Advanced CloudKit

Storing your application data in the cloud

Session 231
Jacob Farkas
Software Engineer

What is CloudKit?

Why am I here?



Introducing CloudKit

Mission

Tuesday 3:15PM

What is CloudKit?

Why am I here?



Access to iCloud database servers

What is CloudKit?

Why am I here?



Access to iCloud database servers

Apple uses CloudKit!





CloudKit private database



CloudKit private database

Modeling your data



CloudKit private database

Modeling your data

Advanced record manipulation



CloudKit private database

Modeling your data

Advanced record manipulation

Handling notifications



CloudKit private database

Modeling your data

Advanced record manipulation

Handling notifications

iCloud Dashboard



CloudKit API Meet NSOperation

CloudKit API

CloudKit API

Highly asynchronous

CloudKit API

Highly asynchronous

NSOperation almost everywhere

Convenience API

```
@interface CKFetchRecordsOperation: NSOperation
- (instancetype)initWithRecordIDs:(NSArray /* CKRecordID */ *)recordIDs;
@property (nonatomic, copy) NSArray /* CKRecordID */ *recordIDs;
@property (nonatomic, copy) NSArray /* NSString */ *desiredKeys;
@property (nonatomic, copy) void (^perRecordProgressBlock)
                                    (CKRecordID *recordID, double progress);
@property (nonatomic, copy) void (^perRecordCompletionBlock)
                   (CKRecord *record, CKRecordID *recordID, NSError *error);
@property (nonatomic, copy) void (^fetchRecordsCompletionBlock)(
             NSDictionary /* CKRecordID * -> CKRecord */ *recordsByRecordID,
             NSError *operationError);
@end
```

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@property (nonatomic, copy) void (^fetchRecordsCompletionBlock)(
             NSDictionary /* CKRecordID * -> CKRecord */ *recordsByRecordID,
             NSError *operationError);
@end
```

Basic NSOperations

```
@interface NSOperation: NSObject
   - (void (^)(void))completionBlock
     (void)cancel;
     (BOOL) is Cancelled;
   (B00L) is Executing;
   (B00L) is Finished;
     (void)addDependency:(NSOperation *)op;
   - (void)removeDependency:(NSOperation *)op;
@end
```

Basic NSOperations

```
@interface NSOperation: NSObject
   - (void (^)(void))completionBlock
                                                    Lifecycle
     (void)cancel;
     (BOOL) is Cancelled;
     (BOOL) is Executing;
     (BOOL) is Finished;
     (void)addDependency:(NSOperation *)op;
   - (void)removeDependency:(NSOperation *)op;
@end
```

Basic NSOperations

@end

```
@interface NSOperation: NSObject
   - (void (^)(void))completionBlock
                                                    Lifecycle
     (void)cancel;
     (BOOL) is Cancelled;
     (BOOL) is Executing;
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```

Basic NSOperations

```
@interface NSOperation: NSObject
   - (void (^)(void))completionBlock
     (void)cancel;
     (BOOL) is Cancelled;
     (BOOL) is Executing;
                                                   State
   (B00L) is Finished;
     (void)addDependency:(NSOperation *)op;
   - (void)removeDependency:(NSOperation *)op;
@end
```

Basic NSOperations

```
@interface NSOperation: NSObject
   - (void (^)(void))completionBlock
     (void)cancel;
     (BOOL) is Cancelled;
                                                    State
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```

Basic NSOperations

```
@interface NSOperation : NSObject

- (void (^)(void))completionBlock
- (void)cancel;

- (B00L)isCancelled;
- (B00L)isExecuting;
- (B00L)isFinished;

- (void)addDependency:(NSOperation *)op;
- (void)removeDependency:(NSOperation *)op;
Dependencies
```

@end

Basic NSOperations

```
@interface NSOperation : NSObject

- (void (^)(void))completionBlock
- (void)cancel;

- (B00L)isCancelled;
- (B00L)isExecuting;
- (B00L)isFinished;

- (void)addDependency:(NSOperation *)op;
- (void)removeDependency:(NSOperation *)op;
- Dependencies
```

@end

```
@interface NSOperationQueue : NSObject

- (void)addOperation:(NSOperation *)op;

- (NSArray *)operations;

- (void)setSuspended:(BOOL)b;
- (BOOL)isSuspended;

- (void)cancelAllOperations;
@end
```

Starting Operations

@interface NSOperationQueue : NSObject

```
- (void)addOperation:(NSOperation *)op;
```

- (NSArray *)operations;
- (void)setSuspended:(B00L)b;
- (B00L)isSuspended;
- (void)cancelAllOperations;

@end

Starting Operations

```
@interface NSOperationQueue : NSObject

- (void)addOperation:(NSOperation *)op;

- (NSArray *)operations;

- (void)setSuspended:(BOOL)b;
- (BOOL)isSuspended;

- (void)cancelAllOperations;
@end
```

Stopping Operations

@end

```
@interface NSOperationQueue : NSObject

- (void)addOperation:(NSOperation *)op;

- (NSArray *)operations;

- (void)setSuspended:(BOOL)b;
- (BOOL)isSuspended;
- (void)cancelAllOperations;
- Stopping Operations
```

Finding your way around

CKDiscoverAllContactsOperation CKDiscoverUserInfosOperation CKFetchNotificationChangesOperation CKFetchRecordChangesOperation CKFetchRecordZonesOperation CKFetchRecordsOperation CKFetchSubscriptionsOperation CKMarkNotificationsReadOperation CKModifyBadgeOperation CKModifyRecordZonesOperation CKModifyRecordsOperation CKModifySubscriptionsOperation CKQueryOperation

CloudKit Operations Finding your way around

CKFetchRecordChangesOperation

CKFetchRecordsOperation CKFetchSubscriptionsOperation

CKModifyBadgeOperation

CKModifyRecordsOperation
CKModifySubscriptionsOperation
CKQueryOperation

CKDiscoverAllContactsOperation CKDiscoverUserInfosOperation CKFetchNotificationChangesOperation

CKFetchRecordZonesOperation

CKMarkNotificationsReadOperation

CKModifyRecordZonesOperation

CloudKit Operations Finding your way around

CKFetchRecordsOperation
CKModifyRecordsOperation
CKFetchRecordChangesOperation
CKQueryOperation

CKFetchRecordZonesOperation CKModifyRecordZonesOperation

CKDiscoverAllContactsOperation CKDiscoverUserInfosOperation

CKFetchSubscriptionsOperation
CKModifySubscriptionsOperation
CKModifyBadgeOperation

CKFetchNotificationChangesOperation CKMarkNotificationsReadOperation

Finding your way around

Records

CKFetchRecordsOperation
CKModifyRecordsOperation
CKFetchRecordChangesOperation
CKQueryOperation

Subscriptions

CKFetchSubscriptionsOperation
CKModifySubscriptionsOperation
CKModifyBadgeOperation

Zones

CKFetchRecordZonesOperation CKModifyRecordZonesOperation

Users

CKDiscoverAllContactsOperation CKDiscoverUserInfosOperation

Notifications

CKFetchNotificationChangesOperation CKMarkNotificationsReadOperation

NSOperation Tips

Dependencies

NSOperation Tips

Dependencies

Use dependencies between operations

NSOperation Tips Dependencies

Use dependencies between operations Dependencies work between queues

NSOperation Tips

Completion blocks

NSOperation Tips

Completion blocks

NSOperation.completionBlock fires asynchronously with dependencies

NSOperation Tips Completion blocks

NSOperation.completionBlock fires asynchronously with dependencies Use the CloudKit specific completion blocks to process results

NSOperation Tips

Completion blocks

```
NSOperation.completionBlock fires asynchronously with dependencies

Use the CloudKit specific completion blocks to process results

@property (nonatomic, copy) void (^fetchRecordsCompletionBlock)

(NSDictionary *recordsByRecordID, NSError *operationError);
```

NSOperation Tips

Priorities

```
NSOperations can have priorities
NSOperationQueuePriority {
    NSOperationQueuePriorityVeryLow,
    NSOperationQueuePriorityLow,
    NSOperationQueuePriorityNormal,
    NSOperationQueuePriorityHigh,
    NSOperationQueuePriorityVeryHigh
};
```

The CloudKit Private Database

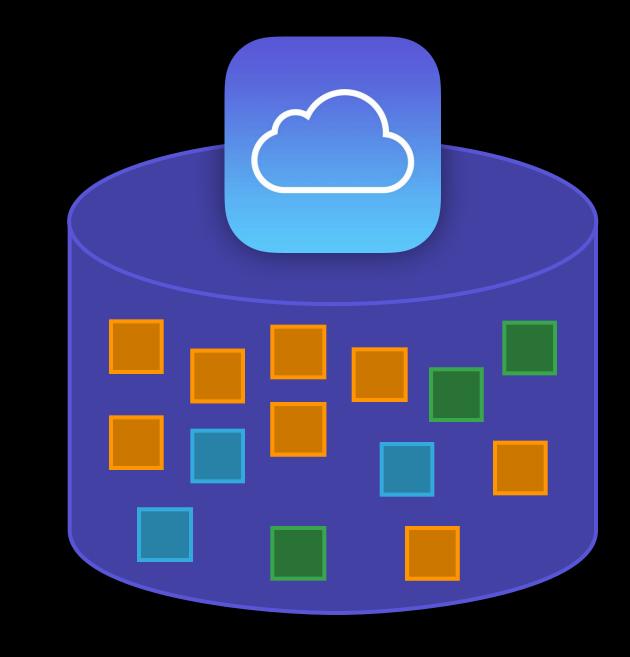
Storing private user data in CloudKit

Big Data, Little Phone

More data than could fit on a single client

Data downloaded on demand

No offline use







Big Data, Little Phone

More data than could fit on a single client

Data downloaded on demand

No offline use







Little Data, Lots of Clients

Data fits on a client

Every client wants the same data

Lots of clients





Little Data, Lots of Clients

Data fits on a client

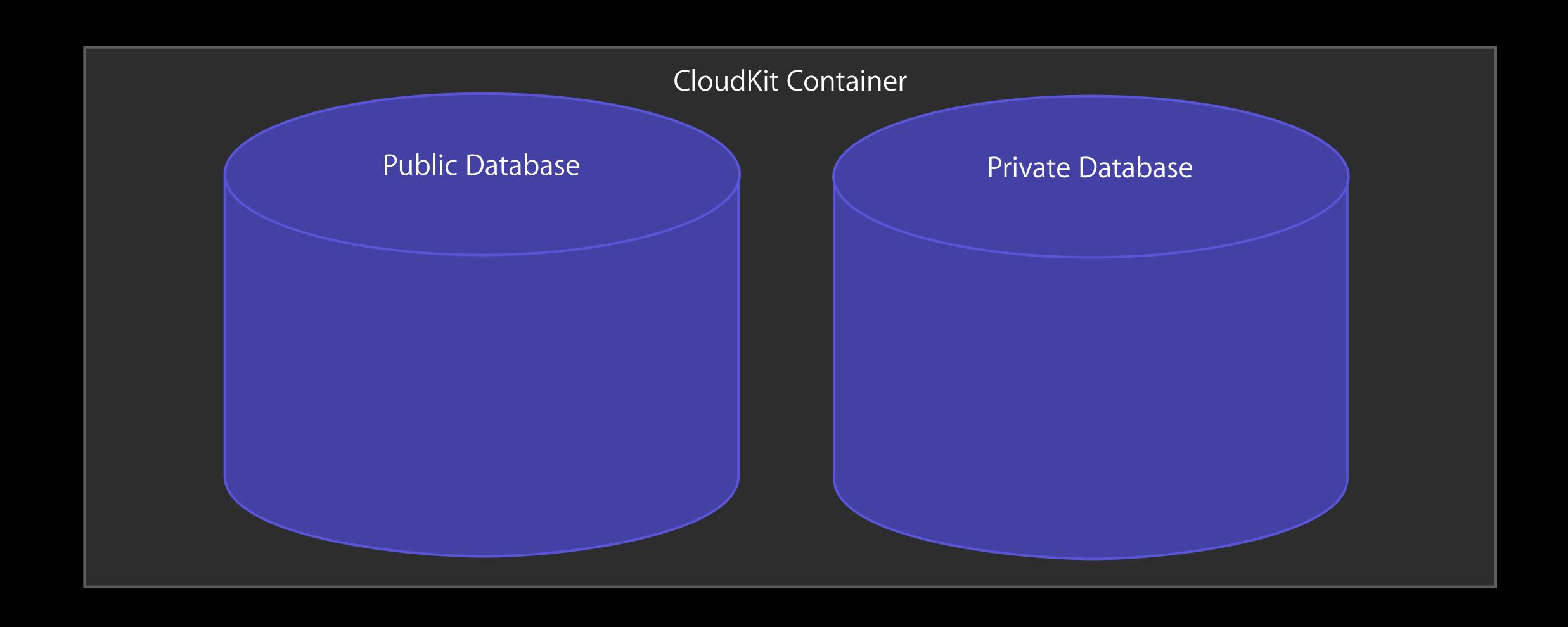
Every client wants the same data

Lots of clients

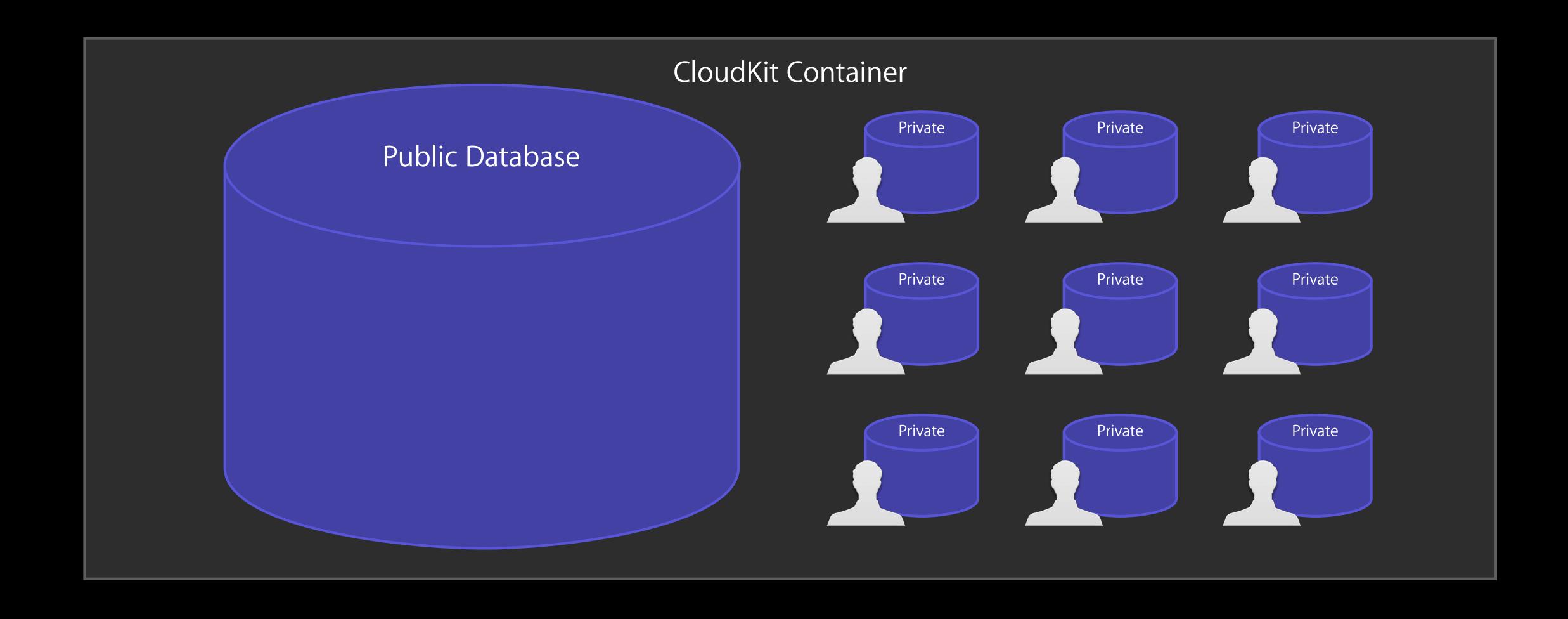


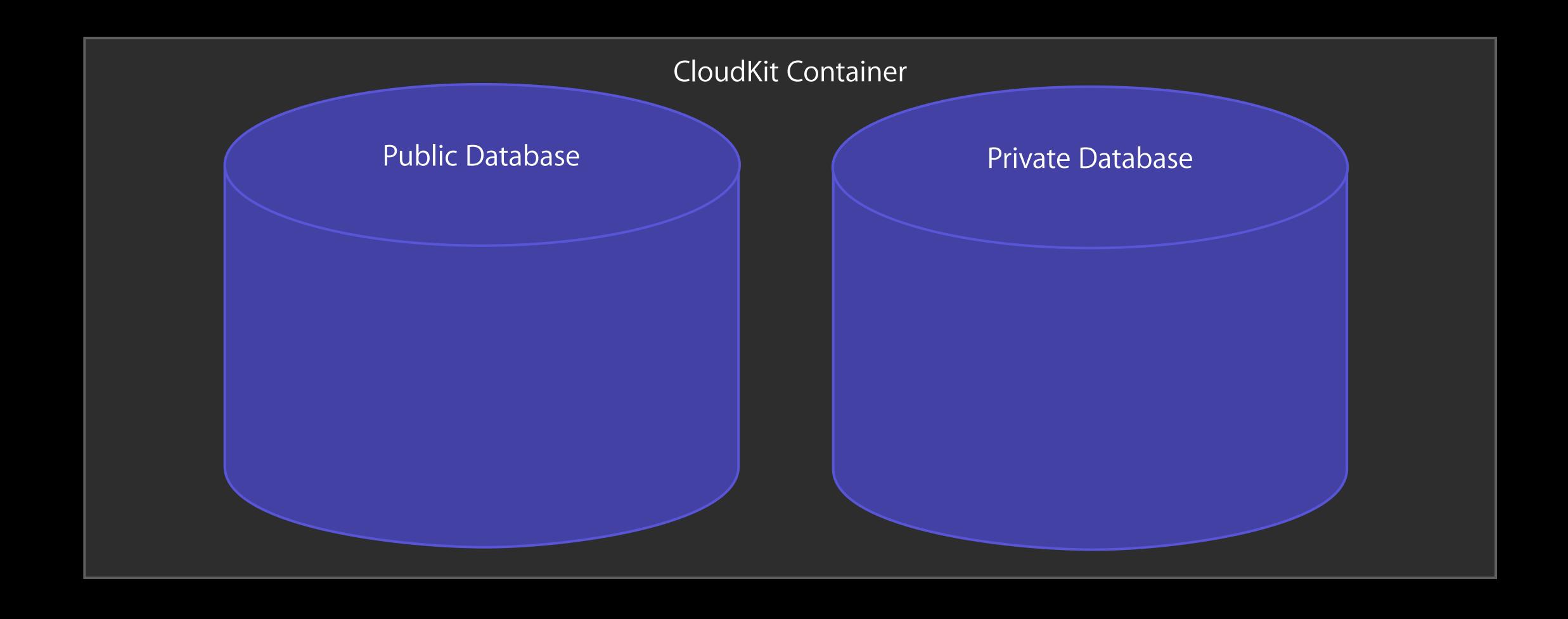


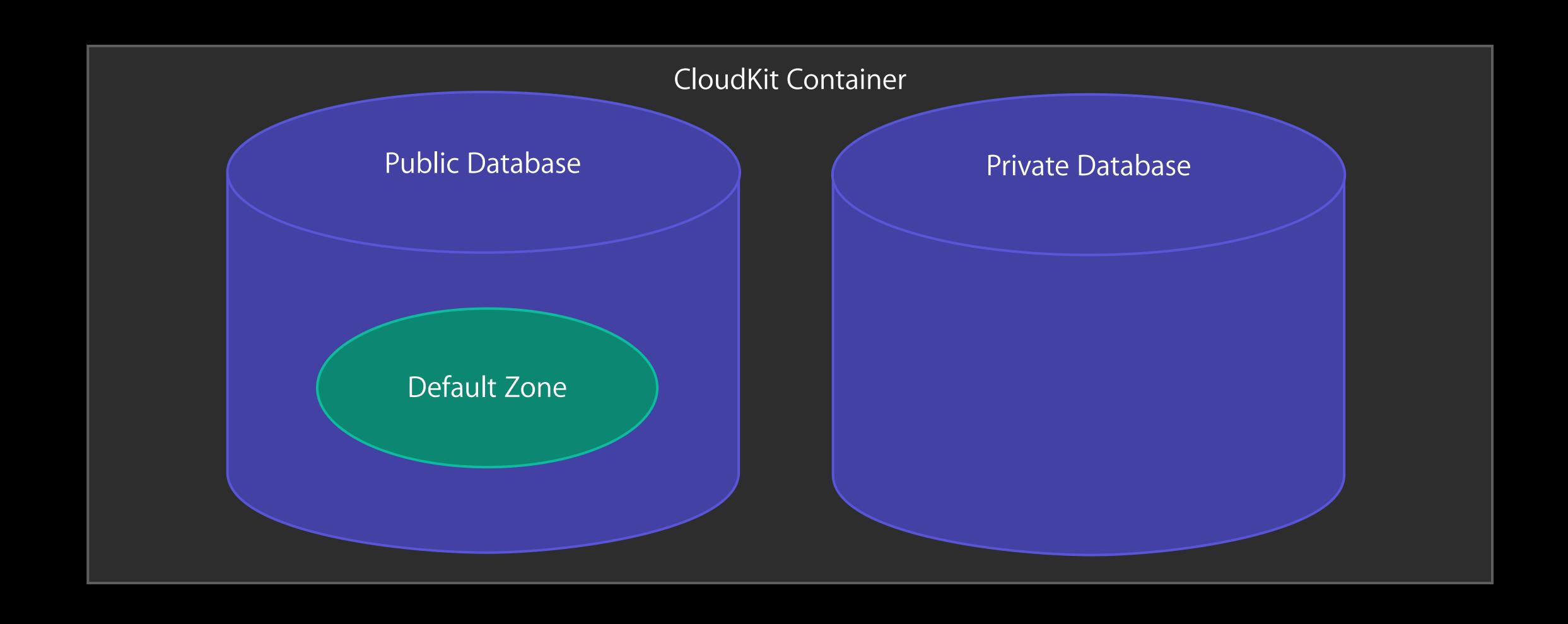
Public vs. Private Database

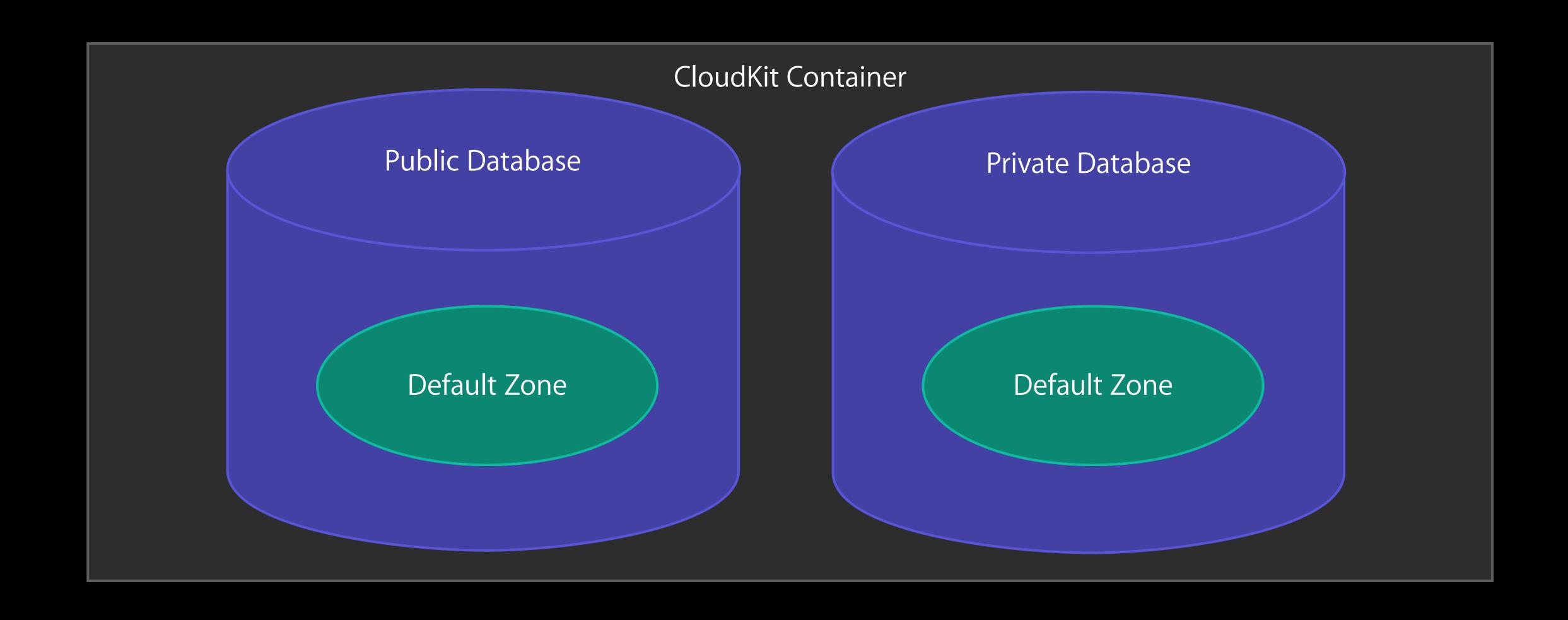


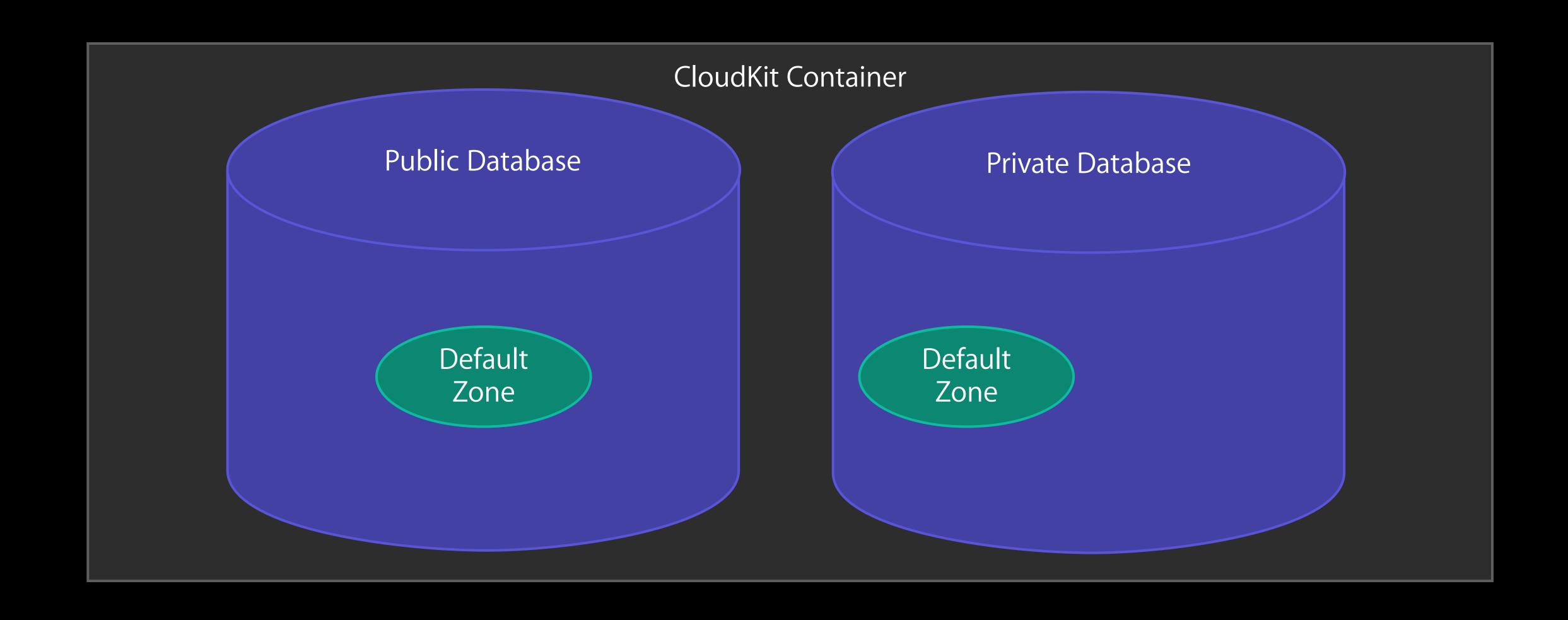
Databases

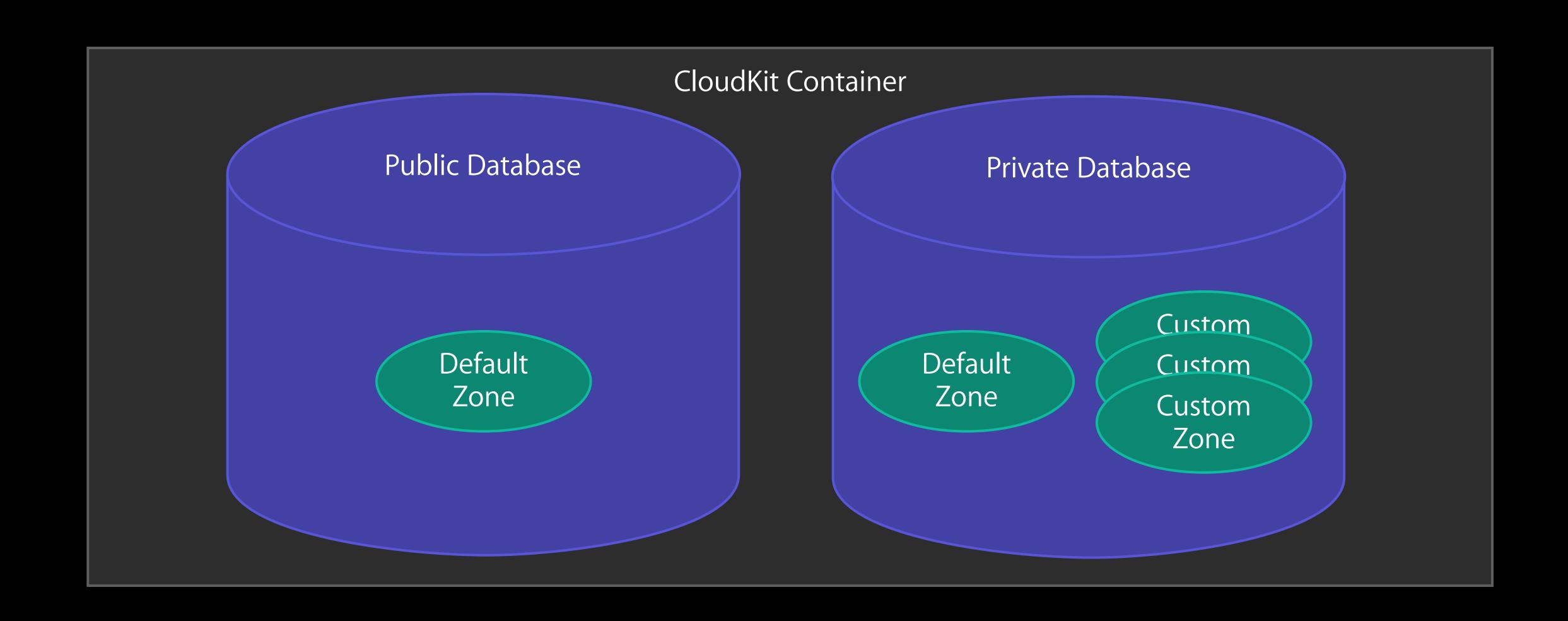












CloudKit relationship advice

CloudKit has relationships

CloudKit has relationships

You want consistency

CloudKit has relationships

You want consistency

Public database tradeoffs

CloudKit has relationships

You want consistency

Public database tradeoffs

Custom zones give you atomic commits

Custom zone features

Custom zone features

Batch operations succeed or fail as a whole

Custom zone features

Batch operations succeed or fail as a whole

Failures return CKErrorPartialFailure

Custom zone features

Batch operations succeed or fail as a whole

Failures return CKErrorPartialFailure

UserInfo dictionary contains individual errors under CKPartialErrorsByItemID

Custom zone features

Batch operations succeed or fail as a whole

Failures return CKErrorPartialFailure

- UserInfo dictionary contains individual errors under CKPartialErrorsByItemID
- Some records have real failures

Custom zone features

Batch operations succeed or fail as a whole

Failures return CKErrorPartialFailure

- UserInfo dictionary contains individual errors under CKPartialErrorsByItemID
- Some records have real failures
- All others have CKErrorBatchRequestFailed

Delta Downloads Keeping an offline cache

Some apps need to work while offline

Data set is small enough to store locally

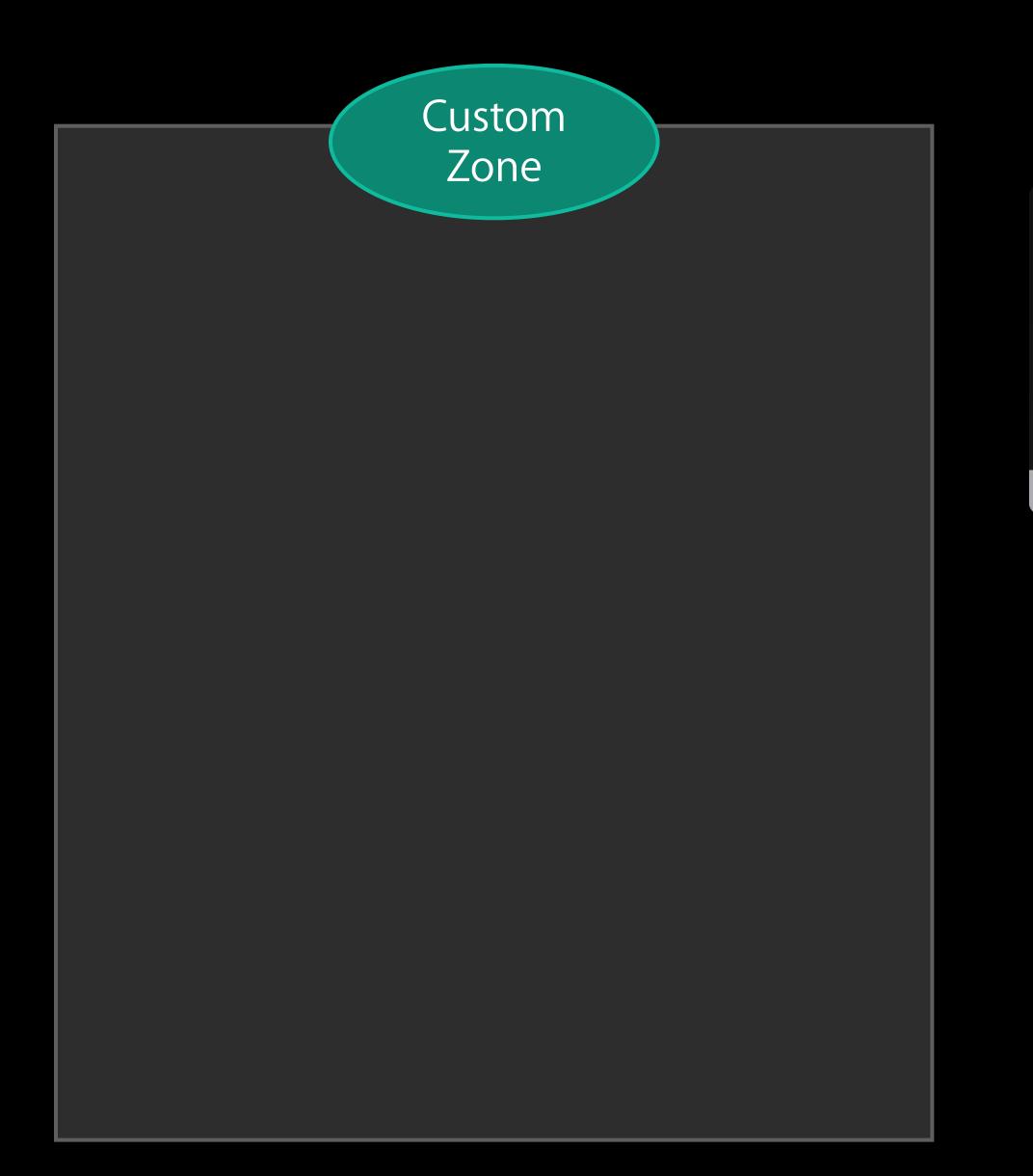
Sync is hard



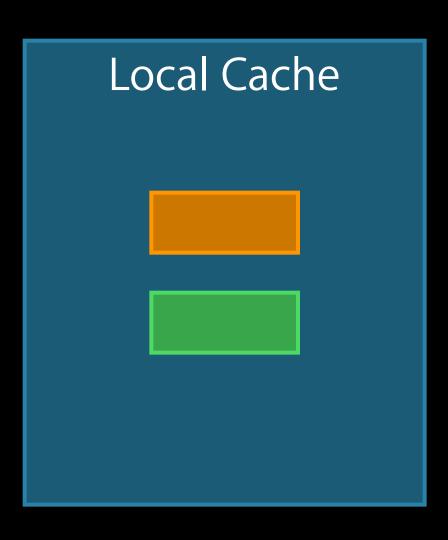
Example



Local Cache



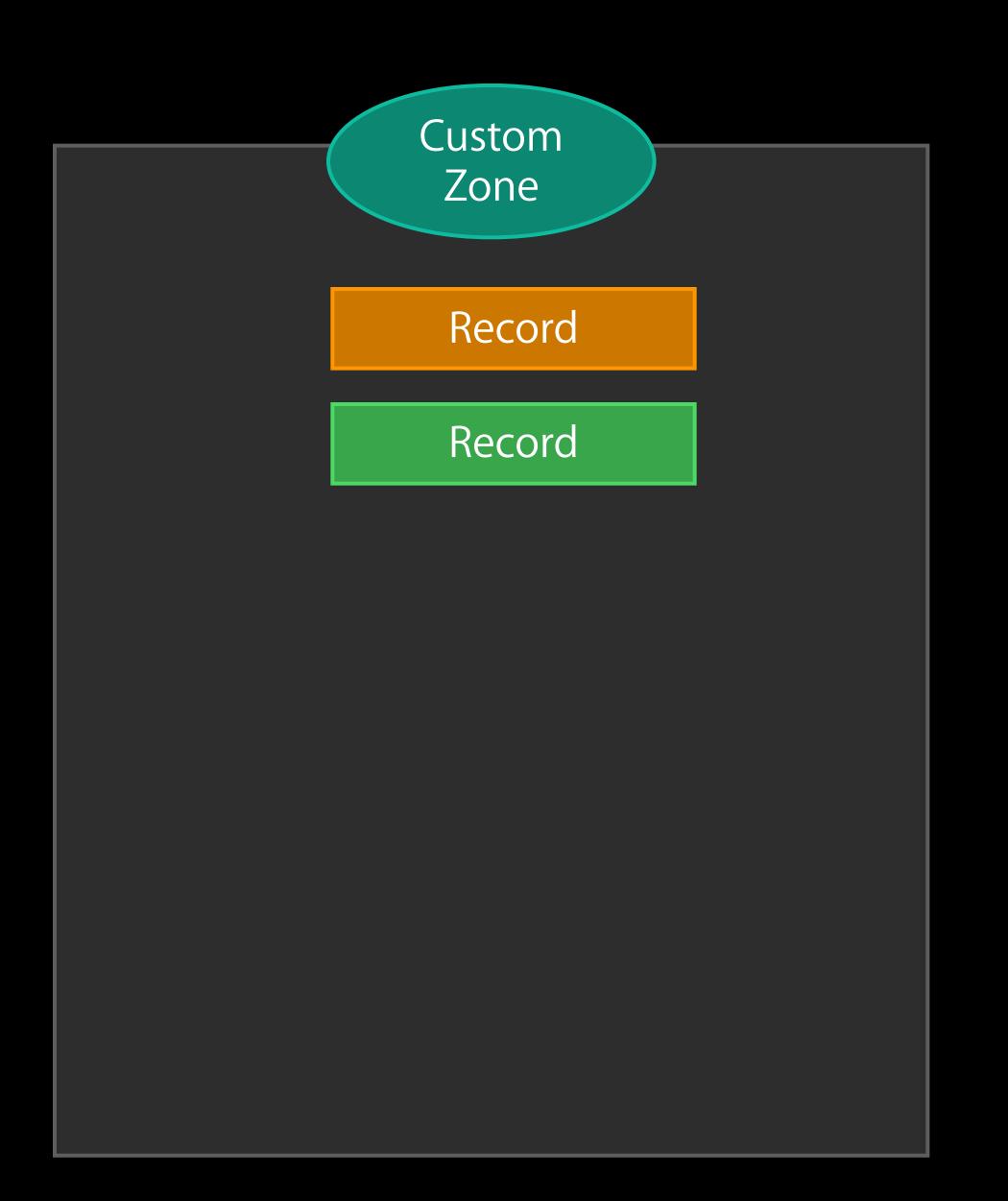




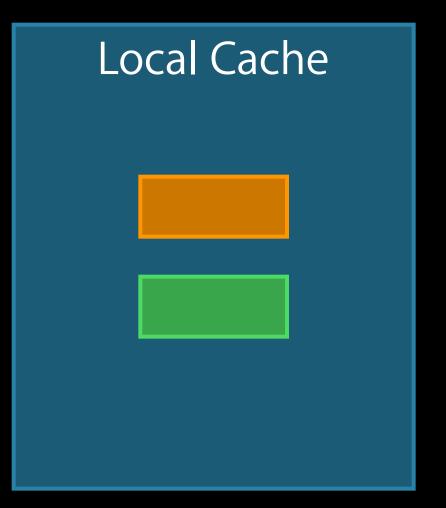
Example

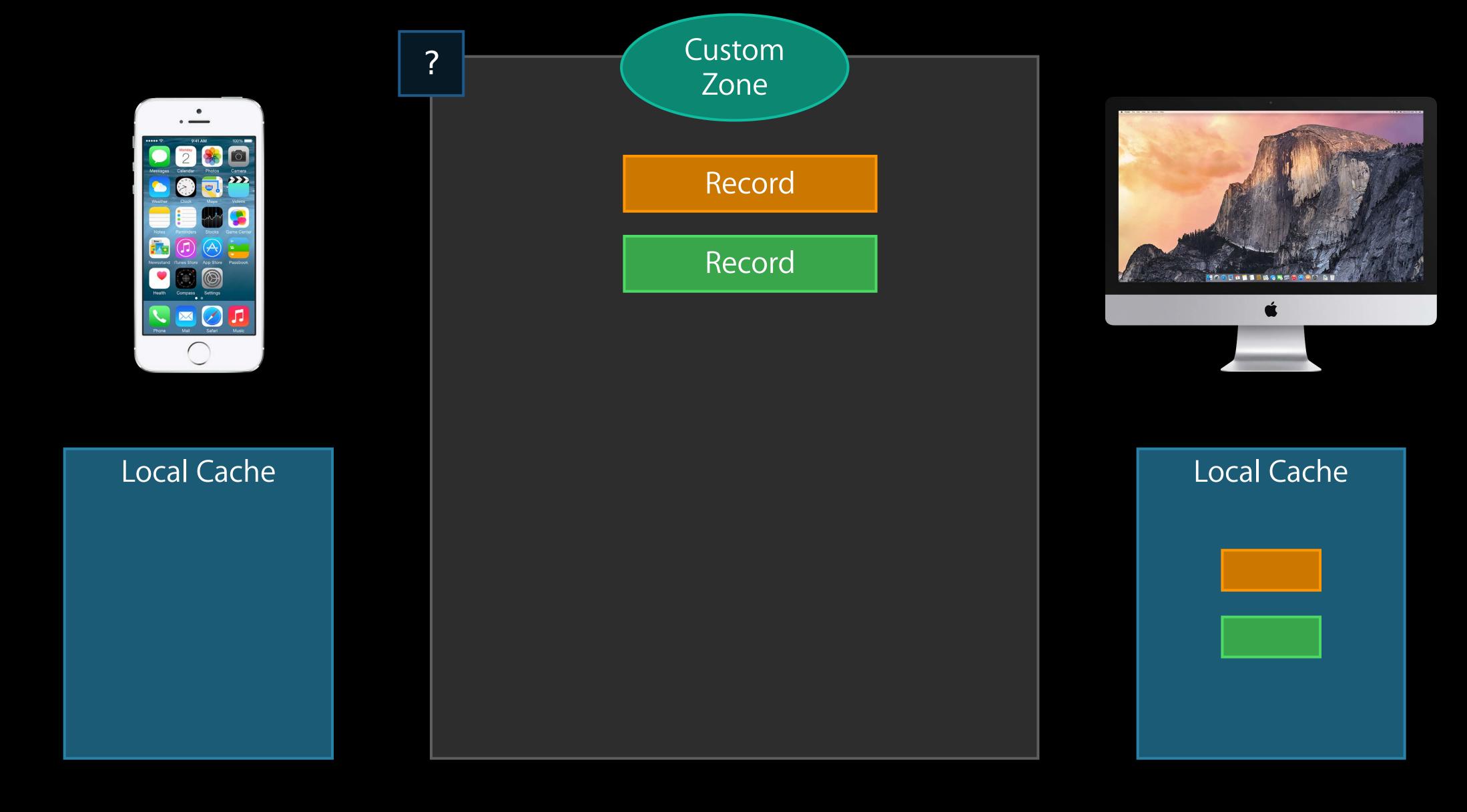


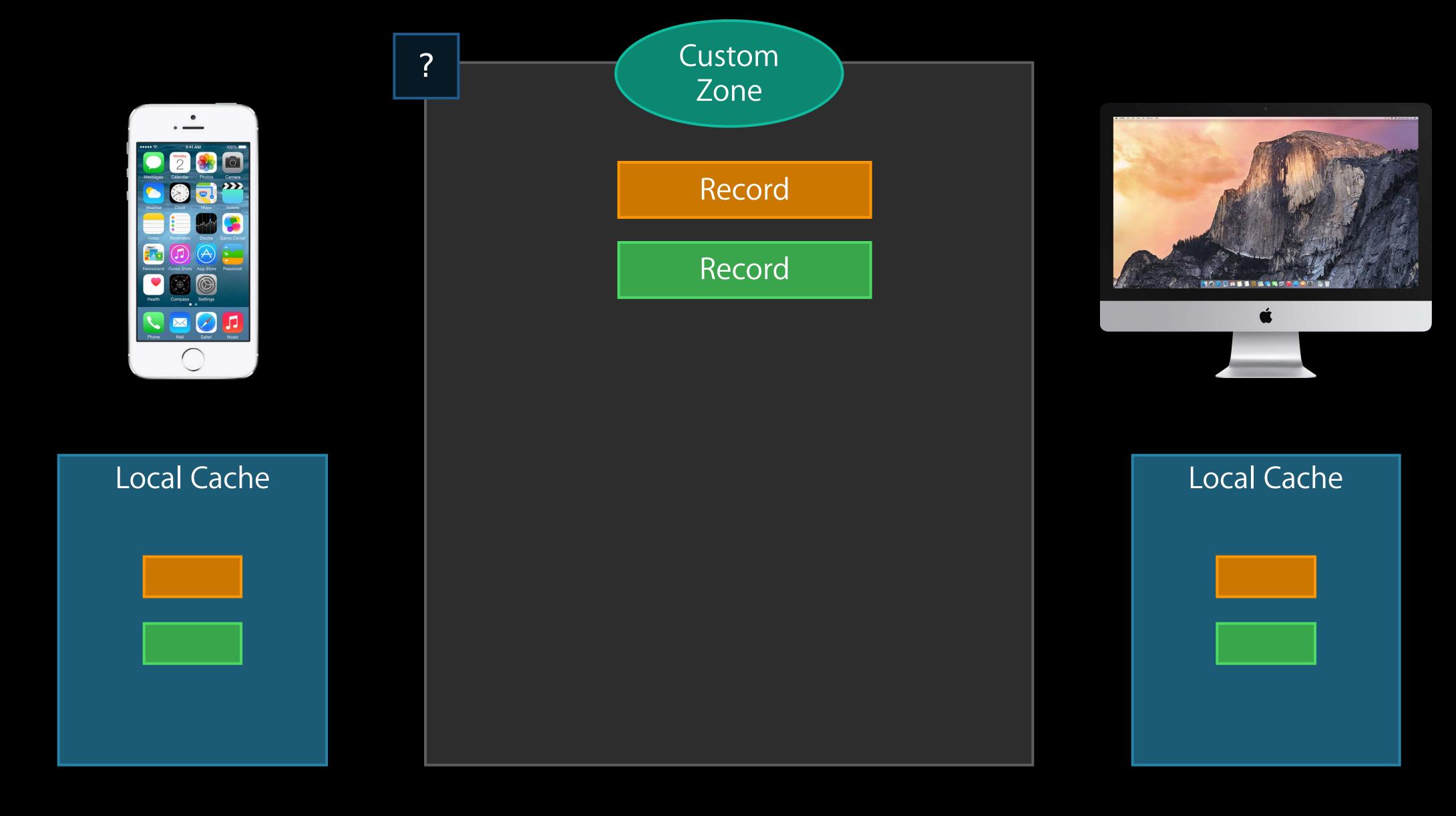
Local Cache

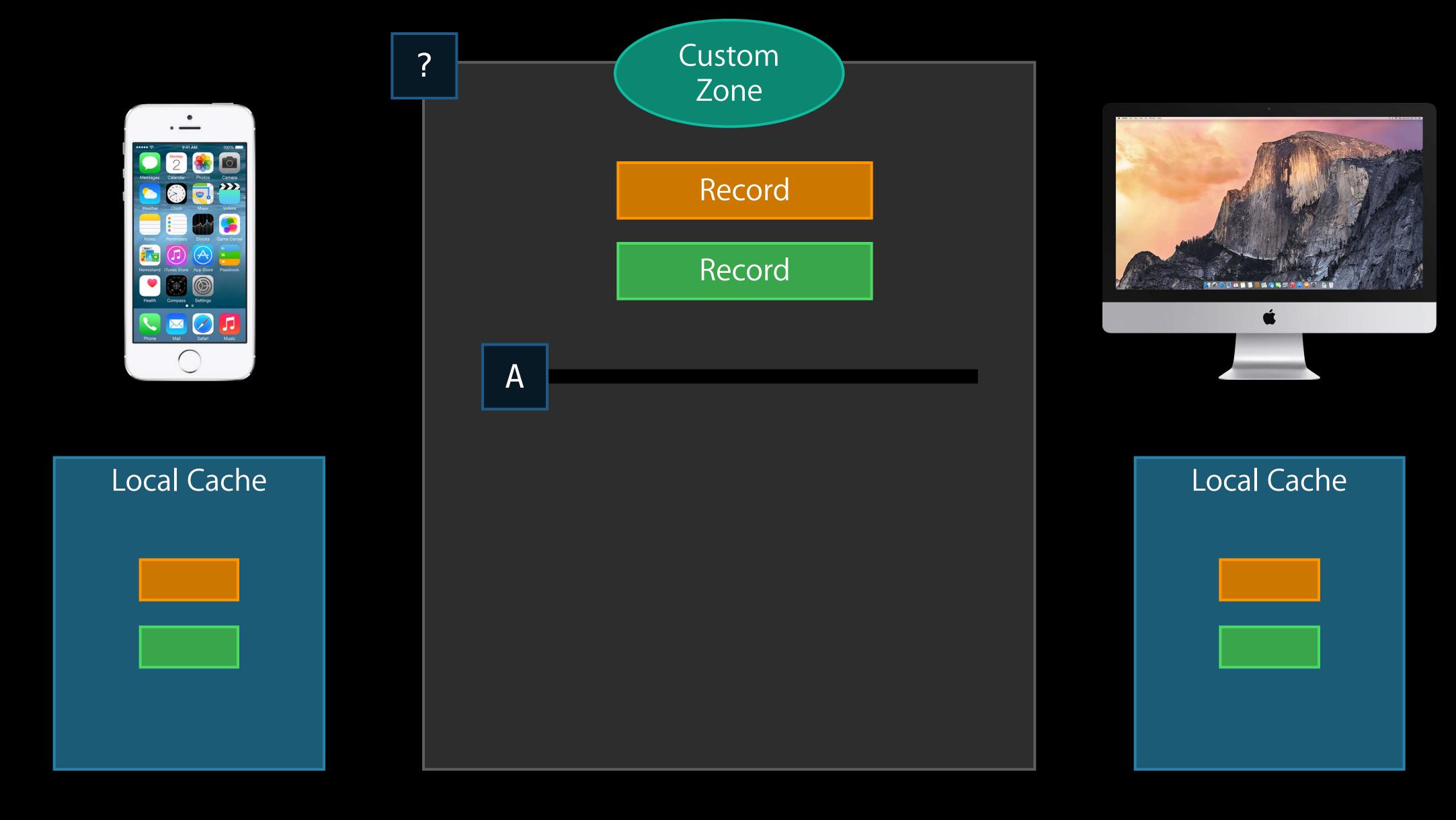


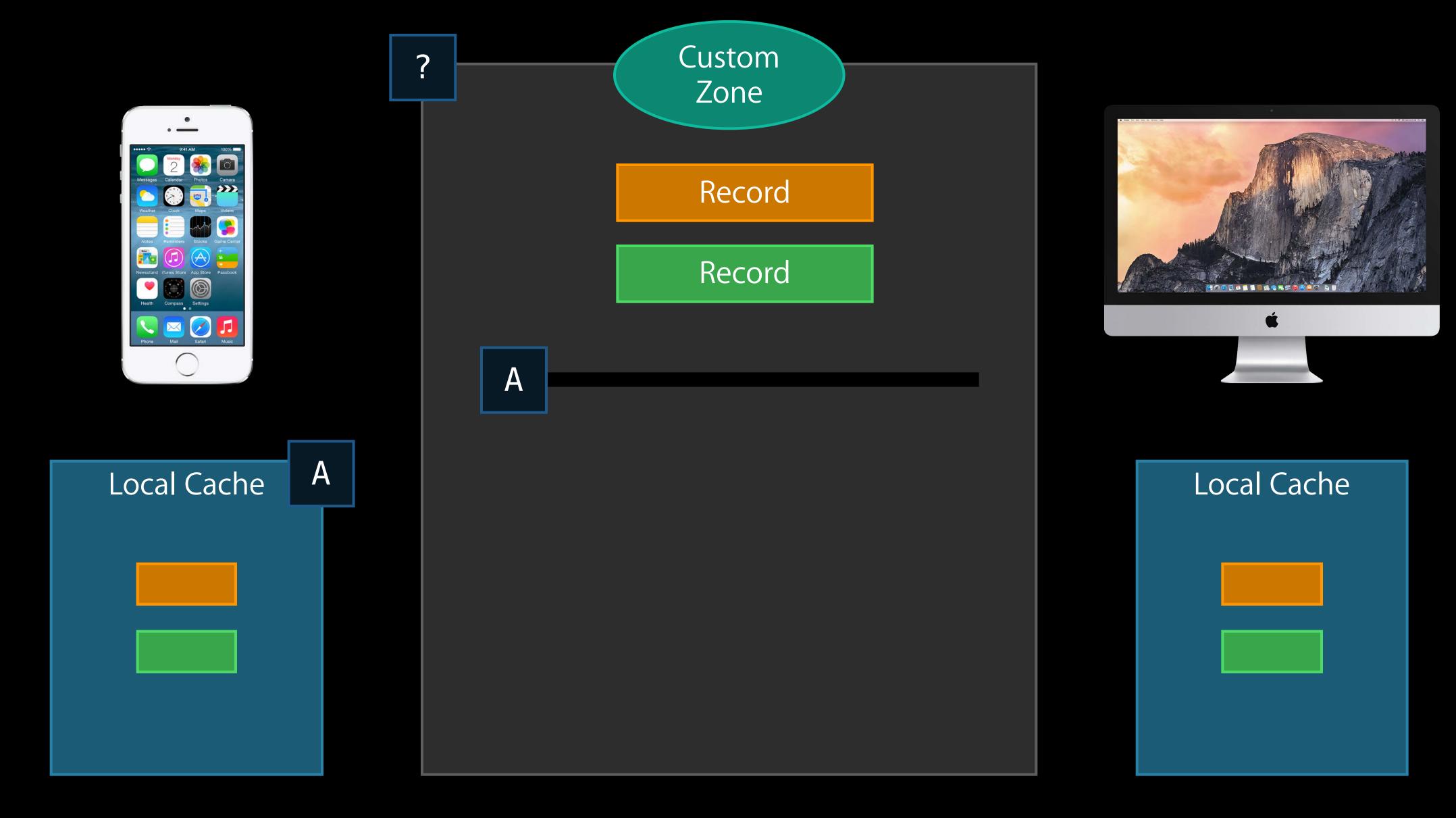




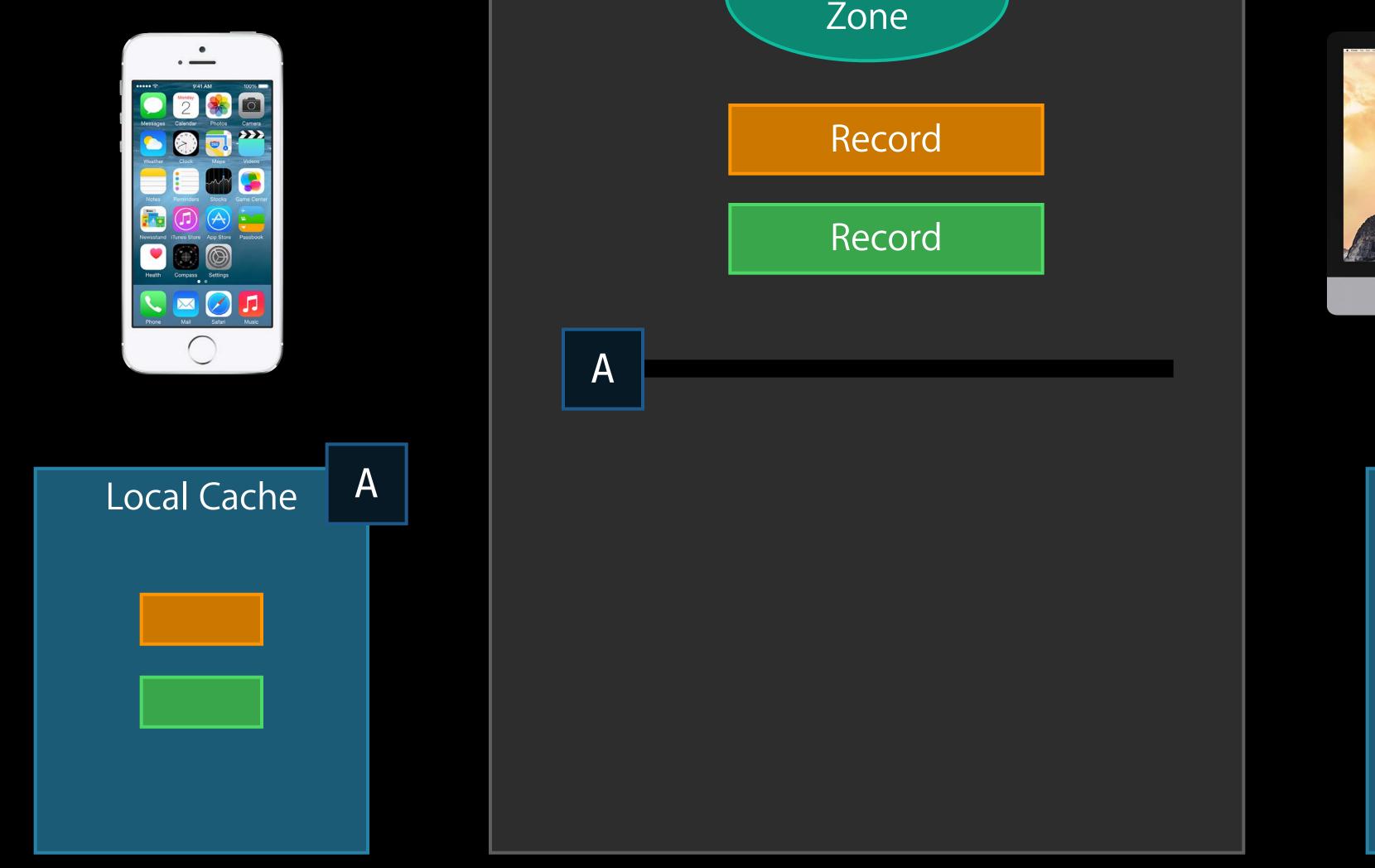








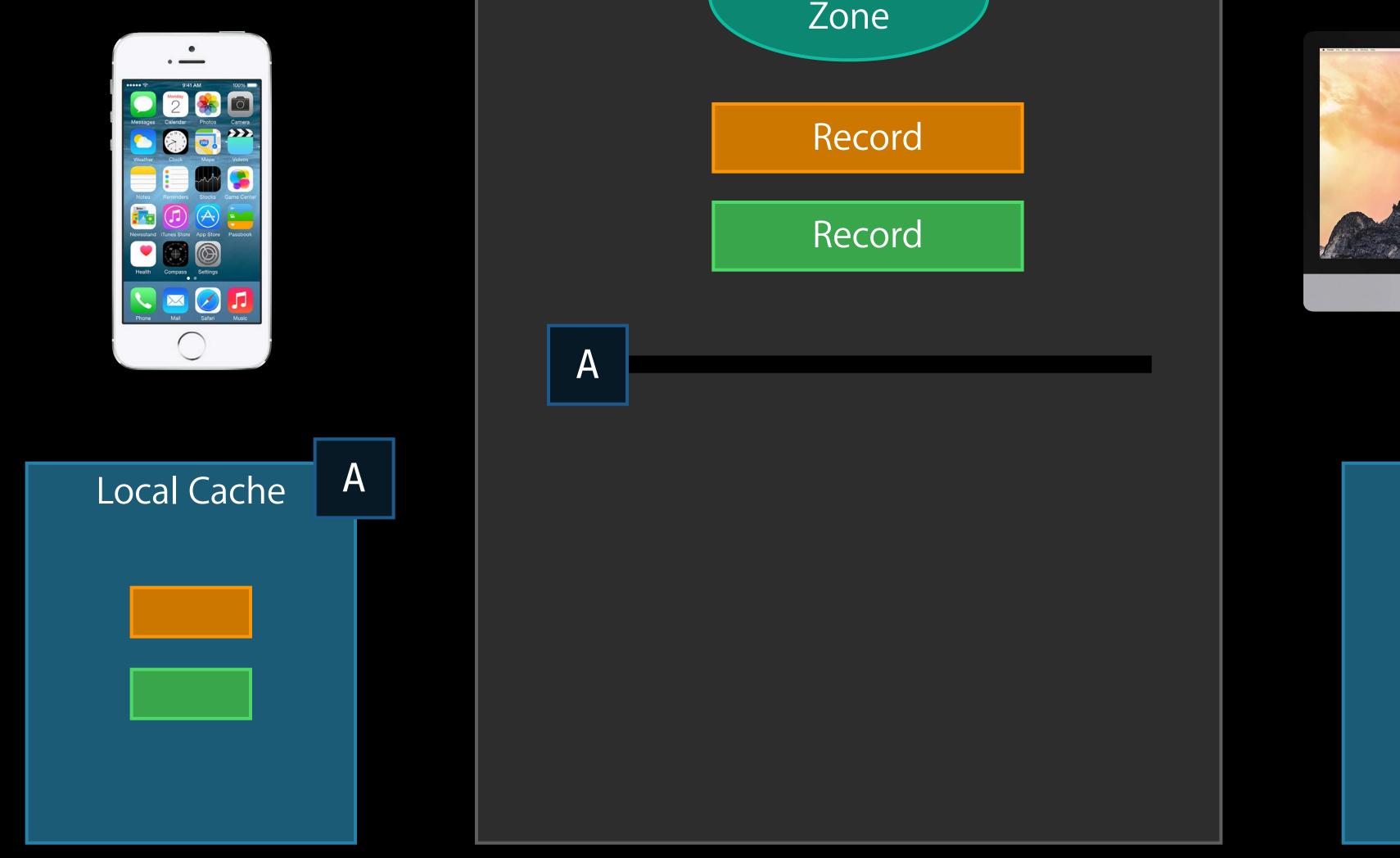
Example



Custom

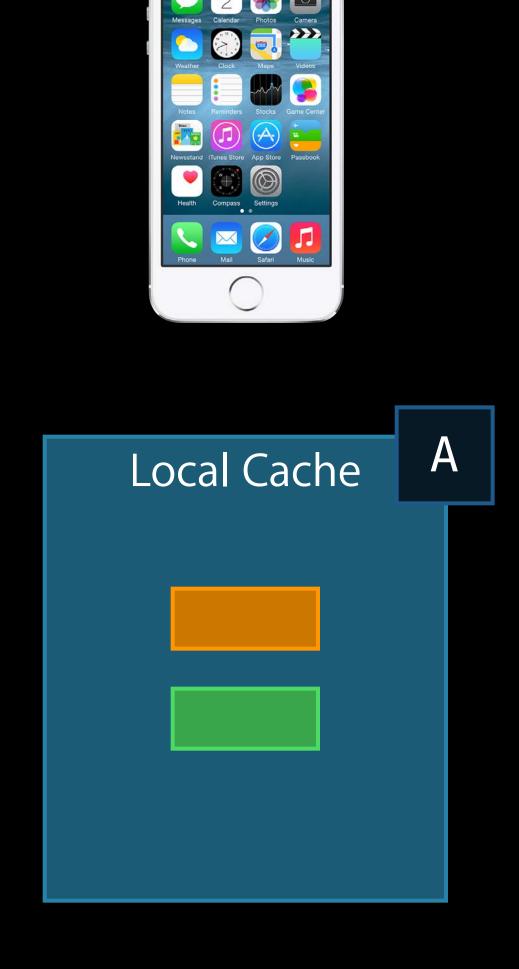


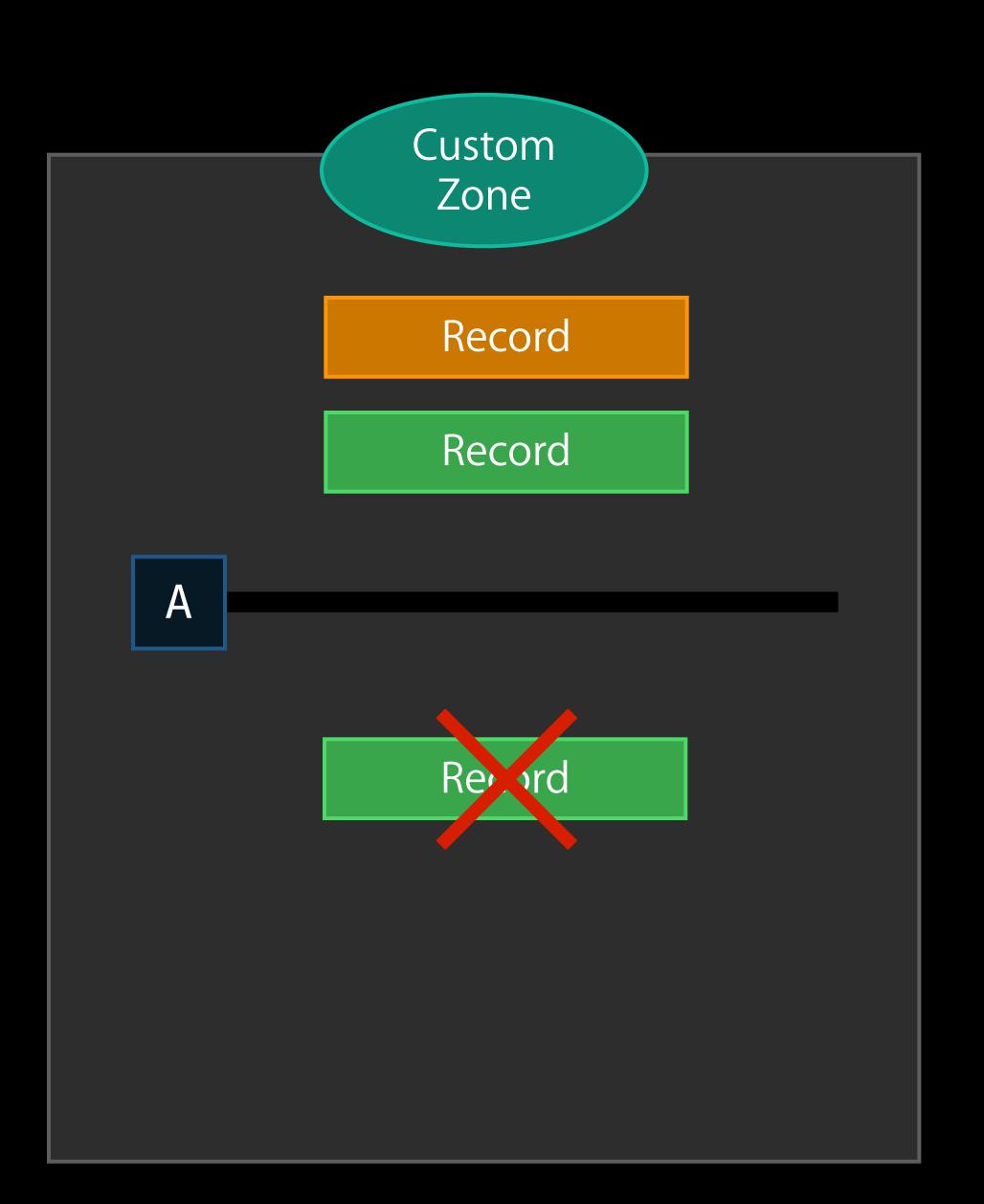
Example



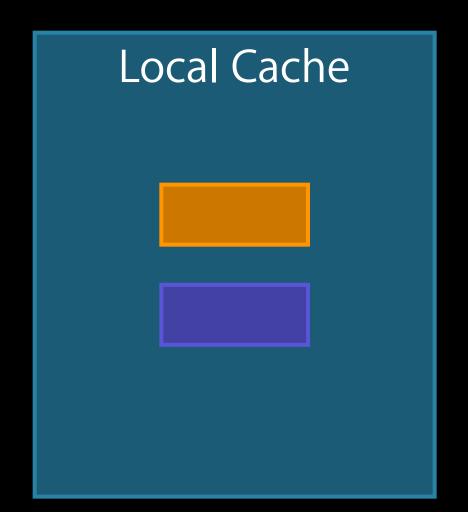
Custom

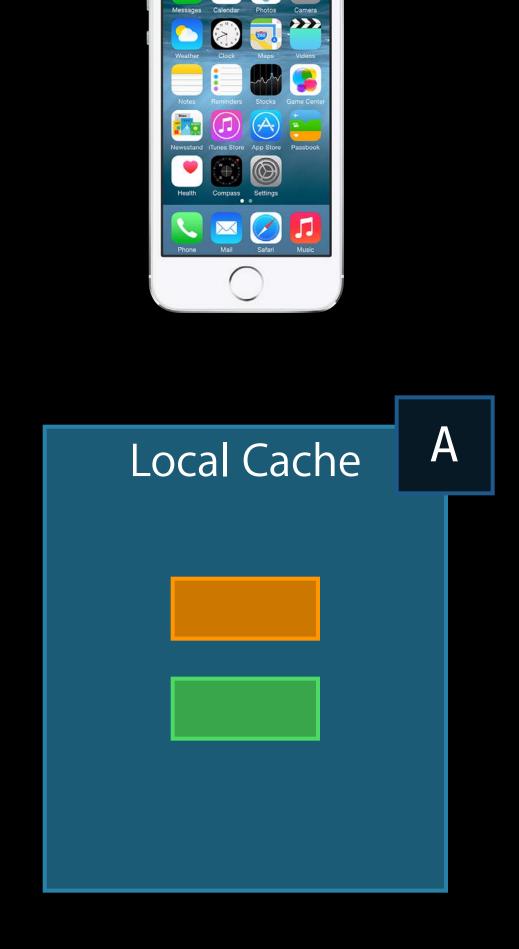


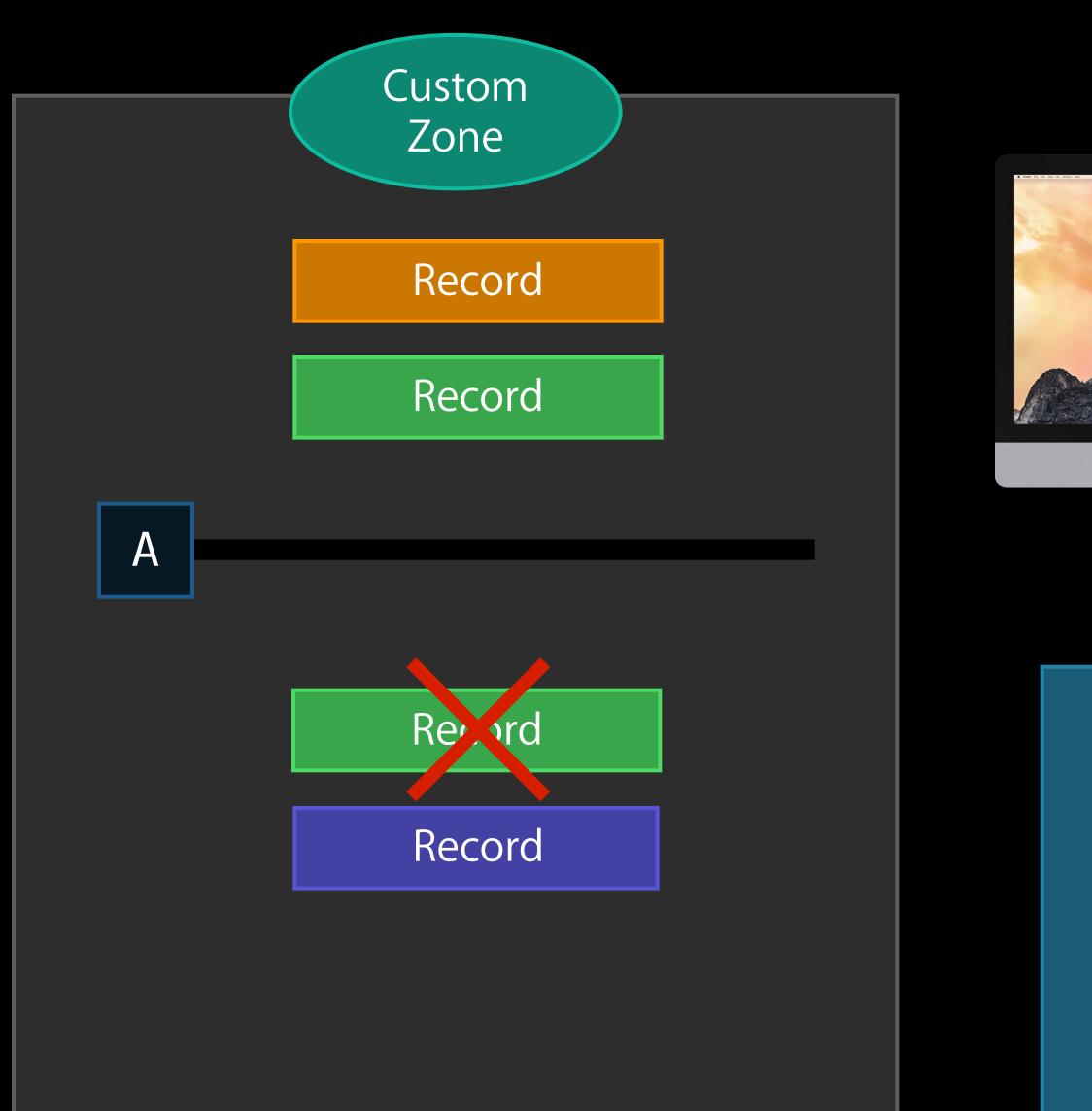




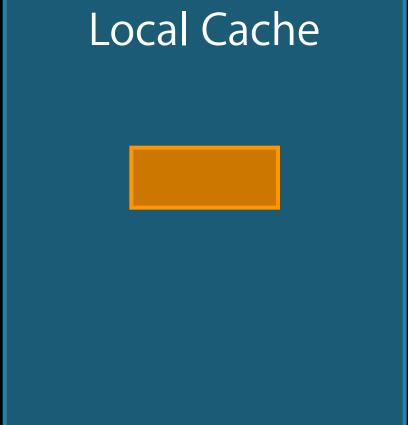


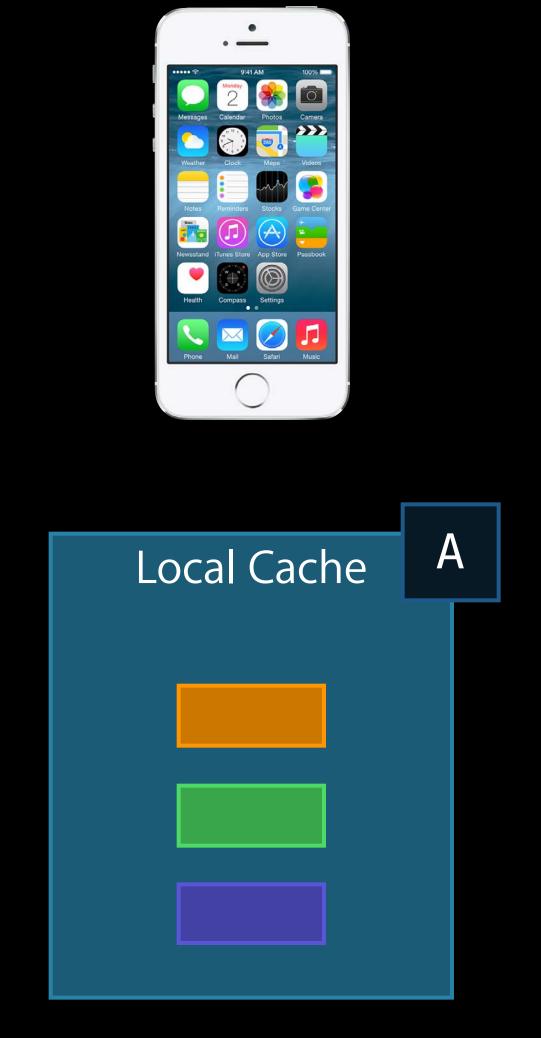


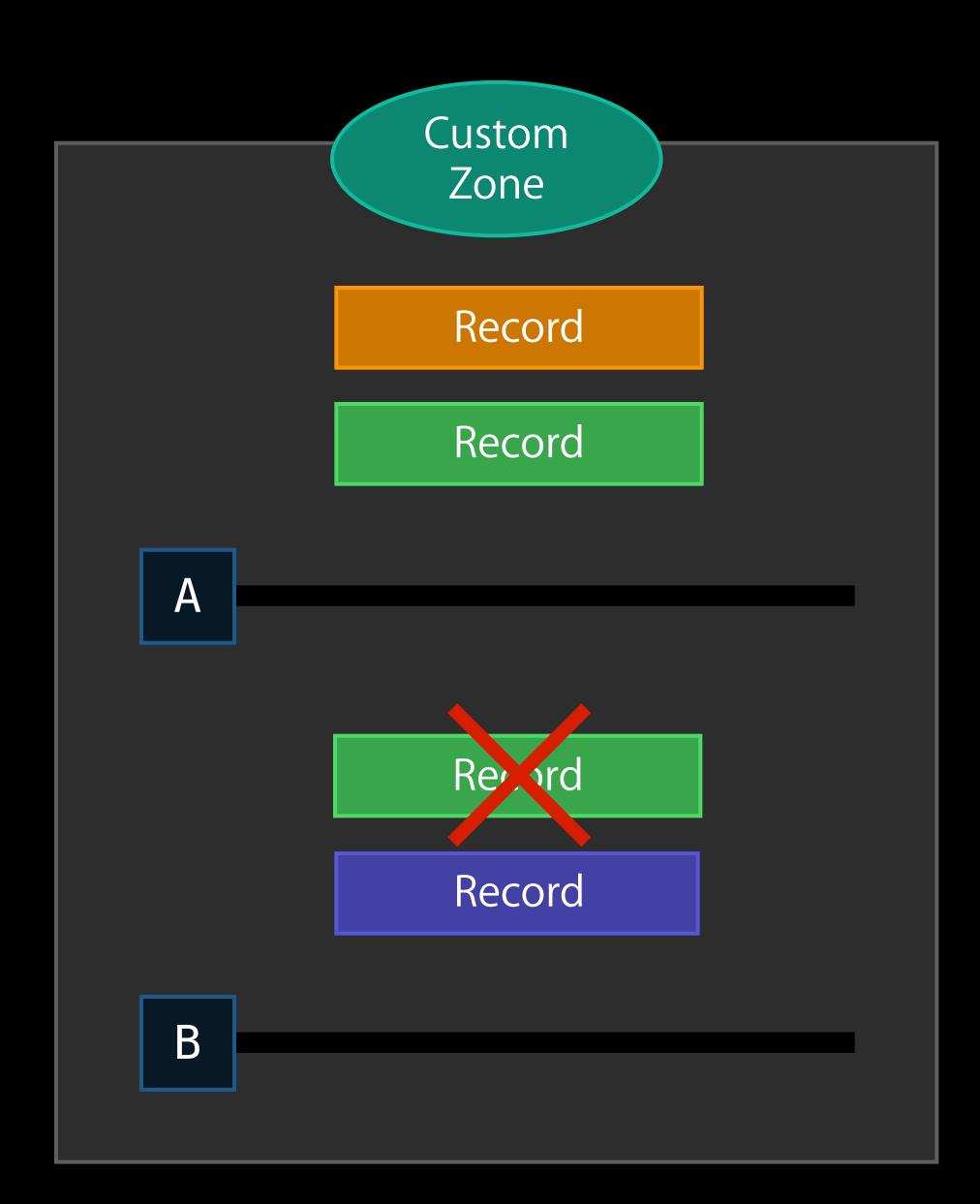




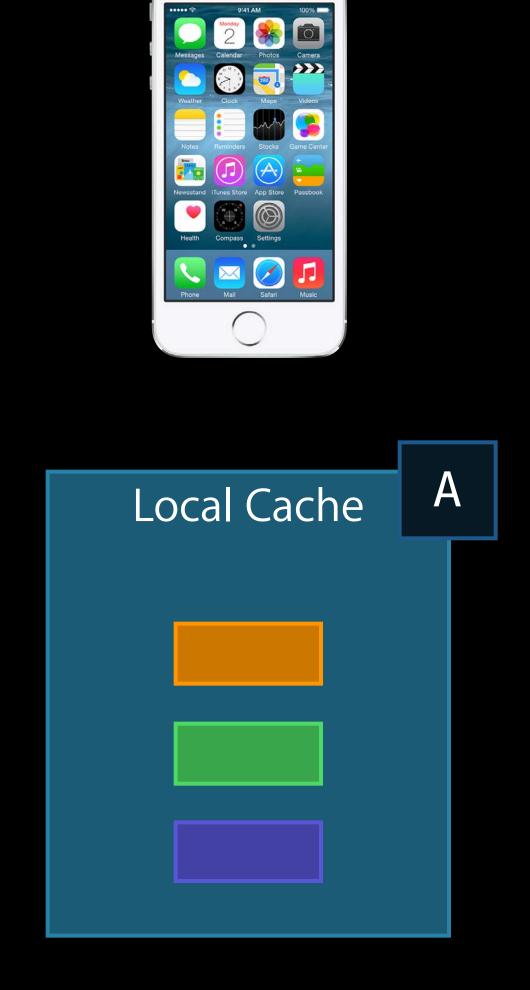


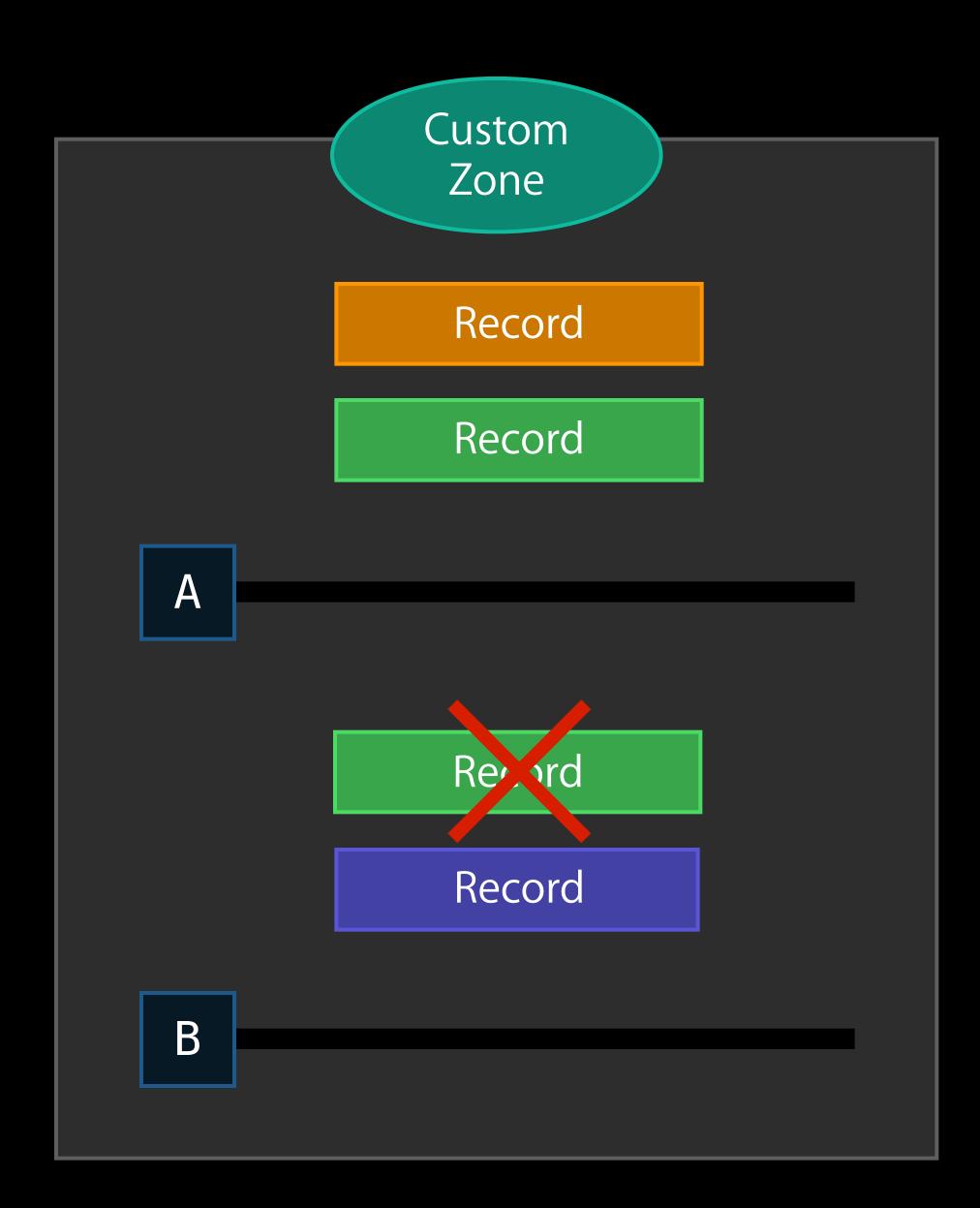




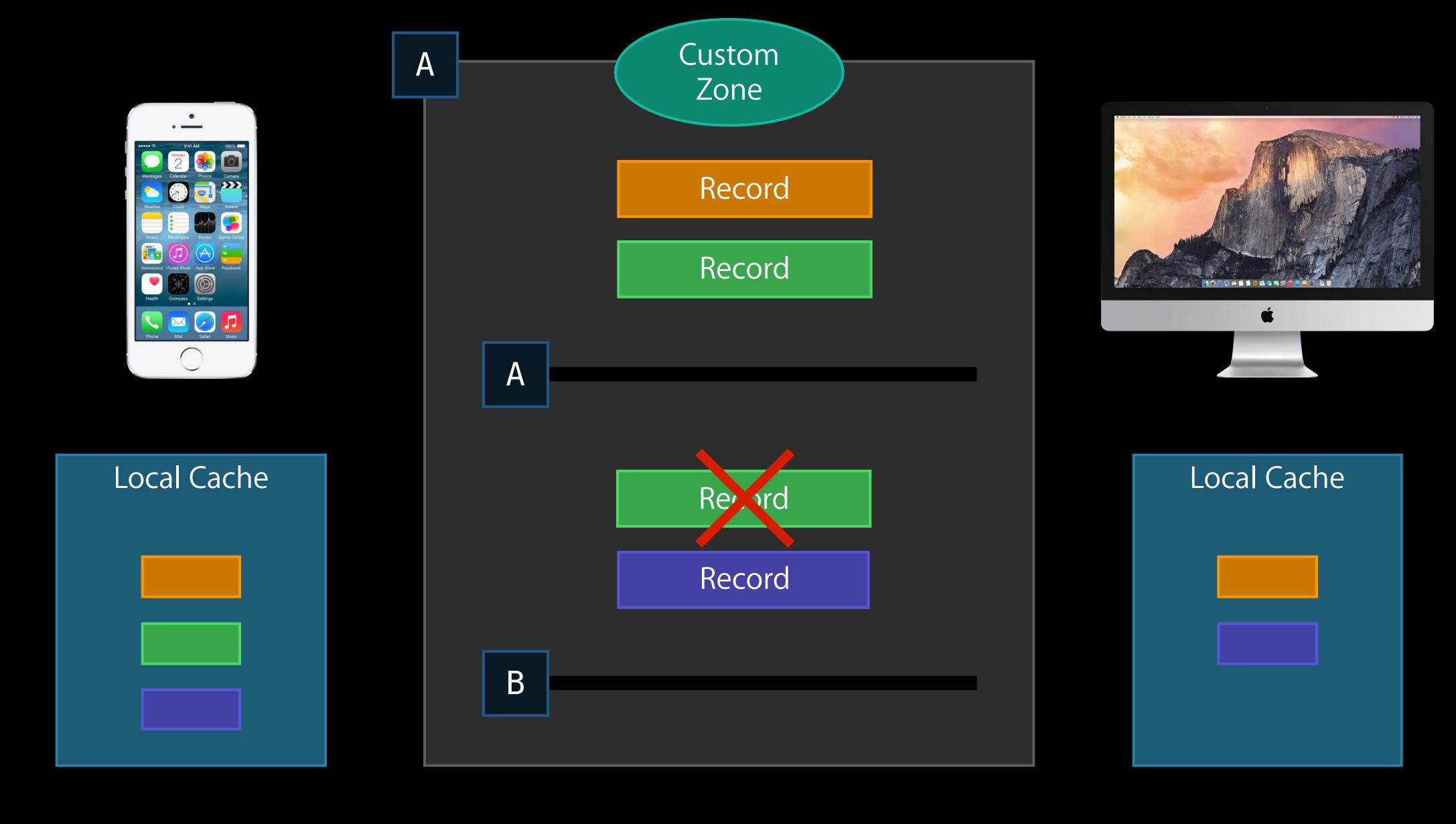


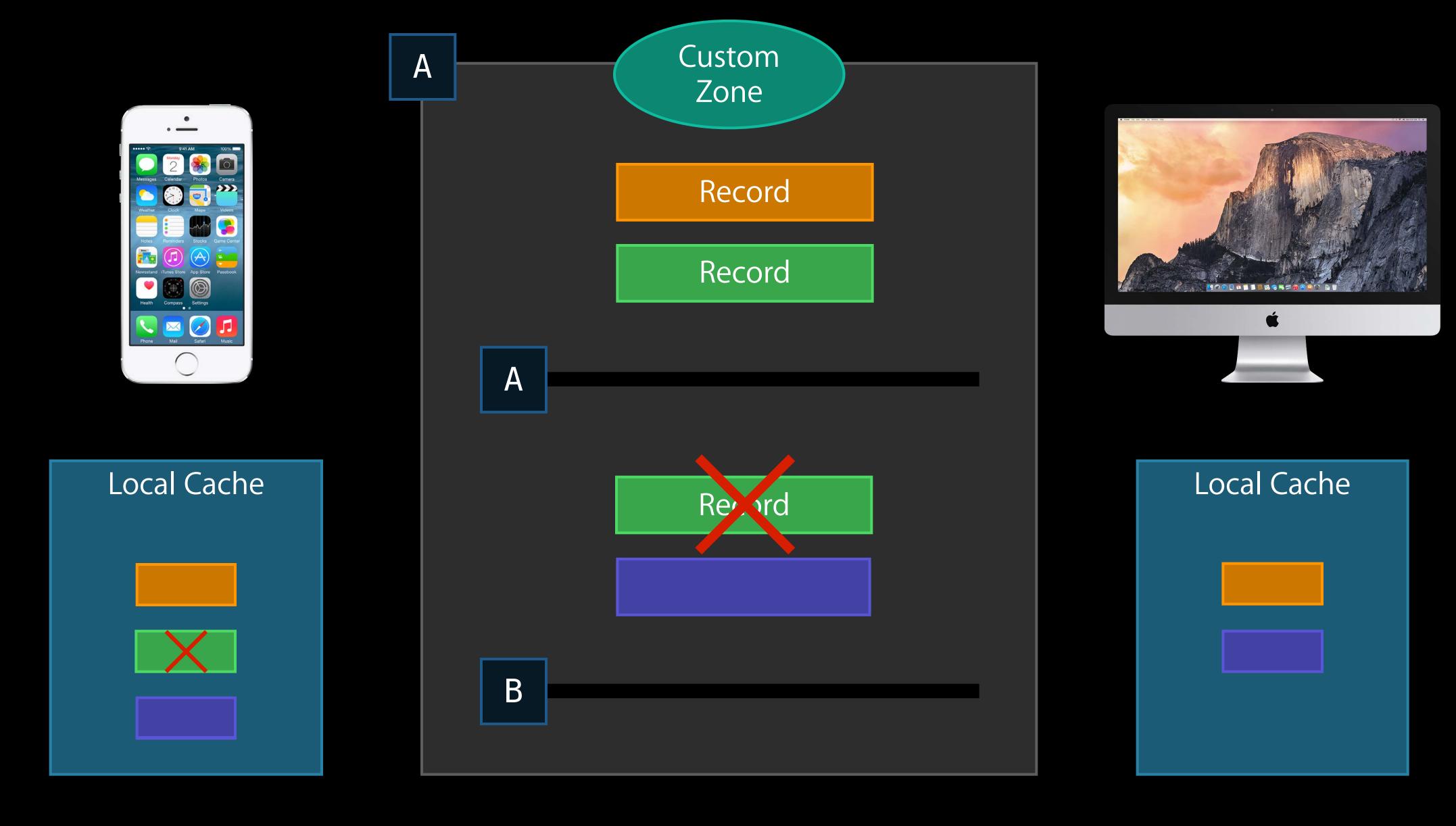


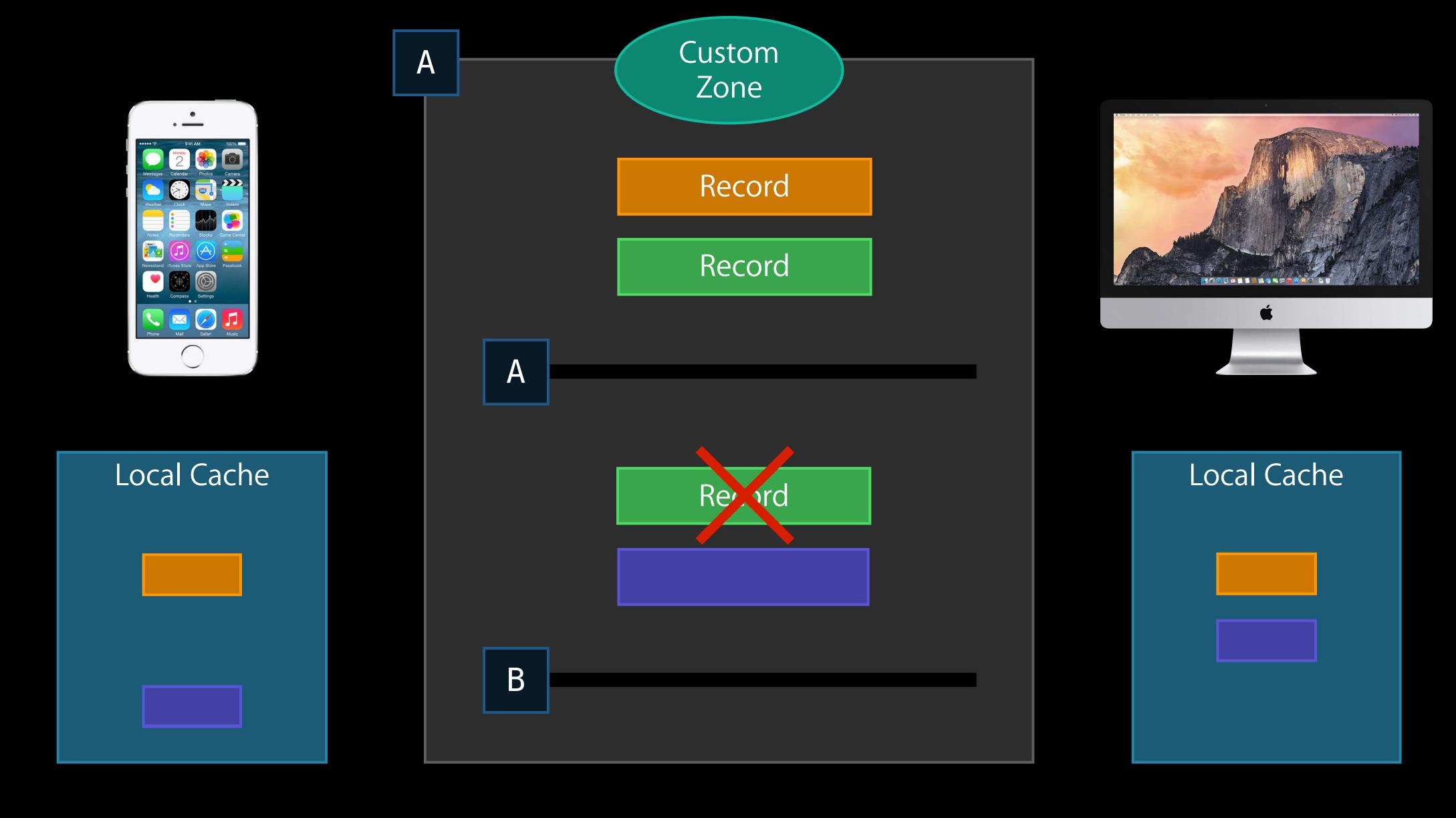


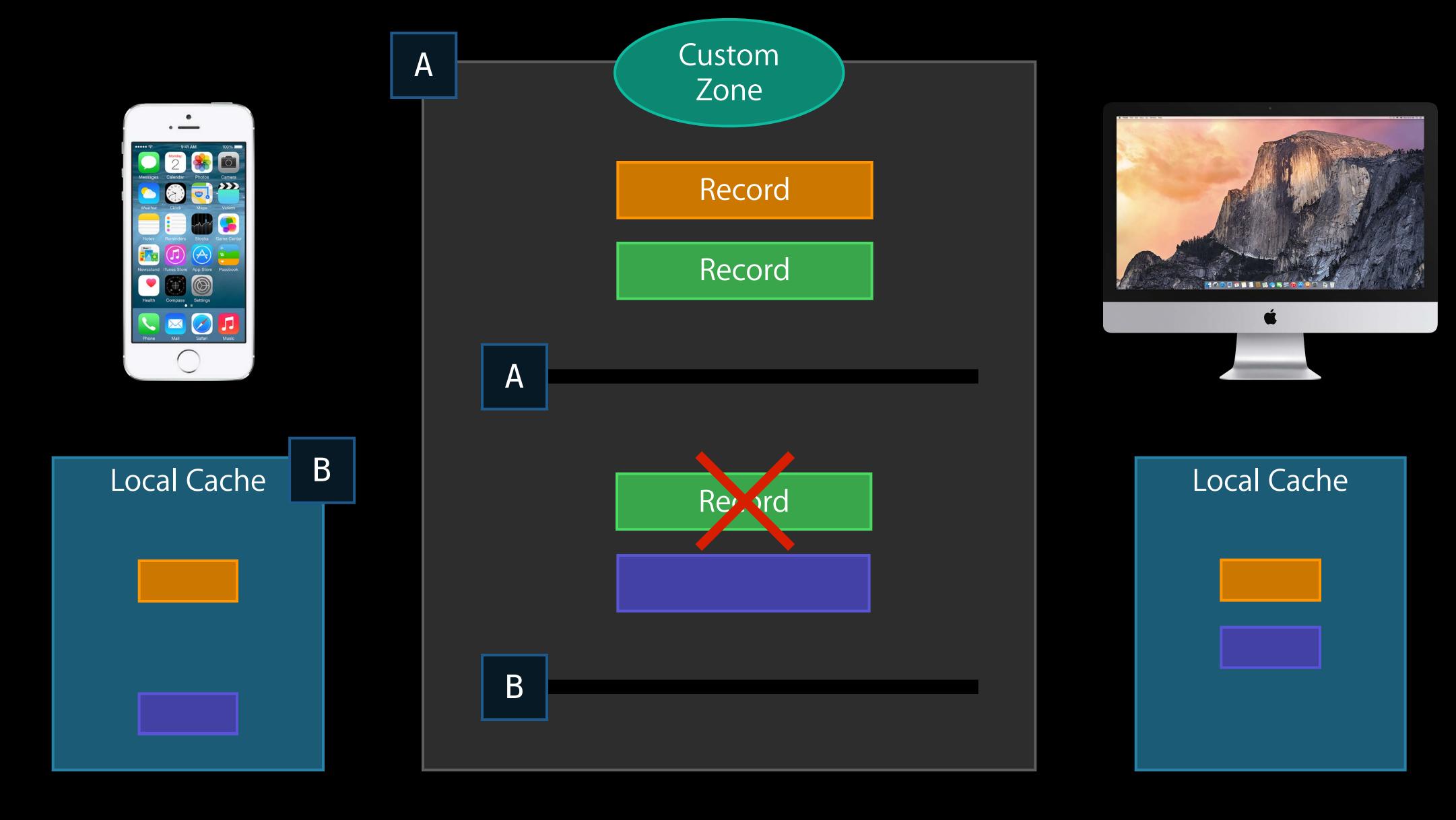












Implementing an offline cache

Implementing an offline cache

Sync Different Implementing an offline cache

Your app should

Track local changes

Sync Different Implementing an offline cache

- Track local changes
- Send changes to the server

Sync Different Implementing an offline cache

- Track local changes
- Send changes to the server
- Resolve conflicts

Implementing an offline cache

- Track local changes
- Send changes to the server
- Resolve conflicts
- Fetch server changes with CKFetchRecordChangesOperation

Implementing an offline cache

- Track local changes
- Send changes to the server
- Resolve conflicts
- Fetch server changes with CKFetchRecordChangesOperation
- Apply server changes

Implementing an offline cache

- Track local changes
- Send changes to the server
- Resolve conflicts
- Fetch server changes with CKFetchRecordChangesOperation
- Apply server changes
- Save server change token

Zone Subscription

Custom zone features

Zone Subscription

Custom zone features

Different from query subscriptions

Zone Subscription

Custom zone features

Different from query subscriptions

Push notifications when zone contents update

Custom Zones

Notes on design

Compartmentalize data

Compartmentalize data

Records can't be moved between zones

Compartmentalize data

- Records can't be moved between zones
- No cross-zone relationships

Compartmentalize data

- Records can't be moved between zones
- No cross-zone relationships

Determines level of updates

Advanced Record Operations

Modifying records efficiently

Advanced Record Operations

Record changes

Advanced Record Operations Record changes

Changes to CKRecords are tracked locally

Advanced Record Operations Record changes

Changes to CKRecords are tracked locally Only changes are transmitted

Save If Unchanged: CKRecordSaveIfServerUnchanged

Save If Unchanged: CKRecordSaveIfServerUnchanged

Force Save Changed Keys: CKRecordSaveChangedKeys

Save If Unchanged: CKRecordSaveIfServerUnchanged

Force Save Changed Keys: CKRecordSaveChangedKeys

Force Save All Keys: CKRecordSaveAllKeys

SaveIfServerUnchanged

SaveChangedKeys

SaveAllKeys

SaveIfServerUnchanged

SaveChangedKeys

SaveAllKeys

Locked

Locked

SaveIfServerUnchanged SaveChangedKeys SaveAllKeys
Yes

	SaveIfServerUnchanged	SaveChangedKeys	SaveAllKeys
.ocked	Yes	No	

	SaveIfServerUnchanged	SaveChangedKeys	SaveAllKeys
Locked	Yes	No	No

Data Sent

	SaveIfServerUnchanged	SaveChangedKeys	SaveAllKeys
Locked	Yes	No	No

	SaveIfServerUnchanged	SaveChangedKeys	SaveAllKeys
Locked	Yes	No	No
Data Sent	Changed Keys		

	SaveIfServerUnchanged	SaveChangedKeys	SaveAllKeys
Locked	Yes	No	No
Data Sent	Changed Keys	Changed Keys	

	SaveIfServerUnchanged	SaveChangedKeys	SaveAllKeys
Locked	Yes	No	No
Data Sent	Changed Keys	Changed Keys	All Keys





































Yeah everything is going to be ok!

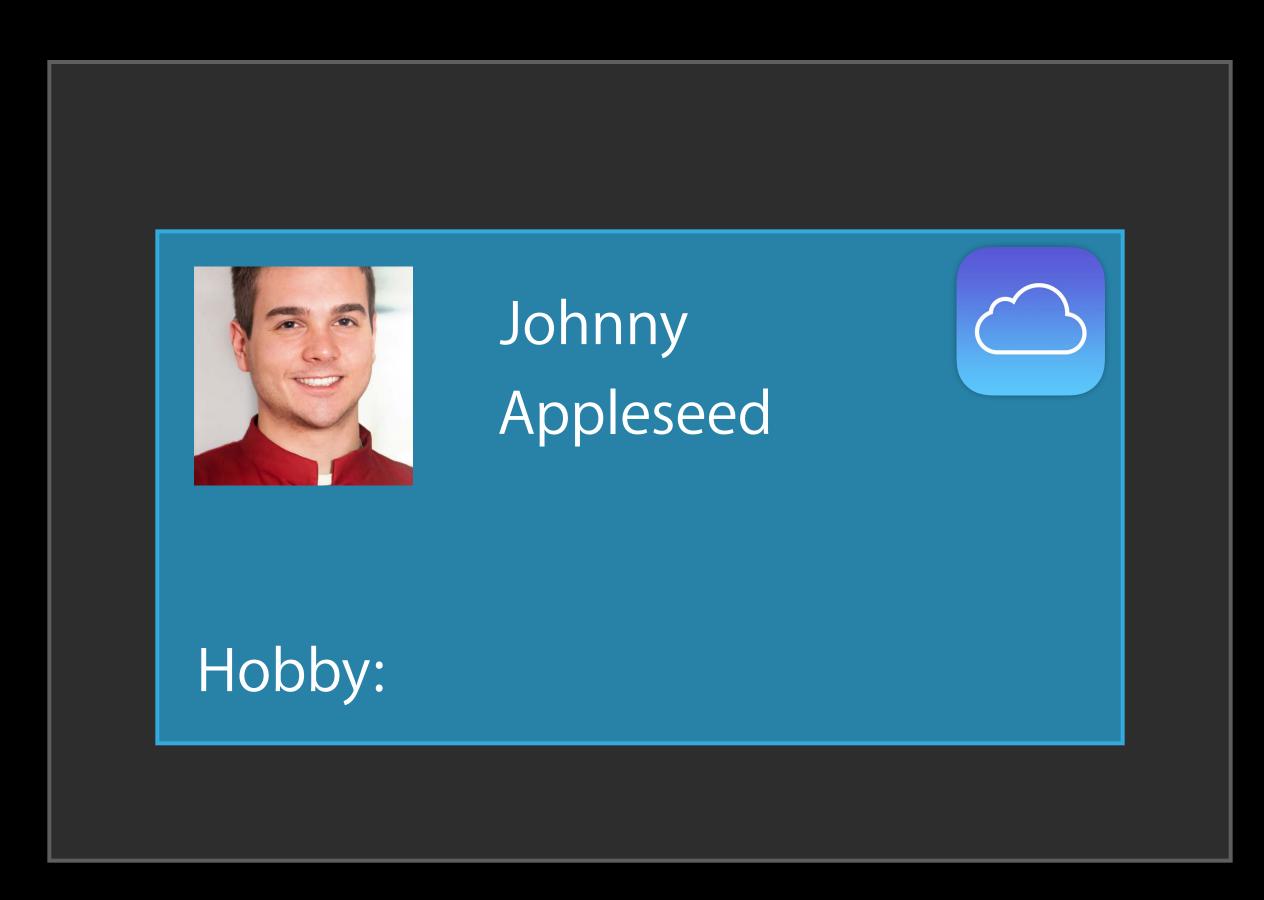
Local



Johnny Appleseed

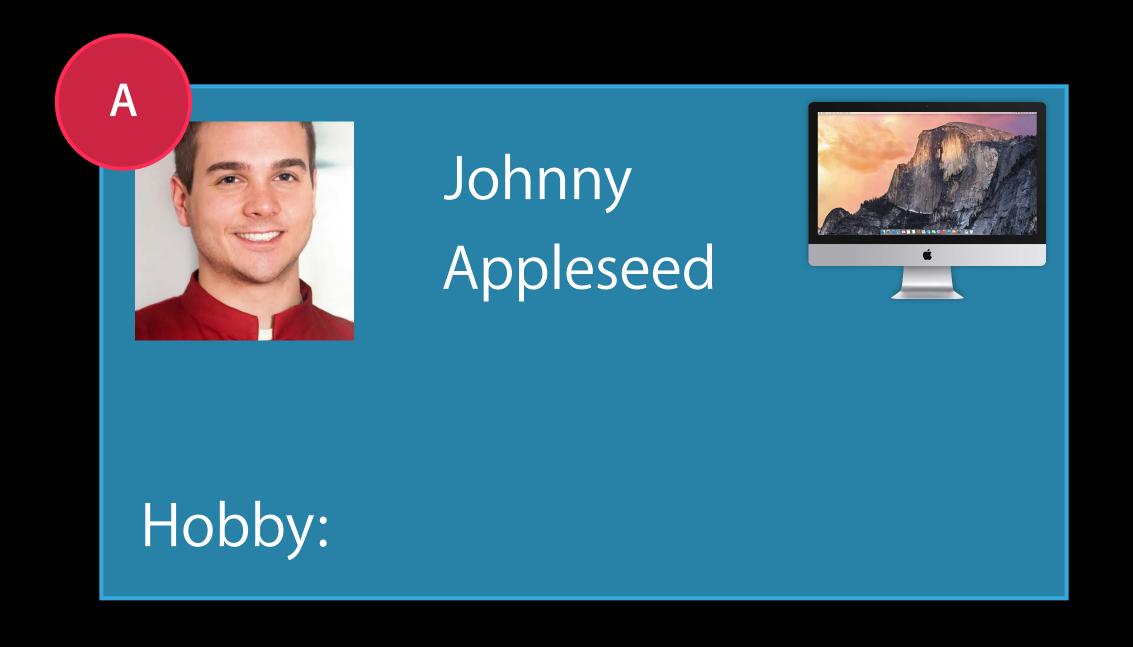


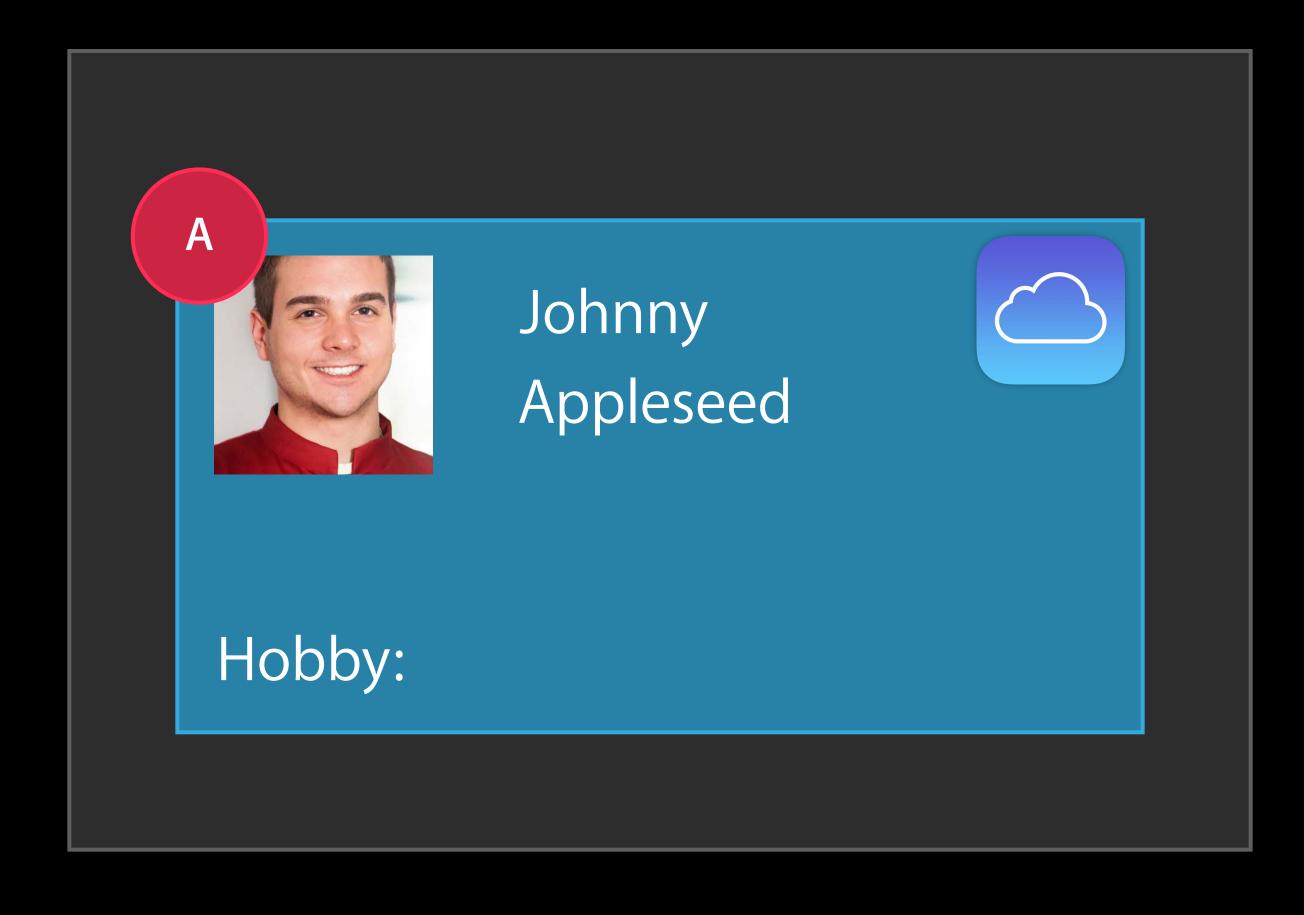
Hobby:



Yeah everything is going to be ok!

Local

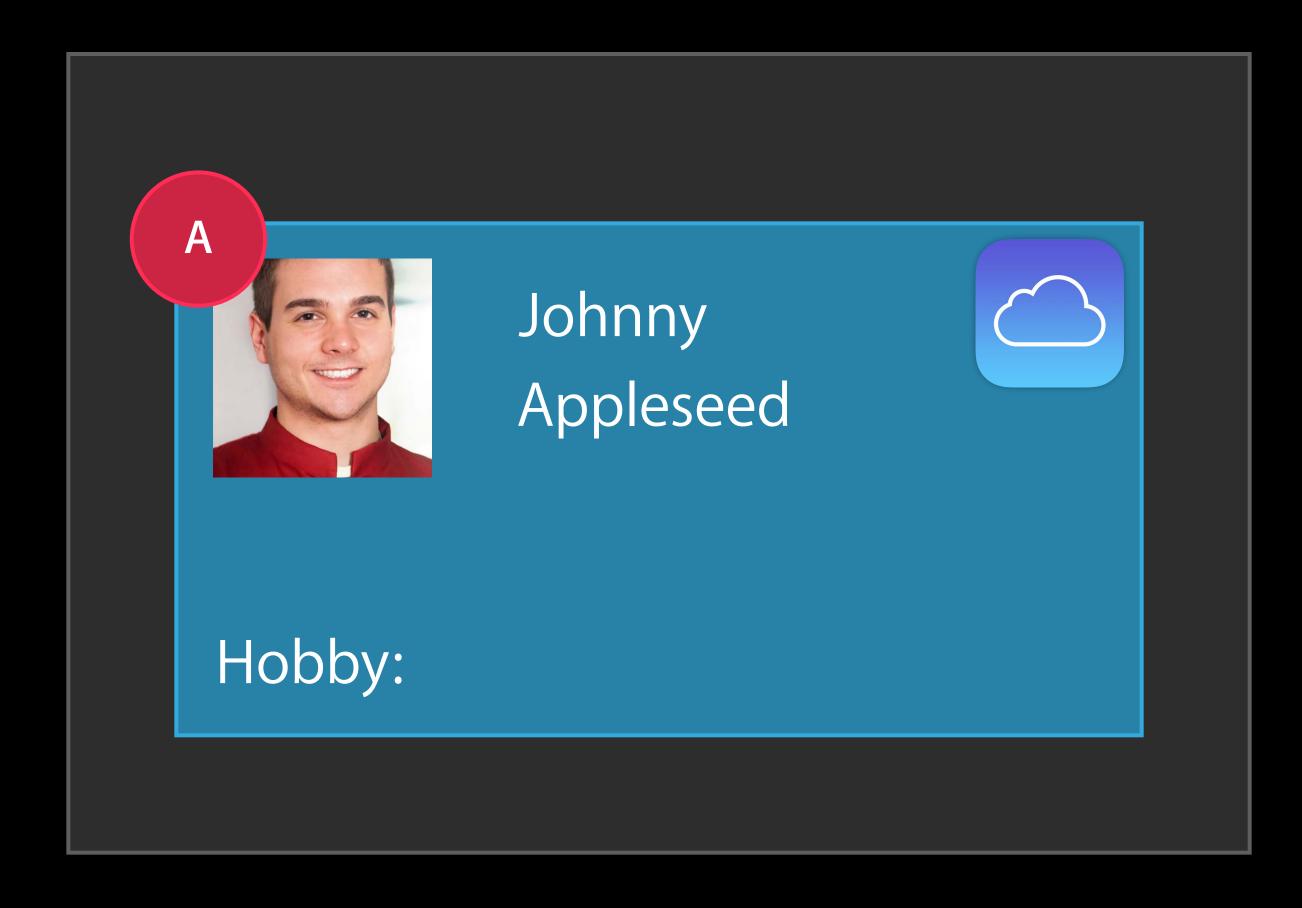




Yeah everything is going to be ok!

Local





Yeah everything is going to be ok!

iCloud Local A Johnny Johnny Appleseed Appleseed Hobby: Hobby: Horticulture

Yeah everything is going to be ok!

iCloud Local A Johnny Johnny Appleseed Appleseed Hobby: Hobby: Horticulture

Yeah everything is going to be ok!

iCloud Local A Johnny Johnny Appleseed Appleseed Hobby: Horticulture Hobby: Horticulture

Yeah everything is going to be ok!

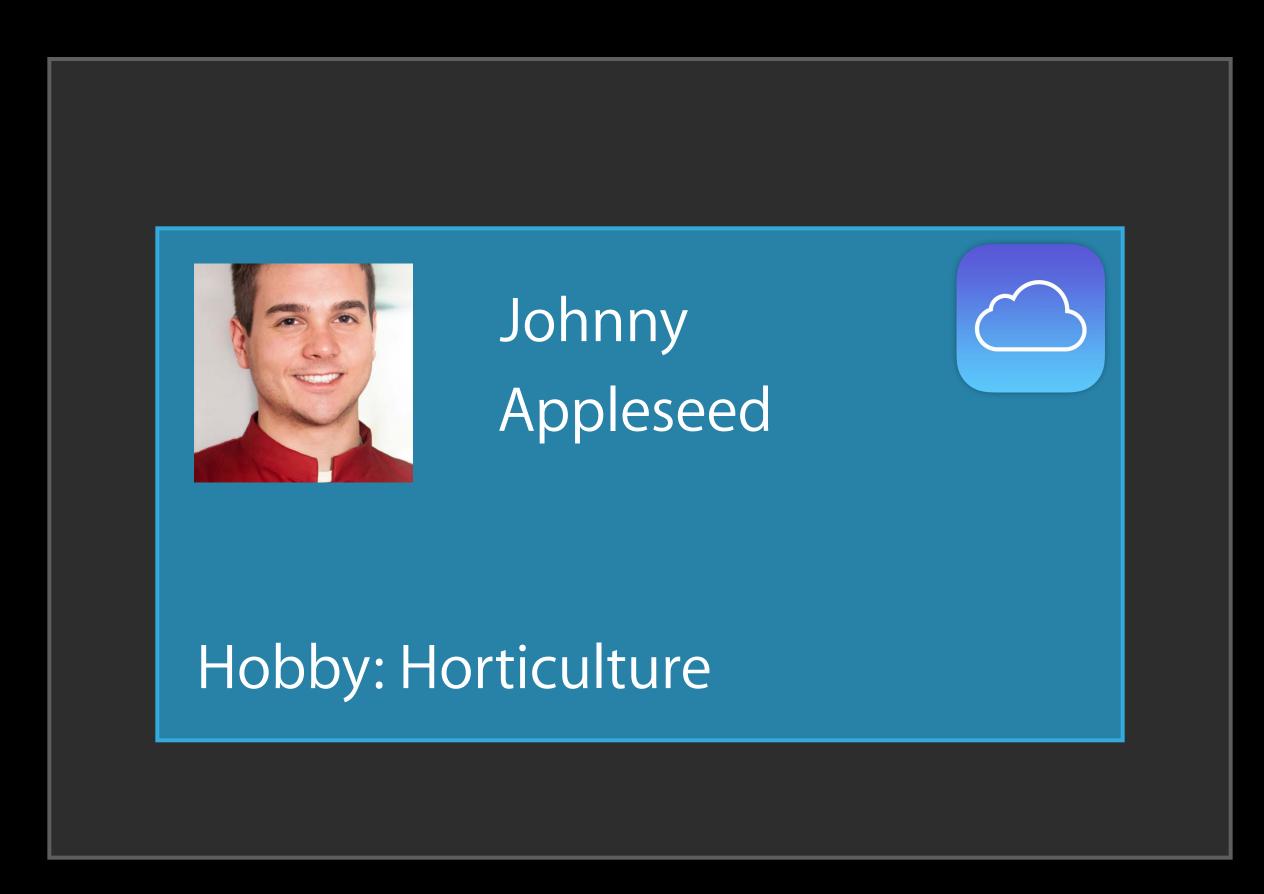
Local



Johnny Appleseed



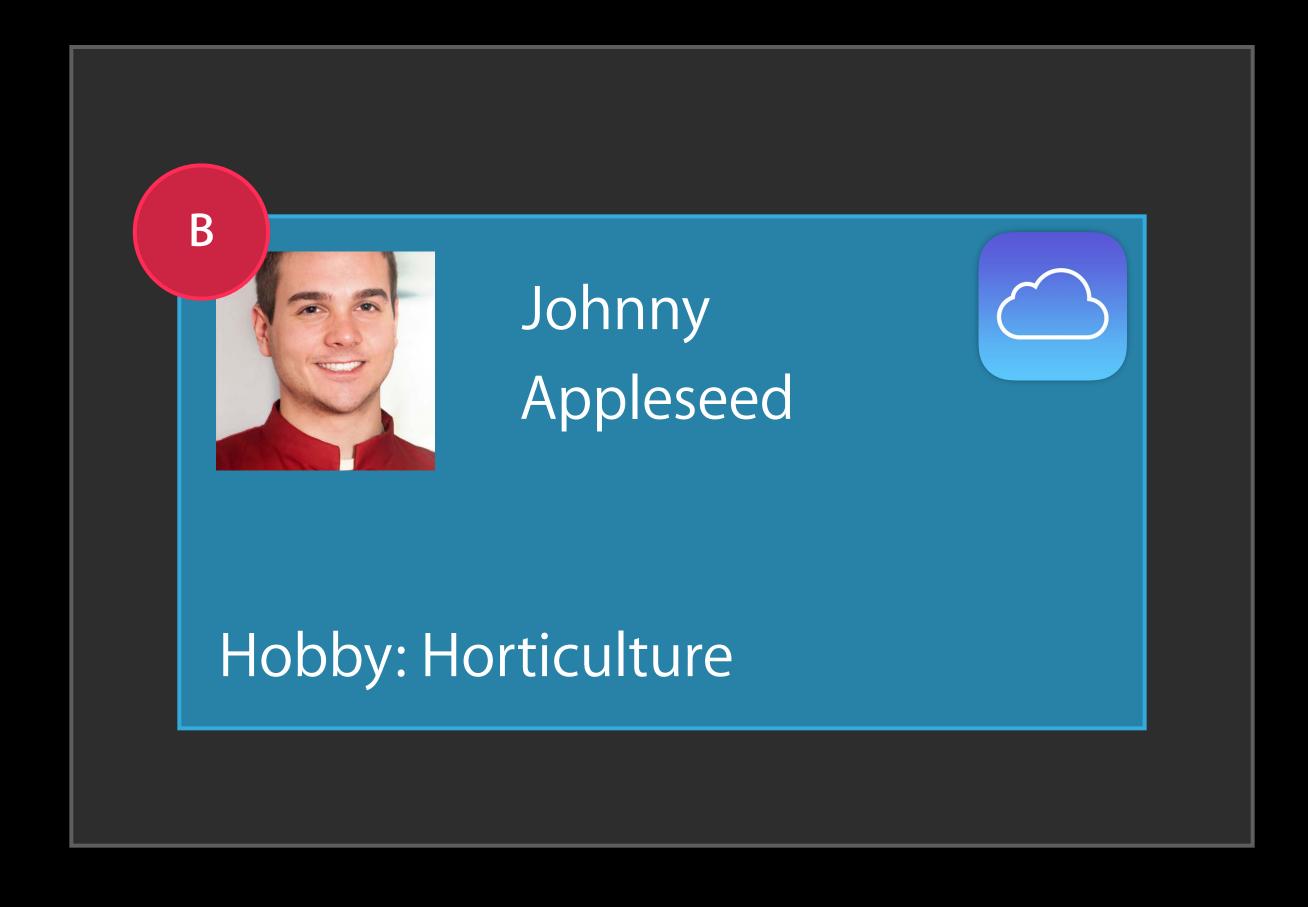
Hobby: Horticulture



Yeah everything is going to be ok!

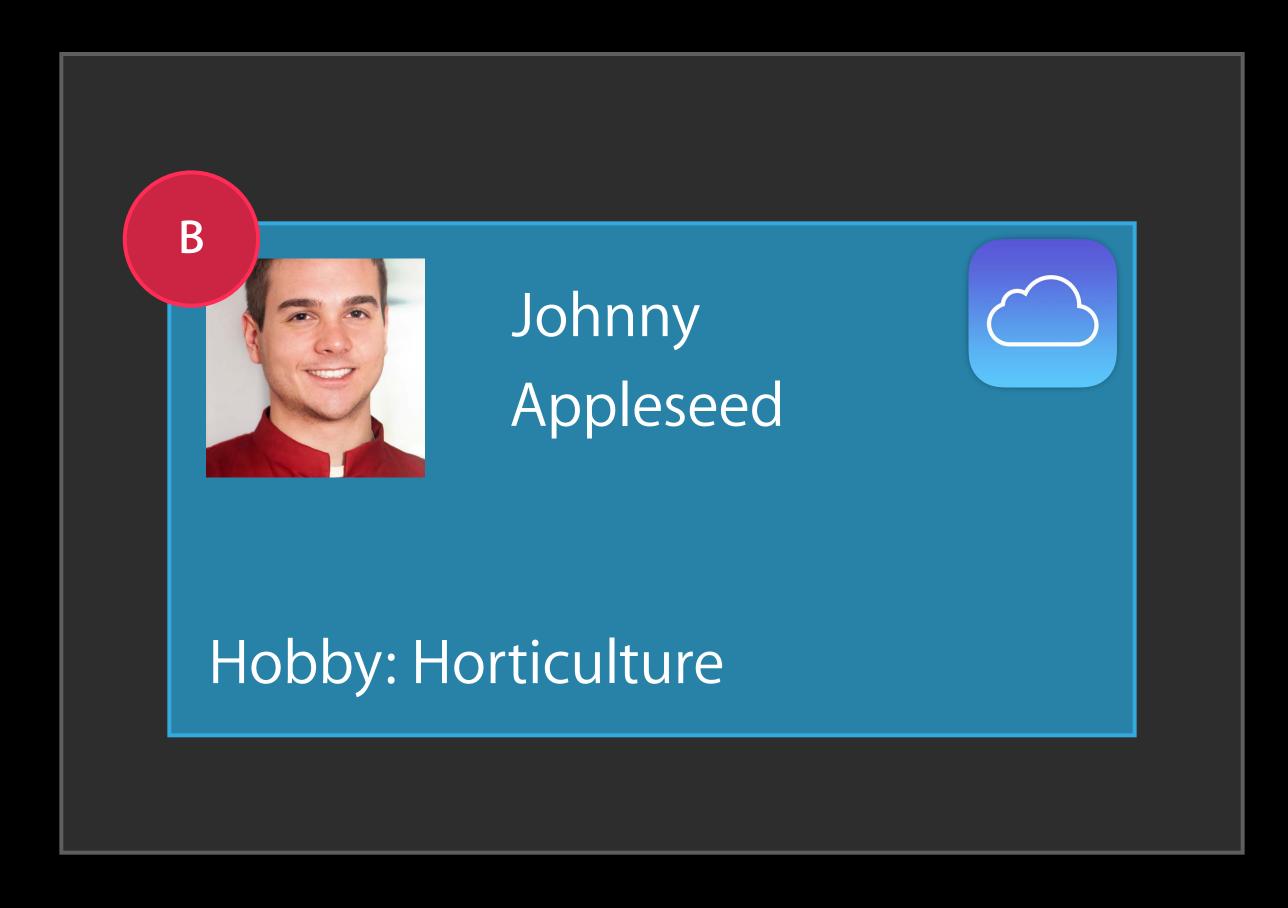
Local





Yeah everything is going to be ok!

Local



Yeah everything is going to be ok!

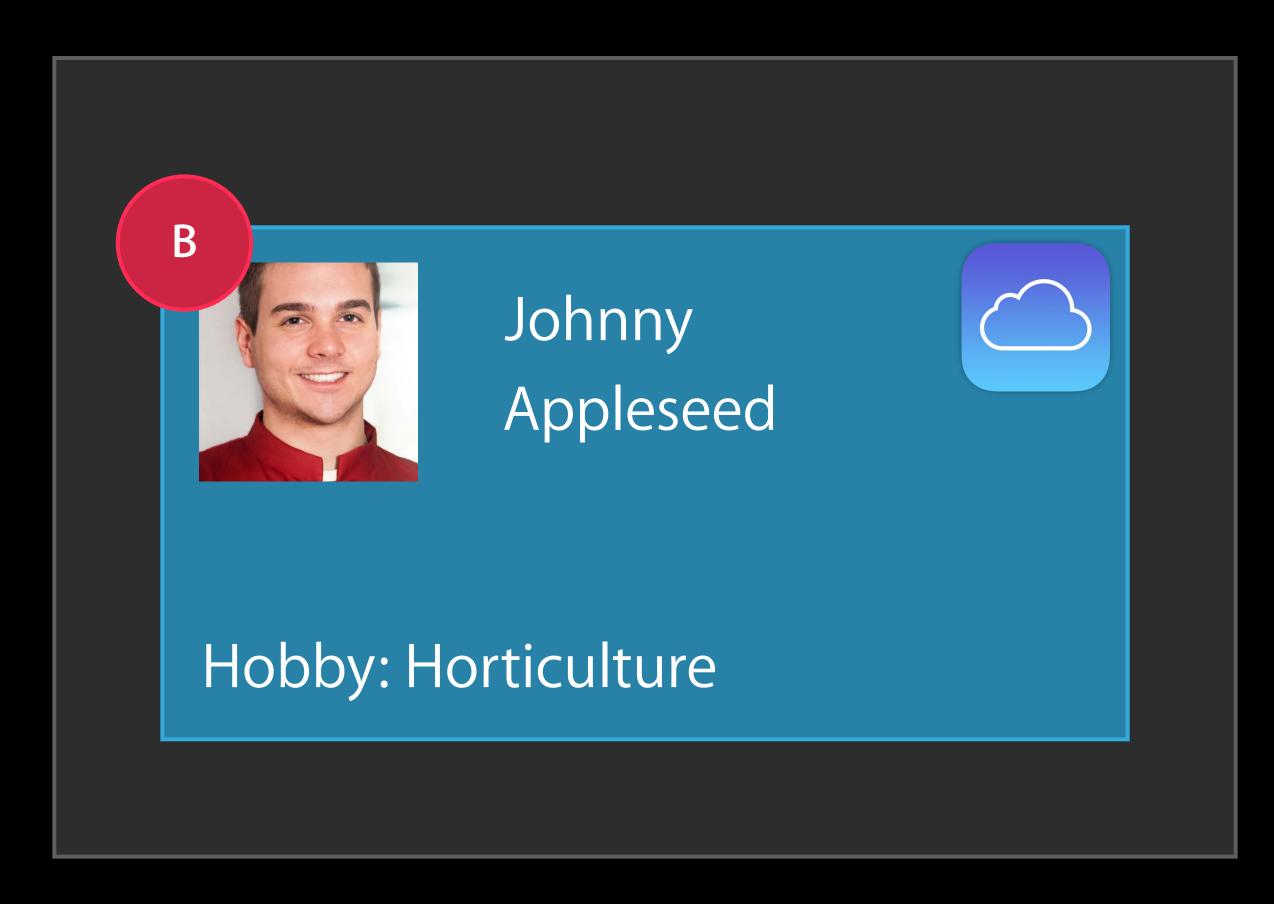
Local



Johnny Appleseed

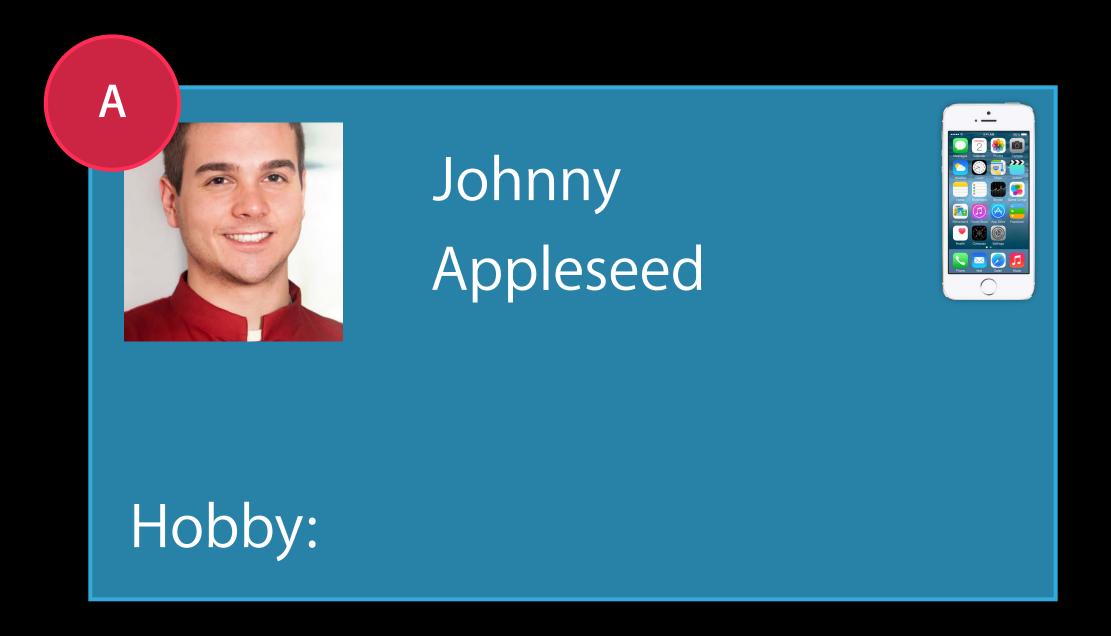


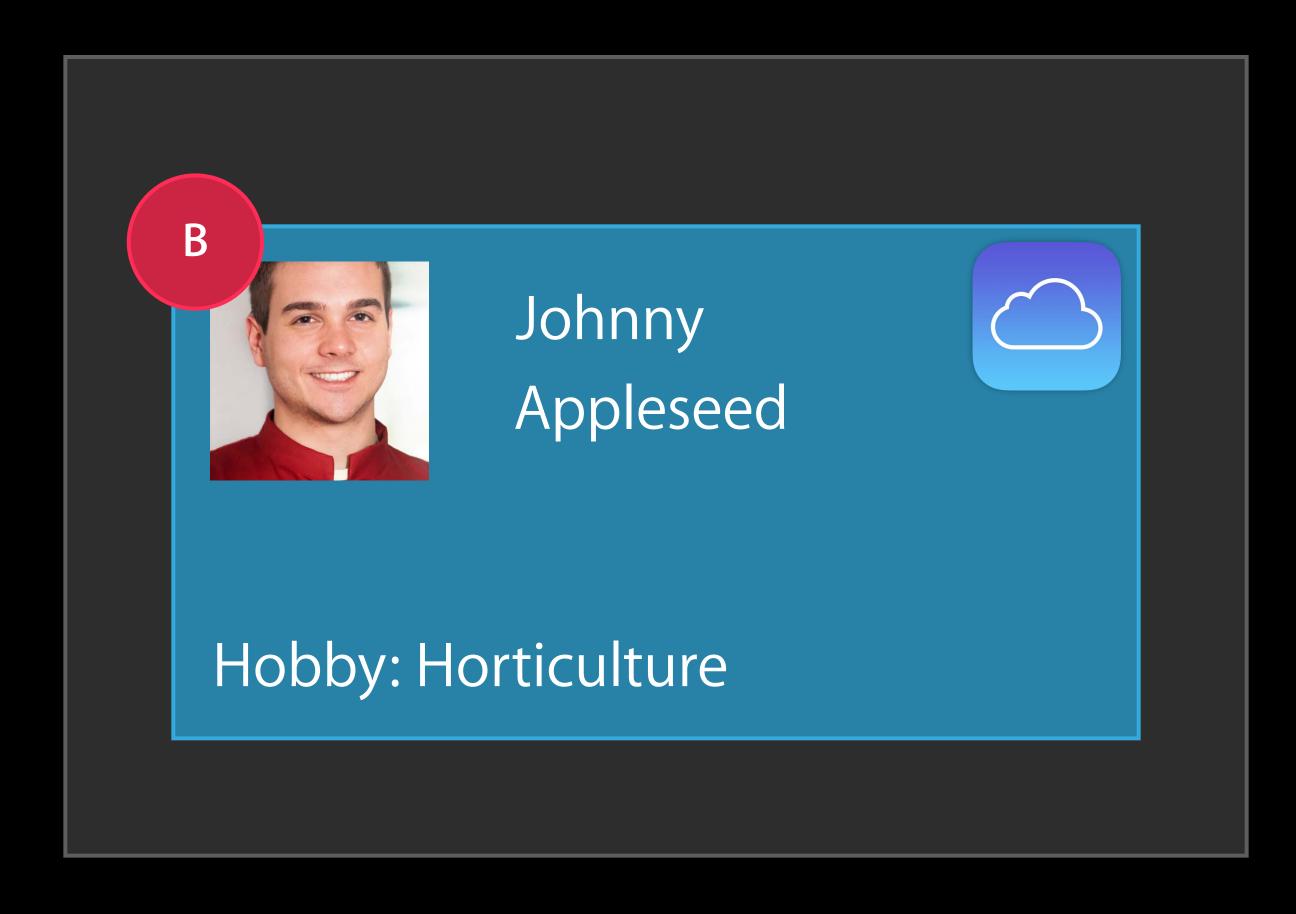
Hobby:



Yeah everything is going to be ok!

Local

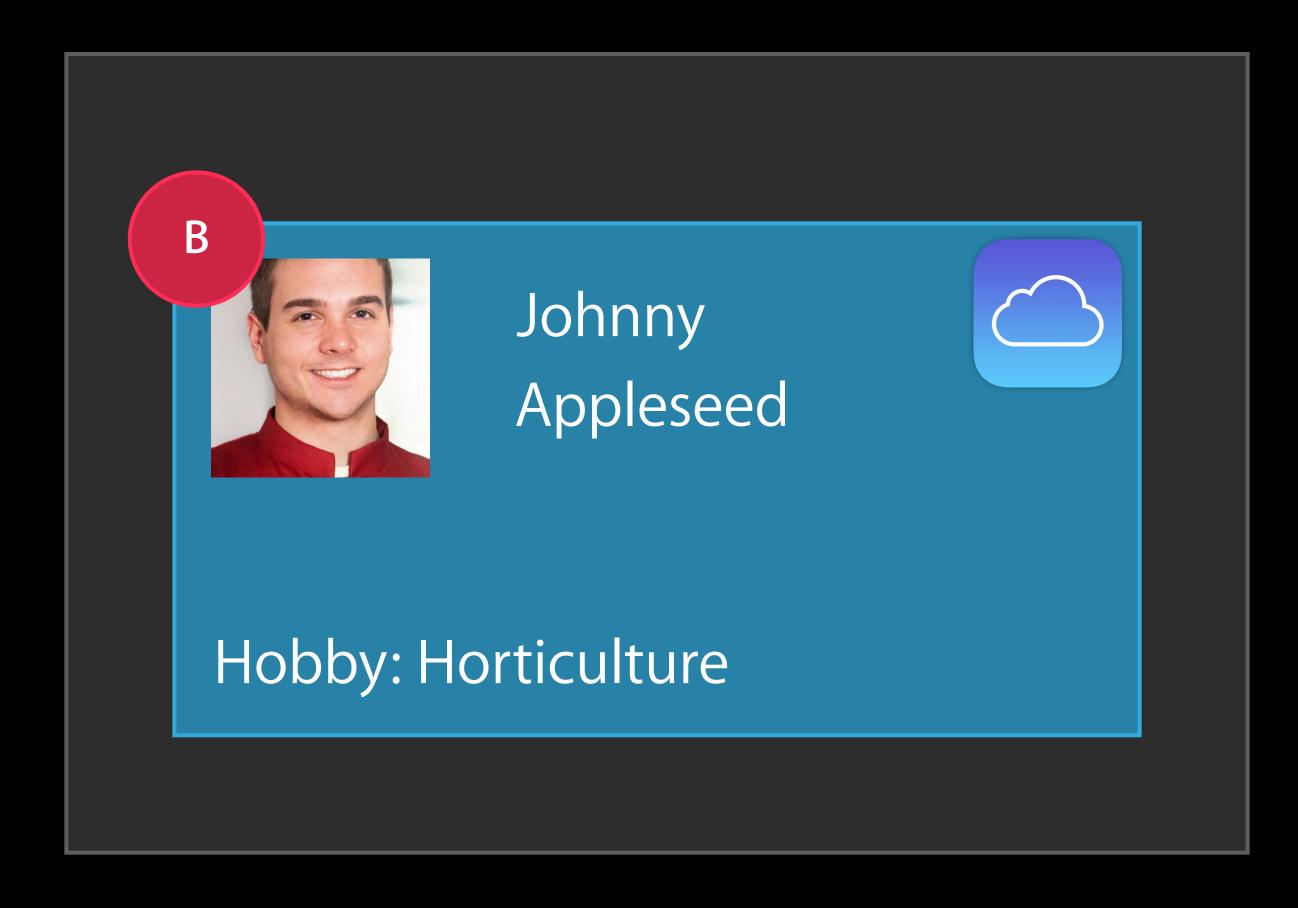




Yeah everything is going to be ok!

Local





Yeah everything is going to be ok!

iCloud Local B Mensions Callender Photos Camera Johnny Johnny Appleseed Appleseed Hobby: Geocaching Hobby: Horticulture

Yeah everything is going to be ok!

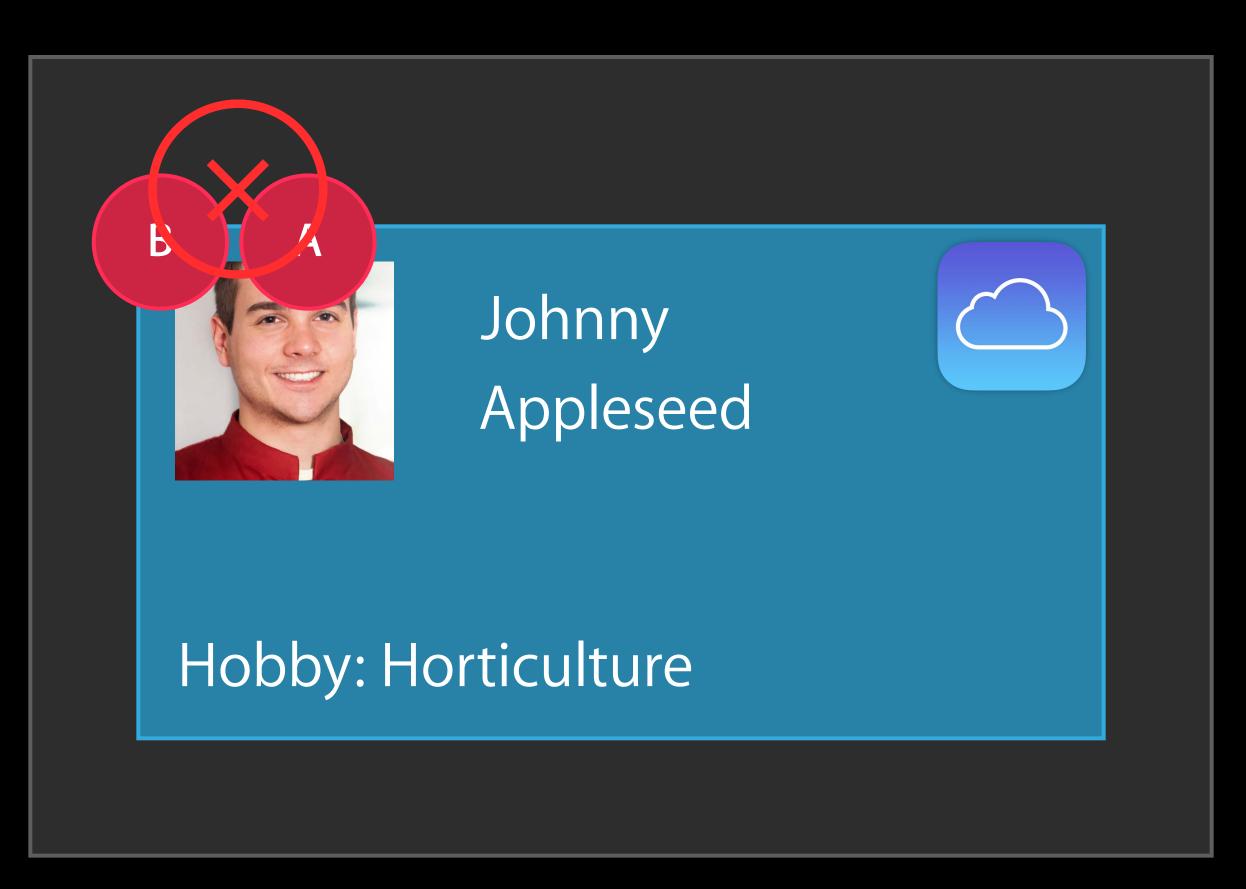
Local



Johnny Appleseed



Hobby: Geocaching



Save Record If Unchanged

Dealing with conflicts

Save Record If Unchanged

Dealing with conflicts

If record has changed, save fails with CKErrorServerRecordChanged

If record has changed, save fails with CKErrorServerRecordChanged Error's userInfo dictionary helps with three-way merge

Attempted record: CKRecordChangedErrorClientRecordKey

- Attempted record: CKRecordChangedErrorClientRecordKey
- Original local record: CKRecordChangedErrorAncestorRecordKey

- Attempted record: CKRecordChangedErrorClientRecordKey
- Original local record: CKRecordChangedErrorAncestorRecordKey
- Server record: CKRecordChangedErrorServerRecordKey

- Attempted record: CKRecordChangedErrorClientRecordKey
- Original local record: CKRecordChangedErrorAncestorRecordKey
- Server record: CKRecordChangedErrorServerRecordKey
 Apply diffs to server version

If record has changed, save fails with CKErrorServerRecordChanged Error's userInfo dictionary helps with three-way merge

- Attempted record: CKRecordChangedErrorClientRecordKey
- Original local record: CKRecordChangedErrorAncestorRecordKey
- Server record: CKRecordChangedErrorServerRecordKey

Apply diffs to server version

Retry the save with the server record

What update type should I use?

What update type should I use?

You should almost always use CKRecordSaveIfServerUnchanged

What update type should I use?

You should almost always use CKRecordSaveIfServerUnchanged

It's the default for a reason

What update type should I use?

You should almost always use CKRecordSaveIfServerUnchanged

It's the default for a reason

Use unlocked saves for

What update type should I use?

You should almost always use CKRecordSaveIfServerUnchanged

It's the default for a reason

Use unlocked saves for

Highly contentious updates

What update type should I use?

You should almost always use CKRecordSaveIfServerUnchanged

It's the default for a reason

Use unlocked saves for

- Highly contentious updates
- Forcing local data to the server (user's choice)

Saving All Keys CKRecordSaveAllKeys

Saving All Keys CKRecordSaveAllKeys

Server properties that don't exist locally aren't deleted

Saving All Keys CKRecordSaveAllKeys

Server properties that don't exist locally aren't deleted

Unless that property was explicitly removed from the local record

Local



Johnny Appleseed



Hobby: Horticulture

Local



John Appleseed



Last tree planted: August 13, 1845

Hobby: Horticulture

Local



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Last tree planted: August 13, 1845 Hobby: Horticulture

iCloud

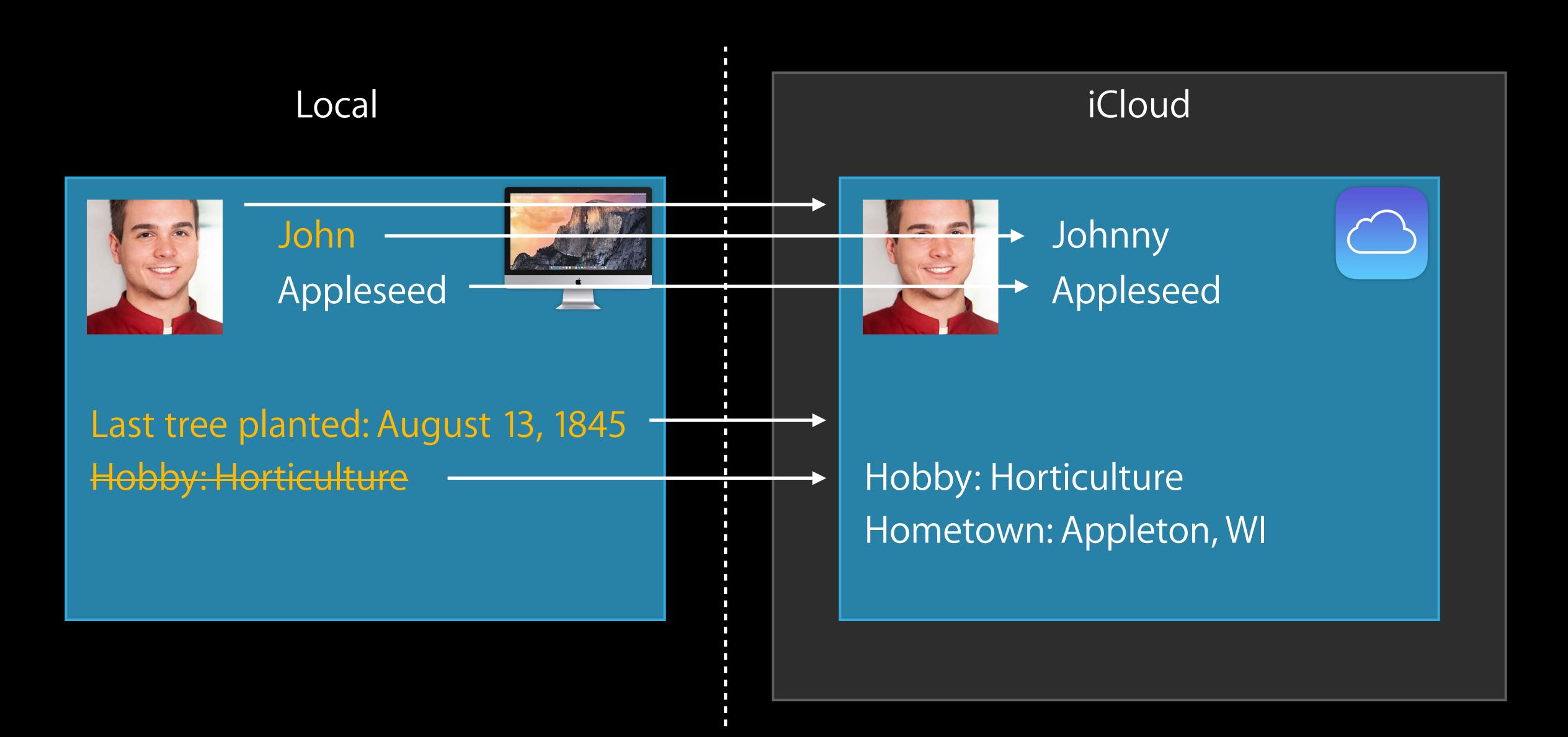


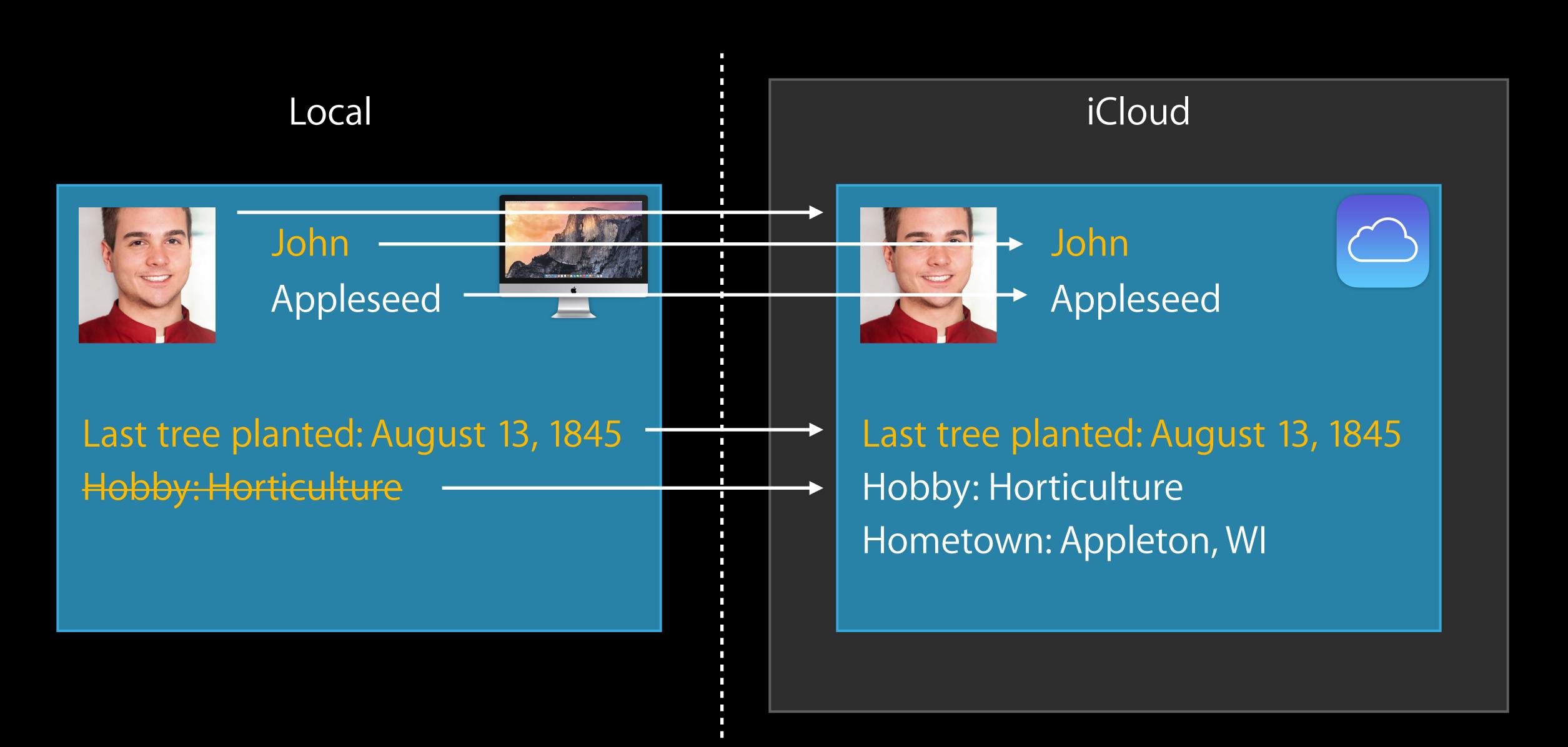
Johnny Appleseed

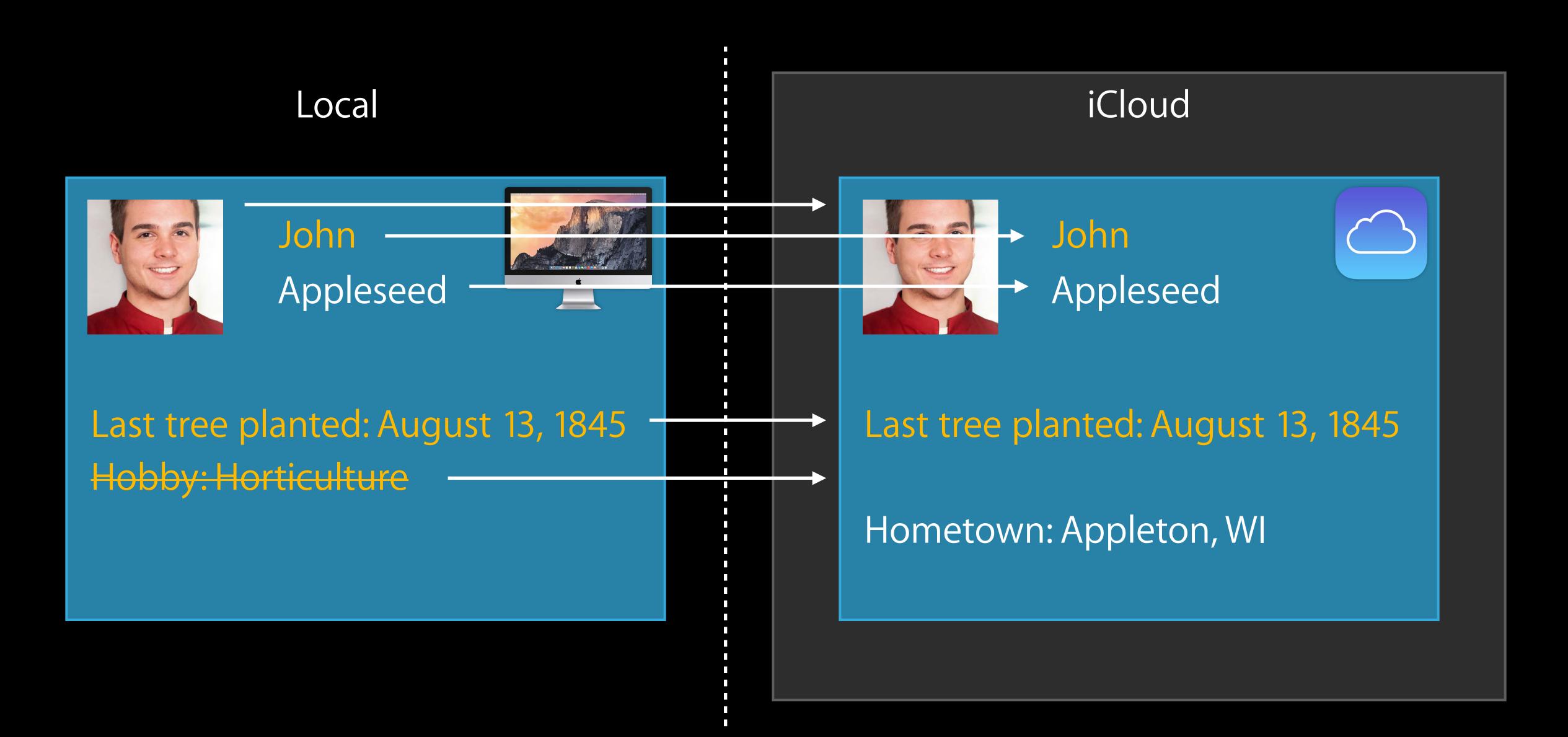


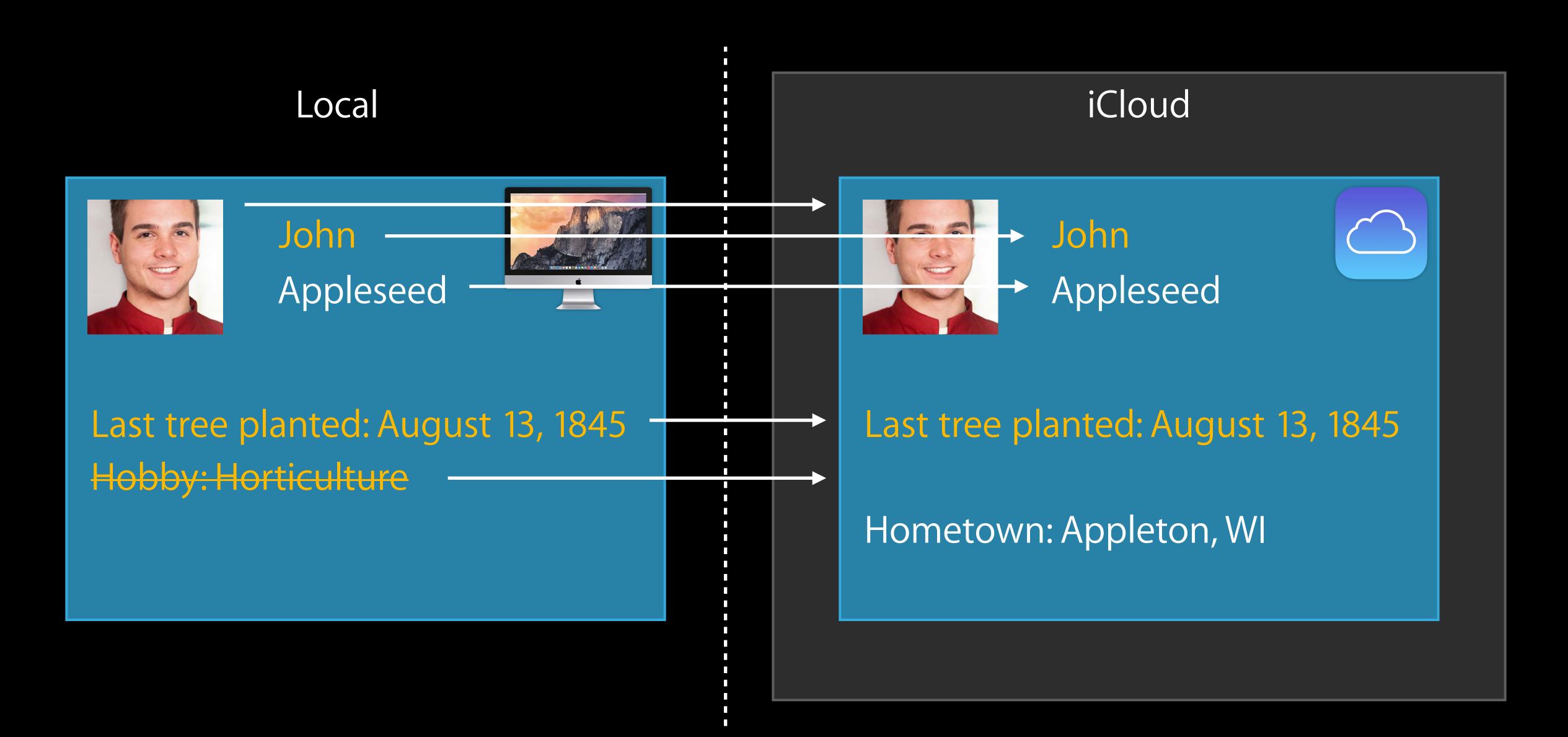
Hobby: Horticulture

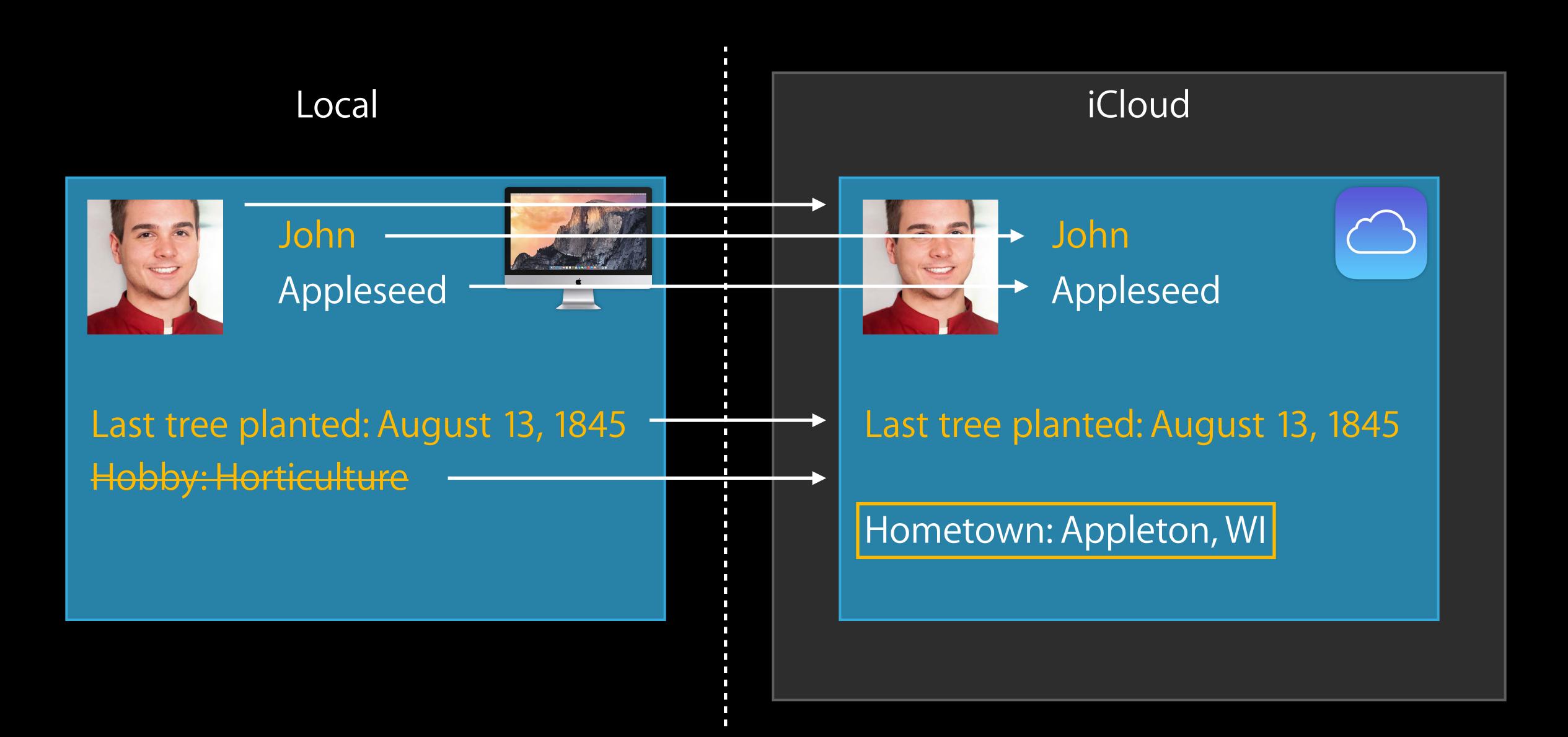
Hometown: Appleton, WI











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iCloud



Johnny Appleseed



Hobby: Horticulture

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Hometown

iCloud

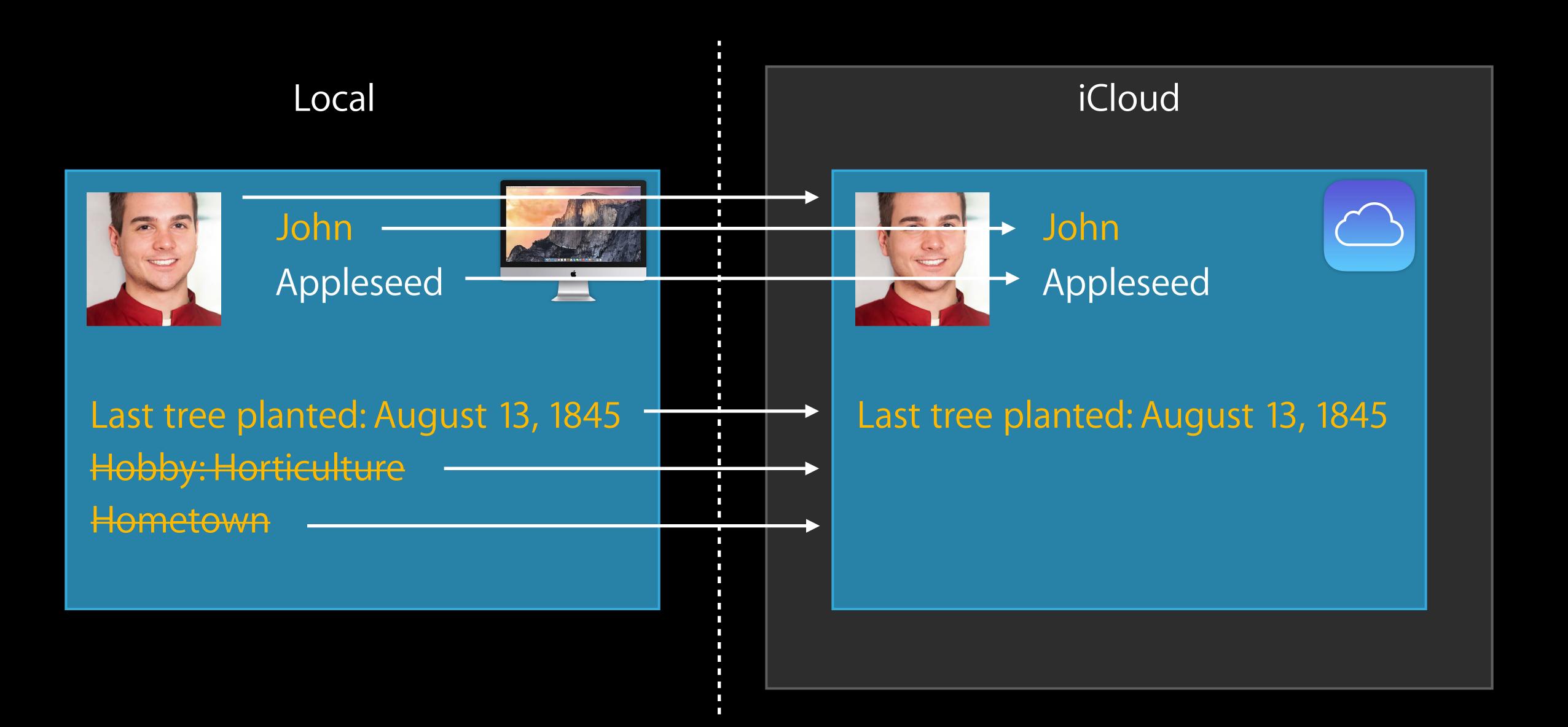


Johnny Appleseed



Hobby: Horticulture

Hometown: Appleton, WI



CKRecords don't need to contain everything from the server

```
@interface CKFetchRecordsOperation : CKDatabaseOperation
@property (nonatomic, copy) NSArray /* NSString */ *desiredKeys;
@end
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desiredKeys property on

- CKFetchRecordsOperation
- CKQueryOperation

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desiredKeys property on

- CKFetchRecordsOperation
- CKQueryOperation
- CKFetchRecordChangesOperation

CKRecords don't need to contain everything from the server

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desiredKeys property on

- CKFetchRecordsOperation
- CKQueryOperation
- CKFetchRecordChangesOperation

Partial records can be saved

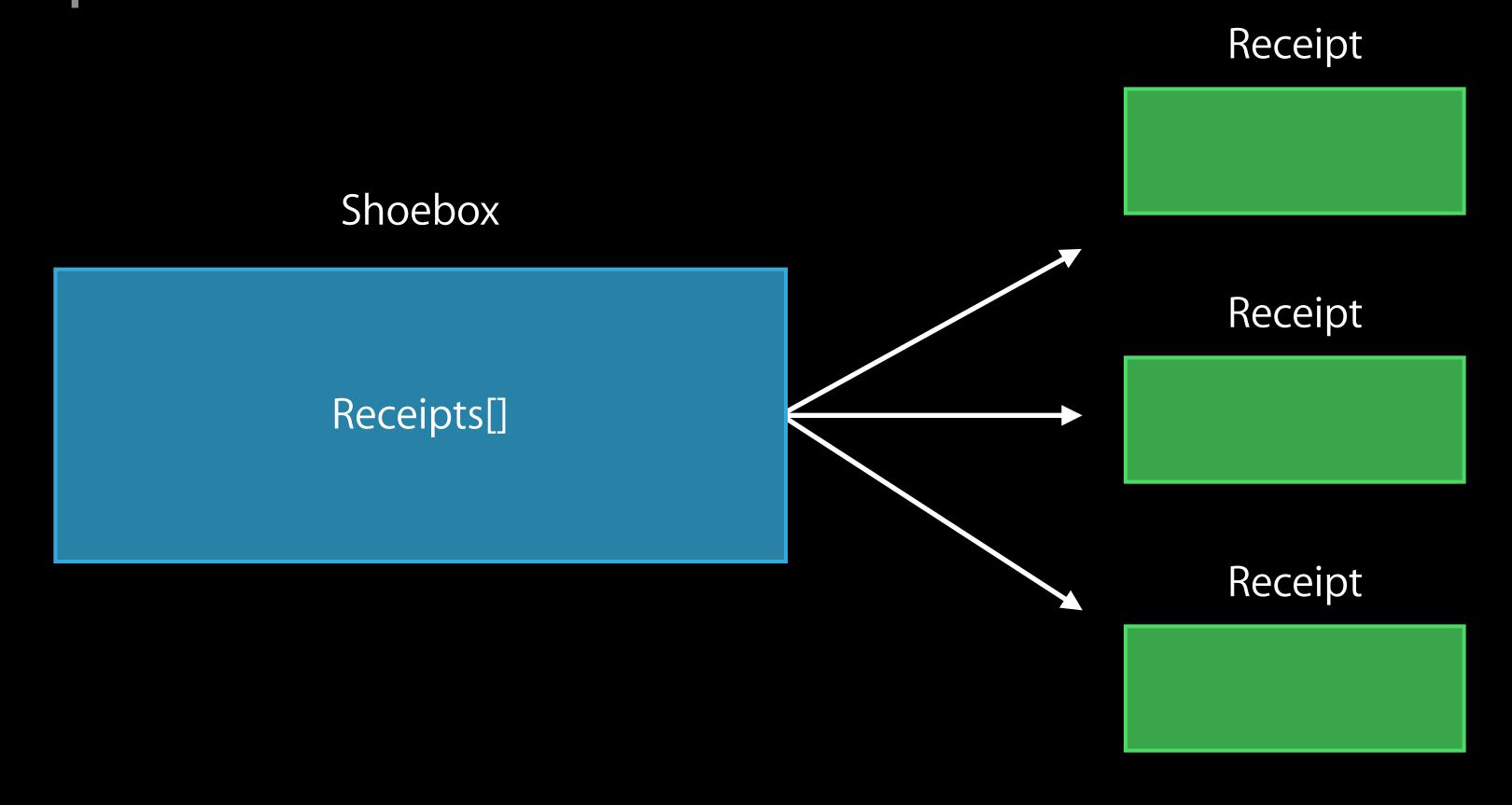
CloudKit Data Modeling

References An example

Shoebox

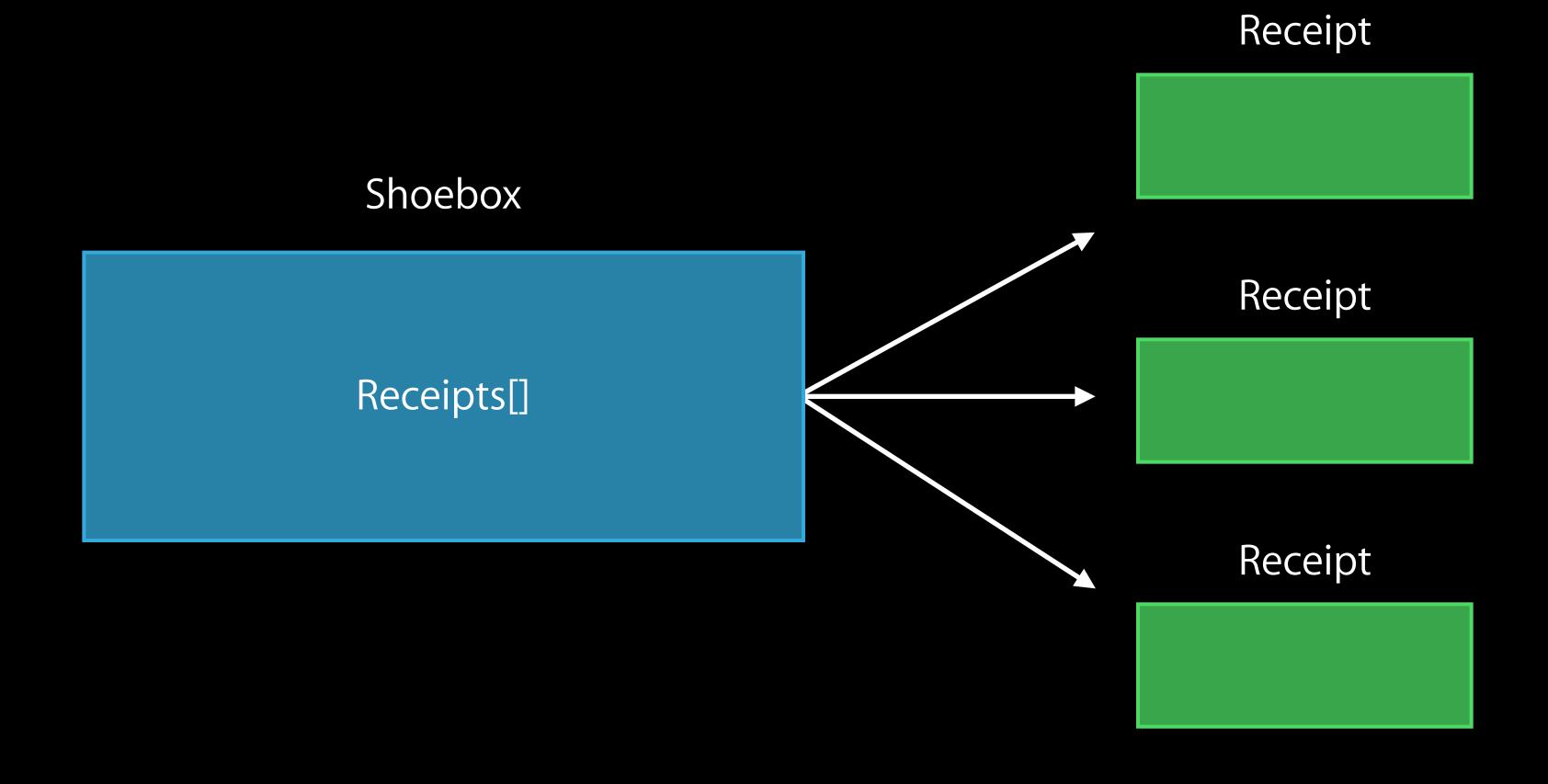
Receipts[]

References An example



References An example





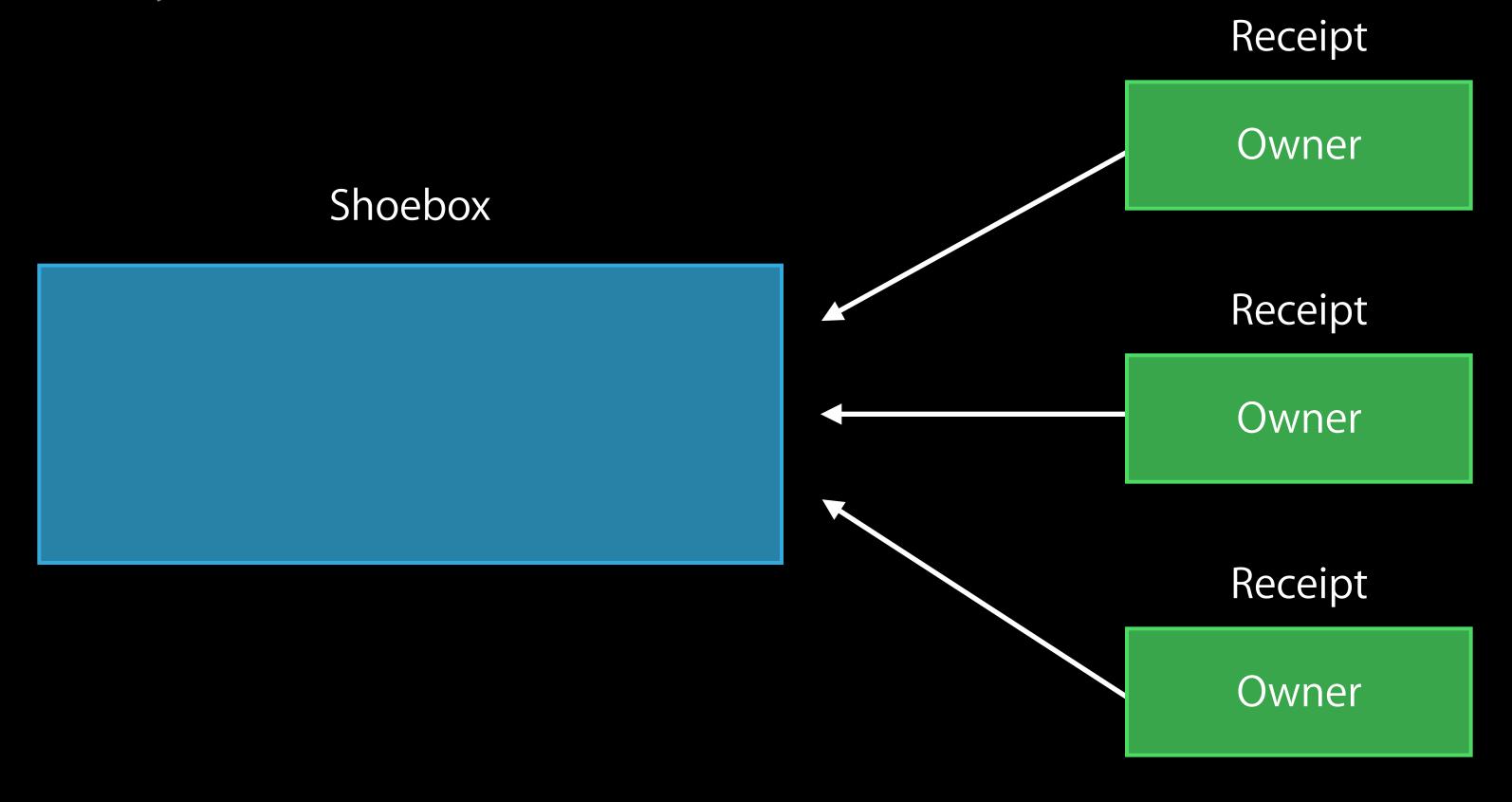
A better way





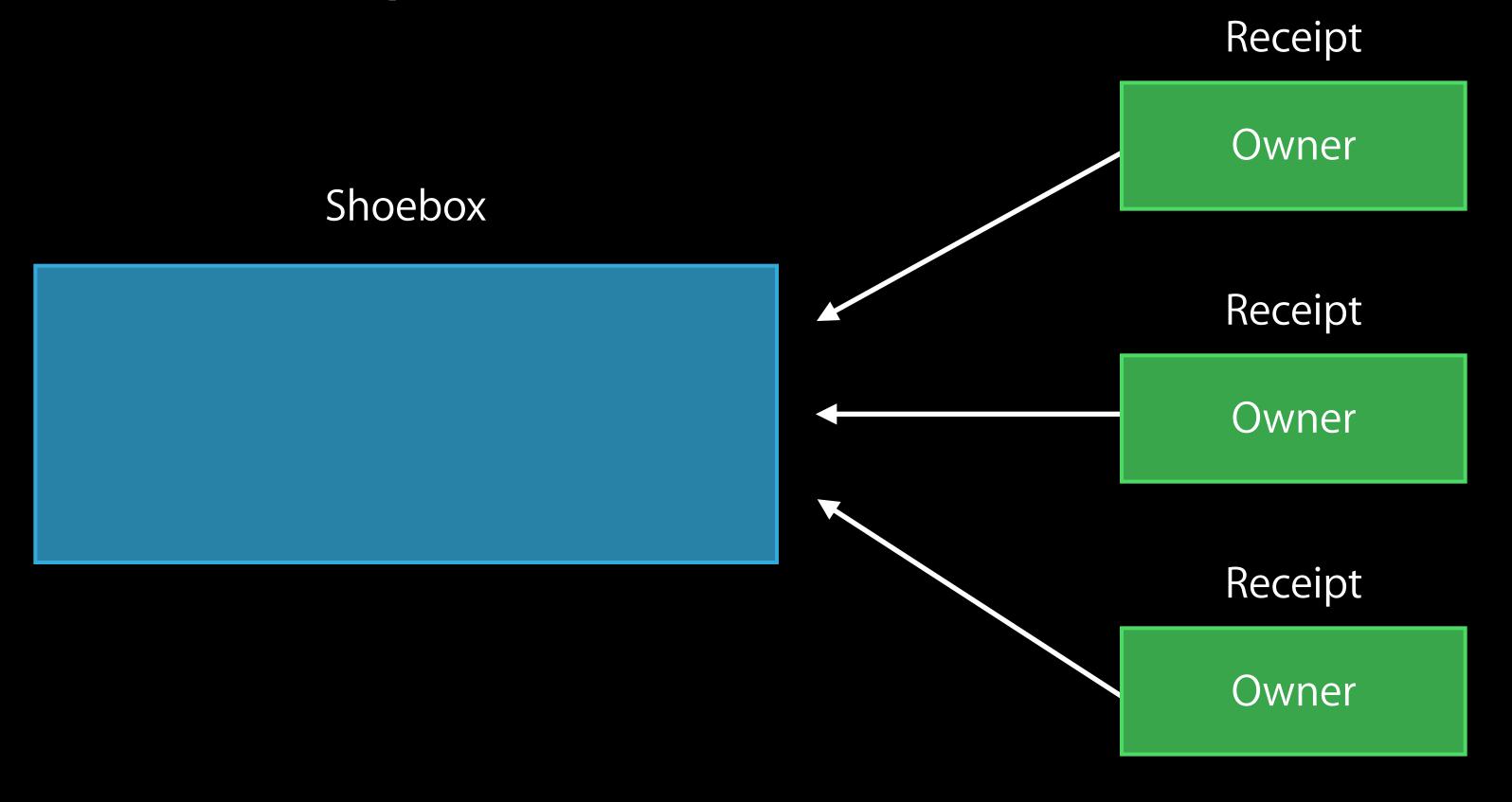
A better way





Fetch items with queries





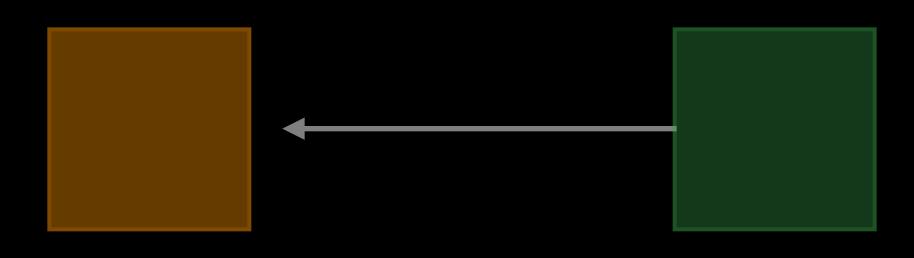
Fetch items with queries

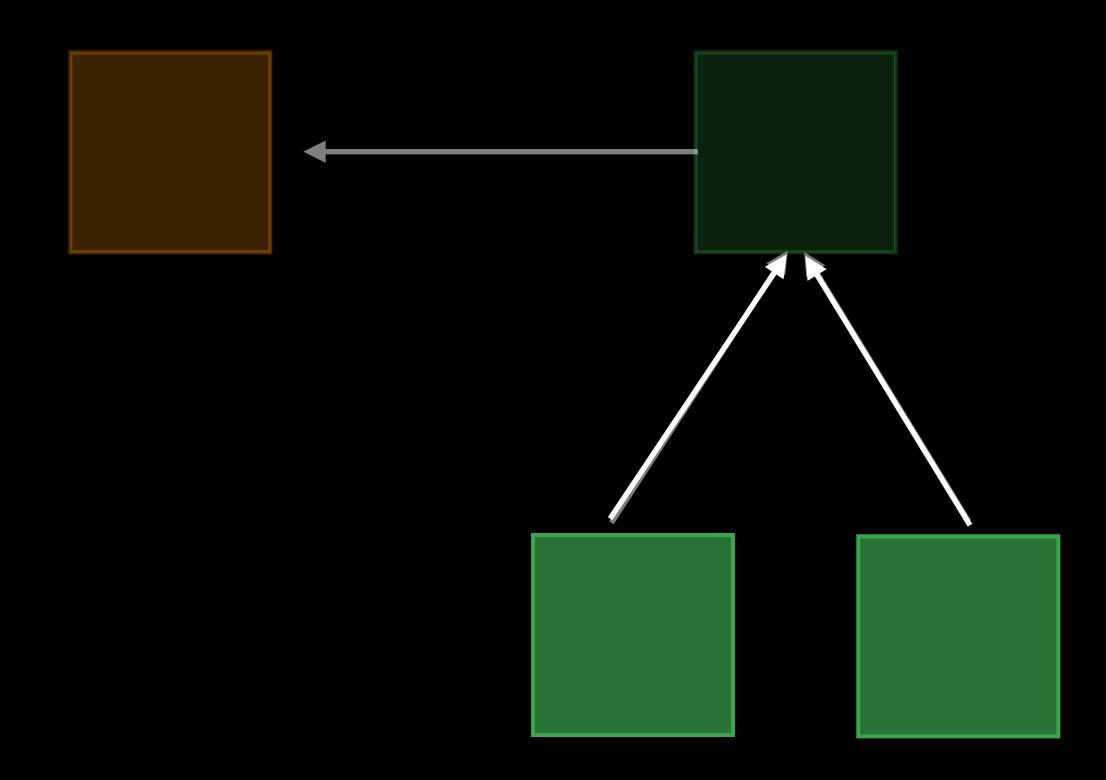


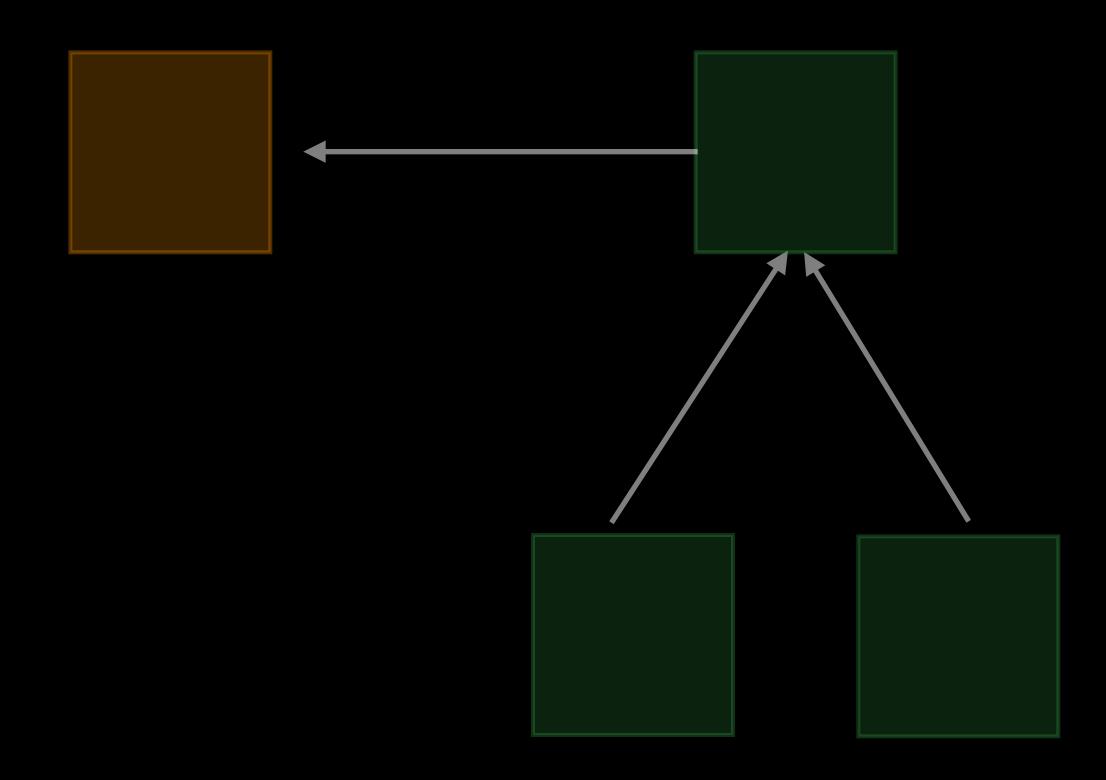
```
Receipt
                                          Owner
Shoebox
                                          Receipt
                                          Owner
                                          Receipt
                                          Owner
```

```
[[CKQuery alloc] initWithRecordType:@"Receipt"
predicate:[NSPredicate predicateWithFormat:@"owner = %@", shoebox]];
```

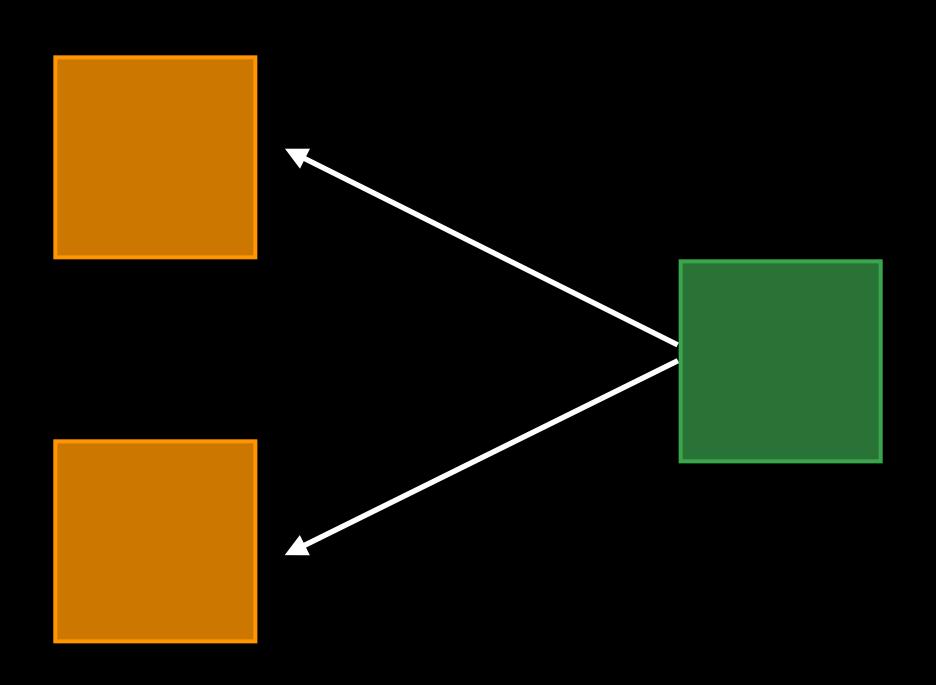




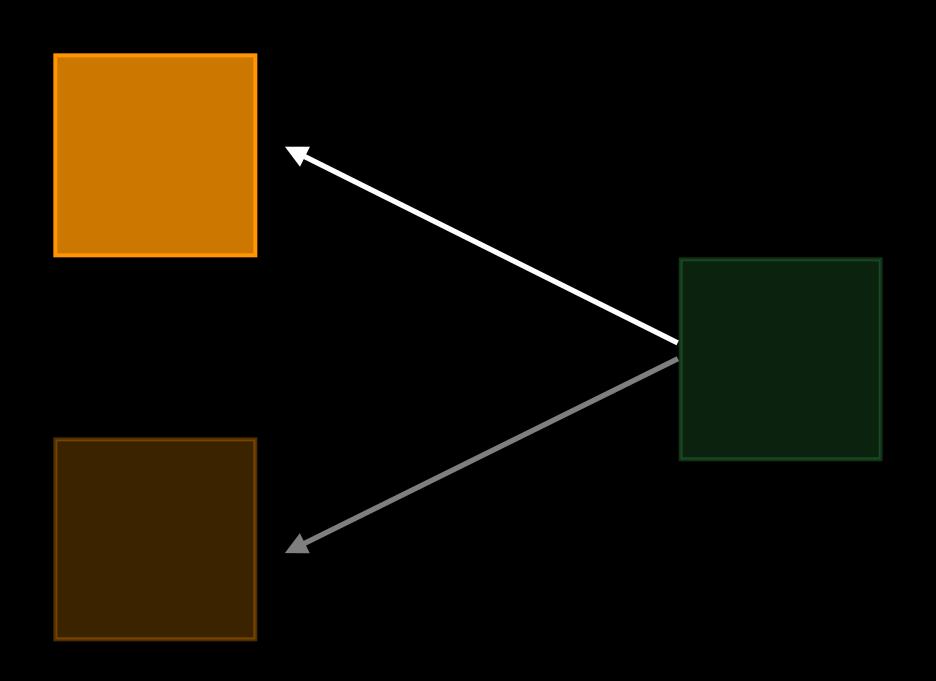




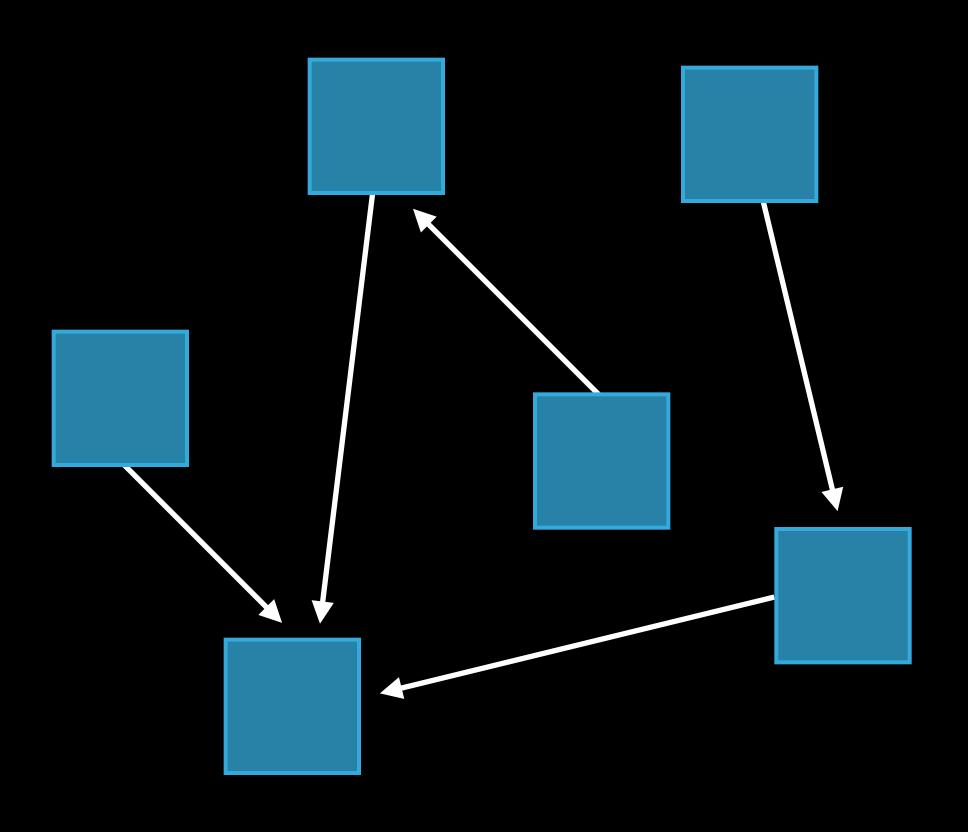
First delete wins



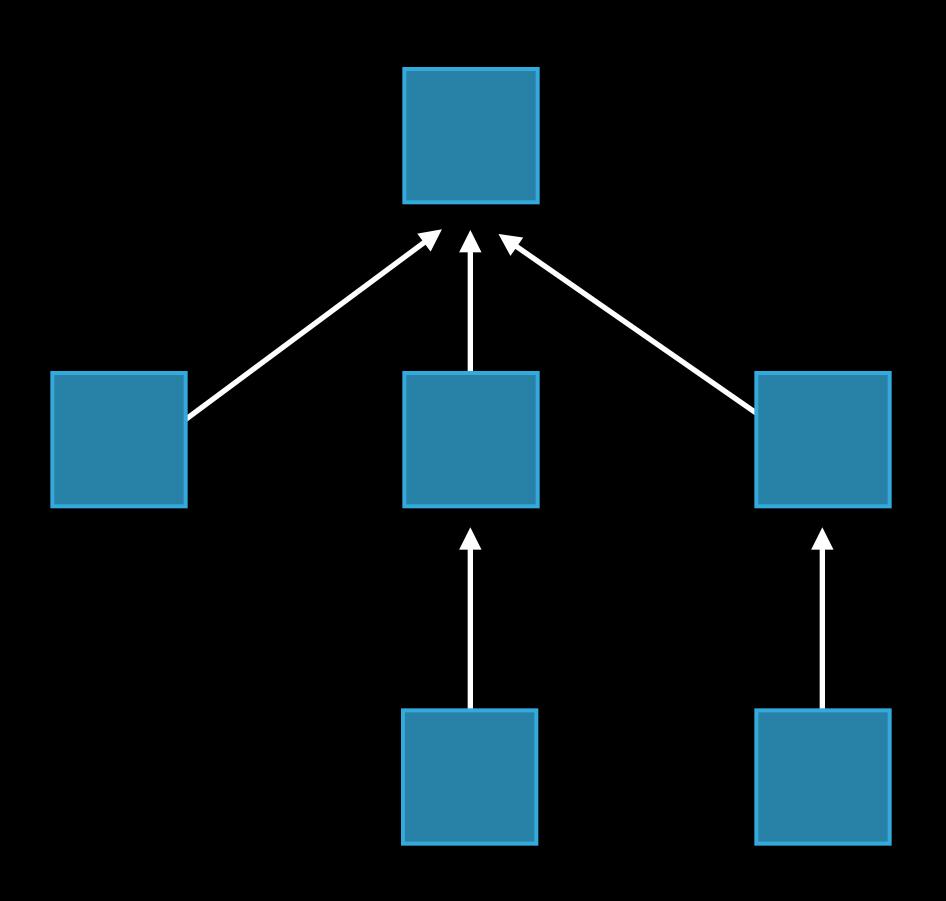
First delete wins



Topological sort



Topological sort



```
NSString *myRecordIDToString(CKRecordID *recordID) {
  return [NSString stringWithFormat:@"%@", recordID];
}
```

```
NSString *myRecordIDToString(CKRecordID *recordID) {
  return [NSString stringWithFormat:@"%@", recordID];
}
```

```
@interface CKRecordID : NSObject
@property (nonatomic, readonly, strong) NSString *recordName;
@property (nonatomic, readonly, strong) CKRecordZoneID *zoneID;
@end
```

```
NSString *myRecordIDToString(CKRecordID *recordID) {
  return [NSString stringWithFormat:@"%@.%@", recordID.name, recordID.zoneID];
}
```

```
NSString *myRecordIDToString(CKRecordID *recordID) {
  return [NSString stringWithFormat:@"%@.%@", recordID.name, recordID.zoneID];
}
```

```
@interface CKRecordZoneID : NSObject
@property (nonatomic, readonly, strong) NSString *zoneName;
@property (nonatomic, readonly, strong) NSString *ownerName;
@end
```

```
NSString *myRecordIDToString(CKRecordID *recordID) {
   return [NSString stringWithFormat:@"%@.%@",
        recordID.recordName, myZoneIDToString(recordID.zoneID)];
}
```

```
NSString *myZoneIDToString(CKRecordZoneID *zoneID) {
  return [NSString stringWithFormat:@"%@.%@",
            zoneID.zoneName, zoneID.ownerName];
NSString *myRecordIDToString(CKRecordID *recordID) {
  return [NSString stringWithFormat:@"%@1%@1,
            recordID.recordName, myZoneIDToString(recordID.zoneID)];
[NSPredicate predicateWithFormat:@"owner = %@",
                                    myRecordIDToString(shoebox.recordID)]
```

Why Should I Use a Reference? Queries are simple

[NSPredicate predicateWithFormat:@"owner = %@", shoebox]

Your Data Objects and CloudKit

Some notes

Your Data Objects and CloudKit Some notes

CloudKit is a transport mechanism

Your Data Objects and CloudKit Some notes

CloudKit is a transport mechanism

Don't subclass

Your Data Objects and CloudKit Some notes

CloudKit is a transport mechanism

Don't subclass

Convert to/from CloudKit objects on save and fetch

The Notification Collection

Handling push notifications properly

Subscriptions and Notifications Recap

Subscriptions and Notifications Recap

Subscriptions are persistent queries

Subscriptions and Notifications Recap

Subscriptions are persistent queries

Server sends a push notification

Subscriptions and Notifications Recap

Subscriptions are persistent queries

Server sends a push notification

Pushes are sent via Apple Push Notification Service

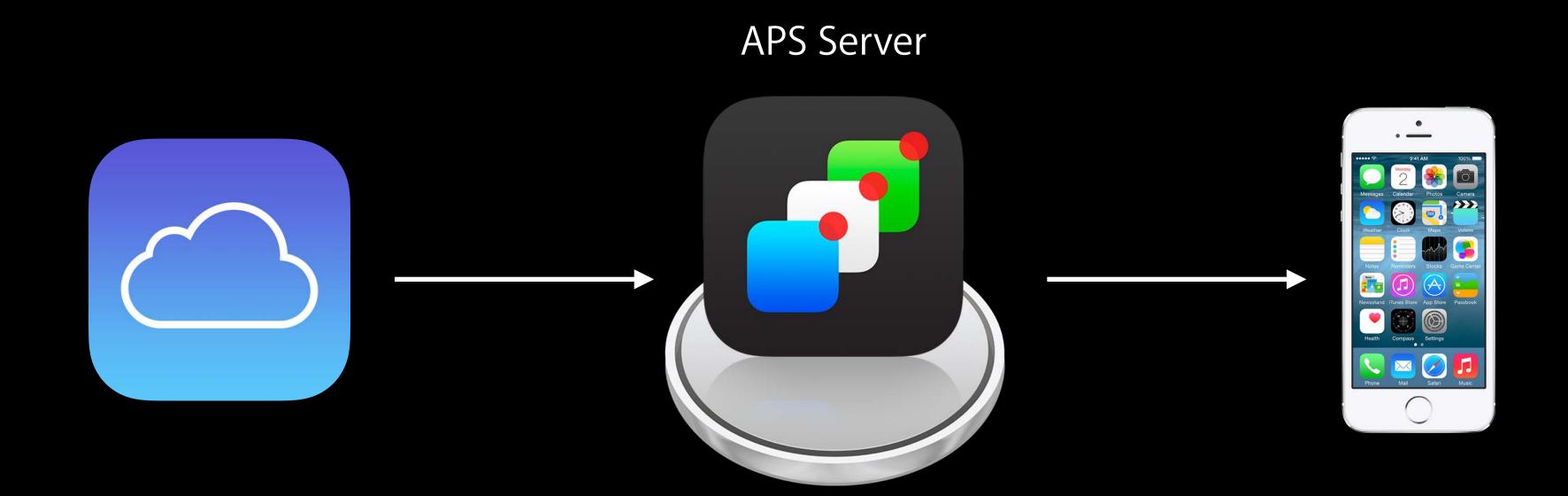
No guarantees on delivery

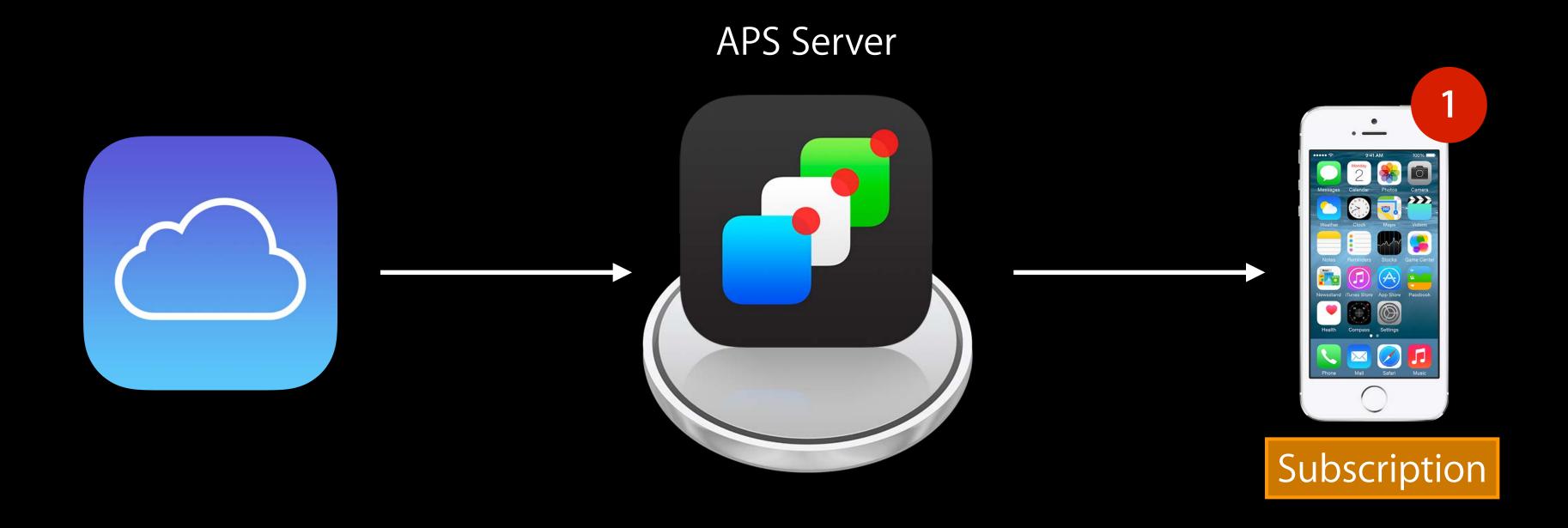
No guarantees on delivery Server stores pushes

No guarantees on delivery

Server stores pushes

Server only stores the latest push



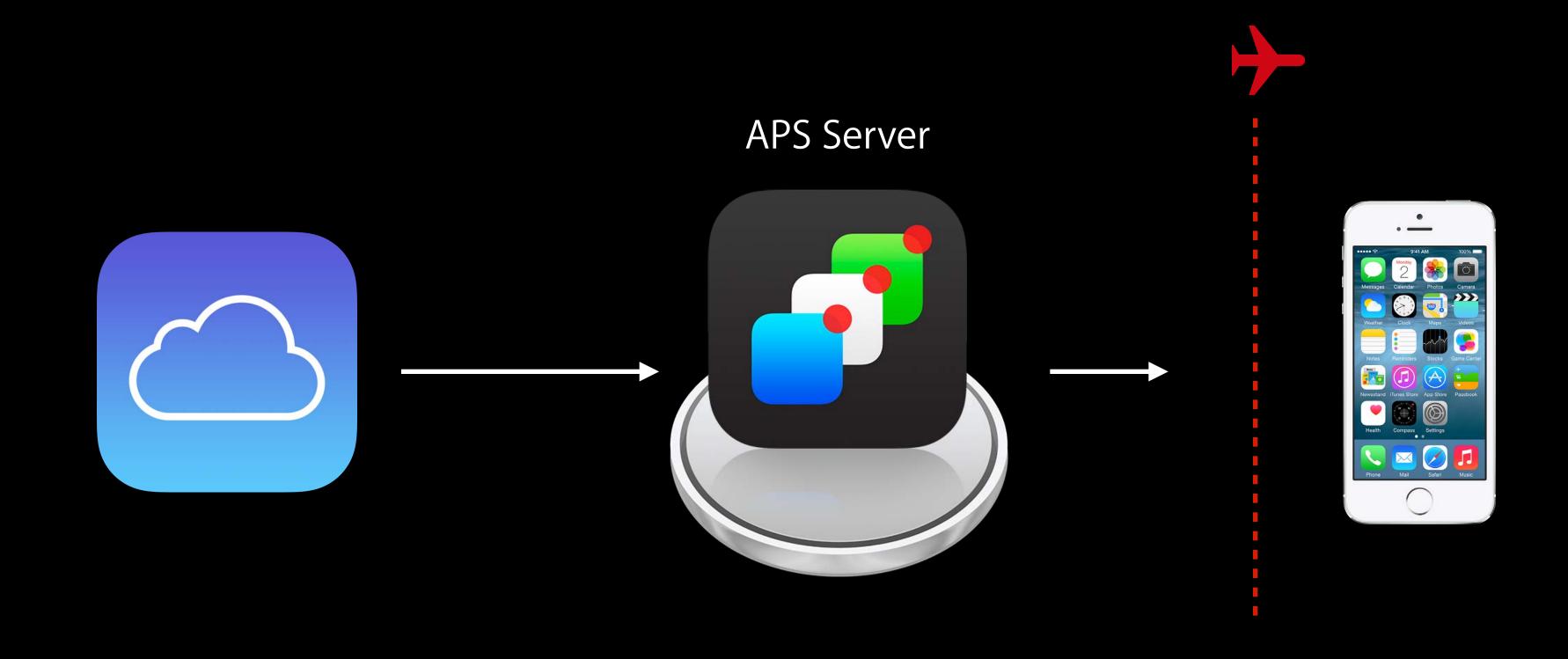


Store and forward

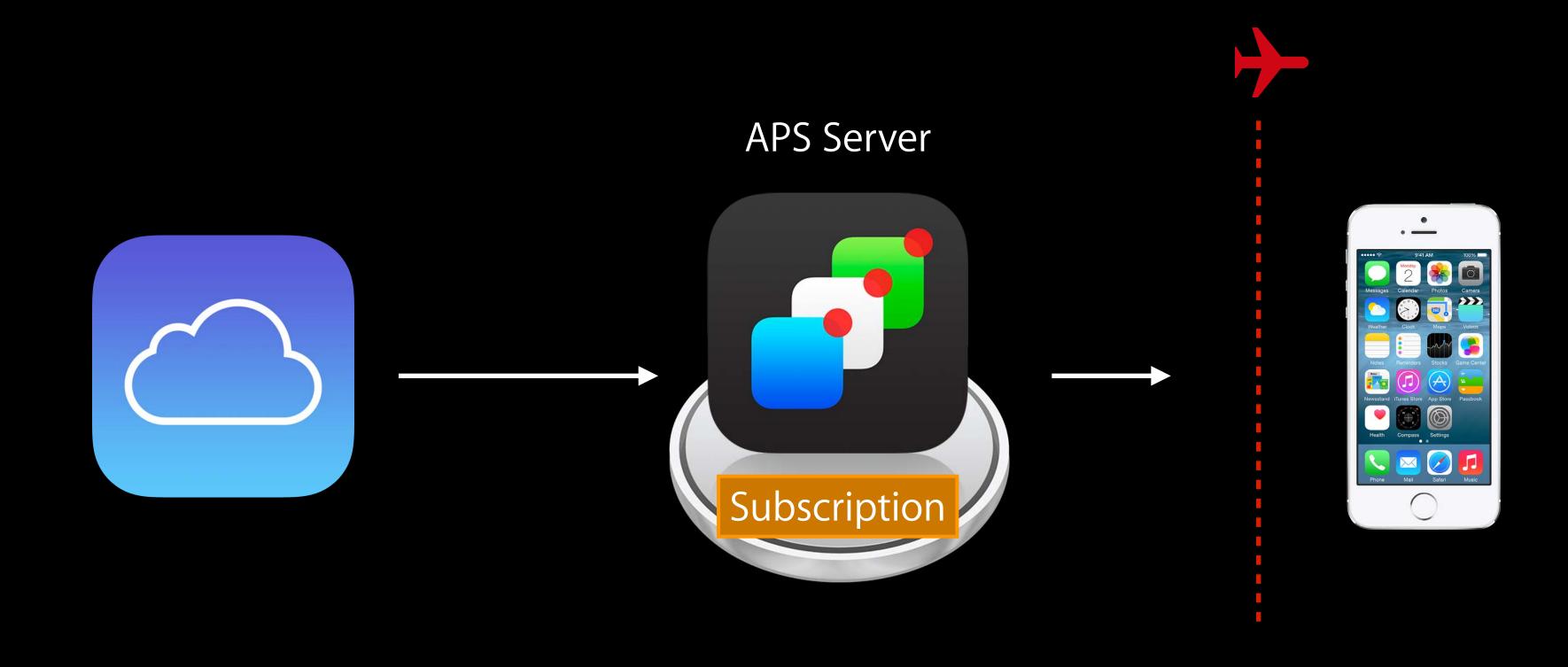




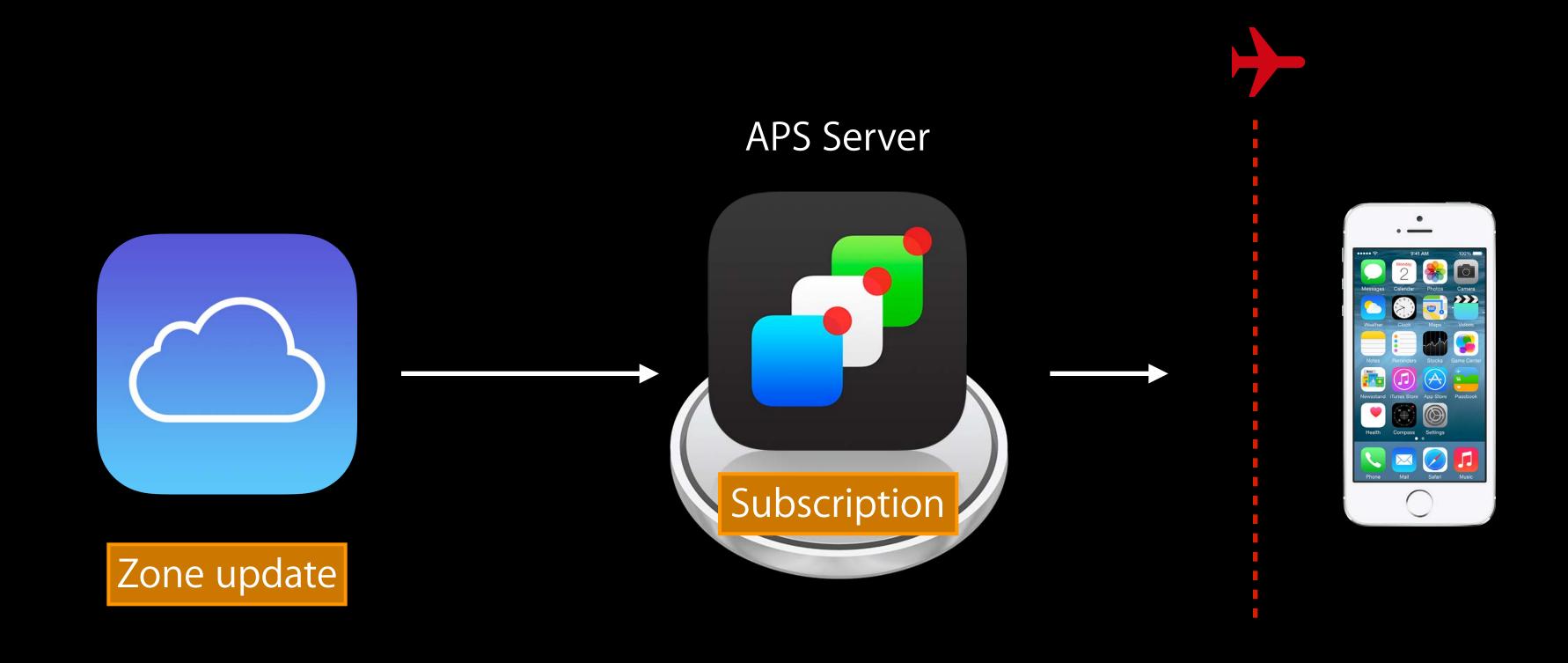
Store and forward



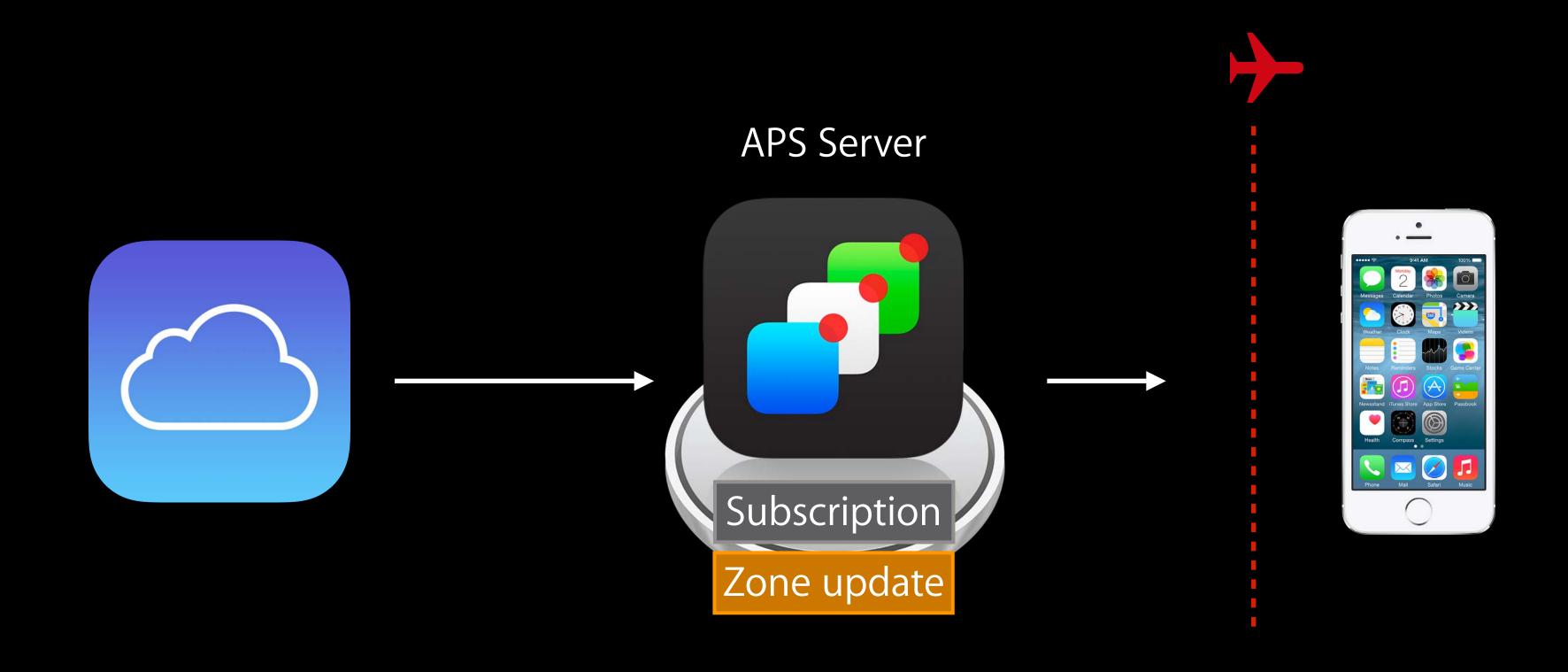
Store and forward



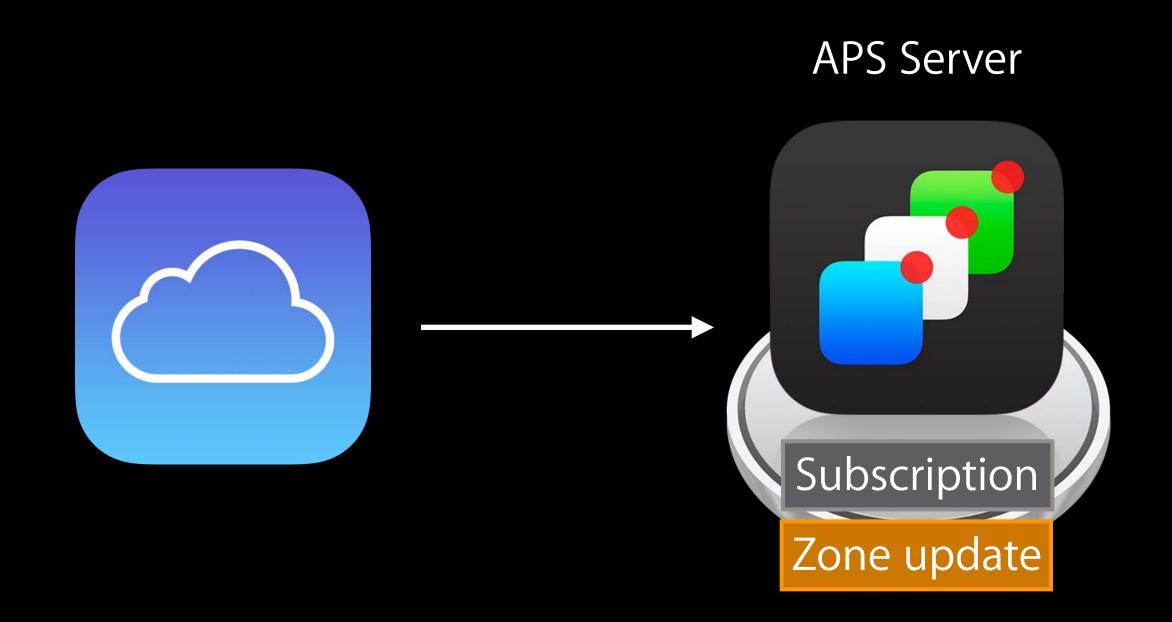
Push Notifications Only the last push is delivered



Push Notifications Only the last push is delivered

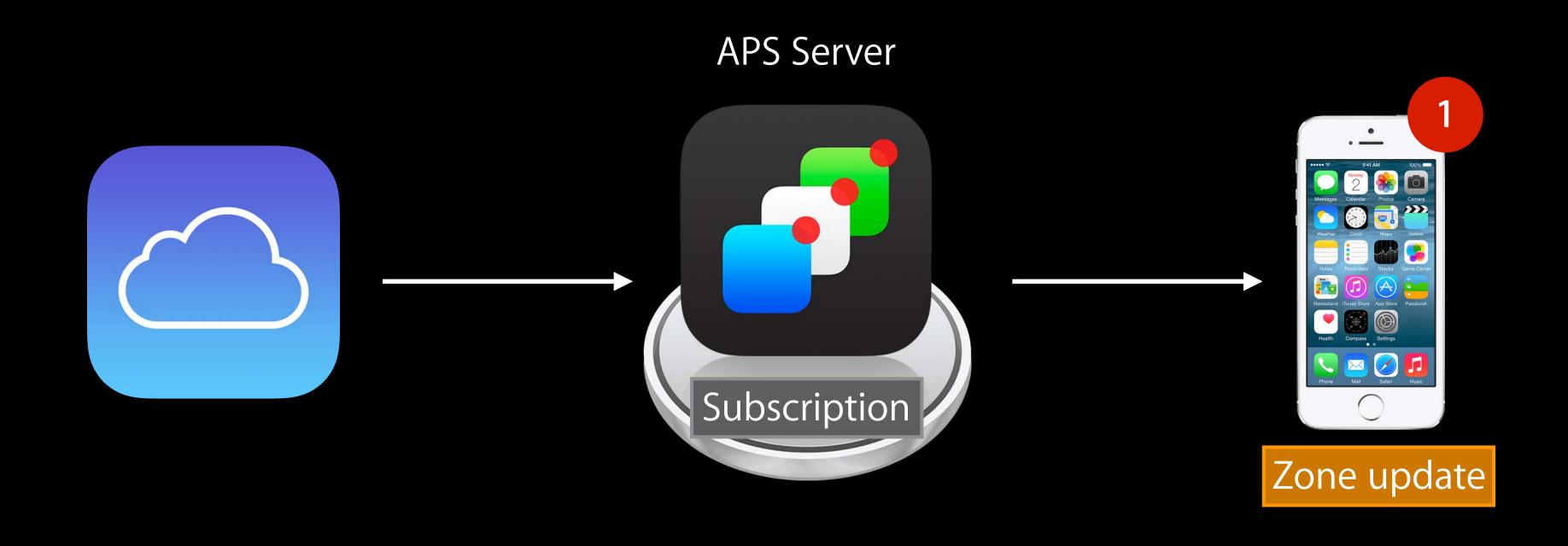


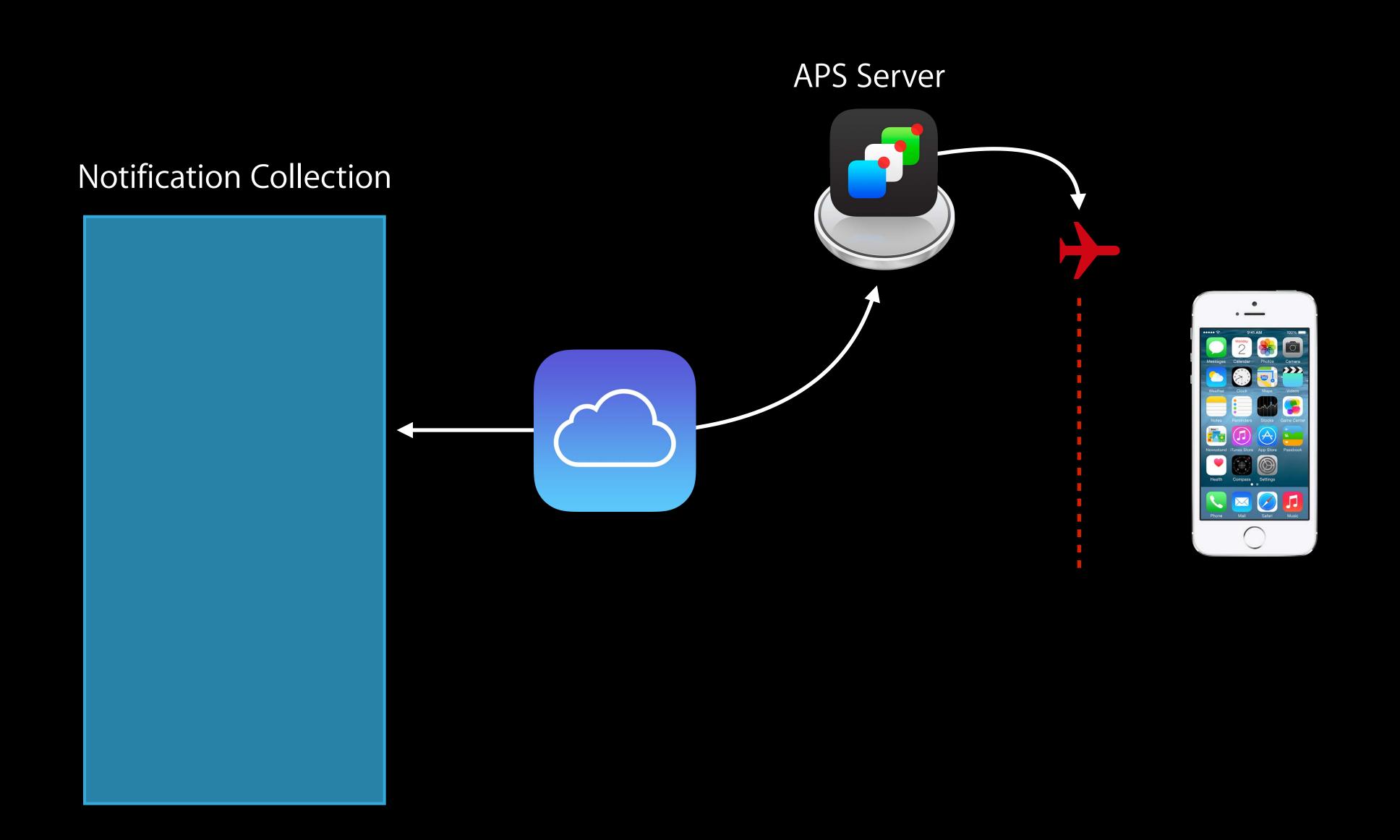
Push Notifications Only the last push is delivered

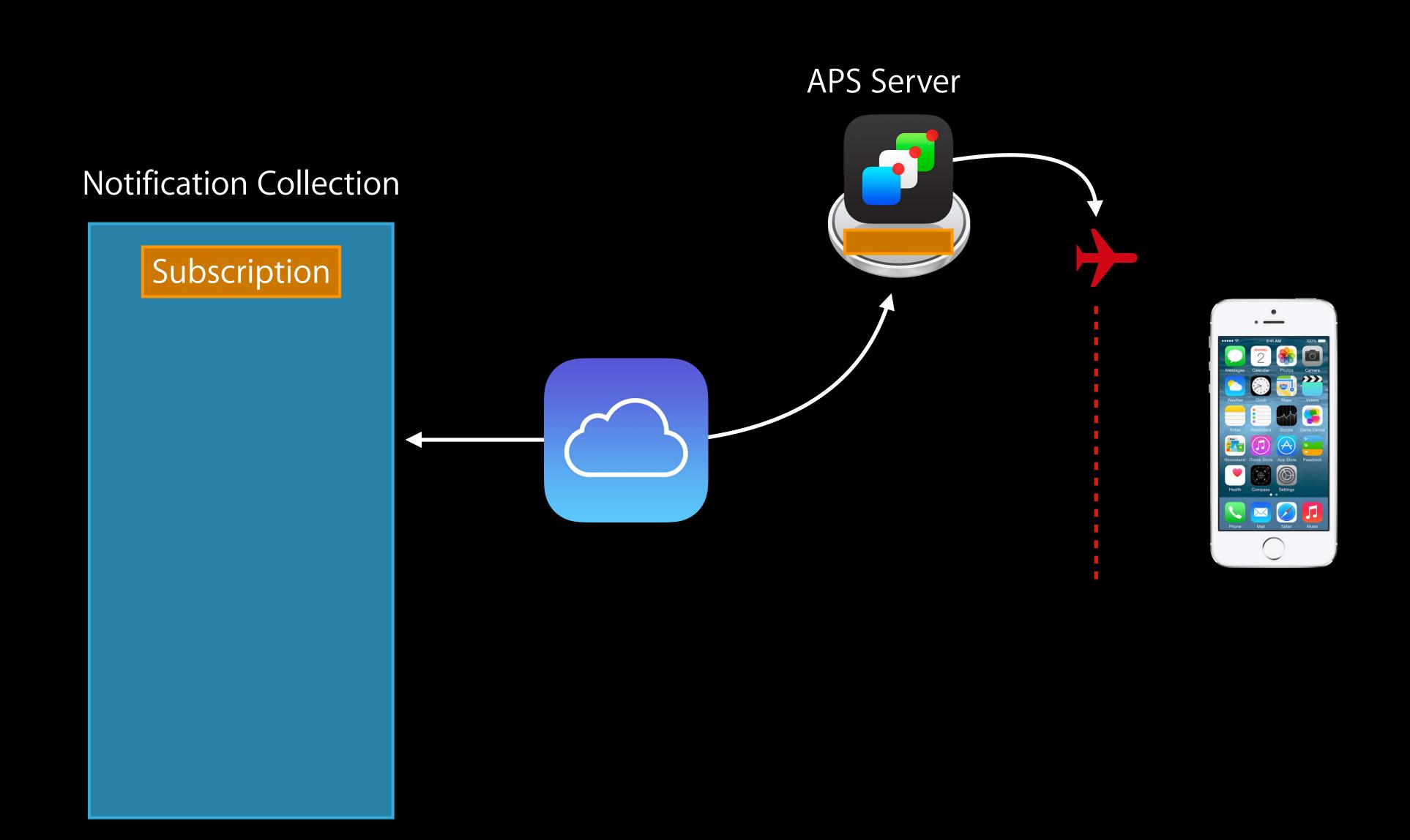


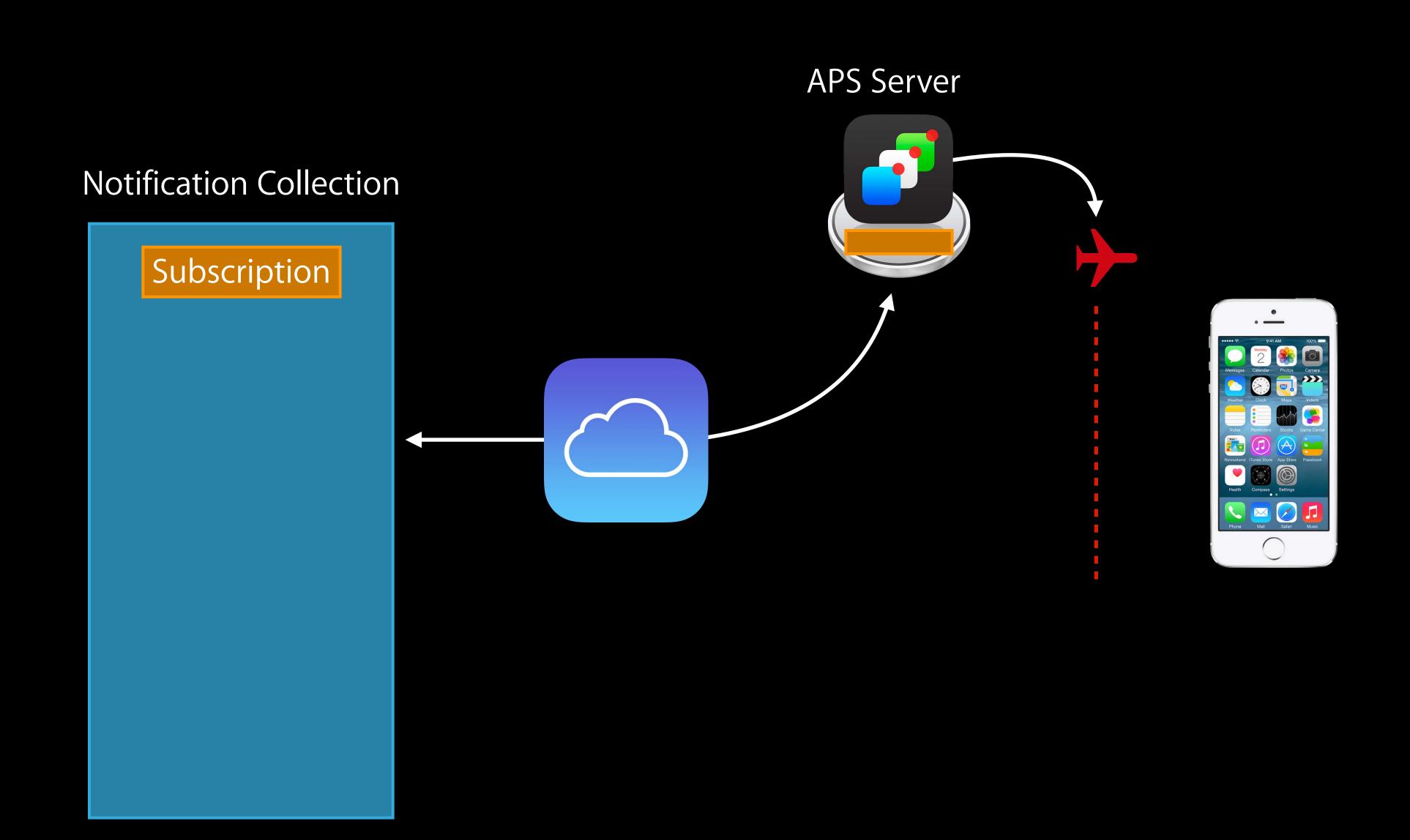


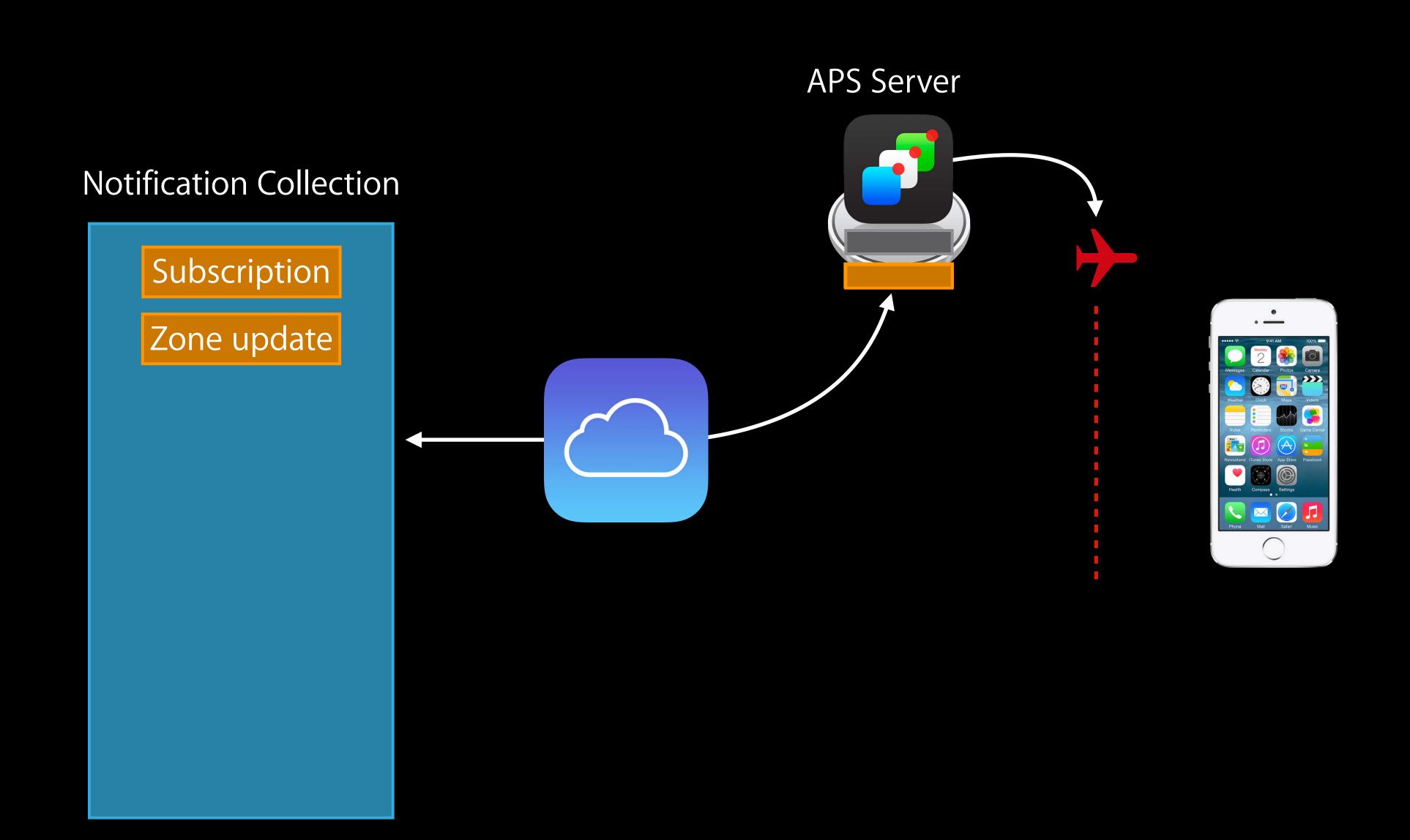
Push Notifications Only the last push is delivered

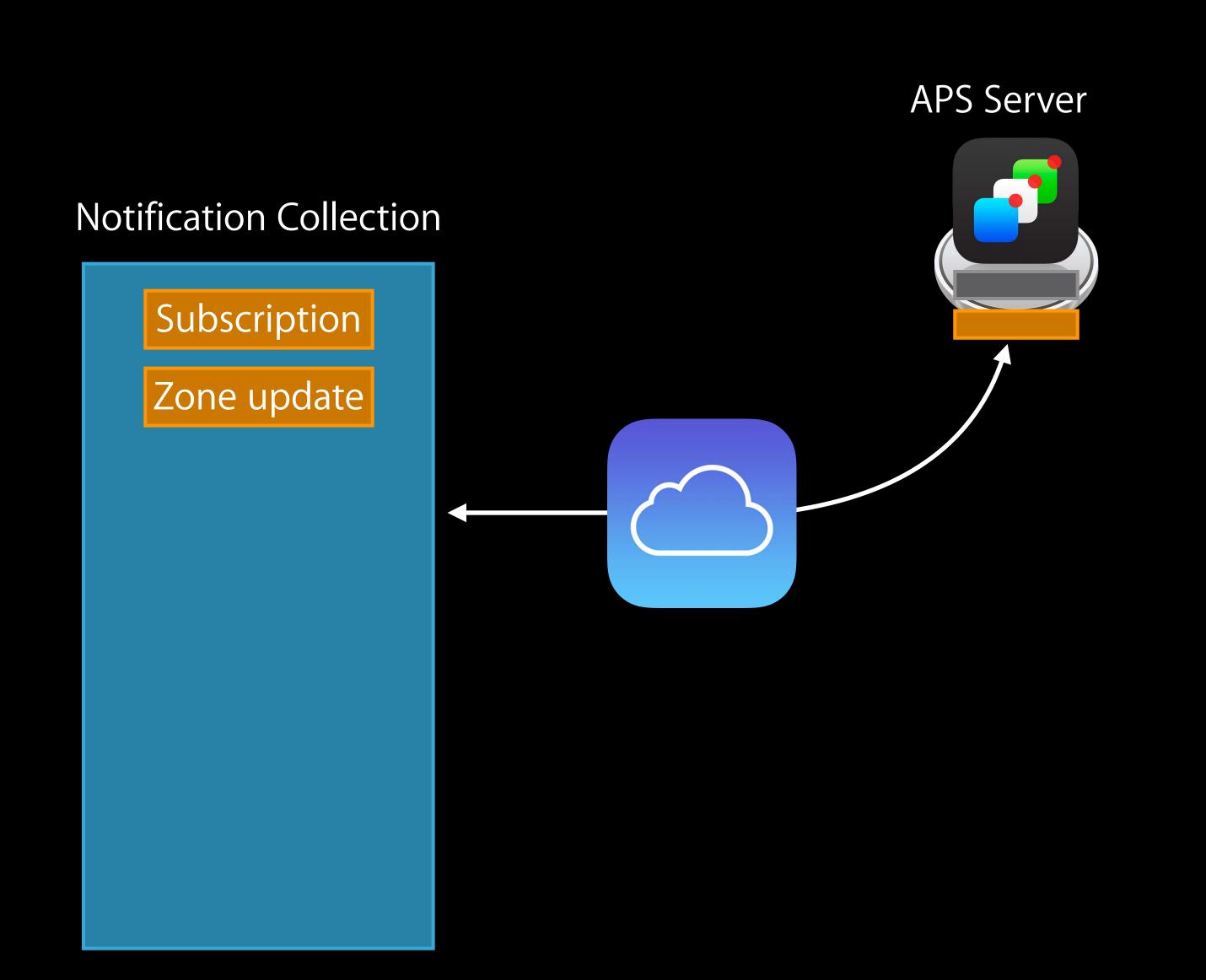




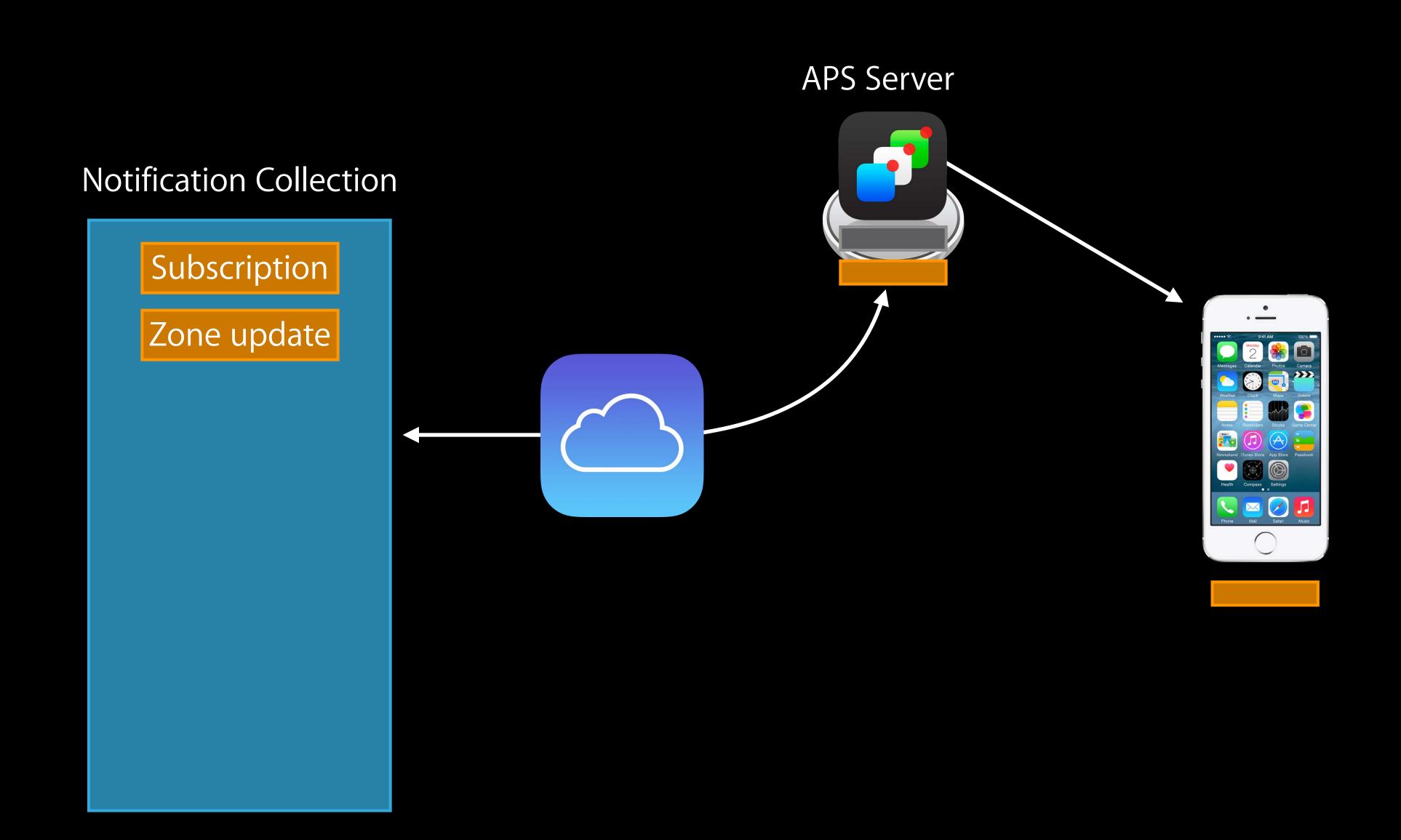










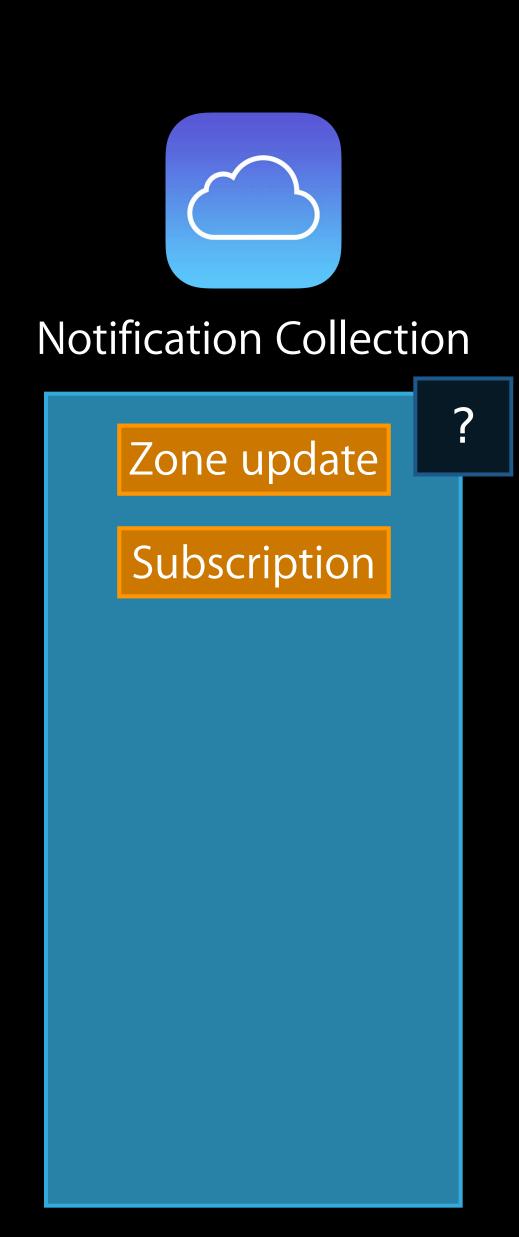




Zone update

Subscription

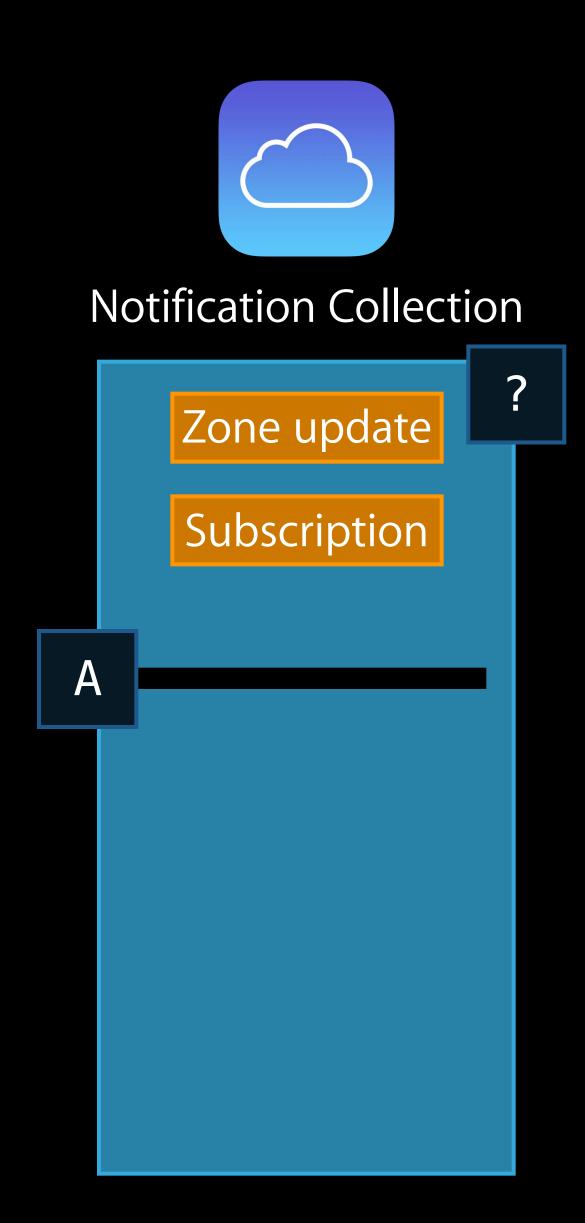




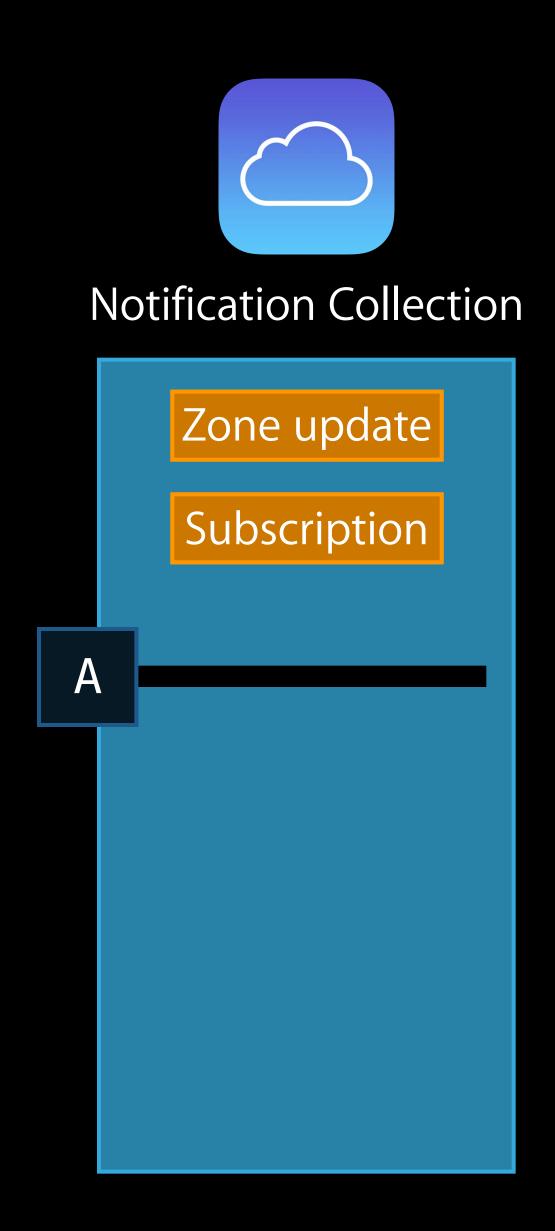


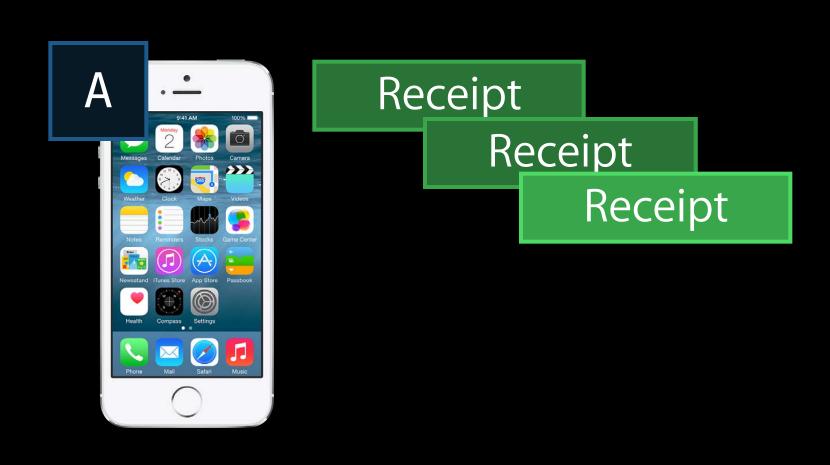


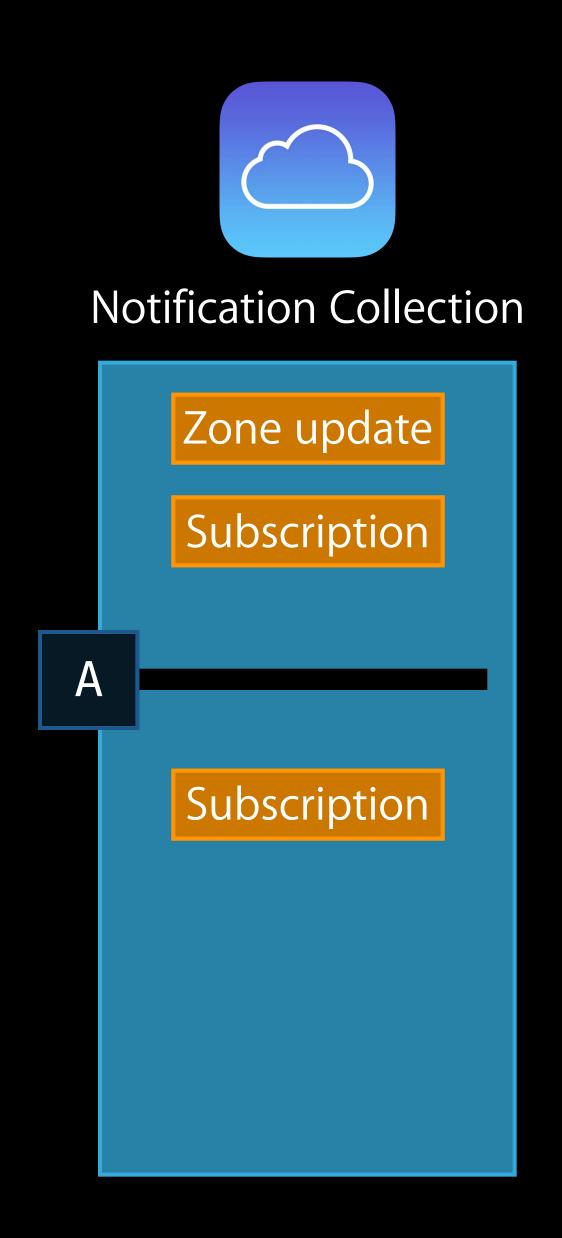


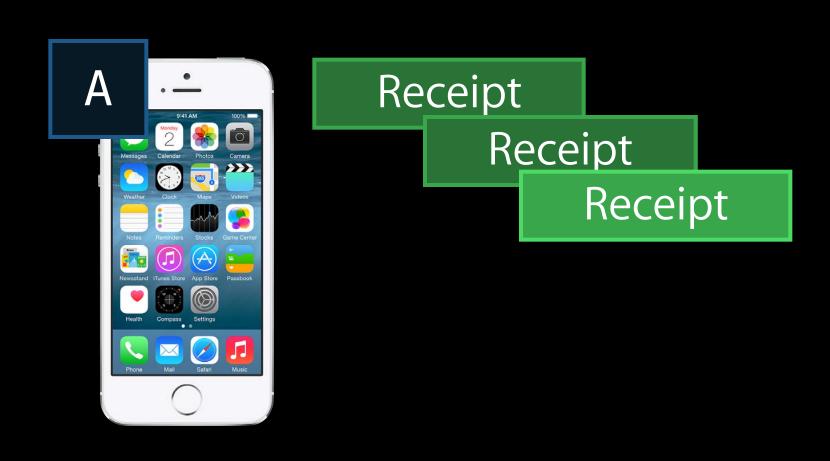


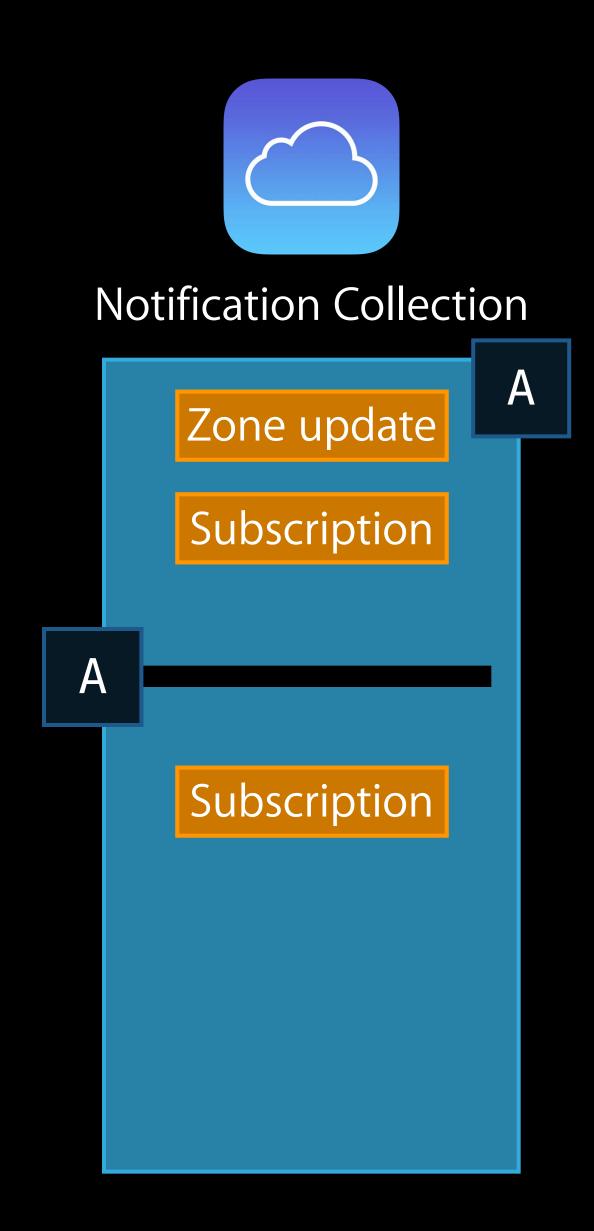


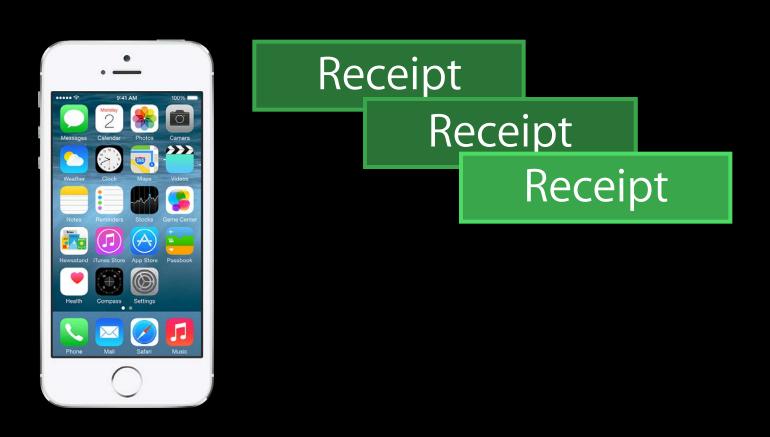


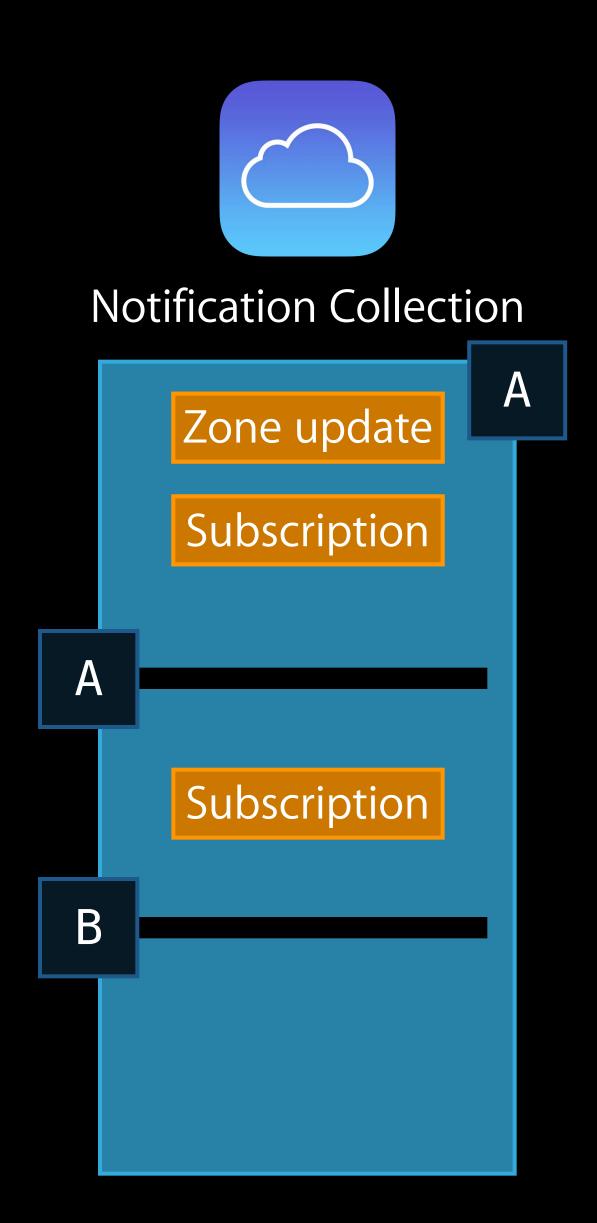


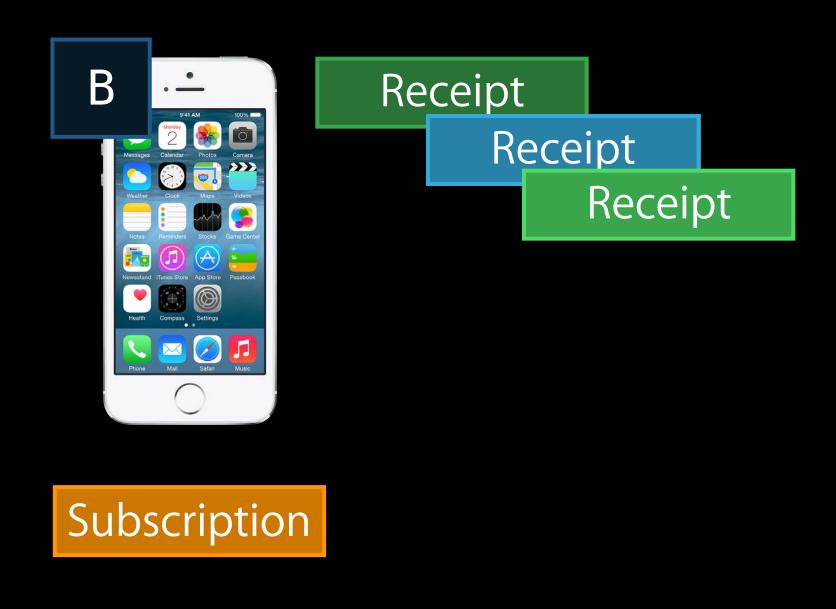


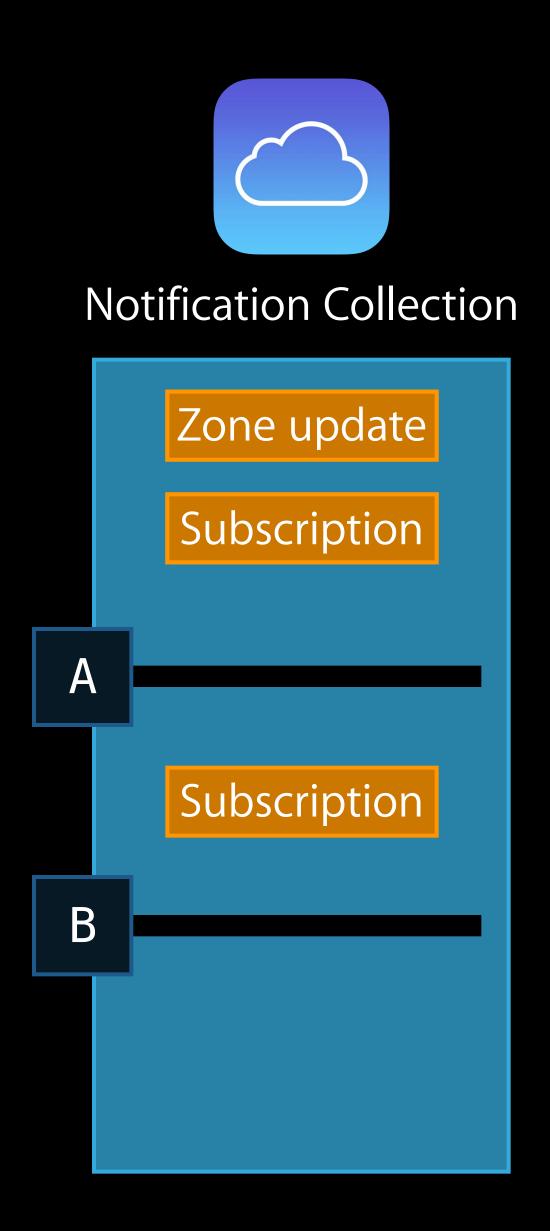


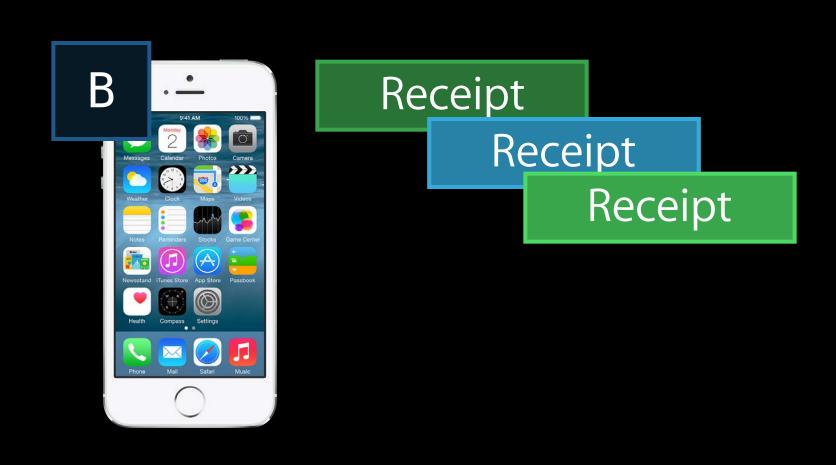


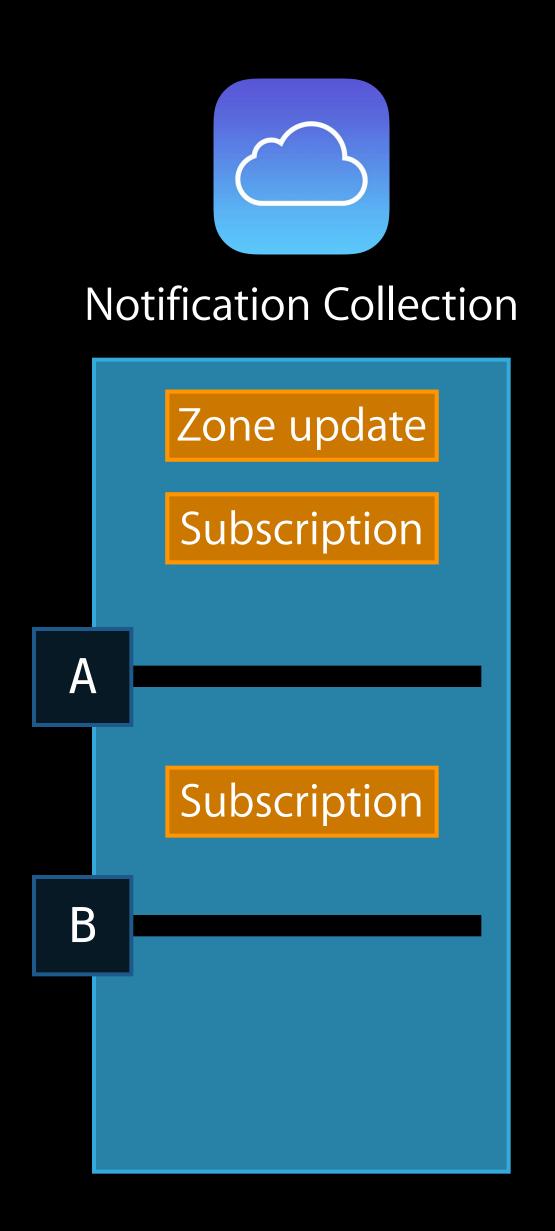


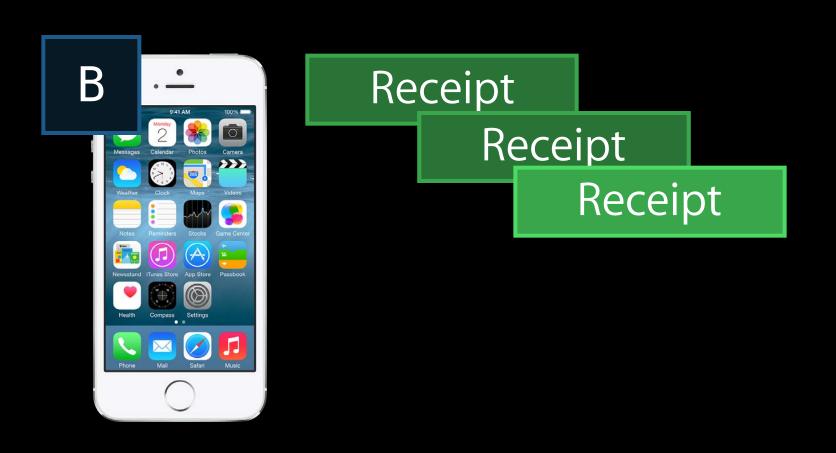




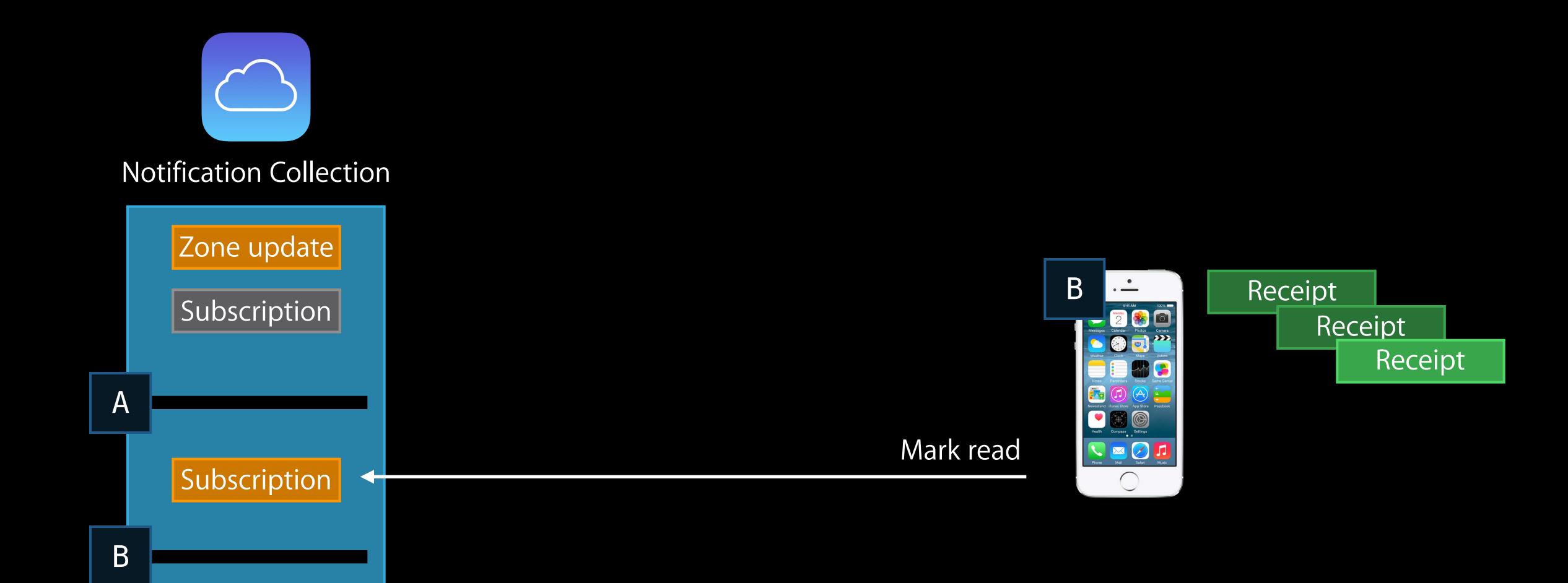


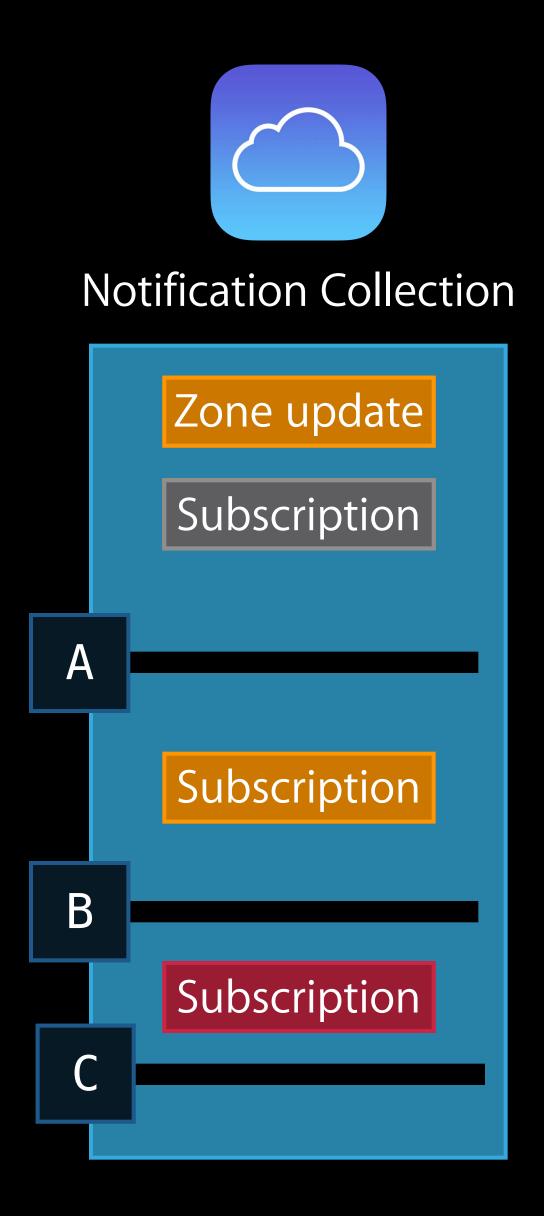




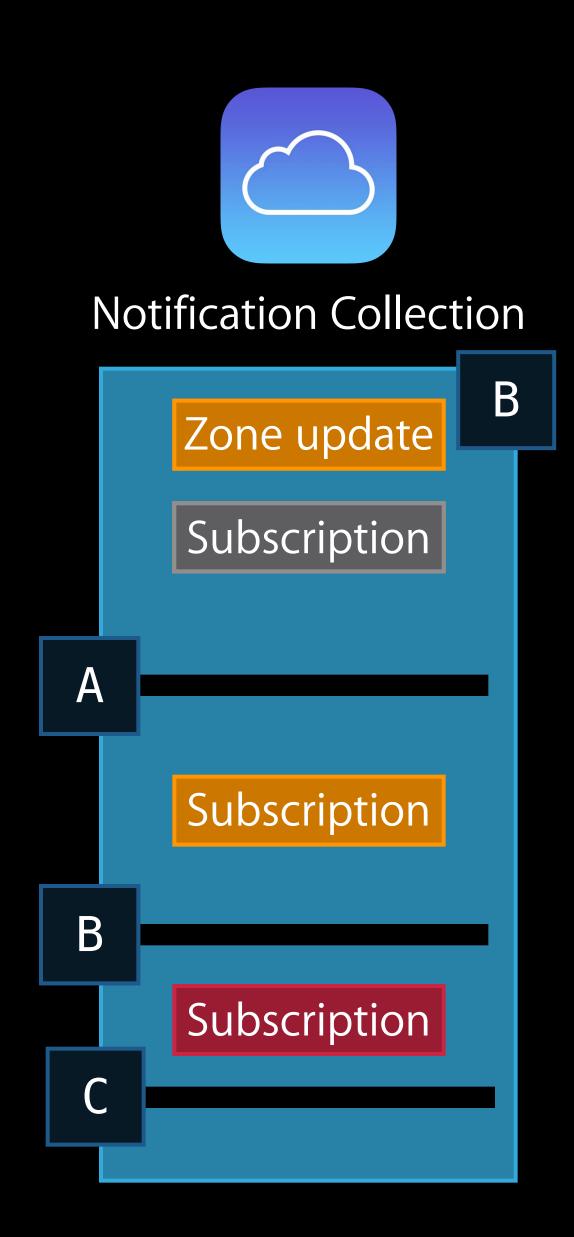


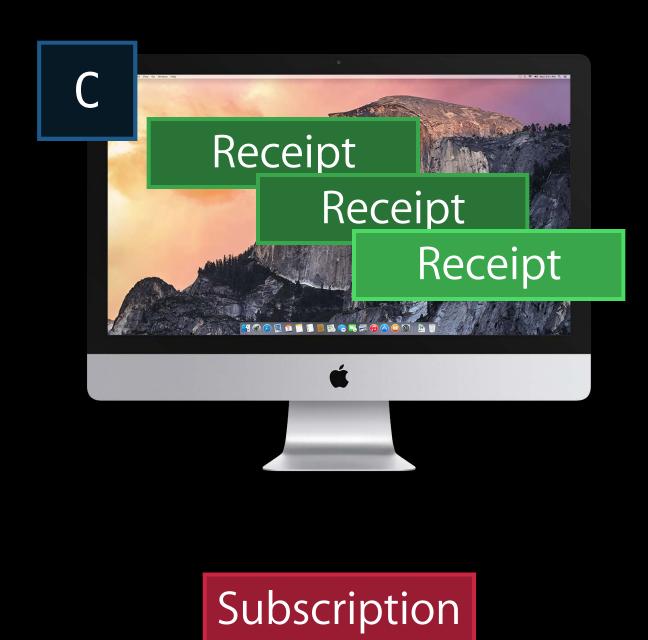
Subscription











Dropped Notifications

It's not just for airplane mode!

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Always check the notification collection

Dropped Notifications It's not just for airplane mode!

Always check the notification collection Rapid pushes can cause coalescing

Dropped Notifications It's not just for airplane mode!

Always check the notification collection Rapid pushes can cause coalescing Bad network conditions are common

Managing your cloud data

Overview

Overview

View data

Overview

View data

Manage schema

Overview

View data

Manage schema

Control indexing

Overview

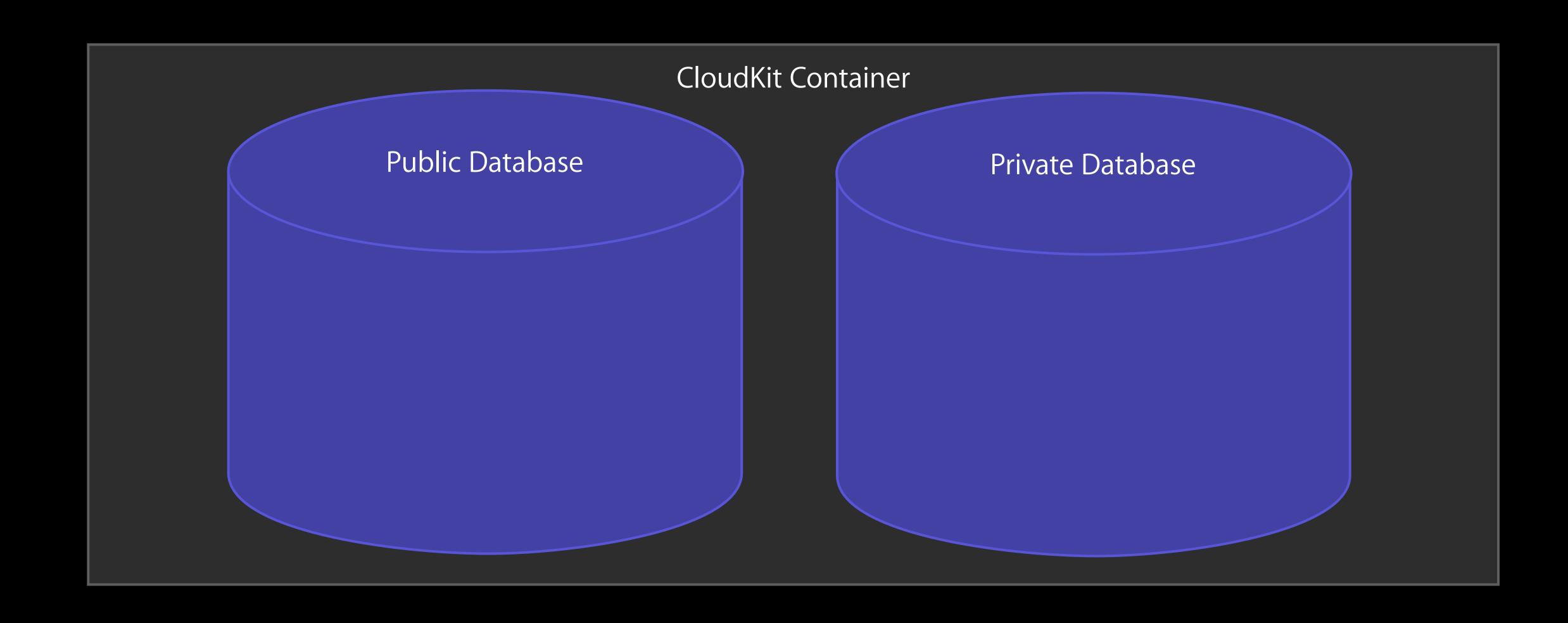
View data

Manage schema

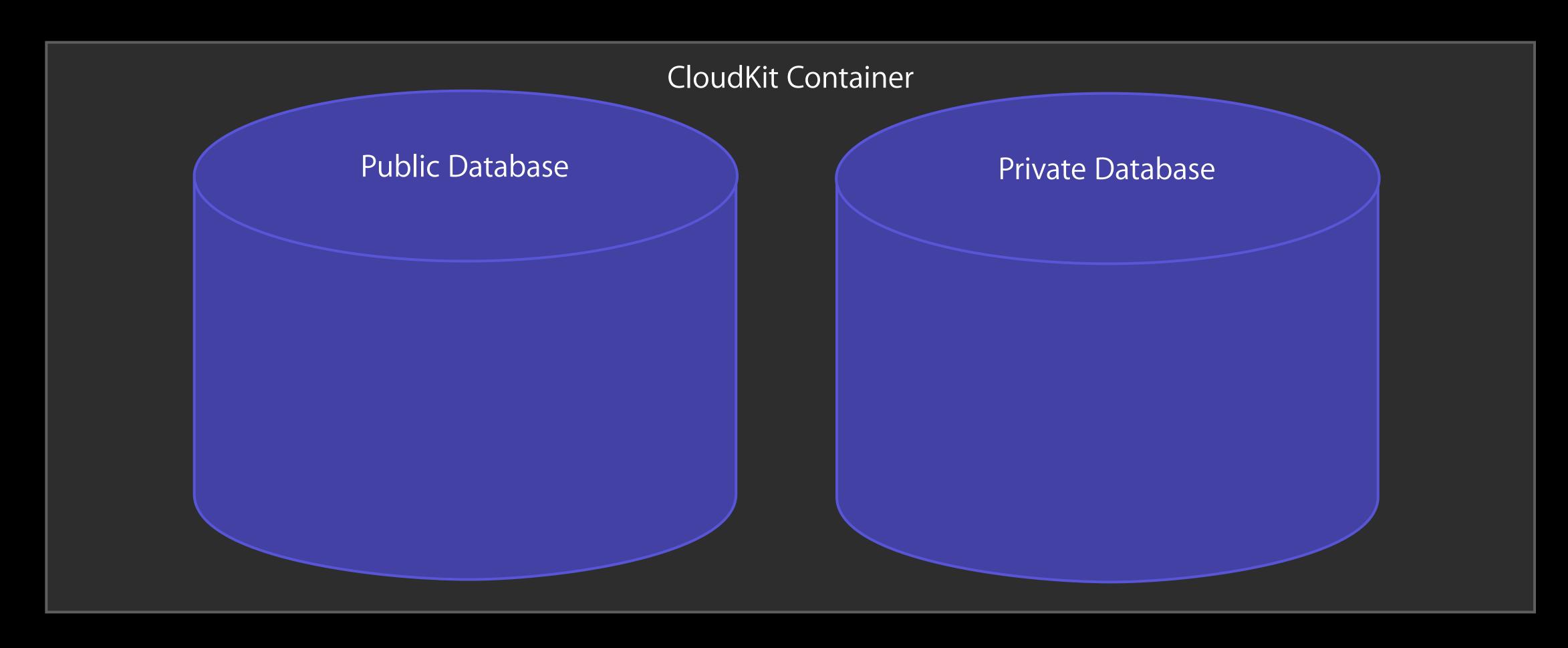
Control indexing

Move to production

What can you see?

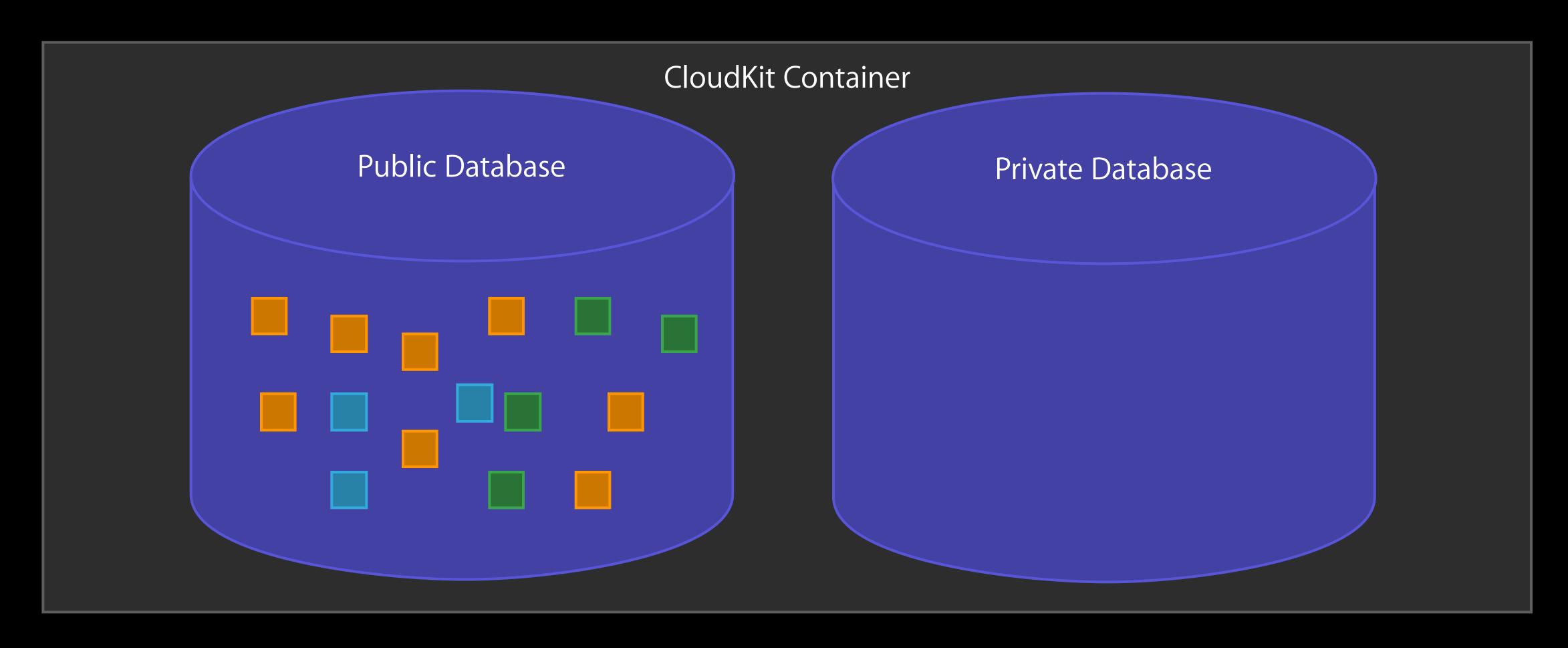


What can you see?



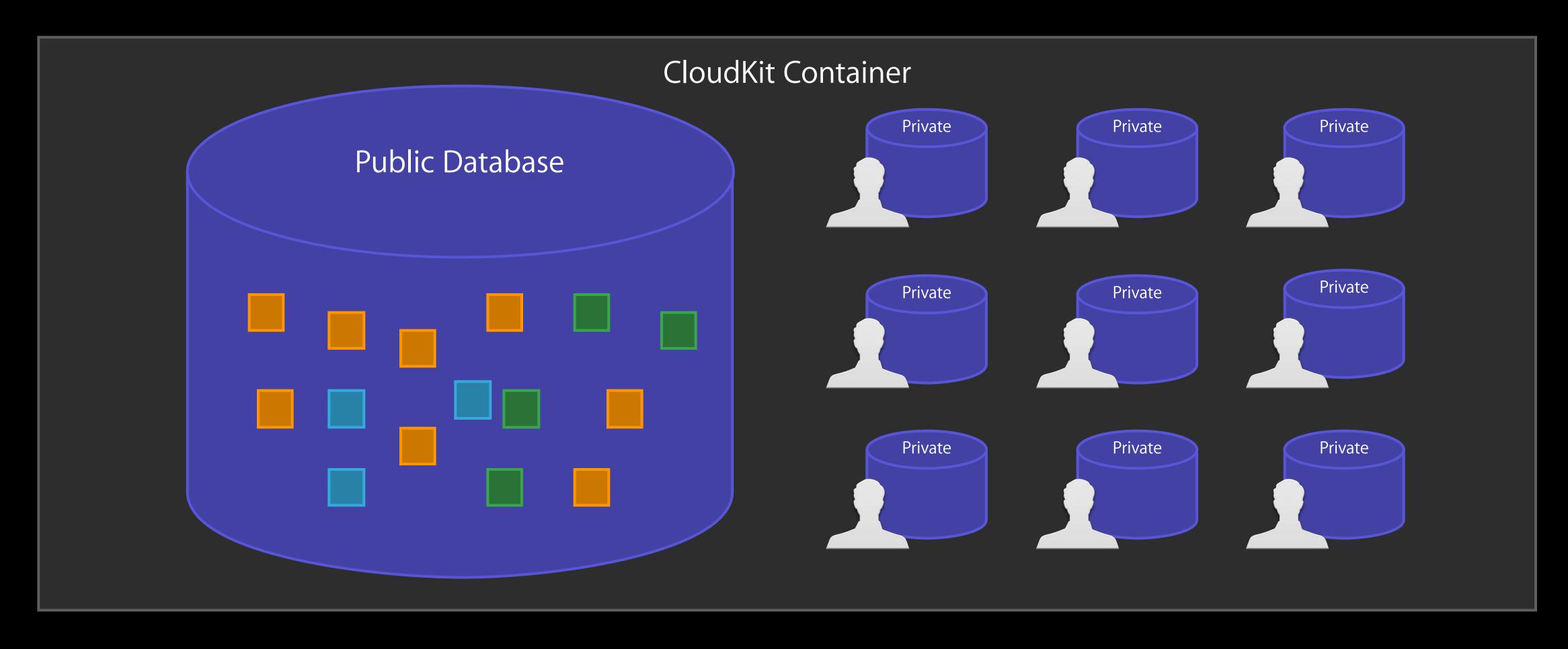
Everything is visible

What can you see?



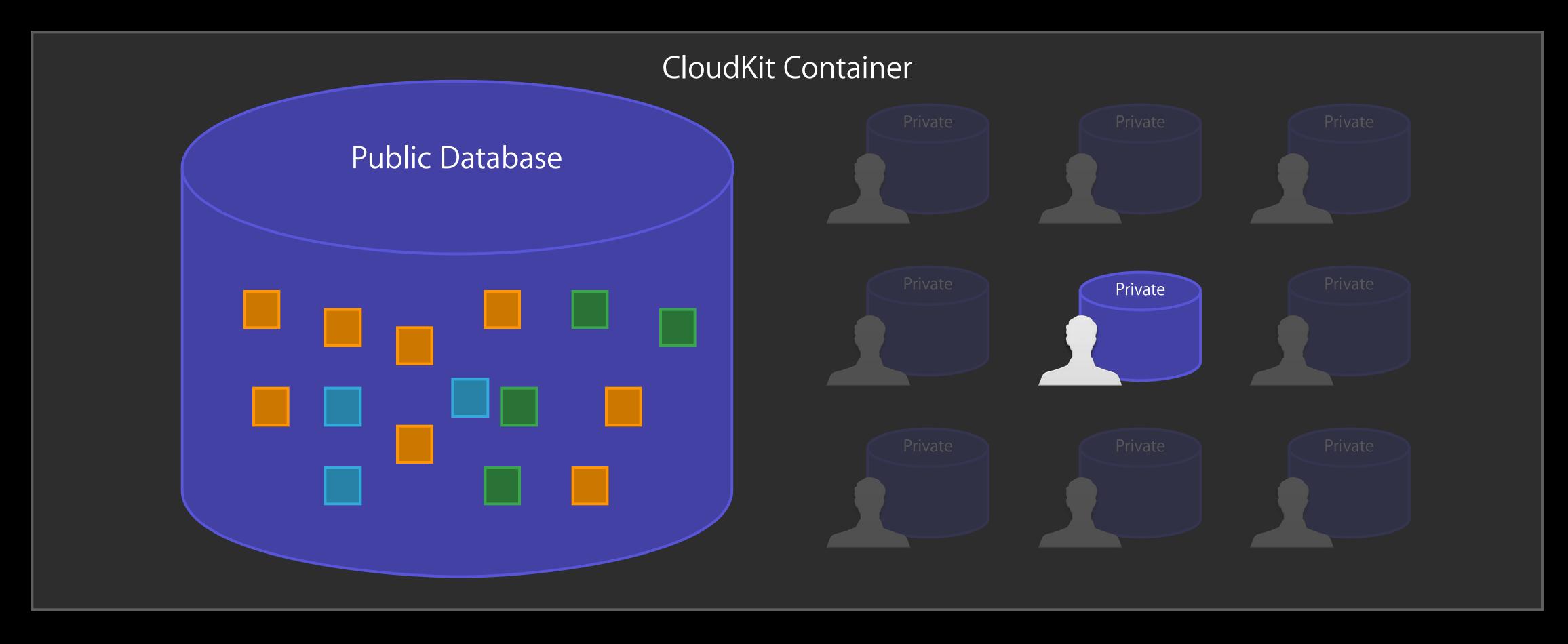
Everything is visible

What can you see?



Everything is visible

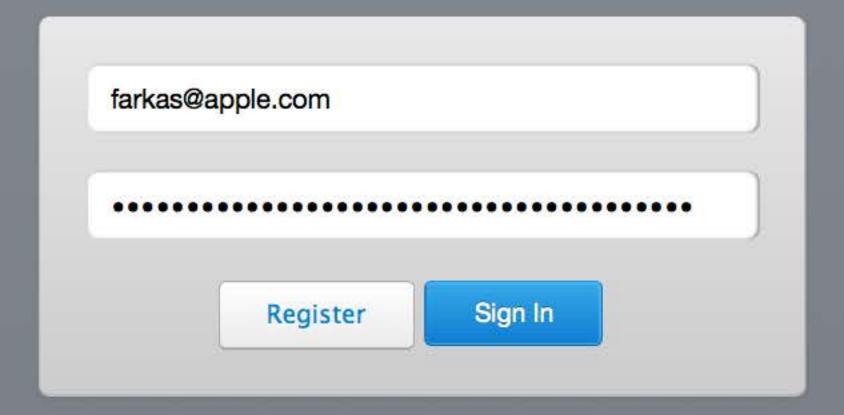
What can you see?



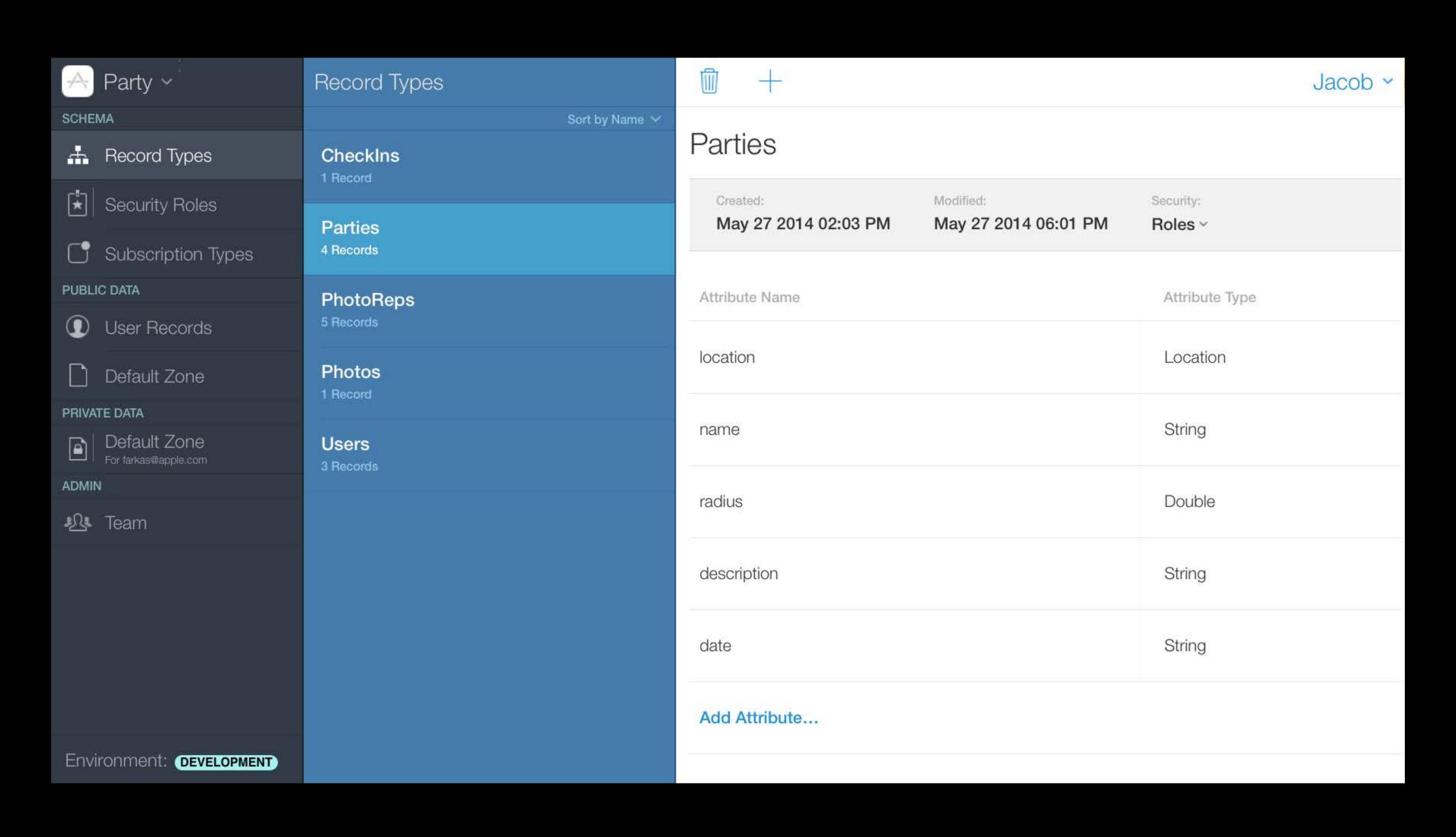
Everything is visible

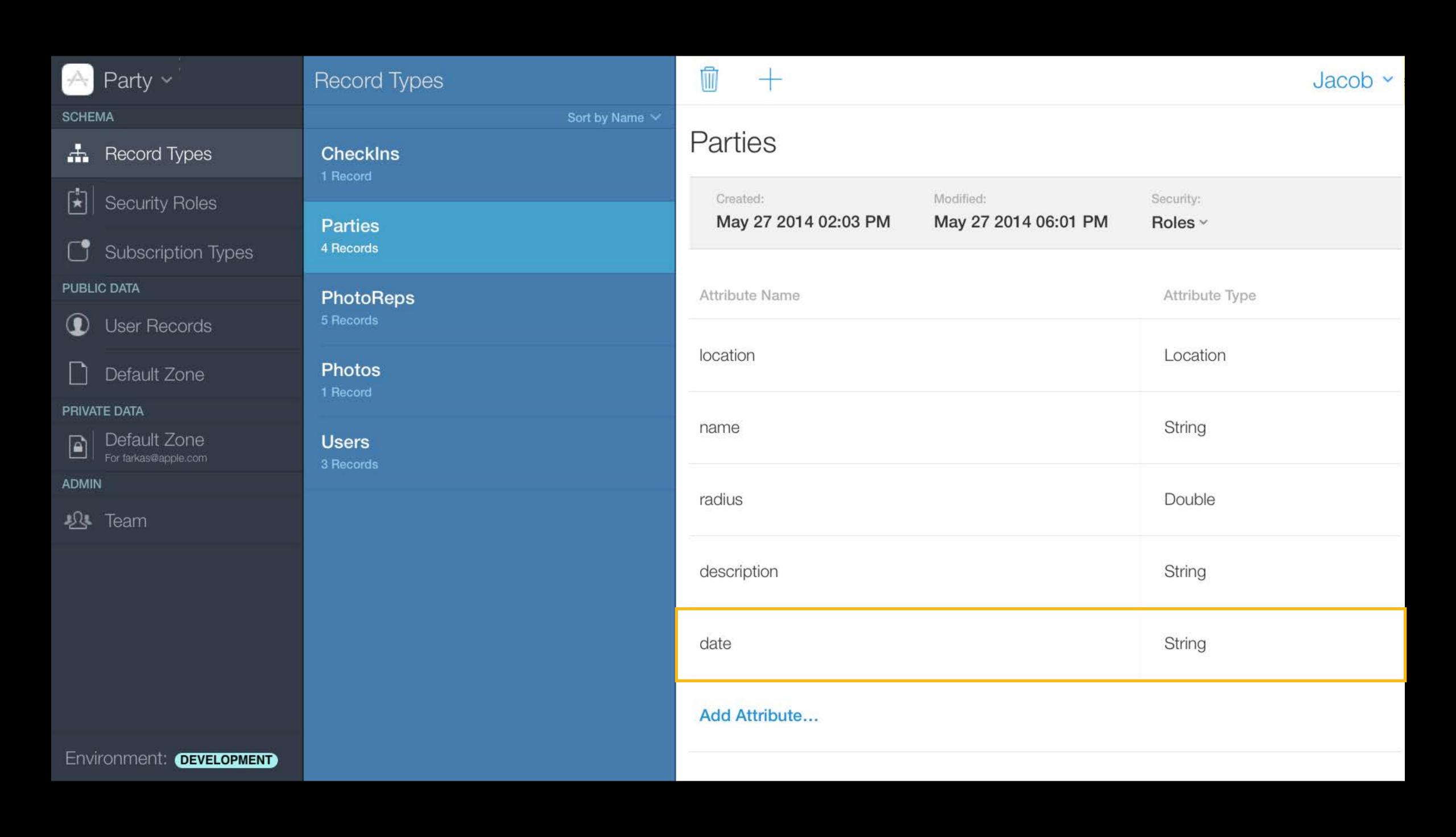
Only your account is visible

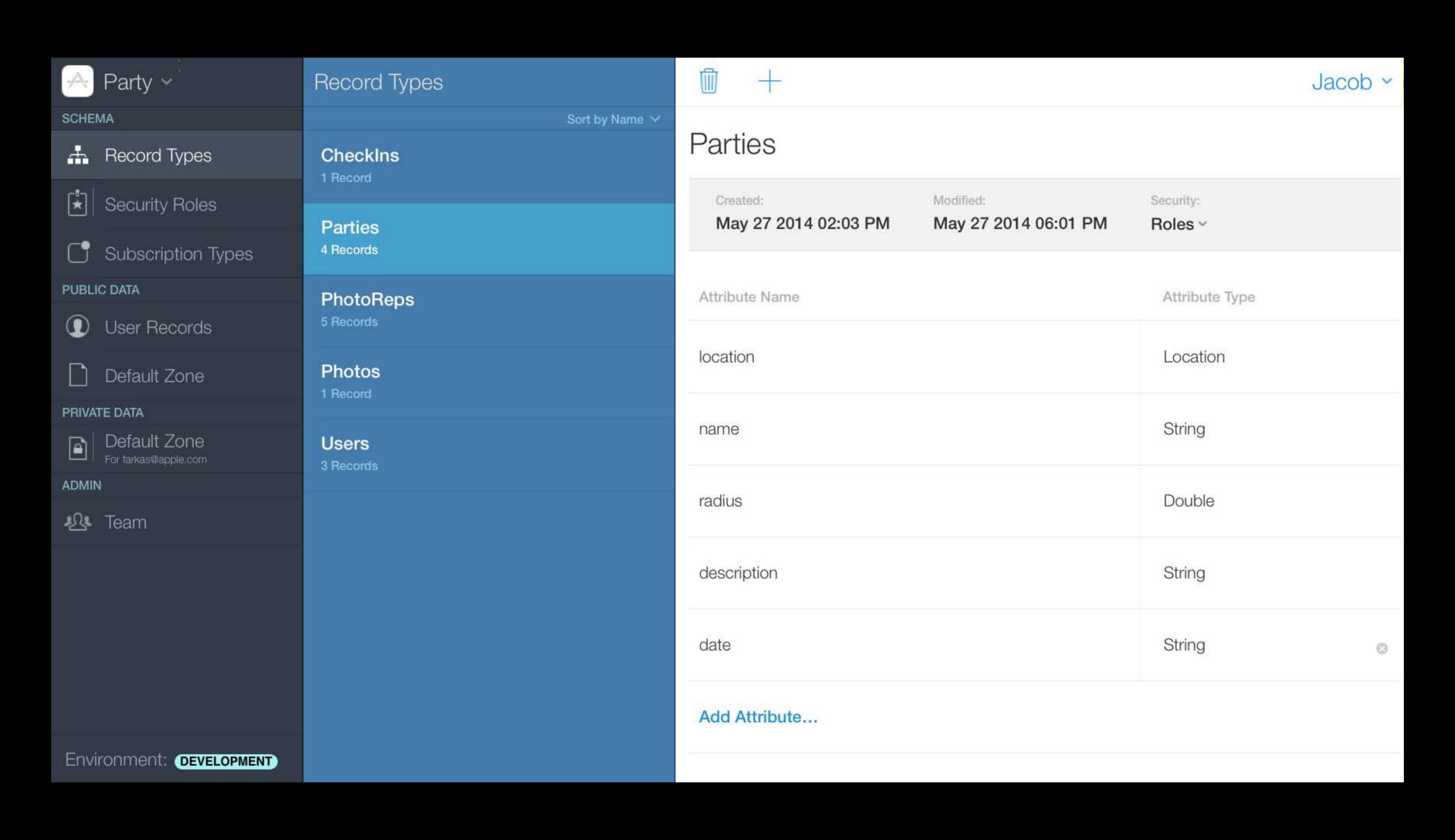


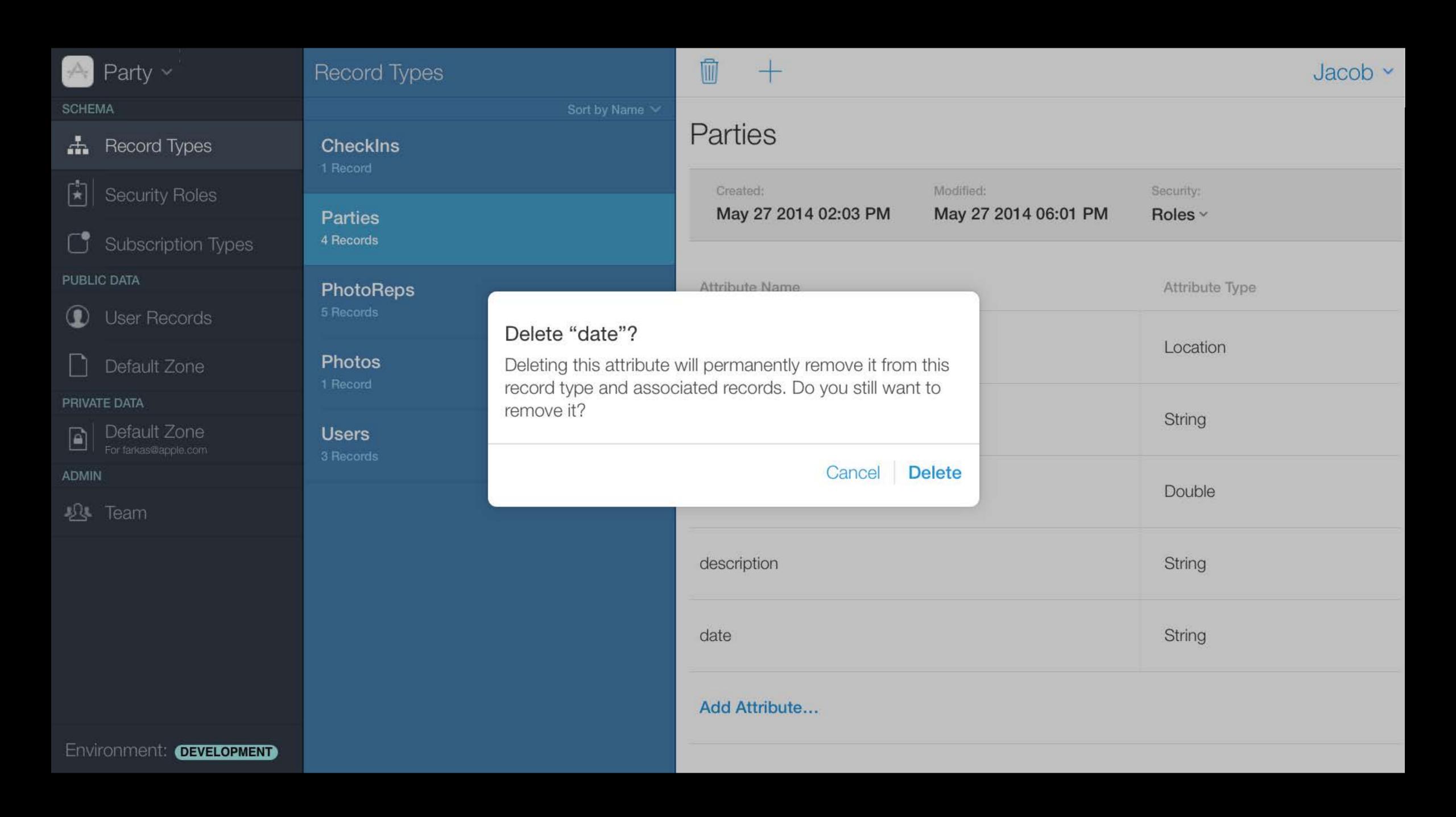


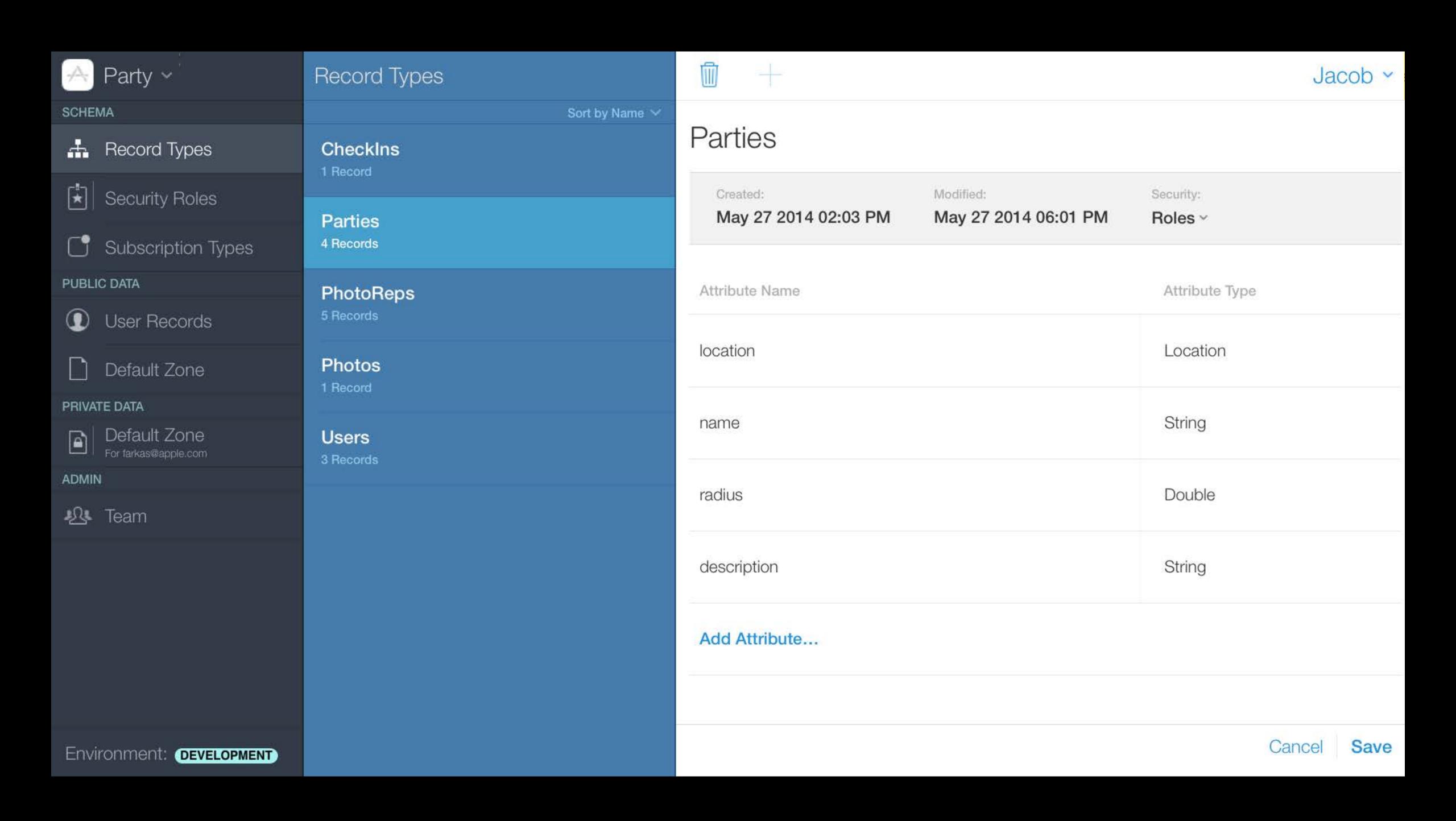
Forgot ID or Password?

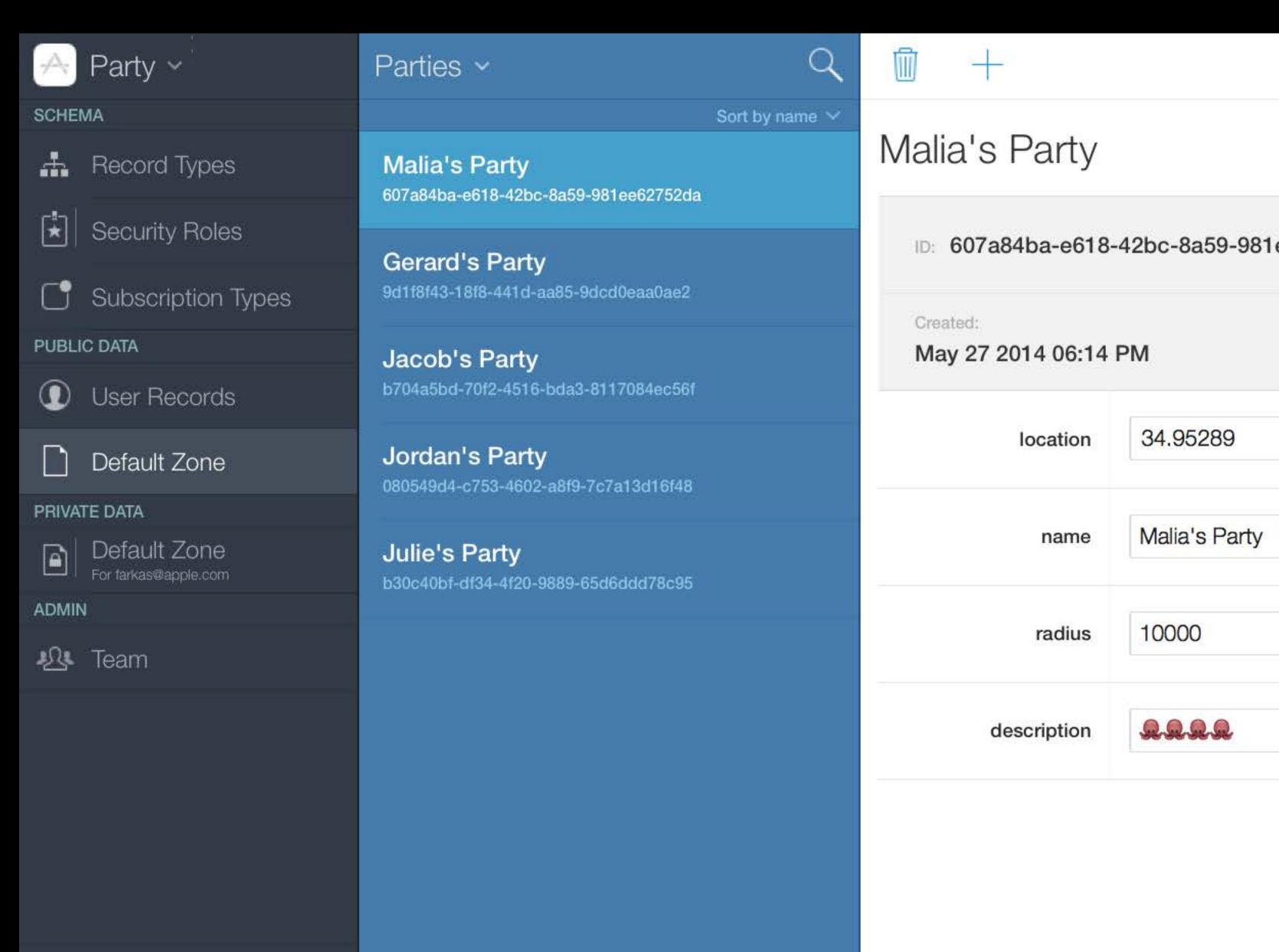




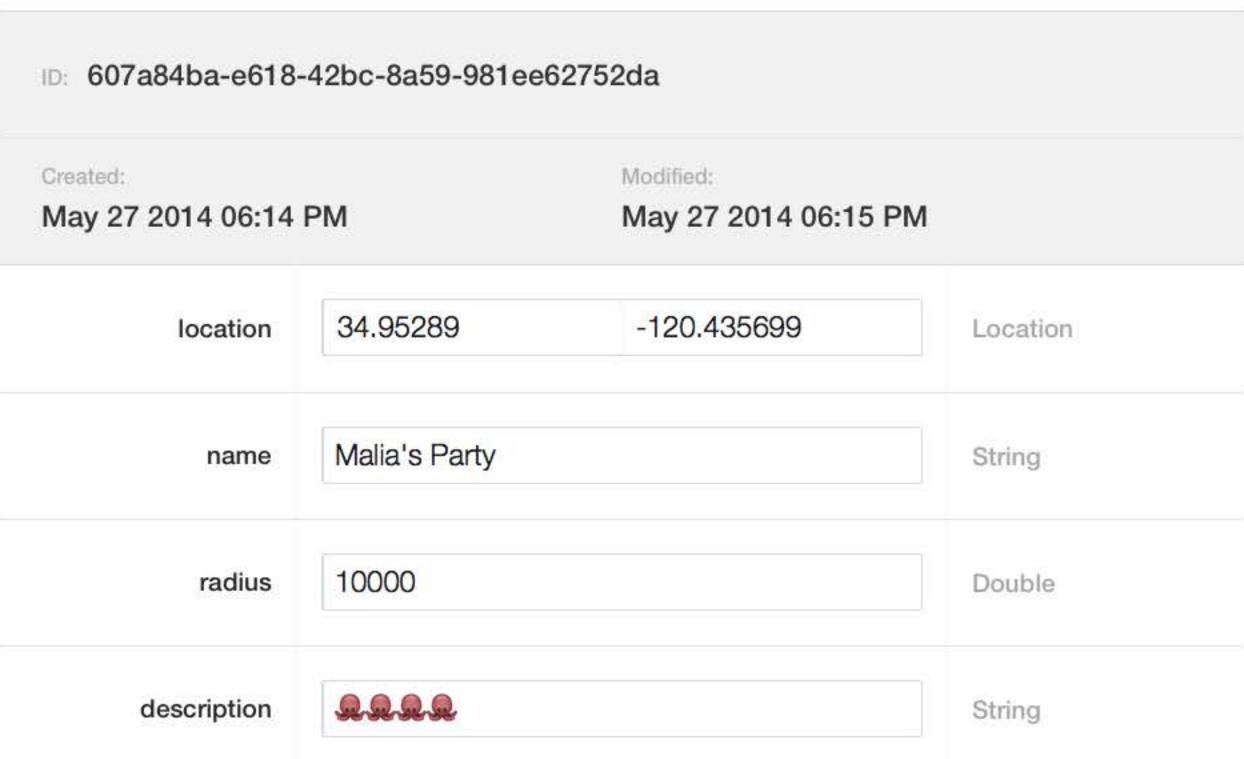




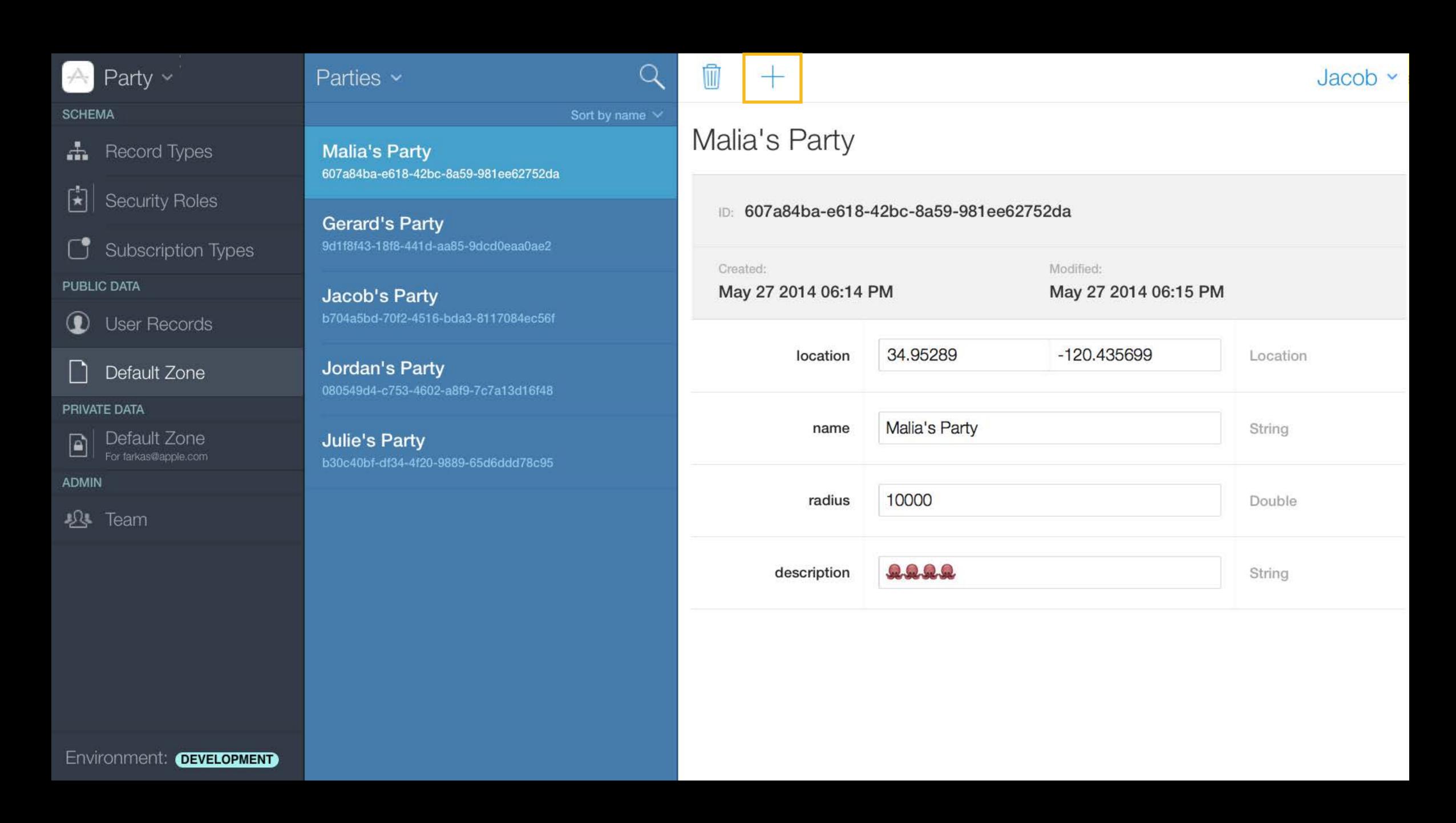


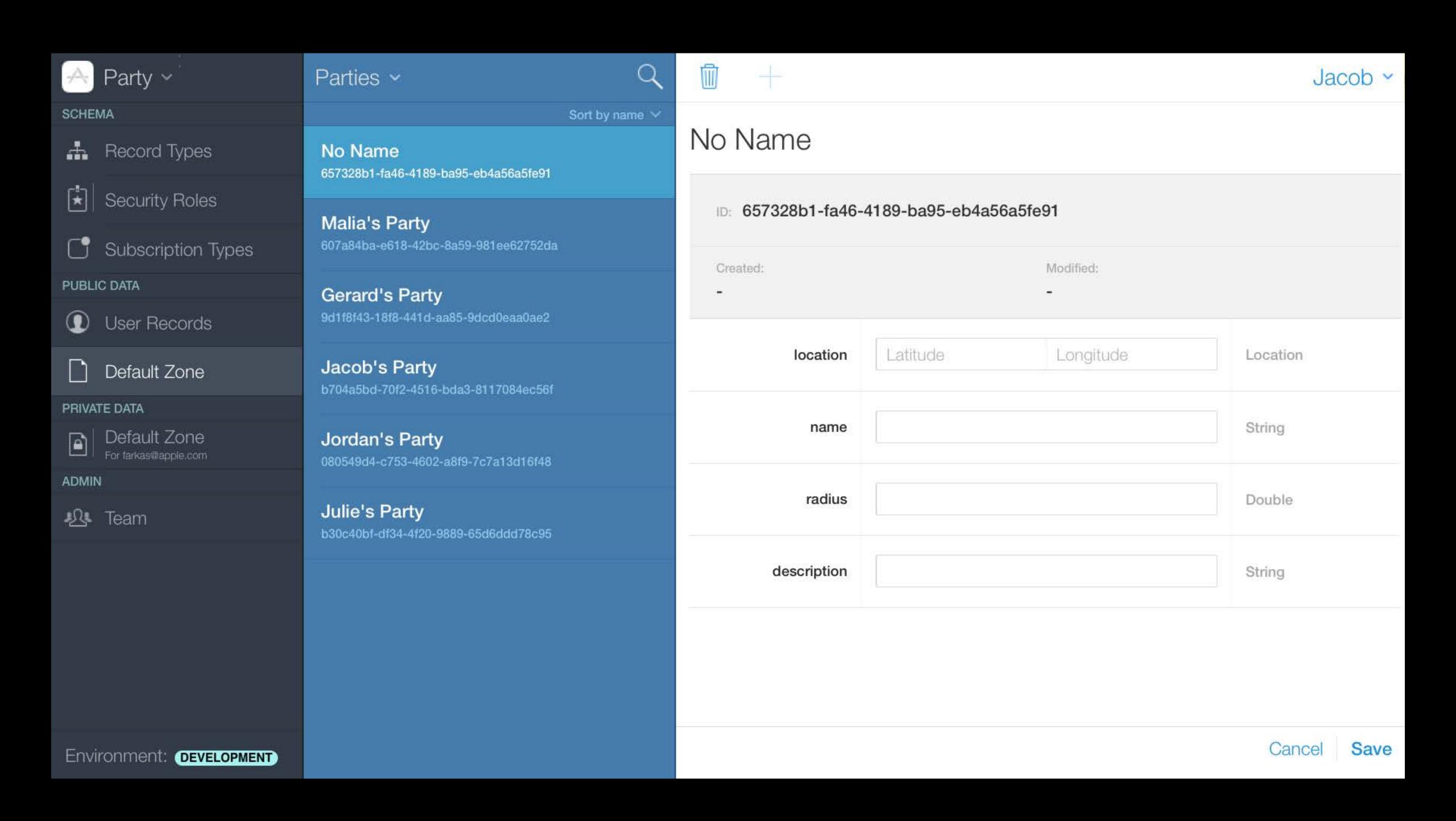


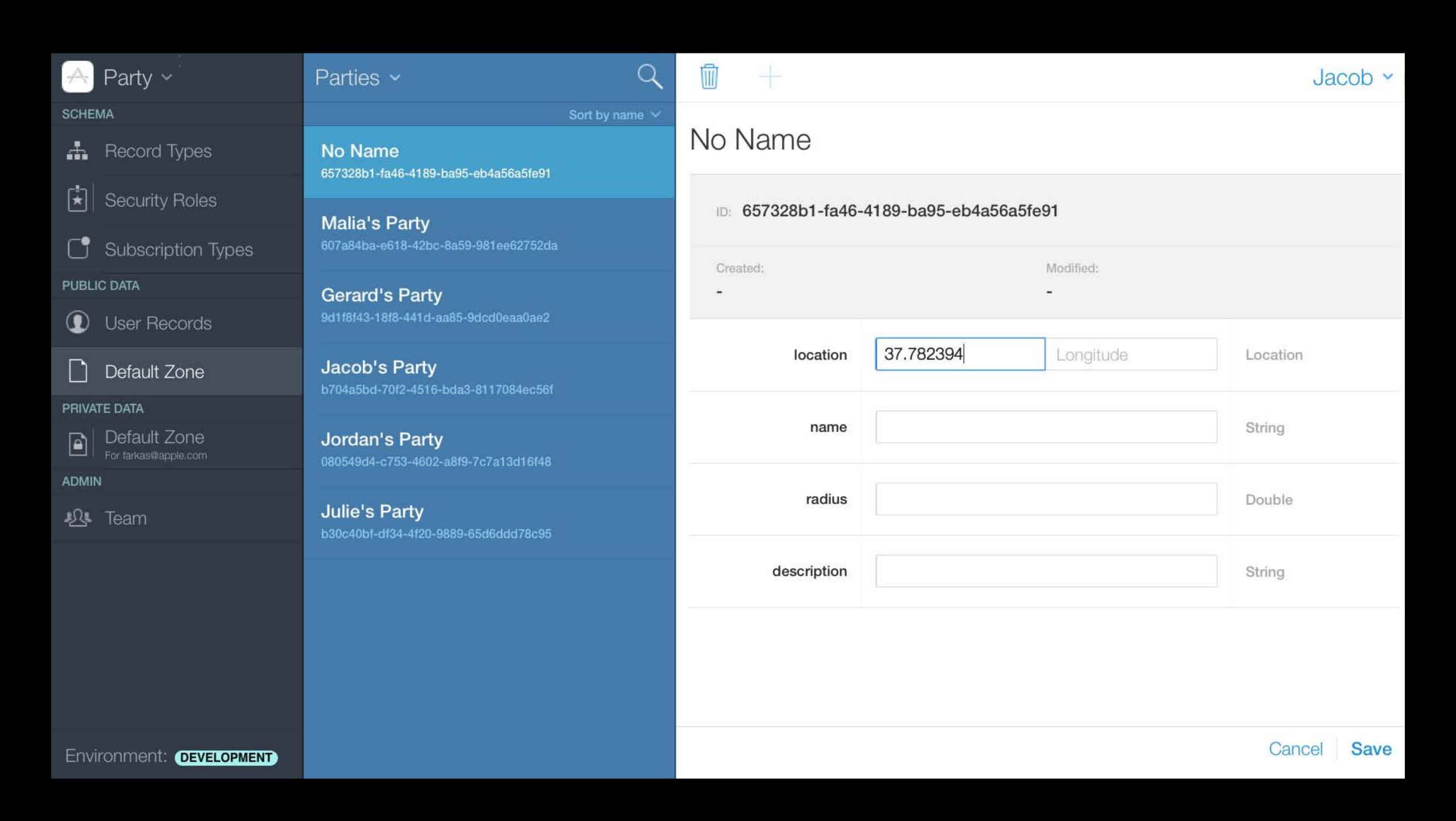
Environment: **DEVELOPMENT**

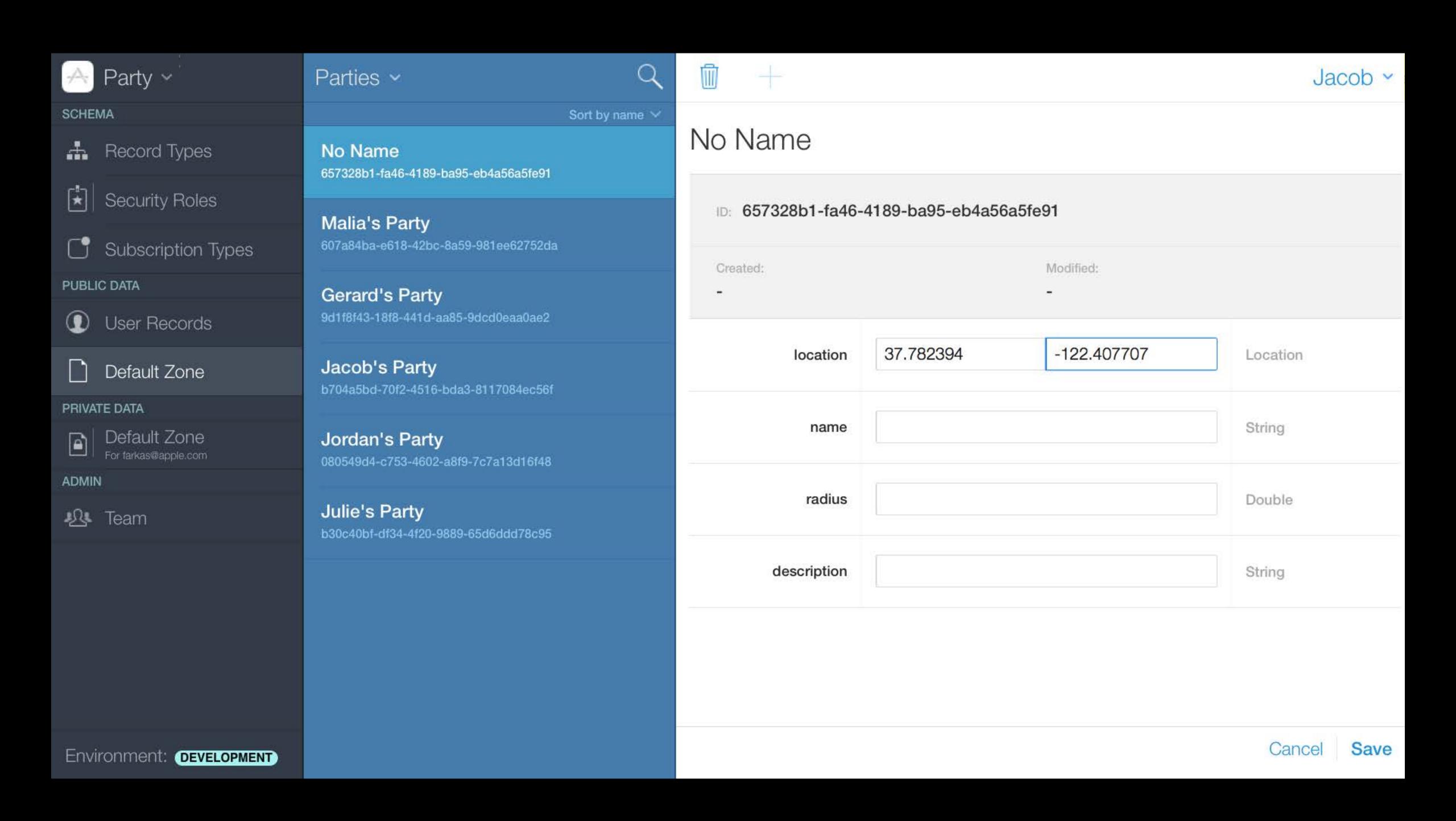


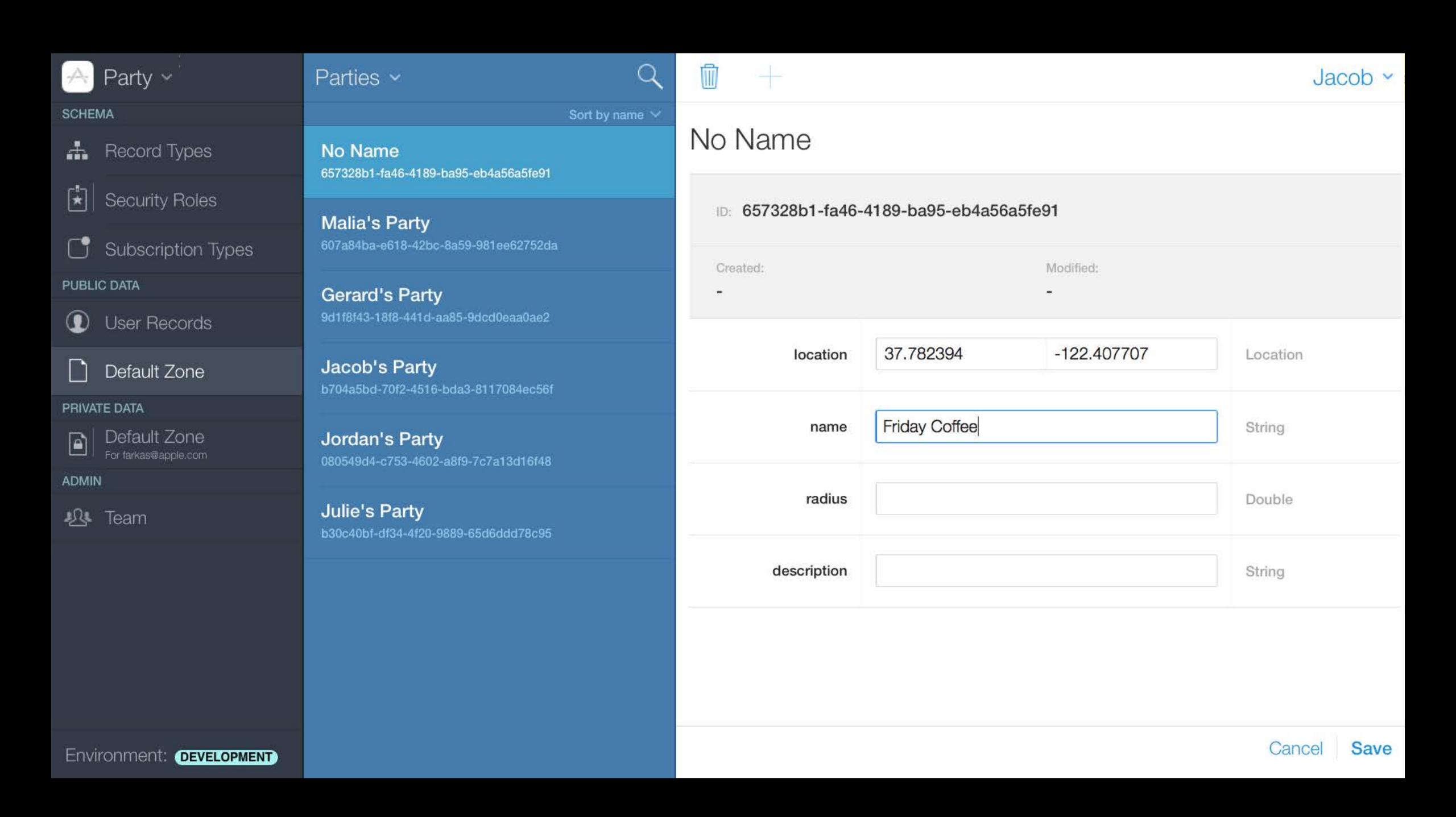
Jacob ~

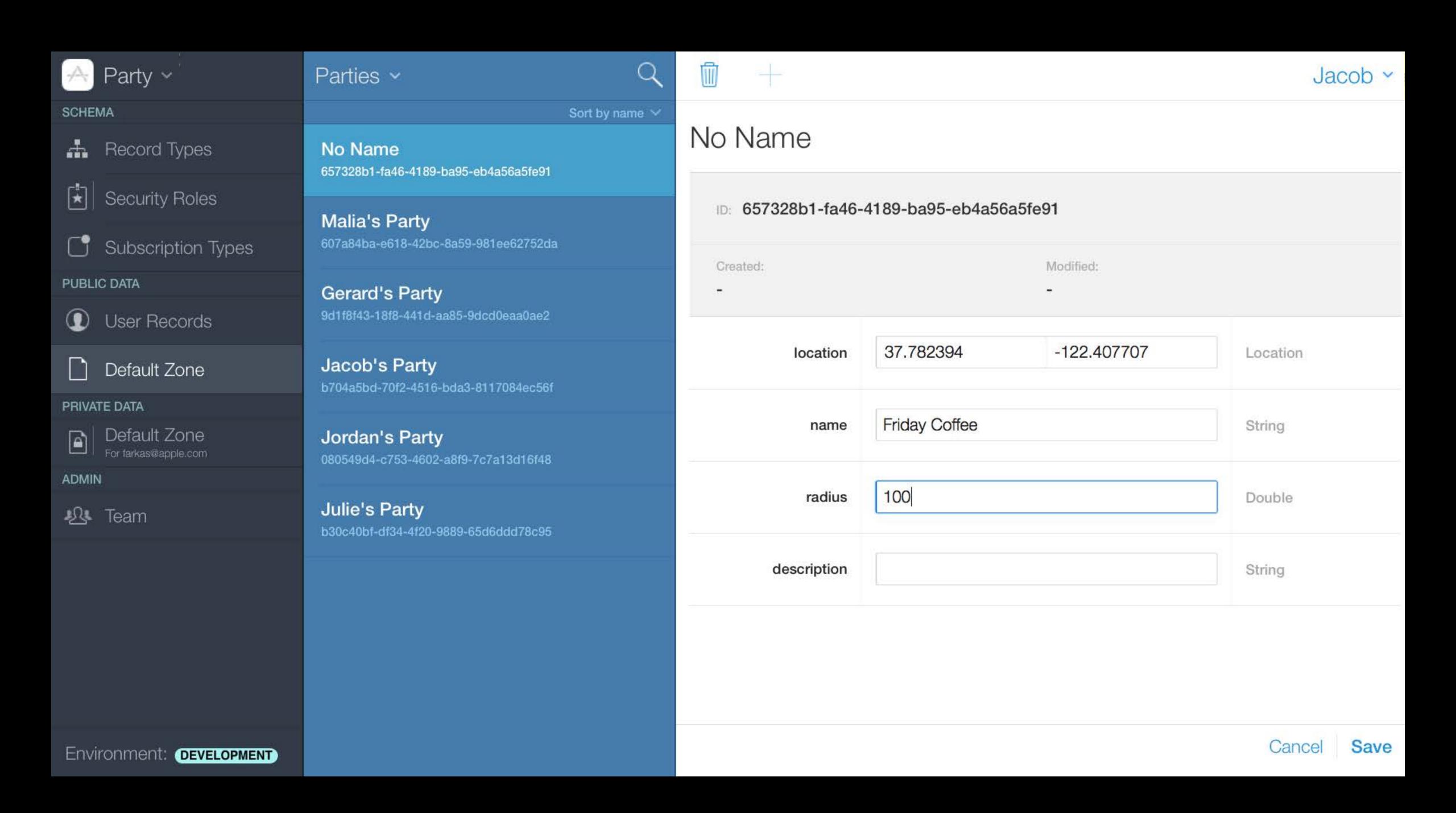


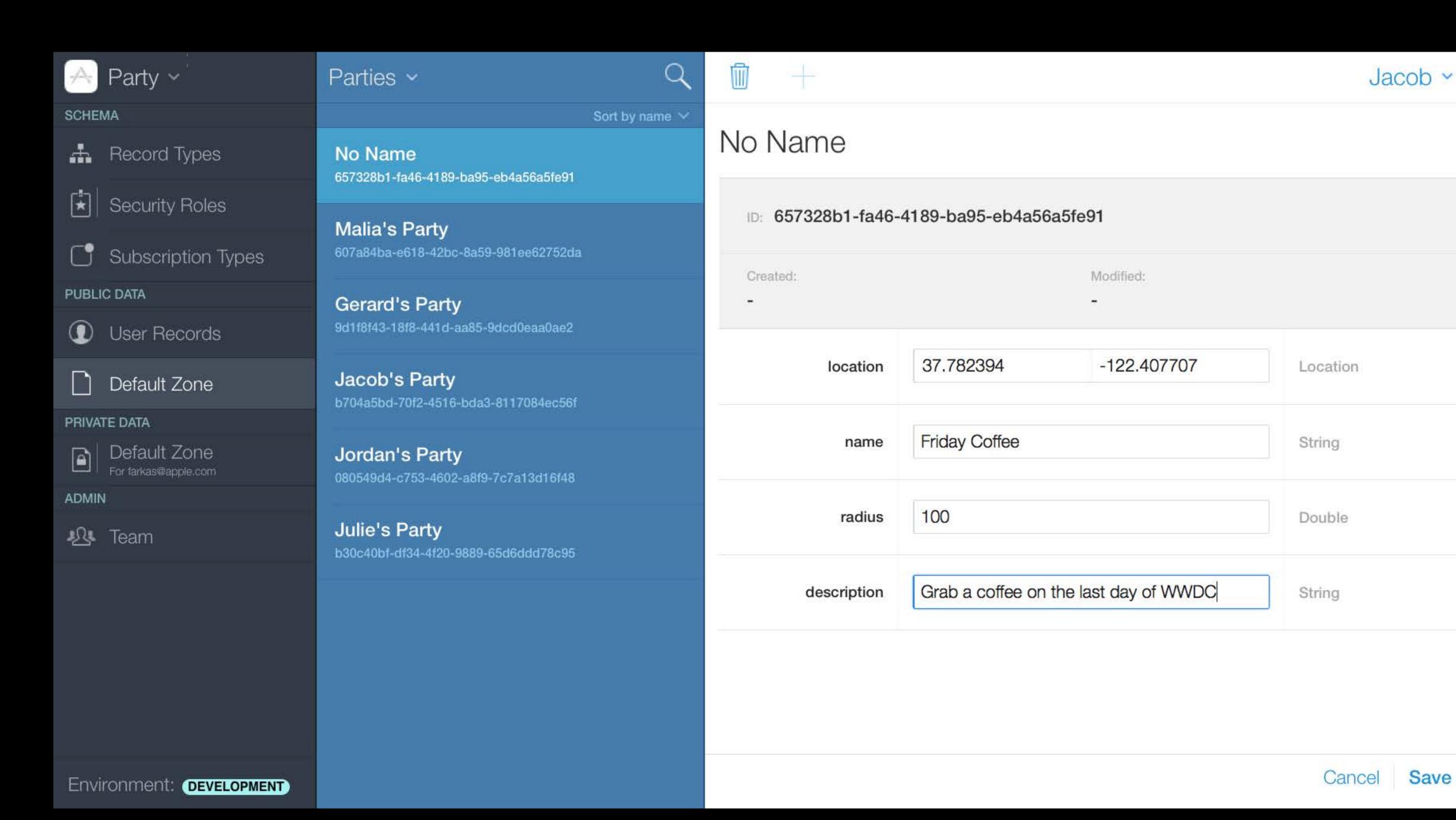


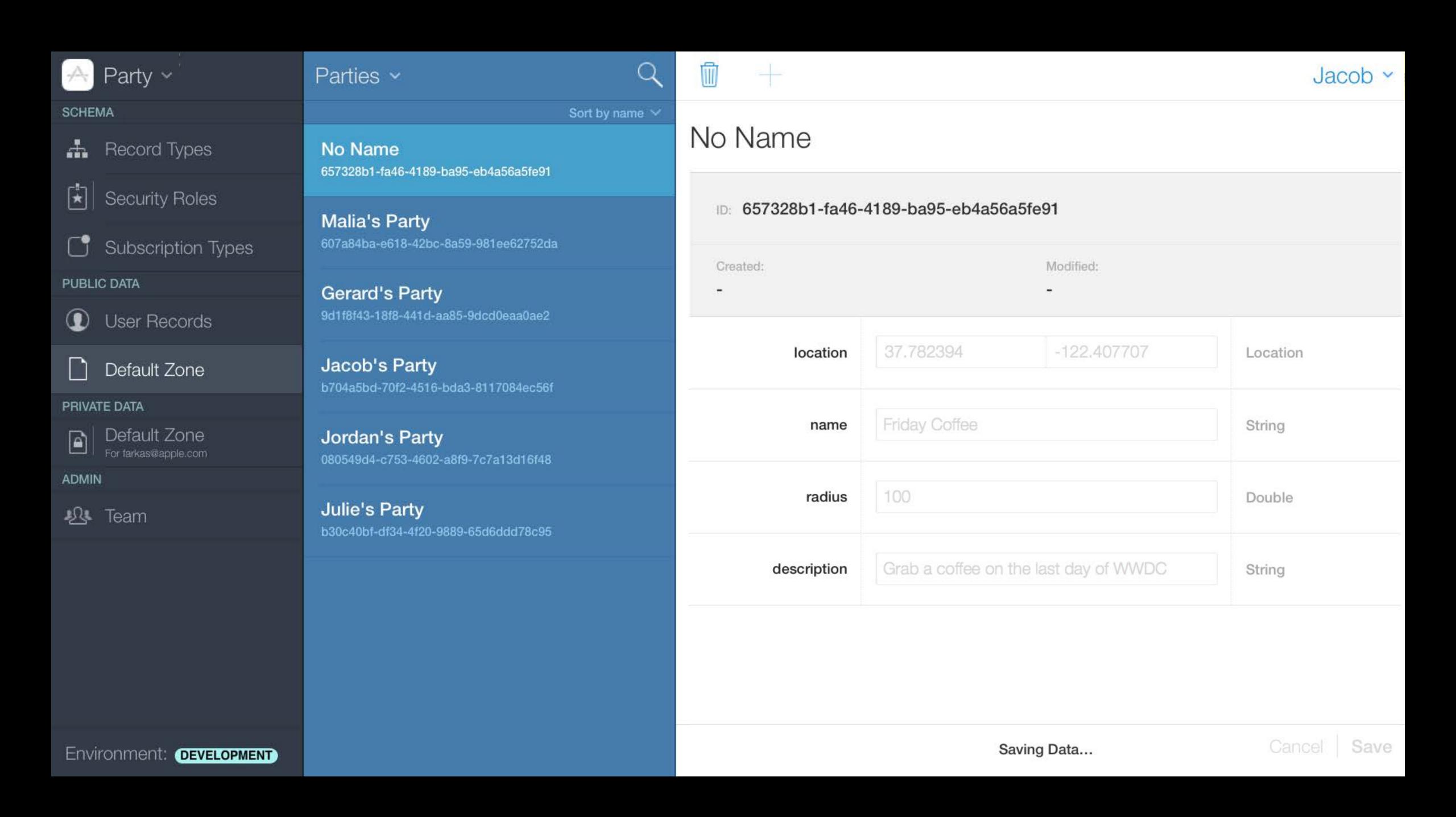


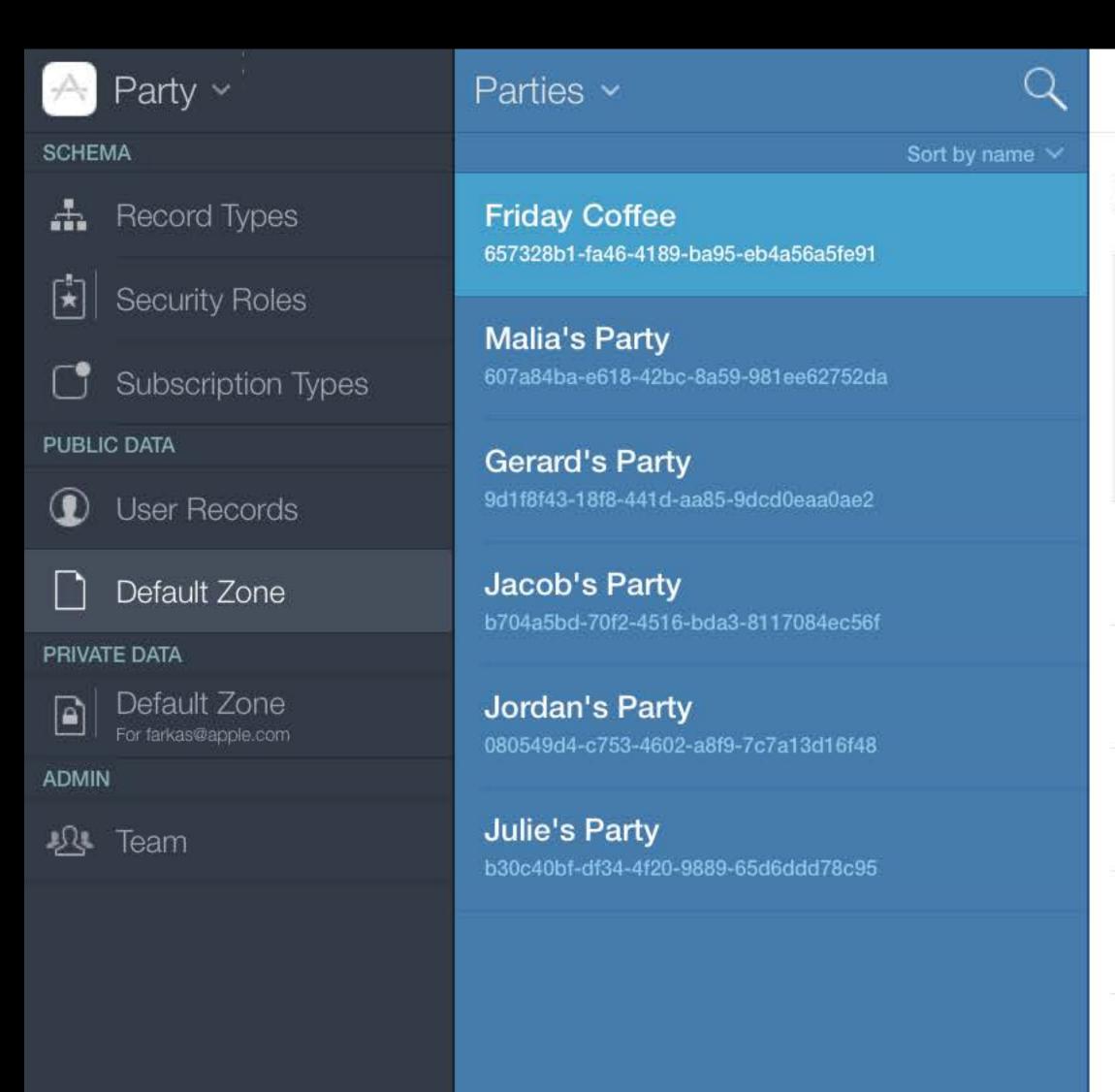










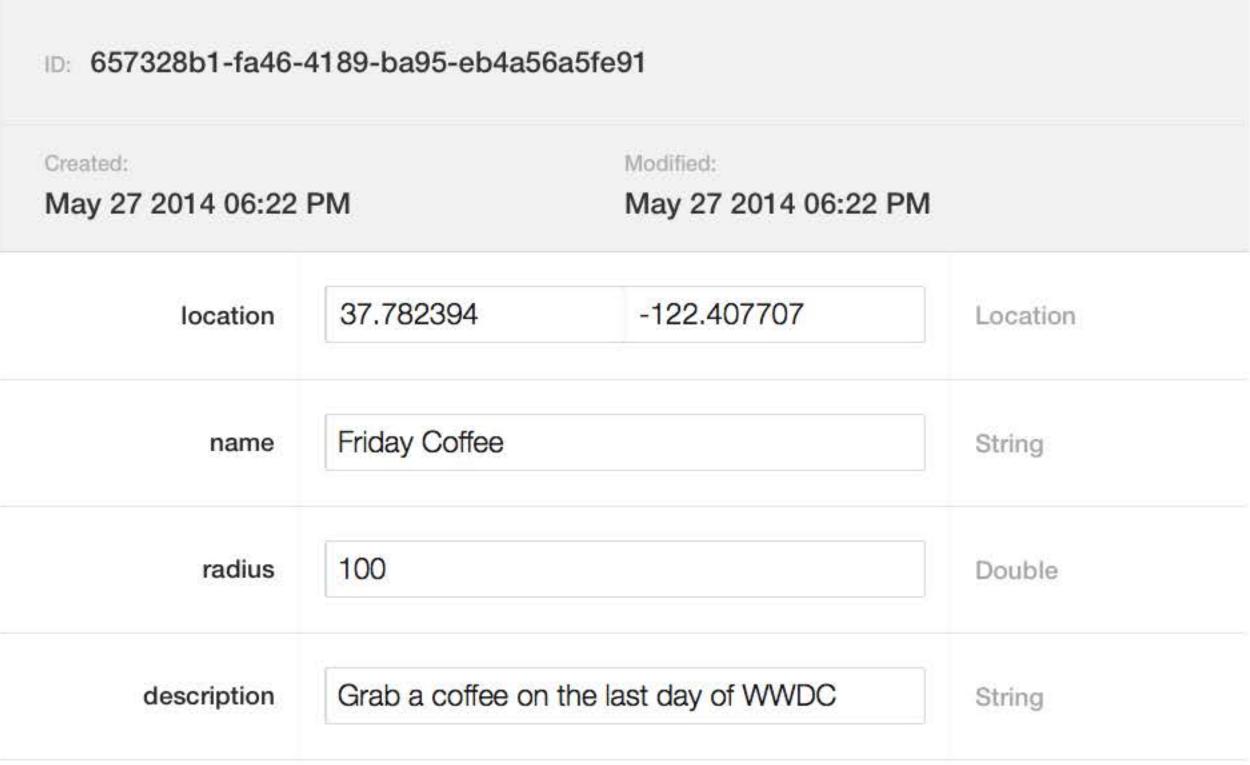


Environment: **DEVELOPMENT**

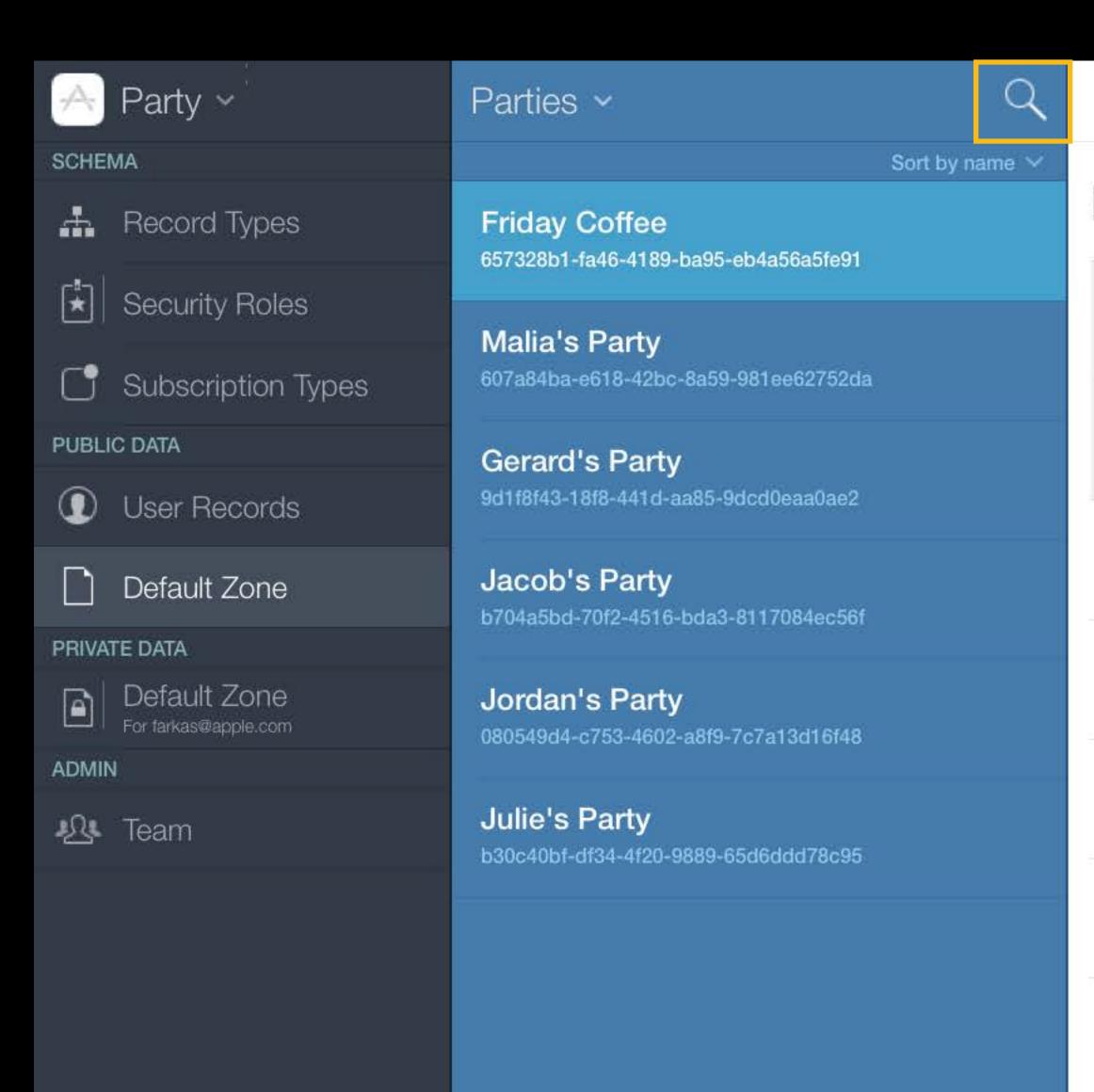




Friday Coffee

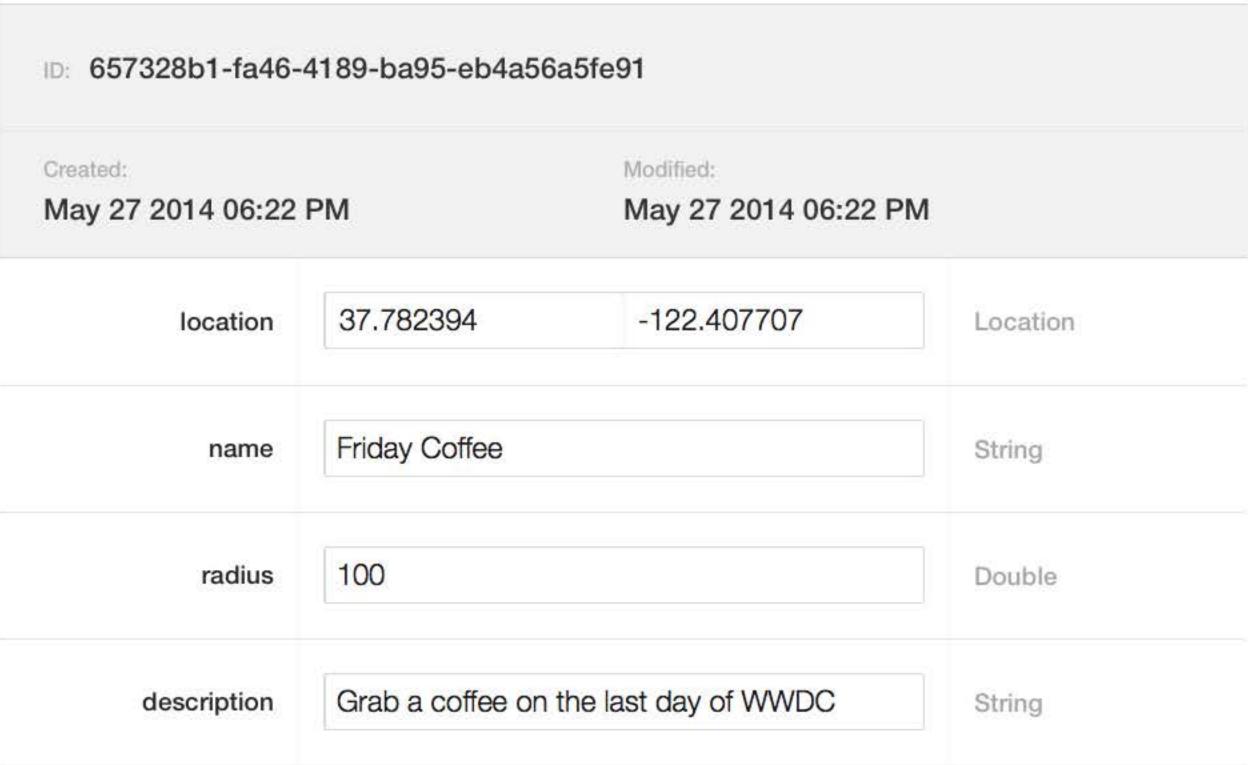


Jacob ~

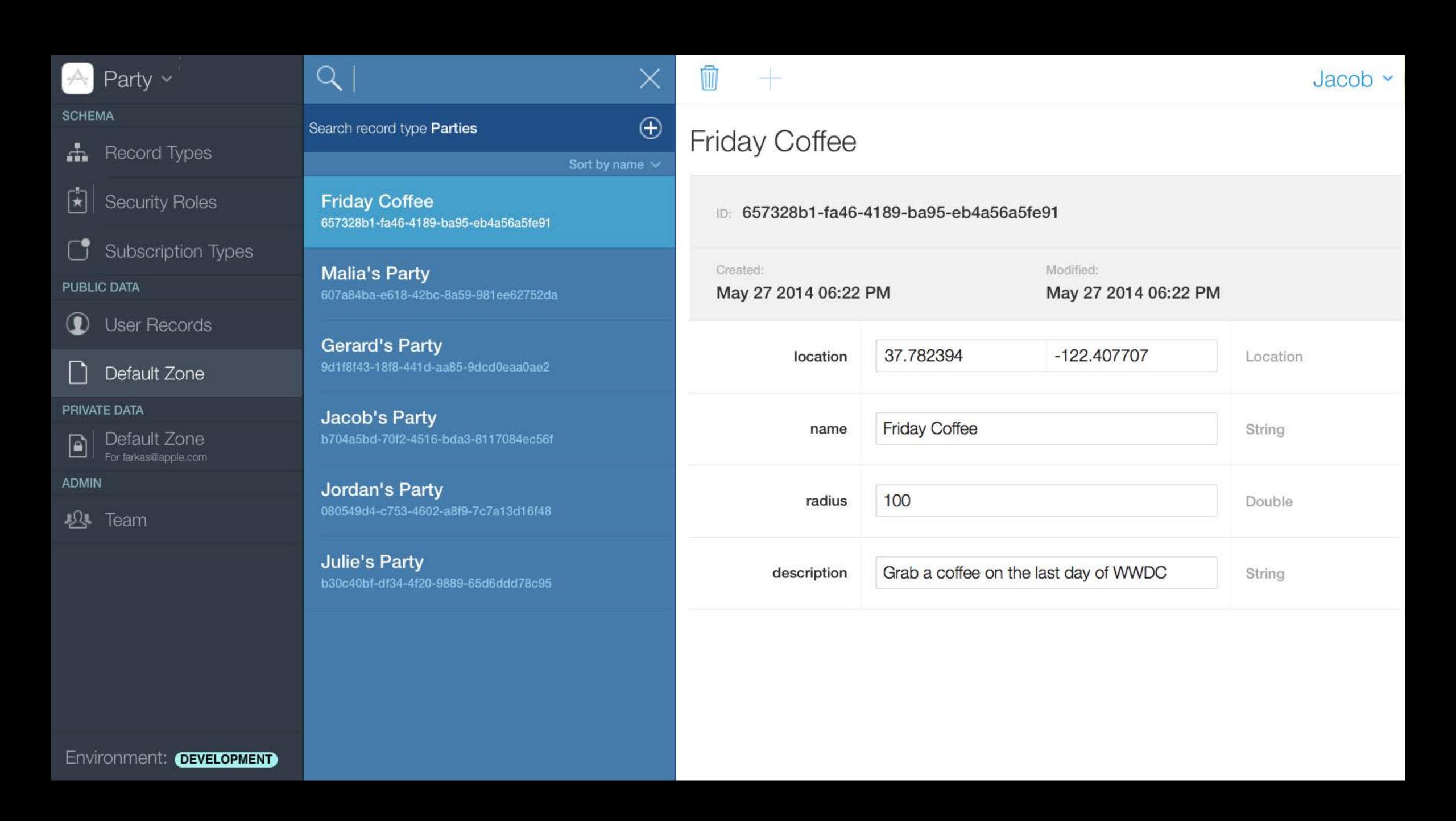


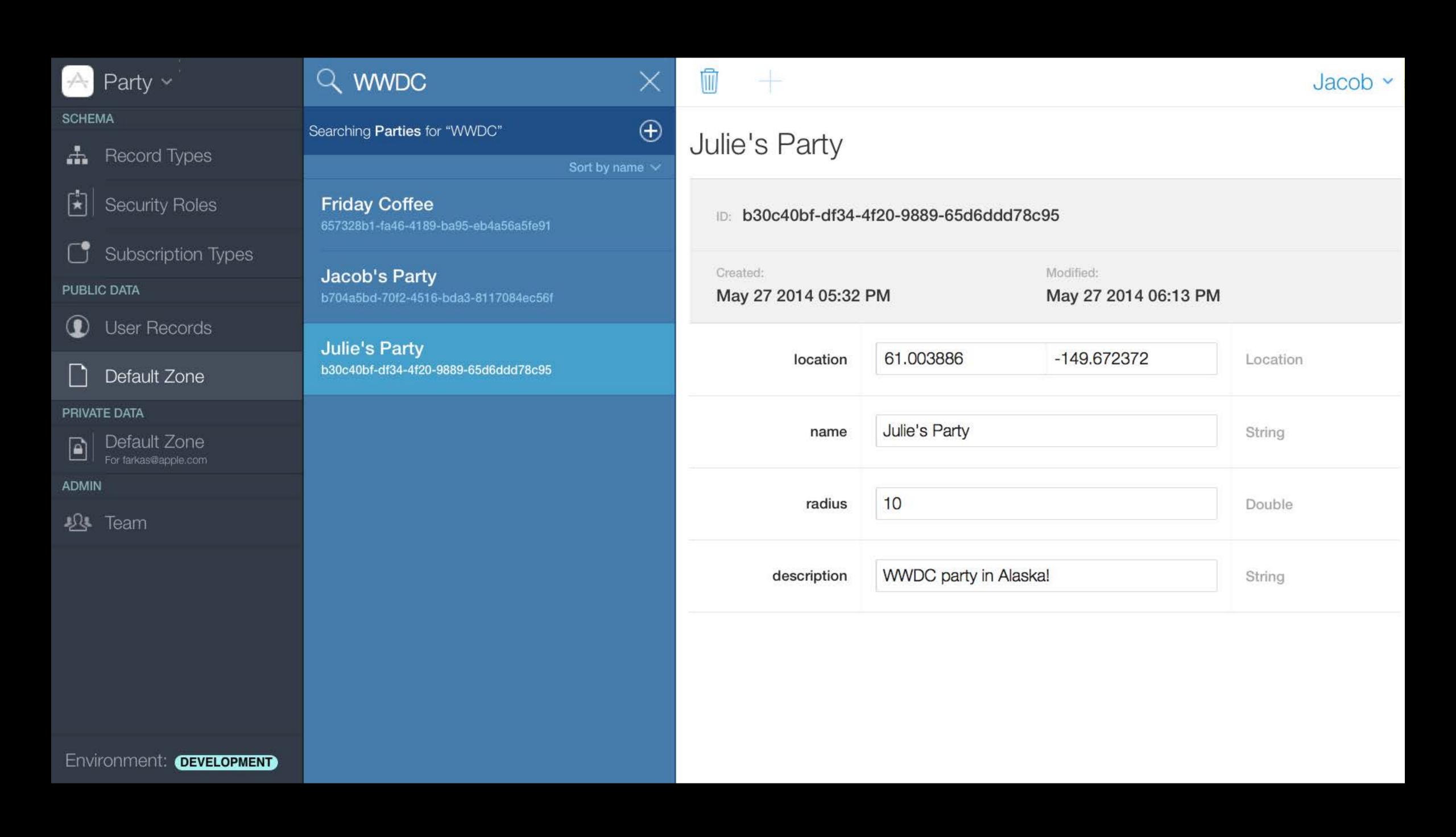
Environment: **DEVELOPMENT**

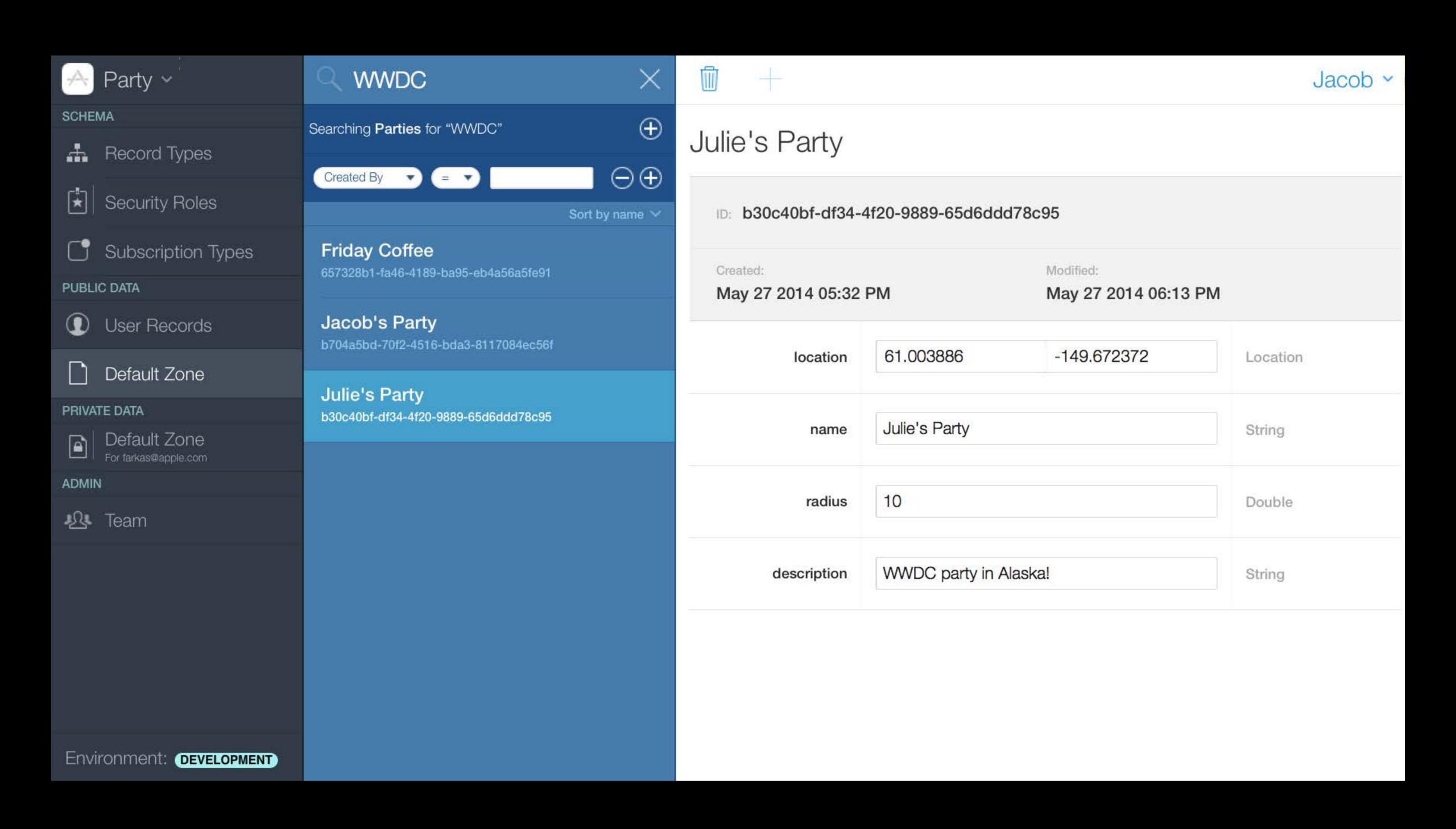


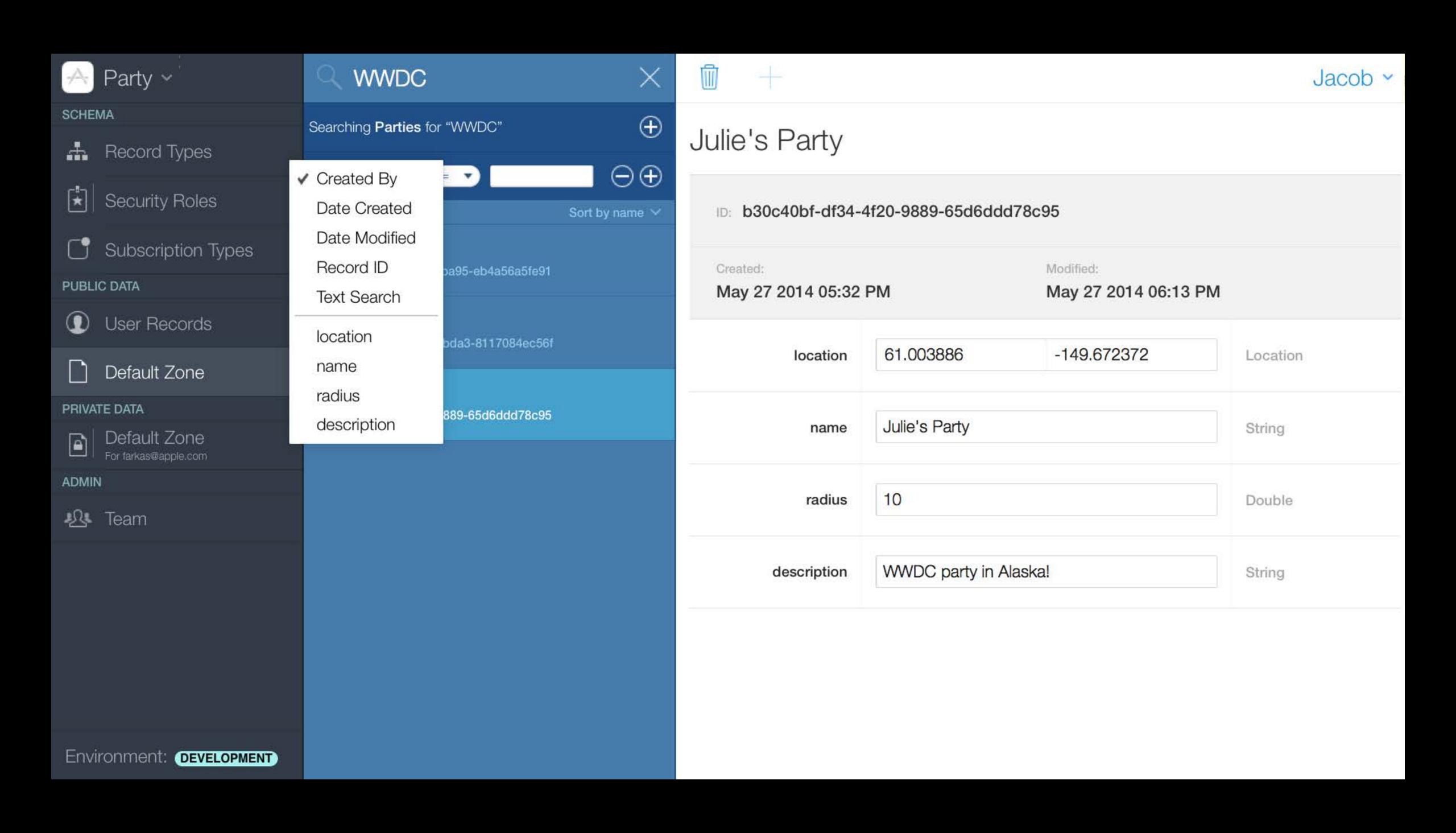


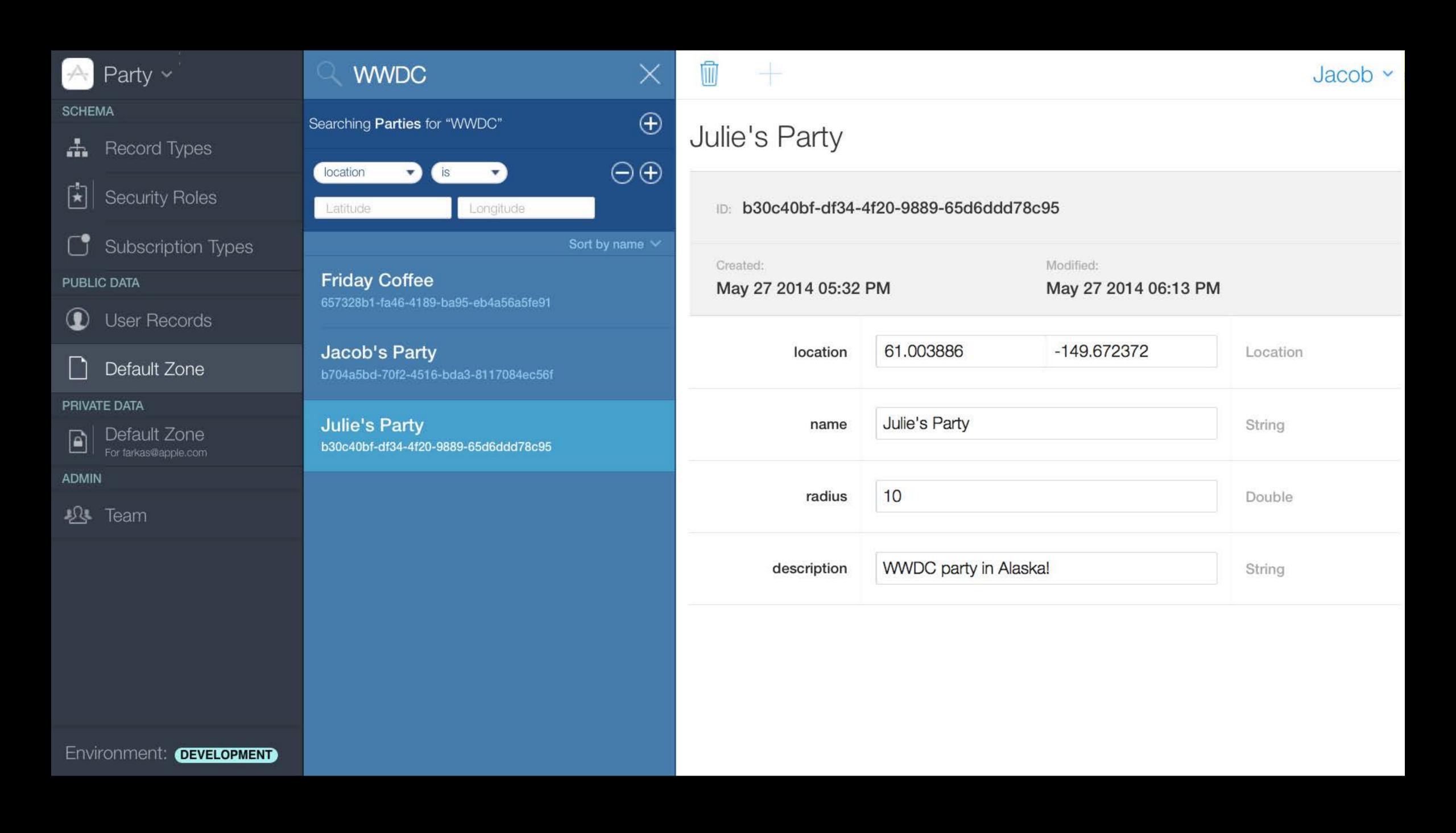
Jacob ~

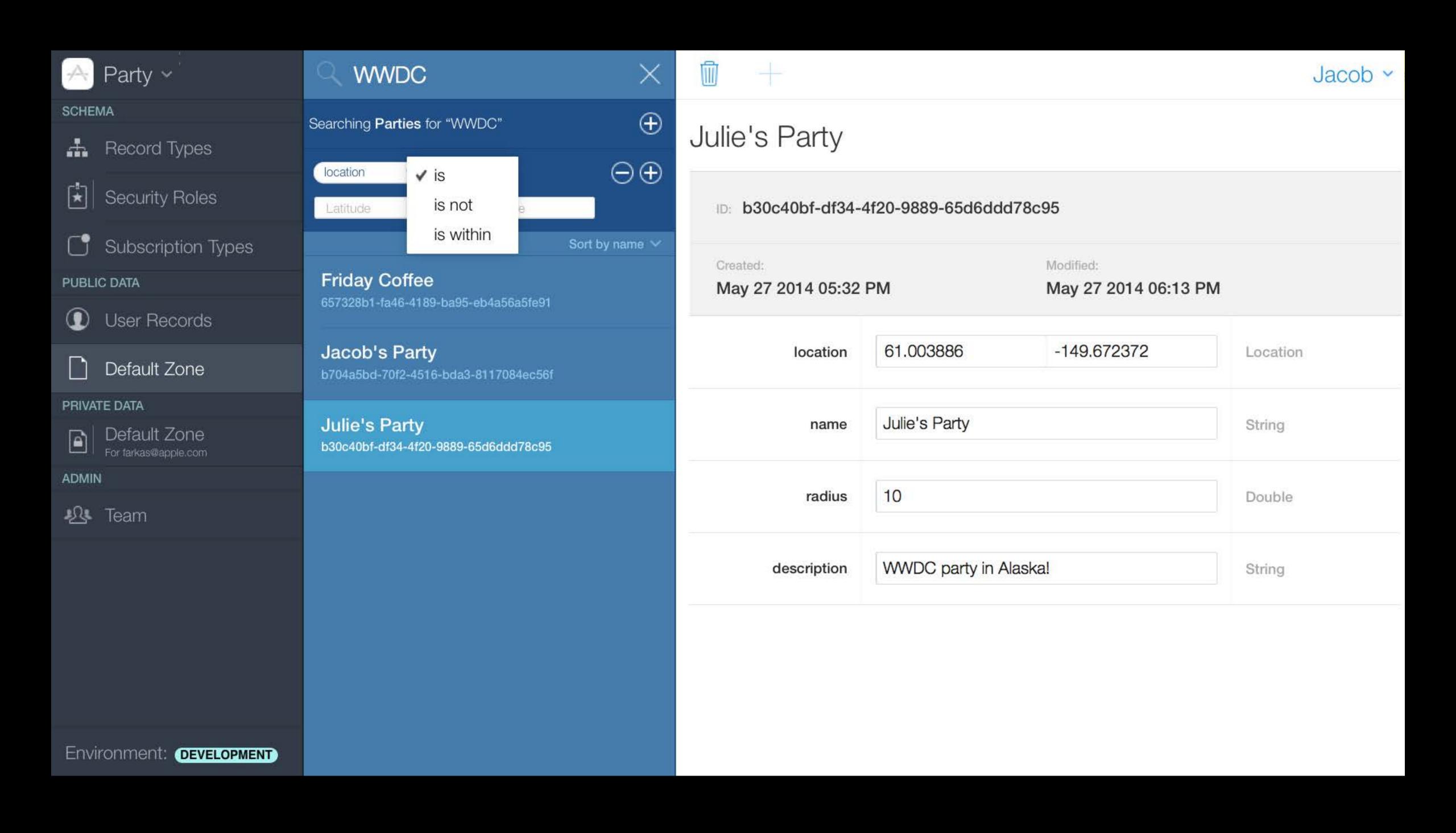


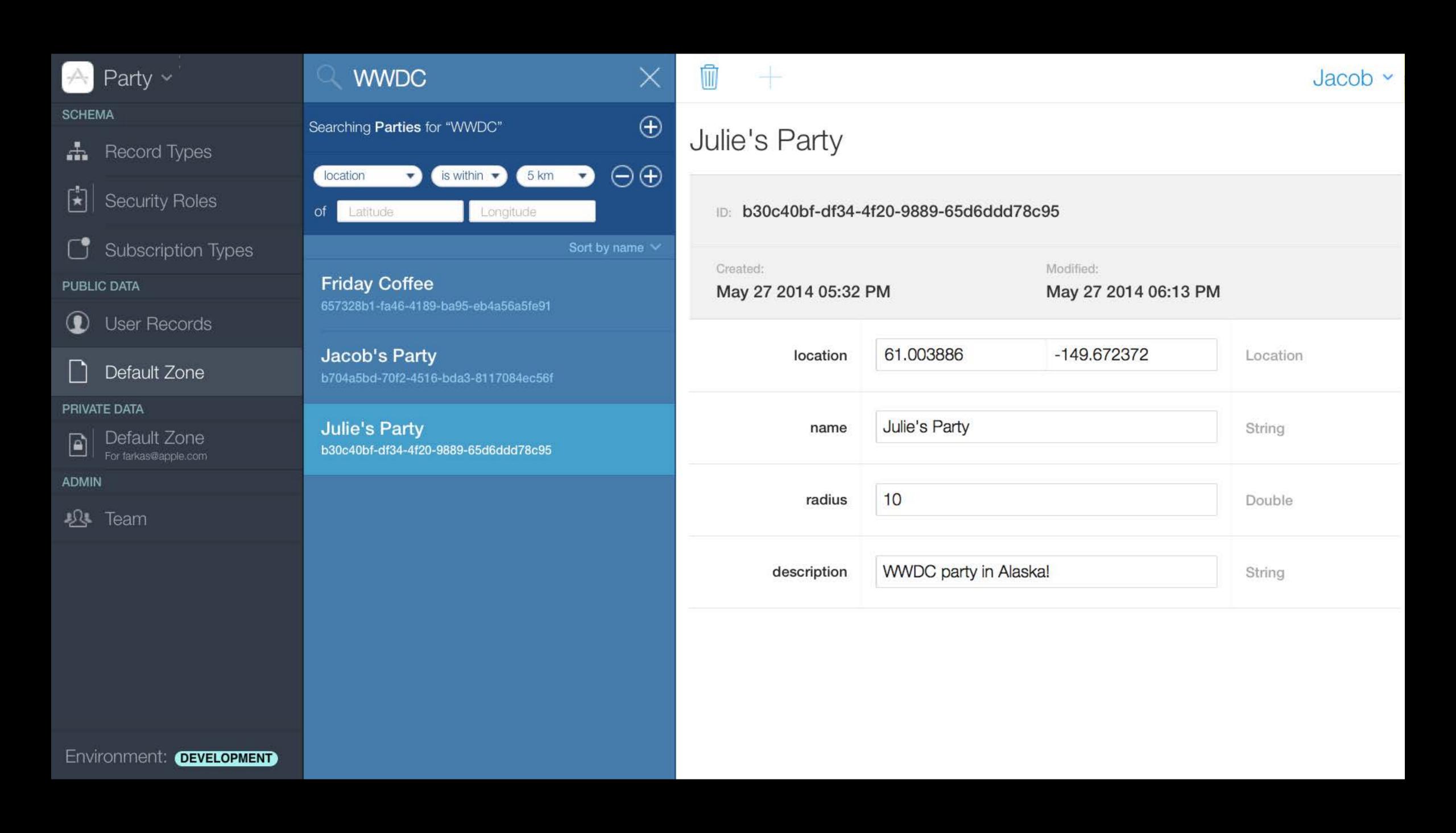


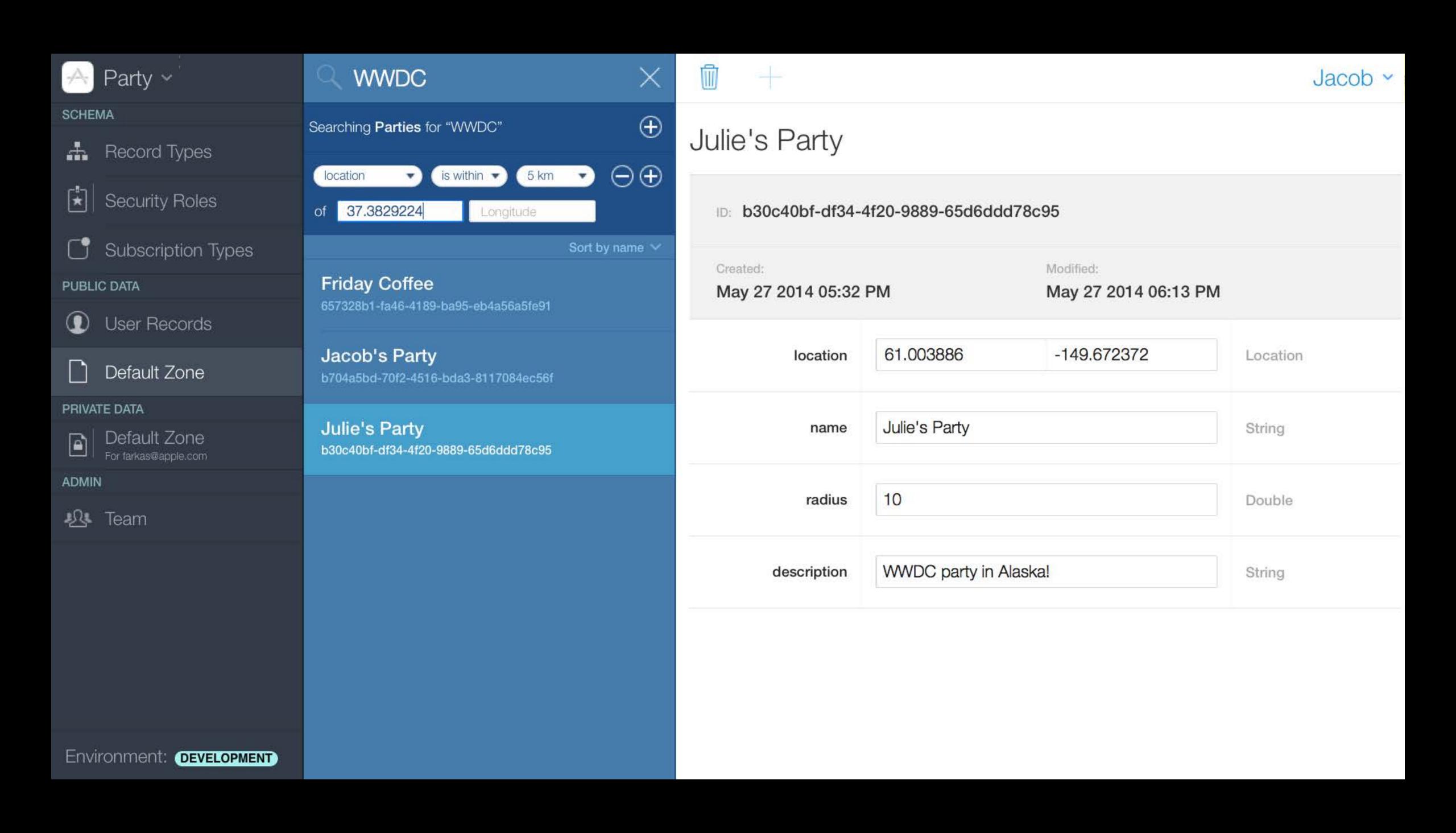


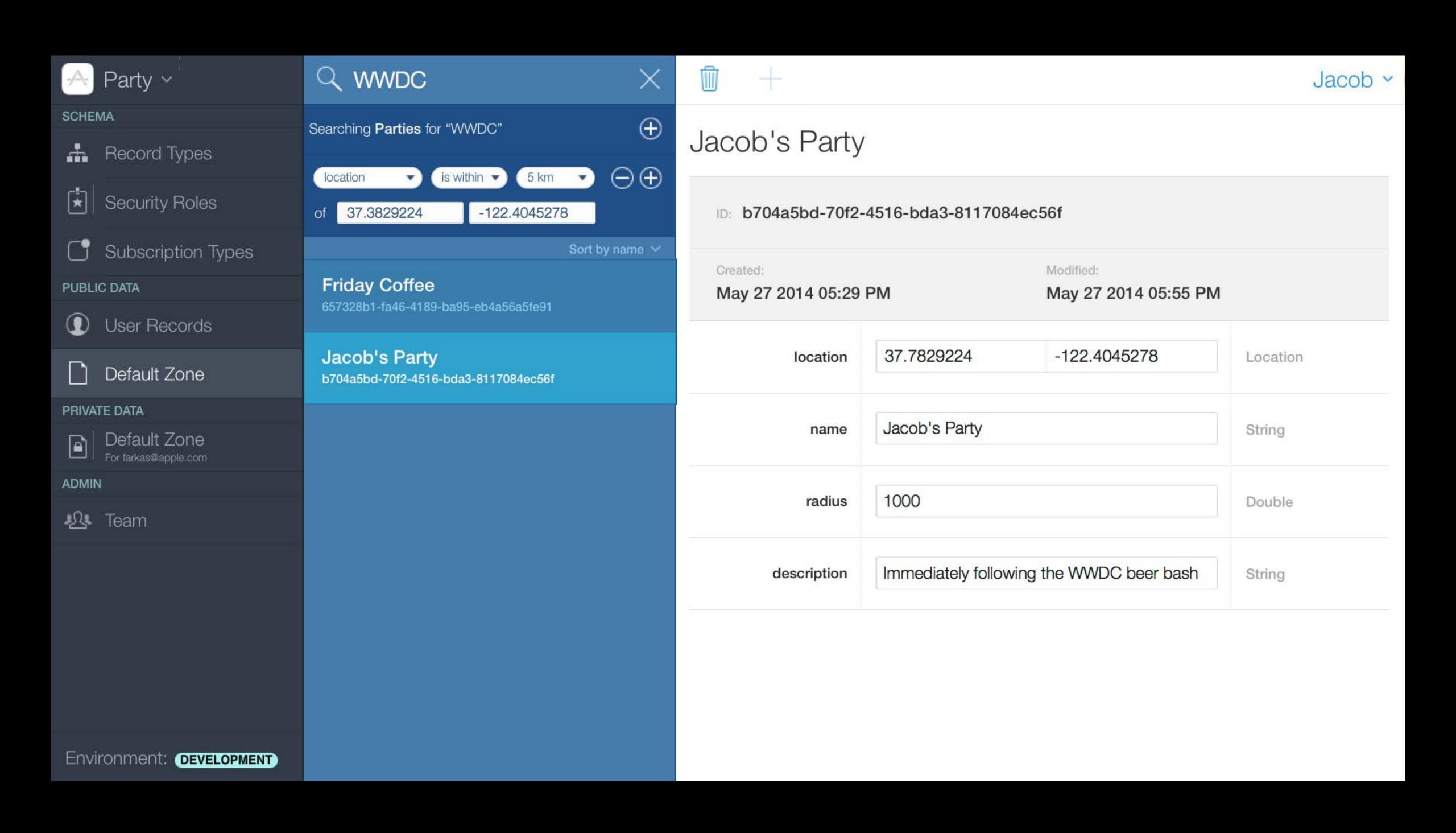


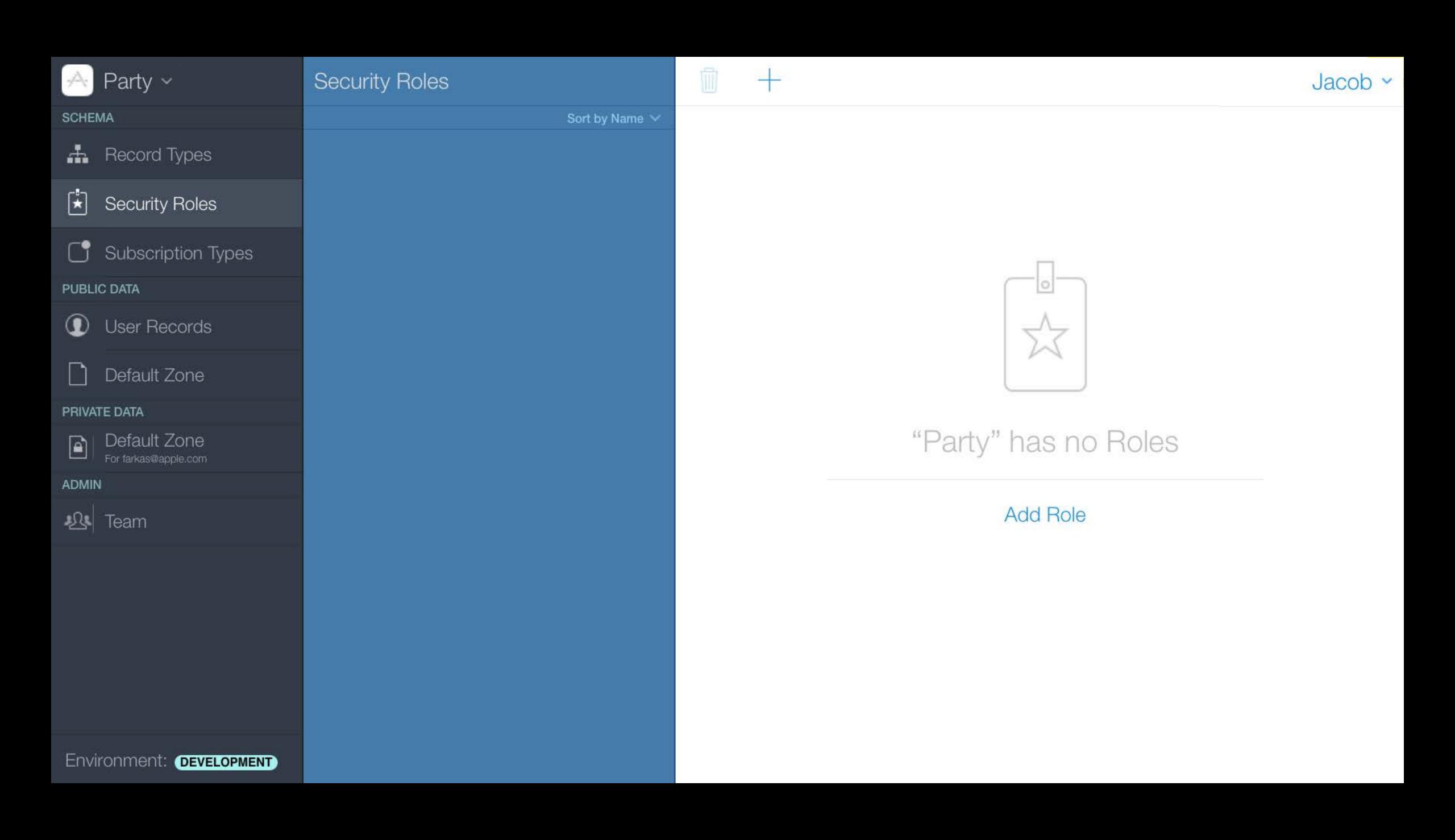


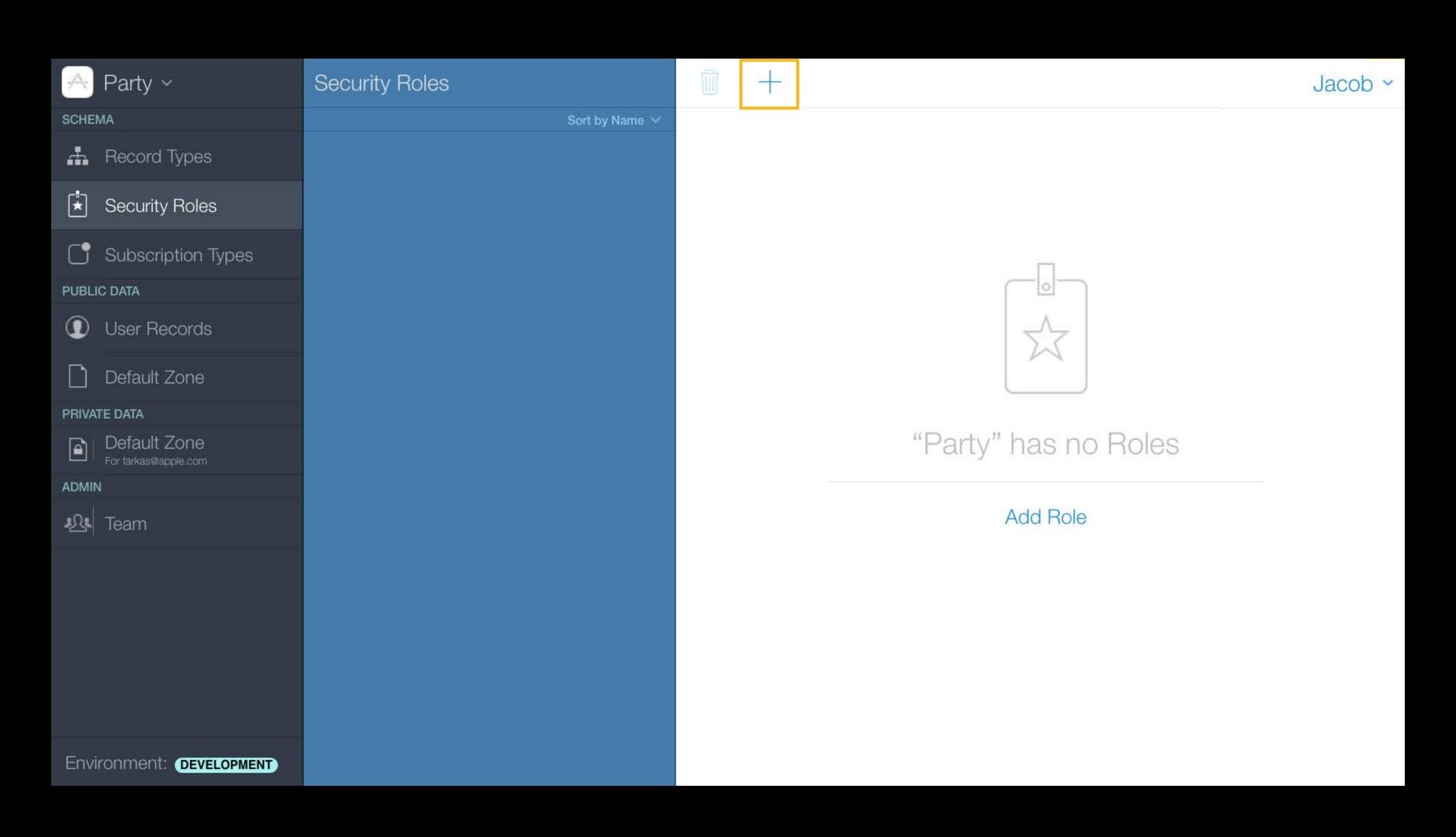


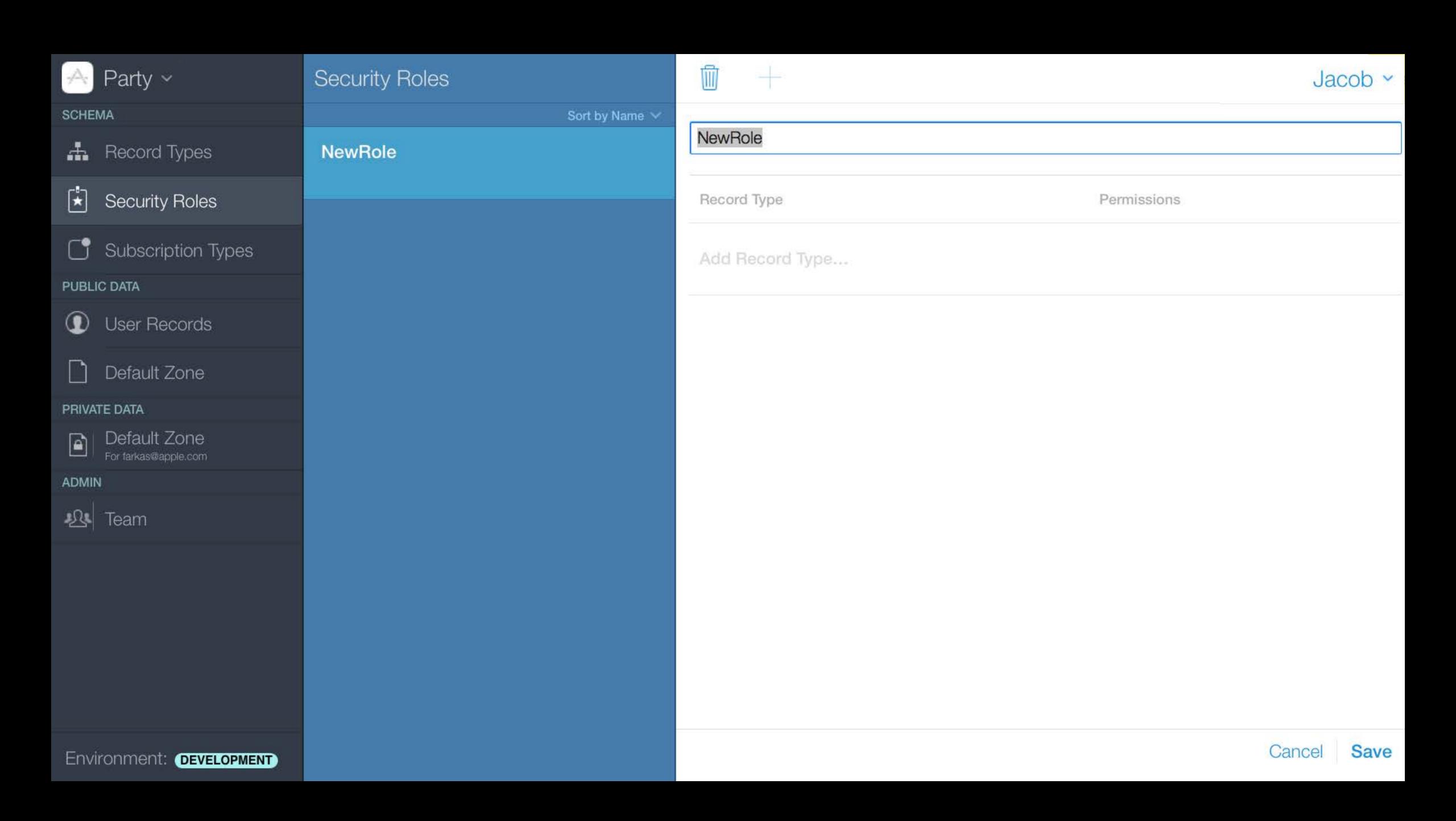


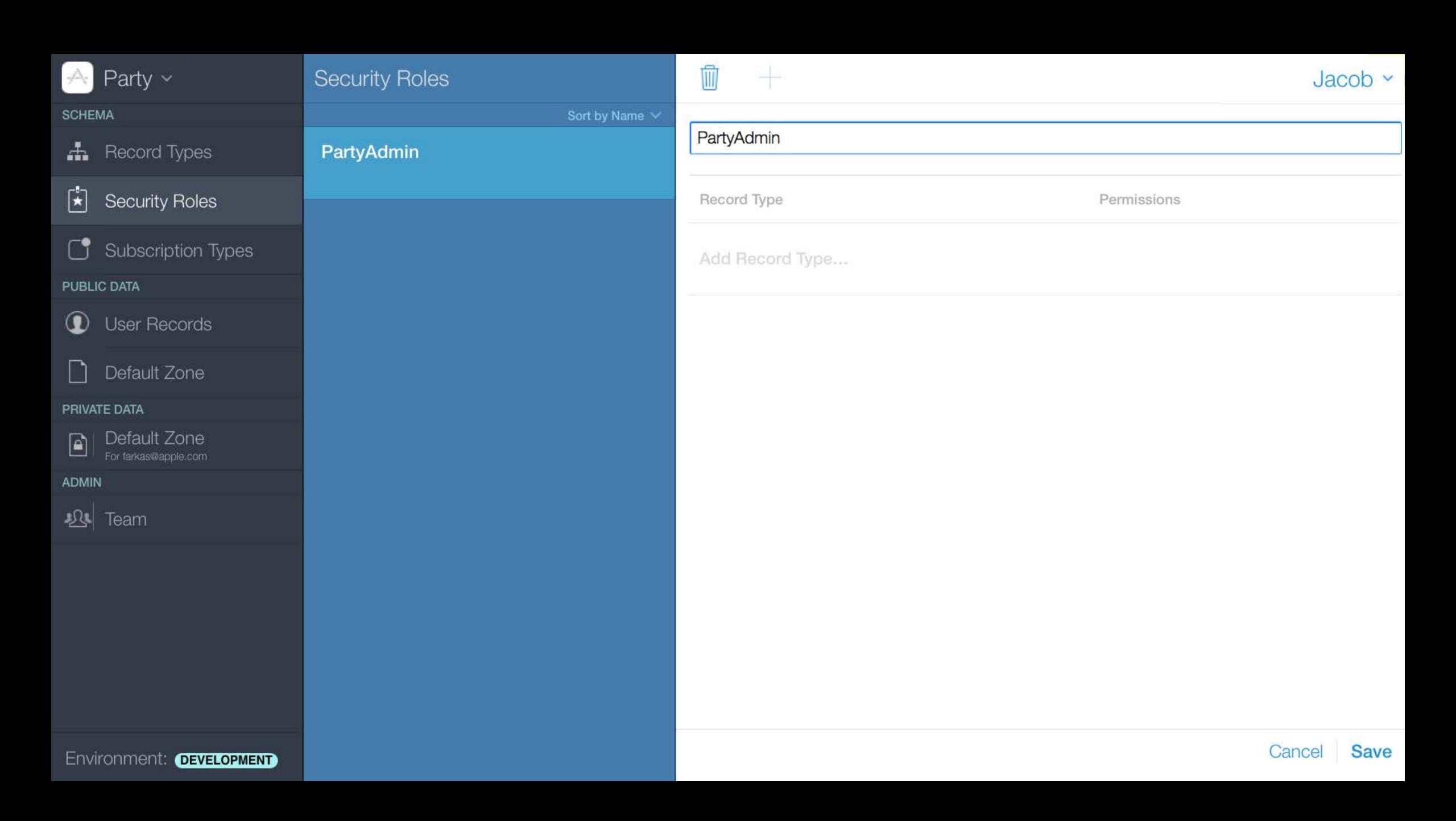


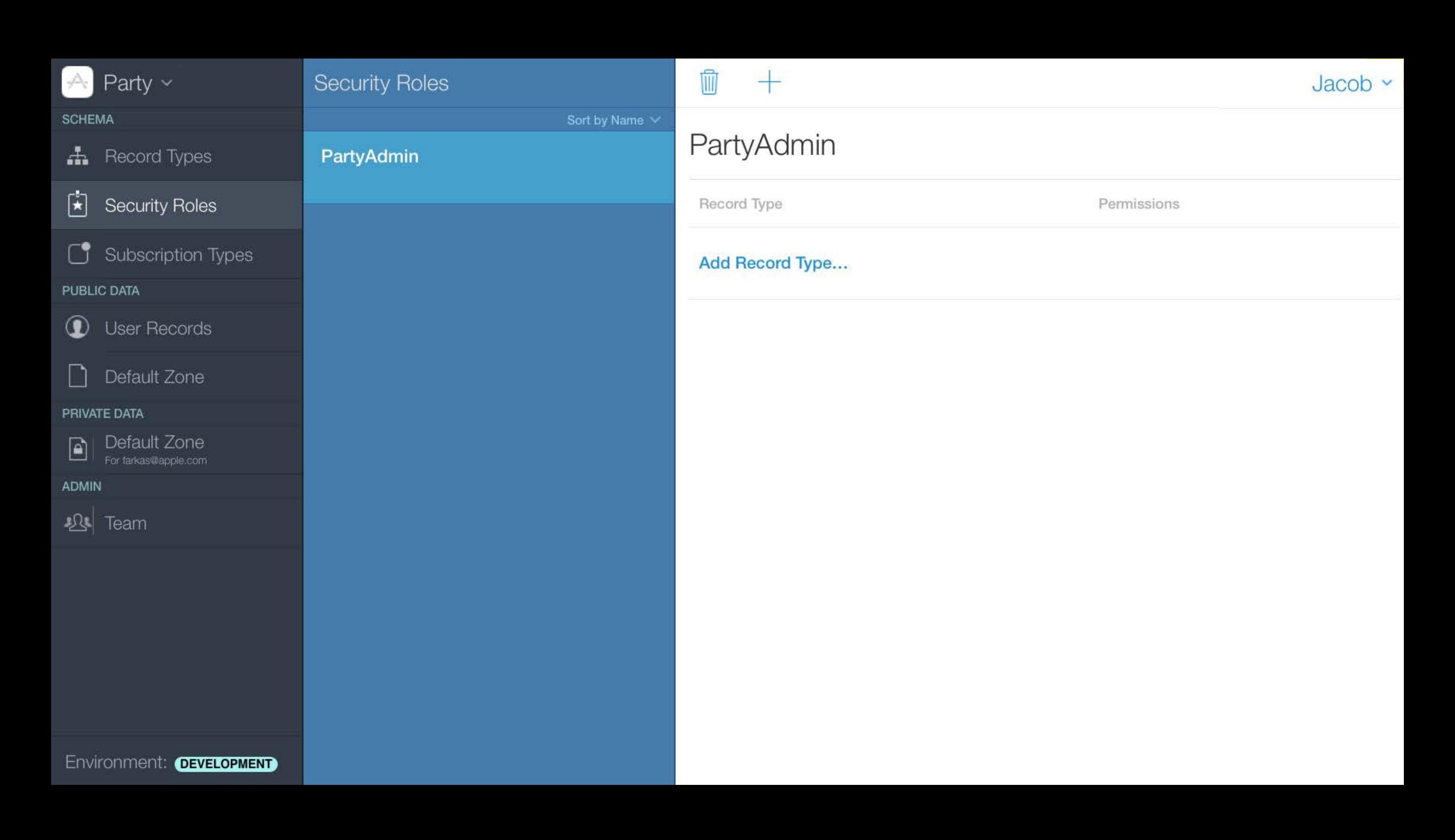


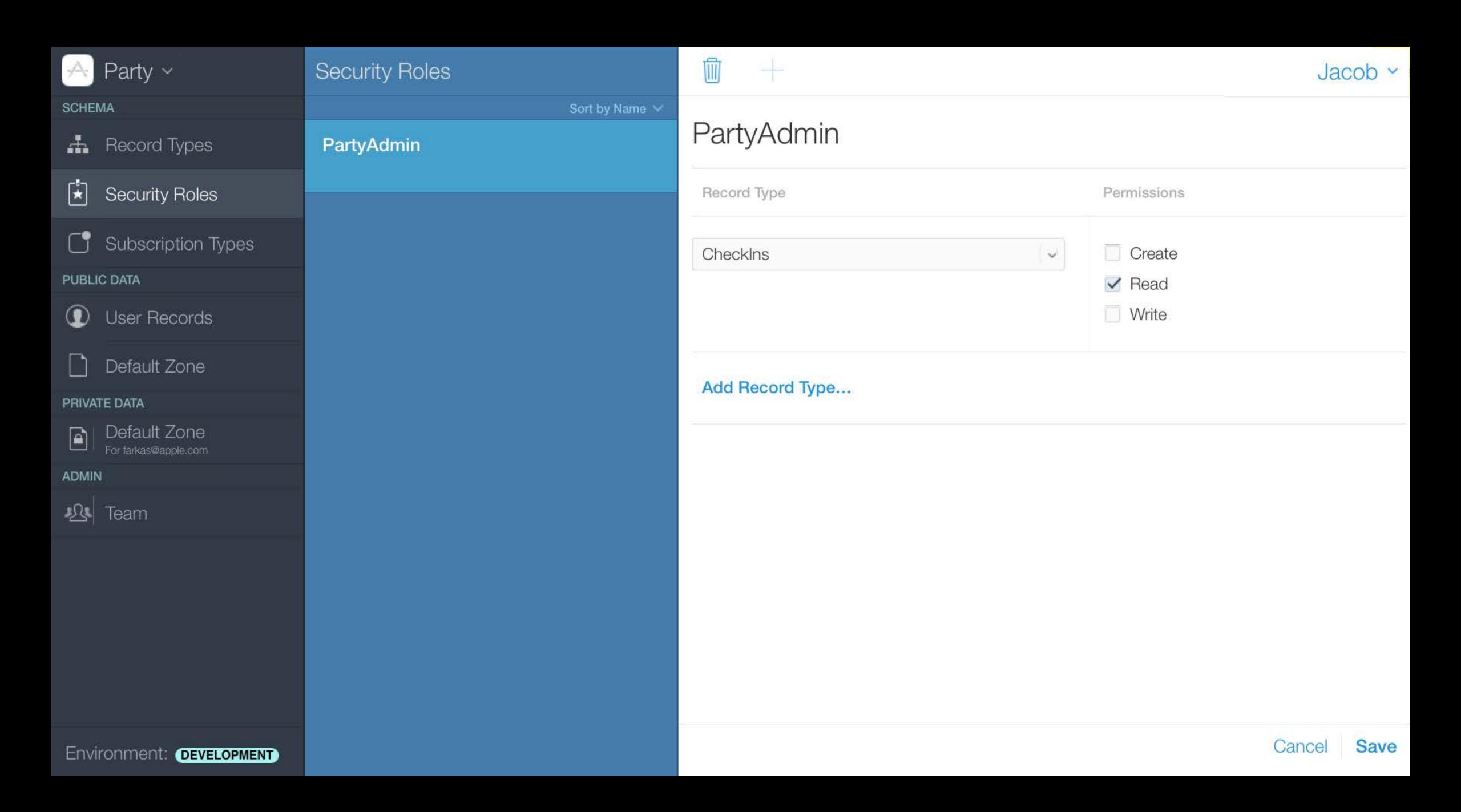


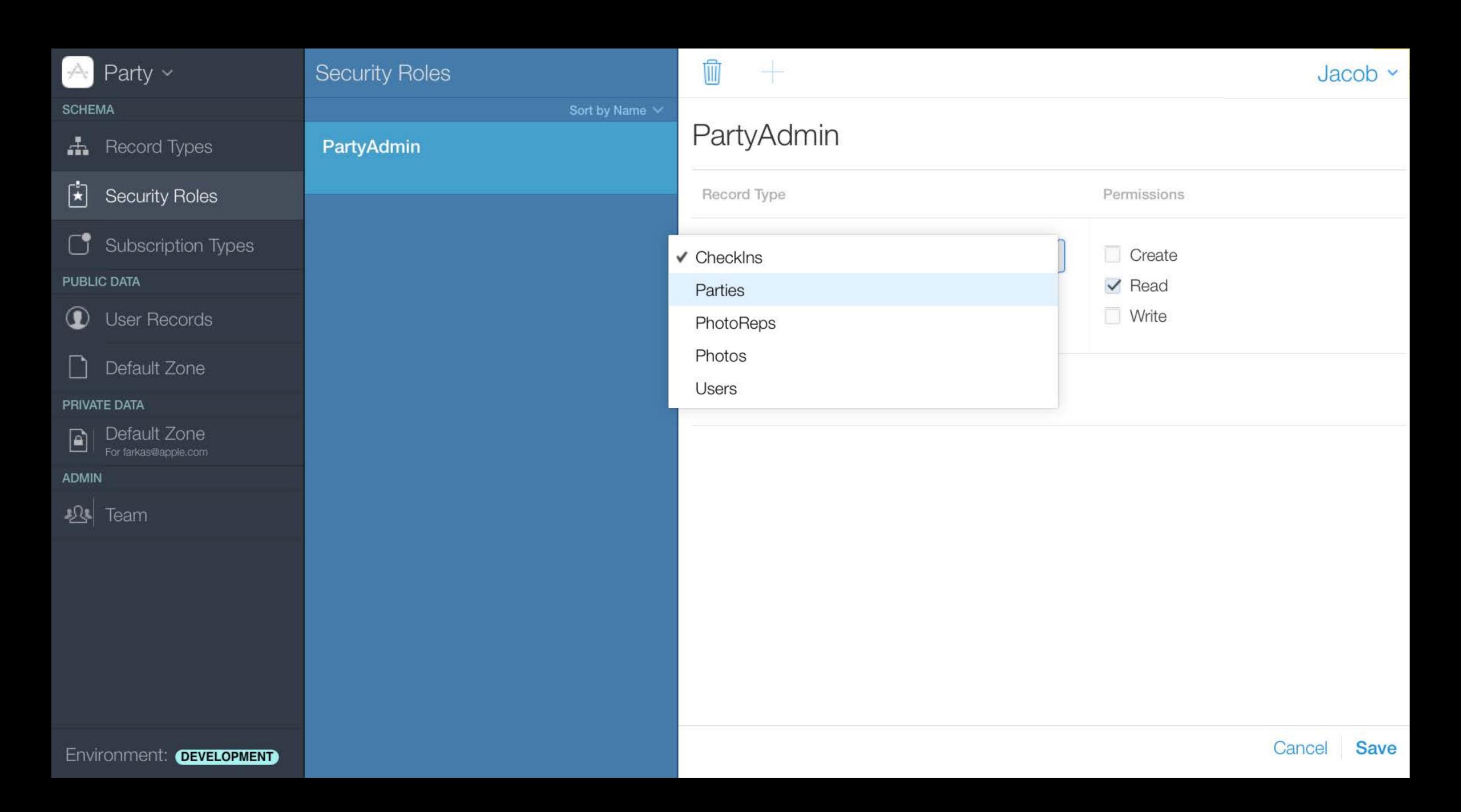


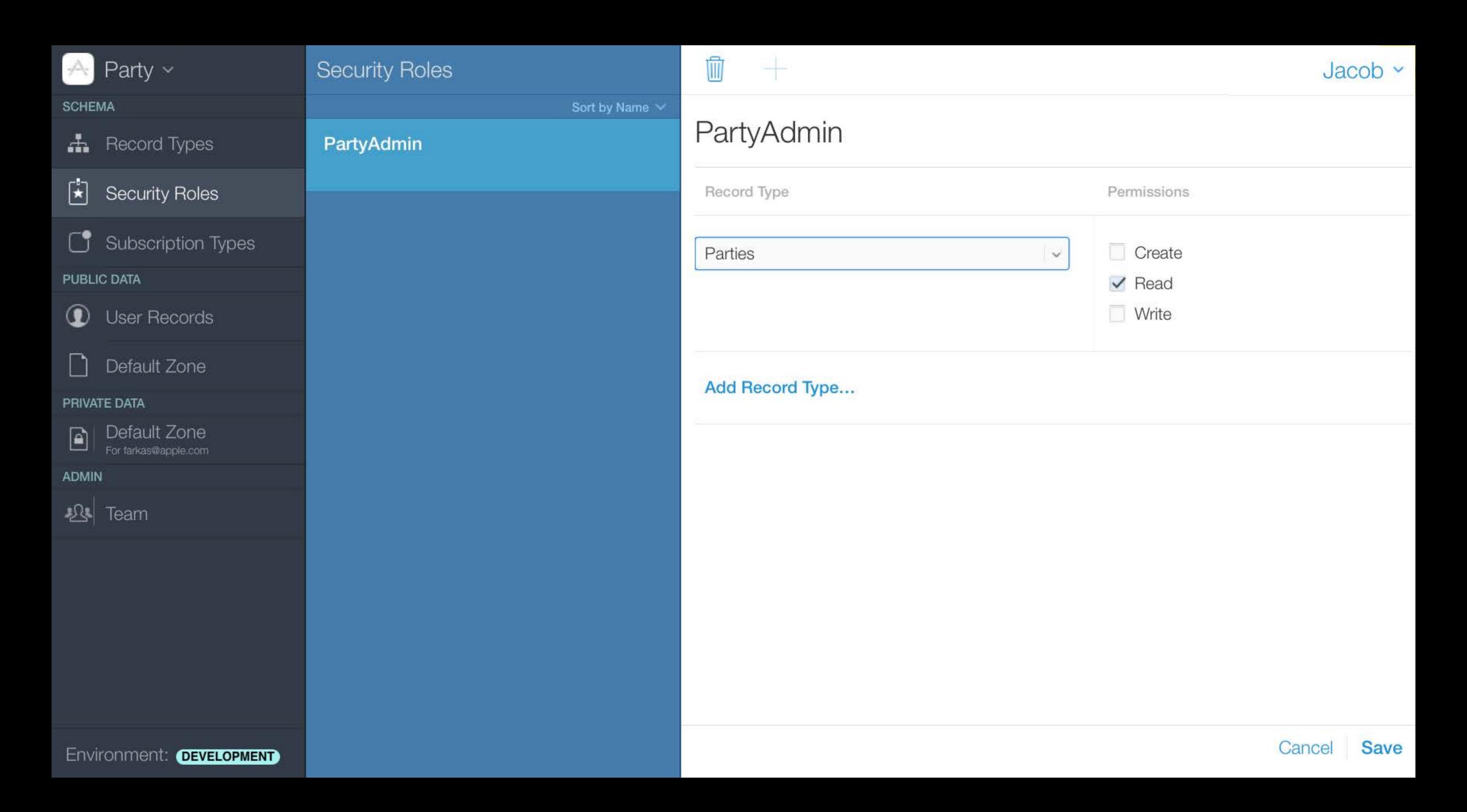


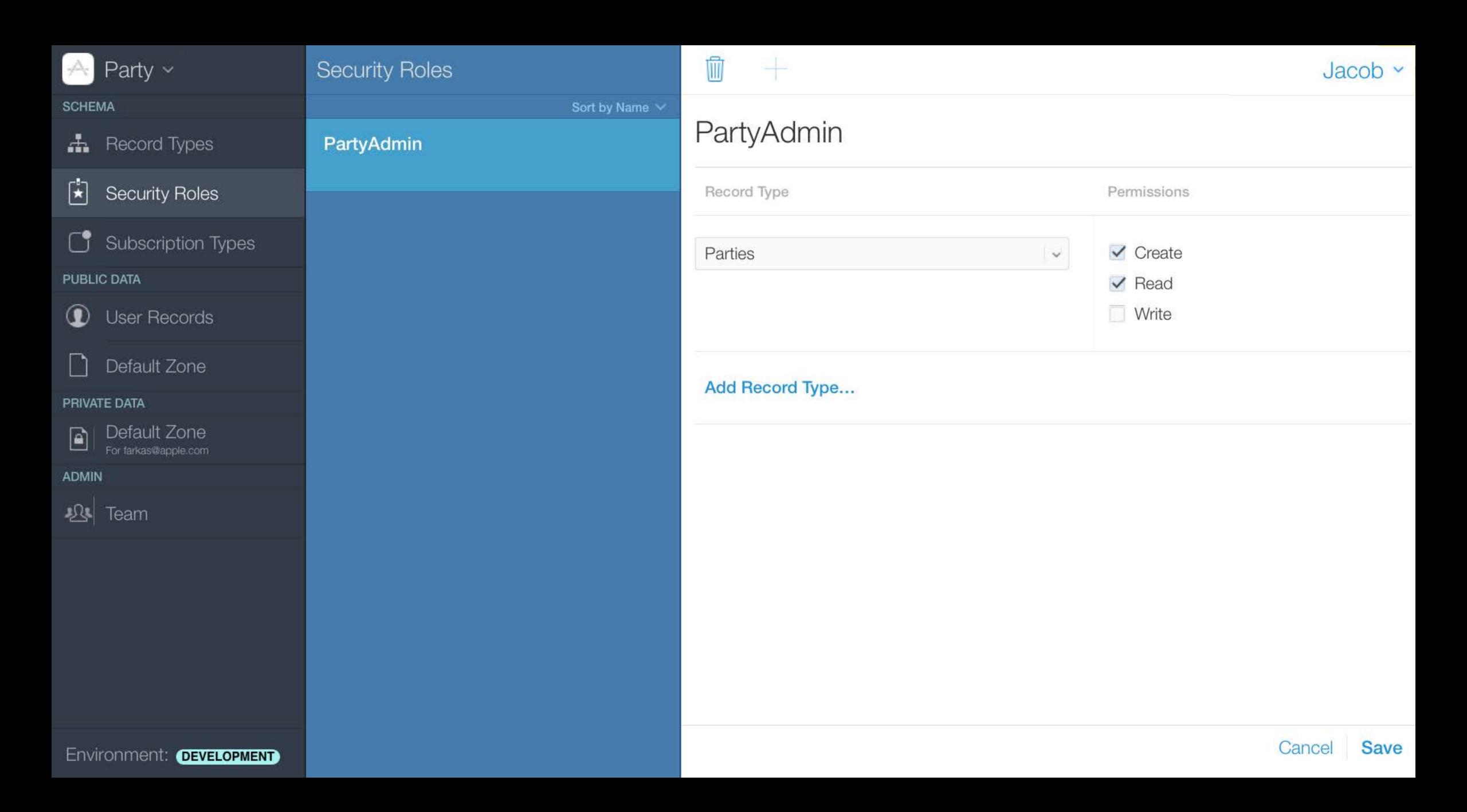


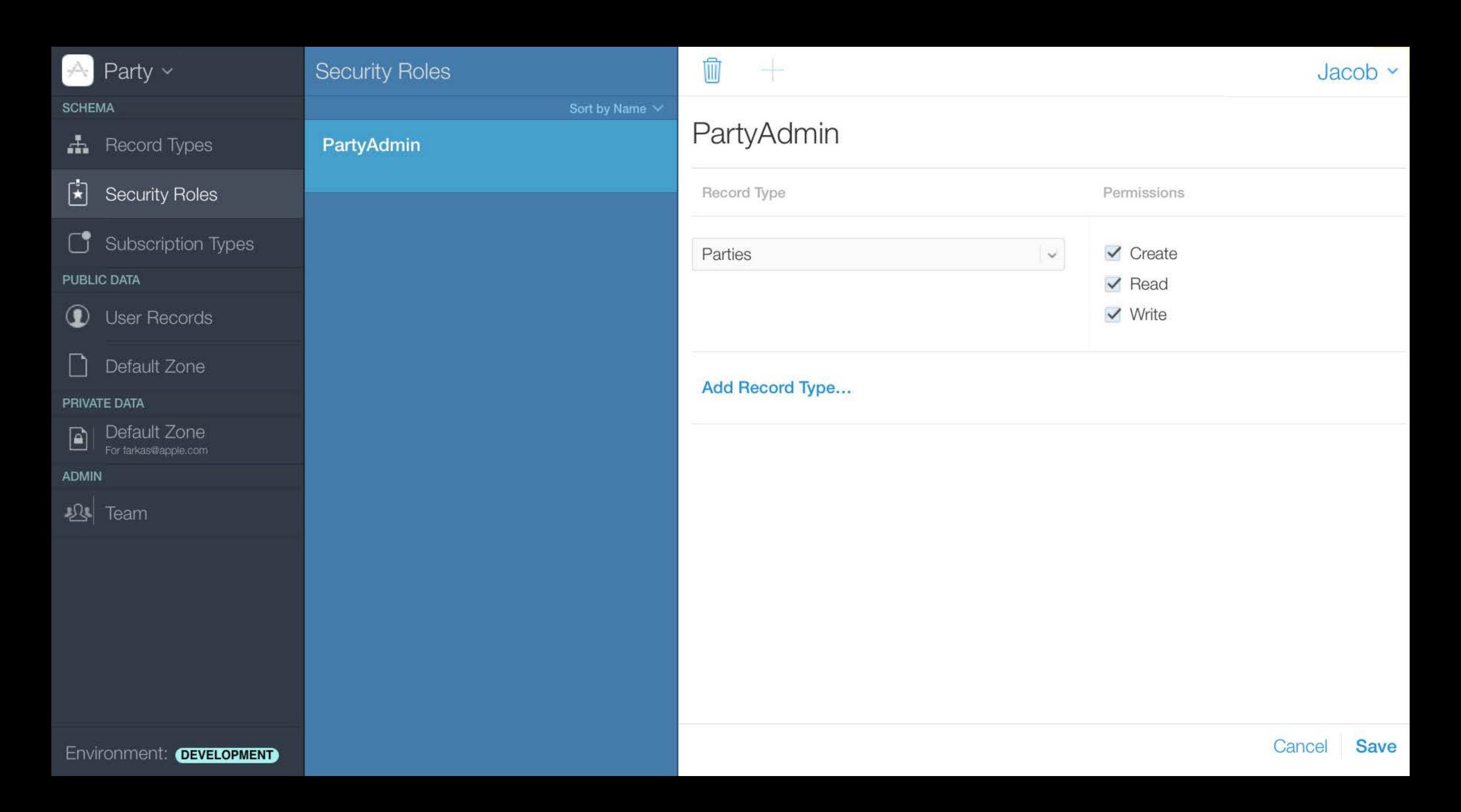


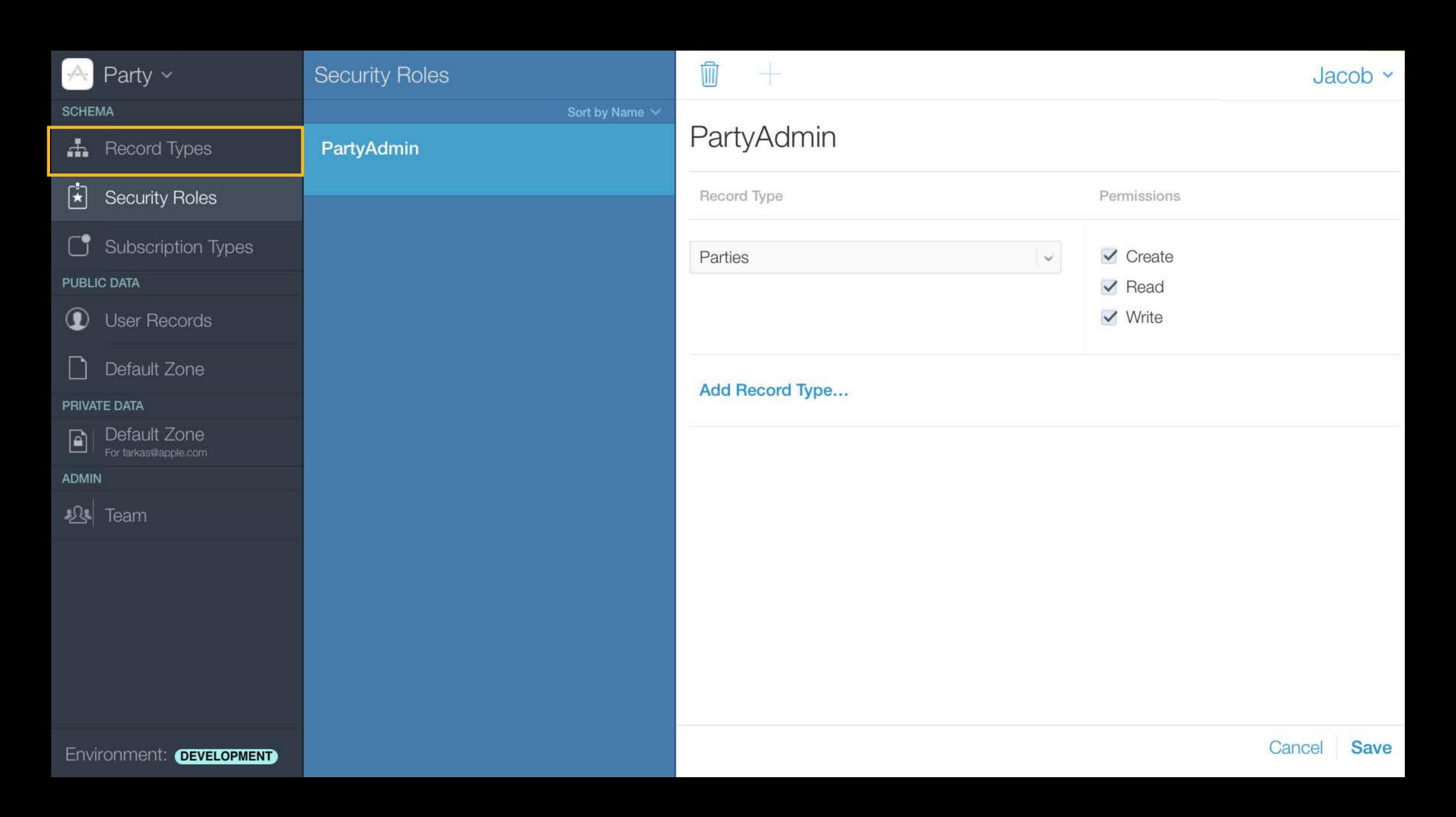


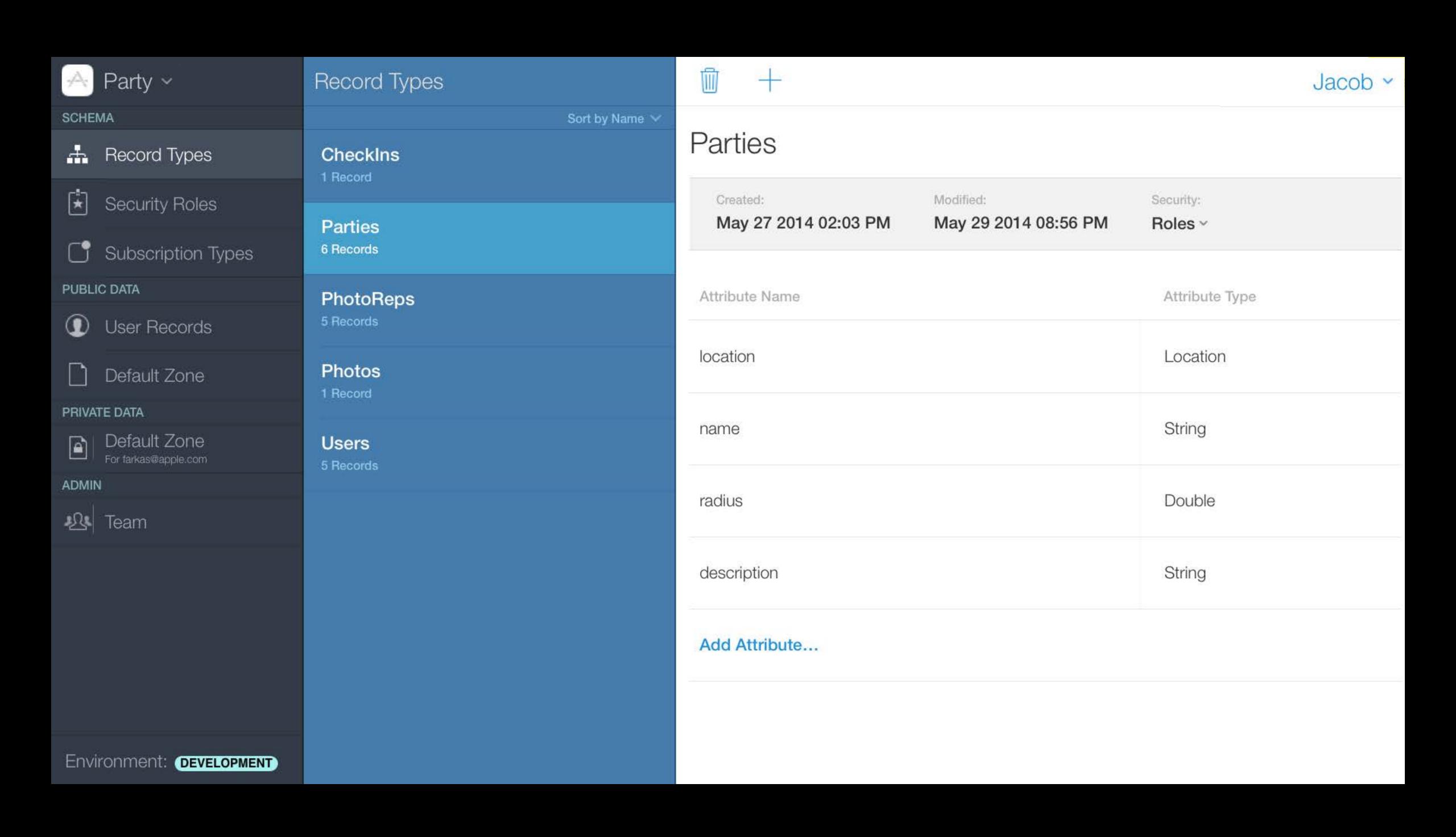


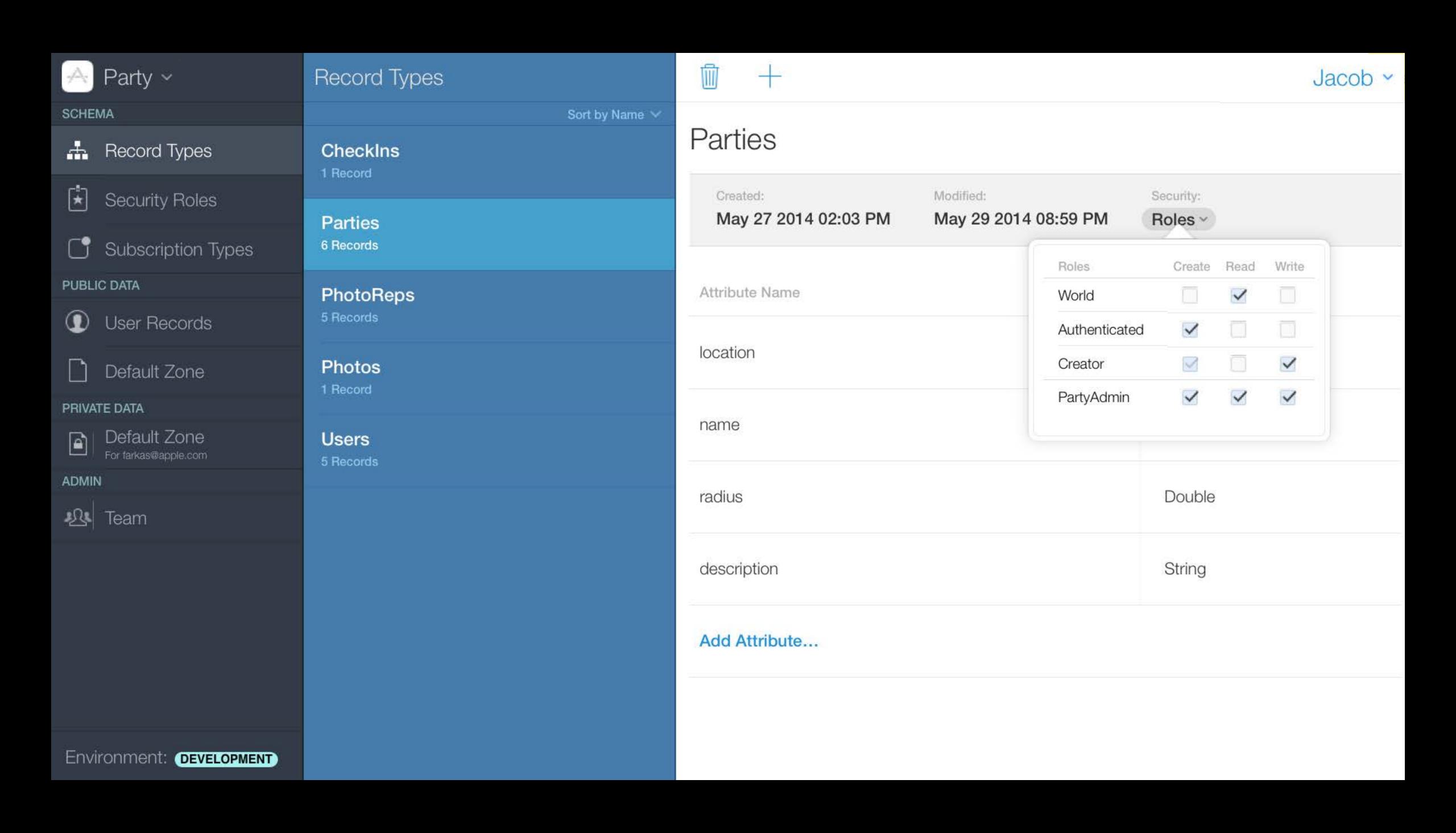


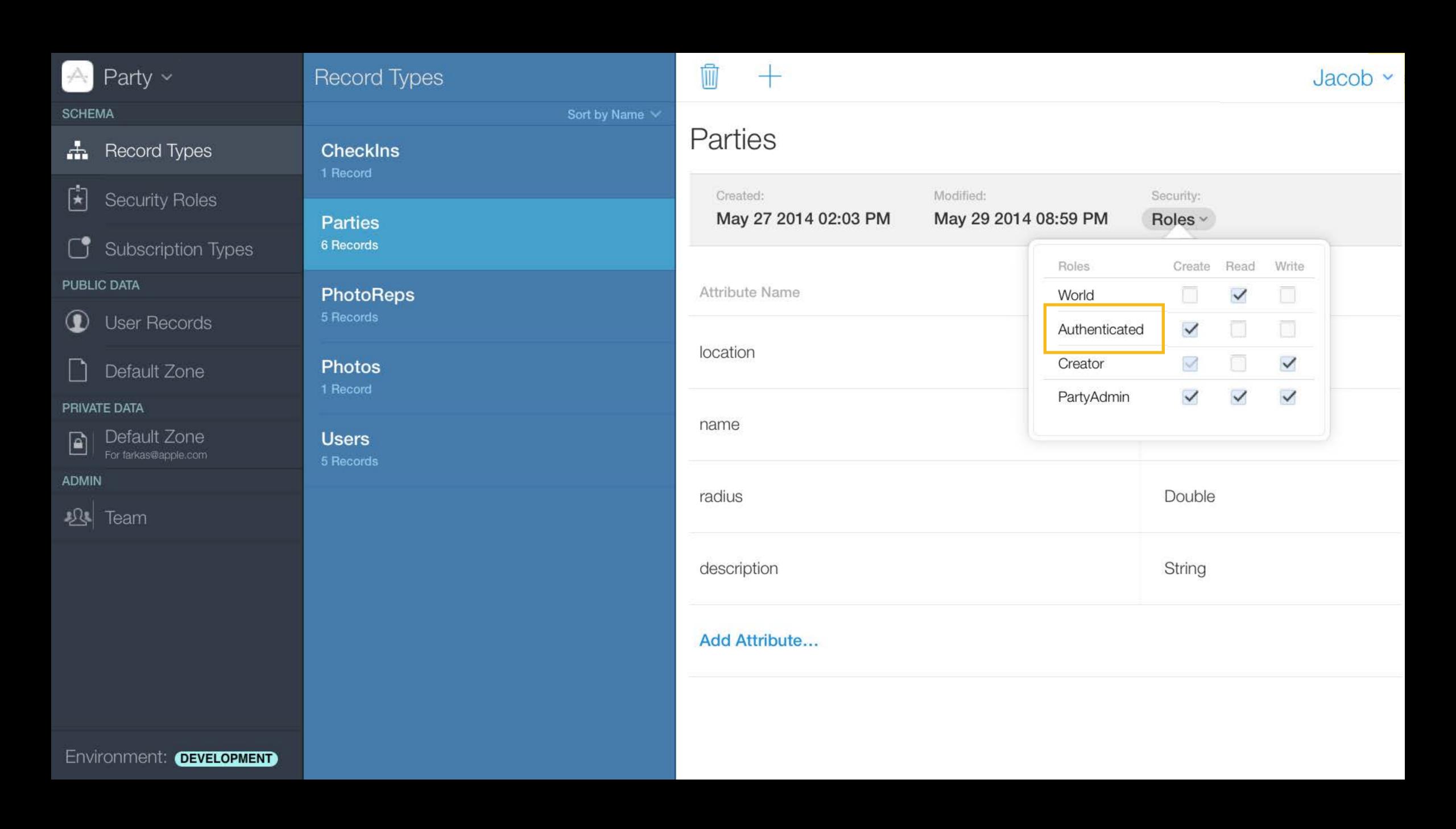


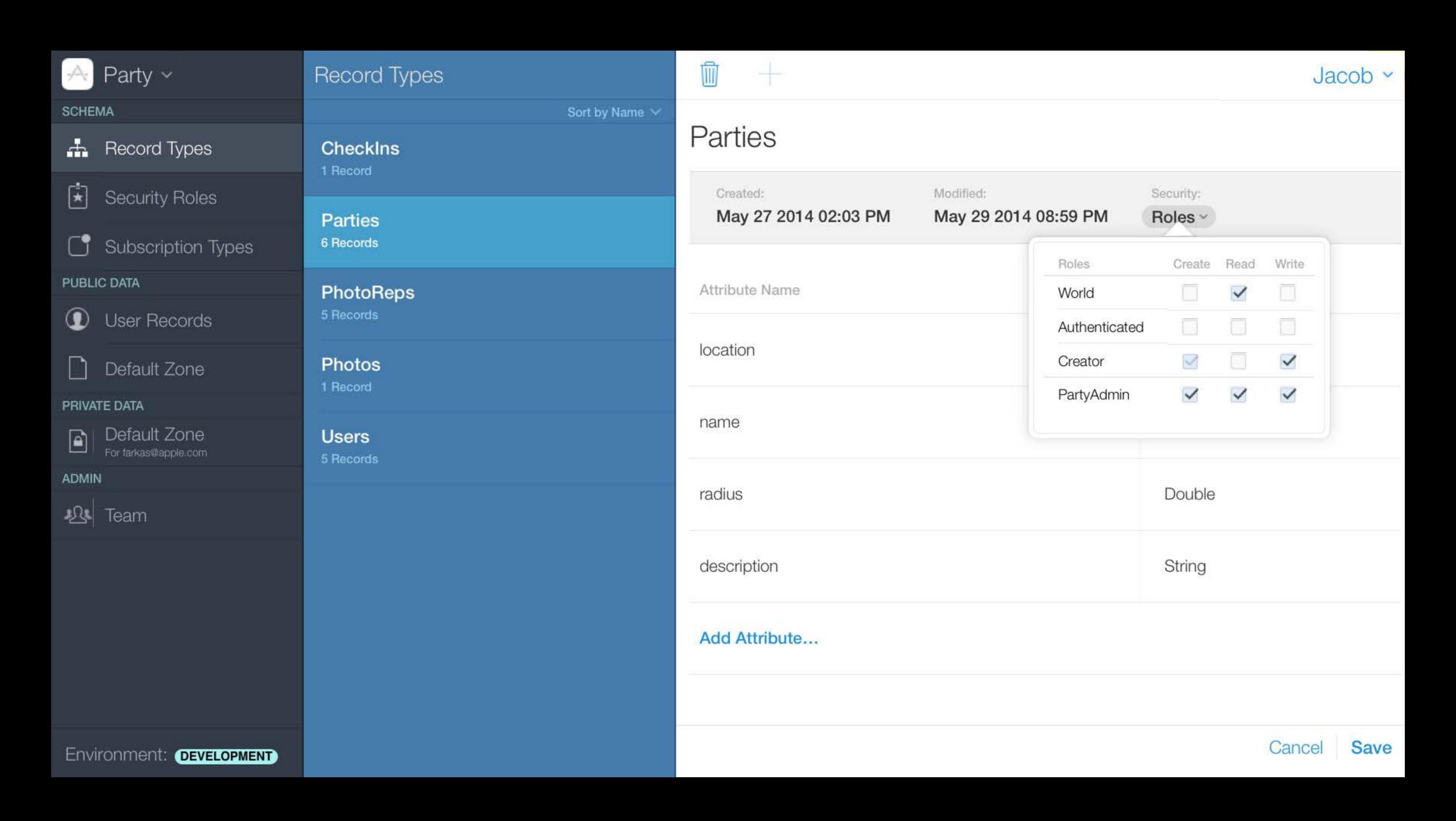


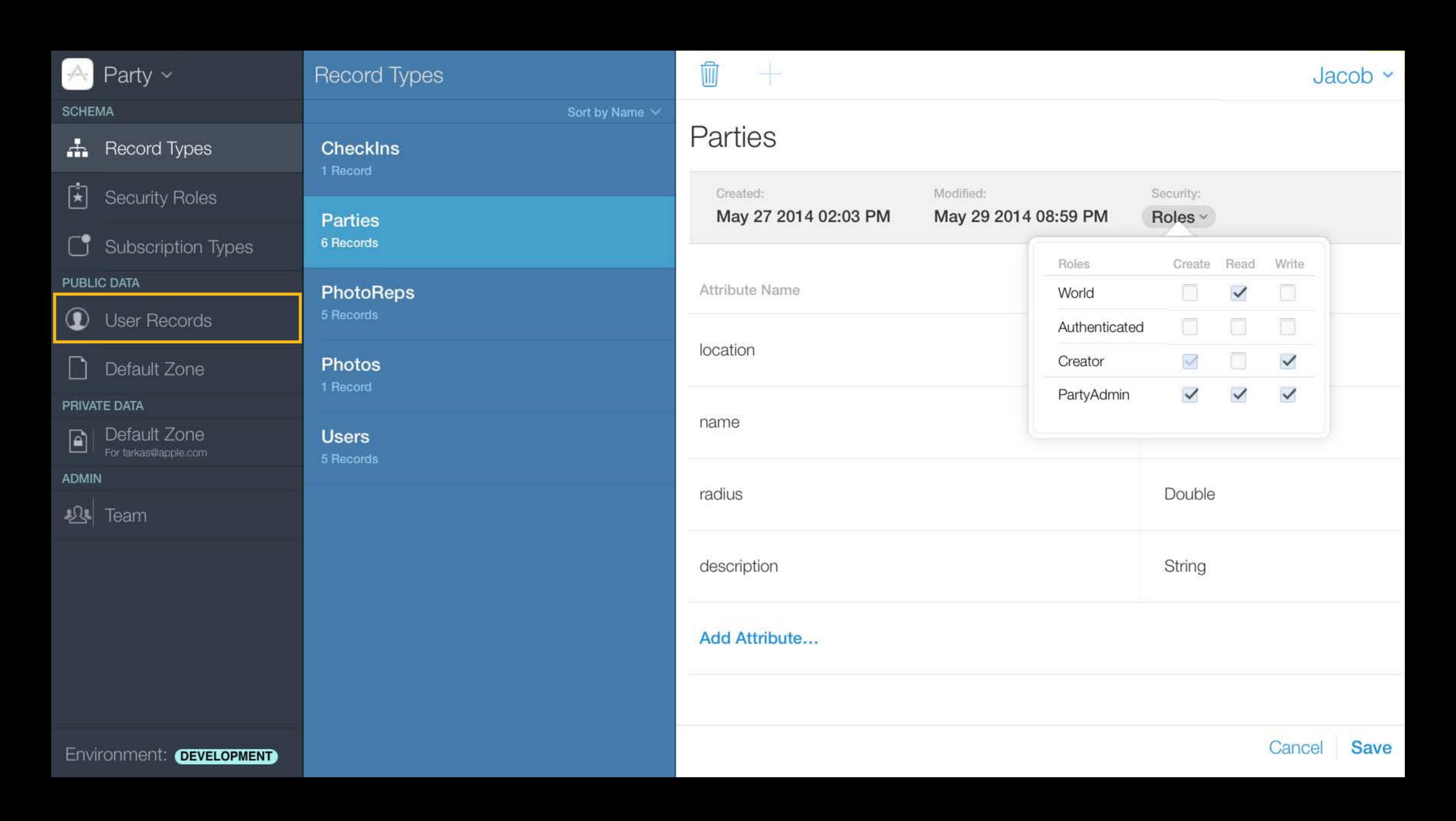


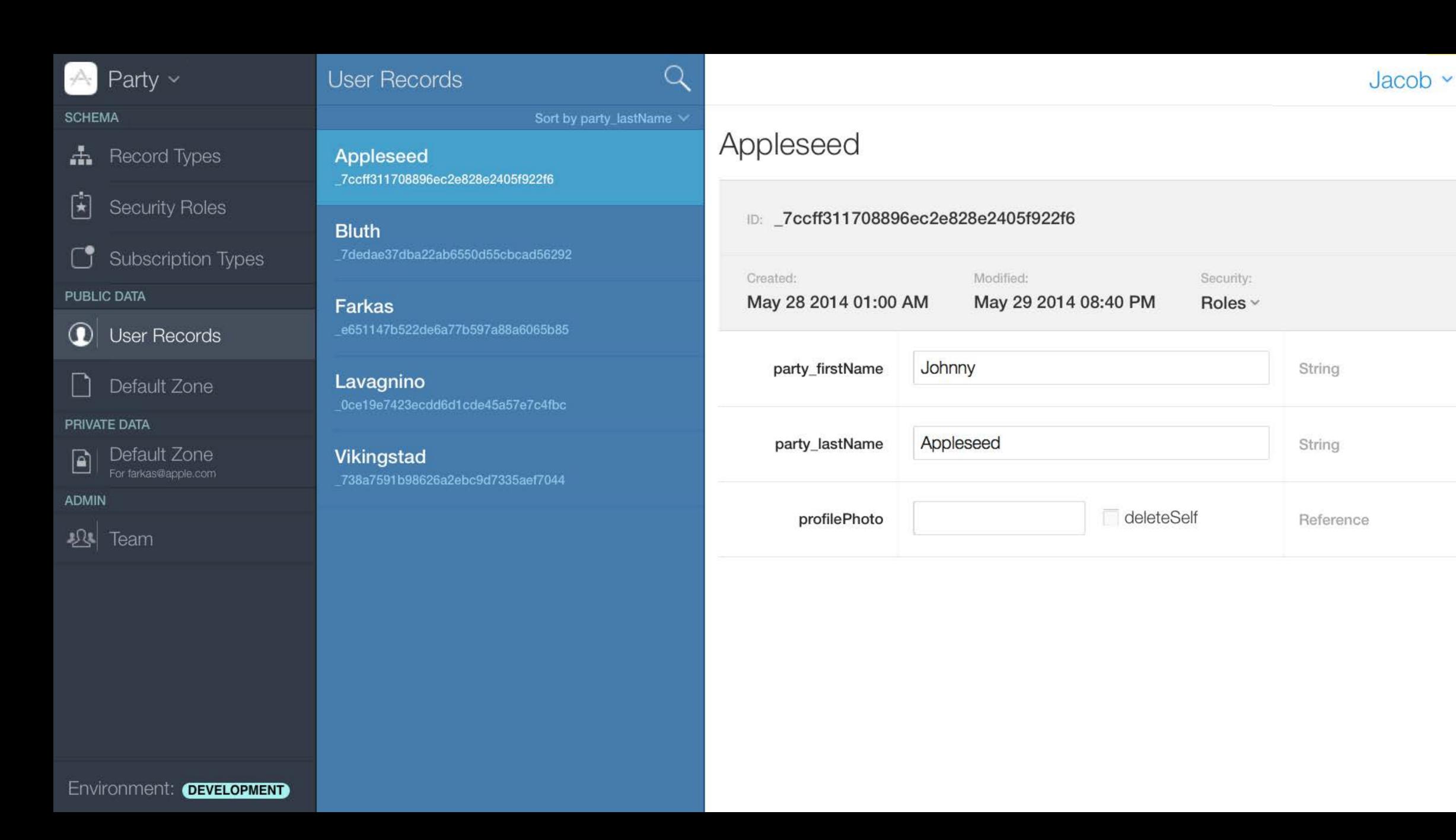


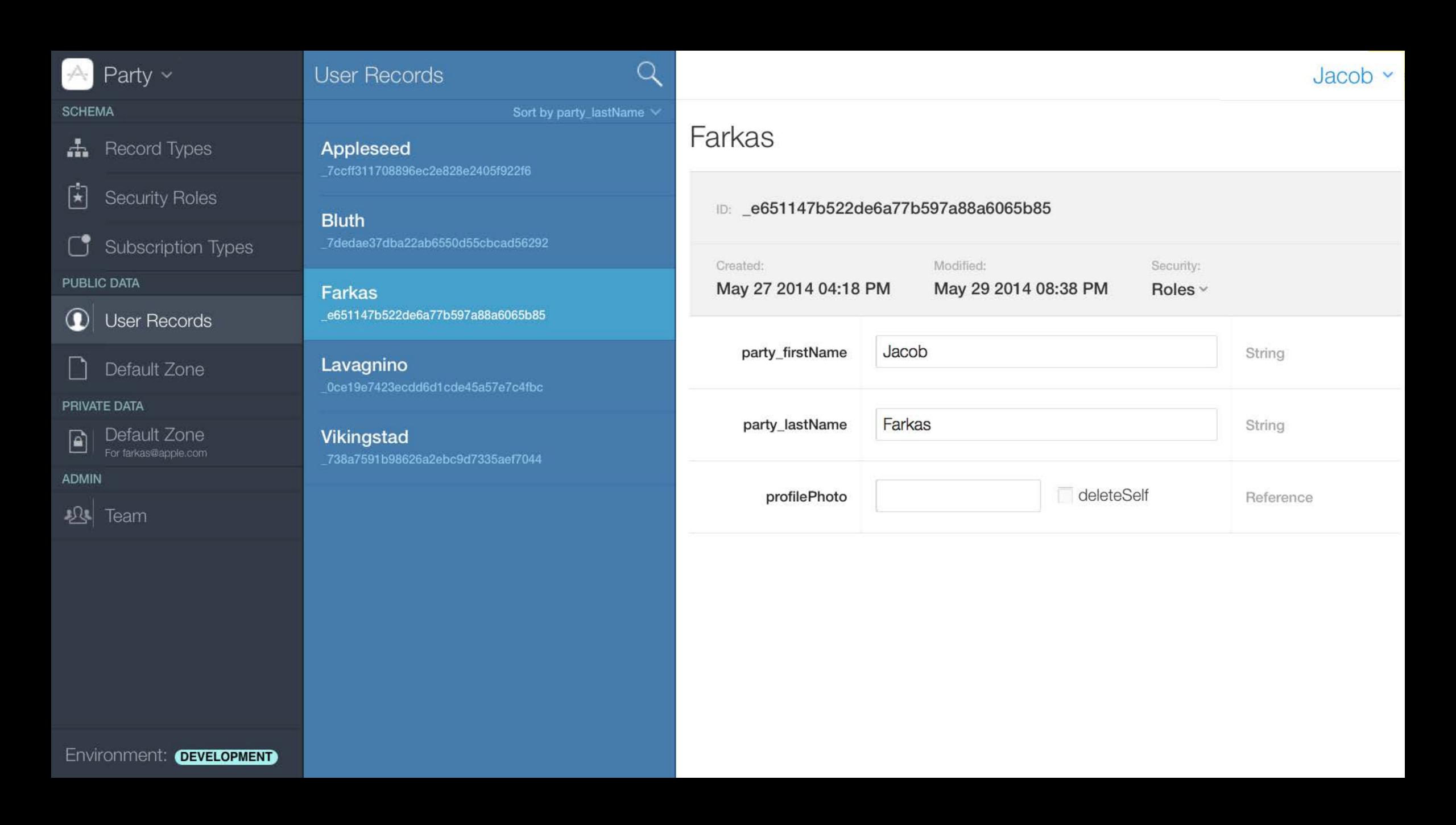


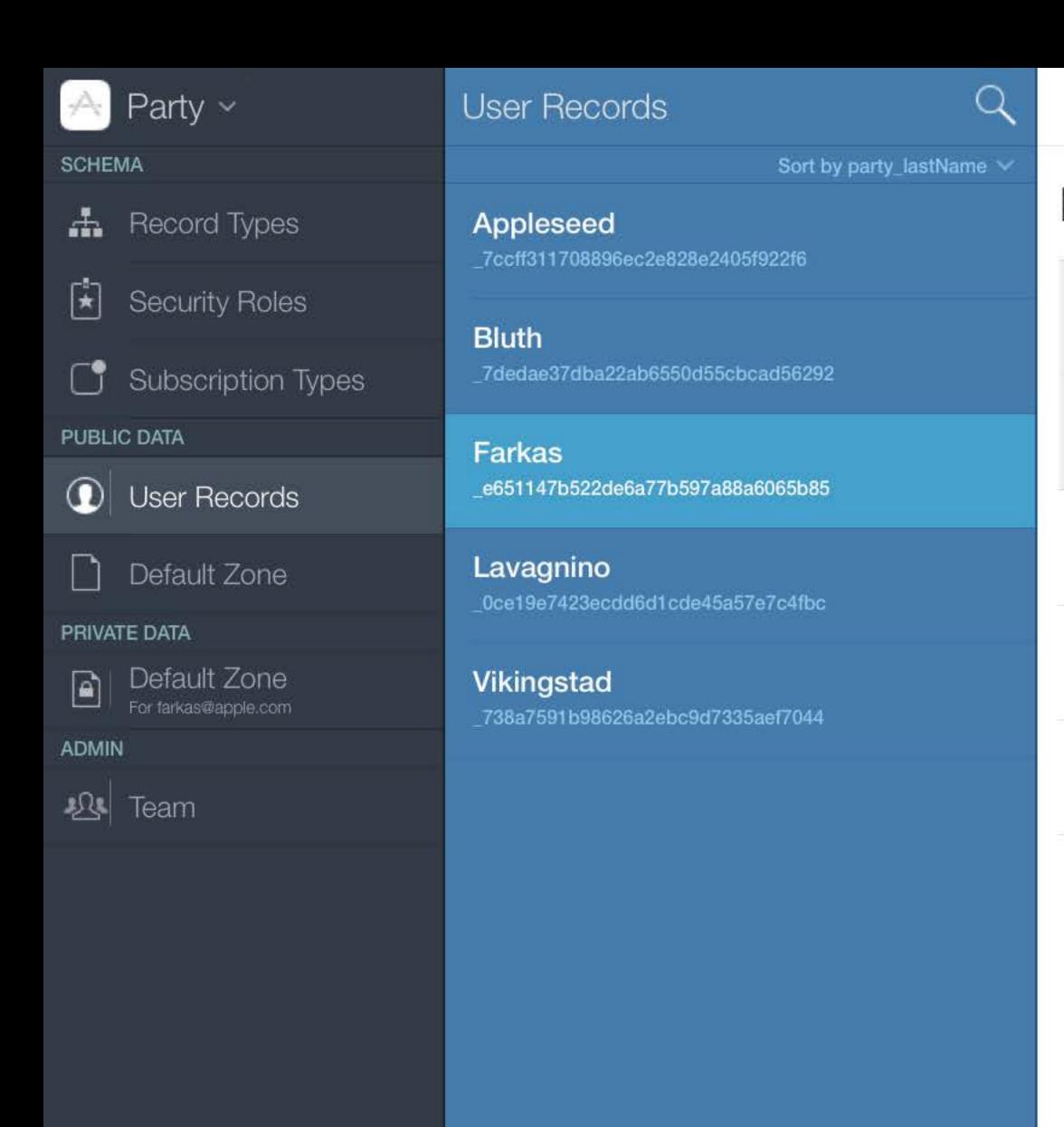










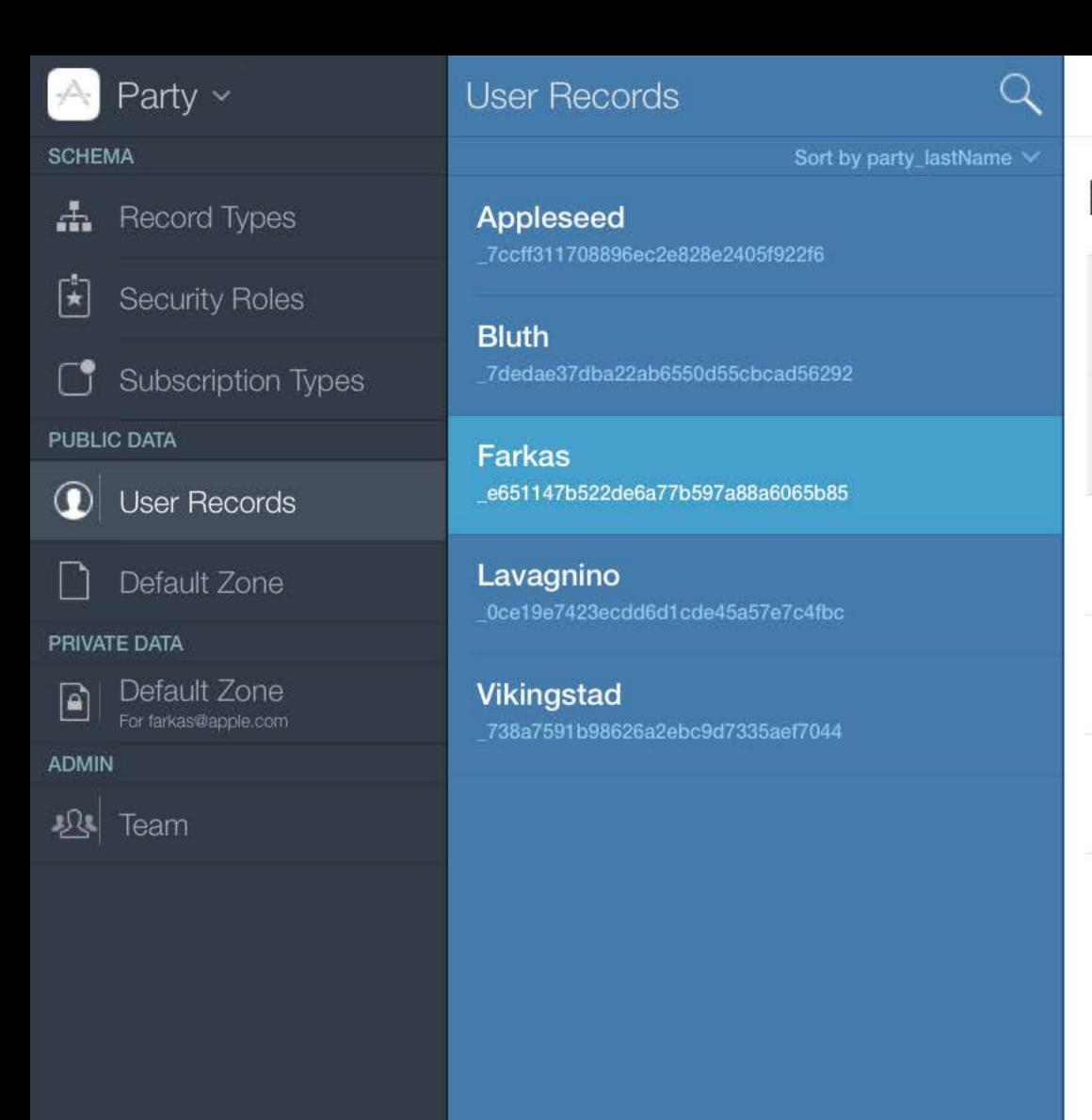


Environment: **DEVELOPMENT**

Farkas

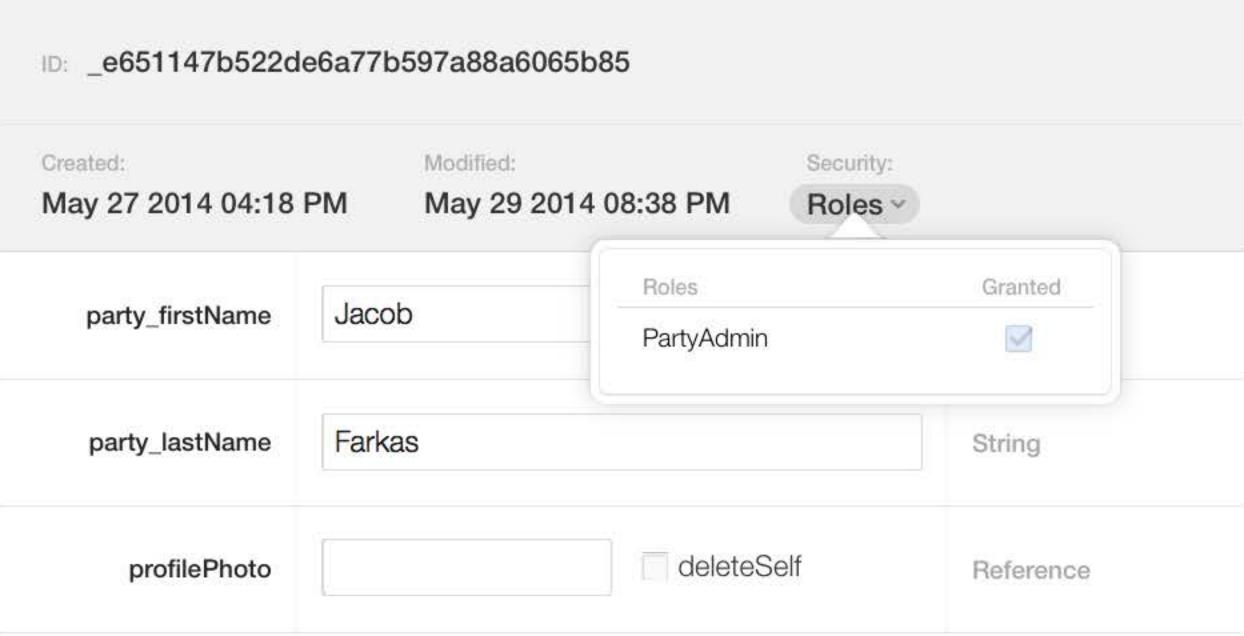
_e651147b522d	eoar i b	397 a00 a000 c	,000		
eated: ay 27 2014 04:18	PM	Modified: May 29 201	4 08:38 PM	Security:	
party_firstName	Jacob)	Roles PartyAdmin		Granted
party_lastName	Farkas				String
profilePhoto			deleteS	Self	Reference

Jacob ~



Environment: **DEVELOPMENT**

Farkas



Jacob ~



Schema and indices

Party

Party

Party Name="WWDC Bash"

Date=June 5th, 2014

Location=Yerba Buena Gardens

Schema and indices

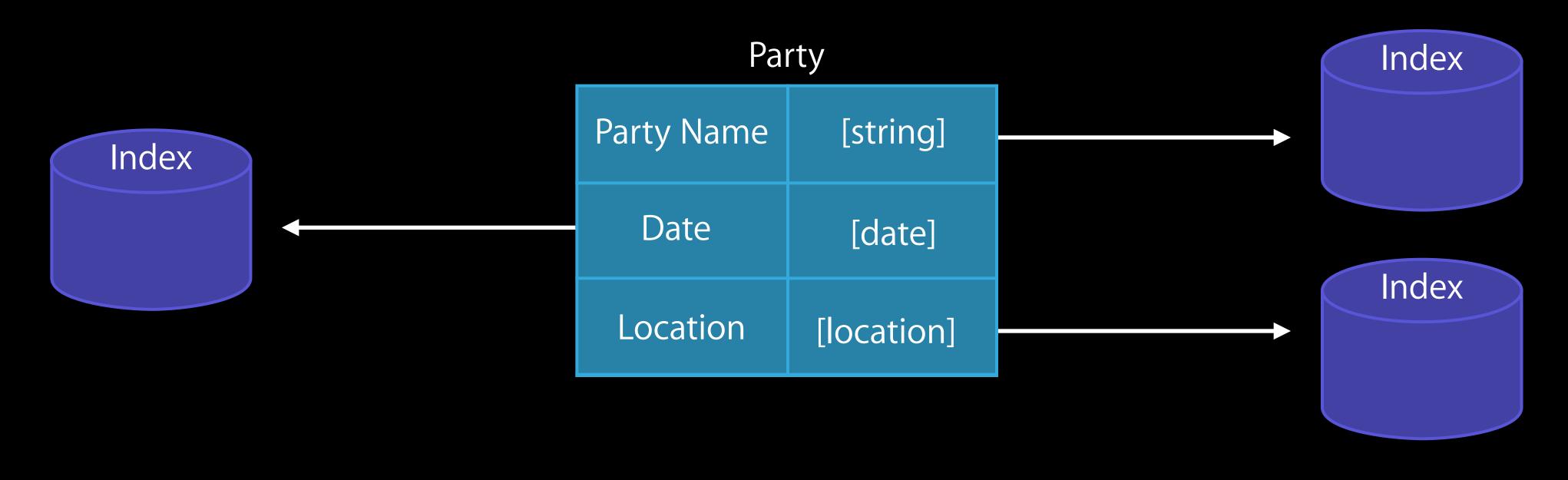
Party

Party

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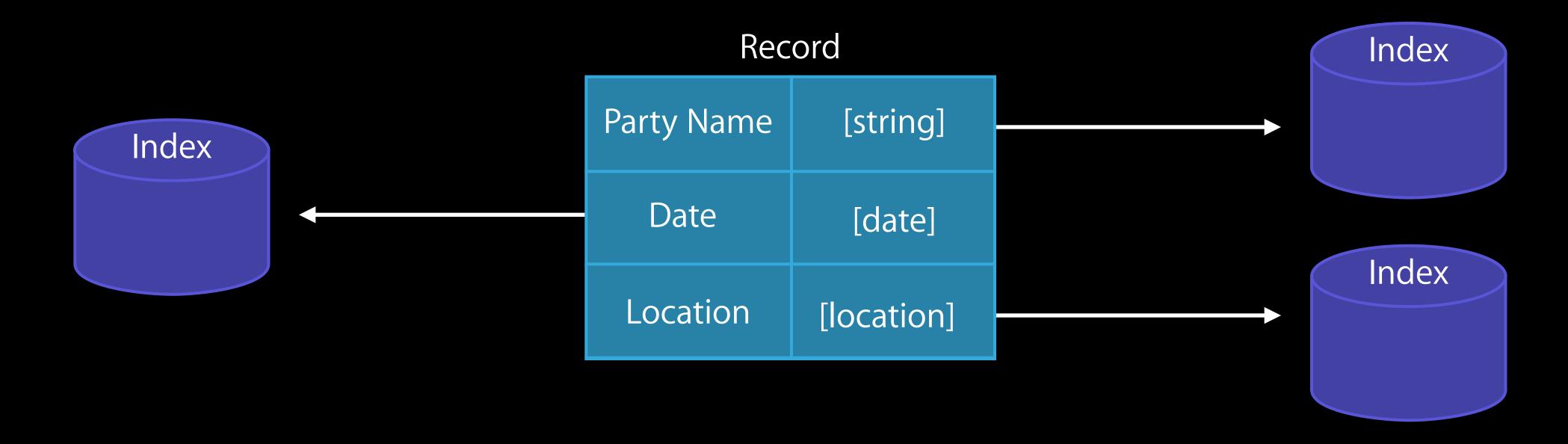
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Location=Yerba Buena Gardens





Schema and indices



Party

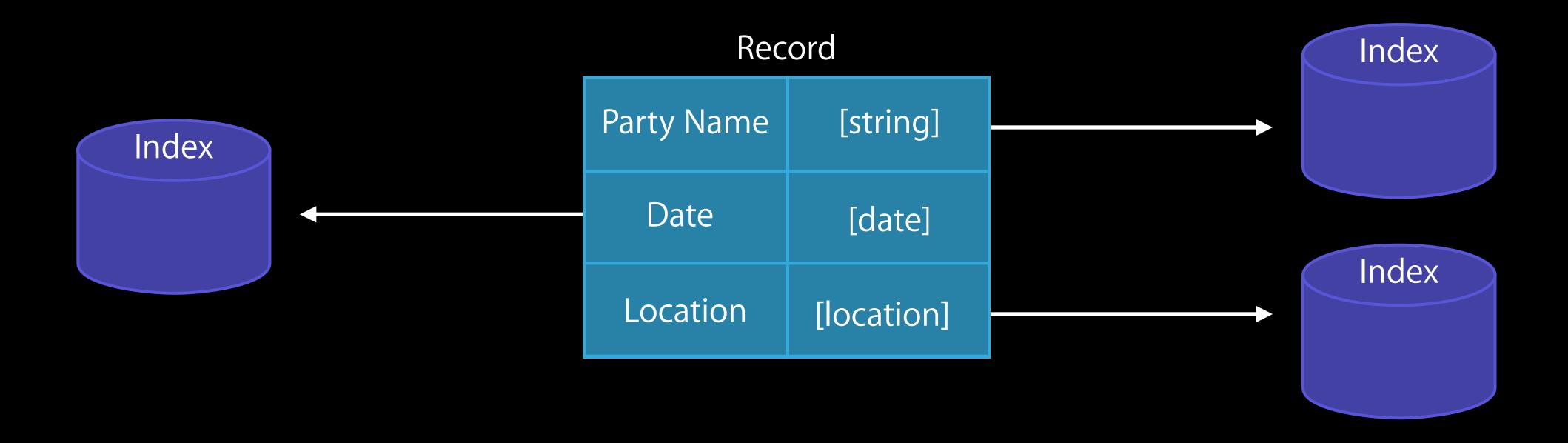
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Date=June 5th, 2014

Location=Yerba Buena Gardens

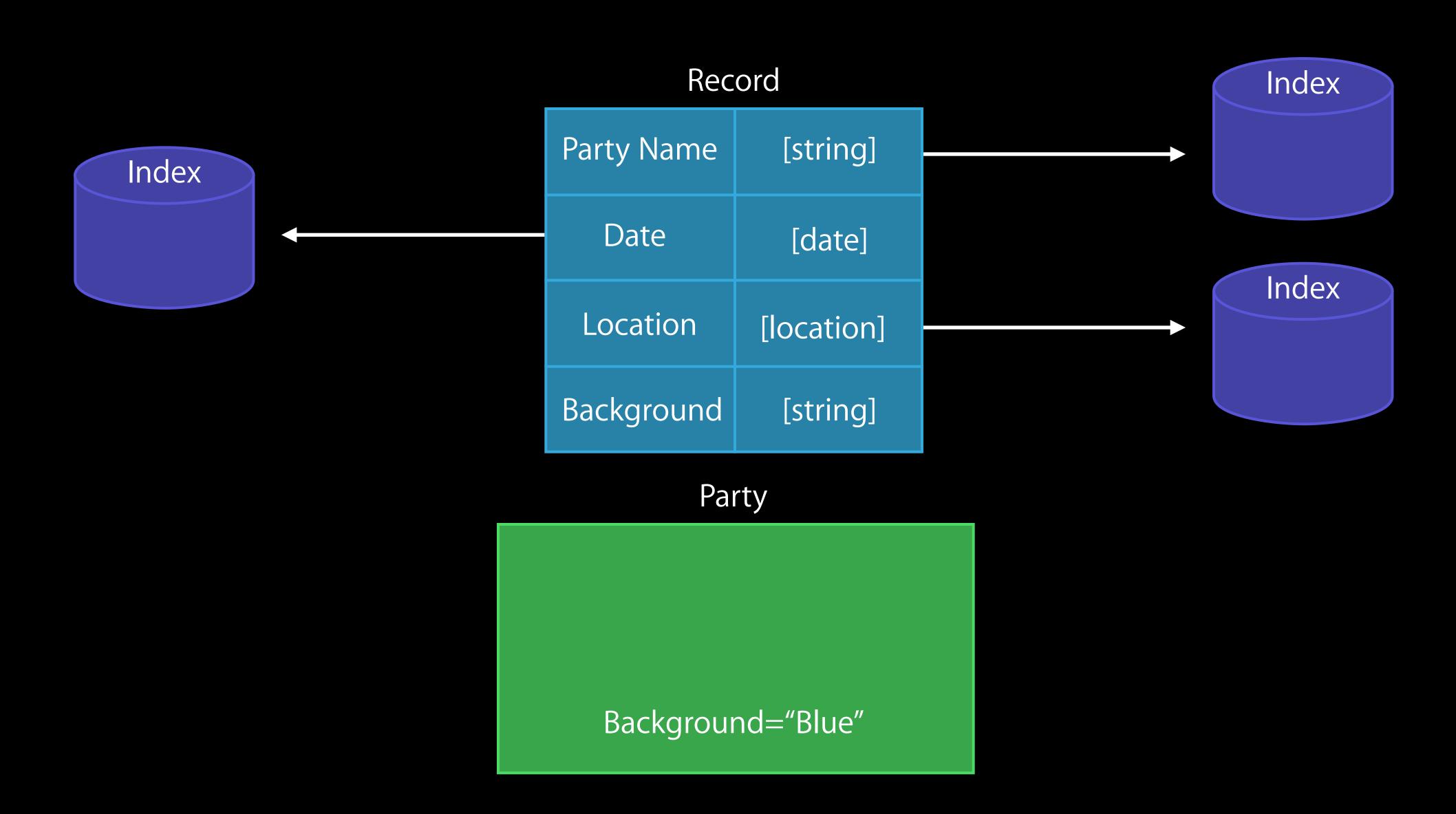
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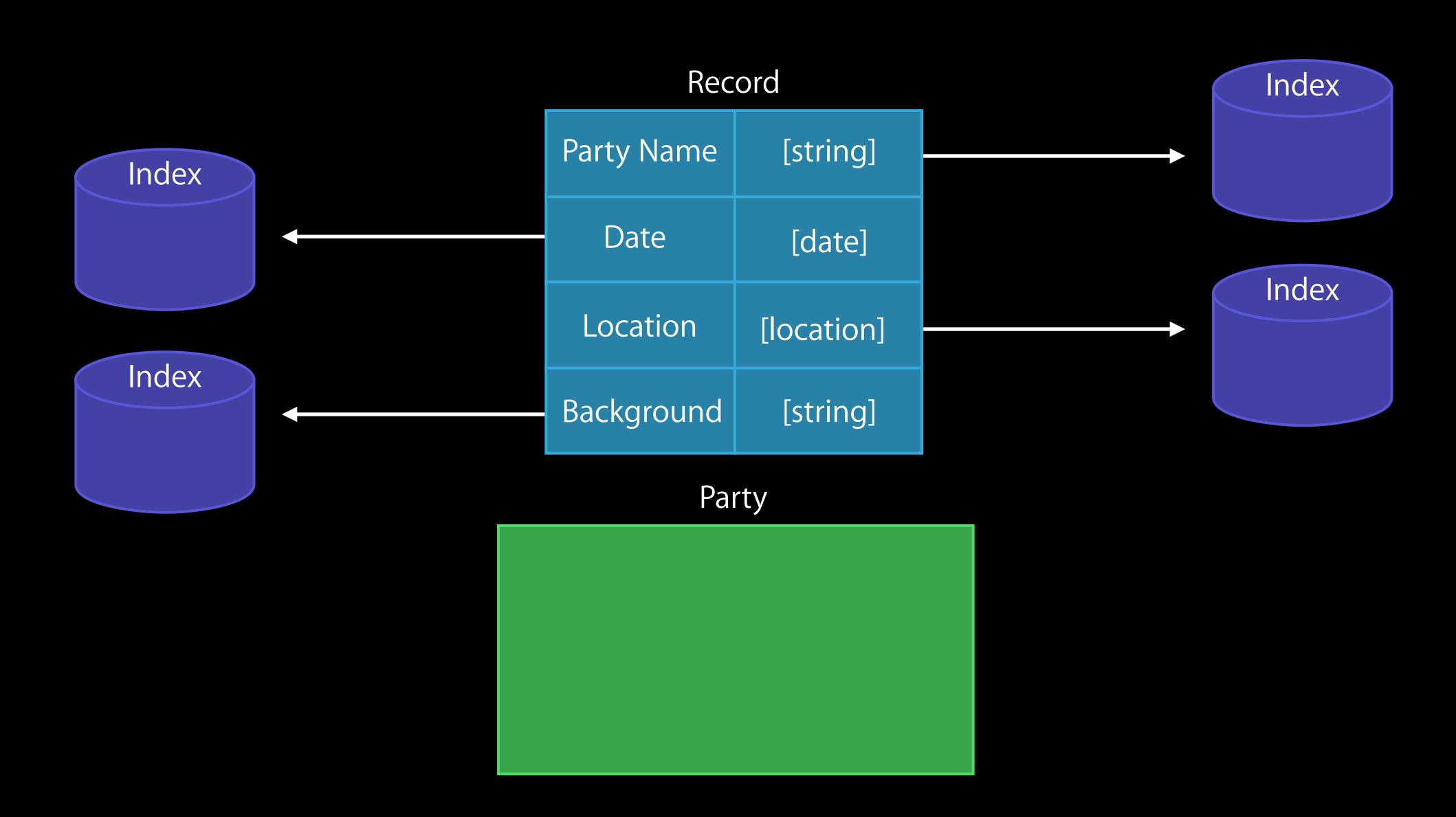
Schema and indices

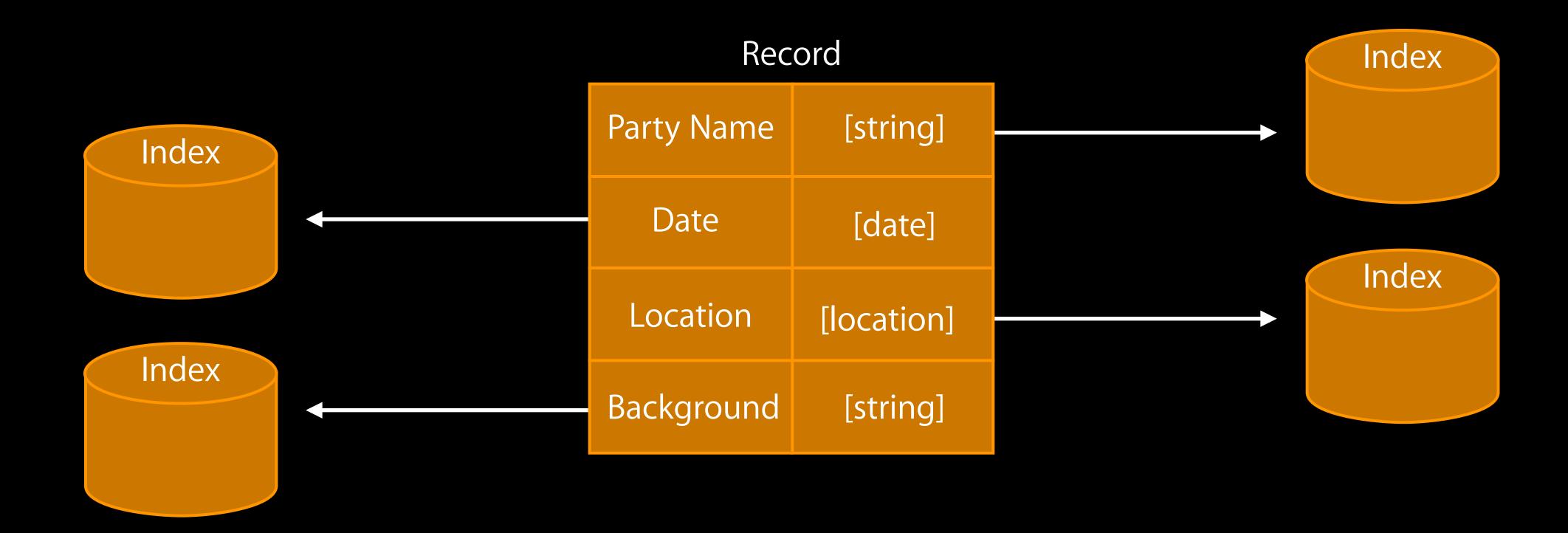


Party

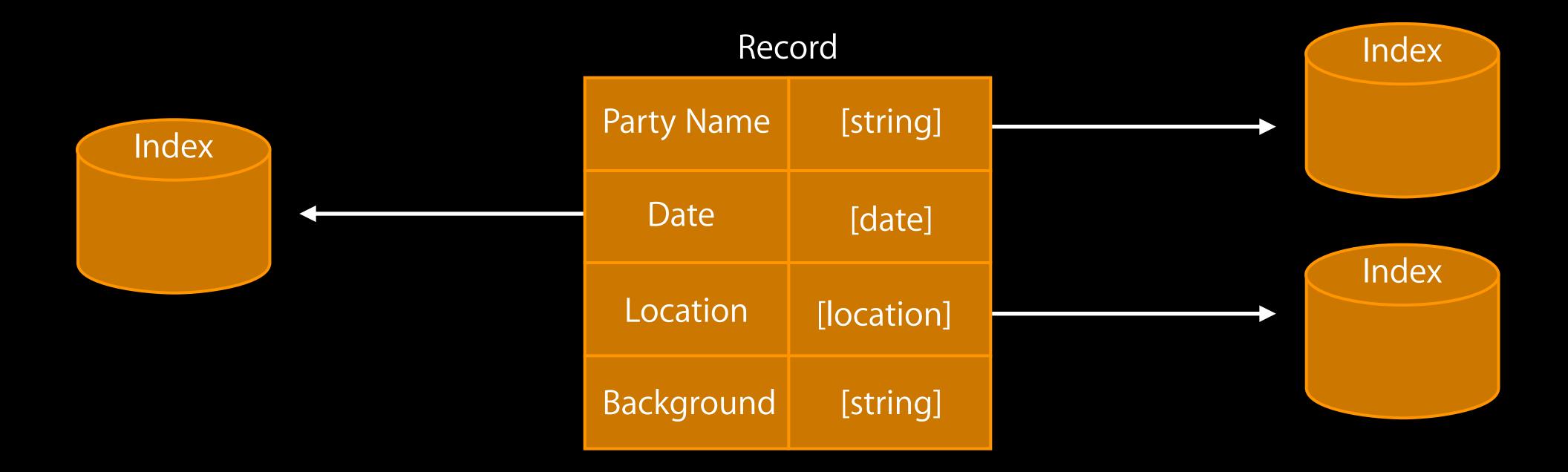
Background="Blue"







Records in Development Schema and indices



CloudKit Tips and Tricks

More other

Everybody loves error handling

Everybody loves error handling

Handle your errors

Errors Everybody loves error handling

Handle your errors

No magic

Errors Everybody loves error handling

Handle your errors

No magic

Operations can have partial errors

Everybody loves error handling

Handle your errors

No magic

Operations can have partial errors

Atomic update errors

Everybody loves error handling

Handle your errors

No magic

Operations can have partial errors

Atomic update errors

Retry server busy errors

Everybody loves error handling

Handle your errors

No magic

Operations can have partial errors

Atomic update errors

Retry server busy errors

Use CKErrorRetryAfterKey

Accounting

Where is my data stored?

Accounting Where is my data stored?

Public data is counted against the app

Accounting Where is my data stored?

Public data is counted against the app

Private data is counted against the user's account

Accounting Where is my data stored?

Public data is counted against the app

Private data is counted against the user's account

Be nice to your users

Limits

Public database

Limits

Public database

We want customers to have a great experience

Limits Public database

We want customers to have a great experience Limits prevent abuse, not legitimate use

Limits Public database

We want customers to have a great experience Limits prevent abuse, not legitimate use Scales with number of users

Limits

Public database

We want customers to have a great experience Limits prevent abuse, not legitimate use Scales with number of users For an app with 10 million users

- 1 Petabyte asset storage
- 10 Terabyte database storage
- 5 Terabyte/day asset transfer
- 50 Gigabyte/day database transfer

Efficiency

CloudKit doesn't cache records

Efficiency

CloudKit doesn't cache records

Only changed properties are transmitted

Efficiency

CloudKit doesn't cache records

Only changed properties are transmitted

Assets are transferred efficiently

We use CloudKit

We use CloudKit
We want you to use CloudKit

We use CloudKit

We want you to use CloudKit

We're excited to see what you're going to make!

More Information

Dave DeLong
App Frameworks Evangelist
delong@apple.com

Documentation Cloud Kit Framework Reference http://developer.apple.com

Apple Developer Forums http://devforums.apple.com

Related Sessions

 Introducing CloudKit 	Mission	Tuesday 3:15PM
 What's New in Core Data 	Pacific Heights	Thursday 9:00AM
 Building a Document-based App 	Marina	Thursday 11:30AM

Labs

CloudKit Lab

Frameworks Lab A Friday 11:30AM

WWDC14