

## Lesson 4: Handling Data

### Key Terms and Definitions

Term	Definition
<b>Data Persistence</b>	The ability to save data and have it available at a later date.
<b>Sandbox</b>	A security feature that limits an app's access to files, preferences, and network resources, for example.
<b>Single-File Persistence</b>	There is only one save file, so the entire contents are rewritten whenever a save is done.
<b>Multiple-File Persistence</b>	Uses different files to store data. Only the data that is needed is loaded.
<b>Core Data</b>	Provides a visual interface to build the data model.
<b>Key-Value Coding</b>	Sets properties and/or retrieves values. Each value has a unique key.
<b>NSCoding Protocol</b>	Encodes the object into an archive and creates a new object when decoding the archive.
<b>NSCopying Protocol</b>	Creates a new instance of the same class with all of the same properties and values, i.e., a duplicate.
<b>Attribute</b>	A variable instance.
<b>Relationship</b>	How entities relate to each other (one-to-one, one-to-many, or many-to-many).
<b>Fetch Property</b>	Similar to a relationship, but only the "related" entity will load if it is actually used.
<b>Managed Object</b>	An instance which is created at runtime.
<b>Fetch Request</b>	Data is being pulled from where it is actually stored.
<b>Persistent Store</b>	The Core Data stored in SQLite.
<b>Context</b>	Manages access to persistent store and keeps track of what has changed since the last save.
<b>Property Lists</b>	A nested list of key-value pairs containing common data types such as strings, numbers, arrays, or dictionaries.
<b>Object Archiving</b>	Takes data created by a user in an app to store for later retrieval.
<b>SQLite</b>	A technology available to store and manage data within an app using sqlite queries.
<b>Bind Variables</b>	A placeholder in an SQL query whose value is entered at runtime.

Term	Definition
<b>Entity</b>	The Core Data term for a description of an object. Entities have attributes, relationships, and fetched properties.
<b>Application Bundle</b>	A directory with an .app extension that holds the application and all of its resources such as graphics, icons, and property files.



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