



スマホ用ショッピングアプリ開発パッケージ

# 導入方法

# ①プロジェクトを作成します。

Choose options for your new project:

Product Name:

Organization Name:

Organization Identifier:

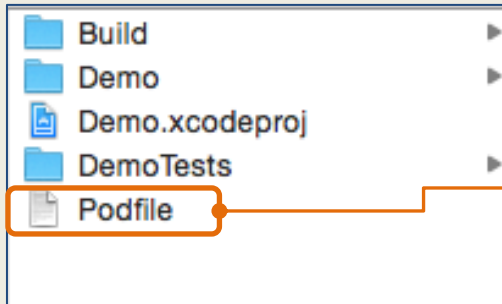
Bundle Identifier:

Language:

Devices:

Use Core Data

## ②プロジェクトディレクトリにPodfileを配置します。



```
pod 'PieceCore', :git => 'https://github.com/jokerpiece/piececore.git'
```

Podfileは上記1行を記述したテキストファイルです

③ターミナルからPodfileを配置したディレクトリで「pod install」と打ちます。

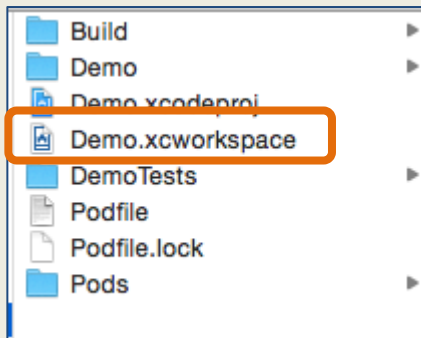
```
Macintosh:Demo hama$ pod install
Ignoring xcodeproj-0.17.0 because its extensions are not built. Try: gem pristine xcodeproj-0.17.0
Ignoring xcodeproj-0.17.0 because its extensions are not built. Try: gem pristine xcodeproj-0.17.0
Analyzing dependencies
/Users/hama/.rbenv/versions/2.0.0-p195/lib/ruby/gems/2.0.0/gems/cocoapods-0.35.0/lib/cocoapods/executable.rb:51: wa
rning: Insecure world writable dir /usr/local/Cellar/rbenv/0.4.0/libexec in PATH, mode 040777

CocoaPods 0.38.0 is available.
To update use: `gem install cocoapods`

For more information see http://blog.cocoapods.org
and the CHANGELOG for this version http://git.io/BaH8pQ.

Pre-downloading: `PieceCore` from `https://github.com/jokerpiece/piececore.git`
Downloading dependencies
Installing AFNetworking (2.5.4)
Installing PieceCore (0.0.30)
Installing SDWebImage (3.7.3)
Installing SVProgressHUD (1.1.3)
Installing UIActivityIndicator-for-SDWebImage (1.2)
Installing UIColor+MLPFlatColors (1.0)
Generating Pods project
Integrating client project

[!] From now on use `Demo.xcworkspace`.
Macintosh:Demo hama$
```



④.xcworkspaceが生成されるので、こちらからプロジェクトを開きます。

## ⑤.AppDelegate.hを変更します。

```
//  
// AppDelegate.h  
// Demo  
//  
// Copyright (c) 2015年 jokerpiece. All rights reserved.  
//  
  
#import <UIKit/UIKit.h>  
  
@interface AppDelegate : UIResponder <UIApplicationDelegate>  
  
@property (strong, nonatomic) UIWindow *window;  
  
@end
```

変更前



```
//  
// AppDelegate.h  
// Demo  
//  
// Copyright (c) 2015年 jokerpiece. All rights reserved.  
//  
  
#import "CoreDelegate.h"  
  
@interface AppDelegate : CoreDelegate  
  
@end
```

変更後

## ⑥. AppDelegate.mを変更します。

## 変更前

```
//
// AppDelegate.m
// Demo
//
// Copyright (c) 2015年 jokerpiece. All rights reserved.
//

#import "AppDelegate.h"

@interface AppDelegate ()

@end

@implementation AppDelegate

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    // Override point for customization after application launch.
    return YES;
}

- (void)applicationWillResignActive:(UIApplication *)application {
    // Sent when the application is about to move from active to inactive state. This can occur for certain types of
    // temporary interruptions (such as an incoming phone call or SMS message) or when the user quits the application and it
    // begins the transition to the background state.
    // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this
    // method to pause the game.
}

- (void)applicationDidEnterBackground:(UIApplication *)application {
    // Use this method to release shared resources, save user data, invalidate timers, and store enough application state
    // information to restore your application to its current state in case it is terminated later.
    // If your application supports background execution, this method is called instead of applicationWillTerminate: when the
    // user quits.
}

- (void)applicationWillEnterForeground:(UIApplication *)application {
    // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made
    // on entering the background.
}

- (void)applicationDidBecomeActive:(UIApplication *)application {
    // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was
    // previously in the background, optionally refresh the user interface.
}

- (void)applicationWillTerminate:(UIApplication *)application {
    // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
}

@end
```

# 変更後

```
//  
// AppDelegate.m  
// Demo  
//  
// Copyright (c) 2015年 jokerpiece. All rights reserved.  
//  
#import "AppDelegate.h"  
#import "FlyerViewController.h"  
#import "InfoListViewController.h"  
#import "CategoryViewController.h"  
#import "TabbarViewController.h"  
  
@implementation AppDelegate  
  
-(void)setConfig{  
    [PieceCoreConfig setShopId:@"pieceSample"];  
    [PieceCoreConfig setAppKey:@"1111"];  
    [PieceCoreConfig setAppId:@""];  
}  
  
//UITabBarController初期化  
-(NSMutableArray *)getTabbarDataList  
{  
    NSMutableArray *tabbarDataList = [NSMutableArray array];  
    [tabbarDataList addObject:[[TabbarData alloc] initWithViewController:  
        [[FlyerViewController alloc] initWithNibName:@"FlyerViewController" bundle:nil]  
        tabTitle:@"Flyer"  
        title:@"FLYER"]];  
    [tabbarDataList addObject:[[TabbarData alloc] initWithViewController:  
        [[InfoListViewController alloc] initWithNibName:@"InfoListViewController" bundle:nil]  
        tabTitle:@"Info"  
        title:@"INFO"]];  
    [tabbarDataList addObject:[[TabbarData alloc] initWithViewController:  
        [[CategoryViewController alloc] initWithNibName:@"CategoryViewController" bundle:nil]  
        tabTitle:@"Shopping"  
        title:@"SHOPPING"]];  
    [tabbarDataList addObject:[[TabbarData alloc] initWithViewController:  
        [[CouponViewController alloc] initWithNibName:@"CouponViewController" bundle:nil]  
        tabTitle:@"Coupon"  
        title:@"COUPON"]];  
  
    return tabbarDataList;  
}  
  
-(void)applicationWillResignActive:(UIApplication *)application  
{  
    [super applicationWillResignActive:application];  
    // Sent when the application is about to move from active to inactive state. This can occur for certain types of
```

APIの接続情報を設定

必要な機能の  
ViewControllerを配  
列に追加

既存のデリゲートメ  
ソッドはスーパーク  
ラスのメソッドを実  
行

# 完成

