

Swift UIViewController Notes

Vocab

View	CollectionViewController
Main.storyboard	ViewController
Controls	ImageView
Object library	Button
Document Outline	Switch
Hierarchical structure	Optional
Launchscreen.storyboard	segue
Identity Inspector	variableName!
Attributes Inspector	variableName?
Size Inspector	Literal values
Scene	Assistant Editor
info.plist	override
UICollectionView	Assets.xcassets
Label	Casting with as? or as!
lazy	super
weak	

Questions

How to select a ViewController or subclass on the storyboard?
How to add a segue with the storyboard?
What is the default segue type?
How to change constraints?
How to change the start scene?
How to add constraints (basic)?
Why constraints?
What is the difference between Show and ShowDetail?
What does push do in the storyboard?
How to connect outlets or actions?
What is the difference between outlets and actions?
How to check if there are too many outlets or actions?
What is the launchscreen for?
How do you attach a control to an existing outlet or action?
What does undefined key mean in the debug/error screen?
What does unrecognized selector mean?
How do you open the error screen AKA the console?
What does -> mean in a method signature?
What changes are made to a class after creation to fit code standards?

What do you have to fix if you get “Overriding instance method must be as accessible as its enclosing type” as an error?

What do we do instead of a init for a ViewController?

Are outlets useable when a ViewController is instantiated but not on screen?

What import is needed for all GUI components?

Why is -> Void explicitly added in class?

How to open/close the Inspector Pane?

How to open the Assistant Editor?

What to do if you can't connect outlets/actions via the Assistant Editor?

What files go in what folder in the Project Navigator?

How do you specify info.plist location?

When do you use the new Cocoa Touch Class instead of Swift class?

What is the purpose of AppDelegate.swift?