Handling Cached Data after App Updates (iOS)

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The Problem: When an app is updated from the App Store, meaning re-installed over an existing install, iOS will not delete any cached data on the device from the previous version of the app. Because of this, it's possible that the old data will not be accurate, sufficient, or formed properly. Apps may or may not experience any problems with cached data after an update but they could, depending on many configuration options.

The solution is to...

a) Check for the existence of a dummy file in the apps cache.
b) If the file does not exist in the cache, we must be launching the app for the first time (after an update or for the first time ever). In this case, we'll need to delete any previously cached data.
c) Save the dummy data to the cache for next time so the "delete cache" process is ignored on subsequent app launches.

We'll use several built in buzztouch methods to perform the tasks. The code snippet below should be pasted in your app's delegate file directly under the applicationDidFinishLaunchingWithOptions line:

We've added this code to the project to-do list and will get it in the next release. This means you may already see this code in your project. In this case, ignore this article, it's unnecessary.

```
-(BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions{

    //create a temporary "dummy file name"
    NSString *dummyFileName = @"update_01.txt";

    //if this file exists, we have already done this process, continue without doing anything...
    if([BT_fileManager doesLocalFileExist:dummyFileName]){

        //because this file exists, do not do anything, we have already done it...

    }else{

        //we must be doing an app updated, delete all cached data...
        [BT_fileManager deleteAllLocalData];

    }

    //save the dummy file so we don't delete the cache the next time this app launches....
    [BT_fileManager saveTextFileToCacheWithEncoding:@"dummy data":dummyFileName:-1];

    ….more code
    ….more code
    ….more code
```