1204315 - Wireless Mobile Application Programming

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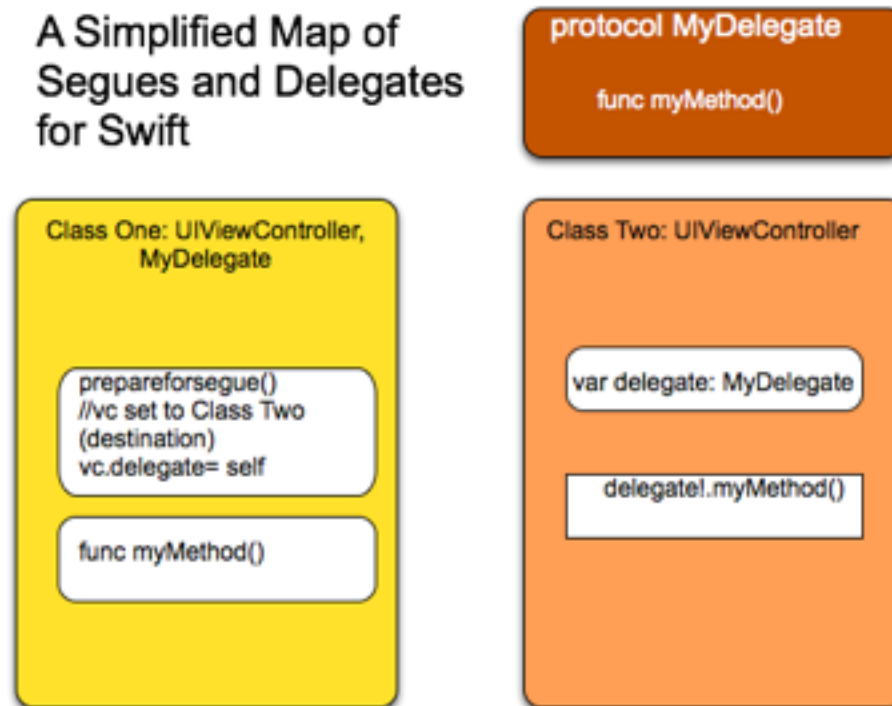
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manasaweek@gmail.com

Mahasarakham University
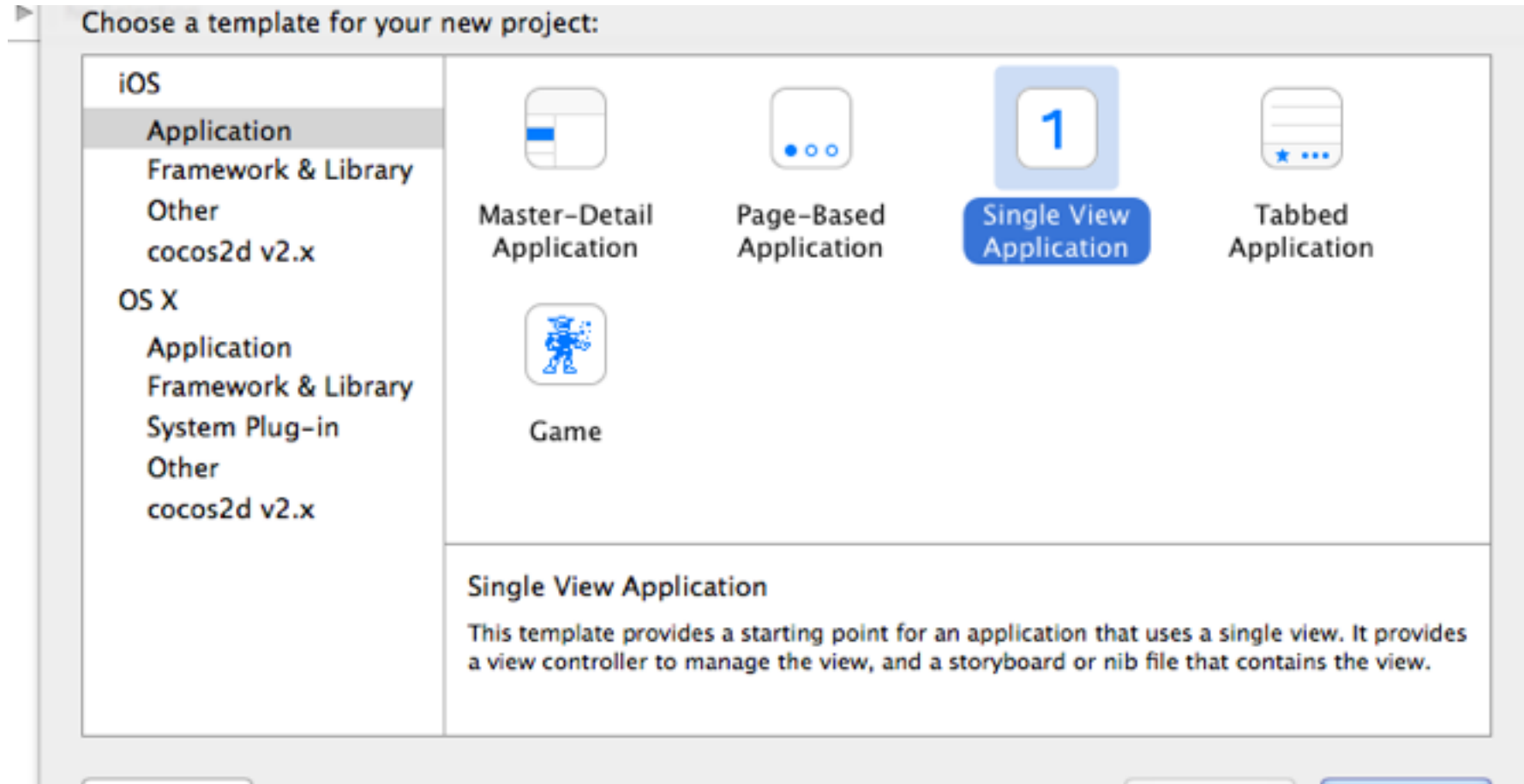
Segue
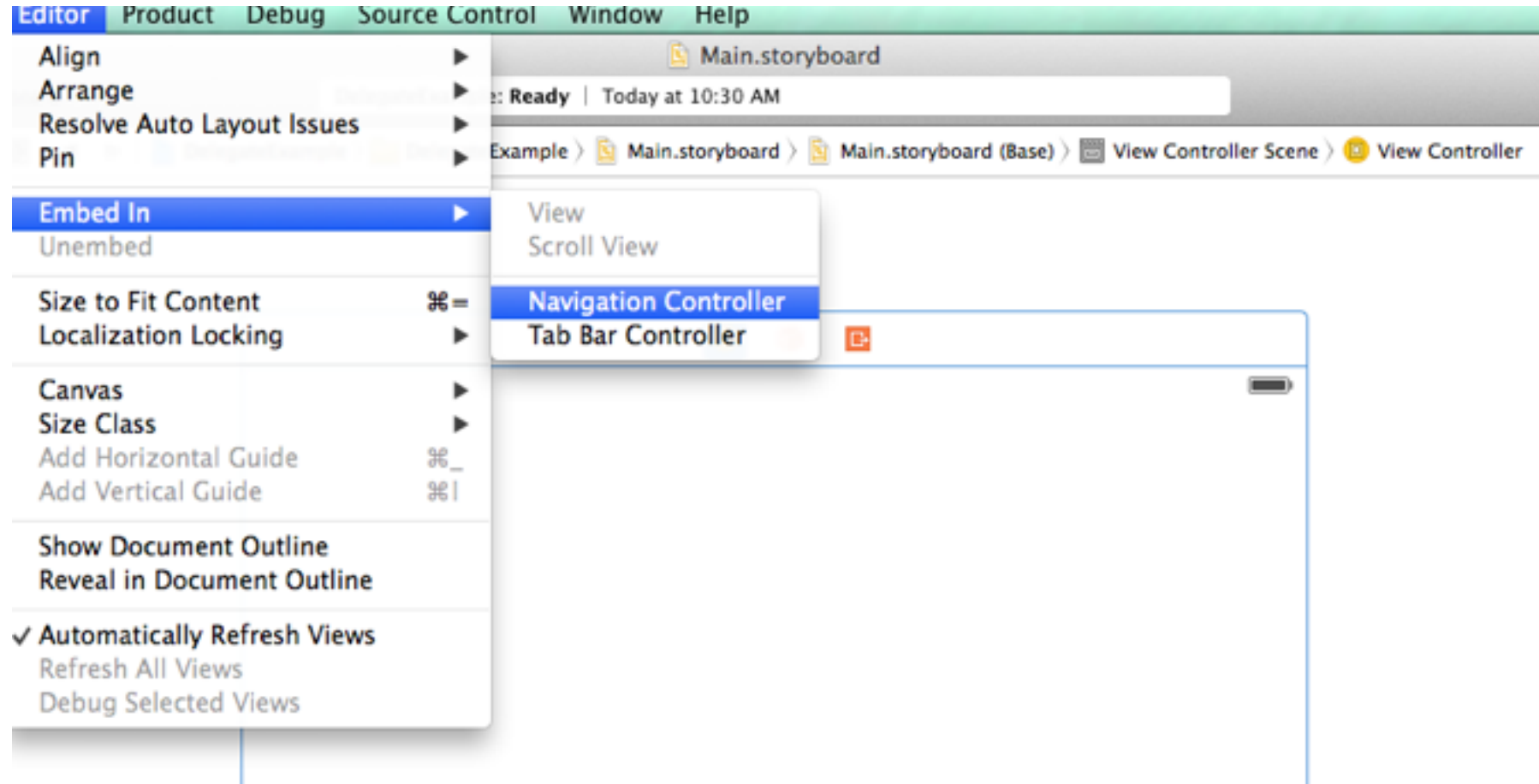

A Simplified Map of Segues and Delegates for Swift

protocol MyDelegate

func myMethod()

Class One: UIViewController, MyDelegate

prepareforsegue()
//vc set to Class Two
(destination)
vc.delegate= self

func myMethod()

Class Two: UIViewController

var delegate: MyDelegate

delegate!.myMethod()

http://www.MakeAppPie.Com

Create single view project

Choose a template for your new project:

iOS
- Application
- Framework & Library
- Other
- cocos2d v2.x

OS X
- Application
- Framework & Library
- System Plug-in
- Other
- cocos2d v2.x

Master-Detail Application · Page-Based Application · **Single View Application** · Tabbed Application

Game

Single View Application

This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a storyboard or nib file that contains the view.
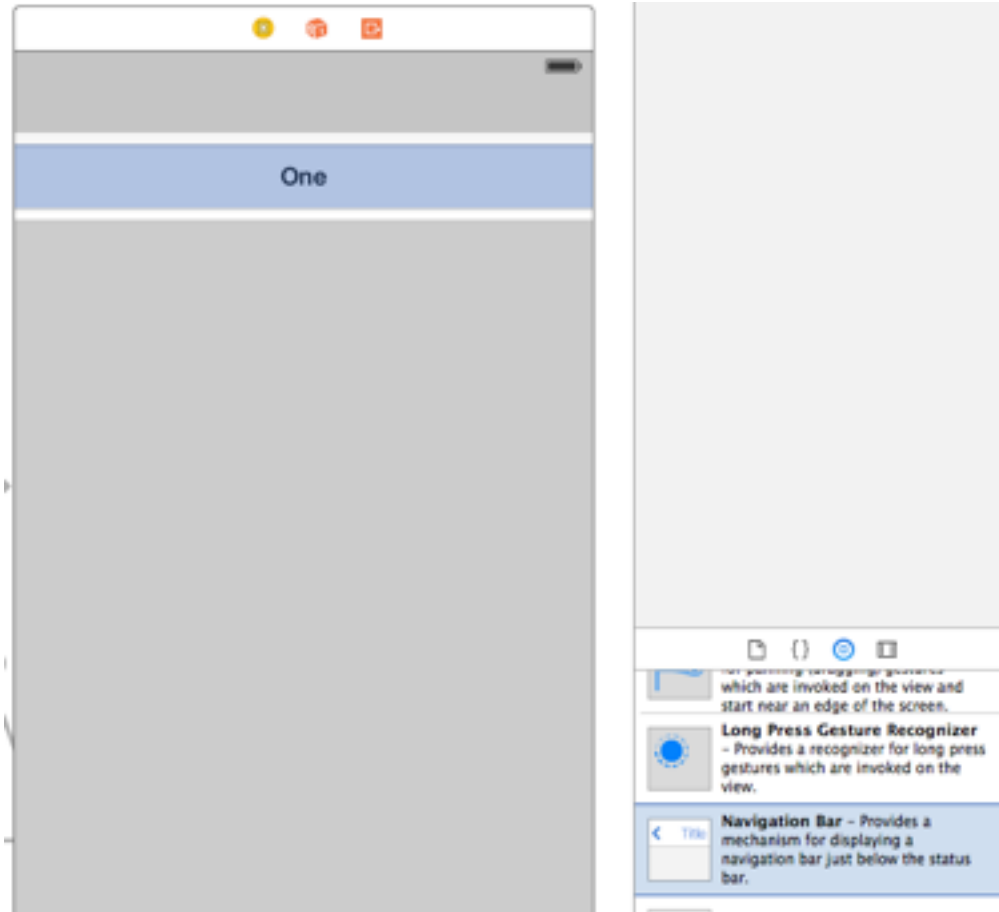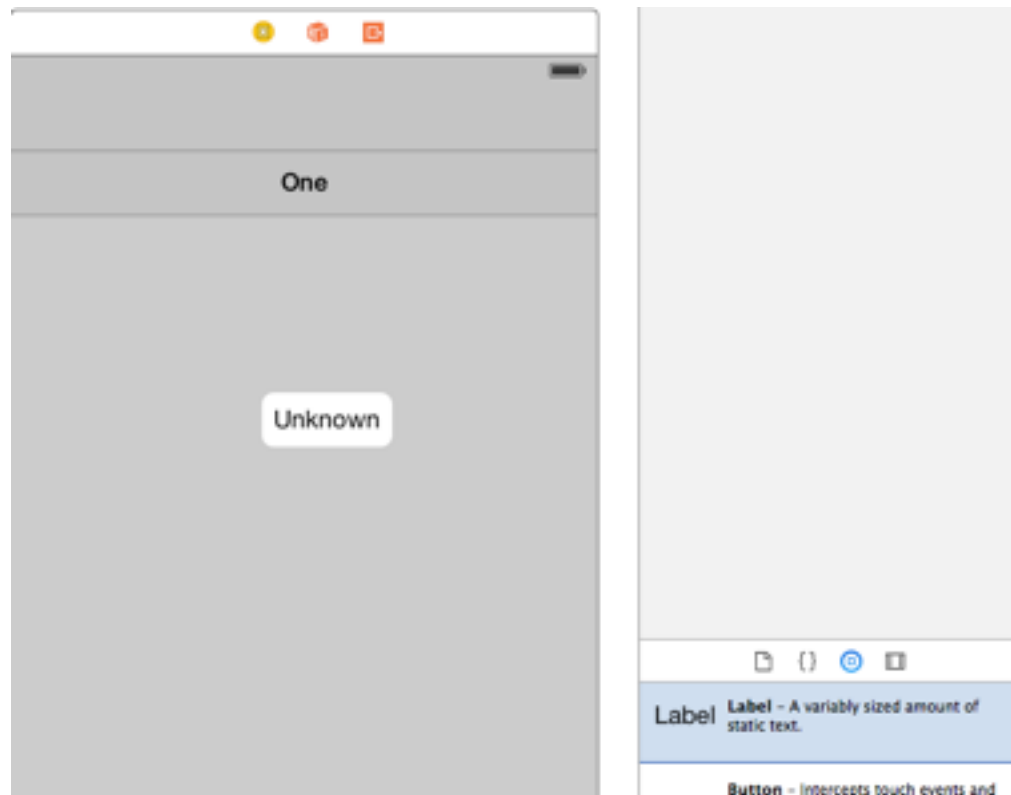
เพิ่ม Editor->Embed In->Navigation Controller

เพิ่ม Navigation Bar

เพิ่ม Label

เพิ่ม Bar Button Item ที่มุมบน
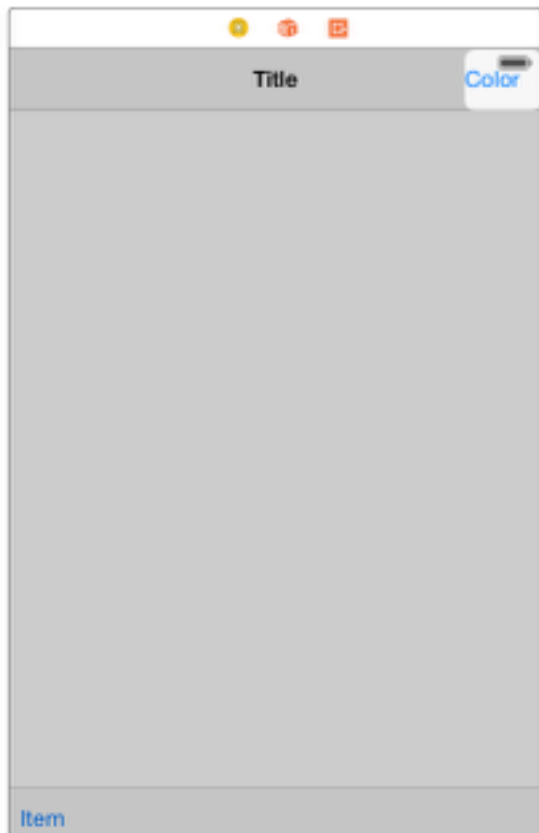
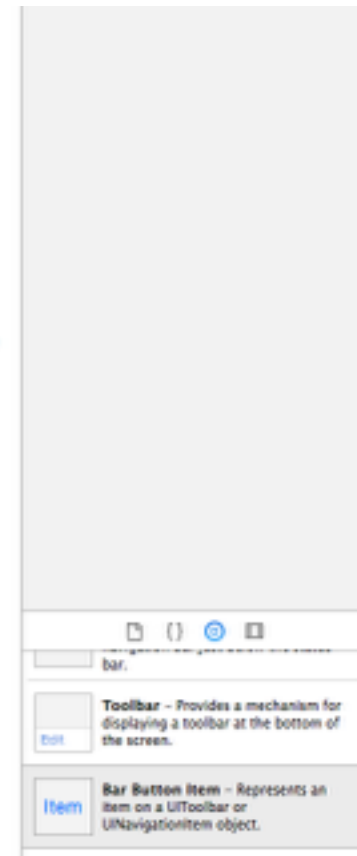# Connect Label to viewController
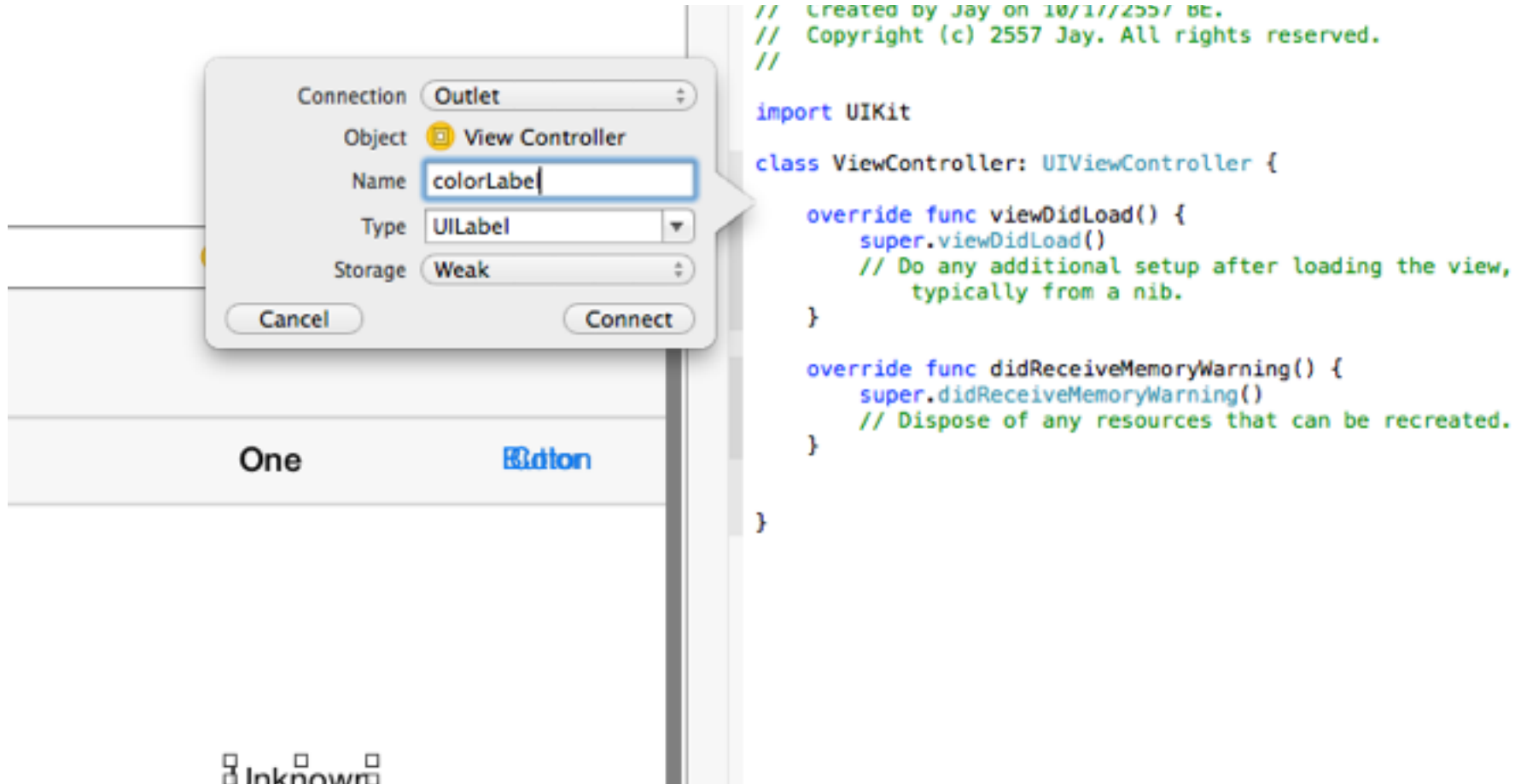
ลบโค้ดให้เหลือแค่ viewDidLoad

```swift
import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var colorLabel: UILabel!

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view,
            typically from a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

}
```

จะได้

```swift
import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var colorLabel: UILabel!

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view,
            typically from a nib.
    }

}
```
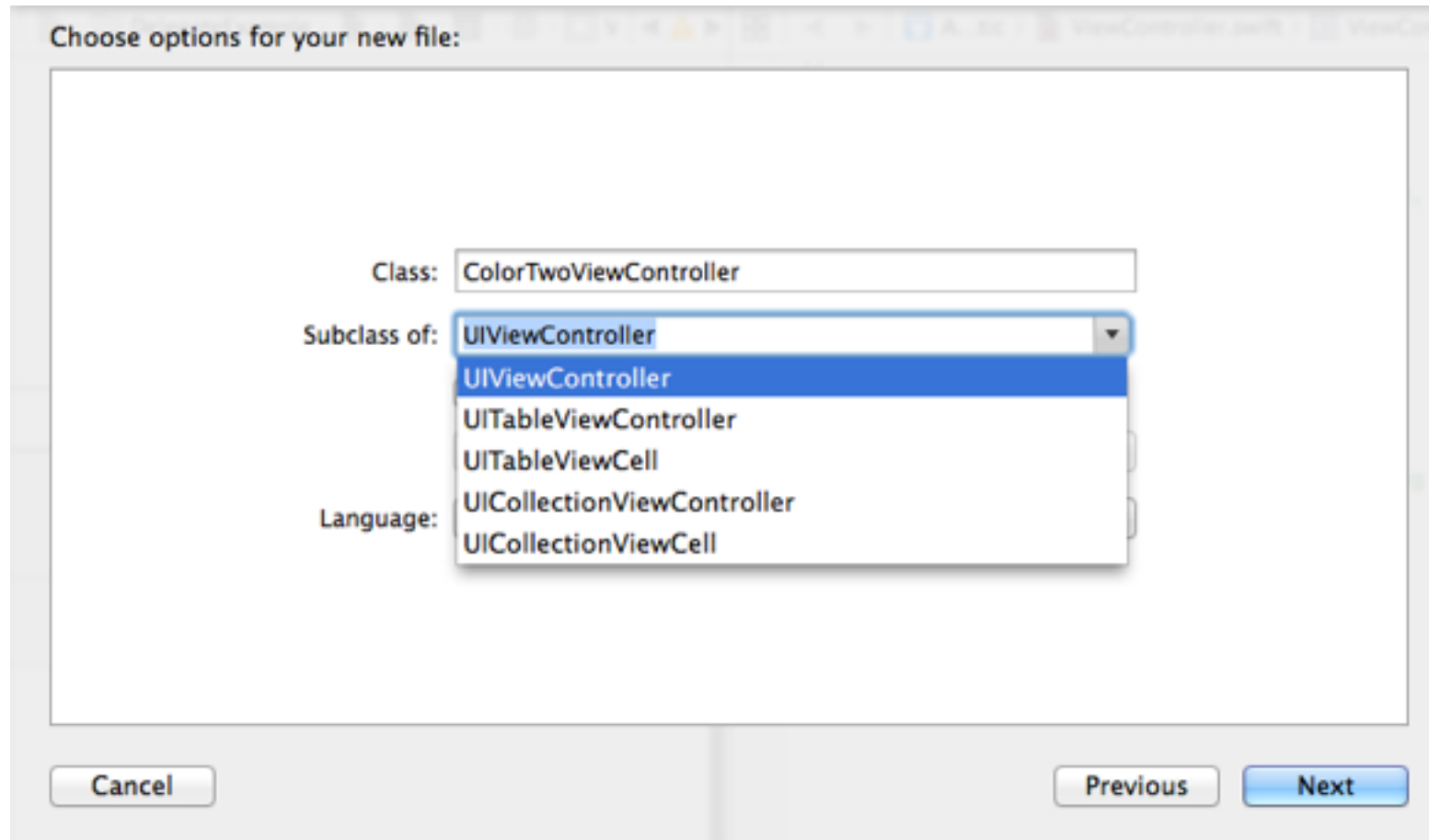
สร้าง Cocoa Touch Class ที่เป็น subclass ของ UIViewController
จาก *File->New->File…*

ลบโค้ด ให้เหลือแค่ viewDidLoad

```swift
import UIKit

class ColorTwoViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


    /*
    // MARK: - Navigation

    // In a storyboard-based application, you will often
        want to do a little preparation before navigation
    override func prepareForSegue(segue: UIStoryboardSegue!,
        sender: AnyObject!) {
        // Get the new view controller using
            segue.destinationViewController.
        // Pass the selected object to the new view
            controller.
    }
    */

}
```

จะได้

```swift
import UIKit

class ColorTwoViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
    }

    /*
    // MARK: - Navigation

    // In a storyboard-based application, you will often
        want to do a little preparation before navigation
    override func prepareForSegue(segue: UIStoryboardSegue!,
        sender: AnyObject!) {
        // Get the new view controller using
            segue.destinationViewController.
        // Pass the selected object to the new view
            controller.
    }
    */

}
```
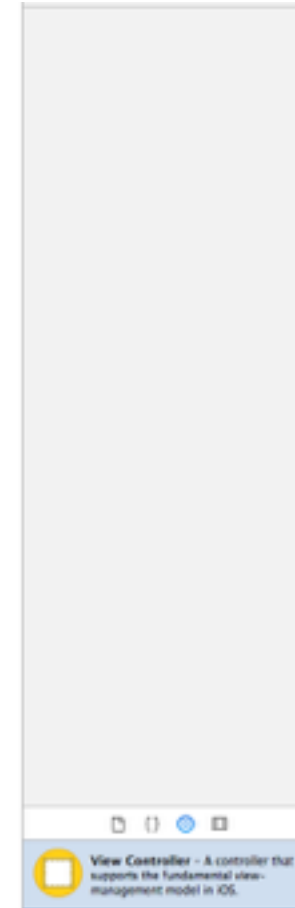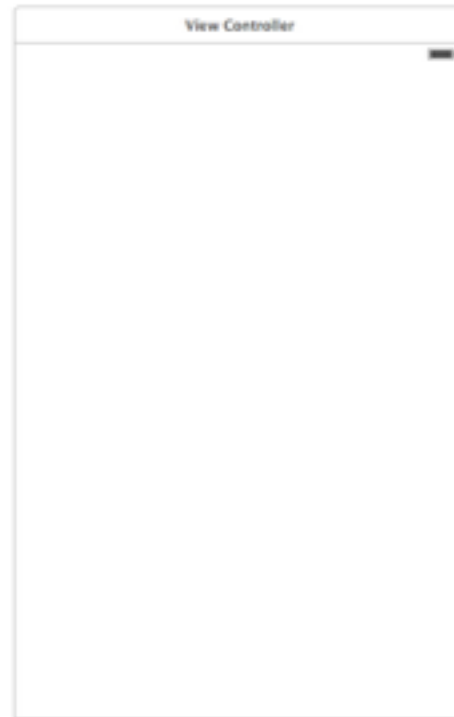
สร้าง New View Controller

Ctlr-ลากจาก Color Button ไปหา new Controller เพื่อเพิ่ม Segue เซ็ตให้เป็น Show
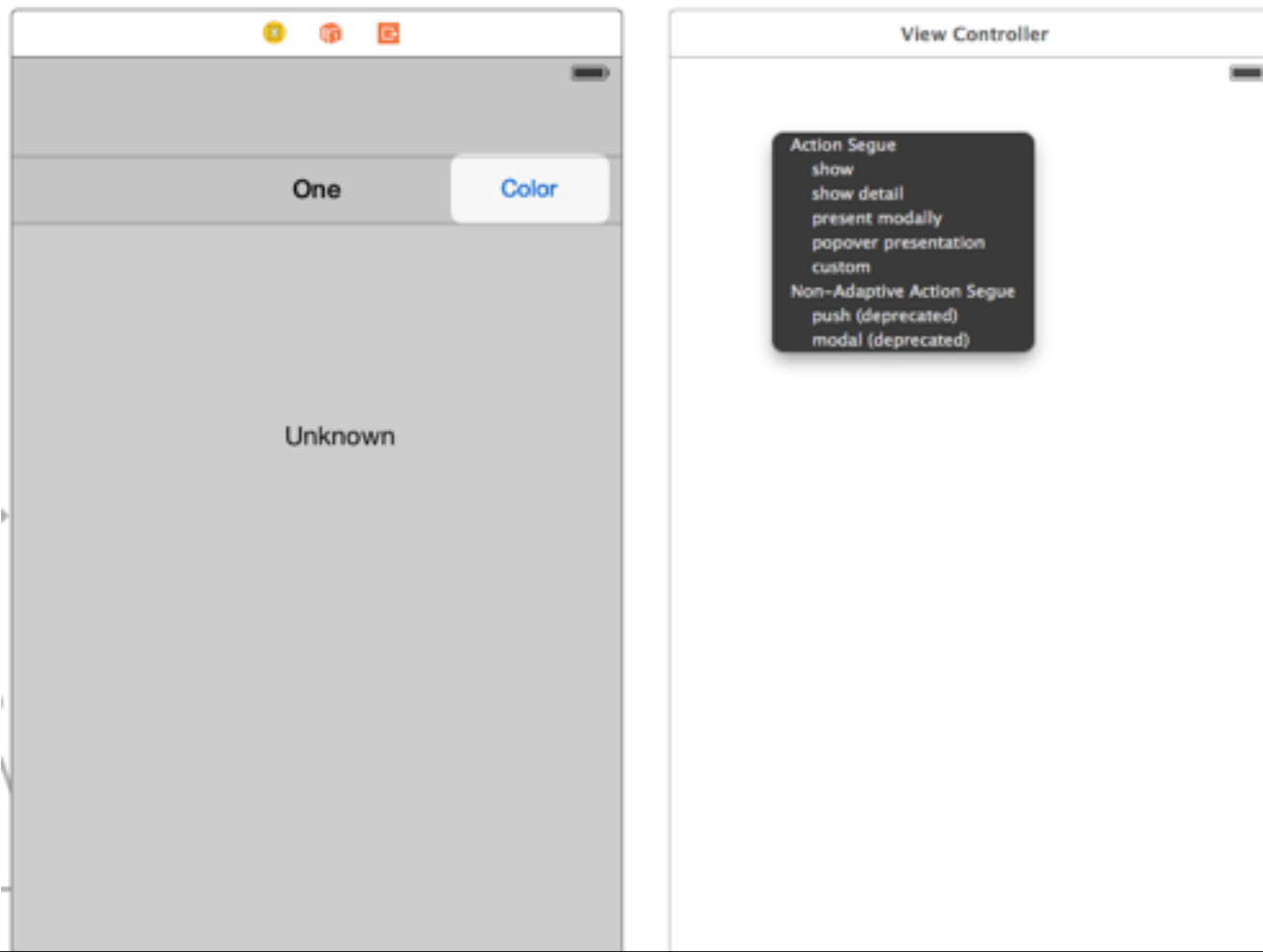
Set identifier เป็น mySegue
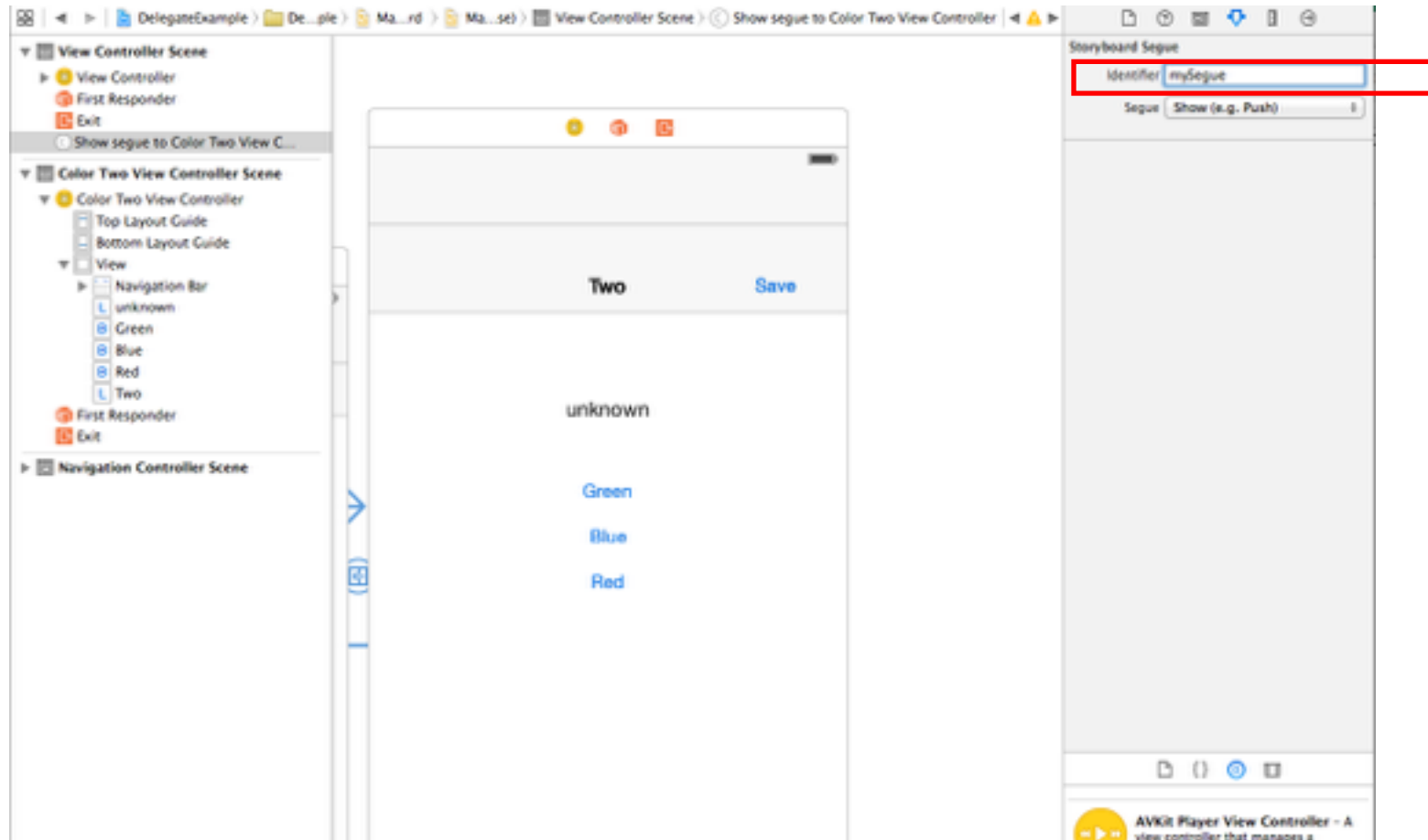
ใน identity inspector set Custom Class ให้เป็น ColorTwoViewController
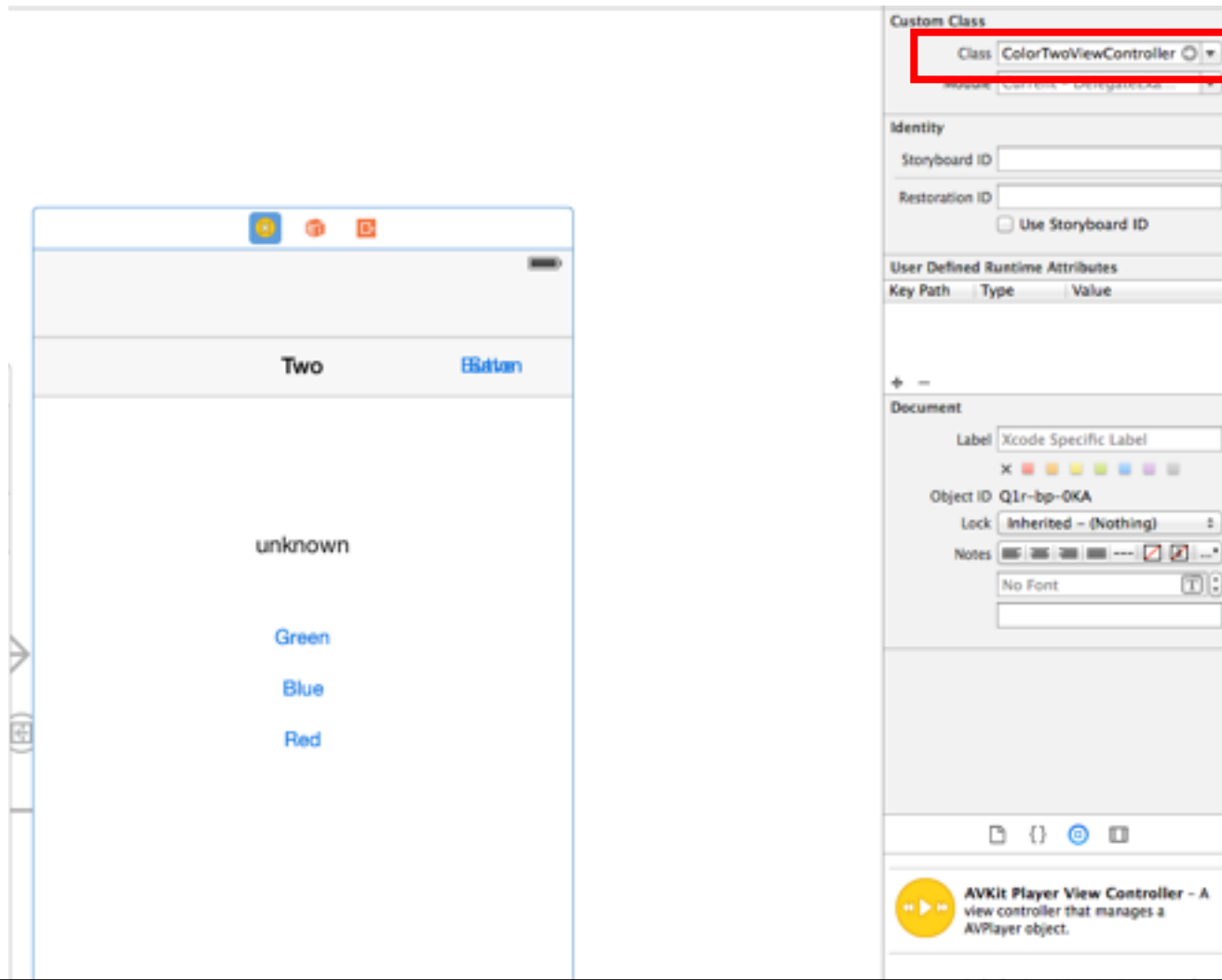
เพิ่ม Navigation Bar
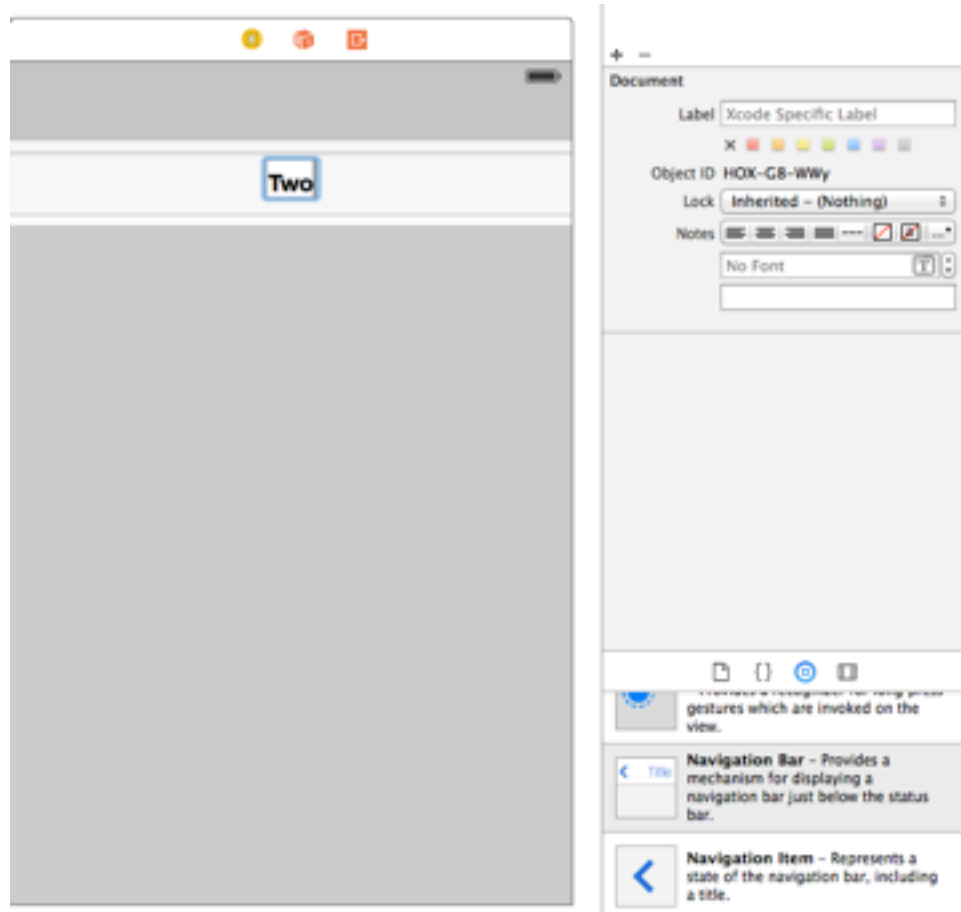
เพิ่ม Bar Button item ->Save
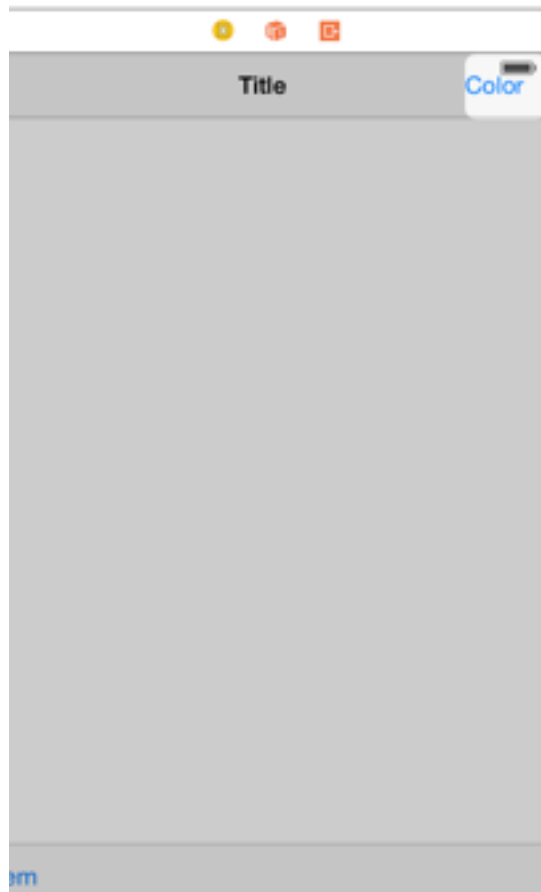

```swift
@IBAction func colorSelectionButton(sender:
    UIButton) {

    colorLabel.text =
        sender.titleLabel!.text!
}

@IBAction func saveColor(sender:
    UIBarButtonItem) {
    if (delegate != nil) {
        delegate!.myVCDidFinish(self, text:
            colorLabel!.text!)
    }
}

override func viewDidLoad() {
    super.viewDidLoad()

    // Do any additional setup after loading
        the view.
    colorLabel.text = colorString
}
}
```

Toolbar – Provides a mechanis
displaying a toolbar at the botto
the screen.

Bar Button Item – Represents
item on a UIToolbar or
UINavigationItem object.
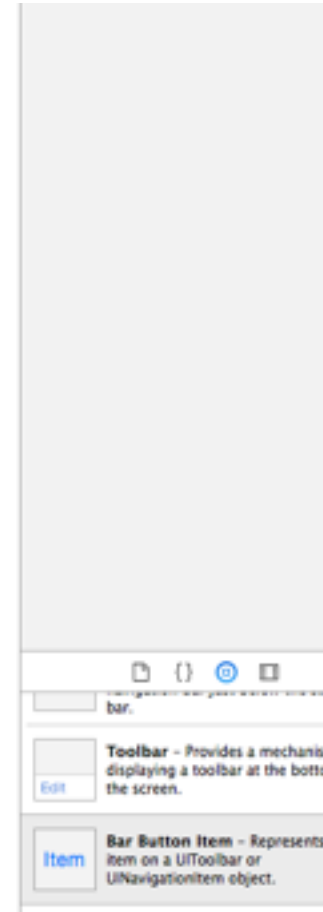
เพิ่ม Label และปุ่ม Red Green Blue ดังรูป

เพิ่ม outlet

- colorLabel


```
//   Created by Jay on 10/17/2557 BE.
//   Copyright (c) 2557 Jay. All rights reserved.
//

import UIKit

class ColorTwoViewController: UIViewController {
    var colorString = ""
    @IBOutlet weak var colorLabel: UILabel!

    @IBOutlet weak var titleLabel: UILabel!

    @IBAction func colorSelectionButton(sender: AnyObject) {

        colorLabel.text = sender.titleLabel!.text!
    }

    @IBAction func saveColor(sender: AnyObject) {
    }
    override func viewDidLoad() {
```
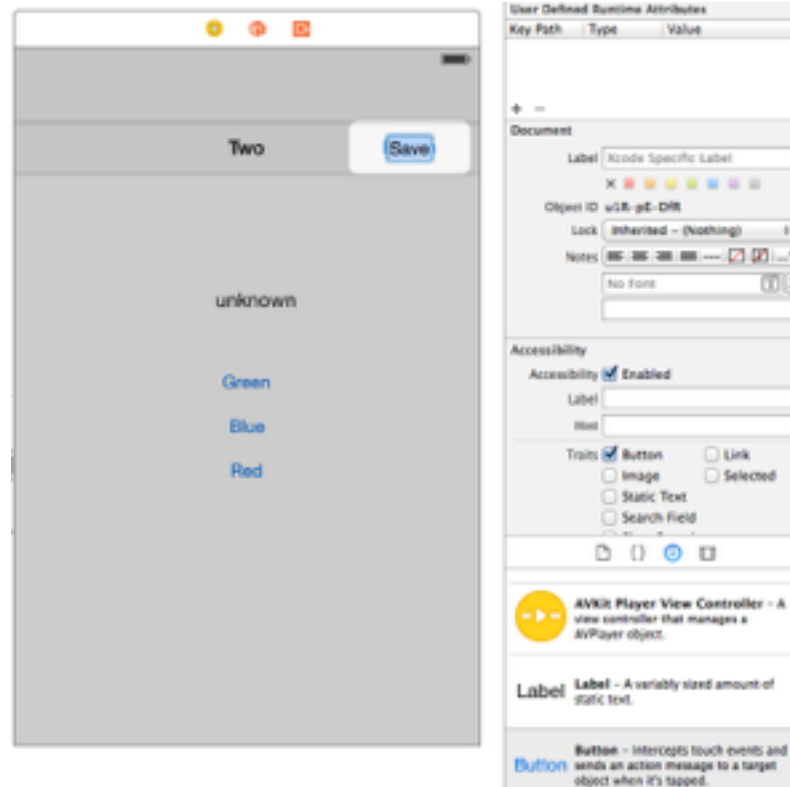
Connection Outlet
Object Color Two View Con...
Name titleLabel
Type UILabel
Storage Weak
Cancel   Connect

Save

เพิ่ม Action

- saveColor set Type UIBarButtonItem

- colorSelectionButton เลือก 3 ปุ่มRed Green Blue พร้อมกัน set Type UIButton

เพิ่มโค้ดใน action และ viewDidLoad

```swift
import UIKit
protocol ColorTwoViewControllerDelegate{
    func myVCDidFinish(controller:ColorTwoViewController,text:String)
}

class ColorTwoViewController: UIViewController {

    var delegate:ColorTwoViewControllerDelegate? = nil

    var colorString = ""

    @IBOutlet weak var colorLabel: UILabel!

    @IBOutlet weak var titleLabel: UILabel!

    @IBAction func colorSelectionButton(sender: UIButton) {
        colorLabel.text = sender.titleLabel!.text!
    }

    @IBAction func saveColor(sender: UIBarButtonItem) {
        if (delegate != nil) {
            delegate!.myVCDidFinish(self, text: colorLabel!.text!)
        }
    }


    override func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
        colorLabel.text = colorString
    }

}
```
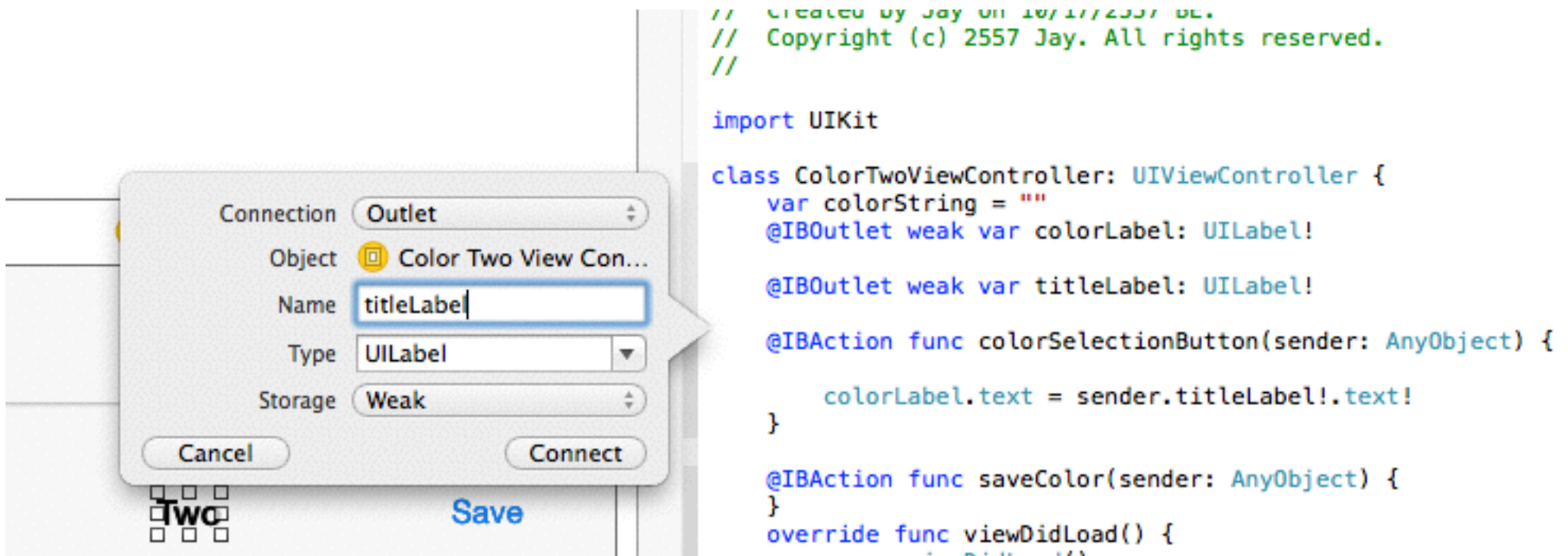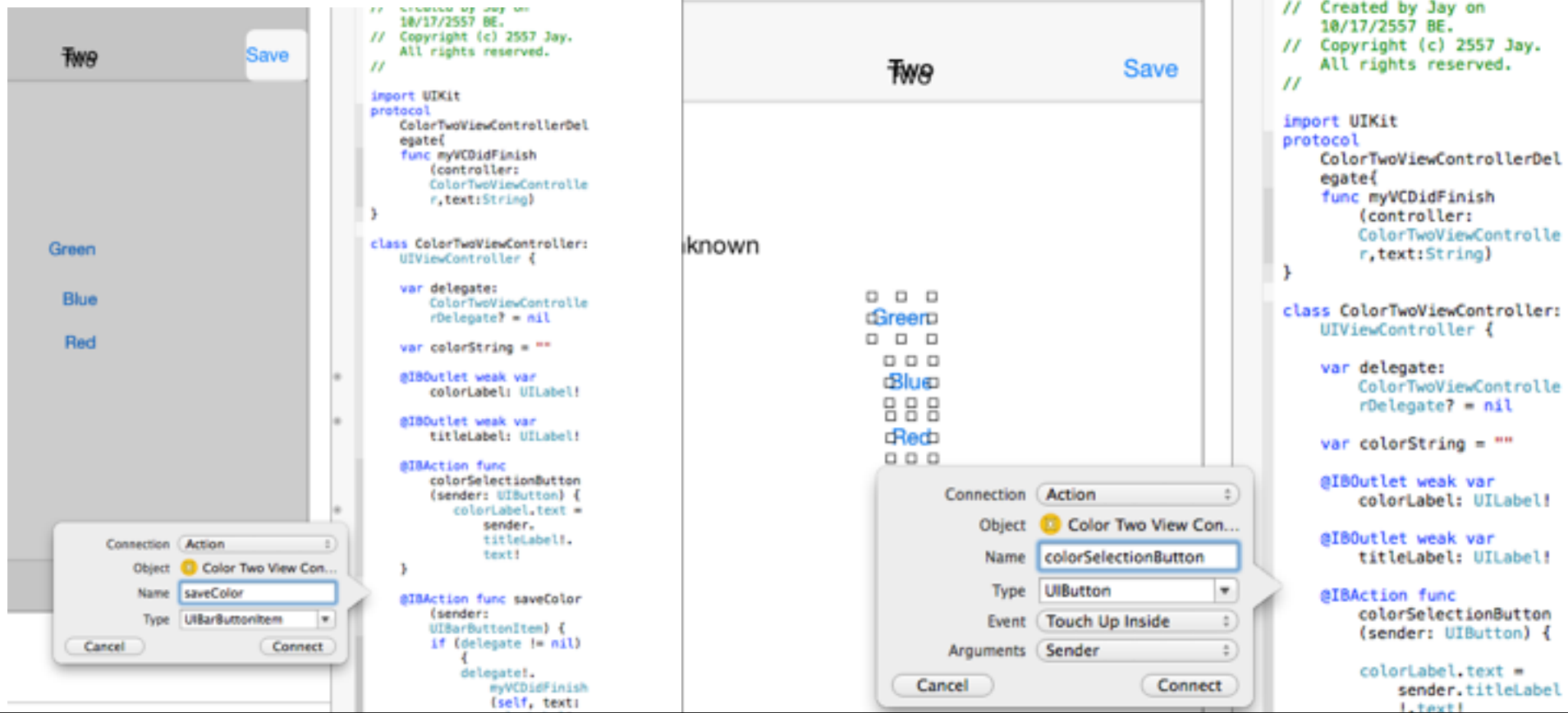
เพื่อส่งค่าระหว่าง View เพิ่มโค้ดใน ViewController

```swift
import UIKit


class ViewController: UIViewController,ColorTwoViewControllerDelegate {
    @IBOutlet var colorLabel : UILabel!
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }
    func myVCDidFinish(controller: ColorTwoViewController, text: String) {
        colorLabel.text = "Co: " +  text
        controller.navigationController?.popViewControllerAnimated(true)
    }
    override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject!) {
        if segue.identifier == "mySegue"{
            let vc = segue.destinationViewController as ColorTwoViewController
            vc.colorString = colorLabel.text!
            vc.delegate = self
        }
    }
}
```

เพื่อปิดหน้า View Controller

เพื่อส่งค่าระหว่าง View เพิ่มโค้ดใน ColorTwoViewController

```swift
import UIKit
protocol ColorTwoViewControllerDelegate{
    func myVCDidFinish(controller:ColorTwoViewController,text:String)
}

class ColorTwoViewController: UIViewController {

    var delegate:ColorTwoViewControllerDelegate? = nil

    var colorString = ""

    @IBOutlet weak var colorLabel: UILabel!

    @IBOutlet weak var titleLabel: UILabel!

    @IBAction func colorSelectionButton(sender: UIButton) {
        colorLabel.text = sender.titleLabel!.text!
    }

    @IBAction func saveColor(sender: UIBarButtonItem) {
        if (delegate != nil) {
            delegate!.myVCDidFinish(self, text: colorLabel!.text!)
        }
    }

    override func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
        colorLabel.text = colorString
    }
}
```

Note:

The ! operator will return a value as long as the optional is non-nil. If nil, it will break program execution with a run-time error. Before using a ! operator almost always check for nil. For example, add the last part of our code to the saveColor method

เพื่อส่งค่าระหว่าง View เพิ่มโค้ดใน ViewController

```swift
import UIKit


class ViewController: UIViewController, ColorTwoViewControllerDelegate {
    @IBOutlet var colorLabel : UILabel!
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }
    func myVCDidFinish(controller: ColorTwoViewController, text: String) {
        colorLabel.text = "Co: " +  text
        controller.navigationController?.popViewControllerAnimated(true)
    }
    override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject!) {
        if segue.identifier == "mySegue"{
            let vc = segue.destinationViewController as ColorTwoViewController
            vc.colorString = colorLabel.text!
            vc.delegate = self
        }
    }
}
```

ออกแบบ แอพแนะนำคณะวิทยาการสารสนเทศ (ต่อ)
หรือออกแบบแอพที่มีการใช้งาน

- ใช้การสร้าง cocoa touch file ใหม่ หลายๆหน้า (2 คะแนน)

- ใช้การส่งค่าผ่าน Segue (2 คะแนน)

- ใช้ imageView, TableView, Label, Button, etc. (1 คะแนน)

References

- http://makeapppie.com/2014/07/01/swift-swift-using-segues-and-delegates-in-navigation-controllers-part-1-the-template/