

Introduction to Core Data

Daniel Tull

Core Data is...

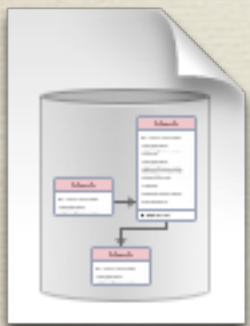
...a way to store an object graph

...fine-tuned for memory and performance

...less code than SQLite

...better database code than I could write (hopefully)

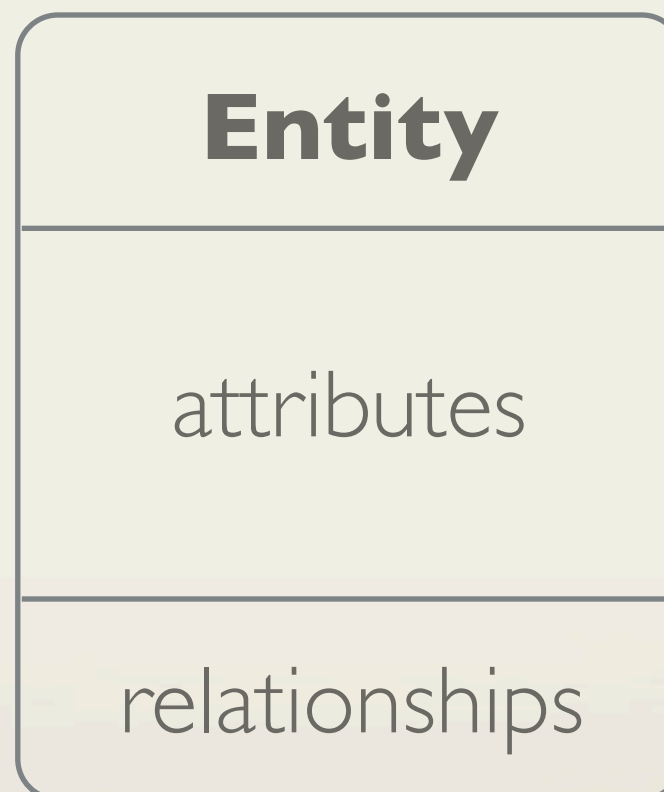
Core Data Stack



NSManagedObjectContext

Managed Object Model

Entities are like
Core Data's idea
of a class

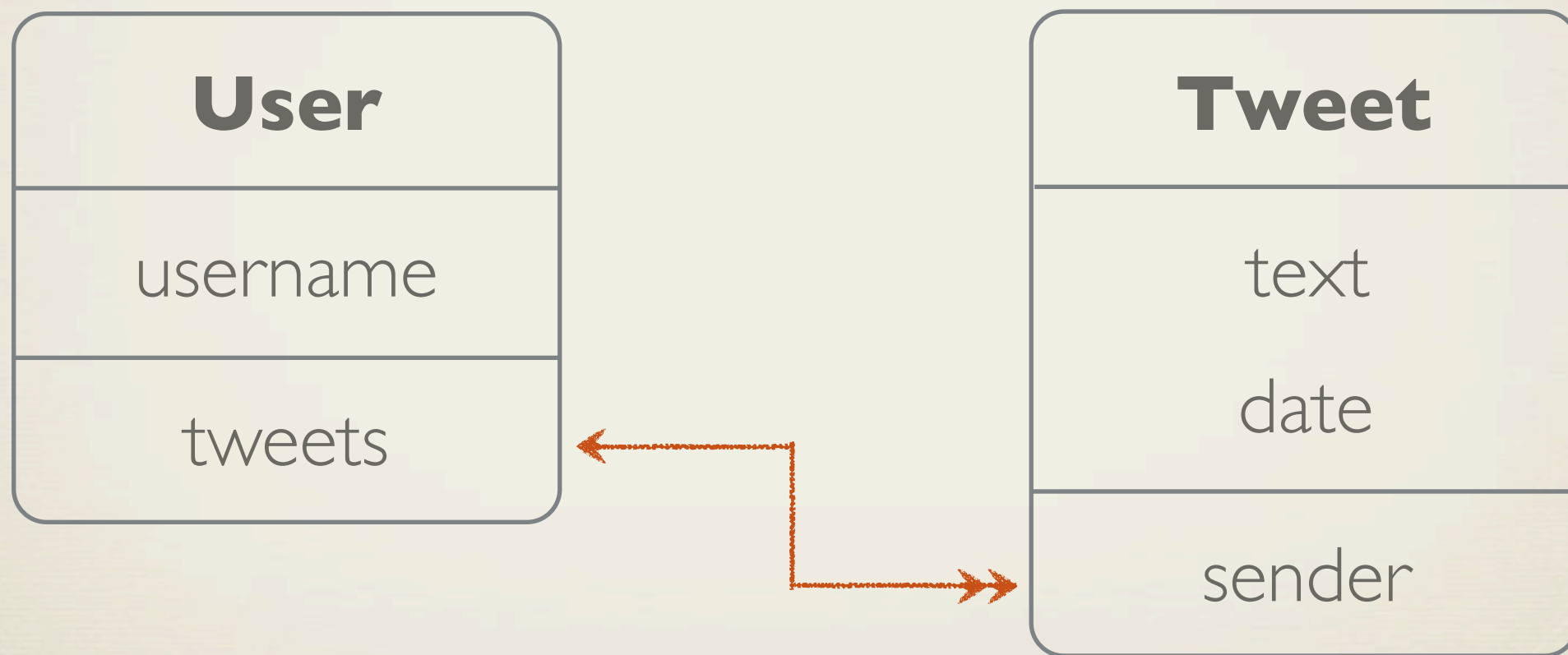


Core Data objects
are referred to as
managed objects

Managed Object Model

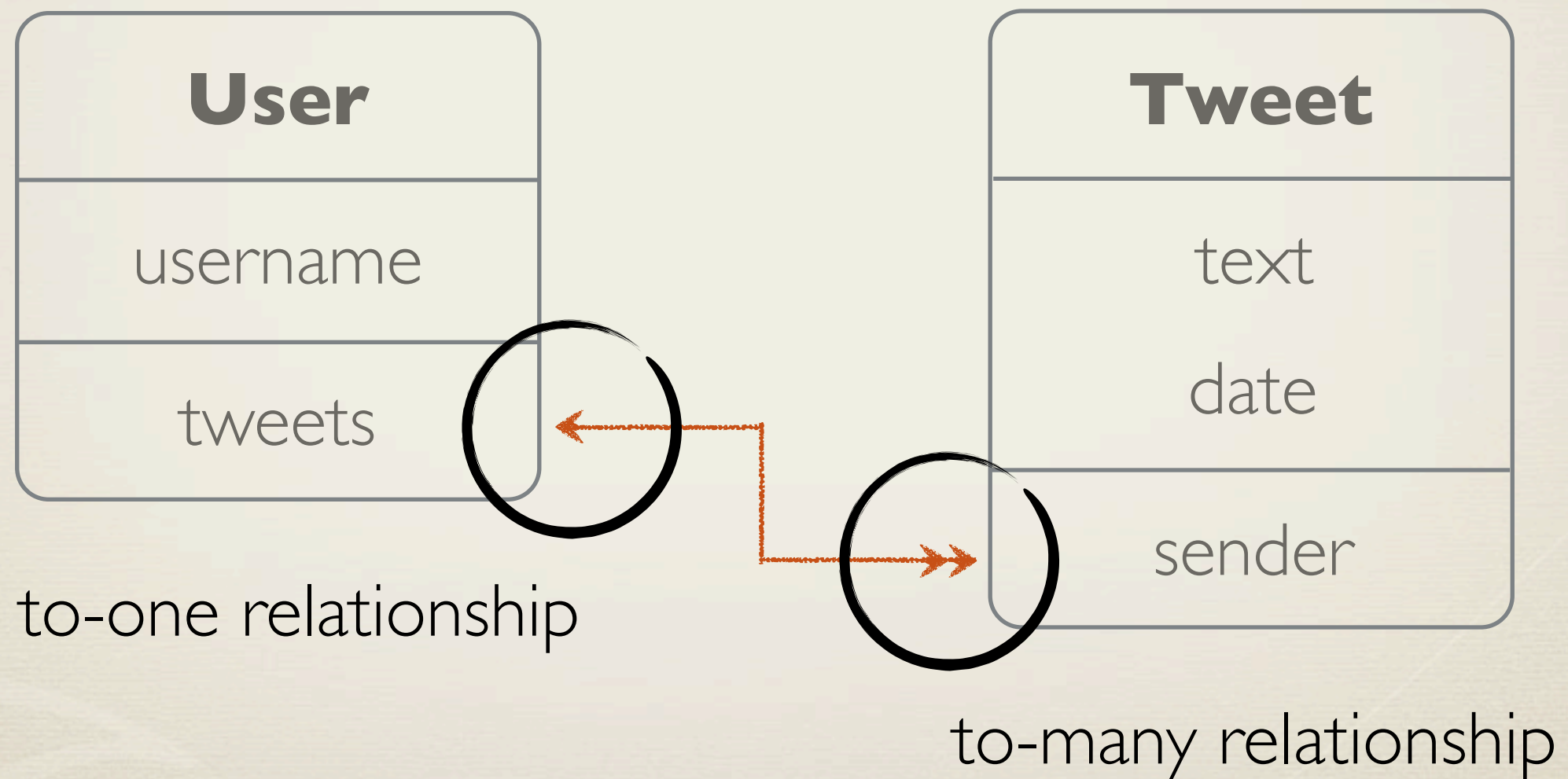
Tweet
text
date
sender

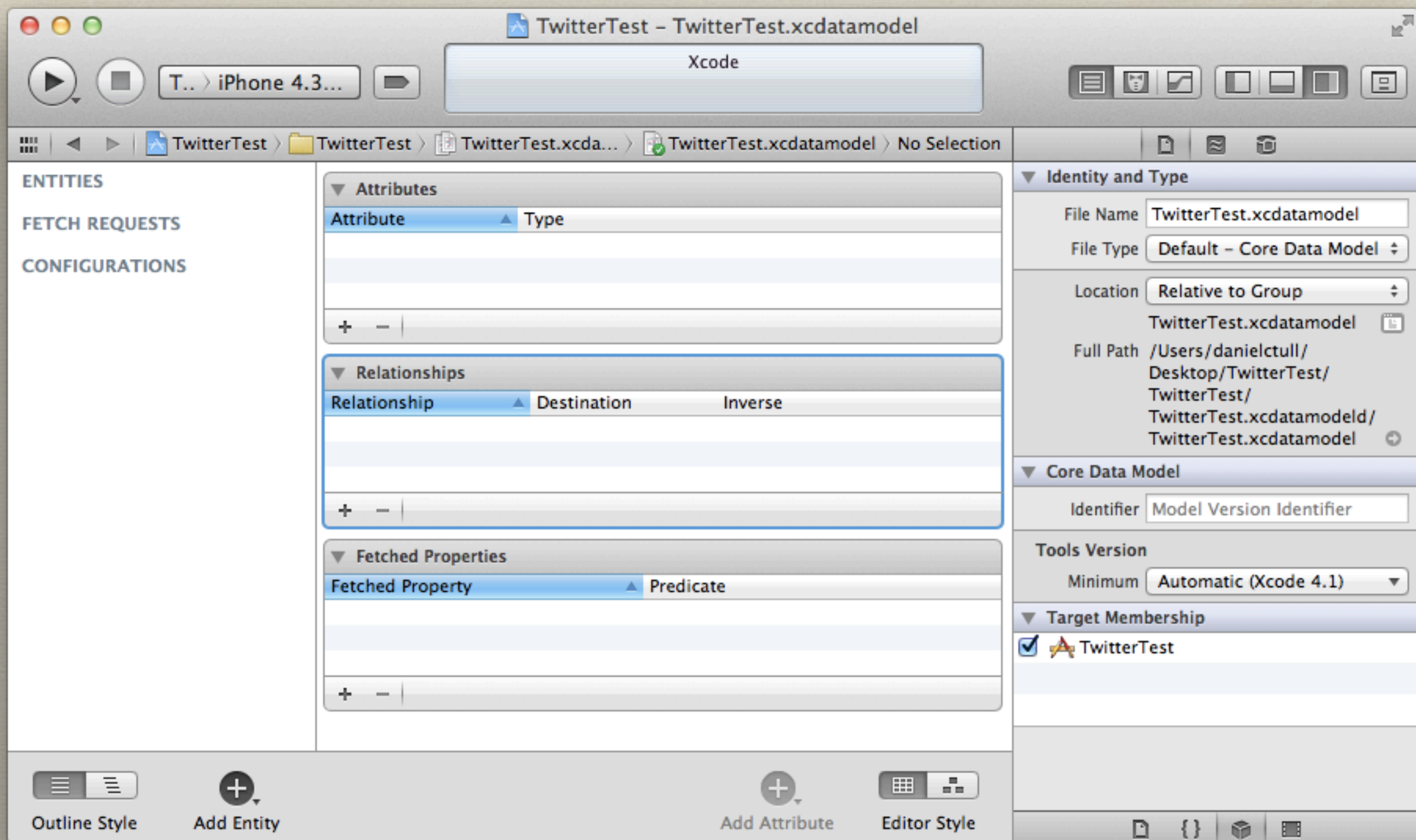
Managed Object Model

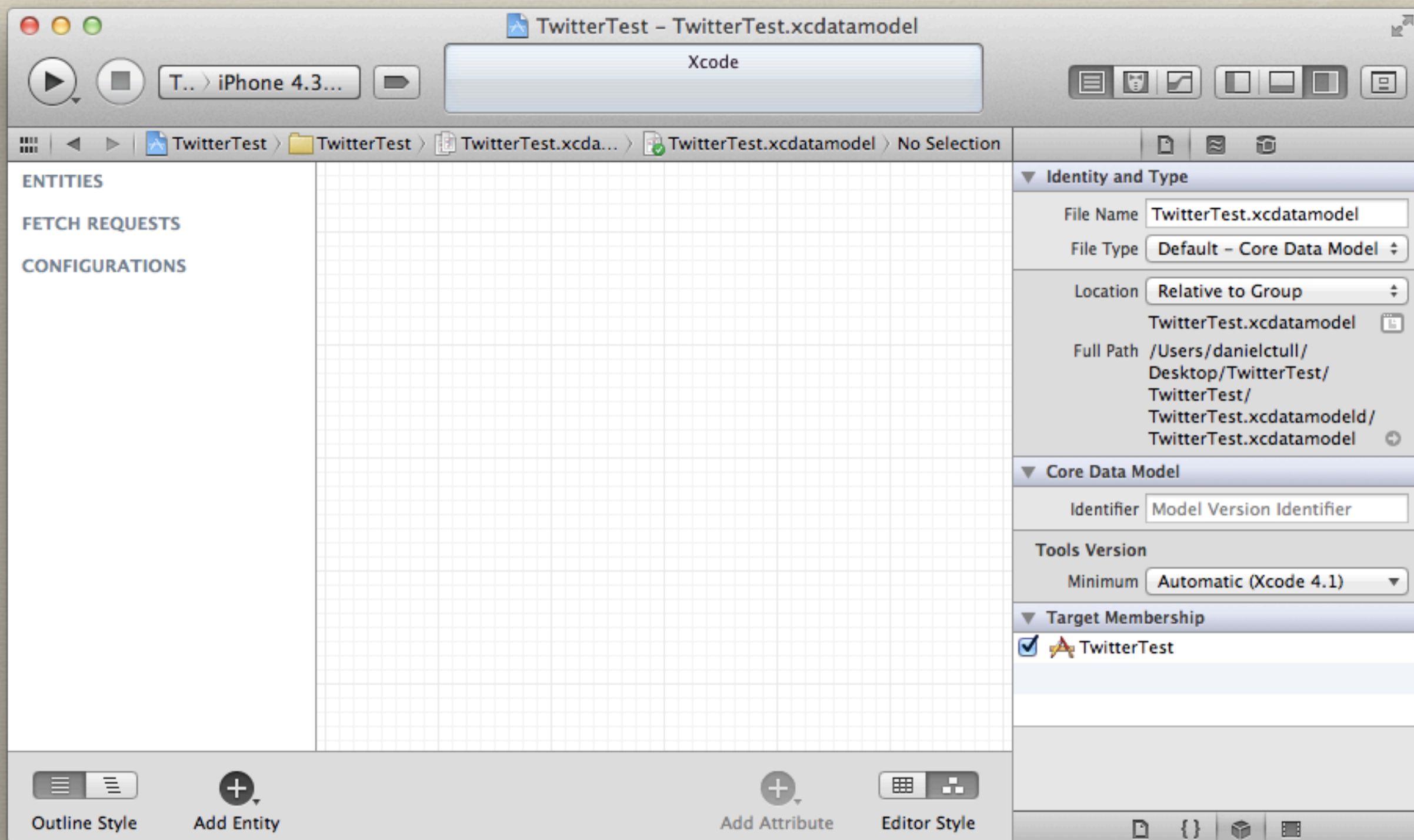


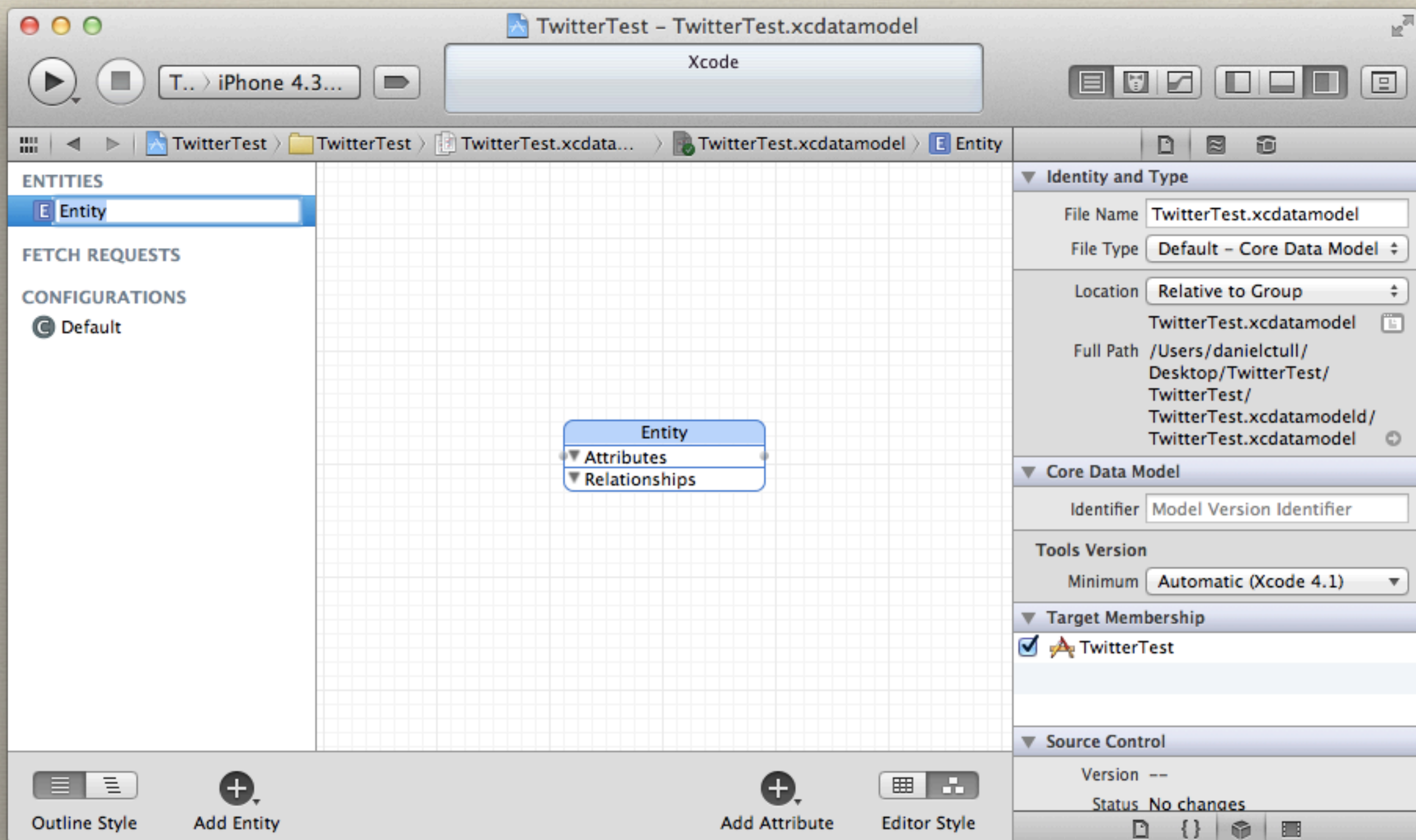
Relationships need inverses for performance reasons

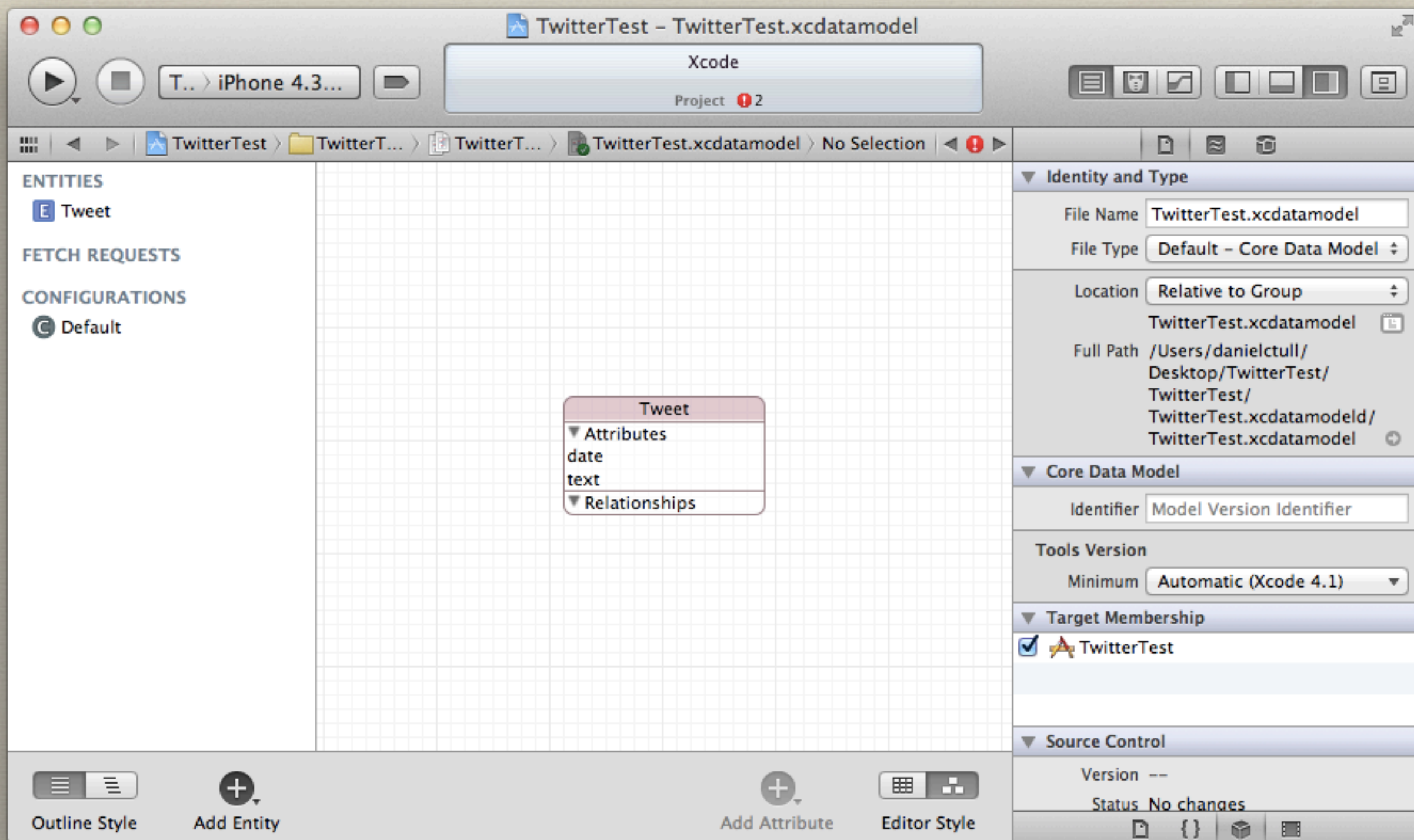
Managed Object Model

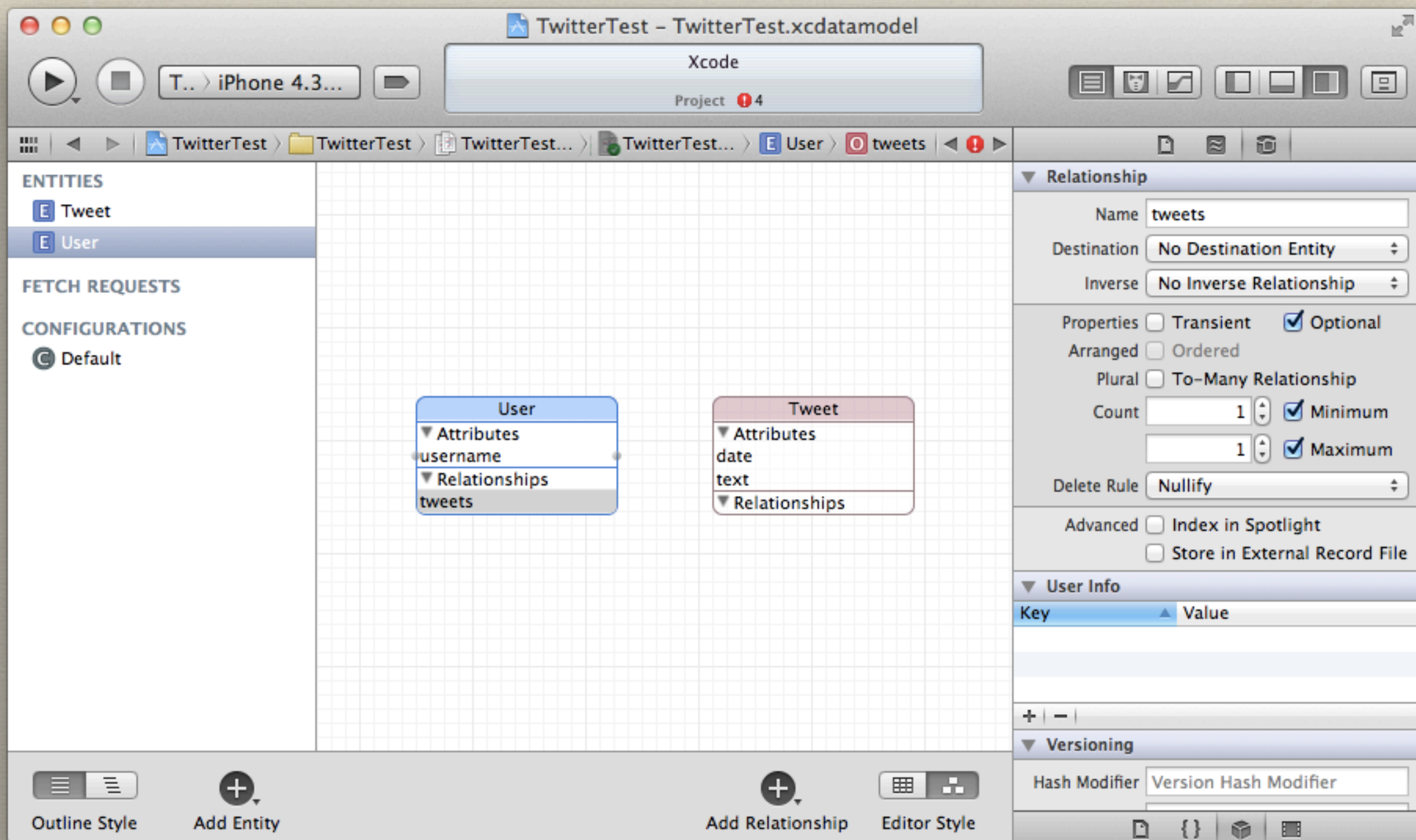


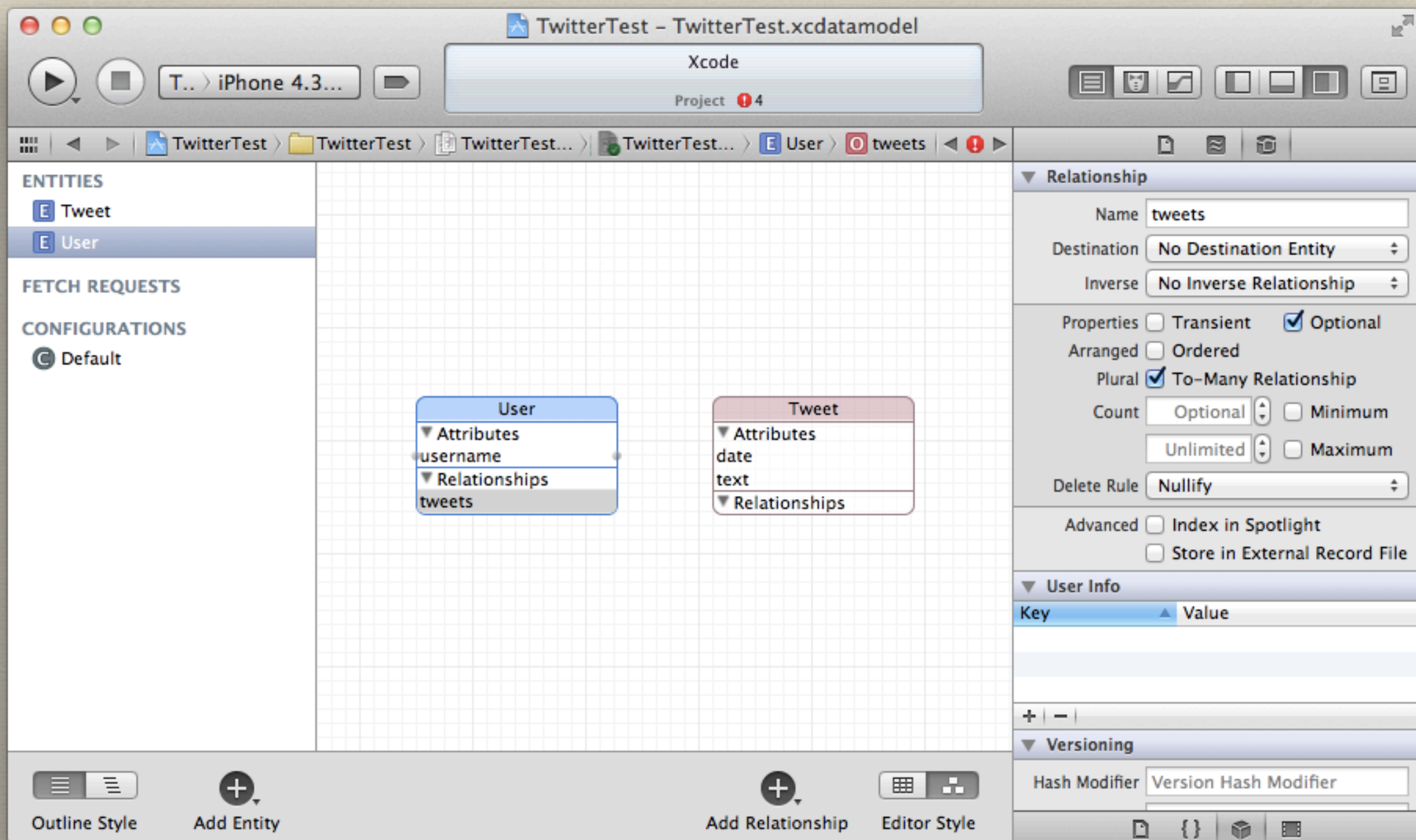


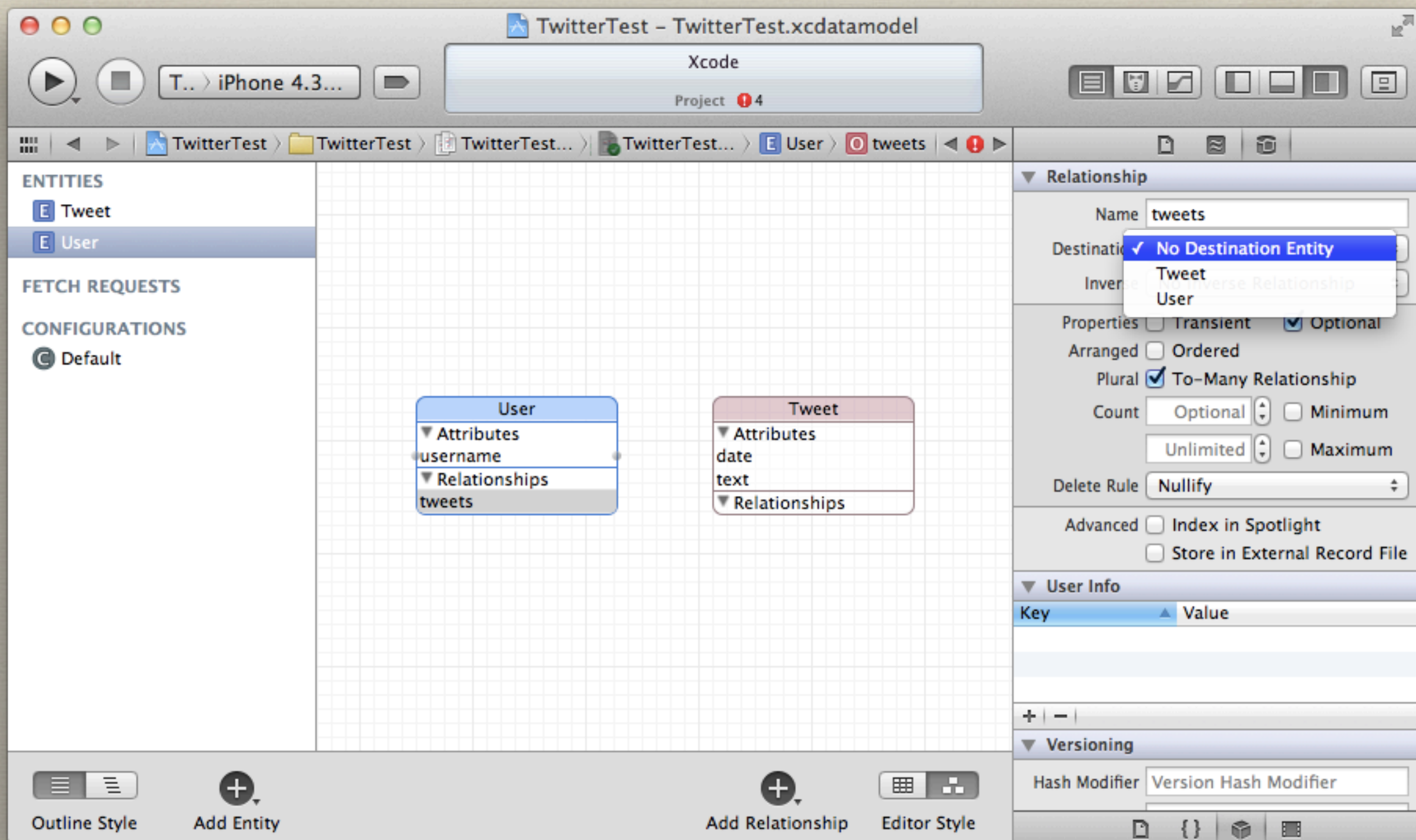


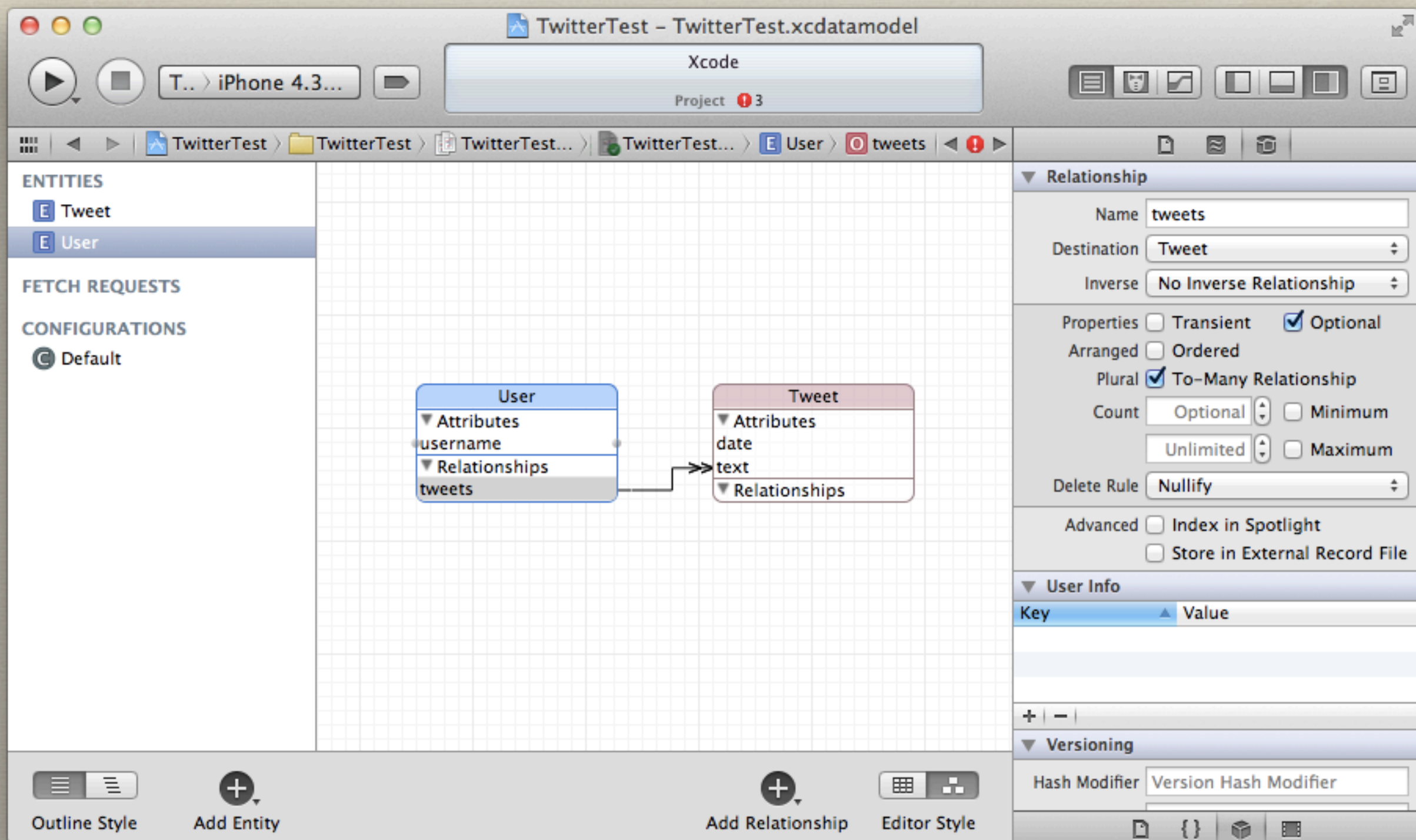


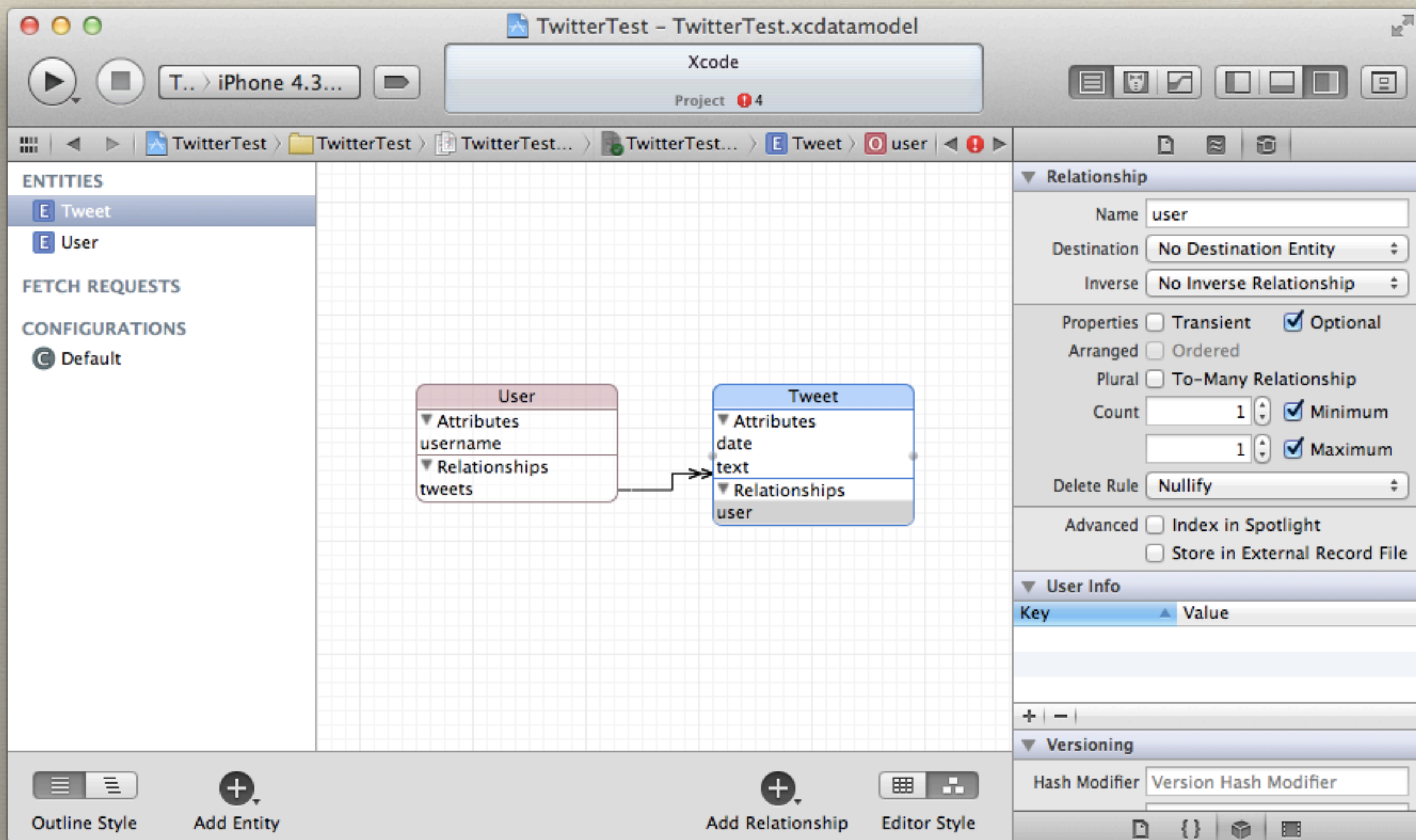


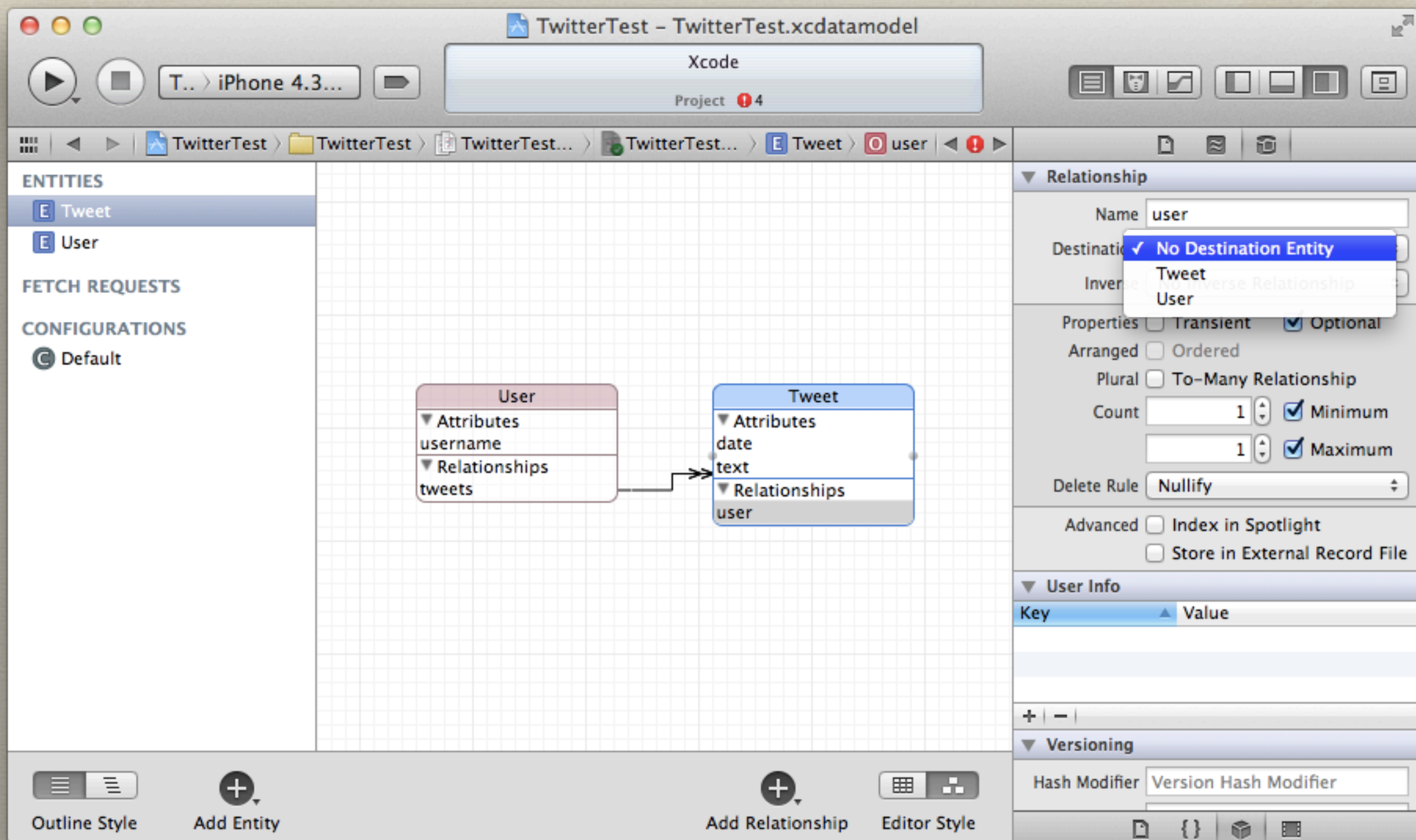


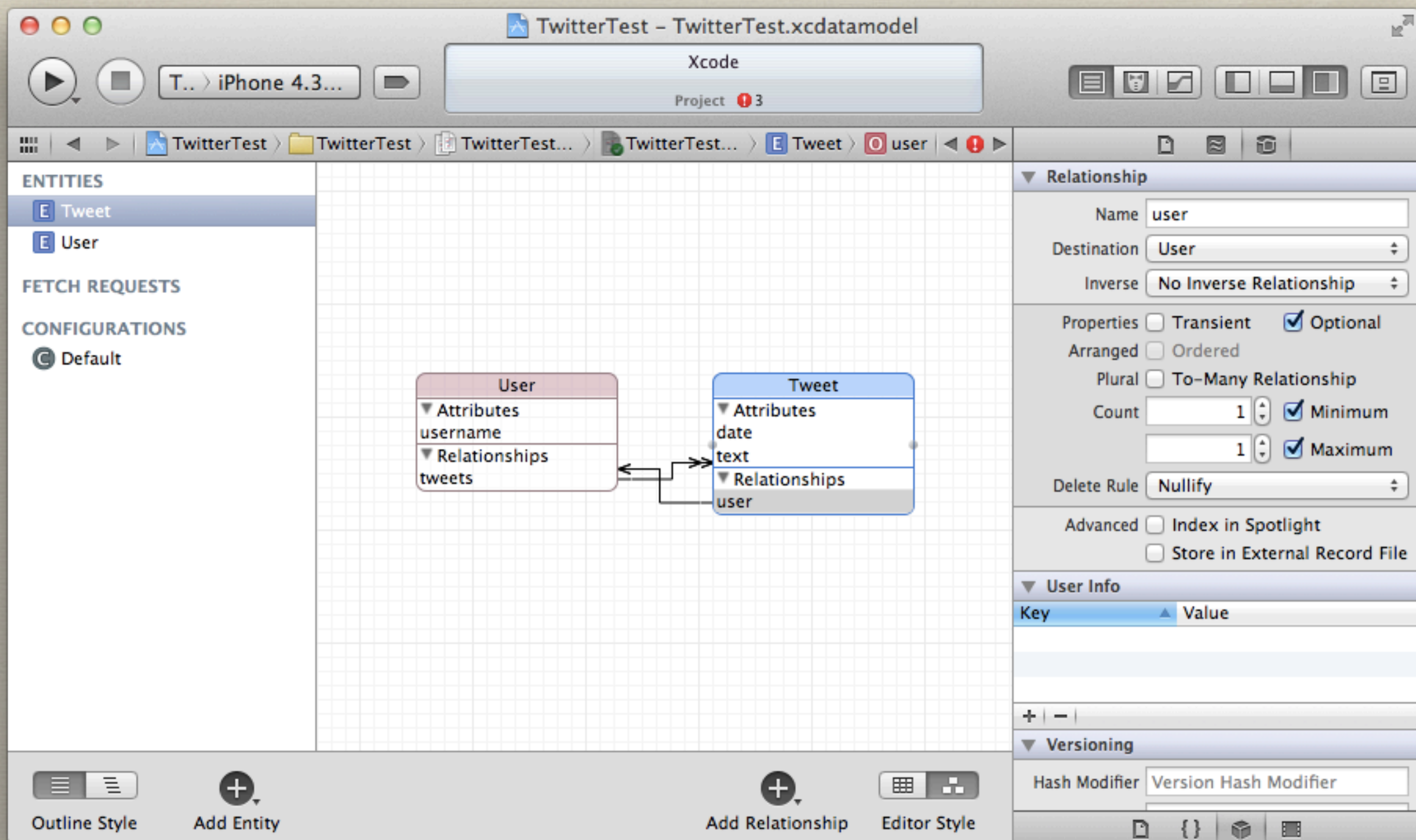


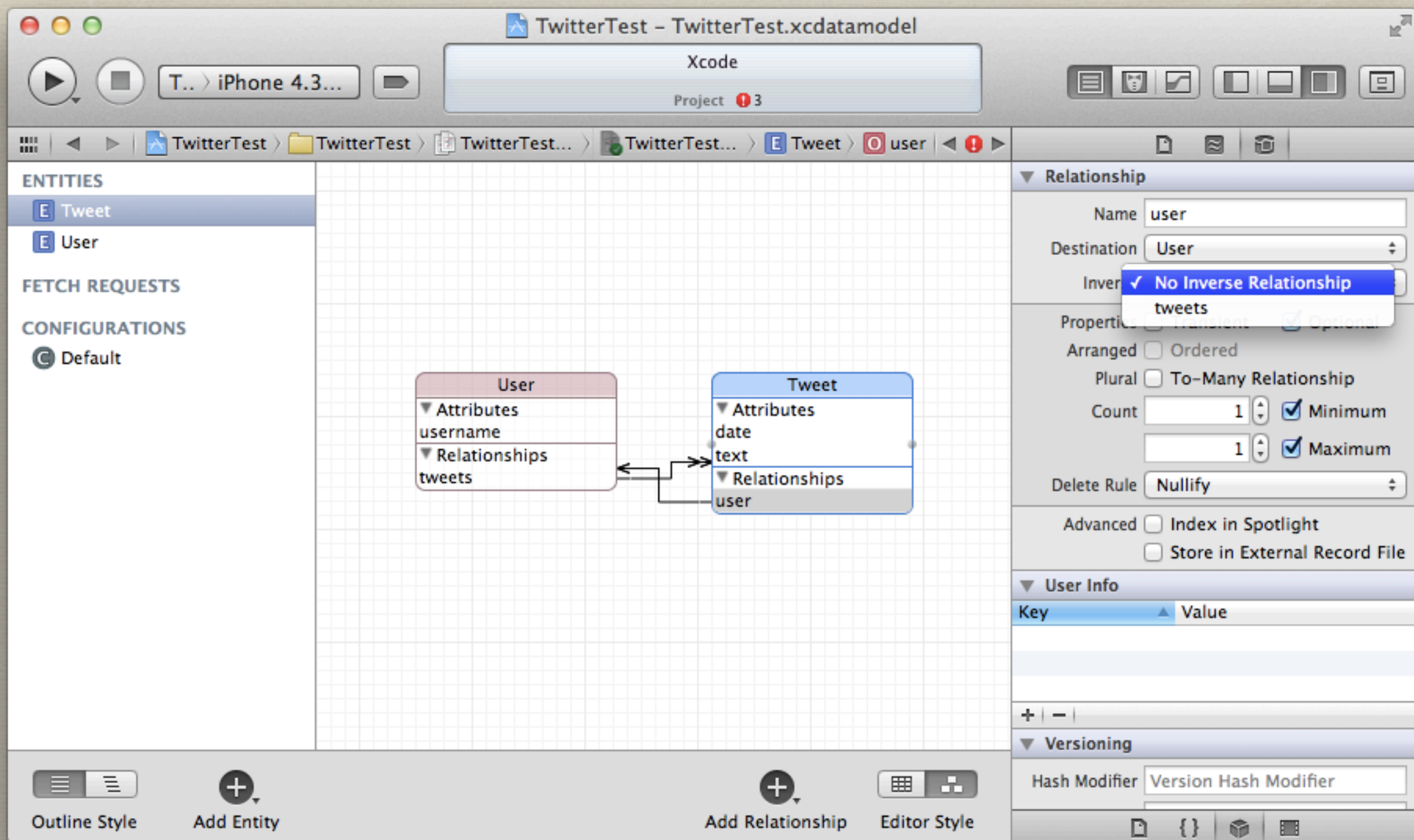


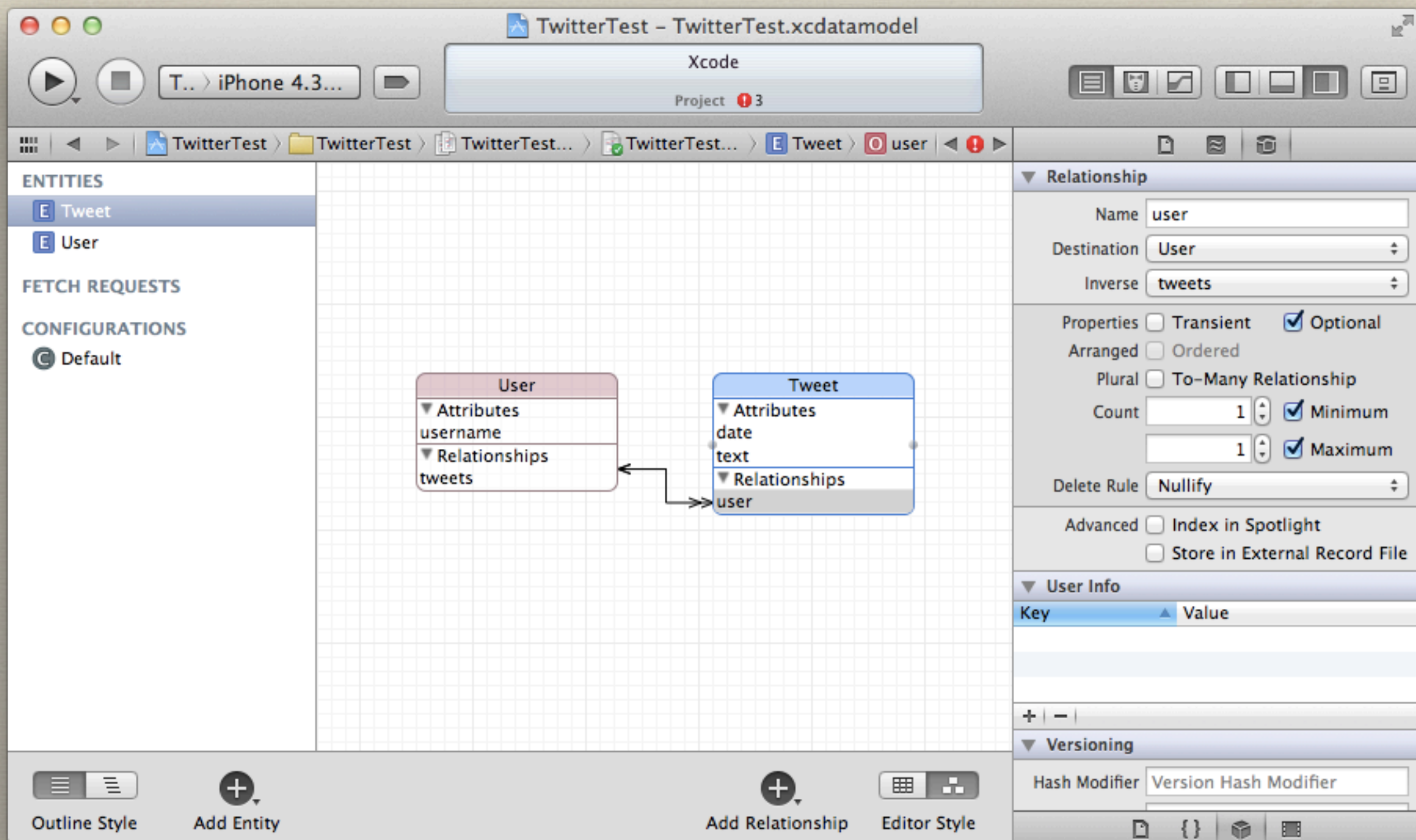


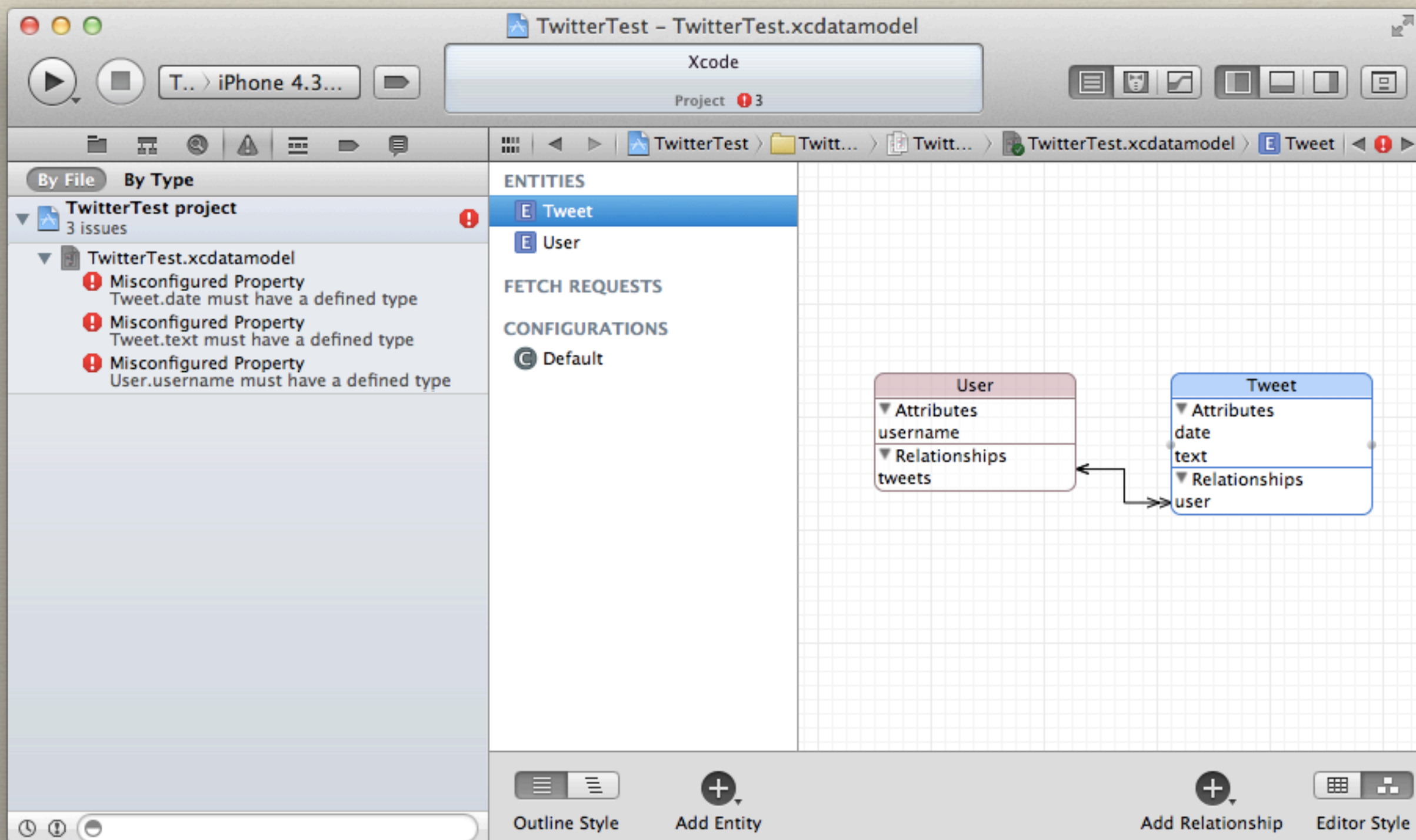


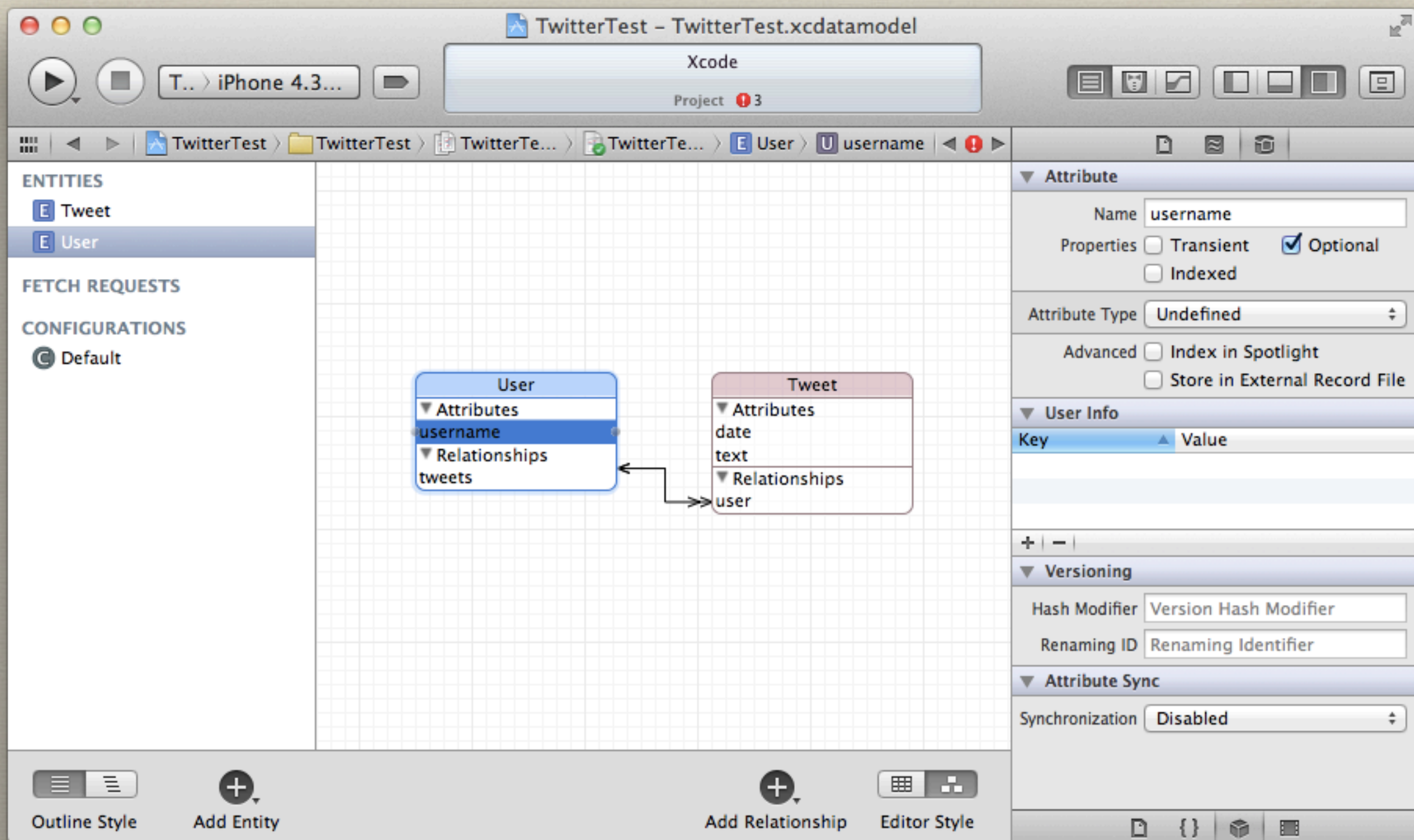


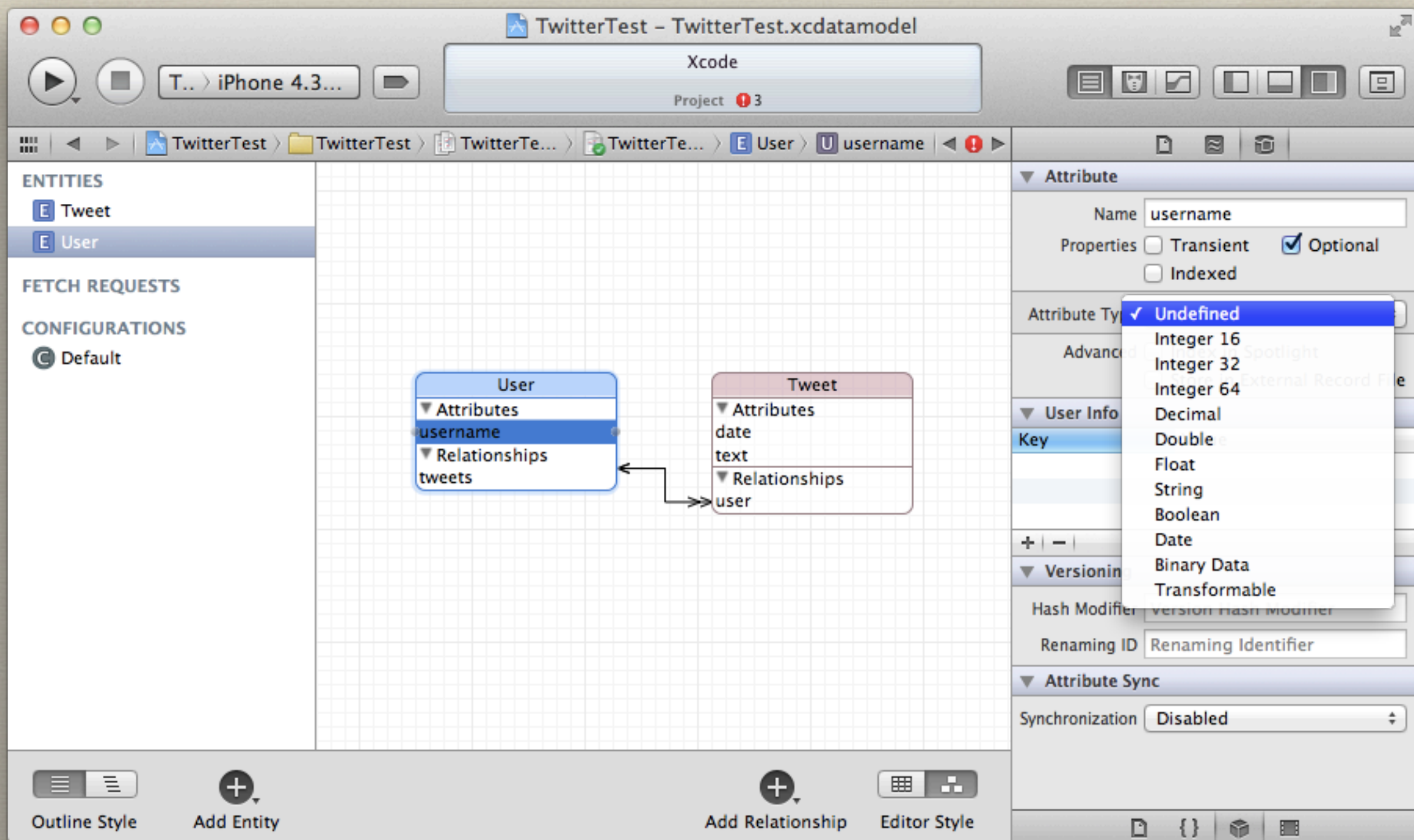


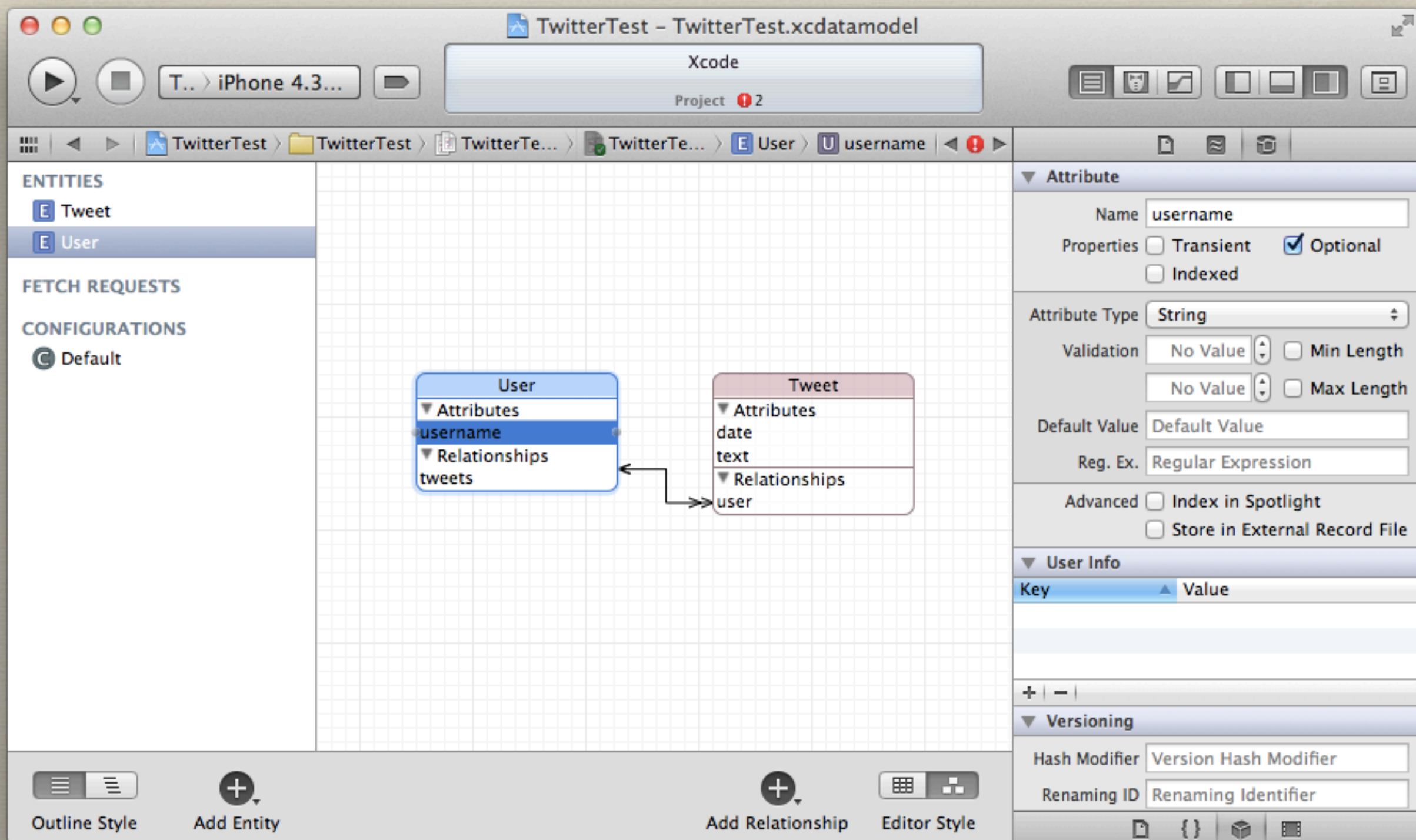


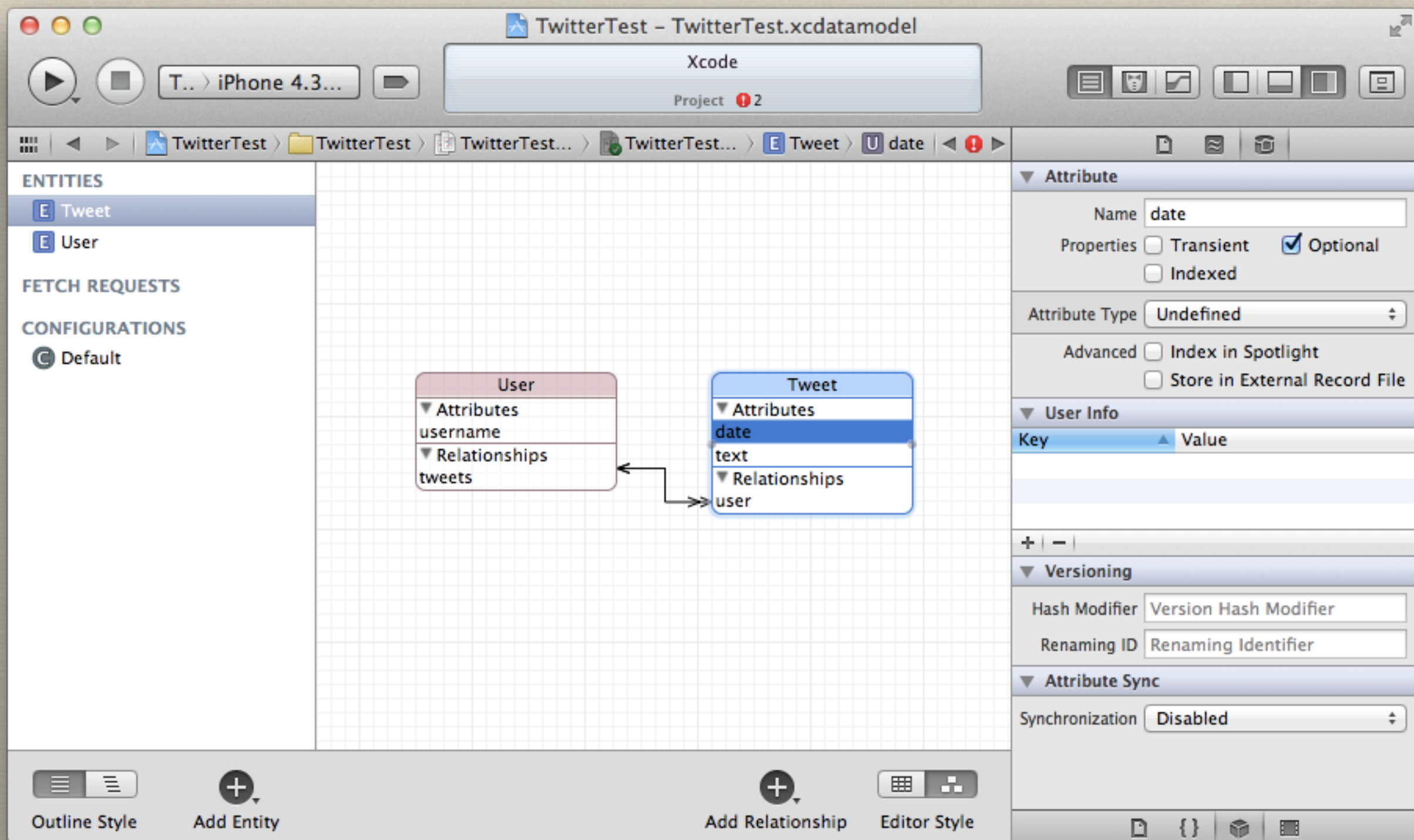


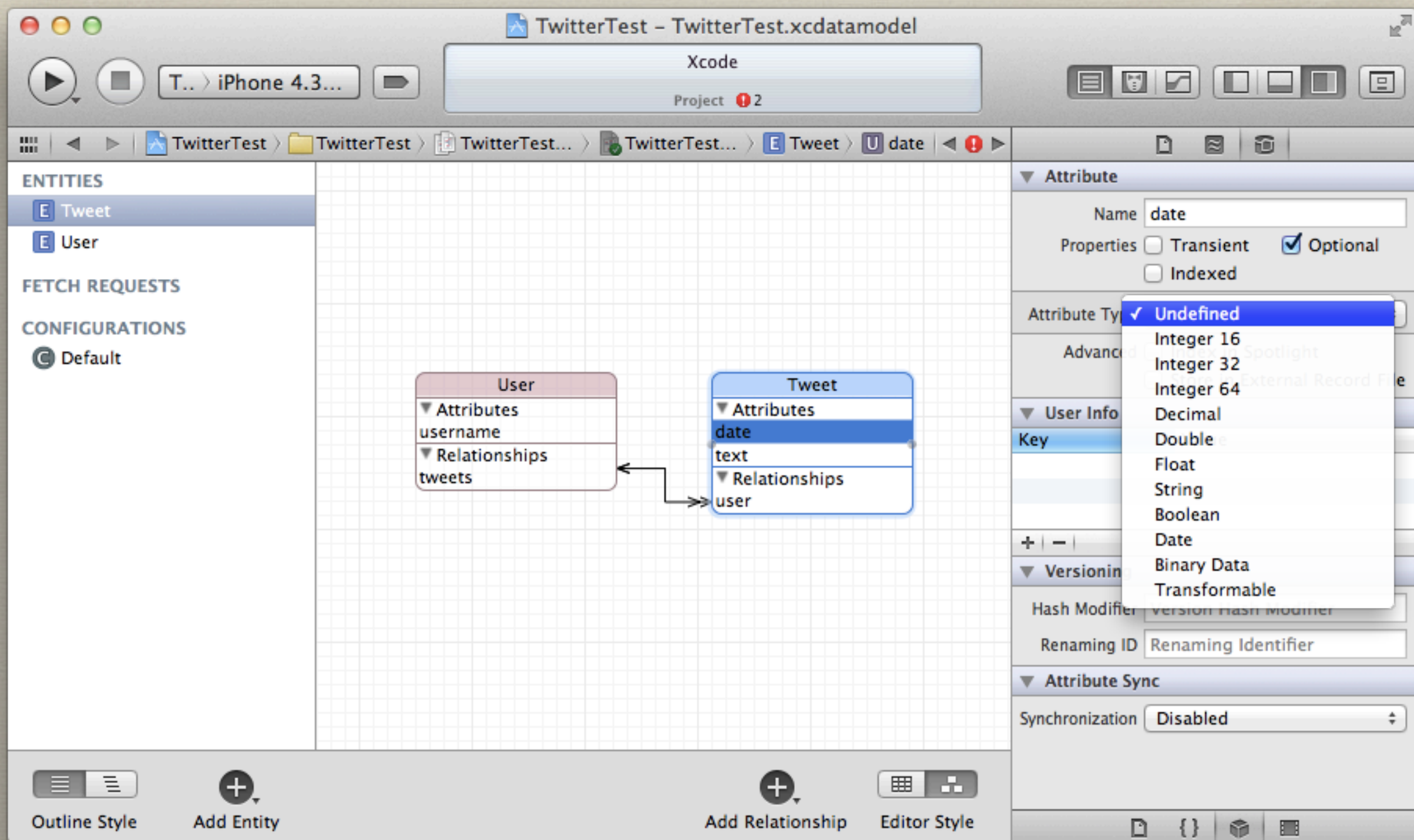


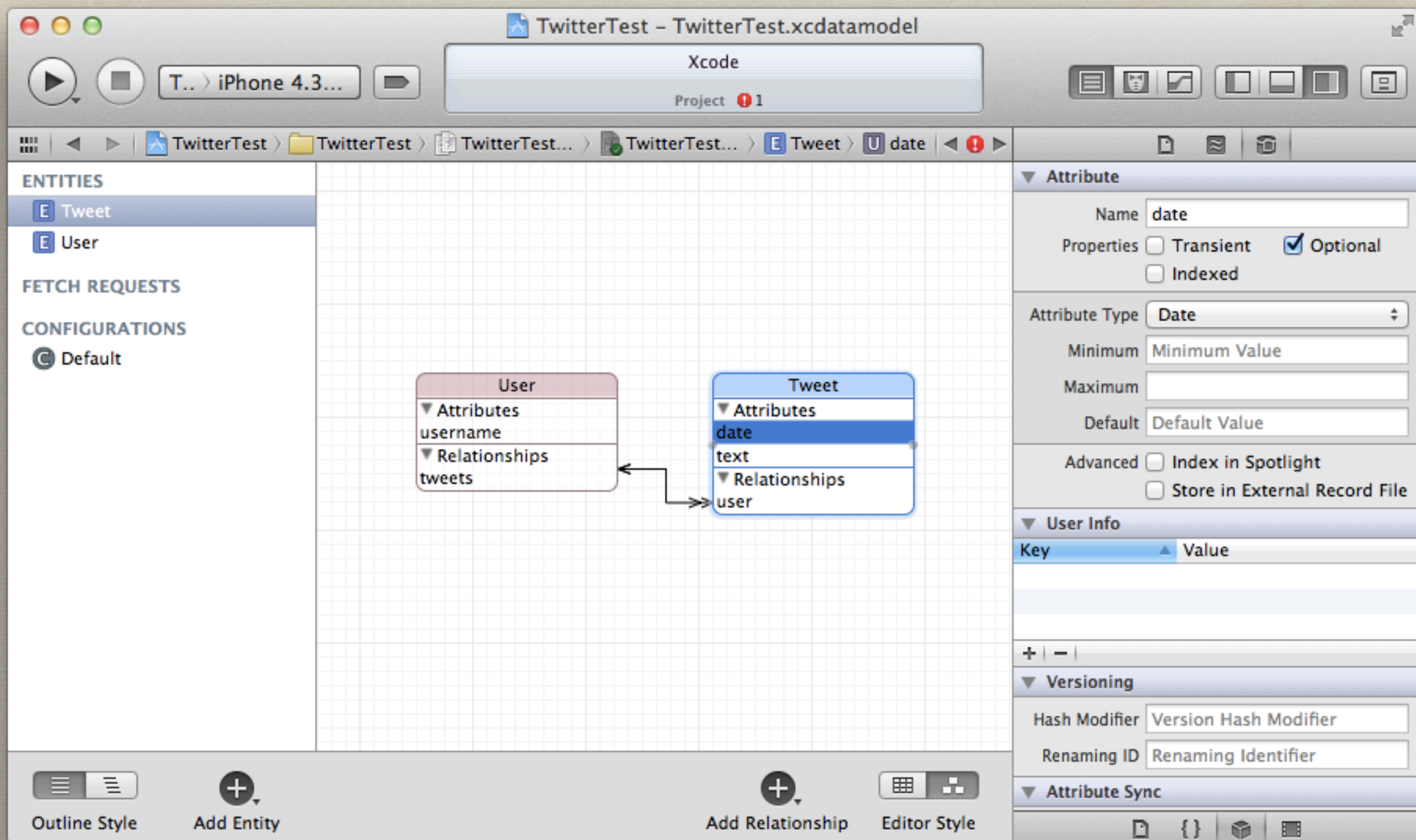


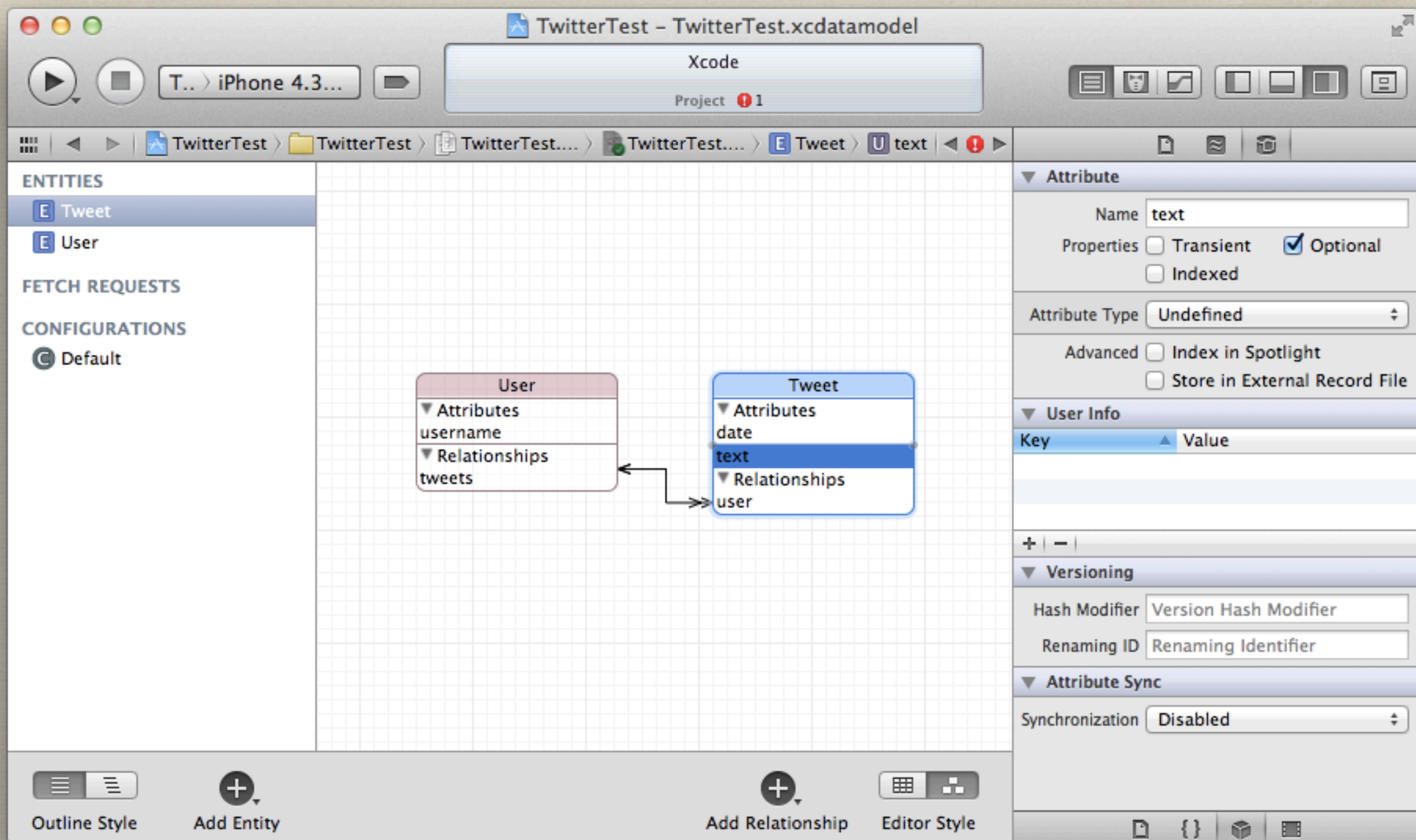


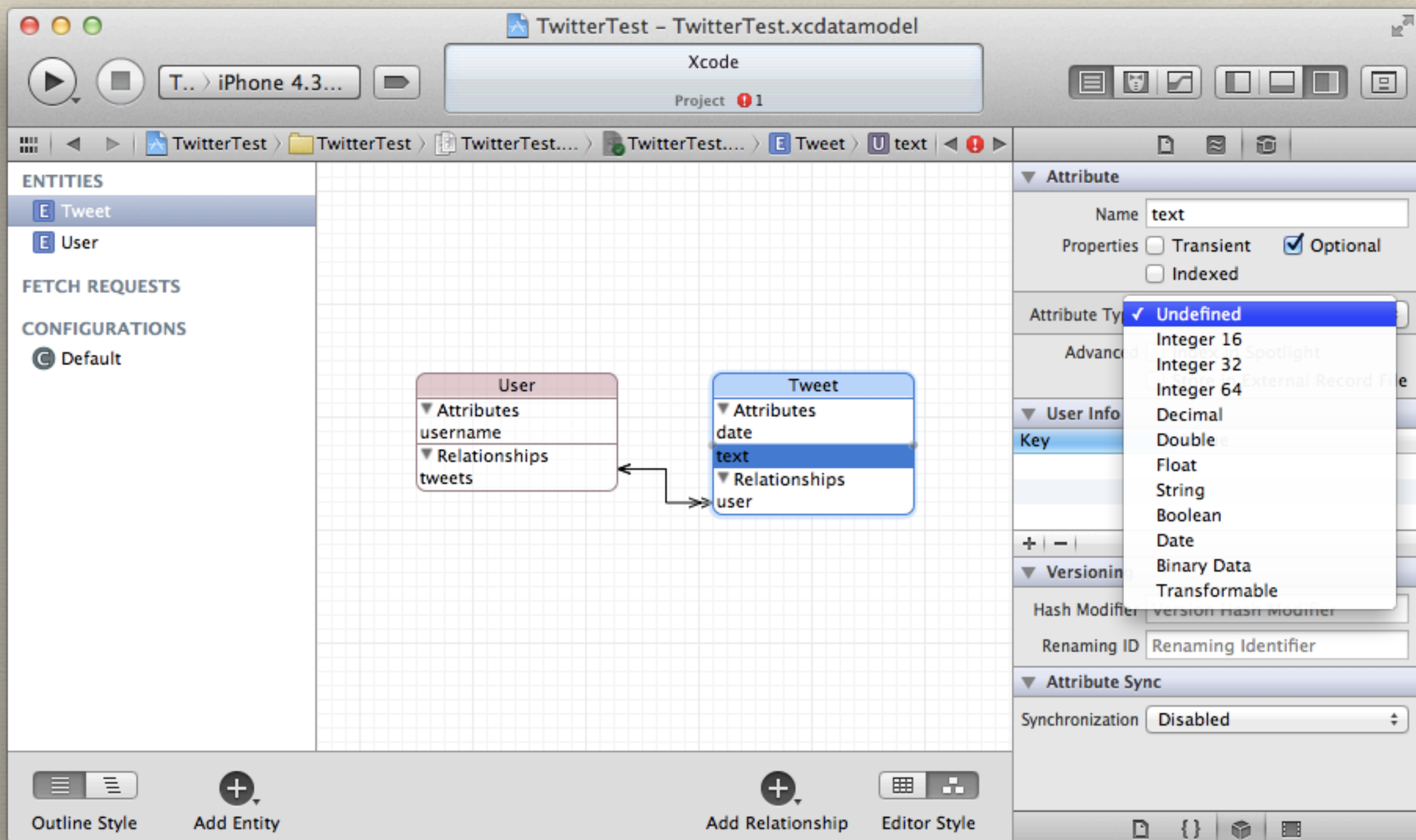


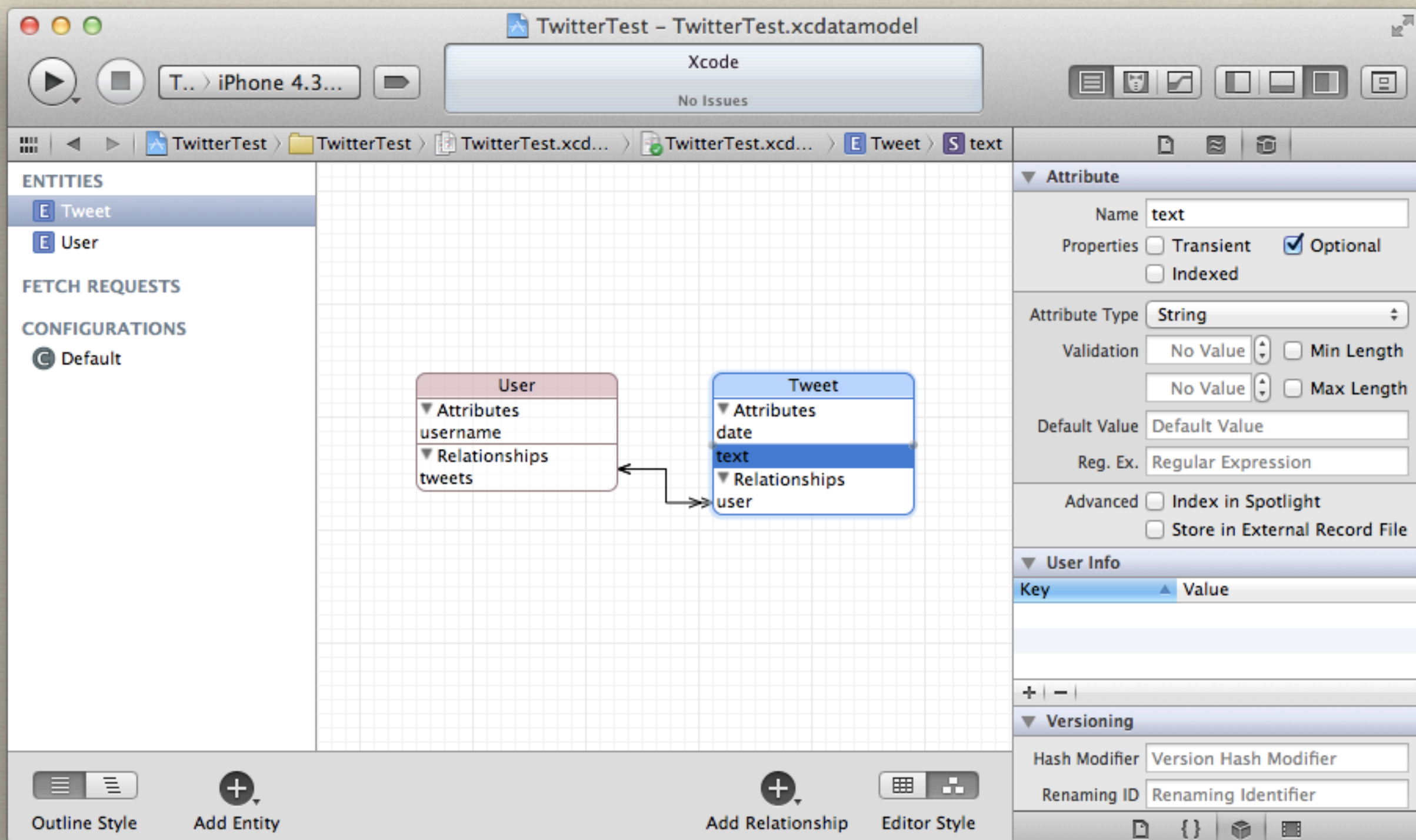


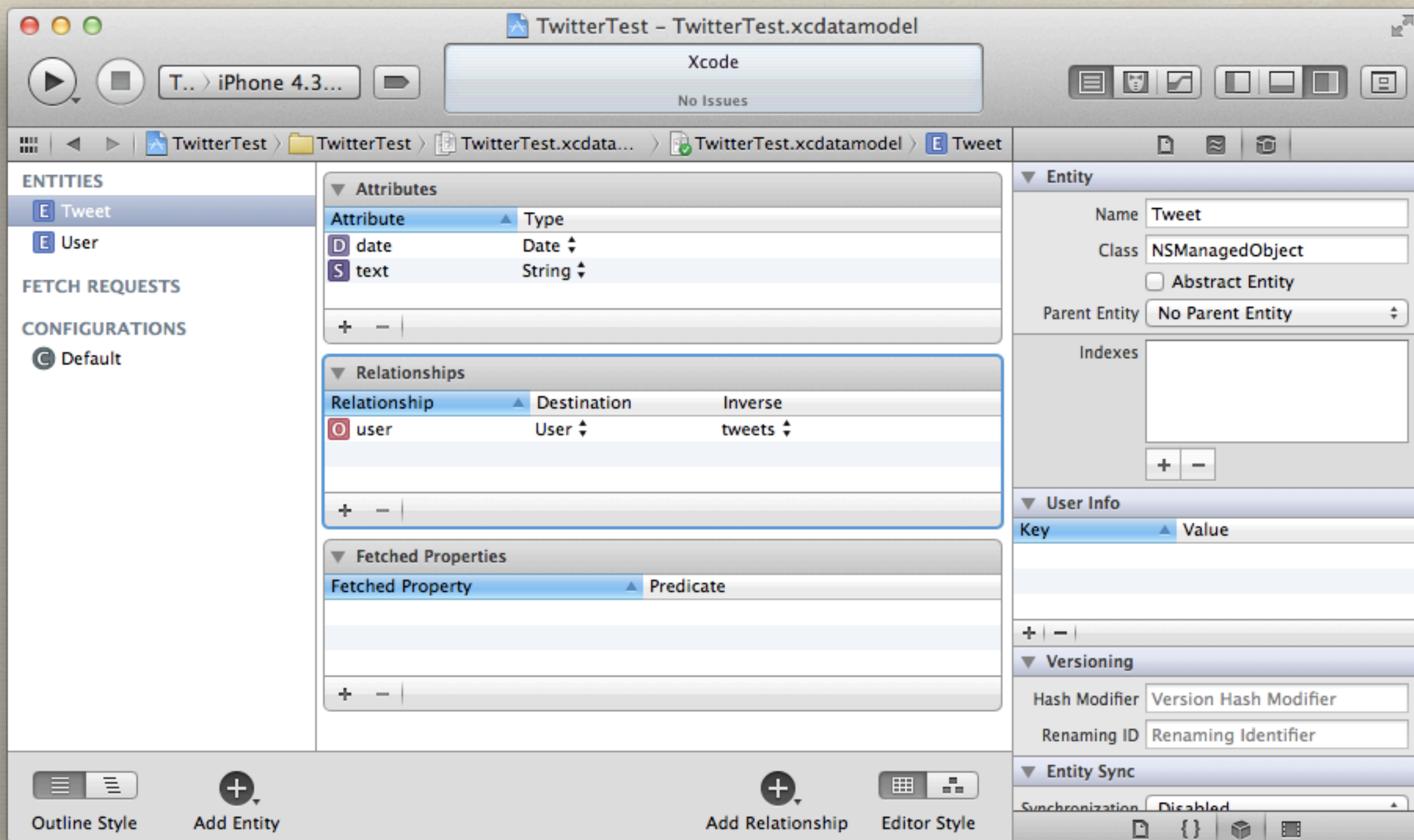


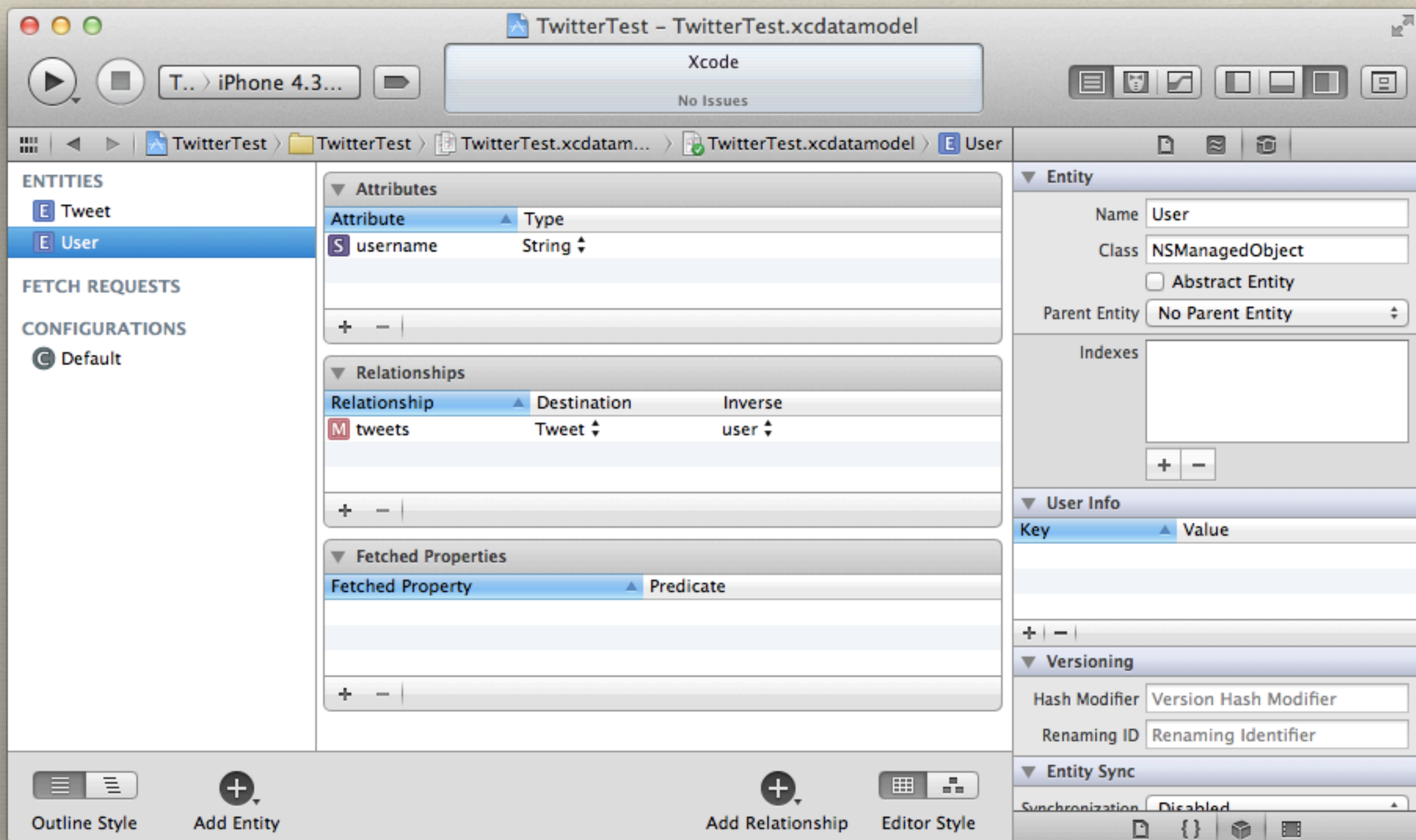










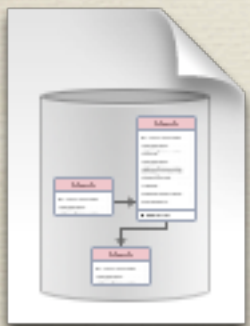


Core Data Stack

NSPersistentStoreCoordinator



NSManagedObjectModel

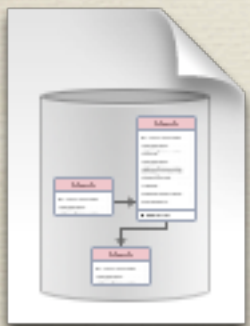


Core Data Stack

NSPersistentStoreCoordinator → NSPersistentStore



NSManagedObjectModel

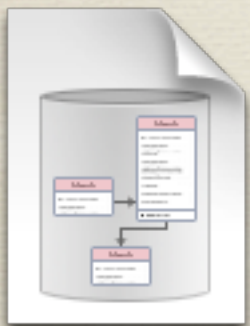


Core Data Stack

NSPersistentStoreCoordinator → NSPersistentStore



NSManagedObjectModel



Core Data Stack

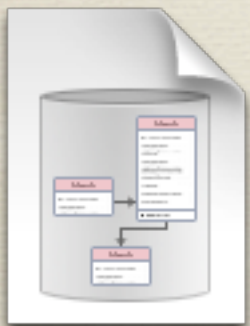
NSManagedObjectContext



NSPersistentStoreCoordinator → NSPersistentStore



NSManagedObjectModel



Fetching Objects

Create a fetch request

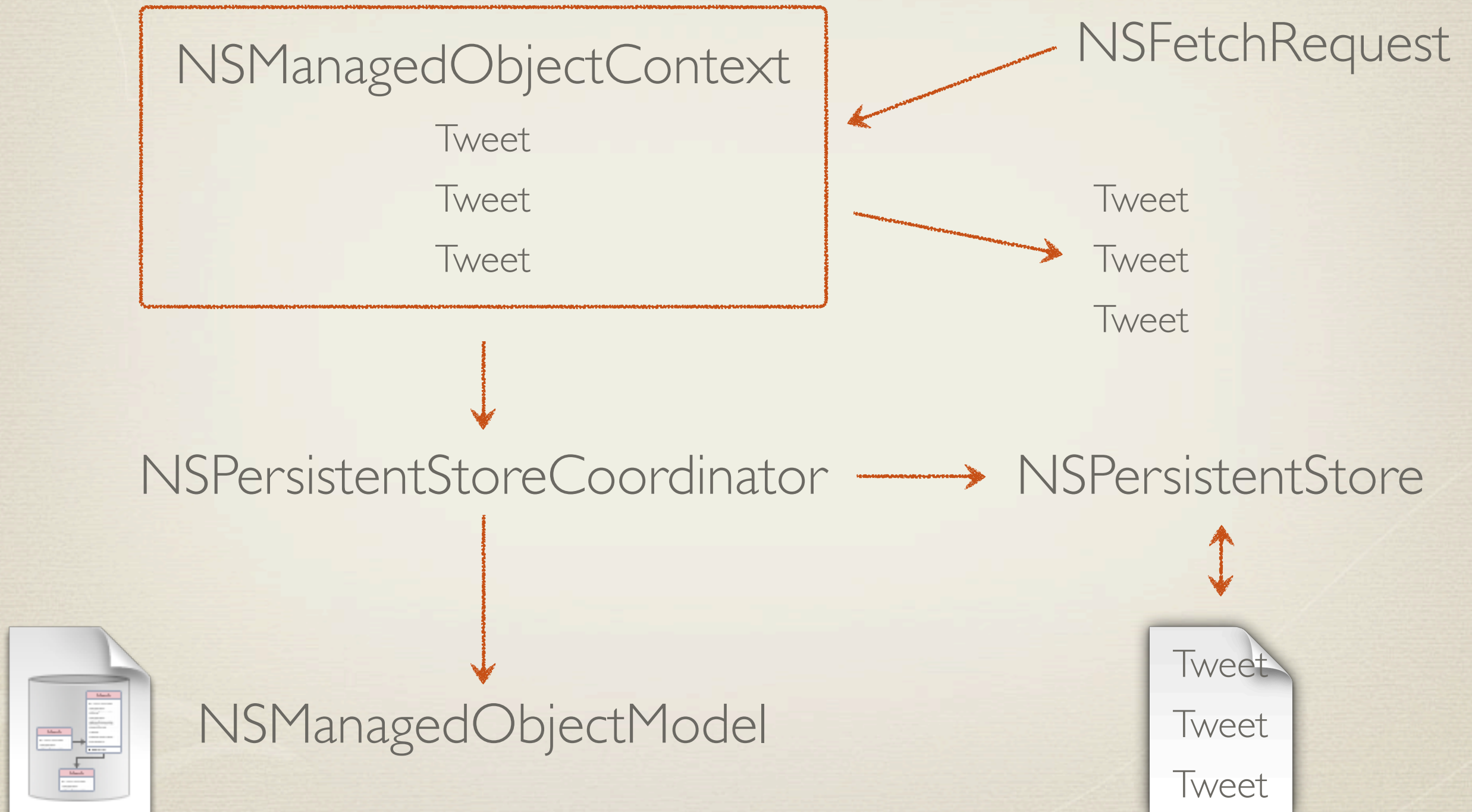
Set entity

Set a predicate (optional)

Set sort descriptors (optional)

Ask the context to execute the request

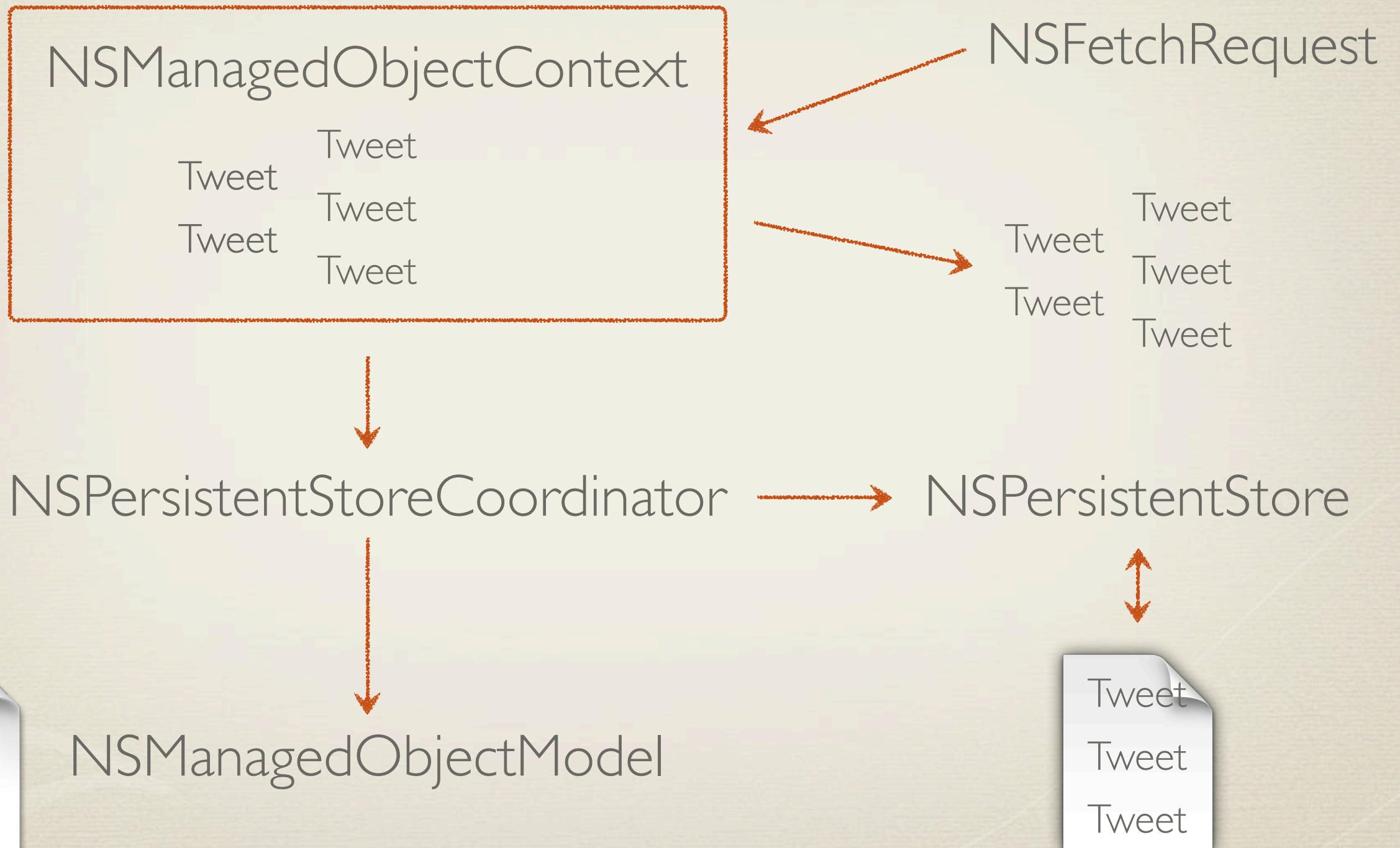
Fetching Objects



Fetching Objects

```
NSEntityDescription *entity = [NSEntityDescription  
                                entityForName:@"Tweet"  
                                inManagedObjectContext:context];  
  
NSPredicate *predicate = [NSPredicate  
                            predicateWithFormat:@"text CONTAINS %@", string];  
  
NSSortDescriptor *sortDescriptor = [[NSSortDescriptor alloc]  
                                     initWithKey:@"date" ascending:NO];  
  
NSArray *descriptors = [NSArray arrayWithObject:sortDescriptor];  
  
NSFetchRequest *request = [[NSFetchRequest alloc] init];  
[request setEntity:entity];  
[request setPredicate:predicate];  
[request setSortDescriptors:sortDescriptors];  
  
NSArray *fetchResult = [context executeFetchRequest:request  
                        error:&error];
```


Fetching Objects



Create and Save Objects

Call `NSEntityDescription` class method to insert a new managed object

Set the object's properties

Save the managed object context

Create and Save Objects

NSManagedObjectContext

NSEntityDescription

NSPersistentStoreCoordinator → NSPersistentStore

NSManagedObjectContext
↓
NSPersistentStoreCoordinator
↓
NSManagedObjectContextModel



Create and Save Objects

NSManagedObjectContext

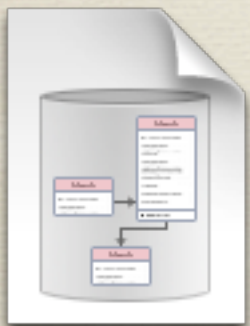
Tweet

NSEntityDescription

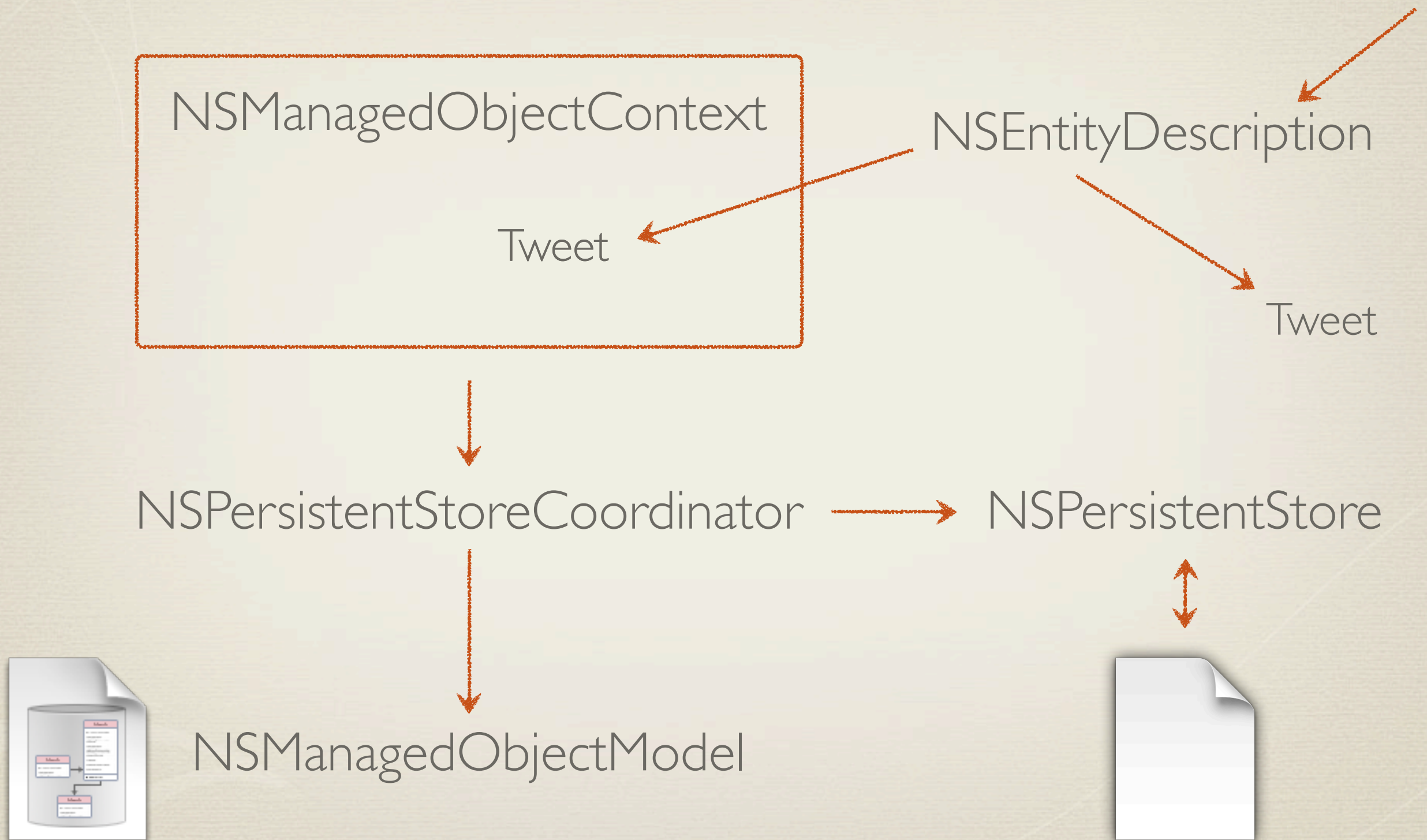
NSPersistentStoreCoordinator

NSPersistentStore

NSManagedObjectContextModel



Create and Save Objects



Create and Save Objects

```
Tweet *tweet = [NSEntityDescription  
insertNewObjectForEntityForName:@"Tweet"  
inManagedObjectContext:context];
```

```
tweet.text = @"This is a new tweet";
```

```
tweet.date = [NSDate date];
```

```
User *someUser = // fetch a user from the context
```

```
tweet.user = someUser;
```

```
NSError *error = nil;
```

```
if (![managedObjectContext save:&error])  
    NSLog(@"%@ ", error); // handle error
```


NSFetchedResultsController

NSFetchedResultsController

A method of keeping a table view showing the current data in a managed object context

Give it a context and fetch request

It will notify of changes to the data to allow you to update the table view

The APIs gel nicely with one another

NSFetchedResultsController

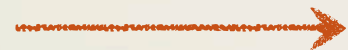
Fetched Results Controller



`controllerWillChangeContent:`



`controller:
didChangeSection:
 atIndex:
 forChangeType:`



`controller:
didChangeObject:
 atIndexPath:
 forChangeType:
 newIndexPath:`



`controllerDidChangeContent:`

UITableView

beginUpdates:



insertSections: deleteSections:
withRowAnimation: withRowAnimation:



insertRowsAtIndexPaths:
withRowAnimation:

deleteRowsAtIndexPaths:
withRowAnimation:



reloadRowsAtIndexPaths:
withRowAnimation:

endUpdates:



Table View


```
break;
```

```
case NSFetchResultsControllerChangeUpdate:
```

```
[self configureCell:[tableView cellForRowAtIndexPath:indexPath]
atIndexPath:indexPath];
```

```
break;
```

```
case NSFetchResultsControllerChangeMove:
```

```
[tableView deleteRowsAtIndexPaths:[NSArray
arrayWithObject:indexPath]
withRowAnimation:UITableViewRowAnimationFade];
```

```
[tableView insertRowsAtIndexPaths:[NSArray
arrayWithObject:newIndexPath]
withRowAnimation:UITableViewRowAnimationFade];
```

```
break;
```

```
}
```

```
}
```

```
– (void)controllerDidChangeContent:(NSFetchResultsController
*)controller {
```

```
    [self.tableView endUpdates];
```

```
}
```


NSFetchedResultsController

Issues

Somewhat broken on iPhone OS 3.0

Apple suggest not using the change methods and just hard reload the table view in did change

Works well on iOS 4

Very rarely, it can still get the table and data out of sync

Do a check when getting the cell and hard reload the table view if it's out of sync

NSFetchedResultsController

Issues

```
- (UITableViewCell *)tableView:(UITableView *)tableView  
    cellForRowAtIndexPath:(NSIndexPath *)indexPath {  
  
    NSInteger numberOfRows = [self tableView:tableView  
numberOfRowsInSection:indexPath.section];  
  
    if (indexPath.row >= numberOfRows) {  
        NSLog(@"FORCE RELOADING TABLE VIEW");  
        [tableView reloadData];  
  
        return [[[UITableViewCell alloc]  
initWithStyle:UITableViewCellStyleDefault reuseIdentifier:@"blah"]  
autorelease];  
    }  
  
    return someTableViewCell;  
}
```


NSFetchedResultsController

Issues

```
- (UITableViewCell *)tableView:(UITableView *)tableView  
    cellForRowAtIndexPath:(NSIndexPath *)indexPath {  
  
    NSInteger numberOfRows = [self tableView:tableView  
numberOfRowsInSection:indexPath.section];  
  
    if (indexPath.row >= numberOfRows) {  
        NSLog(@"FORCE RELOADING TABLE VIEW");  
        [tableView reloadData];  
  
        return [[[UITableViewCell alloc]  
initWithStyle:UITableViewCellStyleDefault reuseIdentifier:@"blah"]  
autorelease];  
    }  
  
    return someTableViewCell;  
}
```


NSFetchedResultsController

Issues

```
- (UITableViewCell *)tableView:(UITableView *)tableView  
    cellForRowAtIndexPath:(NSIndexPath *)indexPath {  
  
    NSInteger numberOfRows = [self tableView:tableView  
numberOfRowsInSection:indexPath.section];  
  
    if (indexPath.row >= numberOfRows) {  
        NSLog(@"FORCE RELOADING TABLE VIEW");  
  
        [tableView reloadData];  
  
        return [[[UITableViewCell alloc]  
initWithStyle:UITableViewCellStyleDefault reuseIdentifier:@"blah"]  
autorelease];  
    }  
  
    return someTableViewCell;  
}
```


NSFetchedResultsController

Issues

```
- (UITableViewCell *)tableView:(UITableView *)tableView  
    cellForRowAtIndexPath:(NSIndexPath *)indexPath {  
  
    NSInteger numberOfRows = [self tableView:tableView  
numberOfRowsInSection:indexPath.section];  
  
    if (indexPath.row >= numberOfRows) {  
        NSLog(@"FORCE RELOADING TABLE VIEW");  
        [tableView reloadData];  
  
        return [[[UITableViewCell alloc]  
initWithStyle:UITableViewCellStyleDefault reuseIdentifier:@"blah"]  
autorelease];  
    }  
  
    return someTableViewCell;  
}
```


NSFetchedResultsController

Issues

```
- (UITableViewCell *)tableView:(UITableView *)tableView  
    cellForRowAtIndexPath:(NSIndexPath *)indexPath {  
  
    NSInteger numberOfRows = [self tableView:tableView  
numberOfRowsInSection:indexPath.section];  
  
    if (indexPath.row >= numberOfRows) {  
        NSLog(@"FORCE RELOADING TABLE VIEW");  
  
        [tableView reloadData];  
  
        return [[[UITableViewCell alloc]  
initWithStyle:UITableViewCellStyleDefault reuseIdentifier:@"blah"]  
autorelease];  
    }  
  
    return someTableViewCell;  
}
```


Concurrency

Concurrency

Use a different Managed Object Context per thread

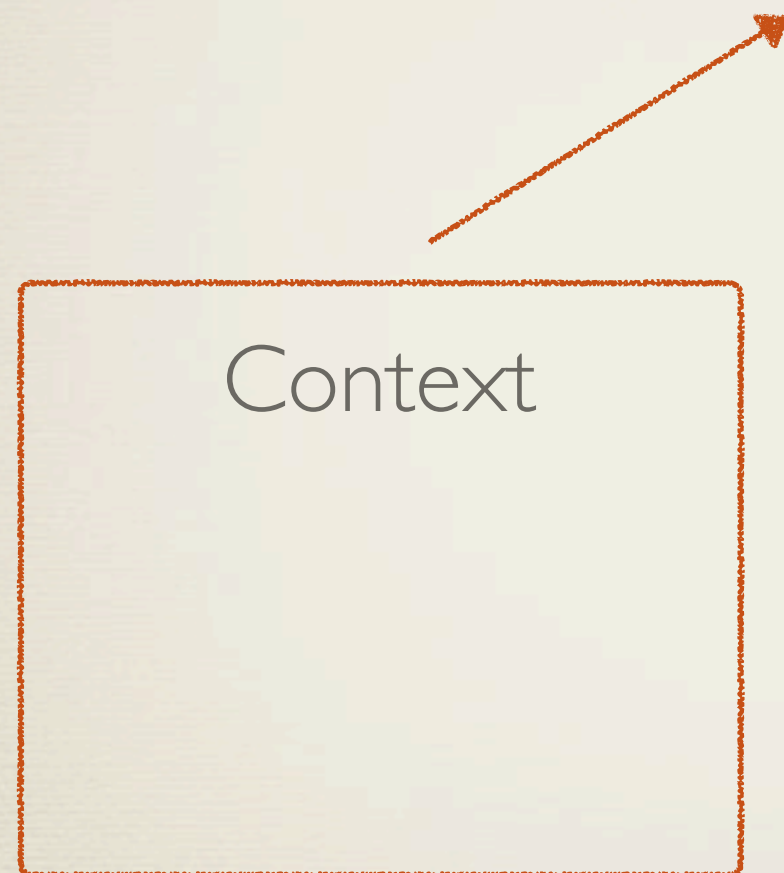
Cannot use a managed object from one context in another context

NSManagedObjectContext is thread safe and used to reference objects across threads

Use a notification to merge changes from one context to another

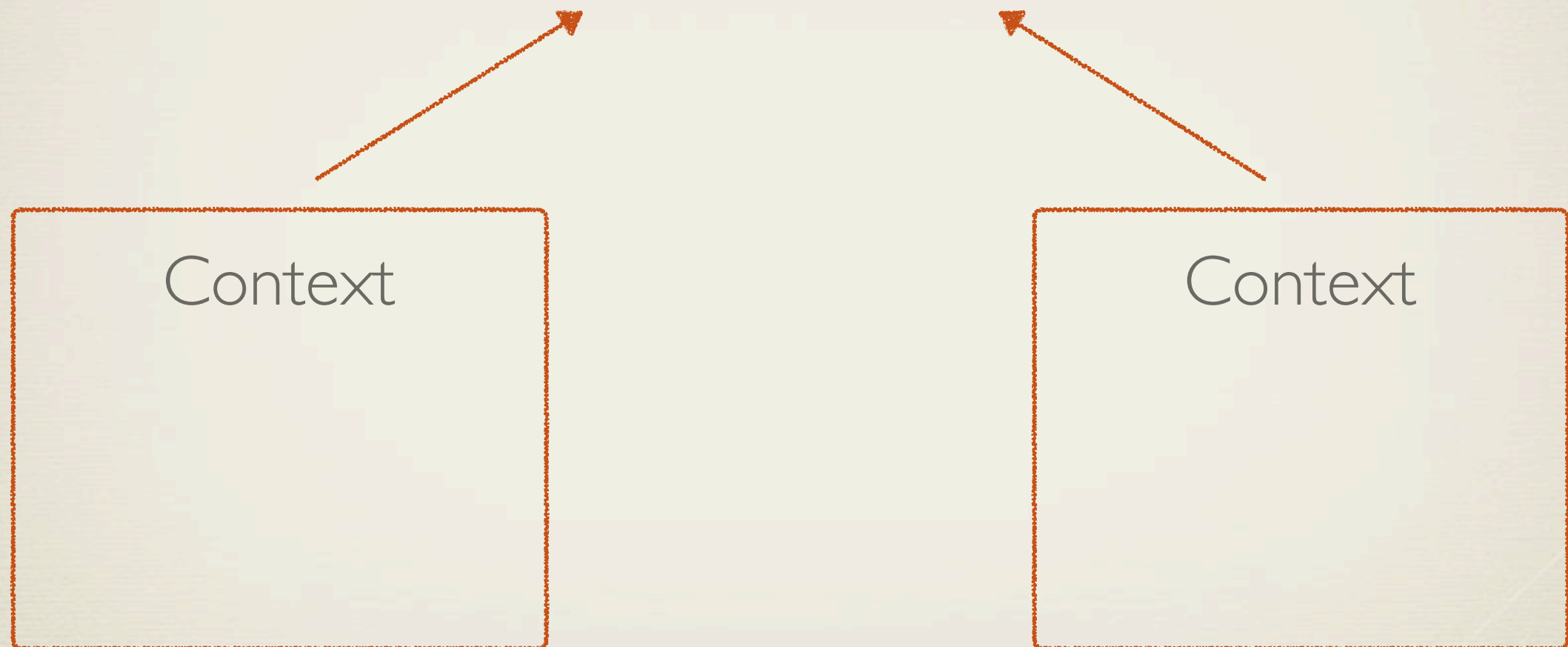
Cross-referencing Managed Objects

Persistent Store Coordinator



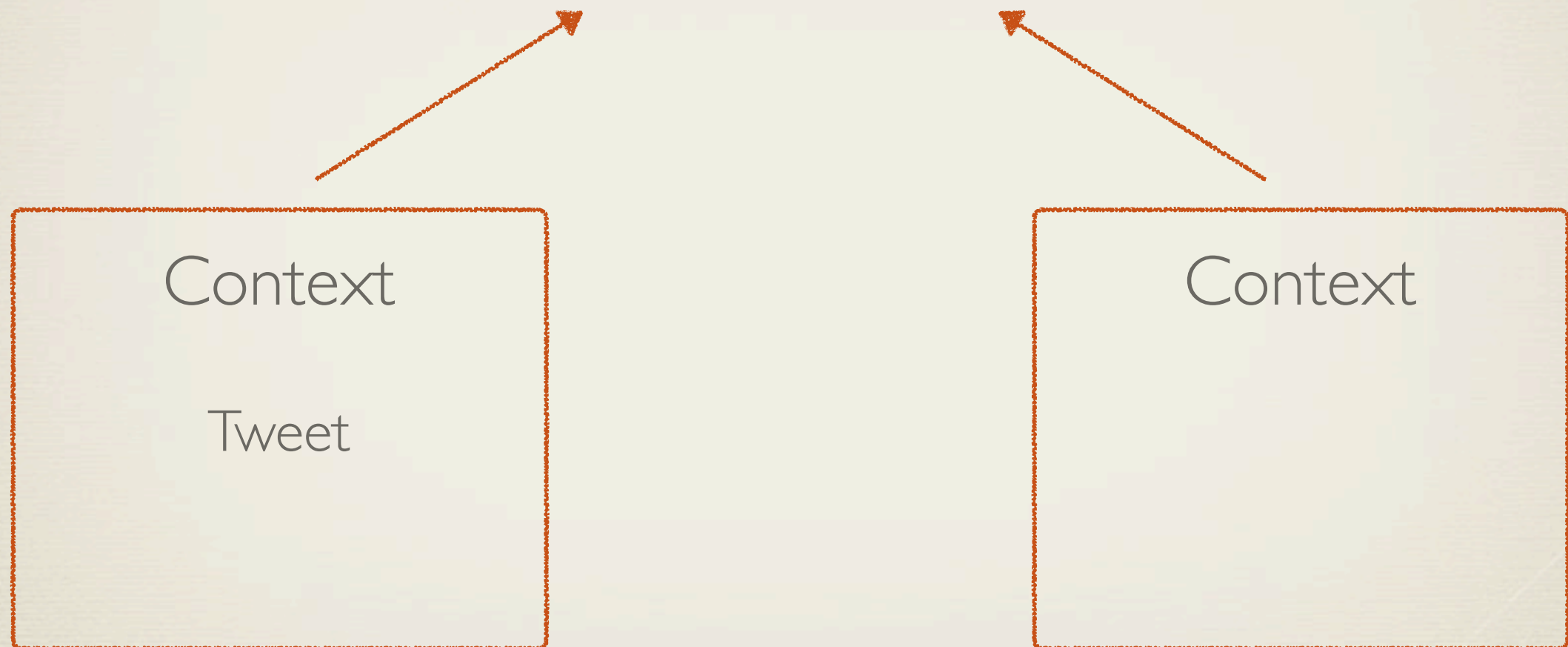
Cross-referencing Managed Objects

Persistent Store Coordinator



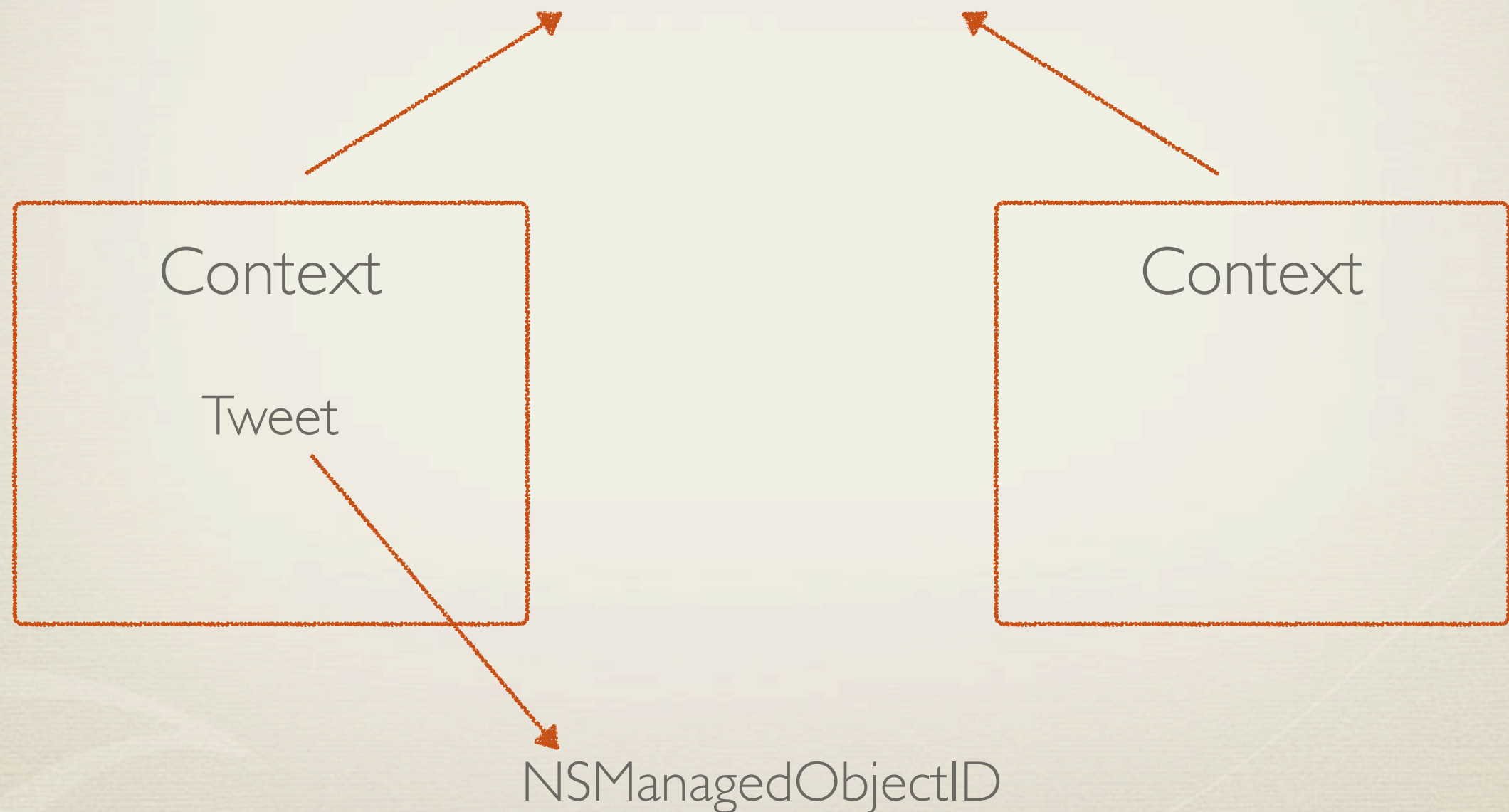
Cross-referencing Managed Objects

Persistent Store Coordinator

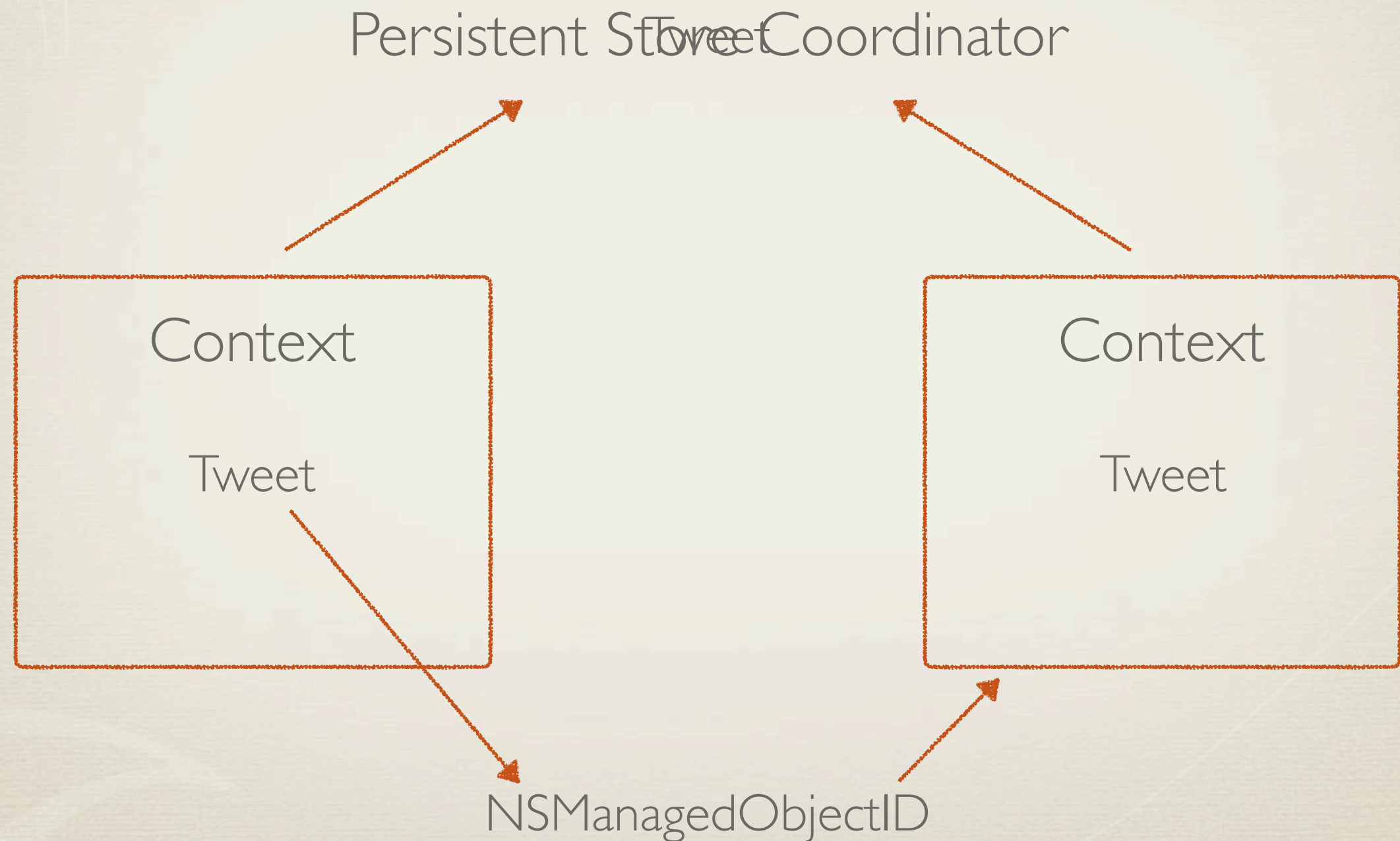


Cross-referencing Managed Objects

Persistent Store Coordinator

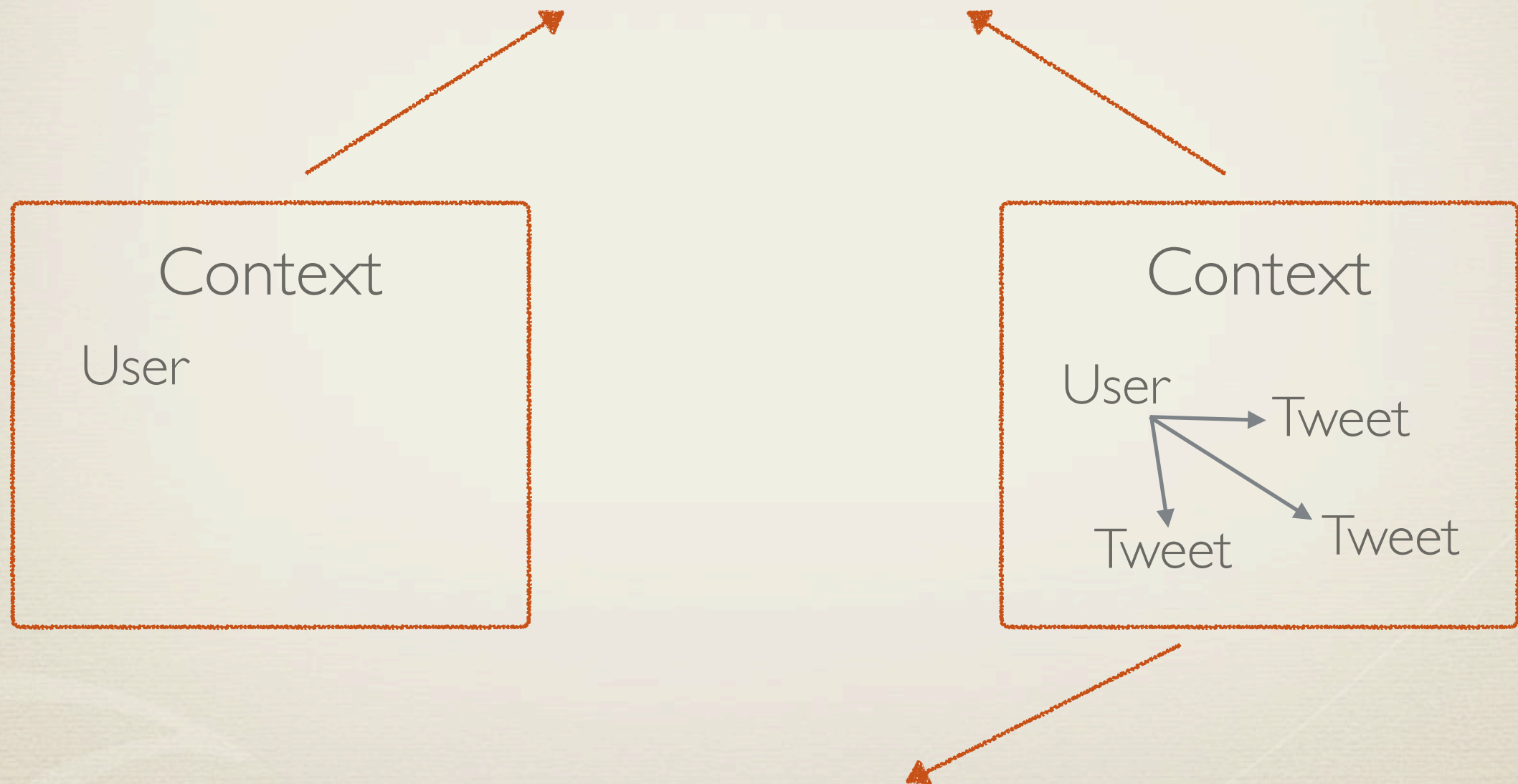


Cross-referencing Managed Objects



Merging Contexts

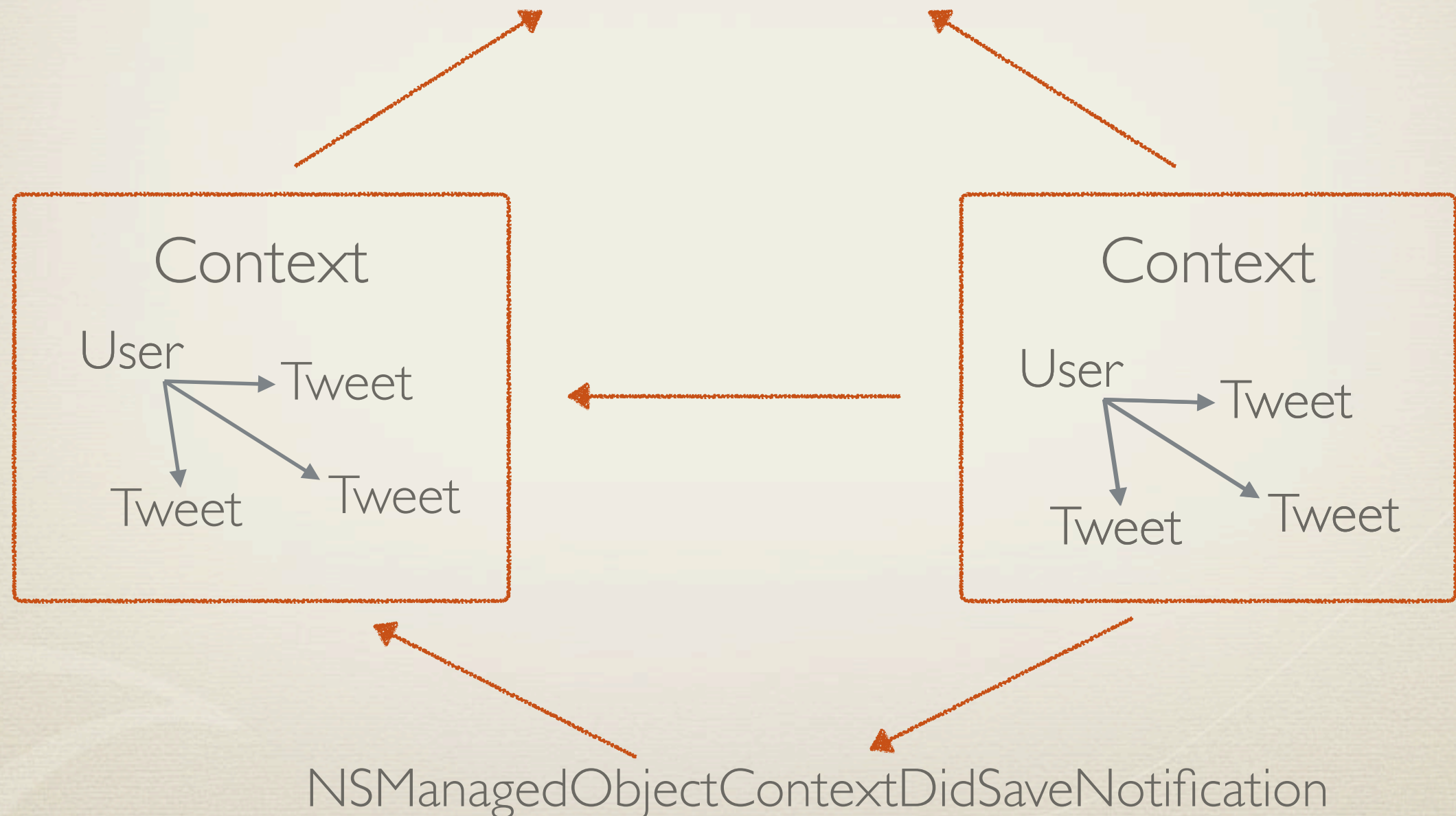
Persistent Store Coordinator



NSManagedObjectContextDidSaveNotification

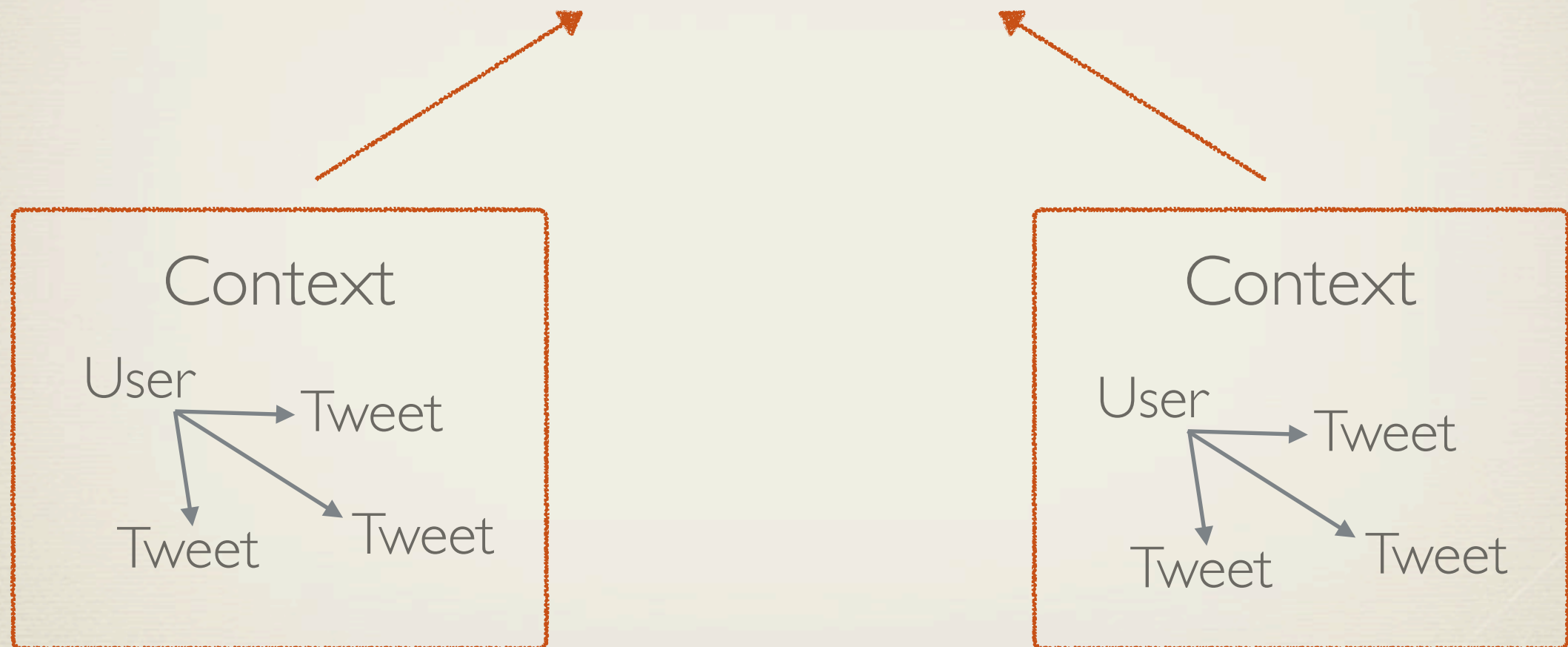
Merging Contexts

Persistent Store Coordinator



Merging Contexts

Persistent Store Coordinator



Merging Contexts

```
- (void)threadedContextDidSave:(NSNotification *)notification {  
    [self setMergePolicy:NSMergeByPropertyStoreTrumpMergePolicy];  
    [mainContext mergeChangesFromContextDidSaveNotification:notification];  
}
```

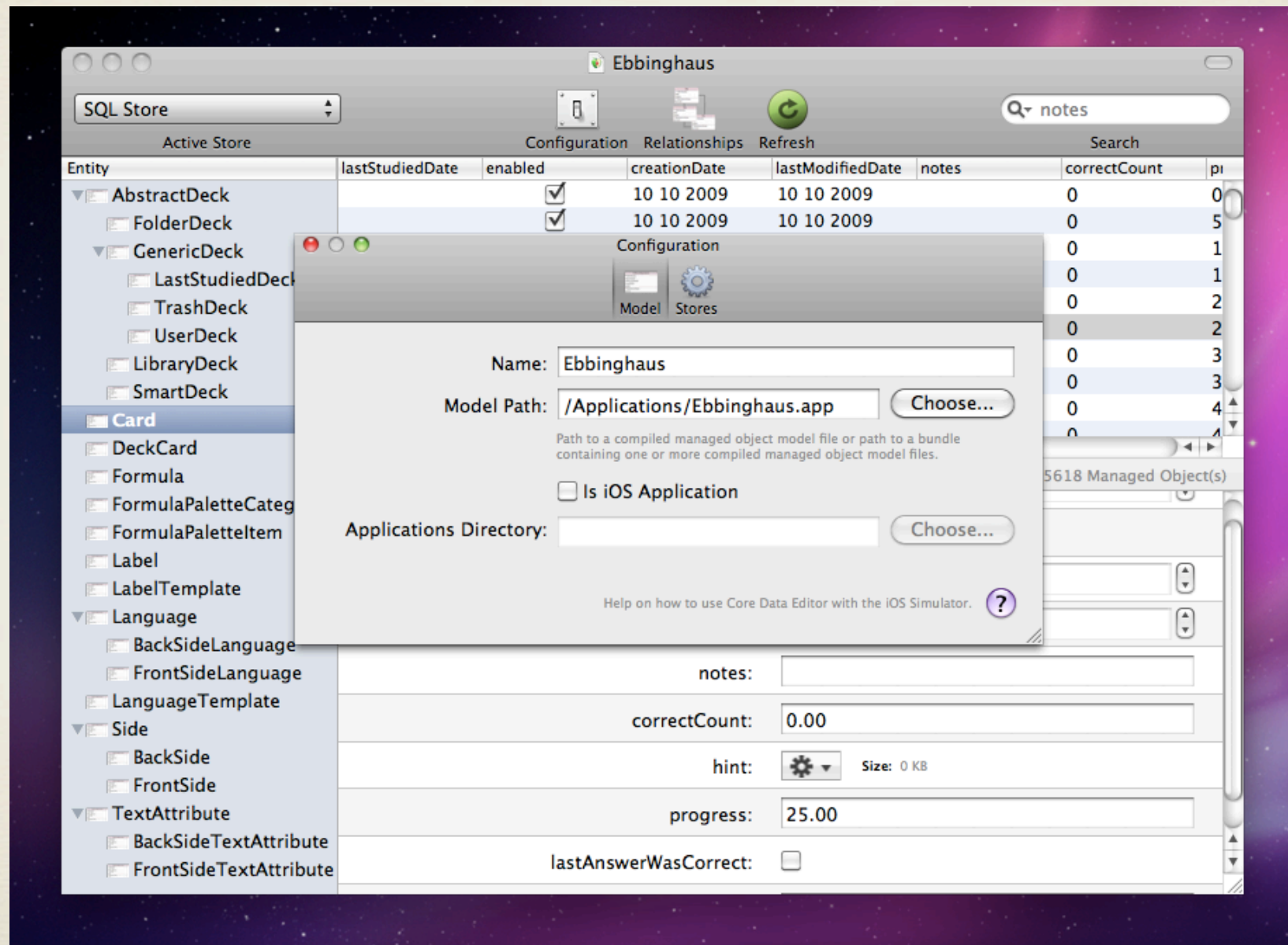

3rd Party Tools

mogenerator

- * Manages two classes per entity
 - * Machine (_EntityClass)
 - * Human (EntityClass)
- * This allows you to modify the human class file without fear of being overwritten

github.com/rentzsch/mogenerator

Core Data Editor



christian-kienle.de/CoreDataEditor

DCTCoreData

- * Convenient fetching from the managed object context
- * A category to handle the ordering of related objects
- * Asynchronous tasks and fetching with blocks
- * Automated creation of managed objects from an NSDictionary representation

github.com/danielctull/DCTCoreData

DCTCoreData

“I owe you a drink; You saved me from a task
that I thought would take 5 or 6 hours”

– Chris Ross, this morning

github.com/danielctull/DCTCoreData

Daniel Tull

@danielctull

danieltull.co.uk