             @"First Deal",
64             @"Second Deal",
65             @"Third Deal",
66             @"Another Deal",
67             nil];
68     }
69     return _nearbyDeals;
70 }
71
72 - (BOOL)requestDealsNearLocation:(CLLocationCoordinate2D)coordinate
73     limit:(NSInteger)limit
74 {
75     if (self.webData != nil) return NO;
76
77     NSString *urlString = [NSString stringWithFormat:@"%s?app_key=%s&latitude=%f&longitude=%f&limit=%d",
78         kAppKey,
79         coordinate.latitude,
80         coordinate.longitude,
81         limit];
82
83     NSURL *url = [NSURL URLWithString:urlString];
84     NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:url
85         cachePolicy:NSURLRequestReloadIgnoringLocalCacheData
86         timeoutInterval:60];
87
88     [request setHTTPMethod:@"GET"];
89
90     NSURLConnection *serverConnection = [[NSURLConnection alloc] initWithRequest:request
91         delegate:self];
92
93     if (serverConnection != nil)
94     {
95         self.webData = [NSMutableData data];
96         return YES;
97     }
98     return NO;
99 }
100
101
102
103 #pragma mark - Table View Data Source
104
105 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
106 {
107     // Return the number of sections.
108     return 1;
109 }
```

Create the NSMutableData to hold the received data. This creates an empty data object.

Return YES since we have successfully opened a connection to the server.

Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

15. We should continue by implementing the methods for the `NSURLConnection` delegate. Let's mark the section of code that will contain these delegate methods using the `#pragma mark` compiler directive.
16. Name this section "NSURLConnection load callbacks".

The next screenshot shows where to add this section.

Xcode File Edit View Navigate Editor Product Window Help

NearbyDeals.xcodeproj — MainStoryboard.storyboard

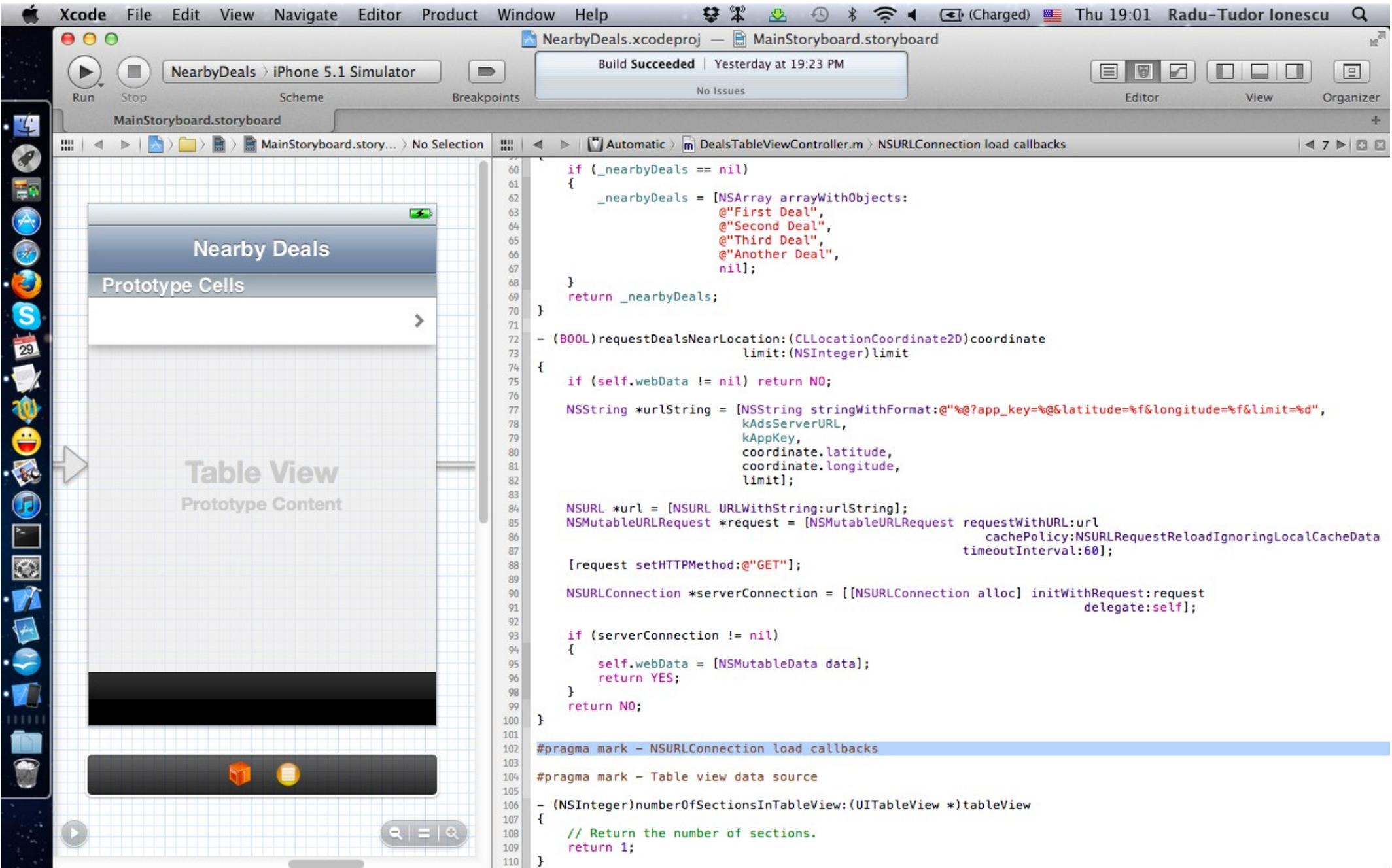
Build Succeeded | Yesterday at 19:23 PM
No Issues

NearbyDeals > iPhone 5.1 Simulator

MainStoryboard.storyboard

MainStoryboard.story... > No Selection

Automatic > DealsTableViewCell.m > NSURLConnection load callbacks



```
60 if (_nearbyDeals == nil)
61 {
62     _nearbyDeals = [NSArray arrayWithObjects:
63         @"First Deal",
64         @"Second Deal",
65         @"Third Deal",
66         @"Another Deal",
67         nil];
68 }
69 return _nearbyDeals;
70 }
71
72 - (BOOL)requestDealsNearLocation:(CLLocationCoordinate2D)coordinate
73     limit:(NSInteger)limit
74 {
75     if (self.webData != nil) return NO;
76
77     NSString *urlString = [NSString stringWithFormat:@"%s?app_key=%s&latitude=%f&longitude=%f&limit=%d",
78         kAdsServerURL,
79         kAppKey,
80         coordinate.latitude,
81         coordinate.longitude,
82         limit];
83
84     NSURL *url = [NSURL URLWithString:urlString];
85     NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:url
86                                     cachePolicy:NSURLRequestReloadIgnoringLocalCacheData
87                                     timeoutInterval:60];
88     [request setHTTPMethod:@"GET"];
89
90     NSURLConnection *serverConnection = [[NSURLConnection alloc] initWithRequest:request
91                                         delegate:self];
92
93     if (serverConnection != nil)
94     {
95         self.webData = [NSMutableData data];
96         return YES;
97     }
98     return NO;
99 }
100
101 #pragma mark - NSURLConnection load callbacks
102
103 #pragma mark - Table view data source
104
105 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
106 {
107     // Return the number of sections.
108     return 1;
109 }
110
```

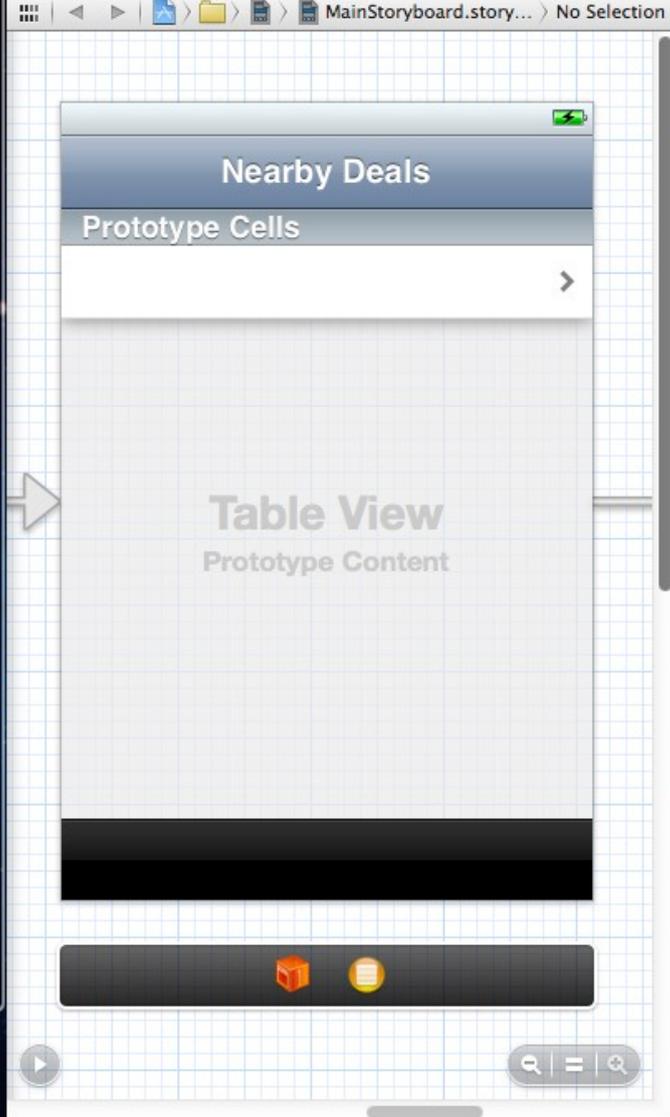
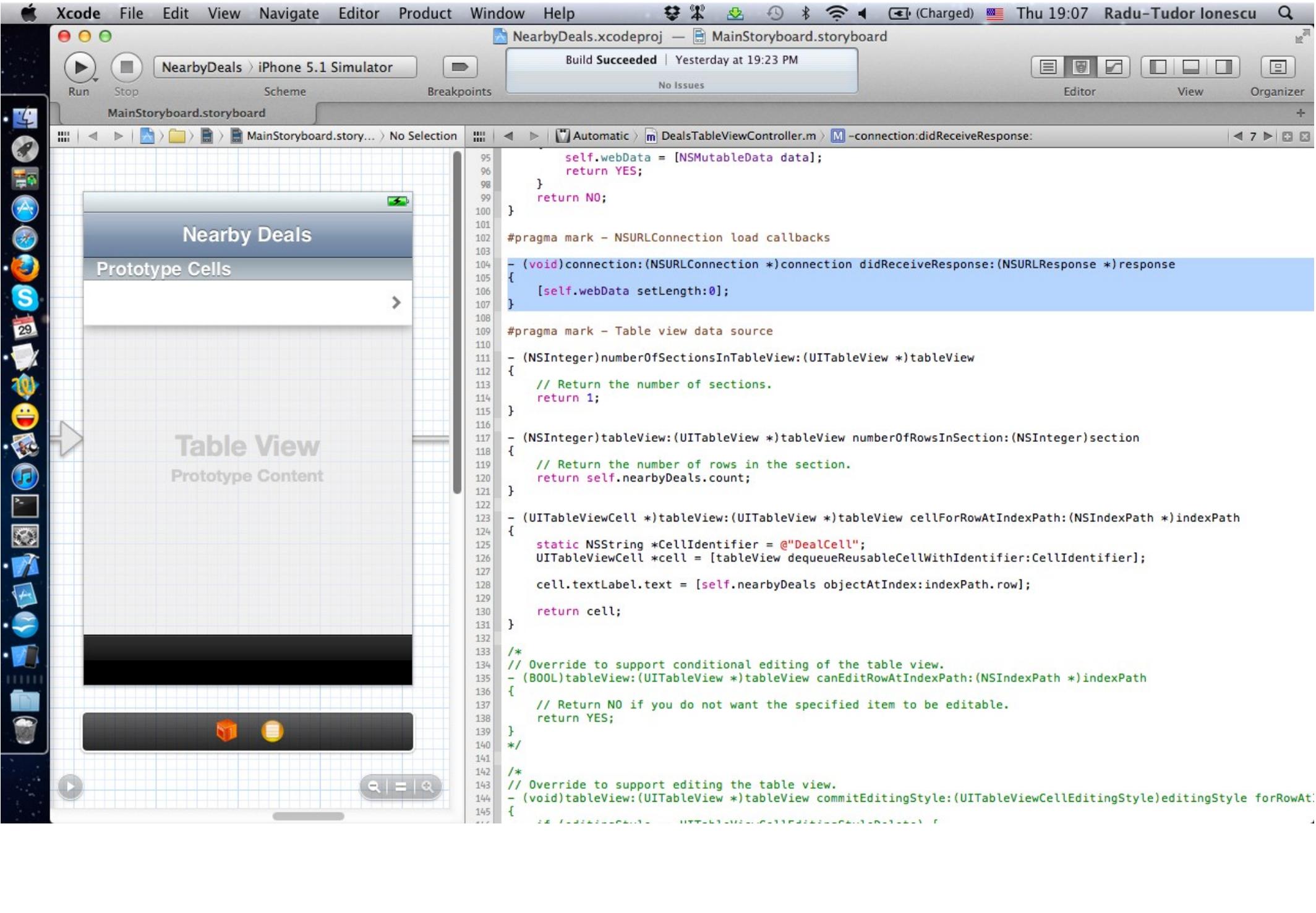
Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

17. When the server has provided sufficient data to create an `NSURLResponse` object, the delegate receives the following message: `connection:didReceiveResponse:`.

You should be prepared for your delegate to receive the `connection:didReceiveResponse: message` multiple times for a single connection. This message can be sent due to server redirects, or in rare cases multi-part MIME documents. Each time the delegate receives the `connection:didReceiveResponse: message`, it should reset any progress indication and discard all previously received data.

The next screenshot shows how to implement this callback method.



```
95     self.webData = [NSMutableArray data];
96     return YES;
97 }
98 return NO;
99 }
100 }
101 }
102 #pragma mark - NSURLConnection load callbacks
103
104 - (void)connection:(NSURLConnection *)connection didReceiveResponse:(NSURLResponse *)response
105 {
106     [self.webData setLength:0];
107 }
108
109 #pragma mark - Table view data source
110
111 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
112 {
113     // Return the number of sections.
114     return 1;
115 }
116
117 - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
118 {
119     // Return the number of rows in the section.
120     return self.nearbyDeals.count;
121 }
122
123 - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
124 {
125     static NSString *CellIdentifier = @"DealCell";
126     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
127
128     cell.textLabel.text = [self.nearbyDeals objectAtIndex:indexPath.row];
129
130     return cell;
131 }
132
133 /*
134 // Override to support conditional editing of the table view.
135 - (BOOL)tableView:(UITableView *)tableView canEditRowAtIndexPath:(NSIndexPath *)indexPath
136 {
137     // Return NO if you do not want the specified item to be editable.
138     return YES;
139 }
140 */
141
142 /*
143 // Override to support editing the table view.
144 - (void)tableView:(UITableView *)tableView commitEditingStyle:(UITableViewCellEditingStyle)editingStyle forRowAtIndexPath:
145 {
```

Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

18. Our Table View Controller (the delegate) is periodically sent `connection:didReceiveData:` messages as the data is received. The delegate implementation is responsible for storing the newly received data.

We should append the new data to `webData` in this method.

Note that you can also use this method to provide an indication of the connection's progress to the user. This is useful when we transfer large files from/to a server.

The next screenshot shows how to implement this callback method.

Xcode File Edit View Navigate Editor Product Window Help

NearbyDeals.xcodeproj — MainStoryboard.storyboard

Build Succeeded | Yesterday at 19:23 PM

No Issues

NearbyDeals > iPhone 5.1 Simulator

Run Stop Scheme Breakpoints Editor View Organizer

MainStoryboard.storyboard

MainStoryboard.story... > No Selection

Automatic > DealsTableViewController.m > M -connection:didReceiveData:

93 if (serverConnection != nil)
94 {
95 self.webData = [NSMutableData data];
96 return YES;
97 }
98 return NO;
99 }
100 }
101 }
102 #pragma mark - NSURLConnection load callbacks
103 }
104 - (void)connection:(NSURLConnection *)connection didReceiveResponse:(NSURLResponse *)response
105 {
106 [self.webData setLength:0];
107 }
108 }
109 - (void)connection:(NSURLConnection *)connection didReceiveData:(NSData *)data
110 {
111 [self.webData appendData:data];
112 }
113 }
114 #pragma mark - Table view data source
115 }
116 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
117 {
118 // Return the number of sections.
119 return 1;
120 }
121 }
122 - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
123 {
124 // Return the number of rows in the section.
125 return self.nearbyDeals.count;
126 }
127 }
128 - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
129 {
130 static NSString *CellIdentifier = @"DealCell";
131 UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
132 }
133 cell.textLabel.text = [self.nearbyDeals objectAtIndex:indexPath.row];
134 }
135 return cell;
136 }
137 }
138 }
139 /*
140 // Override to support conditional editing of the table view.
141 - (BOOL)tableView:(UITableView *)tableView canEditRowAtIndexPath:(NSIndexPath *)indexPath
142 {
143 // Return NO if you do not want the specified item to be editable.
144 return YES;
145 }

Nearby Deals

Prototype Cells

Table View

Prototype Content

Task 2

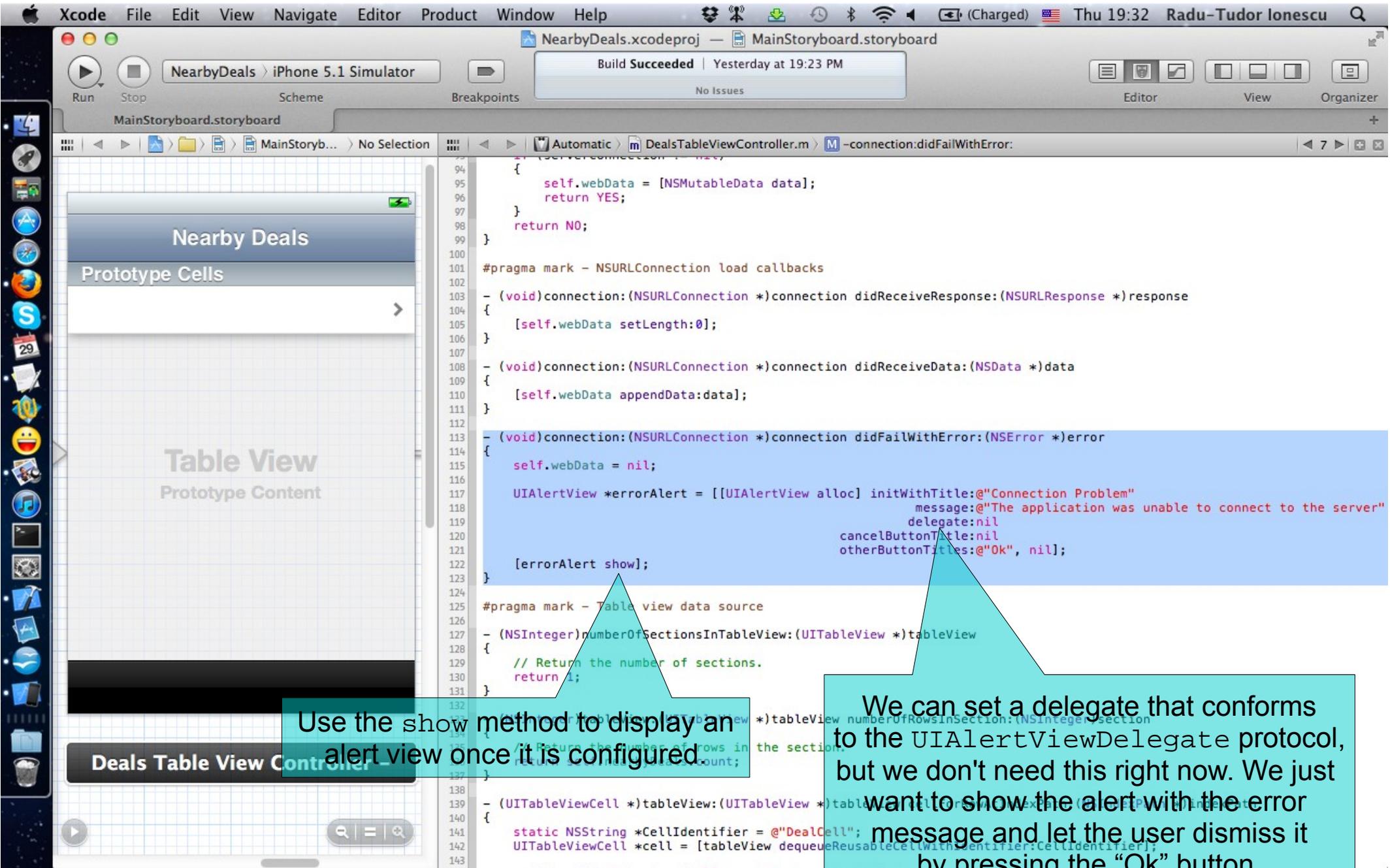
Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

19. If an error is encountered during the download, the delegate receives a `connection:didFailWithError:` message. The `NSError` object passed as the parameter specifies the details of the error. After our delegate object receives the `connection:didFailWithError:` message, it receives no further delegate messages for the specified connection.

We set `webData` to `nil` in this method because we have finished the request (without success).

20. It would be nice to let the user know that we have a connection problem. A standard way to present ad-hoc messages to the user is to use an `UIAlertView` object. We are going to build an alert programmatically that will display an error message on the screen. It will have a dismiss button too.

The next screenshot shows how to implement this callback method.



Use the show method to display an alert view once it is configured.

We can set a delegate that conforms to the UIAlertViewDelegate protocol, but we don't need this right now. We just want to show the alert with the error message and let the user dismiss it by pressing the "Ok" button.

Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

21. Finally, if the connection succeeds in downloading the request, the delegate receives the `connectionDidFinishLoading:` message. The delegate will receive no further messages for the connection.

Let's transform the received bytes into a string and print it with an `NSLog` for now.

This represents the simplest implementation of a client using `NSURLConnection`. Additional delegate methods provide the ability to customize the handling of server redirects, authorization requests and caching of the response.

The next screenshot shows how to implement this callback method.

22. Run the application in iOS Simulator and check out the console to see if it gets the XML from the server.

Xcode File Edit View Navigate Editor Product Window Help

NearbyDeals.xcodeproj — MainStoryboard.storyboard

Build Succeeded | Yesterday at 19:23 PM

No Issues

NearbyDeals > iPhone 5.1 Simulator

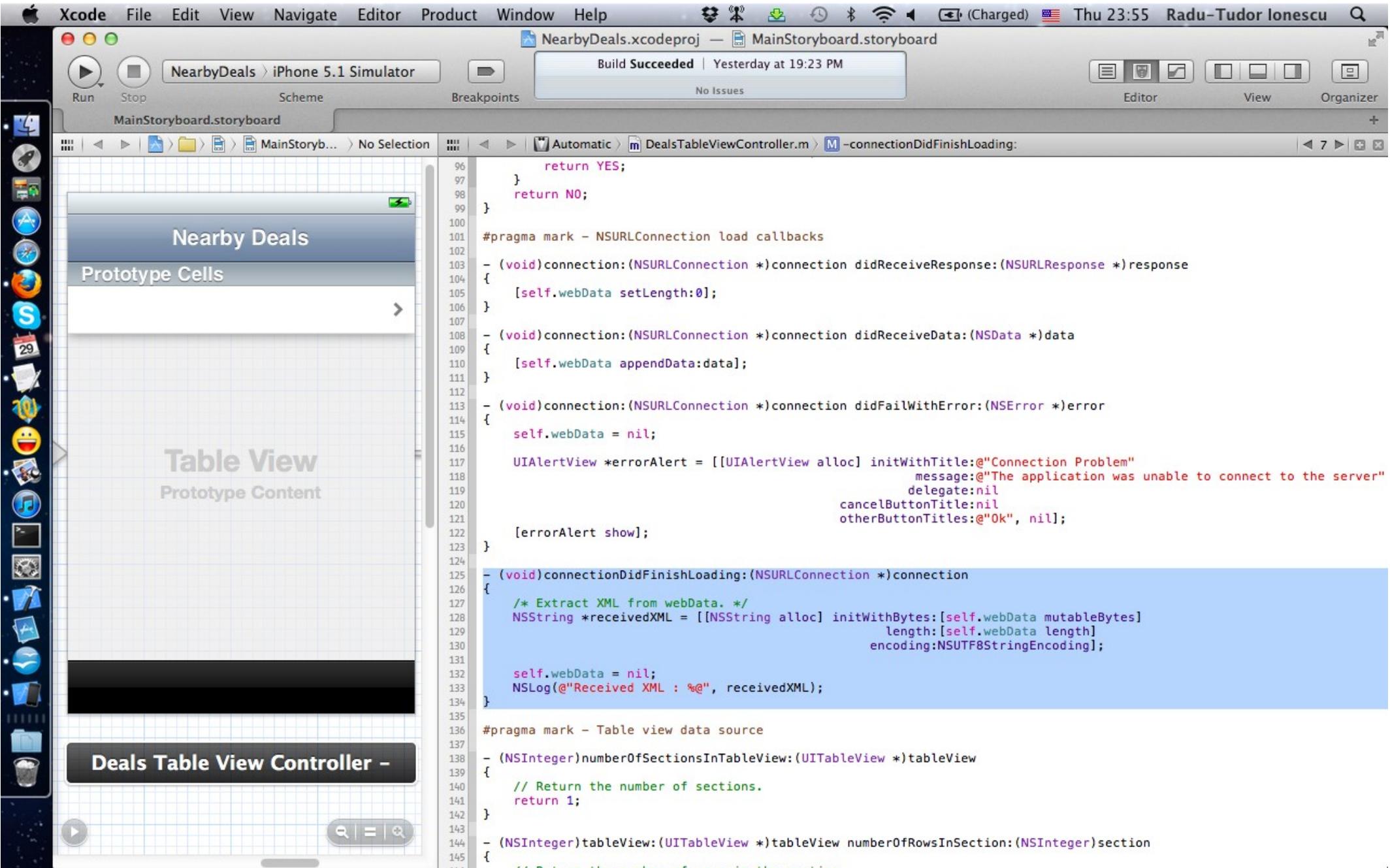
Run Stop Scheme Breakpoints Editor View Organizer

MainStoryboard.storyboard

MainStoryboard... > No Selection

Automatic > DealsTableViewController.m > M -connectionDidFinishLoading:

96 return YES;
97 }
98 return NO;
99 }
100
101 #pragma mark - NSURLConnection load callbacks
102
103 - (void)connection:(NSURLConnection *)connection didReceiveResponse:(NSURLResponse *)response
104 {
105 [self.webData setLength:0];
106 }
107
108 - (void)connection:(NSURLConnection *)connection didReceiveData:(NSData *)data
109 {
110 [self.webData appendData:data];
111 }
112
113 - (void)connection:(NSURLConnection *)connection didFailWithError:(NSError *)error
114 {
115 self.webData = nil;
116
117 UIAlertView *errorAlert = [[UIAlertView alloc] initWithTitle:@"Connection Problem"
118 message:@"The application was unable to connect to the server"
119 delegate:nil
120 cancelButtonTitle:nil
121 otherButtonTitles:@"Ok", nil];
122 [errorAlert show];
123 }
124
125 - (void)connectionDidFinishLoading:(NSURLConnection *)connection
126 {
127 /* Extract XML from webData. */
128 NSString *receivedXML = [[NSString alloc] initWithBytes:[self.webData mutableBytes]
129 length:[self.webData length]
130 encoding:NSUTF8StringEncoding];
131
132 self.webData = nil;
133 NSLog(@"Received XML : %@", receivedXML);
134 }
135
136 #pragma mark - Table view data source
137
138 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
139 {
140 // Return the number of sections.
141 return 1;
142 }
143
144 - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
145 {
146 // Return the number of rows in the section



Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants.

22. We want to make this request right when our Table View appears on screen. Note the each View Controller has a lifecycle that starts with its creation. We will discuss this later in detail, but for now you should know that you (the Controller) get notified when your View appears on screen.

If we want to do something custom (such as making a request to a server) when it appears on screen we should implement the `viewDidAppear:` method.

We are going to make a request from a fake location that we create using the `CLLocationCoordinate2DMake` helper C function. Later we will use the GPS location of the device.

The next screenshot shows how to implement this callback method.

The image shows the Xcode IDE interface. On the left, the storyboard is visible, showing a 'Nearby Deals' title bar, a 'Table View' with 'Prototype Content', and a 'Deals Table View Controller' at the bottom. The main editor area displays the code for 'DealsTableViewController.m'. A callout box points to the `viewDidLoad` method, containing the text: 'Note that we have to send the `viewDidLoad`: message to super before we do anything else here.'

```
38
39 // Uncomment the following line to preserve selection between presentations.
40 // self.clearsSelectionOnViewWillAppear = NO;
41
42 // Uncomment the following line to display an Edit button in the navigation bar for this view controller.
43 // self.navigationItem.rightBarButtonItem = self.editButtonItem;
44
45 }
46 - (void)viewDidLoad
47 {
48     [super viewDidLoad];
49     // Release any retained subviews of the main view.
50     // e.g. self.myOutlet = nil;
51 }
52
53 - (void)viewDidLoad:(BOOL)animated
54 {
55     [super viewDidLoad:animated];
56
57     CLLocationCoordinate2D deviceLocation = CLLocationCoordinate2DMake(44.25, 26.06);
58     [self requestDealsNearLocation:deviceLocation limit:20];
59 }
60
61 - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
62 {
63     return (interfaceOrientation == UIInterfaceOrientationPortrait);
64 }
65
66 - (NSArray *)nearbyDeals
67 {
68     if (_nearbyDeals == nil)
69     {
70         _nearbyDeals = [NSArray arrayWithObjects:
71             @"First Deal",
72             @"Second Deal",
73             @"Third Deal",
74             @"Another Deal",
75             nil];
76     }
77     return _nearbyDeals;
78 }
79
80 - (BOOL)requestDealsNearLocation:(CLLocationCoordinate2D)coordinate
81     limit:(NSInteger)limit
82 {
83     if (self.webData != nil) return NO;
84
85     NSString *urlString = [NSString stringWithFormat:@"%@?app_key=%@&latitude=%f&longitude=%f&limit=%d",
86         kAdsServerURL,
87         kAppKey,
88         coordinate.latitude
```

Task 2

Task: Create a request using the GeoAds+ API that will return deals from nearby Bars or Restaurants..

23. Run the application in iOS Simulator and check out the console to see if it gets the XML from the server.

24. Stop running the application.

25. Disconnect you computer from the Internet (just pull out the cable) and lets see what happens with our request.

Run the application again. This time it should display the error message.

26. Stop running the application.

27. Don't forget to put back your Internet cable.

Task 3

Task: Add a new class to your project with helper methods for XML parsing.

1. Usually we use the `NSXMLParser` class to parse XML documents. This class parses XML files in an event-driven manner as it notifies its delegate about the items (elements, attributes) that it encounters as it processes an XML document. This is very efficient when we want to parse large XML files, but in our case we need something simple. Thus, we are going to parse the XML file ourselves and build an `NSArray` with the nearby deals.

Actually, we are going to add `SimpleXMLParser.h/m` to our project. This class already contains some helper class methods for parsing XML documents.

Open Project Navigator.

2. Copy and paste `SimpleXMLParser.h` and `SimpleXMLParser.m` to the `NearbyDeals` folder within your project folder. Remember that you can right-click on the `NearbyDeals` group in Project Navigator and select “Show in Finder”.

Task 3

Task: Add a new class to your project with helper methods for XML parsing.

3. Right-click on the NearbyDeals group in Project Navigator and select “Add files to NearbyDeals...”.
4. Select the SimpleXMLParser.h and SimpleXMLParser.m from the NearbyDeals folder and click Add.
5. We should add some functionality to the `SimpleXMLParser` class in order to parse the XML with nearby deals. It's good if we do this in another tab. Go to “File > New > Tab” in Xcode menu or use the `CMD+T` shortcut keys to create the new tab.
6. Open `SimpleXMLParser.m` on the left-side of the Editor, and `SimpleXMLParser.h` on the right-side. The header file should automatically appear on the right-side if you are on automatic mode.
7. Take a look at the implementation of the following methods:
`convertSpecialCharactersToUnicodeInXML:`
`contentOfFirstTagWithName:fromXML:`

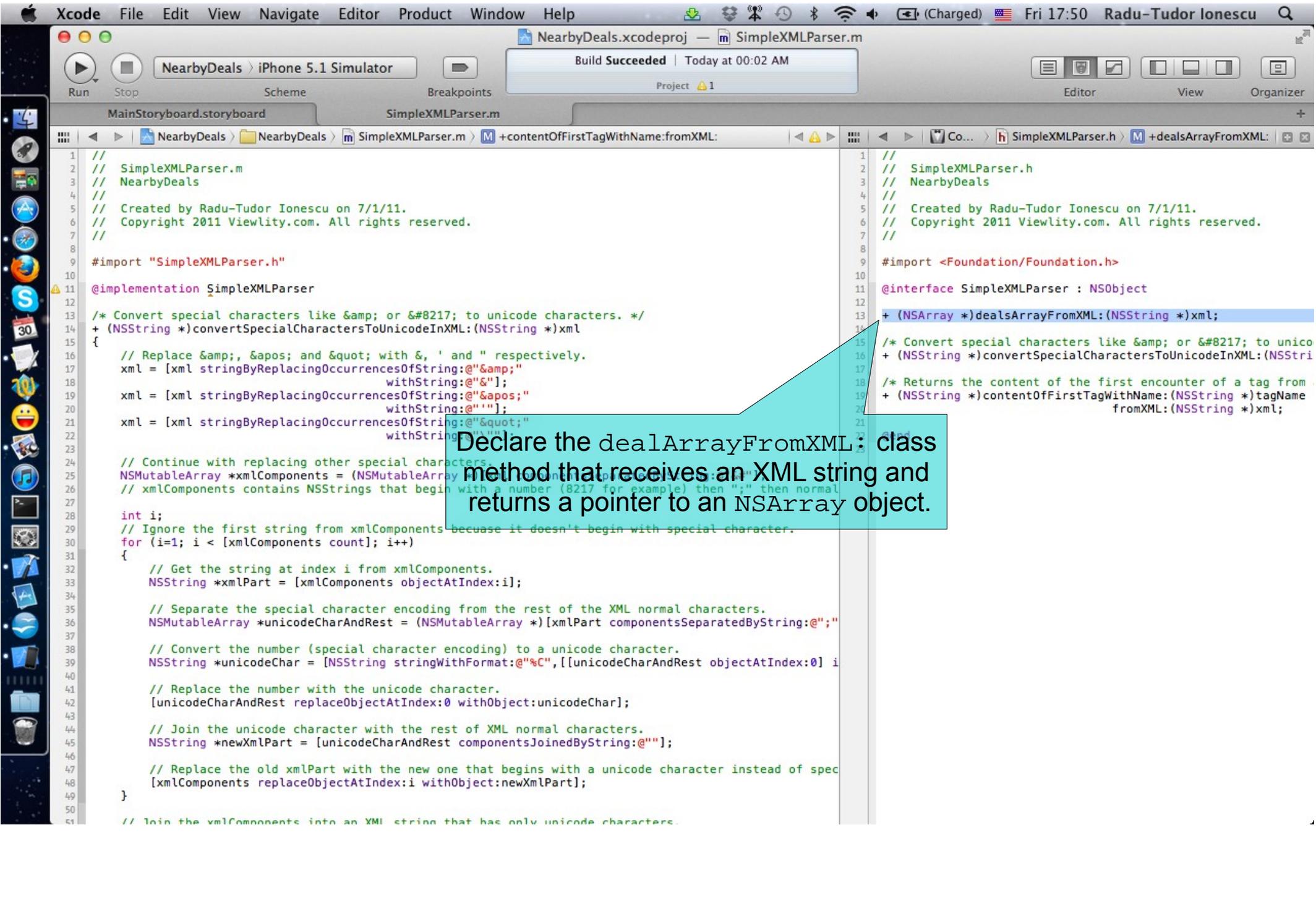
Task 3

Task: Add a new class to your project with helper methods for XML parsing.

8. Let's declare and implement another class method in the `SimpleXMLParser` that will parse the XML document with nearby deals received from the server.

It will build an array of deals. Each deal will be represented by an `NSDictionary` that will store the deal's title, subtitle, description, etc.

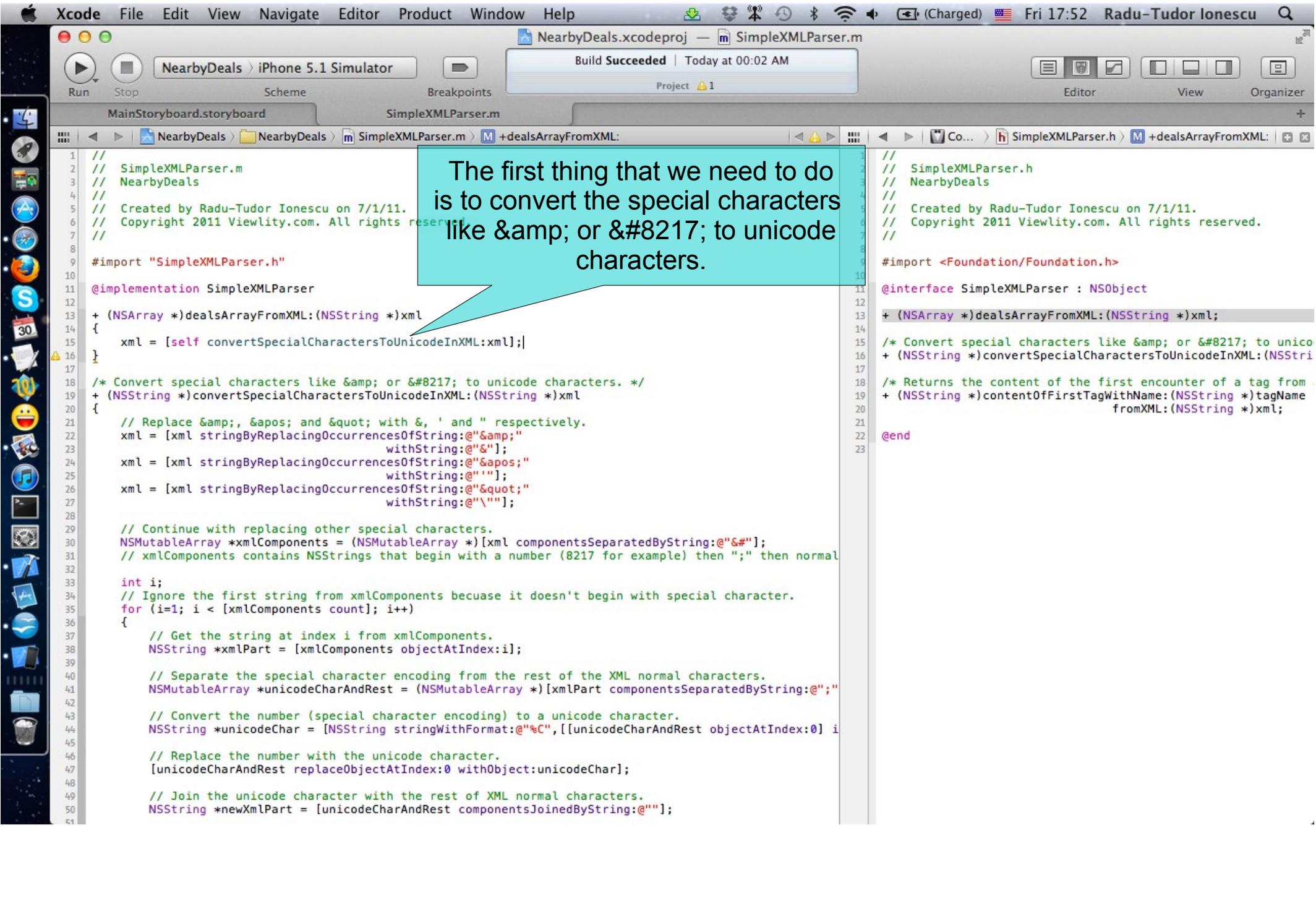
Follow the steps from the next slides to implement this method.



```
1 //
2 // SimpleXMLParser.m
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import "SimpleXMLParser.h"
10
11 @implementation SimpleXMLParser
12
13 /* Convert special characters like &amp; or &#8217; to unicode characters. */
14 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml
15 {
16     // Replace &amp;, &apos; and &quot; with &, ' and " respectively.
17     xml = [xml stringByReplacingOccurrencesOfString:@"&amp;"
18           withString:@"&"];
19     xml = [xml stringByReplacingOccurrencesOfString:@"&apos;"
20           withString:@"'"];
21     xml = [xml stringByReplacingOccurrencesOfString:@"&quot;"
22           withString:@""];
23
24     // Continue with replacing other special characters.
25     NSMutableArray *xmlComponents = (NSMutableArray *)xml componentsSeparatedByString:@" ";
26     // xmlComponents contains NSStrings that begin with a number (8217 for example) then ";" then normal
27
28     int i;
29     // Ignore the first string from xmlComponents because it doesn't begin with special character.
30     for (i=1; i < [xmlComponents count]; i++)
31     {
32         // Get the string at index i from xmlComponents.
33         NSString *xmlPart = [xmlComponents objectAtIndex:i];
34
35         // Separate the special character encoding from the rest of the XML normal characters.
36         NSMutableArray *unicodeCharAndRest = (NSMutableArray *) [xmlPart componentsSeparatedByString:@";"];
37
38         // Convert the number (special character encoding) to a unicode character.
39         NSString *unicodeChar = [NSString stringWithFormat:@"%C", [[unicodeCharAndRest objectAtIndex:0] intValue]];
40
41         // Replace the number with the unicode character.
42         [unicodeCharAndRest replaceObjectAtIndex:0 withObject:unicodeChar];
43
44         // Join the unicode character with the rest of XML normal characters.
45         NSString *newXmlPart = [unicodeCharAndRest componentsJoinedByString:@""];
46
47         // Replace the old xmlPart with the new one that begins with a unicode character instead of spec
48         [xmlComponents replaceObjectAtIndex:i withObject:newXmlPart];
49     }
50
51     // Join the xmlComponents into an XML string that has only unicode characters.
```

```
1 //
2 // SimpleXMLParser.h
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import <Foundation/Foundation.h>
10
11 @interface SimpleXMLParser : NSObject
12
13 + (NSArray *)dealArrayFromXML:(NSString *)xml;
14
15 /* Convert special characters like &amp; or &#8217; to unicode characters. */
16 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml;
17
18 /* Returns the content of the first encounter of a tag from an XML string. */
19 + (NSString *)contentOfFirstTagWithName:(NSString *)tagName
20   fromXML:(NSString *)xml;
```

Declare the dealArrayFromXML: class method that receives an XML string and returns a pointer to an NSArray object.

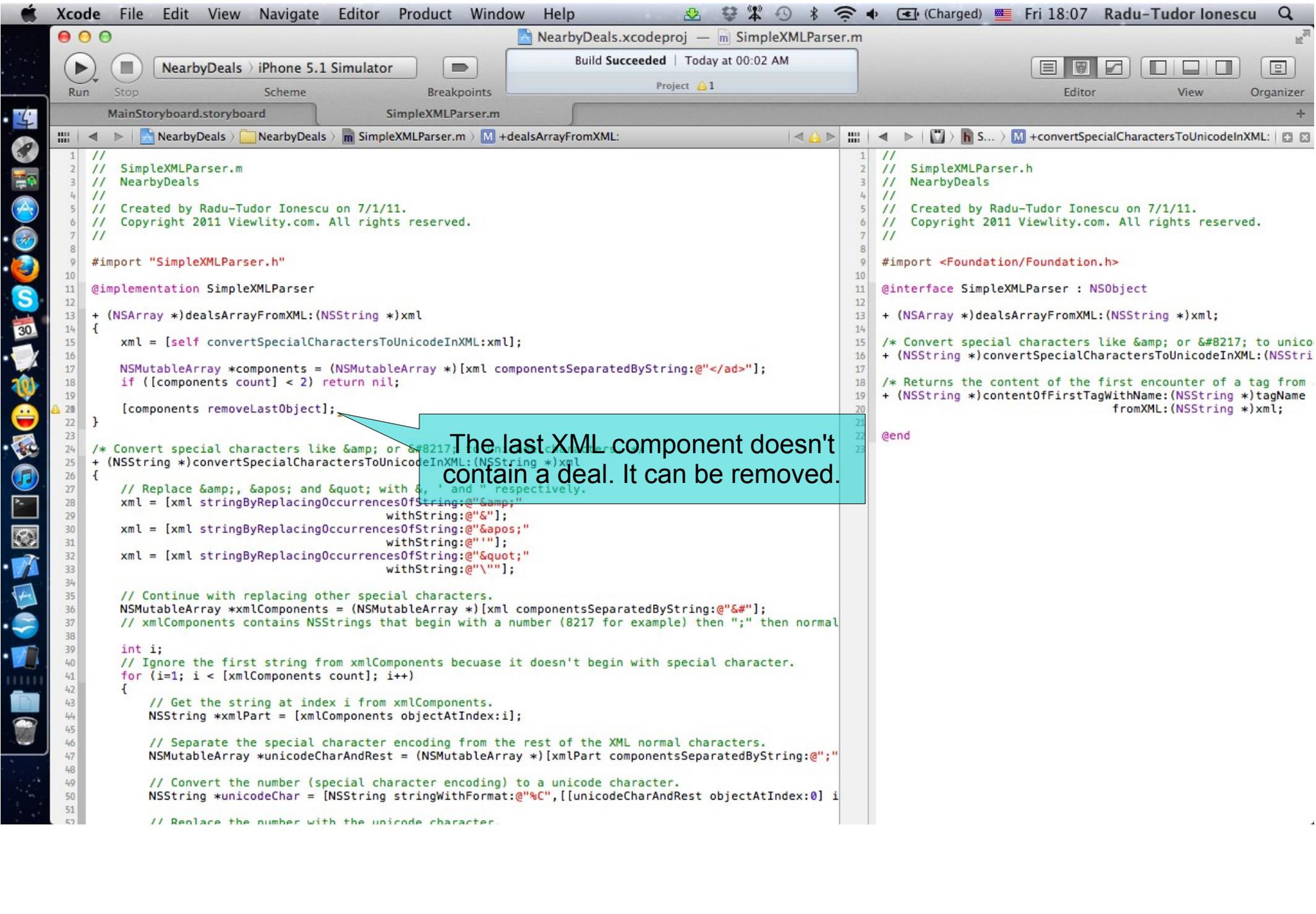


The first thing that we need to do is to convert the special characters like & or ’ to unicode characters.

```
1 //
2 // SimpleXMLParser.m
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import "SimpleXMLParser.h"
10
11 @implementation SimpleXMLParser
12
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml
14 {
15     xml = [self convertSpecialCharactersToUnicodeInXML:xml];
16 }
17
18 /* Convert special characters like & or &#8217; to unicode characters. */
19 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml
20 {
21     // Replace &, &apos; and &quot; with &, ' and " respectively.
22     xml = [xml stringByReplacingOccurrencesOfString:@"&"
23         withString:@"&"];
24     xml = [xml stringByReplacingOccurrencesOfString:@"&apos;"
25         withString:@"'"];
26     xml = [xml stringByReplacingOccurrencesOfString:@"&quot;"
27         withString:@"\""];
28
29     // Continue with replacing other special characters.
30     NSMutableArray *xmlComponents = (NSMutableArray *)[xml componentsSeparatedByString:@"&#"];
31     // xmlComponents contains NSStrings that begin with a number (8217 for example) then ";" then normal
32
33     int i;
34     // Ignore the first string from xmlComponents because it doesn't begin with special character.
35     for (i=1; i < [xmlComponents count]; i++)
36     {
37         // Get the string at index i from xmlComponents.
38         NSString *xmlPart = [xmlComponents objectAtIndex:i];
39
40         // Separate the special character encoding from the rest of the XML normal characters.
41         NSMutableArray *unicodeCharAndRest = (NSMutableArray *)[xmlPart componentsSeparatedByString:@";"];
42
43         // Convert the number (special character encoding) to a unicode character.
44         NSString *unicodeChar = [NSString stringWithFormat:@"%C", [[unicodeCharAndRest objectAtIndex:0] i];
45
46         // Replace the number with the unicode character.
47         [unicodeCharAndRest replaceObjectAtIndex:0 withObject:unicodeChar];
48
49         // Join the unicode character with the rest of XML normal characters.
50         NSString *newXmlPart = [unicodeCharAndRest componentsJoinedByString:@""];
51     }
52 }
```

```
1 //
2 // SimpleXMLParser.h
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import <Foundation/Foundation.h>
10
11 @interface SimpleXMLParser : NSObject
12
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml;
14
15 /* Convert special characters like & or &#8217; to unicode characters. */
16 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml;
17
18 /* Returns the content of the first encounter of a tag from the XML. */
19 + (NSString *)contentOfFirstTagWithName:(NSString *)tagName
20     fromXML:(NSString *)xml;
21
22 @end
23
```

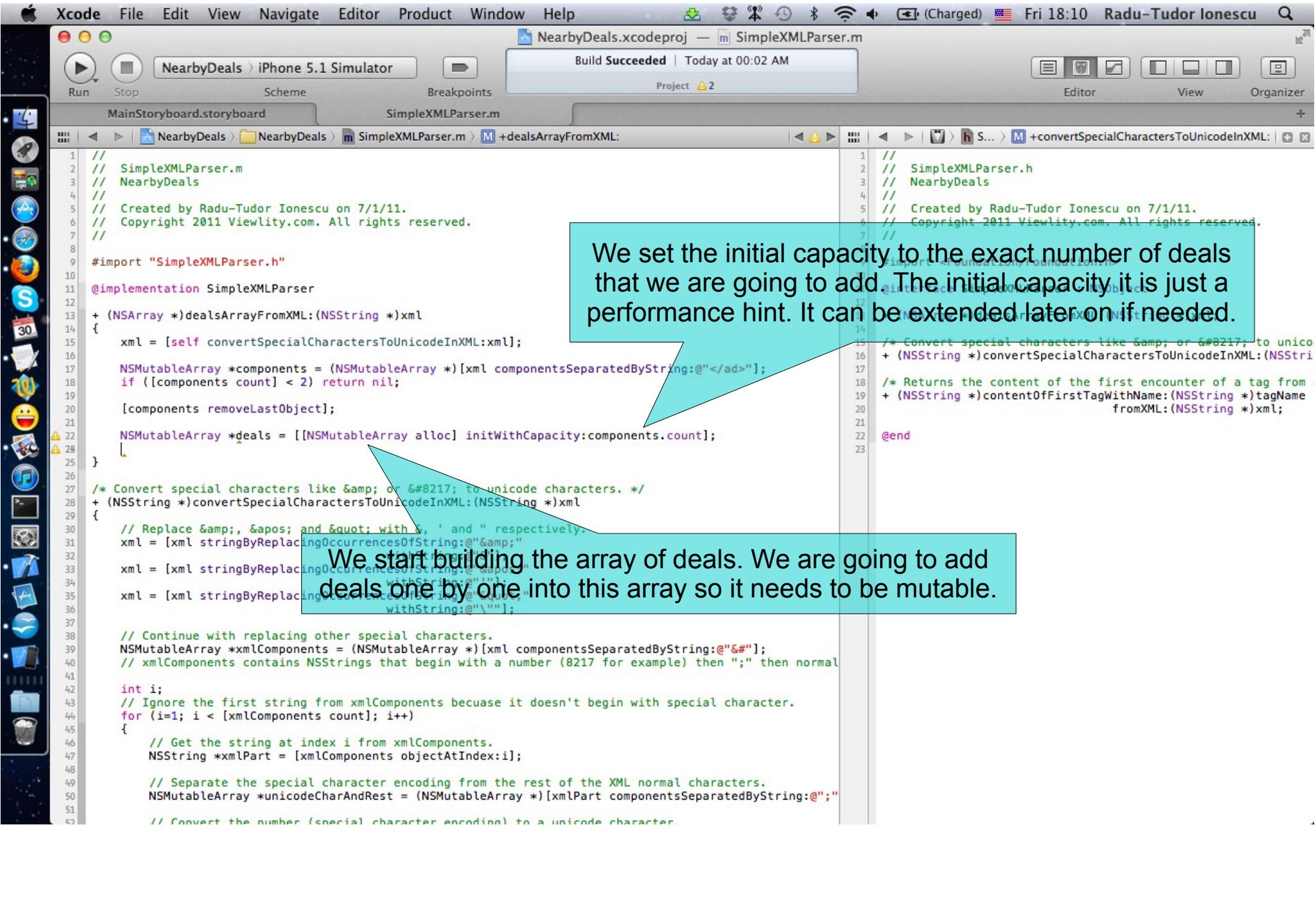
```
Xcode File Edit View Navigate Editor Product Window Help
NearbyDeals.xcodeproj — SimpleXMLParser.m
Build Succeeded | Today at 00:02 AM
Project 1
NearbyDeals > iPhone 5.1 Simulator
MainStoryboard.storyboard SimpleXMLParser.m
NearbyDeals > NearbyDeals > SimpleXMLParser.m > +dealsArrayFromXML:
1 //
2 // SimpleXMLParser.m
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import "SimpleXMLParser.h"
10
11 @implementation SimpleXMLParser
12
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml
14 {
15     xml = [self convertSpecialCharactersToUnicodeInXML:xml];
16     NSMutableArray *components = (NSMutableArray *)[xml componentsSeparatedByString:@"</ad>"];
17     if ([components count] < 2) return nil;
18 }
19
20 /* Convert special characters like &amp; or &#8217; to unicode characters. */
21 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml
22 {
23     // Replace &amp;, &apos; and &quot; with &, ' and " respectively.
24     xml = [xml stringByReplacingOccurrencesOfString:@"&amp;"
25         withString:@"&"];
26     xml = [xml stringByReplacingOccurrencesOfString:@"&apos;"
27         withString:@"'"];
28     xml = [xml stringByReplacingOccurrencesOfString:@"&quot;"
29         withString:@""];
30     xml = [xml stringByReplacingOccurrencesOfString:@"&#8217;"
31         withString:@"'"];
32
33     // Continue with replacing other special characters.
34     NSMutableArray *xmlComponents = (NSMutableArray *)[xml componentsSeparatedByString:@"&#"];
35     // xmlComponents contains NSStrings that begin with a number (8217 for example) then ";" then normal
36
37     int i;
38     // Ignore the first string from xmlComponents because it doesn't begin with special character.
39     for (i=1; i < [xmlComponents count]; i++)
40     {
41         // Get the string at index i from xmlComponents.
42         NSString *xmlPart = [xmlComponents objectAtIndex:i];
43
44         // Separate the special character encoding from the rest of the XML normal characters.
45         NSMutableArray *unicodeCharAndRest = (NSMutableArray *)[xmlPart componentsSeparatedByString:@";"];
46
47         // Convert the number (special character encoding) to a unicode character.
48         NSString *unicodeChar = [NSString stringWithFormat:@"%C", [[unicodeCharAndRest objectAtIndex:0] i
49
50         // Replace the number with the unicode character.
51         [unicodeCharAndRest replaceObjectAtIndex:0 withObject:unicodeChar];
52
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54
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```



```
1 //
2 // SimpleXMLParser.m
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import "SimpleXMLParser.h"
10
11 @implementation SimpleXMLParser
12
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml
14 {
15     xml = [self convertSpecialCharactersToUnicodeInXML:xml];
16
17     NSMutableArray *components = (NSMutableArray *)[xml componentsSeparatedByString:@"</ad>"];
18     if ([components count] < 2) return nil;
19
20     [components removeLastObject];
21
22 }
23
24 /* Convert special characters like &amp; or &#8217; to unicode characters.
25 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml
26 {
27     // Replace &amp;, &apos; and &quot; with &, ' and " respectively.
28     xml = [xml stringByReplacingOccurrencesOfString:@"&amp;"
29         withString:@"&"];
30     xml = [xml stringByReplacingOccurrencesOfString:@"&apos;"
31         withString:@"'"];
32     xml = [xml stringByReplacingOccurrencesOfString:@"&quot;"
33         withString:@"\""];
34
35     // Continue with replacing other special characters.
36     NSMutableArray *xmlComponents = (NSMutableArray *)[xml componentsSeparatedByString:@"&#";]
37     // xmlComponents contains NSStrings that begin with a number (8217 for example) then ";" then normal
38
39     int i;
40     // Ignore the first string from xmlComponents because it doesn't begin with special character.
41     for (i=1; i < [xmlComponents count]; i++)
42     {
43         // Get the string at index i from xmlComponents.
44         NSString *xmlPart = [xmlComponents objectAtIndex:i];
45
46         // Separate the special character encoding from the rest of the XML normal characters.
47         NSMutableArray *unicodeCharAndRest = (NSMutableArray *)[xmlPart componentsSeparatedByString:@";"];
48
49         // Convert the number (special character encoding) to a unicode character.
50         NSString *unicodeChar = [NSString stringWithFormat:@"%C", [[unicodeCharAndRest objectAtIndex:0] i
51
52         // Replace the number with the unicode character.
```

```
1 //
2 // SimpleXMLParser.h
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import <Foundation/Foundation.h>
10
11 @interface SimpleXMLParser : NSObject
12
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml;
14
15 /* Convert special characters like &amp; or &#8217; to unicode
16 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml;
17
18 /* Returns the content of the first encounter of a tag from
19 + (NSString *)contentOfFirstTagWithName:(NSString *)tagName
20     fromXML:(NSString *)xml;
21
22 @end
```

The last XML component doesn't contain a deal. It can be removed.



We set the initial capacity to the exact number of deals that we are going to add. The initial capacity it is just a performance hint. It can be extended later on if needed.

We start building the array of deals. We are going to add deals one by one into this array so it needs to be mutable.

```
1 //
2 // SimpleXMLParser.m
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import "SimpleXMLParser.h"
10
11 @implementation SimpleXMLParser
12
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml
14 {
15     xml = [self convertSpecialCharactersToUnicodeInXML:xml];
16
17     NSMutableArray *components = (NSMutableArray *)[xml componentsSeparatedByString:@"</ad>"];
18     if ([components count] < 2) return nil;
19
20     [components removeLastObject];
21
22     NSMutableArray *deals = [[NSMutableArray alloc] initWithCapacity:components.count];
23
24 }
25
26
27 /* Convert special characters like &amp; or &#8217; to unicode characters. */
28 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml
29 {
30     // Replace &amp;, &apos; and &quot; with &#38;, ' and " respectively.
31     xml = [xml stringByReplacingOccurrencesOfString:@"&"
32         withString:@"&#38;"
33         options:0
34         range:NSMakeRange(0, [xml length])];
35     xml = [xml stringByReplacingOccurrencesOfString:@"'"
36         withString:@"'"]
37         withString:@"\""];
38
39     // Continue with replacing other special characters.
40     NSMutableArray *xmlComponents = (NSMutableArray *)[xml componentsSeparatedByString:@"&#";
41     // xmlComponents contains NSStrings that begin with a number (8217 for example) then ";" then normal
42
43     int i;
44     // Ignore the first string from xmlComponents because it doesn't begin with special character.
45     for (i=1; i < [xmlComponents count]; i++)
46     {
47         // Get the string at index i from xmlComponents.
48         NSString *xmlPart = [xmlComponents objectAtIndex:i];
49
50         // Separate the special character encoding from the rest of the XML normal characters.
51         NSMutableArray *unicodeCharAndRest = (NSMutableArray *)[xmlPart componentsSeparatedByString:@";";
52
53         // Convert the number (special character encoding) to a unicode character.
```

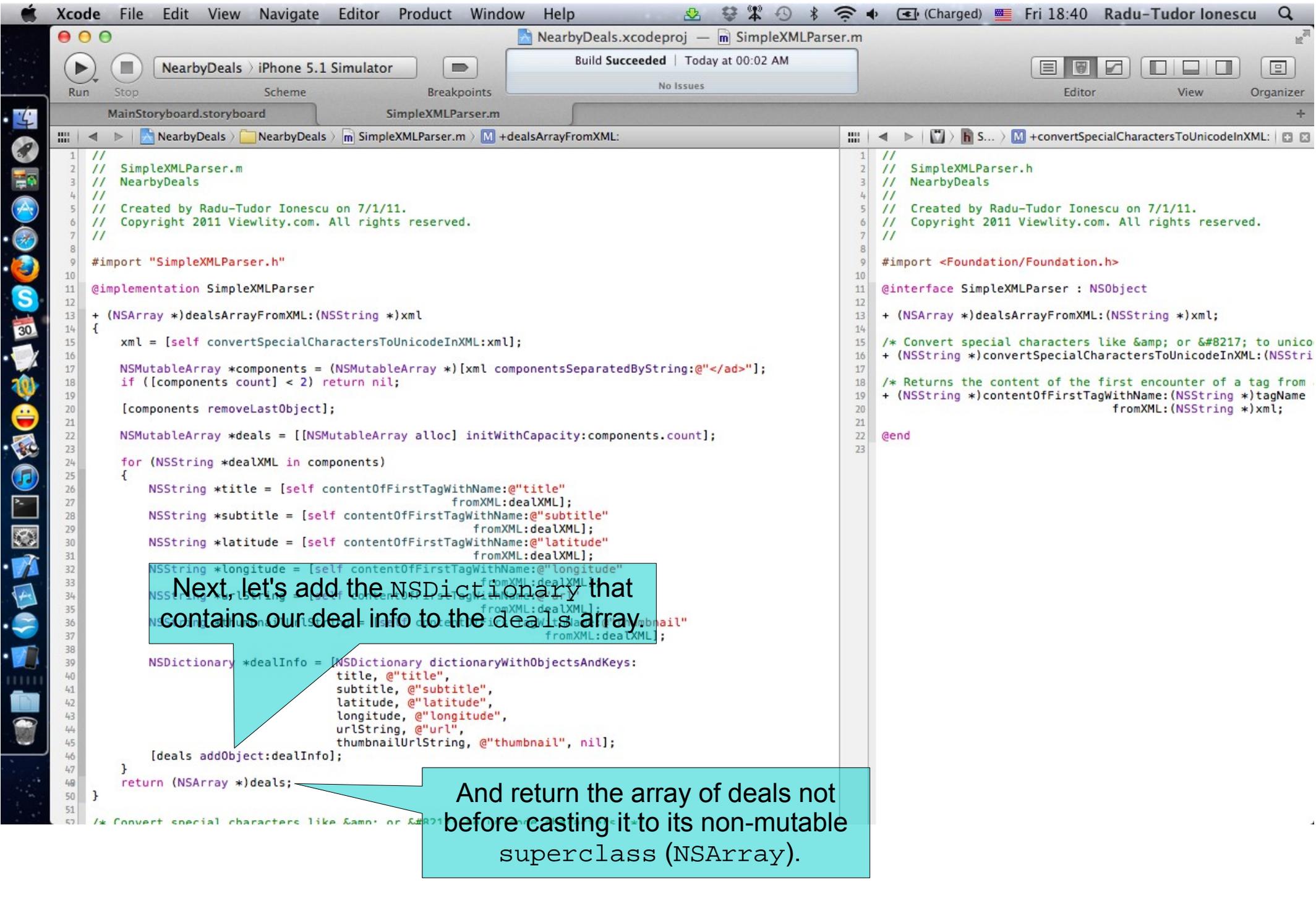
```
1 //
2 // SimpleXMLParser.h
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import <Foundation/Foundation.h>
10
11 @interface SimpleXMLParser : NSObject
12
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml;
14
15 /* Convert special characters like &amp; or &#8217; to unicode
16 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml;
17
18 /* Returns the content of the first encounter of a tag from
19 + (NSString *)contentOfFirstTagWithName:(NSString *)tagName
20     fromXML:(NSString *)xml;
21
22 @end
23
```

```
Xcode File Edit View Navigate Editor Product Window Help
NearbyDeals.xcodeproj — SimpleXMLParser.m
Build Succeeded | Today at 00:02 AM
Project 8
NearbyDeals > iPhone 5.1 Simulator
MainStoryboard.storyboard SimpleXMLParser.m
NearbyDeals > NearbyDeals > SimpleXMLParser.m > +dealsArrayFromXML:
1 //
2 // SimpleXMLParser.m
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import "SimpleXMLParser.h"
10
11 @implementation SimpleXMLParser
12
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml
14 {
15     xml = [self convertSpecialCharactersToUnicodeInXML:xml];
16     NSMutableArray *components = (NSMutableArray *)xml.componentsSeparatedByString:@"<deal>";
17     if ([components count] < 2) return nil;
18     [components removeLastObject];
19
20     NSMutableArray *deals = [[NSMutableArray alloc] initWithCapacity:components.count];
21
22     for (NSString *dealXML in components)
23     {
24         NSString *title = [self contentOfFirstTagWithName:@"title"
25                             fromXML:dealXML];
26         NSString *subtitle = [self contentOfFirstTagWithName:@"subtitle"
27                               fromXML:dealXML];
28         NSString *latitude = [self contentOfFirstTagWithName:@"latitude"
29                               fromXML:dealXML];
30         NSString *longitude = [self contentOfFirstTagWithName:@"longitude"
31                                fromXML:dealXML];
32         NSString *urlString = [self contentOfFirstTagWithName:@"url"
33                                fromXML:dealXML];
34         NSString *thumbnailUrlString = [self contentOfFirstTagWithName:@"thumbnail"
35                                         fromXML:dealXML];
36     }
37 }
38
39
40 /* Convert special characters like &amp; or &#8217; to unicode characters. */
41 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml
42 {
43     // Replace &amp;, &apos; and &quot; with &, ' and " respectively.
44     xml = [xml stringByReplacingOccurrencesOfString:@"&amp;"
45                                                withString:@"&"];
46     xml = [xml stringByReplacingOccurrencesOfString:@"&apos;"
47                                                withString:@"'"];
48     xml = [xml stringByReplacingOccurrencesOfString:@"&quot;"
49                                                withString:@"\""];
50 }
51
52
53 // SimpleXMLParser.h
54 // NearbyDeals
55 //
56 // Created by Radu-Tudor Ionescu on 7/1/11.
57 // Copyright 2011 Viewlity.com. All rights reserved.
58 //
59 #import <Foundation/Foundation.h>
60
61 @interface SimpleXMLParser : NSObject
62 + (NSArray *)dealsArrayFromXML:(NSString *)xml;
63 /* Convert special characters like &amp; or &#8217; to unicode characters. */
64 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml;
65 /* Returns the content of the first encounter of a tag from the XML. */
66 + (NSString *)contentOfFirstTagWithName:(NSString *)tagName
67     fromXML:(NSString *)xml;
68 @end
```

Let's extract the deal data from each XML component. We do this using a for-in structure. Note that we convert the objects from the components array to NSString because we know they are NSString objects.

We use the contentOfFirstTagWithName: helper method to extract the content of the tags we are interested in. We want to configure our Table View Cells using the title, subtitle and the thumbnail photo. We are going to use the latitude and longitude to present the deals on the map later. We display the deal details in a UIWebView that opens the deal URL. This is all the information we need.

```
Xcode File Edit View Navigate Editor Product Window Help
NearbyDeals.xcodeproj — SimpleXMLParser.m
Build Succeeded | Today at 00:02 AM
Project 3
NearbyDeals > iPhone 5.1 Simulator
MainStoryboard.storyboard SimpleXMLParser.m
NearbyDeals > NearbyDeals > SimpleXMLParser.m > +dealsArrayFromXML:
1 //
2 // SimpleXMLParser.m
3 // NearbyDeals
4 //
5 // Created by Radu-Tudor Ionescu on 7/1/11.
6 // Copyright 2011 Viewlity.com. All rights reserved.
7 //
8
9 #import "SimpleXMLParser.h"
10
11 @implementation SimpleXMLParser
12
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml
14 {
15     xml = [self convertSpecialCharactersToUnicodeInXML:xml];
16
17     NSMutableArray *components = (NSMutableArray *)[xml componentsSeparatedByString:@"</ad>"];
18     if ([components count] < 2) return nil;
19
20     [components removeLastObject];
21
22     NSMutableArray *deals = [[NSMutableArray alloc] initWithCapacity:components.count];
23
24     for (NSString *dealXML in components)
25     {
26         NSString *title = [self contentOfFirstTagWithName:@"title"
27                             fromXML:dealXML];
28         NSString *subtitle = [self contentOfFirstTagWithName:@"subtitle"
29                               fromXML:dealXML];
30         NSString *latitude = [self contentOfFirstTagWithName:@"latitude"
31                               fromXML:dealXML];
32         NSString *longitude = [self contentOfFirstTagWithName:@"longitude"
33                                fromXML:dealXML];
34         NSString *urlString = [self contentOfFirstTagWithName:@"url"
35                                fromXML:dealXML];
36         NSString *thumbnailUrlString = [self contentOfFirstTagWithName:@"thumbnail"
37                                         fromXML:dealXML];
38
39         NSDictionary *dealInfo = [NSDictionary dictionaryWithObjectsAndKeys:
40                                 title, @"title",
41                                 subtitle, @"subtitle",
42                                 latitude, @"latitude",
43                                 longitude, @"longitude",
44                                 urlString, @"url",
45                                 thumbnailUrlString, @"thumbnail", nil];
46
47     }
48 }
49
50 /* Convert special characters like & or &#8217; to unicode characters. */
51 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml
52 {
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```



```
1 //  
2 // SimpleXMLParser.m  
3 // NearbyDeals  
4 //  
5 // Created by Radu-Tudor Ionescu on 7/1/11.  
6 // Copyright 2011 Viewlity.com. All rights reserved.  
7 //  
8  
9 #import "SimpleXMLParser.h"  
10  
11 @implementation SimpleXMLParser  
12  
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml  
14 {  
15     xml = [self convertSpecialCharactersToUnicodeInXML:xml];  
16  
17     NSMutableArray *components = (NSMutableArray *) [xml componentsSeparatedByString:@"</ad>"];  
18     if ([components count] < 2) return nil;  
19  
20     [components removeLastObject];  
21  
22     NSMutableArray *deals = [[NSMutableArray alloc] initWithCapacity:components.count];  
23  
24     for (NSString *dealXML in components)  
25     {  
26         NSString *title = [self contentOfFirstTagWithName:@"title"  
27                             fromXML:dealXML];  
28         NSString *subtitle = [self contentOfFirstTagWithName:@"subtitle"  
29                               fromXML:dealXML];  
30         NSString *latitude = [self contentOfFirstTagWithName:@"latitude"  
31                               fromXML:dealXML];  
32         NSString *longitude = [self contentOfFirstTagWithName:@"longitude"  
33                                fromXML:dealXML];  
34         NSString *urlString = [self contentOfFirstTagWithName:@"url"  
35                                fromXML:dealXML];  
36         NSString *thumbnailUrlString = [self contentOfFirstTagWithName:@"thumbnail"  
37                                         fromXML:dealXML];  
38  
39         NSDictionary *dealInfo = [NSDictionary dictionaryWithObjectsAndKeys:  
40             title, @"title",  
41             subtitle, @"subtitle",  
42             latitude, @"latitude",  
43             longitude, @"longitude",  
44             urlString, @"url",  
45             thumbnailUrlString, @"thumbnail", nil];  
46         [deals addObject:dealInfo];  
47     }  
48     return (NSArray *)deals;  
49 }  
50 }  
51  
52 /* Convert special characters like &amp; or &#8217;
```

```
1 //  
2 // SimpleXMLParser.h  
3 // NearbyDeals  
4 //  
5 // Created by Radu-Tudor Ionescu on 7/1/11.  
6 // Copyright 2011 Viewlity.com. All rights reserved.  
7 //  
8  
9 #import <Foundation/Foundation.h>  
10  
11 @interface SimpleXMLParser : NSObject  
12  
13 + (NSArray *)dealsArrayFromXML:(NSString *)xml;  
14  
15 /* Convert special characters like &amp; or &#8217; to unico  
16 + (NSString *)convertSpecialCharactersToUnicodeInXML:(NSString *)xml;  
17  
18 /* Returns the content of the first encounter of a tag from  
19 + (NSString *)contentOfFirstTagWithName:(NSString *)tagName  
20                               fromXML:(NSString *)xml;  
21  
22 @end  
23
```

Next, let's add the NSDictionary that contains our deal info to the deals array.

And return the array of deals not before casting it to its non-mutable superclass (NSArray).

Task 4

Task: Use the `SimpleXMLParser` class methods to parse the XML with nearby deals and display them in your Table View.

1. Switch to the `MainStoryboard.storyboard` tab in Xcode.
2. Open `DealsTableViewController.h` in Assistant Editor.
3. We want to use the `SimpleXMLParser` `dealsArrayFromXML:` class method to obtain an `NSArray` with the nearby deals from the XML file we received from the server.

The first thing to do is to `#import` the `SimpleXMLParser` header file into our Table View Controller so that we can use its methods.

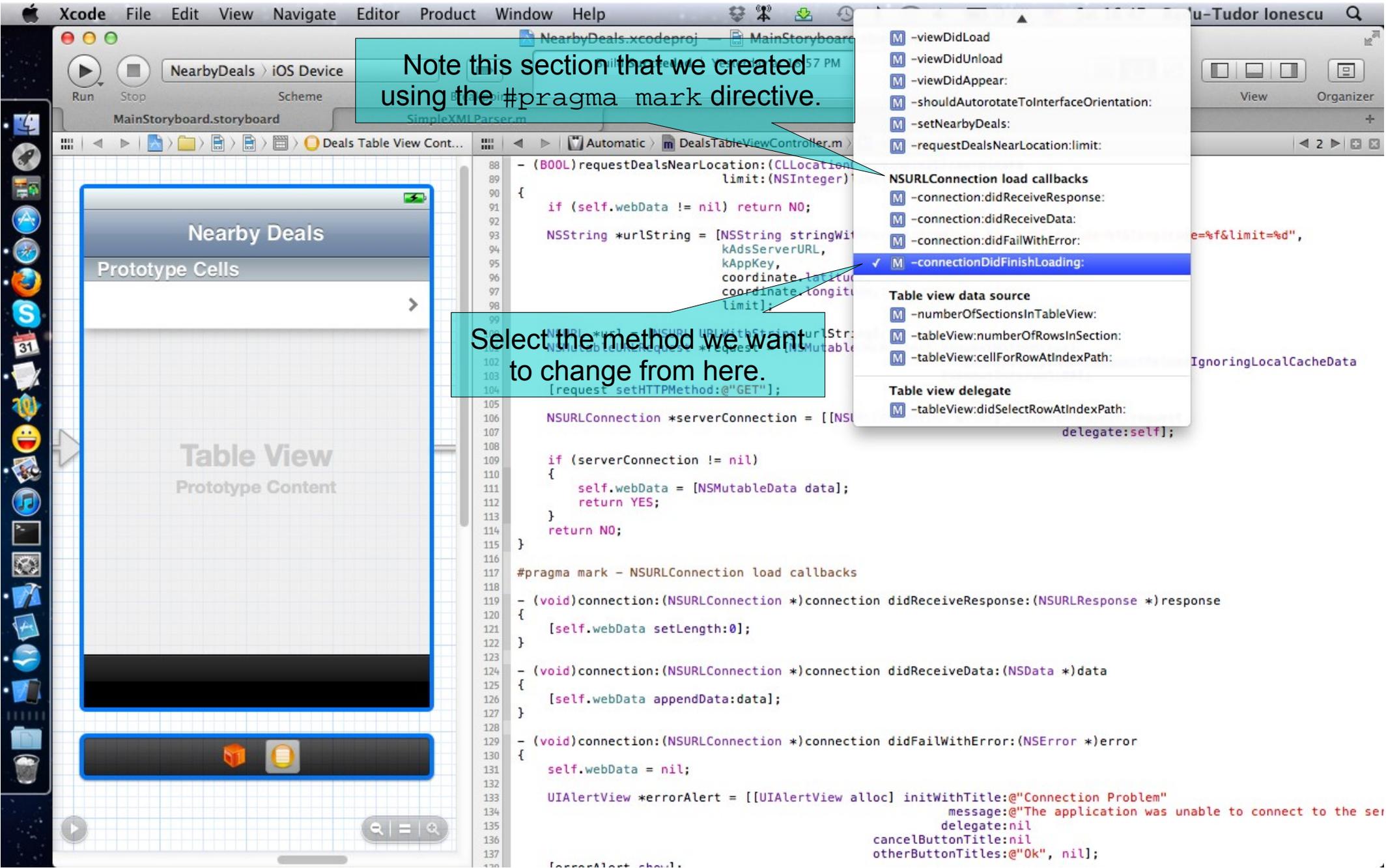
The next screenshot show you how to `#import` this header file.

Task 4

Task: Use the `SimpleXMLParser` class methods to parse the XML with nearby deals and display them in your Table View.

4. Open `DealsTableViewController.m` in Assistant Editor.
5. Scroll to the `connectionDidFinishLoading:` method we implemented earlier. Comment the `NSLog` that prints the XML document to the console.
6. Parse the `receivedXML` using the `dealsArrayFromXML:` class method and store the result into the `nearbyDeals` Model.

The next screenshots show you how to perform these steps.



Note this section that we created using the #pragma mark directive.

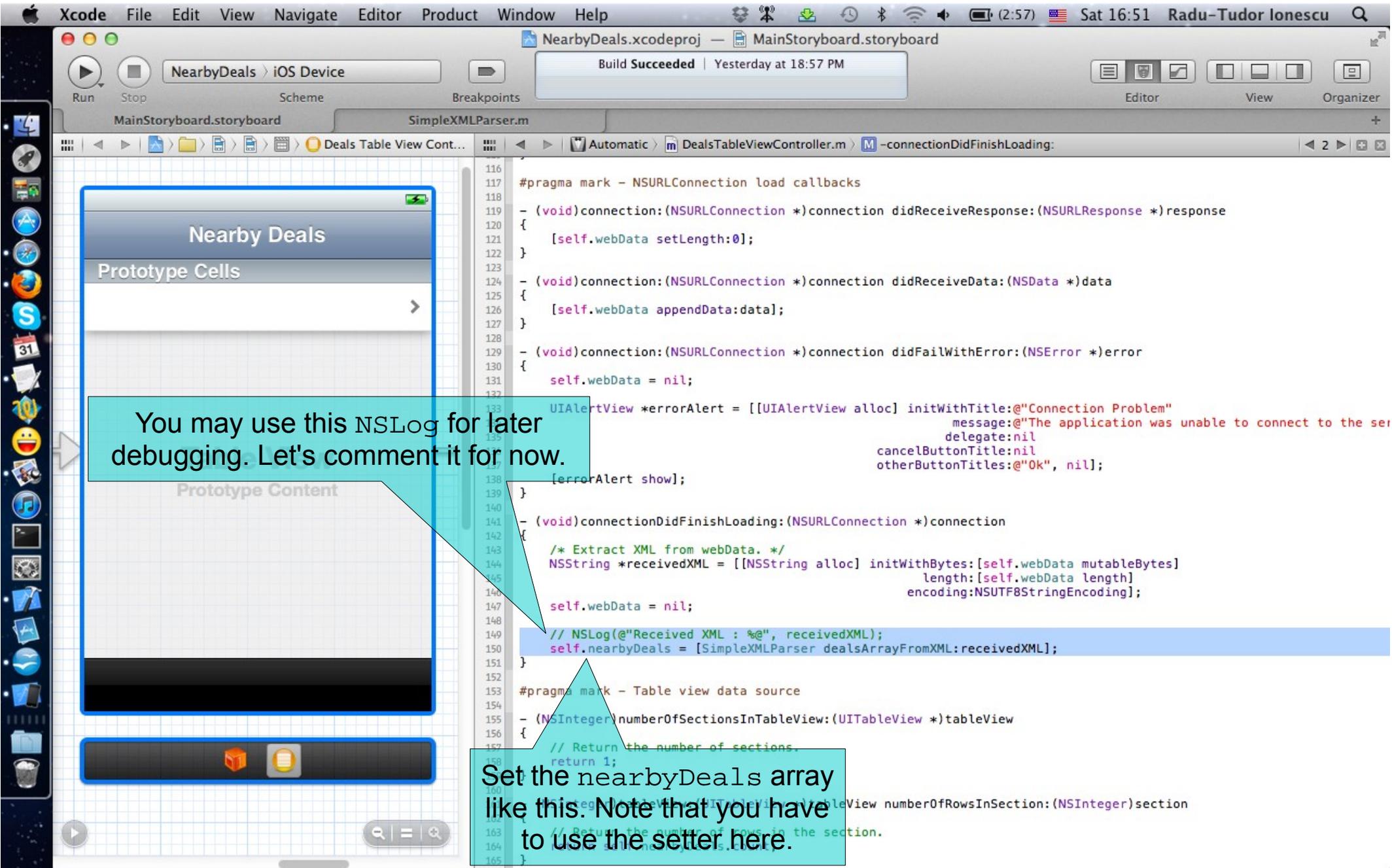
Select the method we want to change from here.

- viewDidLoad
- viewDidUnload
- viewDidAppear:
- shouldAutorotateToInterfaceOrientation:
- setNearbyDeals:
- requestDealsNearLocation:limit:
- NSURLConnection load callbacks**
 - connection:didReceiveResponse:
 - connection:didReceiveData:
 - connection:didFailWithError:
 - connectionDidFinishLoading:
- Table view data source**
 - numberOfSectionsInTableView:
 - tableView:numberOfRowsInSection:
 - tableView:cellForRowAtIndexPath:
- Table view delegate**
 - tableView:didSelectRowAtIndexPath:

```

88 - (BOOL)requestDealsNearLocation:(CLLocation *)location
89         limit:(NSInteger)limit
90 {
91     if (self.webData != nil) return NO;
92
93     NSString *urlString = [NSString stringWithFormat:
94         @"%f%f&limit=%d",
95         kAdsServerURL,
96         kAppKey,
97         coordinate.latitude,
98         coordinate.longitude,
99         limit];
100
101     NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:[NSURL URLWithString:urlString]
102                                     [request setHTTPMethod:@"GET"];
103
104     NSURLConnection *serverConnection = [[NSURLConnection alloc] initWithRequest:request delegate:self];
105
106     if (serverConnection != nil)
107     {
108         self.webData = [NSMutableData data];
109         return YES;
110     }
111     return NO;
112 }
113
114 #pragma mark - NSURLConnection load callbacks
115
116 - (void)connection:(NSURLConnection *)connection didReceiveResponse:(NSURLResponse *)response
117 {
118     [self.webData setLength:0];
119 }
120
121 - (void)connection:(NSURLConnection *)connection didReceiveData:(NSData *)data
122 {
123     [self.webData appendData:data];
124 }
125
126 - (void)connection:(NSURLConnection *)connection didFailWithError:(NSError *)error
127 {
128     self.webData = nil;
129
130     UIAlertView *errorAlert = [[UIAlertView alloc] initWithTitle:@"Connection Problem"
131                             message:@"The application was unable to connect to the server"
132                             delegate:nil
133                             cancelButtonTitle:nil
134                             otherButtonTitles:@"Ok", nil];
135     [errorAlert show];
136 }
137
138 [errorAlert show];

```



You may use this NSLog for later debugging. Let's comment it for now.

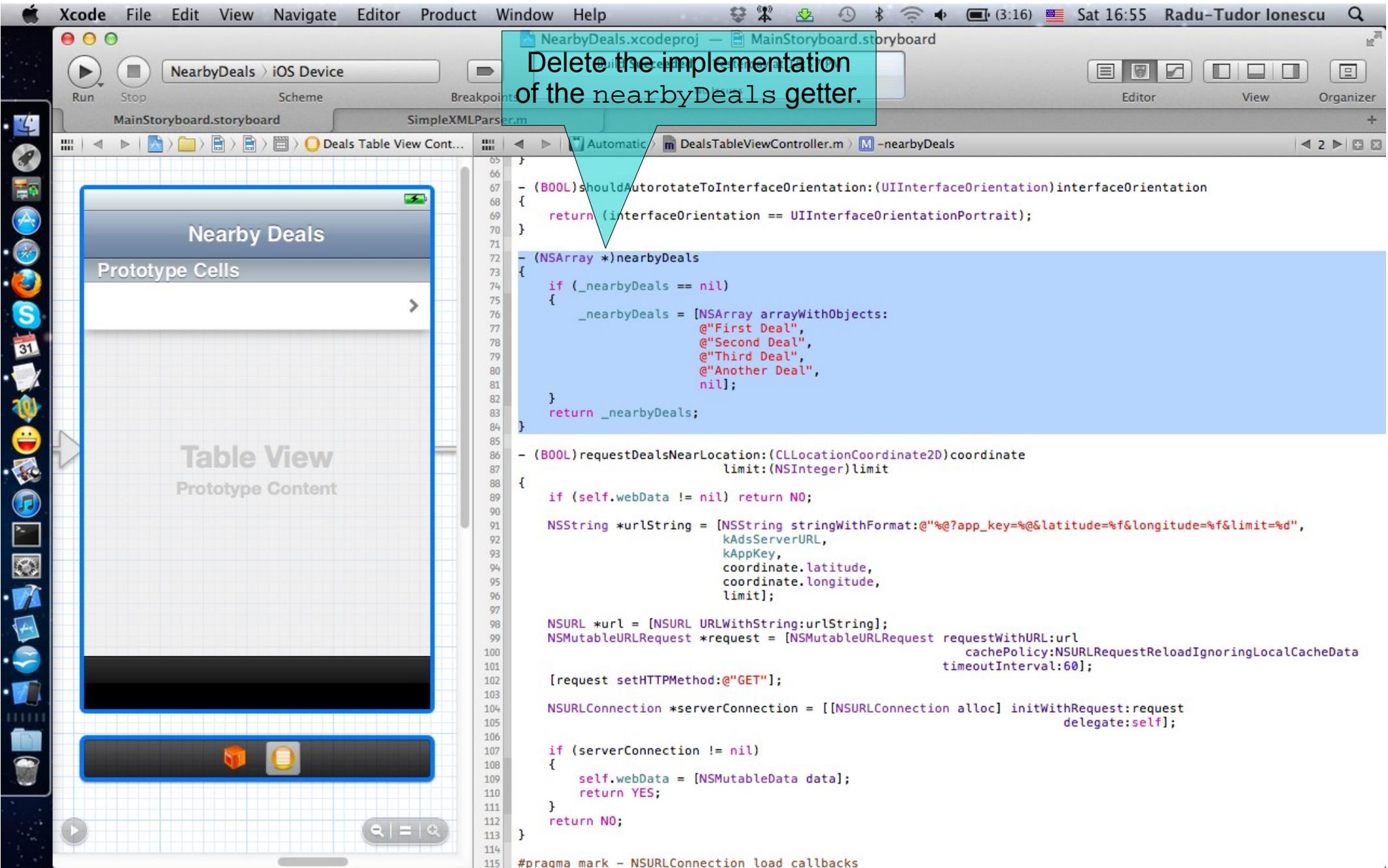
Set the nearbyDeals array like this. Note that you have to use the setter here.

Task 4

Task: Use the `SimpleXMLParser` class methods to parse the XML with nearby deals and display them in your Table View.

7. We set the `nearbyDeals` @property when we receive the XML from the server. We no longer need the lazy instantiation mechanism for `nearbyDeals` because we instantiate it in the `connectionDidFinishLoading:` method. Thus, we can delete the getter implementation.

The next screenshot shows the code that needs to be deleted.



Delete the implementation of the nearbyDeals getter.

```
65 }
66
67 - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
68 {
69     return (interfaceOrientation == UIInterfaceOrientationPortrait);
70 }
71
72 - (NSArray *)nearbyDeals
73 {
74     if (_nearbyDeals == nil)
75     {
76         _nearbyDeals = [NSArray arrayWithObjects:
77             @"First Deal",
78             @"Second Deal",
79             @"Third Deal",
80             @"Another Deal",
81             nil];
82     }
83     return _nearbyDeals;
84 }
85
86 - (BOOL)requestDealsNearLocation:(CLLocationCoordinate2D)coordinate
87     limit:(NSInteger)limit
88 {
89     if (self.webData != nil) return NO;
90
91     NSString *urlString = [NSString stringWithFormat:@"%s?app_key=%s&latitude=%f&longitude=%f&limit=%d",
92         kAdsServerURL,
93         kAppKey,
94         coordinate.latitude,
95         coordinate.longitude,
96         limit];
97
98     NSURL *url = [NSURL URLWithString:urlString];
99     NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:url
100         cachePolicy:NSURLRequestReloadIgnoringLocalCacheData
101         timeoutInterval:60];
102
103     [request setHTTPMethod:@"GET"];
104
105     NSURLConnection *serverConnection = [[NSURLConnection alloc] initWithRequest:request
106         delegate:self];
107
108     if (serverConnection != nil)
109     {
110         self.webData = [NSMutableData data];
111         return YES;
112     }
113     return NO;
114 }
115 #pragma mark - NSURLConnection load callbacks
```

Task 4

Task: Use the `SimpleXMLParser` class methods to parse the XML with nearby deals and display them in your Table View.

8. We changed our Model in the `connectionDidFinishLoading:` method. We have to let the Table View know that we changed the data so that it has a chance to reload the new data. We do this by sending the `reloadData` message to the `tableView`.

Note that `tableView` is a `@property` inherited by our Table View Controller from `UITableViewController`. It is an outlet of our Table View.

The best place to message the Table View with `reloadData` is the setter of the `nearbyDeals`. If we always instantiate our Model through the setter, we make sure that the Table View always knows about this change as soon as possible.

Let's override the `nearbyDeals` setter with our own implementation and send the `reloadData` to the Table View there.

The next screenshot shows you how to do this.

Xcode File Edit View Navigate Editor Product Window Help

NearbyDeals.xcodeproj — MainStoryboard.storyboard

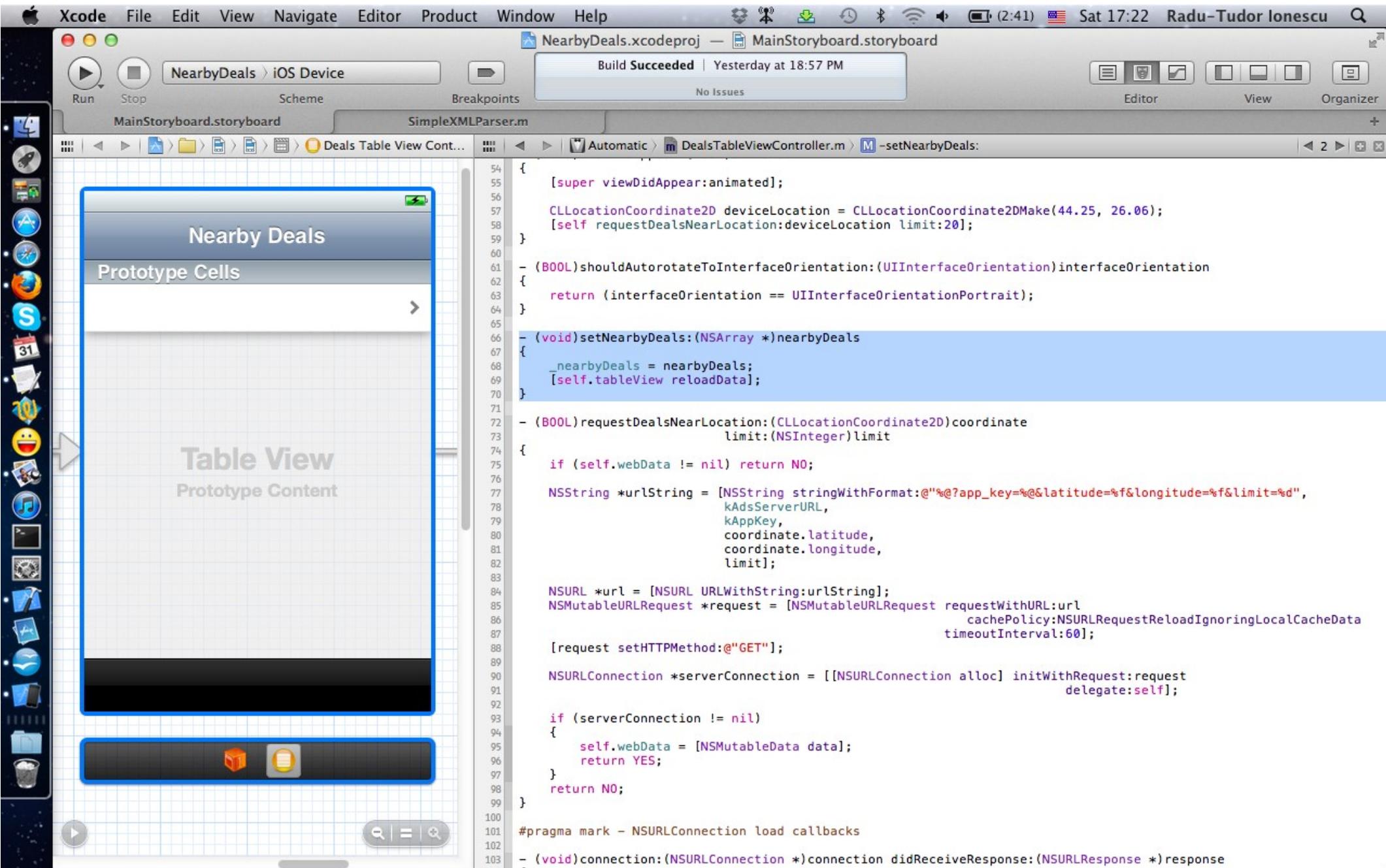
Build Succeeded | Yesterday at 18:57 PM

No Issues

NearbyDeals > iOS Device

Run Stop Scheme Breakpoints Editor View Organizer

MainStoryboard.storyboard SimpleXMLParser.m Deals Table View Cont... Automatic DealsTableViewController.m -setNearbyDeals:



```
54 {
55     [super viewDidLoad];
56
57     CLLocationCoordinate2D deviceLocation = CLLocationCoordinate2DMake(44.25, 26.06);
58     [self requestDealsNearLocation:deviceLocation limit:20];
59 }
60
61 - (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
62 {
63     return (interfaceOrientation == UIInterfaceOrientationPortrait);
64 }
65
66 - (void)setNearbyDeals:(NSArray *)nearbyDeals
67 {
68     _nearbyDeals = nearbyDeals;
69     [self.tableView reloadData];
70 }
71
72 - (BOOL)requestDealsNearLocation:(CLLocationCoordinate2D)coordinate
73     limit:(NSInteger)limit
74 {
75     if (self.webData != nil) return NO;
76
77     NSString *urlString = [NSString stringWithFormat:@"%s?app_key=%s&latitude=%f&longitude=%f&limit=%d",
78         kAdsServerURL,
79         kAppKey,
80         coordinate.latitude,
81         coordinate.longitude,
82         limit];
83
84     NSURL *url = [NSURL URLWithString:urlString];
85     NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:url
86         cachePolicy:NSURLRequestReloadIgnoringLocalCacheData
87         timeoutInterval:60];
88
89     [request setHTTPMethod:@"GET"];
90
91     NSURLConnection *serverConnection = [[NSURLConnection alloc] initWithRequest:request
92         delegate:self];
93
94     if (serverConnection != nil)
95     {
96         self.webData = [NSMutableData data];
97         return YES;
98     }
99     return NO;
100 }
101
102 #pragma mark - NSURLConnection load callbacks
103
104 - (void)connection:(NSURLConnection *)connection didReceiveResponse:(NSURLResponse *)response
```

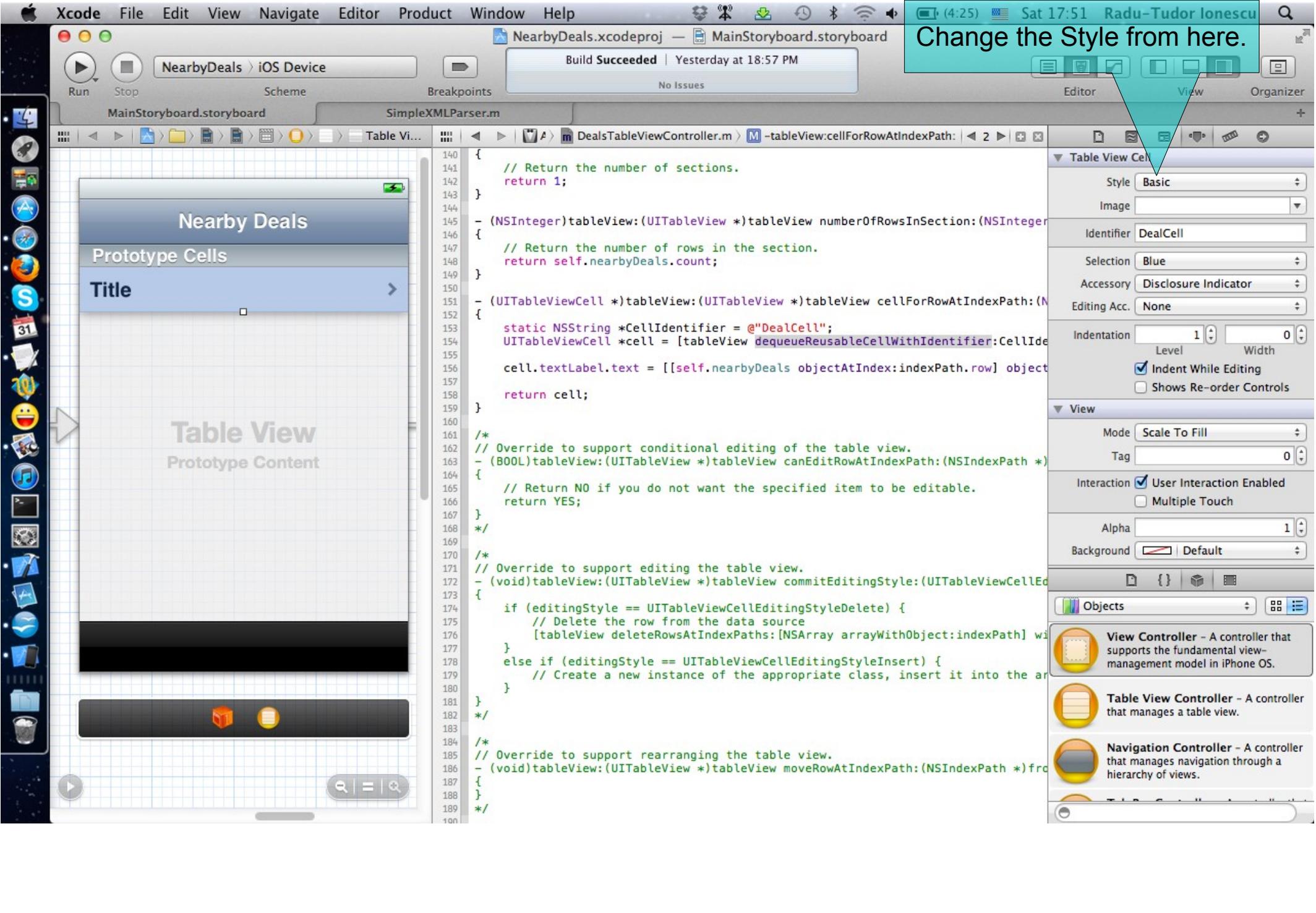
Task 4

Task: Use the `SimpleXMLParser` class methods to parse the XML with nearby deals and display them in your Table View.

9. Let's show up the Utilities area.
10. Click on the Prototype Cell in Interface Builder to see its attributes in Inspector.
11. Change the Prototype Cell's Style to Basic in Attributes Inspector.

Look on the next screenshot for help.

12. Hide back the Utilities area.



Change the Style from here.

```
140 {
141     // Return the number of sections.
142     return 1;
143 }
144
145 - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)
146 {
147     // Return the number of rows in the section.
148     return self.nearbyDeals.count;
149 }
150
151 - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
152 {
153     static NSString *CellIdentifier = @"DealCell";
154     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
155
156     cell.textLabel.text = [[self.nearbyDeals objectAtIndex:indexPath.row] object];
157
158     return cell;
159 }
160
161 /*
162 // Override to support conditional editing of the table view.
163 - (BOOL)tableView:(UITableView *)tableView canEditRowAtIndexPath:(NSIndexPath *)indexPath
164 {
165     // Return NO if you do not want the specified item to be editable.
166     return YES;
167 }
168 */
169
170 /*
171 // Override to support editing the table view.
172 - (void)tableView:(UITableView *)tableView commitEditingStyle:(UITableViewCellEditingStyle)editingStyle
173 {
174     if (editingStyle == UITableViewCellEditingStyleDelete) {
175         // Delete the row from the data source
176         [tableView deleteRowsAtIndexPaths:[NSArray arrayWithObject:indexPath] withRowAnimation];
177     }
178     else if (editingStyle == UITableViewCellEditingStyleInsert) {
179         // Create a new instance of the appropriate class, insert it into the array, and
180         // add it to the table view.
181     }
182 }
183 */
184
185 /*
186 // Override to support rearranging the table view.
187 - (void)tableView:(UITableView *)tableView moveRowAtIndexPath:(NSIndexPath *)fromIndexPath
188 toIndexPath:(NSIndexPath *)toIndexPath
189 {
190 }
191 */
```

Table View Cell

Style: Basic

Image: [dropdown]

Identifier: DealCell

Selection: Blue

Accessory: Disclosure Indicator

Editing Acc.: None

Indentation: 1 Level, 0 Width

Indent While Editing

Shows Re-order Controls

View

Mode: Scale To Fill

Tag: 0

Interaction: User Interaction Enabled, Multiple Touch

Alpha: 1

Background: Default

Objects

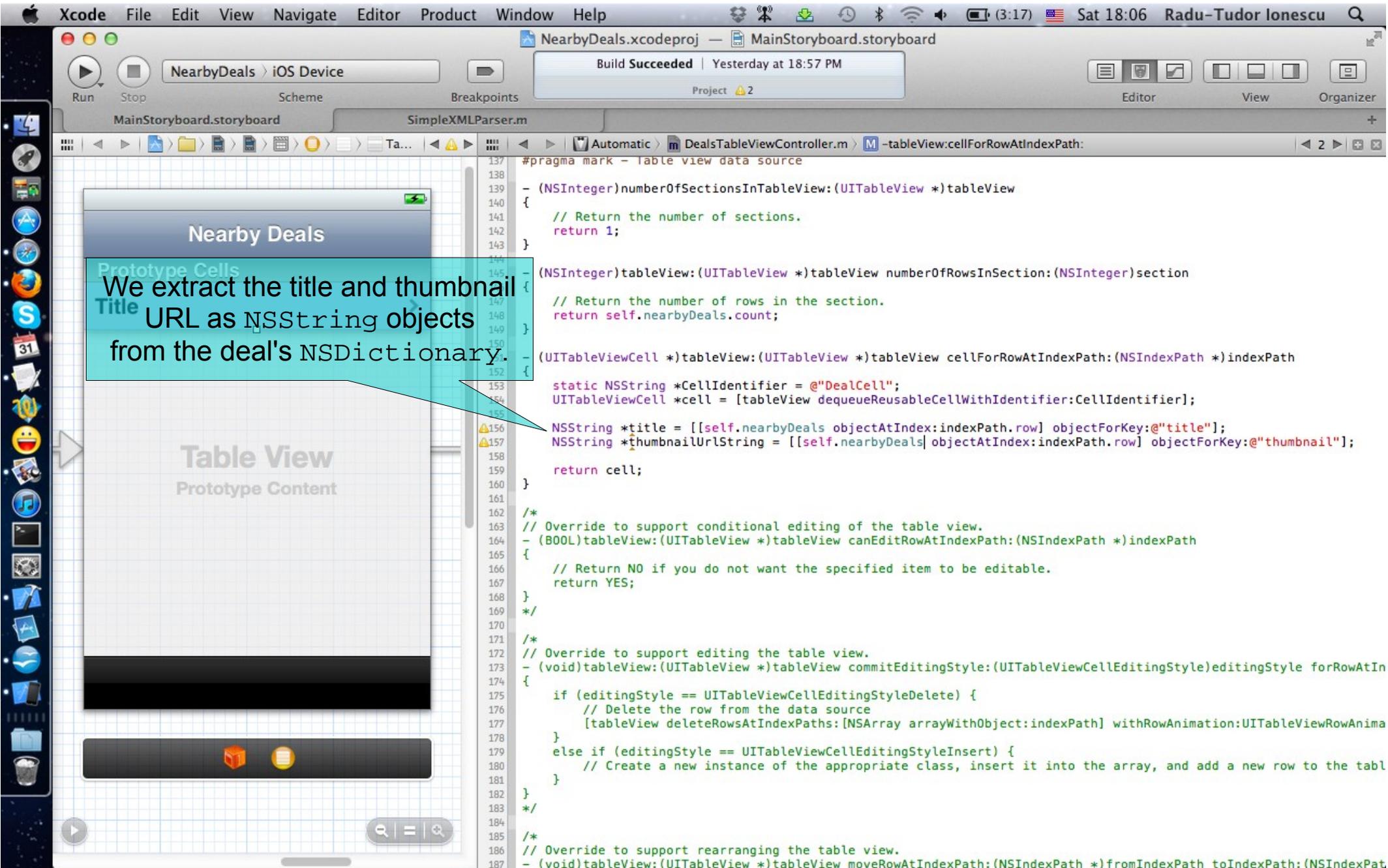
- View Controller - A controller that supports the fundamental view-management model in iPhone OS.
- Table View Controller - A controller that manages a table view.
- Navigation Controller - A controller that manages navigation through a hierarchy of views.

Task 4

Task: Use the `SimpleXMLParser` class methods to parse the XML with nearby deals and display them in your Table View.

13. Re-implement the `tableView:cellForRowAtIndexPath:` method to use the data from the new Model (that we received from the GeoAds+ server). Each Table View Cell will display information about a deal. For now, we want to present the deal title and its thumbnail photo. We extract this information from the `NSDictionary` at `indexPath.row` inside the `nearbyDeals` array.

The next slides will guide you through the re-implementation of this method.



We extract the title and thumbnail URL as NSString objects from the deal's NSDictionary.

```
137 #pragma mark - table view data source
138
139 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
140 {
141     // Return the number of sections.
142     return 1;
143 }
144
145 - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
146 {
147     // Return the number of rows in the section.
148     return self.nearbyDeals.count;
149 }
150
151 - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
152 {
153     static NSString *CellIdentifier = @"DealCell";
154     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
155
156     NSString *title = [[self.nearbyDeals objectAtIndex:indexPath.row] objectForKey:@"title"];
157     NSString *thumbnailUrlString = [[self.nearbyDeals objectAtIndex:indexPath.row] objectForKey:@"thumbnail"];
158
159     return cell;
160 }
161
162 /*
163  * Override to support conditional editing of the table view.
164  * - (BOOL)tableView:(UITableView *)tableView canEditRowAtIndexPath:(NSIndexPath *)indexPath
165  * {
166  *     // Return NO if you do not want the specified item to be editable.
167  *     return YES;
168  * }
169  */
170
171 /*
172  * Override to support editing the table view.
173  * - (void)tableView:(UITableView *)tableView commitEditingStyle:(UITableViewCellEditingStyle)editingStyle forRowAtIndexPath:(NSIndexPath *)indexPath
174  * {
175  *     if (editingStyle == UITableViewCellEditingStyleDelete) {
176  *         // Delete the row from the data source
177  *         [tableView deleteRowsAtIndexPaths:[NSArray arrayWithObject:indexPath] withRowAnimation:UITableViewRowAnimationAutomatic]
178  *     }
179  *     else if (editingStyle == UITableViewCellEditingStyleInsert) {
180  *         // Create a new instance of the appropriate class, insert it into the array, and add a new row to the table
181  *     }
182  * }
183  */
184
185 /*
186  * Override to support rearranging the table view.
187  * - (void)tableView:(UITableView *)tableView moveRowAtIndexPath:(NSIndexPath *)fromIndexPath toIndexPath:(NSIndexPath *)toIndexPath
```

Xcode File Edit View Navigate Editor Product Window Help

NearbyDeals.xcodeproj — MainStoryboard.storyboard

Build Succeeded | Yesterday at 18:57 PM

Project 1

NearbyDeals > iOS Device

MainStoryboard.storyboard SimpleXMLParser.m

Automatic DealsTableViewCell.m tableView:cellForRowAtIndexPath:

137 #pragma mark - table view data source
138
139 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
140 {
141 // Return the number of sections.
142 return 1;
143 }
144
145 - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
146 {
147 // Return the number of rows in the section.
148 return self.nearbyDeals.count;
149 }
150
151 - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
152 {
153 static NSString *CellIdentifier = @"DealCell";
154 UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
155
156 NSString *title = [[self.nearbyDeals objectAtIndex:indexPath.row] objectForKey:@"title"];
157 NSString *thumbnailUrlString = [[self.nearbyDeals objectAtIndex:indexPath.row] objectForKey:@"thumbnail"];
158
159 cell.textLabel.text = title;
160
161 return cell;
162 }
163
164 /*
165 // Override to support conditional editing of the table view.
166 - (BOOL)tableView:(UITableView *)tableView canEditRowAtIndexPath:(NSIndexPath *)indexPath
167 {
168 // Return NO if you do not want the specified item to be editable.
169 return YES;
170 }
171 */
172
173 /*
174 // Override to support editing the table view.
175 - (void)tableView:(UITableView *)tableView commitEditingStyle:(UITableViewCellEditingStyle)editingStyle forRowAtIndexPath:
176 {
177 if (editingStyle == UITableViewCellEditingStyleDelete) {
178 // Delete the row from the data source
179 [tableView deleteRowsAtIndexPaths:[NSArray arrayWithObject:indexPath] withRowAnimation:UITableViewRowAnimationAutomatic];
180 }
181 else if (editingStyle == UITableViewCellEditingStyleInsert) {
182 // Create a new instance of the appropriate class, insert it into the array, and add a new row to the table
183 }
184 }
185 */
186
187 /*

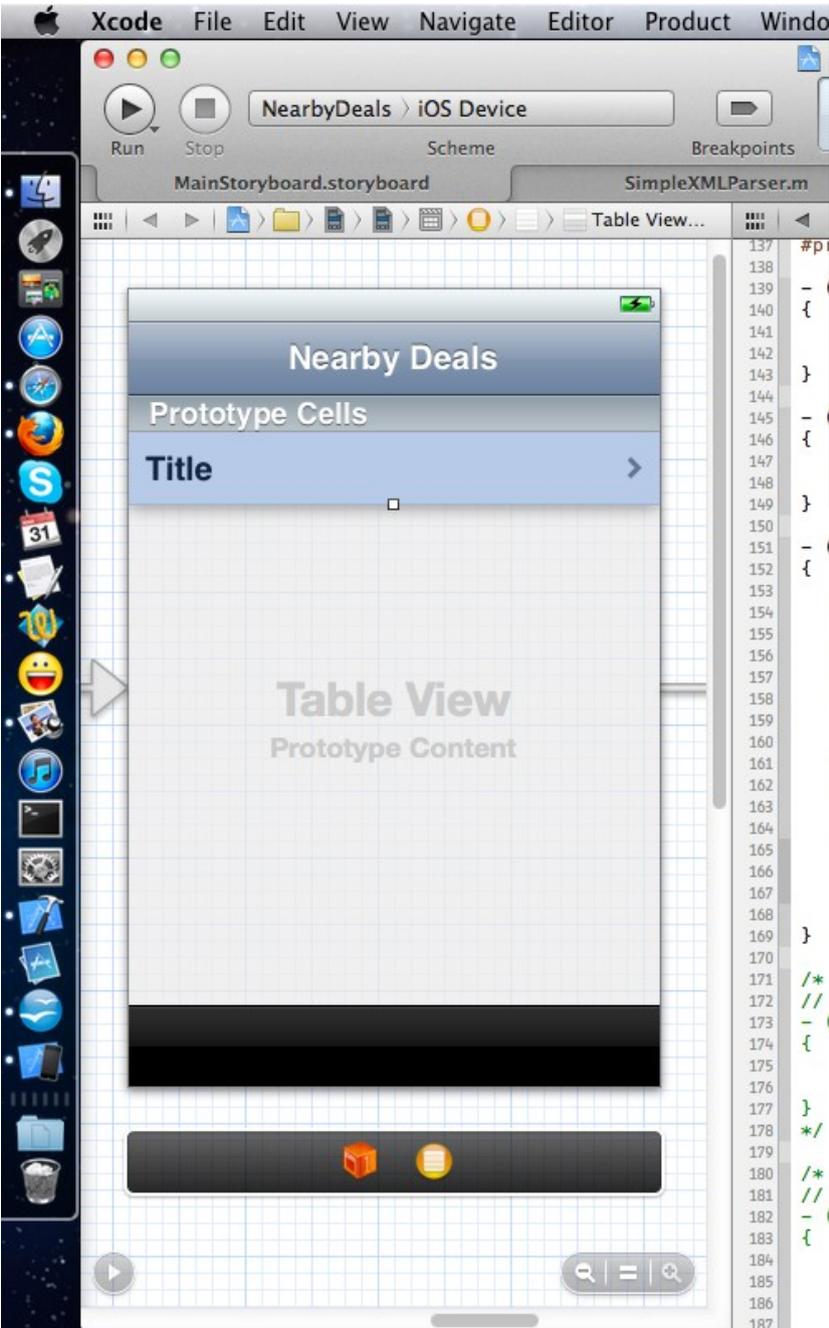
Nearby Deals

Prototype Cells

Title

Table View
Prototype Content

Set the cell text to be the deal's title.



Send synchronous request to download the thumbnail image. This request will block this method until the image data is downloaded from the URL specified by `thumbnailUrl`. Because of this, the Table View will load very slow and it may be unpleasant for the user. It is better to use an asynchronous request in this case. The asynchronous request will not block this method (because it will execute on another thread) and the Table View loading will look really smooth. We are going to request the thumbnails asynchronously later. For now, we stick to the synchronous request which is very easy to implement in one line of code.

```
137 #pragma mark - Table view data source
138
139 - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
140 {
141     // Return the number of sections.
142     return 1;
143 }
144
145 - (NSInteger)numberOfRowsInSection:(UITableView *)tableView
146 {
147     // Return the number of rows in the section.
148     return self.nearbyDeals.count;
149 }
150
151 - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
152 {
153     static NSString *CellIdentifier = @"DealCell";
154     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
155
156     NSString *title = [[self.nearbyDeals objectAtIndex:indexPath.row] objectForKey:@"title"];
157     NSString *thumbnailUrlString = [[self.nearbyDeals objectAtIndex:indexPath.row] objectForKey:@"thumbnail"];
158
159     cell.textLabel.text = title;
160
161     NSURL *thumbnailUrl = [NSURL URLWithString:thumbnailUrlString];
162     NSData *thumbnailData = [NSData dataWithContentsOfURL:thumbnailUrl];
163
164     if (thumbnailData != nil)
165     {
166         cell.imageView.image = [UIImage imageDataWithContentsOfURL:thumbnailUrl];
167     }
168     return cell;
169 }
170
171 /*
172 // Override to support conditional editing of the table view.
173 - (BOOL)tableView:(UITableView *)tableView canEditRowAtIndexPath:(NSIndexPath *)indexPath
174 {
175     // Return NO if you do not want the specified item to be editable.
176     return YES;
177 }
178 */
179
180 /*
181 // Override to support editing the table view.
182 - (void)tableView:(UITableView *)tableView commitEditingStyle:(UITableViewCellEditingStyle)editingStyle forRowAtIndexPath:(NSIndexPath *)indexPath
183 {
184     if (editingStyle == UITableViewCellEditingStyleDelete)
185     {
186         // Delete the row from the data source
187         [tableView deleteRowsAtIndexPaths:[indexPath] withRowAnimation:UITableViewRowAnimationDefault];
188     }
189 }
190 */
```

Build an UIImage from the thumbnailData and set it to the imageView of the Table View Cell. First we make sure that our synchronous request returns something not nil.

Assignment 1

Assignment: Adjust the GeoAds+ URL string that is constructed inside the `requestDealsNearLocation:limit:` method in order to obtain nearby deals only for Restaurants and Bars.

Hint: Look at the request to GeoAds+ API we made from Safari.

Assignment 2

Assignment: Add the deal's subtitle to the Table View Cell.

Hint: You have to change the Prototype Cell Style to Subtitle and set the cell's `detailTextLabel` programmatically.

Congratulations!