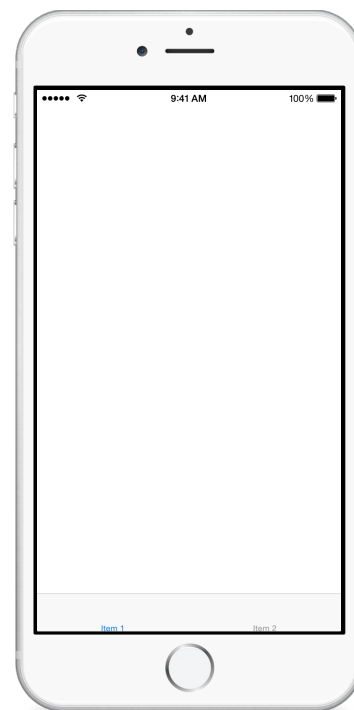# RSSReader
Lesson 2

Description

Create a storyboard containing a tab bar controller.

Learning Outcomes

- Practice adding a storyboard to an Xcode project.
- Practice adding a tab bar controller to a storyboard.
- Describe the role of a configured main storyboard and initial view controller.
- Infer the purpose and behavior of a tab bar controller.

Vocabulary

| storyboard	storyboard canvas	tab bar controller
initial view controller		

Materials

- **RSSReader Lesson 2** Xcode project

Opening

How do we add an interface with tabs to our app?

Agenda

- Discuss how the project does not contain a storyboard.

- Add a new storyboard (⌘N) called **Main.storyboard**, saving it in the **Base.lproj** directory, ensuring that the **RSSReader** group is selected, and ensuring that the **RSSReader** target is checked.

- Using the Project Navigator (⌘1), select the **RSSReader** project and set the Main Interface attribute to **Main**.
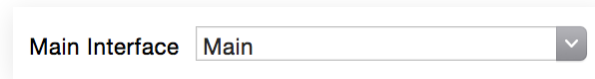
- Run the app (⌘R), and observe the console output (⇧⌘C).

- Explain that the app is reporting that a main storyboard is configured but has no default view controller.

- In the Project Navigator (⌘1), select the storyboard and observe how the canvas is empty.

- Using the Object Library (⌥⌘L), drag a new Tab Bar Controller into the canvas, and observe how Interface Builder includes two additional scenes with the tab bar controller.

- Observe the warning indicating that although view controllers exist in the storyboard, the tab bar controller scene is unreachable because no initial view controller has been specified.

- Using Interface Builder, select the tab bar controller, open the Attributes Inspector (⌥⌘4), ensure that the **Is Initial View Controller** attribute is checked, and observe how Interface Builder displays an arrow to the left of the tab bar controller scene.

- Explain how the configuration via Interface Builder determines which view controller the app delegate will instantiate when the app starts.

- Run the app (⌘R), and observe the default tab bar controller interface, and interact with the two tab buttons.

Closing

What do you think we need to do to add more tabs to our interface?

Modifications and Extensions

- Instead of using Interface Builder to create a tab bar controller, use code to create and display a tab bar controller, two view controllers, and two views with code in

the app delegate `application:didFinishLaunchingWithOptions:` method. Compare the benefits and drawbacks of both approaches to building the app interface.

Resources

Cocoa Application Competencies for iOS: Storyboard https://developer.apple.com/library/ios/documentation/General/Conceptual/Devpedia-CocoaApp/Storyboard.html

Start Developing iOS Apps Today: Designing a User Interface https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/DesigningaUserInterface.html

View Controller Basics https://developer.apple.com/library/ios/featuredarticles/ViewControllerPGforiPhoneOS/AboutViewControllers/AboutViewControllers.html

View Controller Catalog for iOS: Tab Bar Controllers https://developer.apple.com/library/ios/documentation/WindowsViews/Conceptual/ViewControllerCatalog/Chapters/TabBarControllers.html

App Programming Guide for iOS: The App Life Cycle https://developer.apple.com/library/ios/documentation/iPhone/Conceptual/iPhoneOSProgrammingGuide/TheAppLifeCycle/TheAppLifeCycle.html