

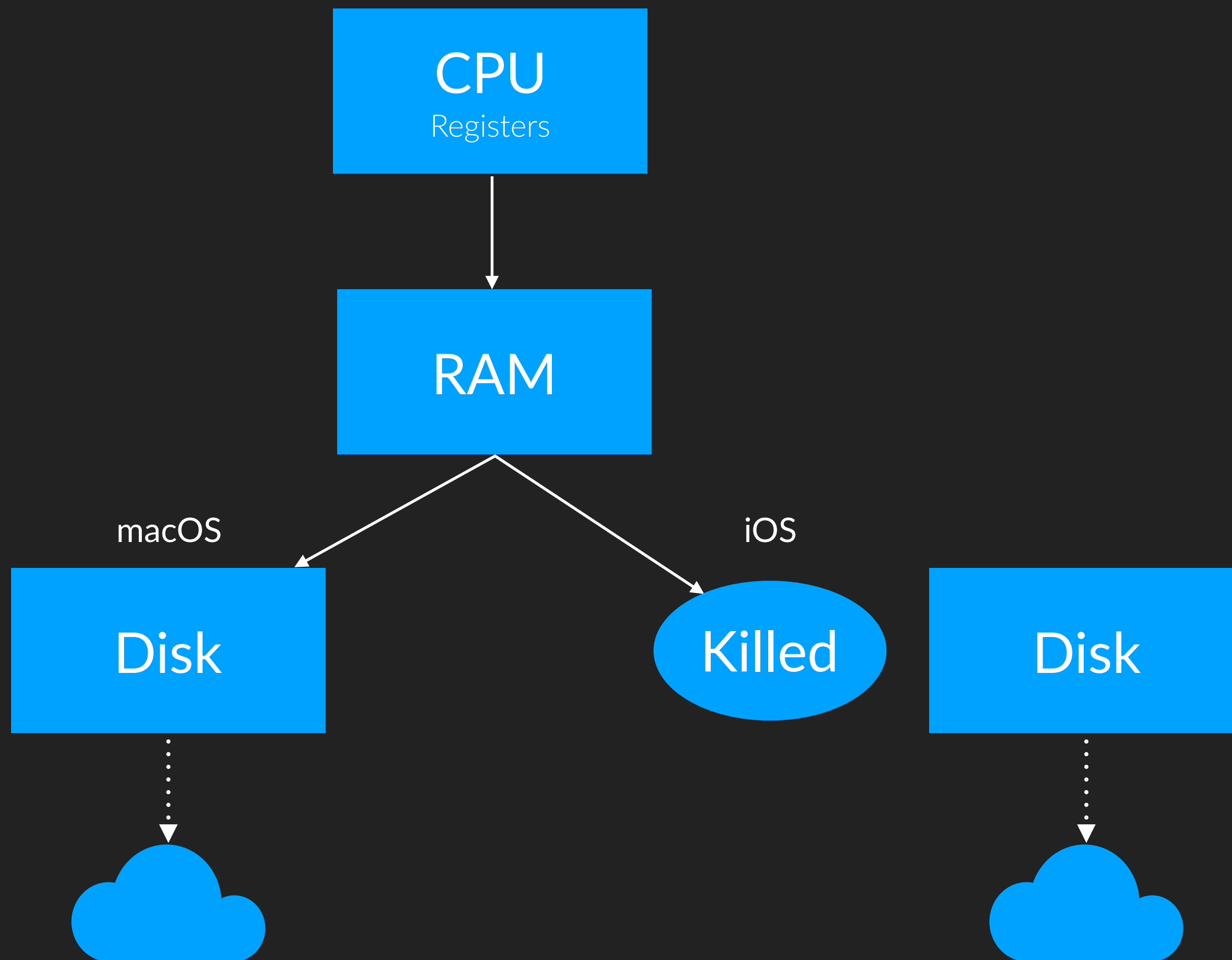
COCOAHEADS AACHEN

SEPTEMBER 2017

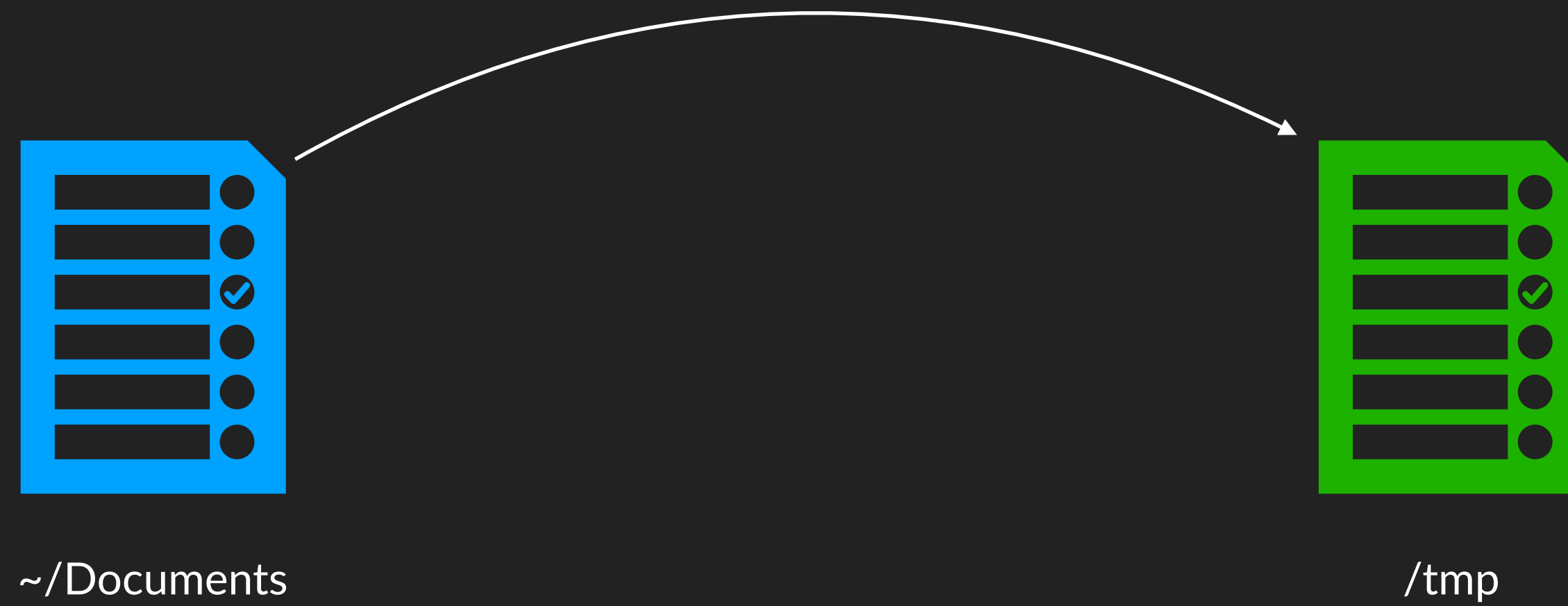
WHEN THE LAST BYTE IS TAKEN

WHAT CAN GO WRONG WHEN YOU'RE RUNNING OUT OF DISK SPACE

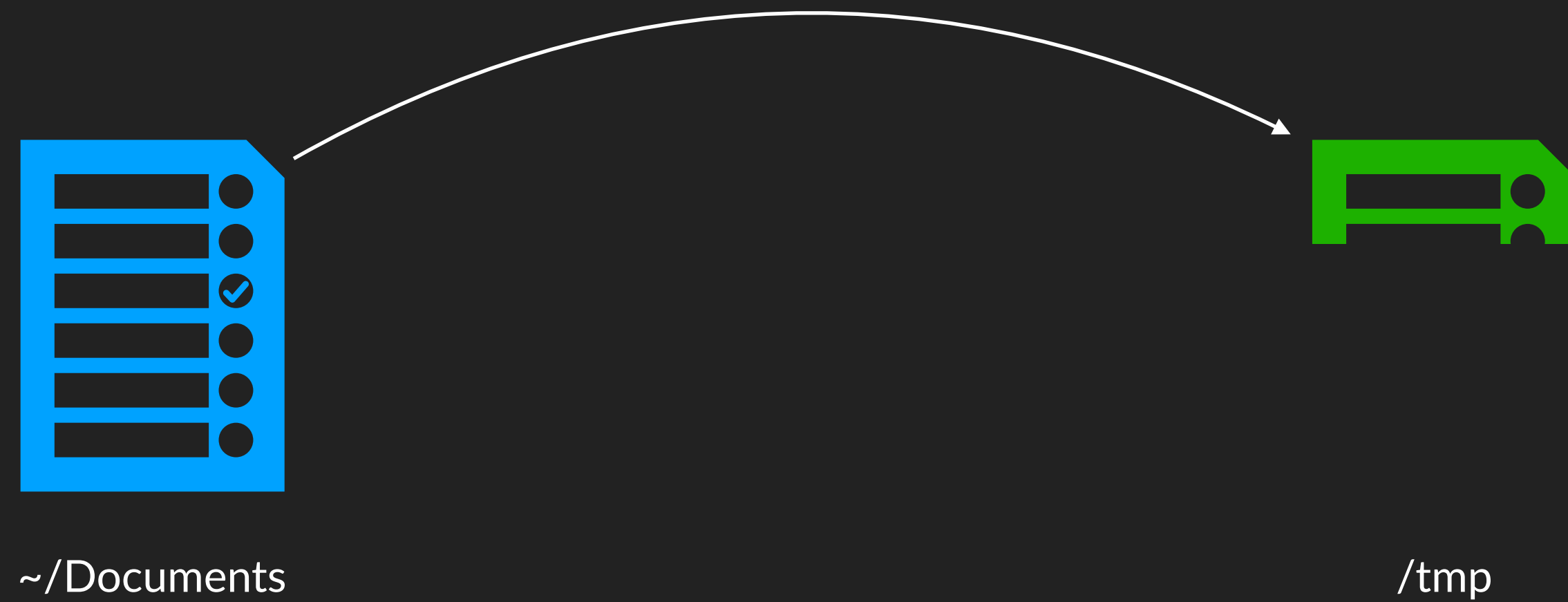
HIERARCHY OF STORAGE



NORMAL SAVING PROCESS



WHAT IF NO STORAGE IS AVAILABLE?



ERROR HANDLING

- ▶ `FileHandle.write(_:)`
 - ▶ Throws exception
- ▶ `FileManager.createFile(atPath:contents:)`
 - ▶ Returns false
- ▶ `FileManager.createDirectory(at:withIntermediateDirectories:)`
 - ▶ Throws Swift error / NSError pointer

SIMULATING LOW STORAGE?

- ▶ Create small virtual disk
- ▶ Mount as the app's documents directory for the iPhone simulator
- ▶ Fill disk image with data to cause out of storage situations
- ▶ Instructions:
 - ▶ <https://stackoverflow.com/a/27821104/3969089>

SIDESTEPPING THE PROBLEM

- ▶ If atomicity is not needed, override file instead of creating a new file
- ▶ If low storage situations are to be expected, consider keeping temporary data in main memory instead of writing it to disk

THANK YOU

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