# RSSReader

# Lesson 2

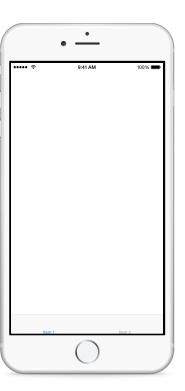


## Description

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**

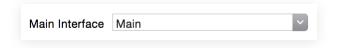
RSSReader Lesson 2 Xcode project

## **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.
- 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 (\times#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