

## Advanced Mobile Application Development

### Week 2: Tab Bar Controllers

#### Wireless Debugging

Before you can launch your app on a device wirelessly, you must pair the device with Xcode.

Connect your device and go into Xcode.

Window | Devices and Simulators

Select your device and in the Devices tab check Connect via Network.

Make sure your device is unlocked.

Xcode will take a few minutes to pair with your device.

In the left column, a device that is connected (using a lightning cable or over the network) appears under Connected. If a network icon appears next to the device, the device is paired and it is safe to disconnect the lightning cable.

Your device will show as disconnected if it's not on. If you try to run a project on it when it's disconnected you'll be asked to unlock your device.

#### Model-View-Controller(MVC) Review

It's important to understand the MVC architecture as it's used in both iOS and Android

- Model: holds the data and classes
  - Should be UI independent
- View: all items for the user interface(objects in IB)
- Controller: links the model and the view together. The backbone or brain of the app.
  - usually subclasses from UI frameworks that will allow the view and the model to interact
  - Controllers are usually paired with a single view, that's where ViewController comes from
- The goal of MVC is to have any object be in only one of these categories.
  - These categories should never overlap.
- Ensures reusability

#### Tab Bar Controllers

<https://developer.apple.com/ios/human-interface-guidelines/bars/tab-bars/>

The tab bar controller organizes information in a flat hierarchy of different sections of an app in a list of tabs. Provides access to several peer information categories or modes at once.

Tab bars should be used for navigation, not to perform actions (those are tool bars)

The tab bar controller is the root view controller and each tab points to a view with its own view controller

UITabBarController class <https://developer.apple.com/reference/uikit/uitabBarController>

Use when you want to present different perspectives of related data (music, clock, phone apps)

Data is not passed between views in a tab bar, it is just a way to organize categories of information.

UITabBarItem class <https://developer.apple.com/reference/uikit/uitabbaritem>

Rule of thumb is to have 3-5 tabs on an iPhone(5 are shown in horizontal compact), a few more are acceptable on iPad.

- Too few tabs make the interface feel disconnected
- When there are more tabs than can be shown the tab bar controller will automatically display a "More" tab with the rest of the items. This requires additional taps, is a poor use of space, and should be avoided.

## Pickers

<https://developer.apple.com/ios/human-interface-guidelines/controls/pickers/>

A picker is a scrollable list of distinct values (replaces a select list on the web)

- slot-machine looking UI element that is used when you have a list of values
- Date picker also available for date and/or time
- can have multiple components (columns) that are independent or dependent

UIPickerView class <https://developer.apple.com/reference/uikit/uipickerview>

Use a picker when users are familiar with the entire set of values. Because many of the values are hidden when the wheel is stationary, it's best when users can predict what the values are.

If you need to provide a large set of choices that aren't well known to your users, use a table view.

Pickers don't hold any data themselves. They call methods on their data source and delegate to get the data they need to display.

The UIPickerViewDataSource protocol handles the data for the picker view and must be adopted

<https://developer.apple.com/reference/uikit/uipickerviewdatasource>

The UIPickerViewDelegate protocol handles the view content and must be adopted

<https://developer.apple.com/reference/uikit/uipickerviewdelegate>

## Music

Create a new project and choose the Tabbed App template.

Let's call it music, language Swift (tests and git repo not needed)

Look at the files created, the Tabbed Application template did a lot for us.

Main.storyboard already has a tab bar controller set up with three scenes.

Click on the tab bar controller. In the identity inspector you'll see that the class is UITabBarController.

In the attributes inspector you'll see that Is Initial View Controller is checked. And in the Connections inspector you'll see that segues are already set up to the other two view controllers.

Click on the first view and look at the identity inspector. It's already set up to use the class

FirstViewController and the swift file was created for us.

In the Connections inspector note that a relationship segue has already been set up from the tab bar controller.

You'll also notice that the tab bar item is set up to use an image already in the project called first.png as well as a title(click on the First Scene's tab bar button and go into the attributes inspector). We can change the image later.

Look at the second scene as well. This one uses the SecondViewController class, has a relationship segue, and its tab bar item uses an image called second.png.

Go ahead and run it and you'll see that the tab bar is already working and loads both views, so this template does a lot for us.

### Single component Picker

In our first view we're going to add a single component picker where you choose a genre of music.

Go into the Storyboard and delete the two labels there.

Add a picker view(ignore the default data it shows)

Add a label above it that says Music Chooser.

Then add another label below the picker that we'll use for output.

Create outlet connections for the picker and the 2<sup>nd</sup> label called musicPicker and choiceLabel. Make sure you're connecting to FirstViewController.swift.

With the picker selected go into the connections inspector and connect the dataSource and delegate to the view controller by clicking in the circle and dragging the connection to View Controller (white square in a yellow circle icon on top of the view). Now this picker knows that FirstViewController is its data source and delegate, and will ask it to supply the data to be displayed. (can also do this programmatically in viewDidLoad)

Go into FirstViewController.swift and add the protocol we're going to implement

```
class FirstViewController: UIViewController, UIPickerViewDelegate, UIPickerViewDataSource
```

You will have an error until we implement the required methods for UIPickerViewDataSource

Look at the delegate classes. (If you don't see the documentation go to Xcode | Preferences | Components and download Guides and Sample Code).

Define an array that will hold the music genres.

```
let genre = ["Country", "Pop", "Rock", "Classical", "Alternative", "Hip Hop", "Jazz"]
```

Now let's add the methods needed to implement the picker.

```
//Methods to implement the picker
//Required for the UIPickerViewDataSource protocol
func numberOfComponents(in pickerView: UIPickerView) -> Int {
    return 1 //number of components
}

//Required for the UIPickerViewDataSource protocol
func pickerView(_ pickerView: UIPickerView, numberOfRowsInComponent component: Int) -> Int {
    return genre.count //returns number of rows of data
}
```

The delegate methods are optional, but you need to implement at least one and it's often this one.

```
//Picker Delegate methods
//Returns the title for a given row
func pickerView(_ pickerView: UIPickerView, titleForRow row: Int, forComponent component: Int) -> String? {
    return genre[row]
}

//Called when a row is selected
func pickerView(_ pickerView: UIPickerView, didSelectRow row: Int, inComponent component: Int) {
    choiceLabel.text="You like \(genre[row])" //writes the string with the row's content to the label
}
```

Run it in the simulator

Click and drag your mouse in the simulator to move the picker.

Use auto layout so the view looks good in portrait and landscape.

Use autosizing feature or add constraints (can't use both in a view).

Assistant editor – use the jump bar to access preview mode.

### Multi-component picker

Either modify the view we've been working in or use the second tab for a 2 component independent picker.

We're going to add a 2<sup>nd</sup> component that lists the decade for music.

Genre will be component 0

Decade will be component 1

Let's add another array to hold the decade.

```
let decade = ["1950s", "1960s", "1970s", "1980s", "1990s", "2000s", "2010s"]
```

Most of the changes will be in the data source methods.

This time we're going to return 2 in `pickerView(_:numberOfRowsInComponent:)` since we have 2 components.

And now we have to check with component is picked before we can return the row count.

```
func pickerView(_ pickerView: UIPickerView, numberOfRowsInComponent
component: Int) -> Int {
    if component==0 {
        return genre.count
    }
    else {
        return decade.count
    }
}
```

Then in our delegate method we also have to check which component was picked before we can return the value.

```
func pickerView(_ pickerView: UIPickerView, numberOfRowsInComponent
component: Int) -> Int {
    if component==0 {
        return genre[row]
    }
    else {
        return decade[row]
    }
}
```

Now we have to use both components when printing out our results.

```
func pickerView(_ pickerView: UIPickerView, didSelectRow row: Int,
inComponent component: Int) {
    let genrerow = pickerView.selectedRow(inComponent: 0) //gets the
selected row for the genre
    let decaderow = pickerView.selectedRow(inComponent: 1) //gets the
selected row for the decade
    choiceLabel.text="You like \(genre[genrerow]) from the
\(decade[decaderow])"
}
```

You don't need to change anything in the storyboard because all the connections are there. You might need to make the label field larger since our output is larger.

One of the new features in Xcode 9 is if you hover over code such as an if statement and tap the command key the editor will show you the code block. A click then gives you code options.

### Property Lists

Few applications use arrays with data hard coded so this time we're going to use the data stored in a property list which is a simple data file in XML.

- Use the Bundle(Previously NSBundle) class to access the plist
  - An Bundle object represents a location in the file system that groups code and resources that can be used in a program
  - We can use a bundle is to get access to the files in our app
- Property lists can be created using the Property List Editor application (*/Developer/Applications/Utilities/Property List Editor.app*) or directly in Xcode
- You can use the new PropertyListDecoder class to decode data from a plist and assign the data to an array or dictionaries(depending on plist structure).

### Dependent multi-component picker

Now let's add a third tab to our tab bar. In this tab we're going to have a 2 component picker but this time the components are going to be dependent on each other.

Let's also look at how you add more tabs.

Go back into Main.Storyboard and drag a View Controller from the object library onto the canvas.

Make the connection from the tab bar controller to the new view controller by ctrl-click and drag from the tab bar controller to the new view controller and choose Relationship segue view controllers. This will add a third tab bar button that is hooked up to the new view controller.

Now we need a new class to control this view.

File | New | File

iOS Source | Cocoa Touch class

Call it ThirdViewController and make sure it's a subclass of UIViewController.

Uncheck Also create xib file and make sure the language is Swift.

Make sure it's being saved into your project folder and the music target is checked

This should create ThirdViewController.swift

In the Storyboard click on the third ViewController and in the identity inspector change its class to ThirdViewController.

Go into the Storyboard and create a similar interface as before - a picker and two labels (one that says Artist Picker and another label that's empty that we'll use for output). Same constraints will work.

Create outlet connections for the 2<sup>nd</sup> label and the picker called choiceLabel and artistPicker. Make sure you're making the connections to ThirdViewController.

With the picker selected go into the connections inspector and connect the dataSource and delegate to the View Controller icon.

Grab the artistalbums plist from my github repo and drag it into your project.

Make sure you choose Copy items if needed and that the project target is checked.

Look at the plist. Note that it's a dictionary, keys are strings, values are arrays of strings.

Go into ThirdViewController.swift and add the protocols like last time.

```
class ThirdViewController: UIViewController, UIPickerViewDataSource,
UIPickerViewDelegate
```

Let's define 2 constants for the component numbers since we'll be using them a lot.

```
let artistComponent = 0
let albumComponent = 1
```

Now we're going to define a Dictionary to load our plist into and 2 arrays to hold the artists names and album names.

```
var artistAlbums = [String: [String]]()
var artists = [String]()
var albums = [String]()
```

viewDidLoad() is a good place to load the data into our dictionary and arrays.

```
override func viewDidLoad() {
    super.viewDidLoad()
    // URL for our plist
    if let pathURL = Bundle.main.url(forResource: "artistalbums",
withExtension: "plist"){
        //creates a property list decoder object
        let plistdecoder = PropertyListDecoder()
        do {
            let data = try Data(contentsOf: pathURL)
            //decodes the property list
            artistAlbums = try plistdecoder.decode([String:
[String]].self, from: data)
            artists = Array(artistAlbums.keys)
            albums = artistAlbums[artists[0]]! as [String]
        } catch {
            // handle error
            print(error)
        }
    }
}
```

The next 3 methods haven't changed much, we're just using the constants we defined.

```
//Required for the UIPickerViewDataSource protocol
func numberOfComponents(in pickerView: UIPickerView) -> Int {
    return 2
}

func pickerView(_ pickerView: UIPickerView, numberOfRowsInComponent
component: Int) -> Int {
    if component == artistComponent {
        return artists.count
    } else {
        return albums.count
    }
}
```

```

//Picker Delegate methods
//Returns the title for a given row
func pickerView(_ pickerView: UIPickerView, titleForRow row: Int,
forComponent component: Int) -> String? {
    //checks which component was picked and returns the value for the
    requested component
    if component==artistComponent {
        return artists[row]
    }
    else {
        return albums[row]
    }
}

```

We need to change this method so when the artist is changed the list of albums changes as well.

```

//Called when a row is selected
func pickerView(_ pickerView: UIPickerView, didSelectRow row: Int,
inComponent component: Int) {
    //checks which component was picked
    if component == artistComponent {
        let selectedArtist = artists[row] //gets the selected artist
        albums = artistAlbums[selectedArtist]! //gets the albums for the
        selected artist
        artistPicker.reloadComponent(albumComponent) //reload the album
        component
        artistPicker.selectRow(0, inComponent: albumComponent, animated:
        true) //set the album component back to 0
    }
    let artistrow = pickerView.selectedRow(inComponent: artistComponent)
    //gets the selected row for the artist
    let albumrow = pickerView.selectedRow(inComponent: albumComponent)
    //gets the selected row for the album
    choiceLabel.text = "You like \(albums[albumrow]) by
    \(artists[artistrow])"
}

```

If you find your text being cut off in the label, set the attribute Autoshrink to Minimum font scale or size so it will automatically adjust.

## Icons

You can customize the text and image for each tab

You can use a standard image or add a custom one

- About 25x25 pixels for 1x (max 48x32)
- png format
- Colors are ignored, alpha values from 0 (completely invisible) to 1 (completely visible) are used.
- Different versions for unselected and selected(filled in)

Let's set the tab bar name and image. Drag the png files into Assets.xcassets that you want to use. Then in the Storyboard click on the tab bar item for the first scene and in the attributes inspector you can change its title and image, or remove the title if you just want an image. (65-note, 120-headphones, 194-note-2, 31-ipod) (you can download glyphish icons to use)

For app icons you need 120x120 for the 2x and 180x180 for 3x.

You should also set up a launch screen and its constraints.

### App access

Now let's add a fourth tab to our tab bar. In this tab we're going to access other apps.

Add a new view controller into your storyboard and connect the tab bar controller with a relationship segue.

Then add a new Cocoa Touch class, subclass UIViewController and call it FourthViewController.

Make this the class for your new view controller.

Add a new class to control this view and call it FourthViewController and make sure it's a subclass of UIViewController.

This should create FourthViewController.swift

In the Storyboard click on the fourth ViewController and in the identity inspector change its class to FourthViewController.

(these steps are the same as what we did when we added the third view controller)

Now let's get our fourth view set up.

Let's make this a view where a button will take the user to Spotify, the iTunes music library or if that's not on their device(simulator) then it opens itunes in Safari.

And add a button that says Listen and connect it as an action to a method called gotomusic.

Since this is the fourth scene we must connect to FourthViewController.swift.

Add Missing Constraints for all views in the fourth view controller and fix as needed.

Change the tab bar button image(ipod)

Now let's go into FourthViewController.swift and implement gotomusic().

```
@IBAction func gotomusic(_ sender: UIButton) {
    //check to see if there's an app installed to handle this URL scheme
    if(UIApplication.shared.canOpenURL(URL(string: "spotify://"))){
        //open the app with this URL scheme
        UIApplication.shared.open(URL(string: "spotify://")!, options:
[:], completionHandler: nil)
    }else {
        if(UIApplication.shared.canOpenURL(URL(string: "music://"))){
            UIApplication.shared.open(URL(string: "music://")!, options:
[:], completionHandler: nil)
        } else {
            UIApplication.shared.open(URL(string:
"http://www.apple.com/music/")!, options: [:], completionHandler: nil)
        }
    }
}
```

For a Swift app, iOS creates a UIApplication object to set up the app's runtime environment: its use of the display, its ability to handle touches and rotation events, etc. This object is also how we can interact with the rest of the iOS system. We're using the shared.canOpenURL(·) method to see if there's an app available to handle that string(returns a Boolean).

UIApplication also has the method shared.open(·: options: completionHandler:), which will launch other applications and have them deal with the URL.

mailto:, facetime:, and tel: open the Mail, FaceTime, and Phone apps, respectively.



UIApplication also has a UIApplicationDelegate object, which is informed of major life-cycle events that affect the app. This is the AppDelegate class that Xcode gave us to start with. When all the app setup is done, the `application(_: didFinishLaunchingWithOptions:)` method gets called. From our point of view, this is where the app “starts,” although a bunch of stuff has already been done for us by this point.

Starting in iOS9 you have to declare any URL schemes of non-Apple apps you want your app to be able to call `canOpenURL(_:)`. This does not affect `open(_: options: completionHandler:)`. Go into `Info.plist` and add `LSApplicationQueriesSchemes` as an Array. Click on the arrow to the left of `LSApplicationQueriesSchemes` to open it and then hit the + to add an item to the array called “spotify”.