

Storyboards, XIB

Конструювання інтерфейсу

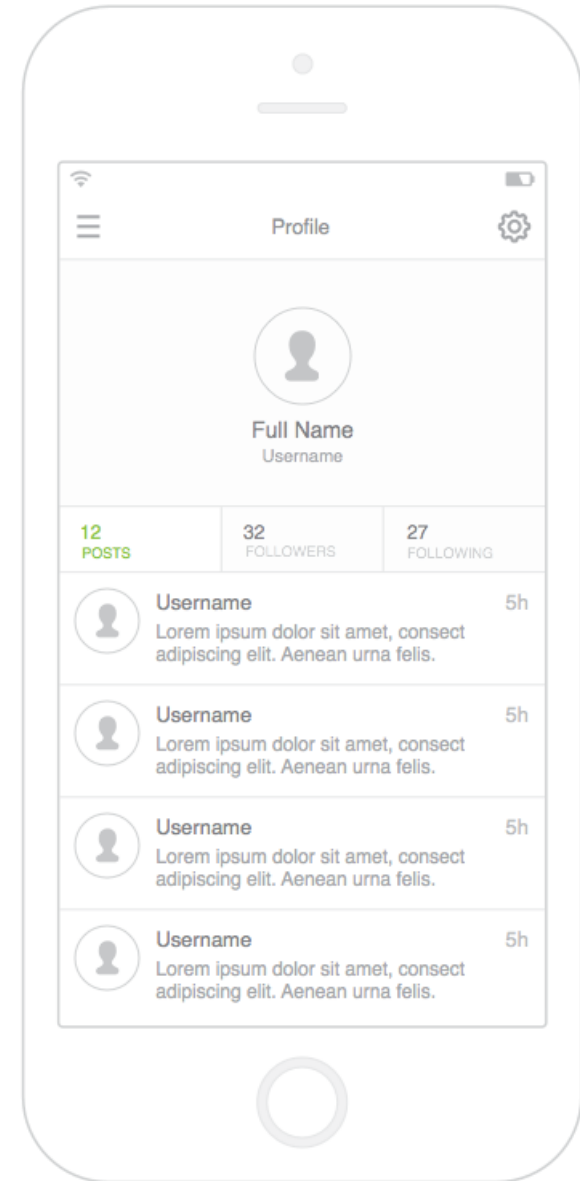
Інтерфейс

- Чому це важливо
- Human Interface Guidelines
- Інтерфейс має бути такий, ніби ваш продукт зробила Apple
 - На Apple в першу чергу і треба дивитися
- Інтерфейс != візуальний дизайн
 - Присутність дизайнера на проєкті не знімає відповідальності з програміста

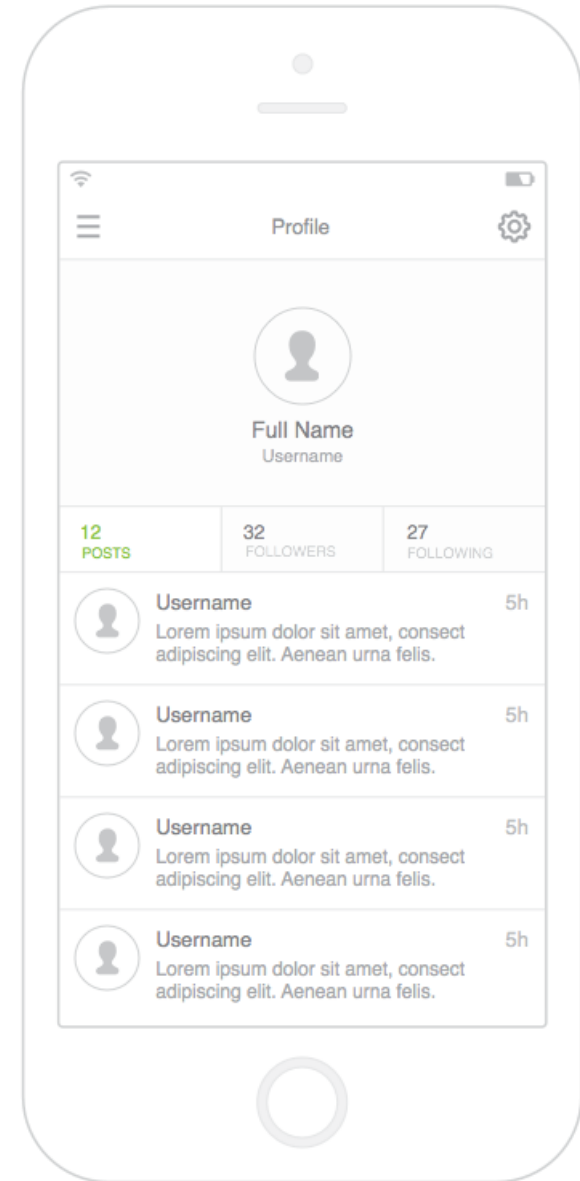
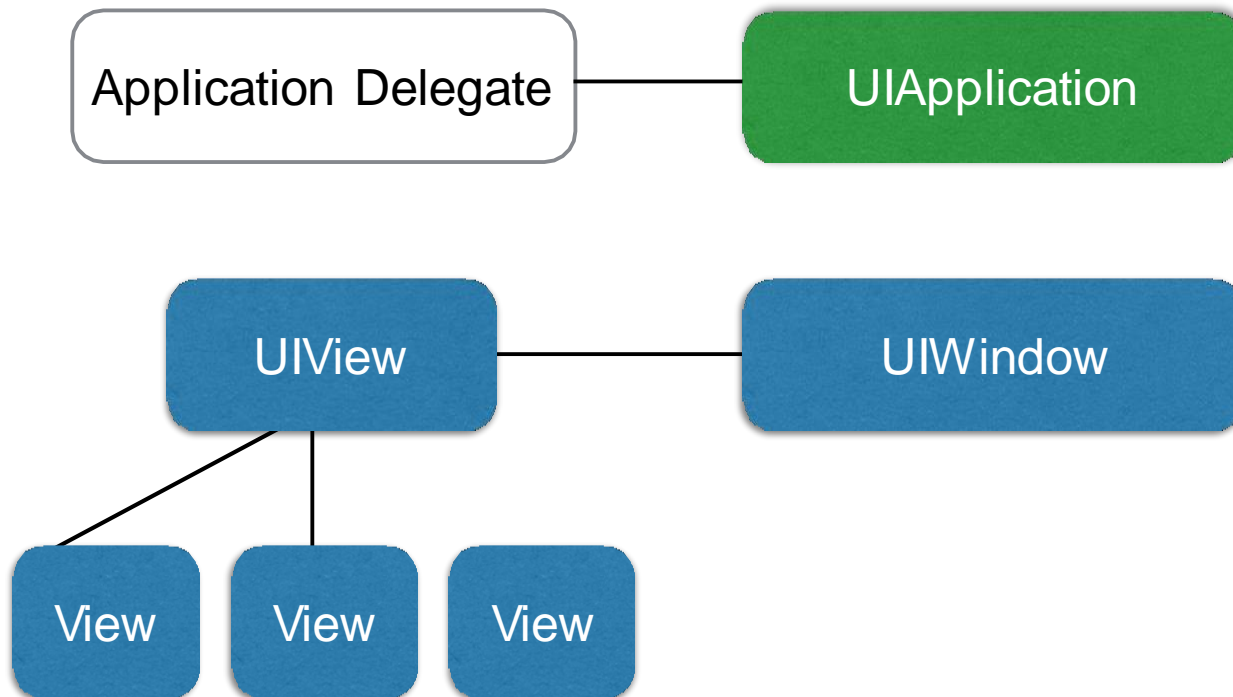
Структура

Application Delegate

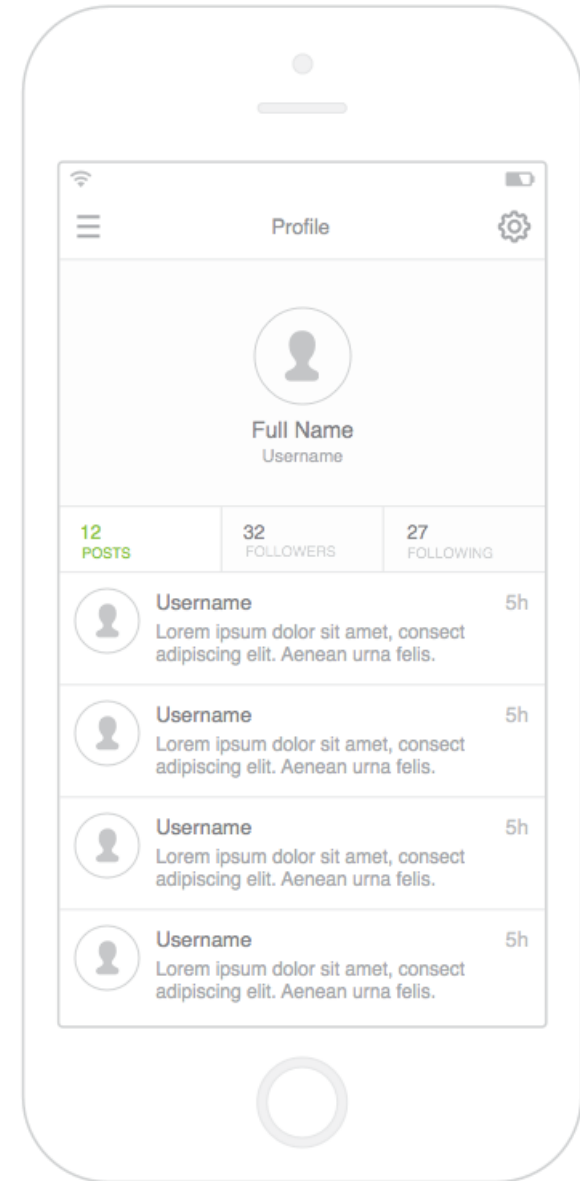
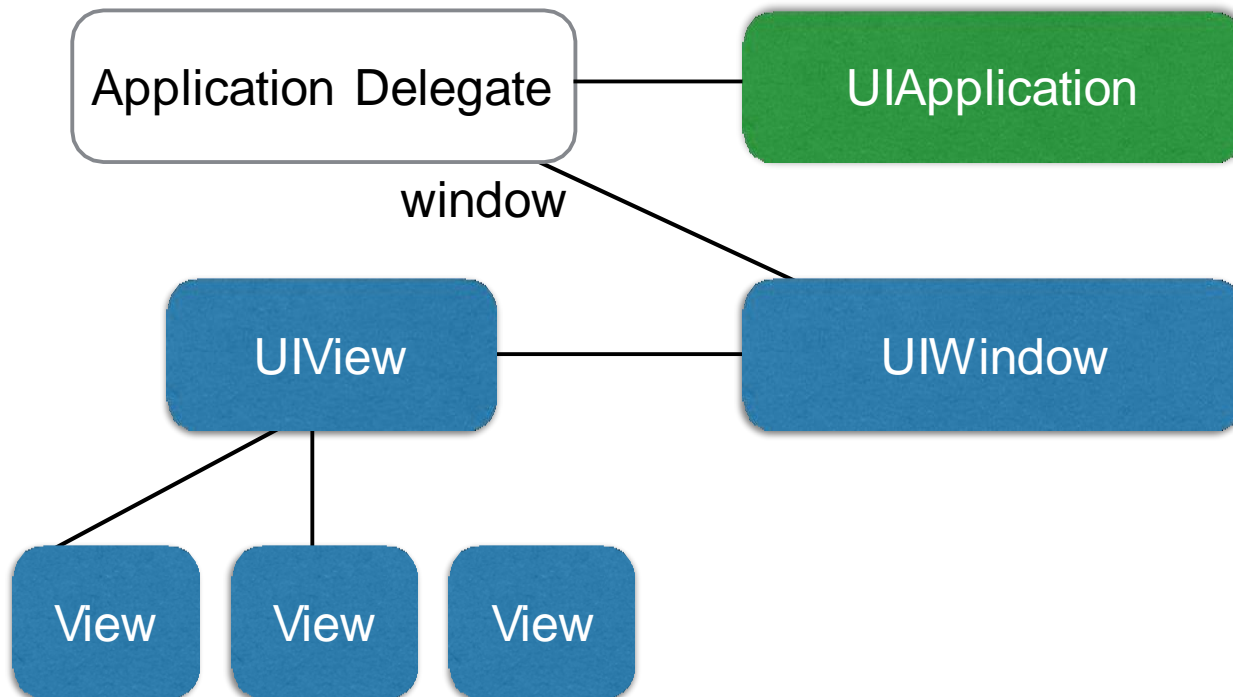
UIApplication



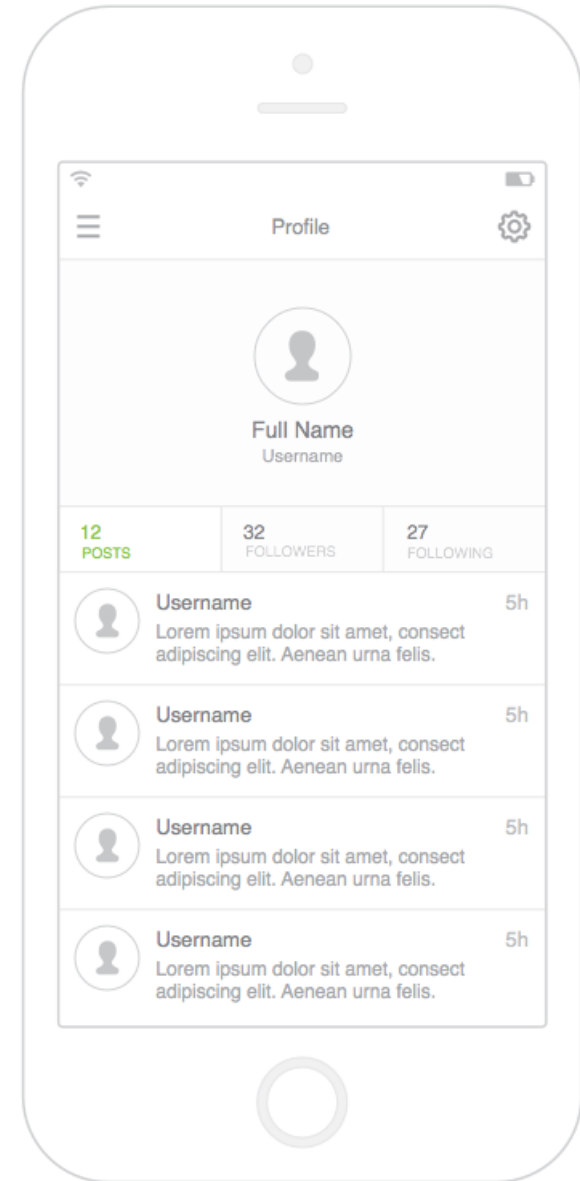
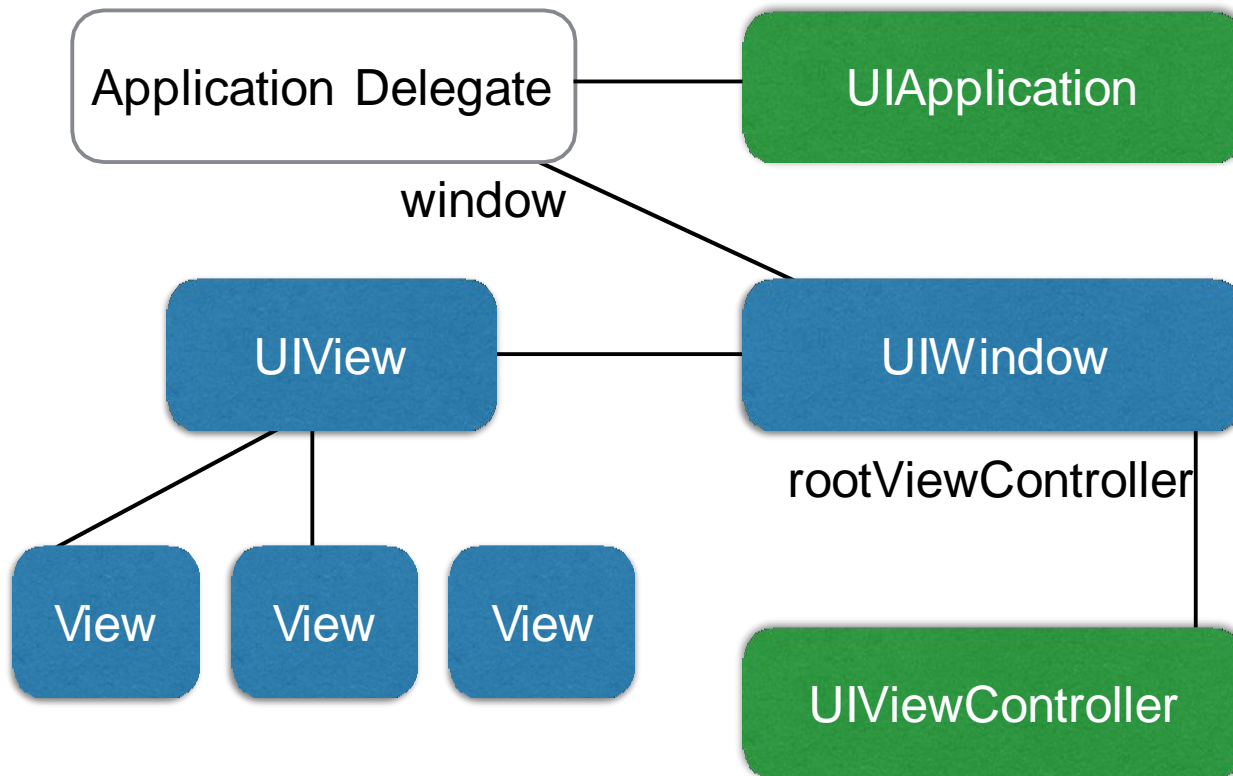
Структура



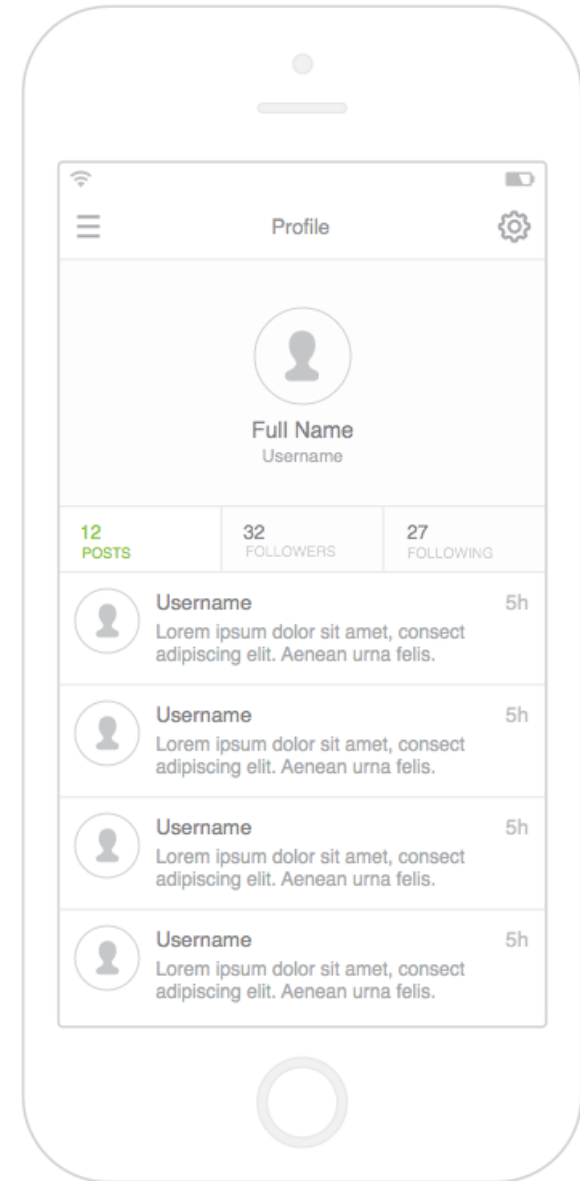
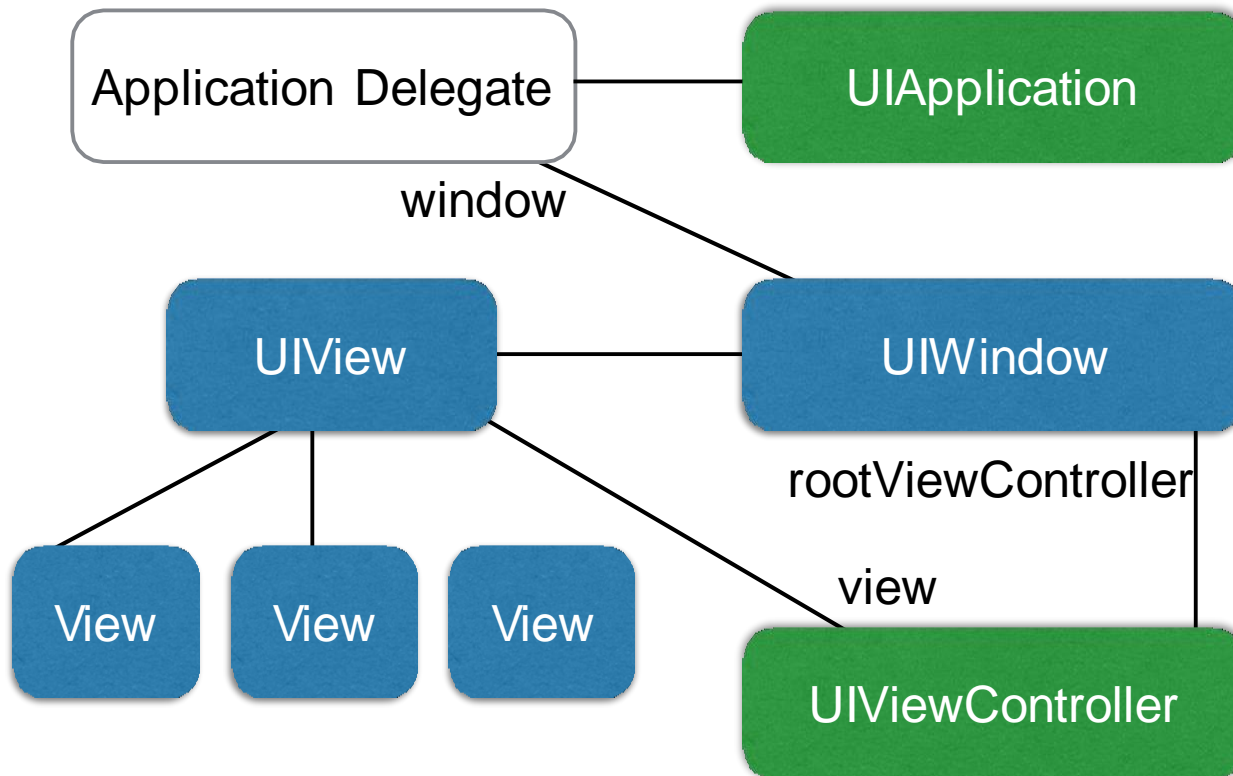
Структура



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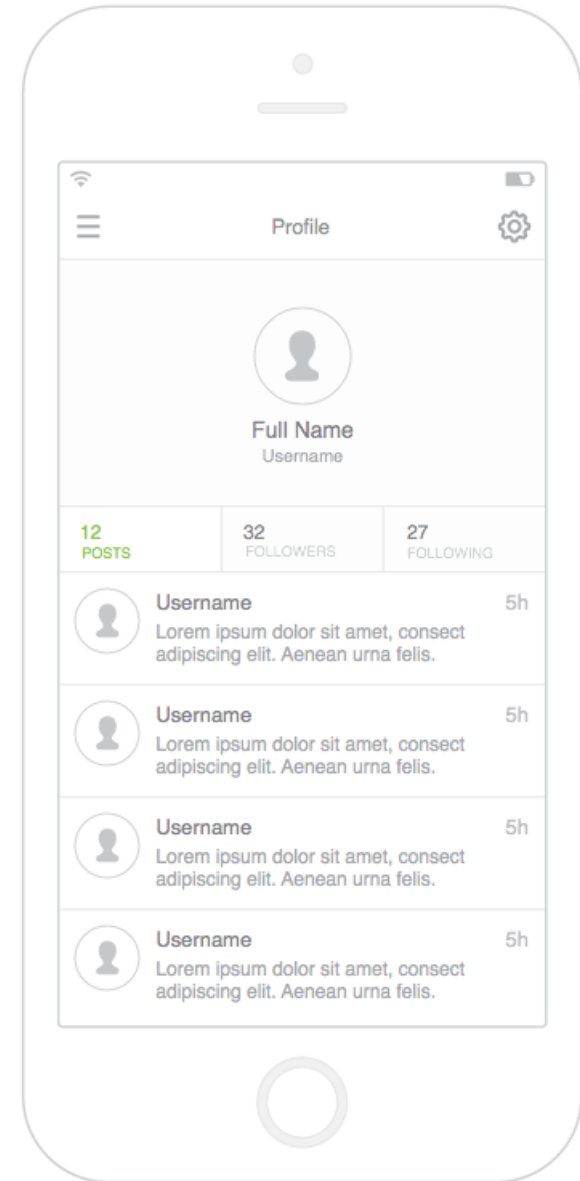
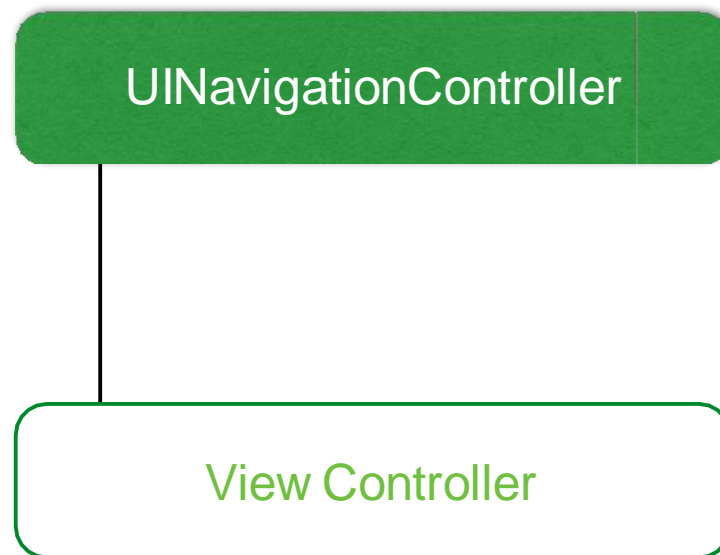
Структура



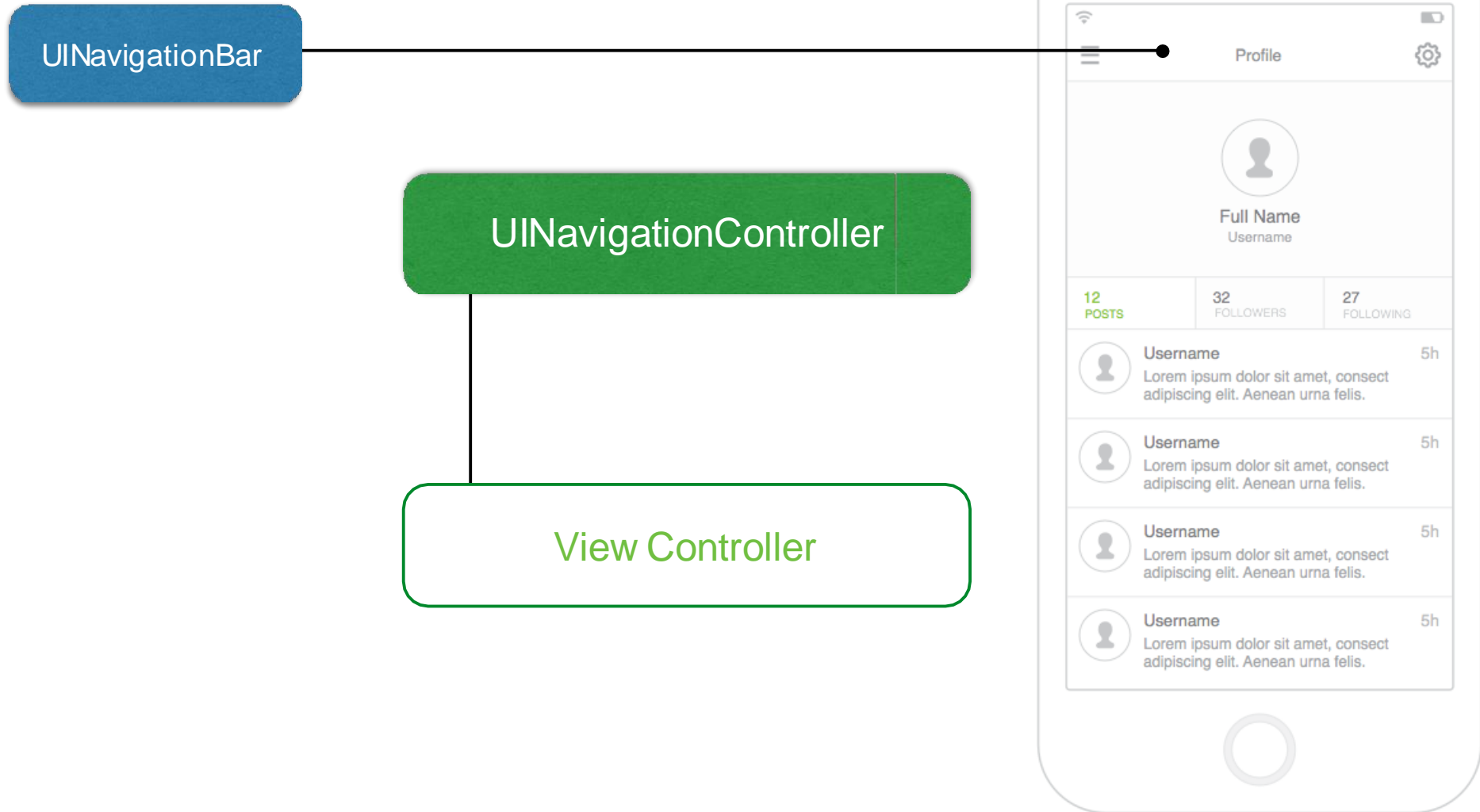
Xcode Project Structure

Demo

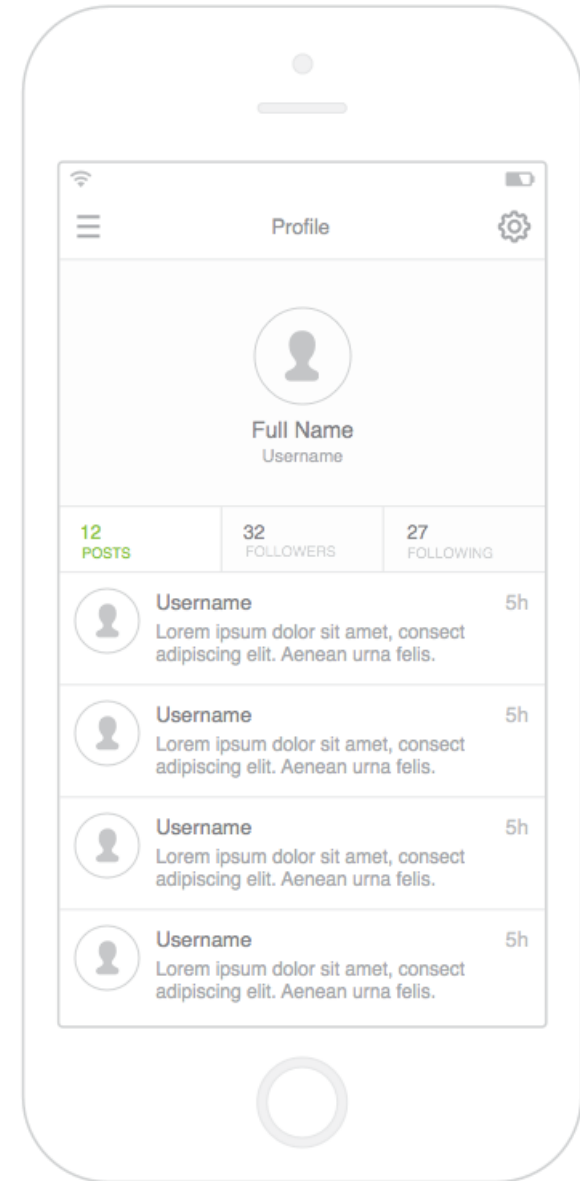
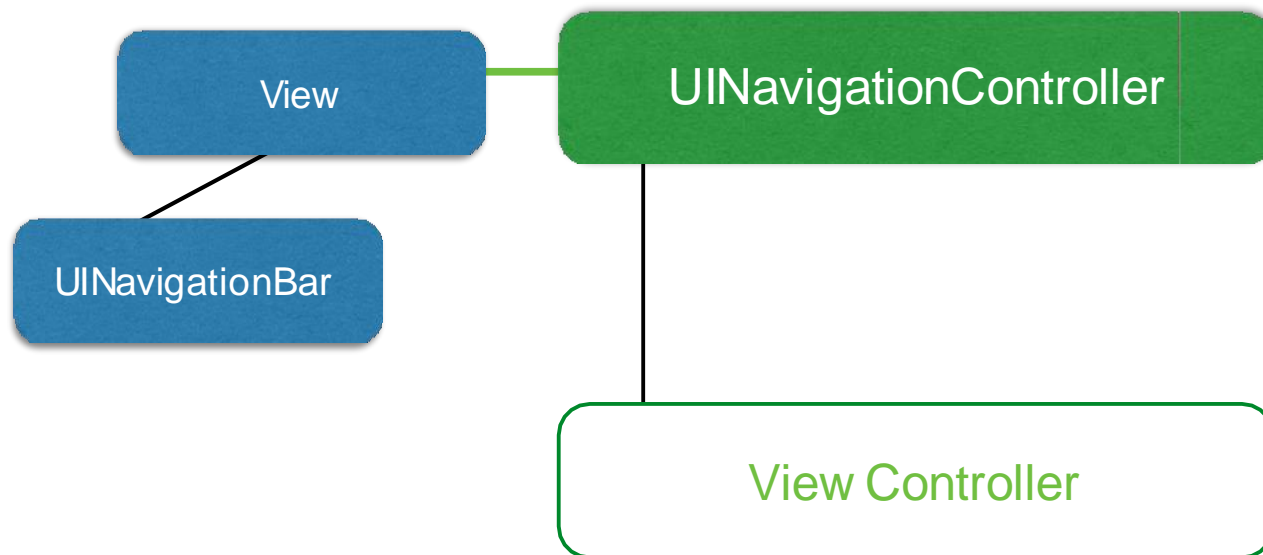
Navigation



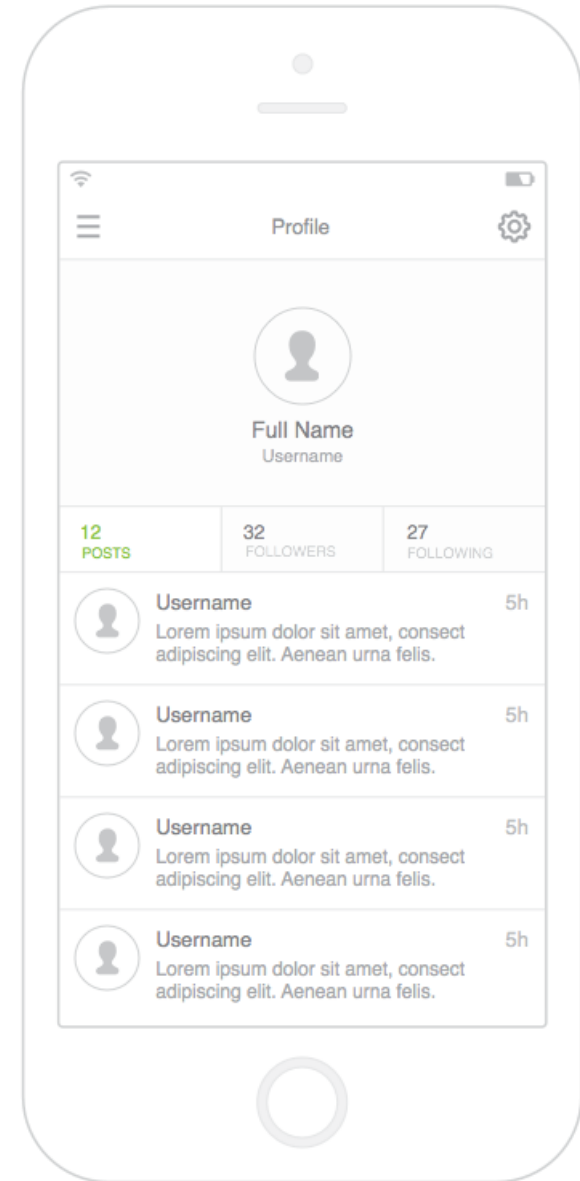
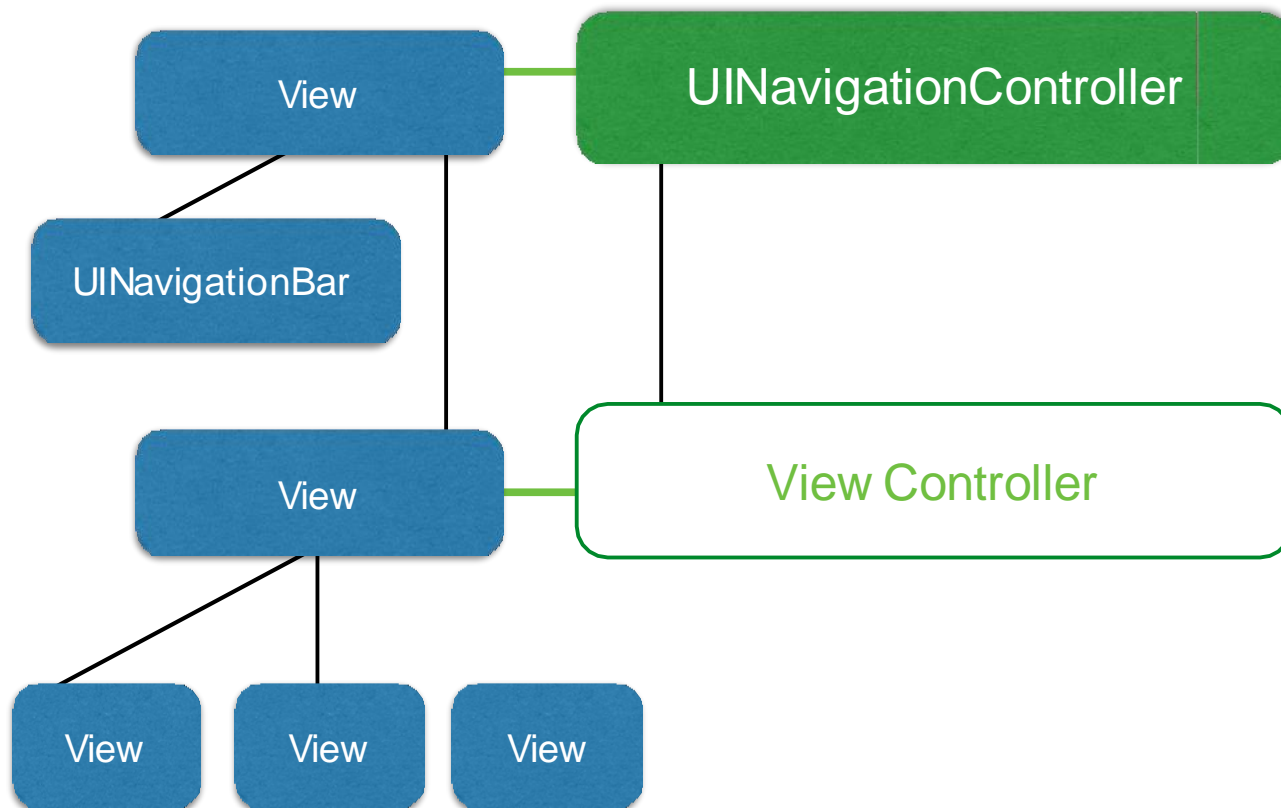
Navigation



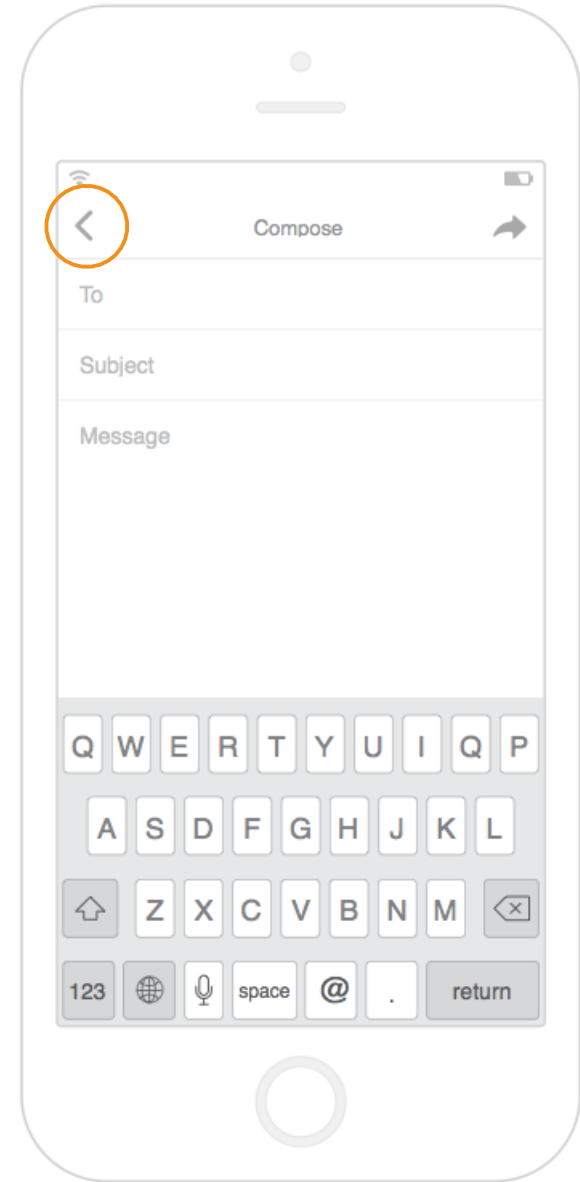
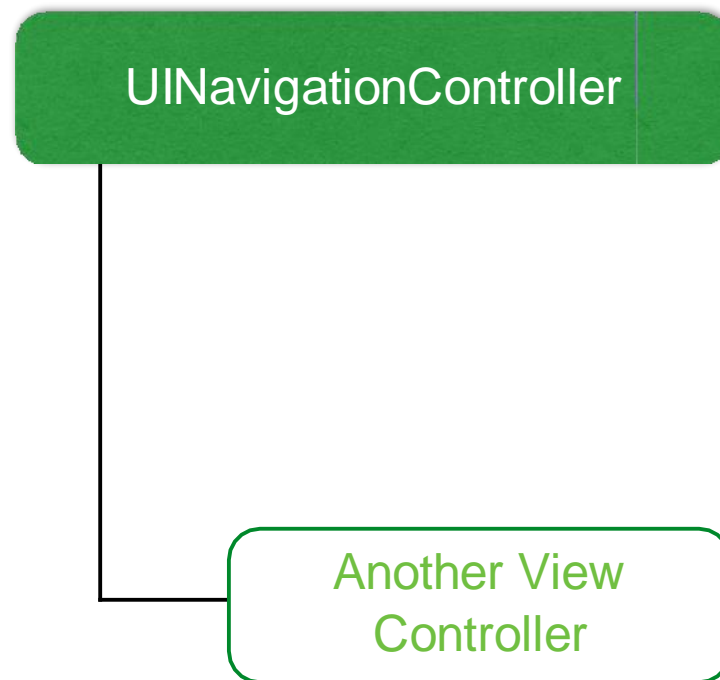
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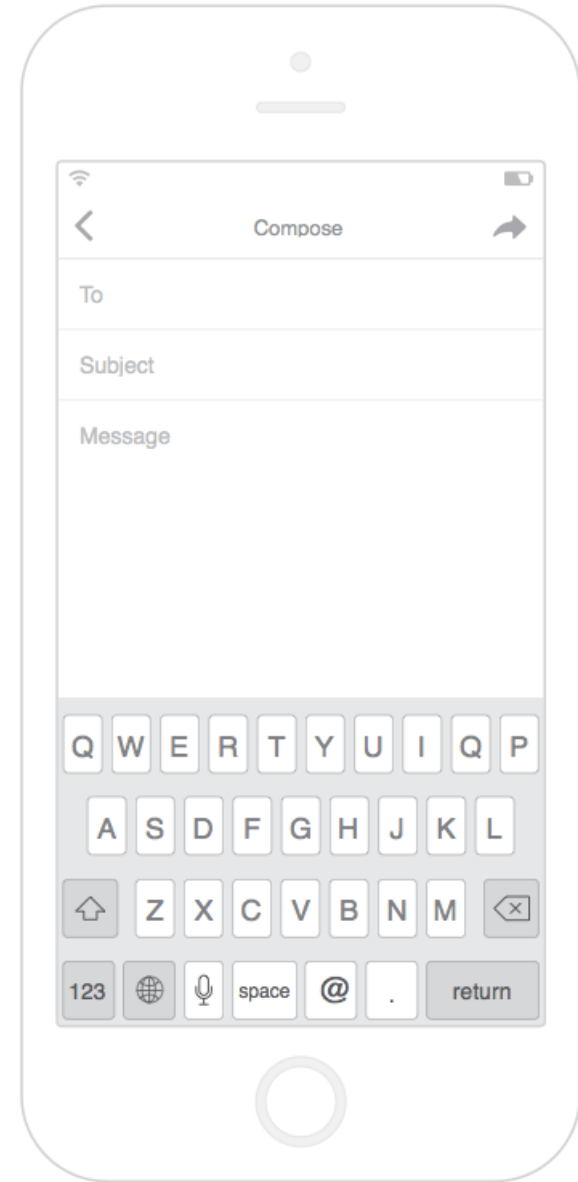
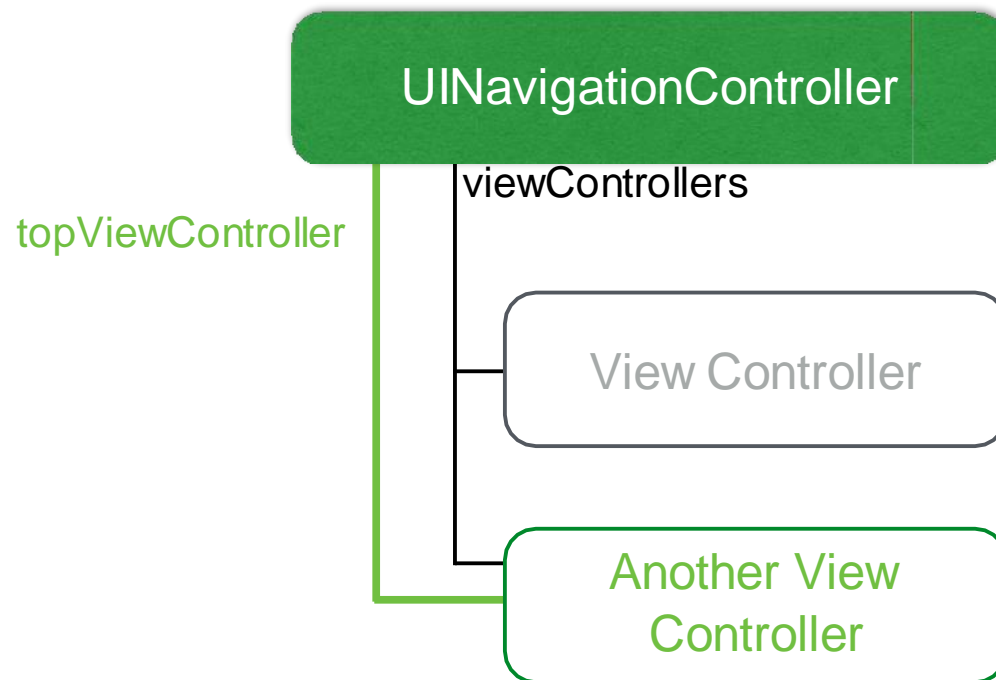
Navigation



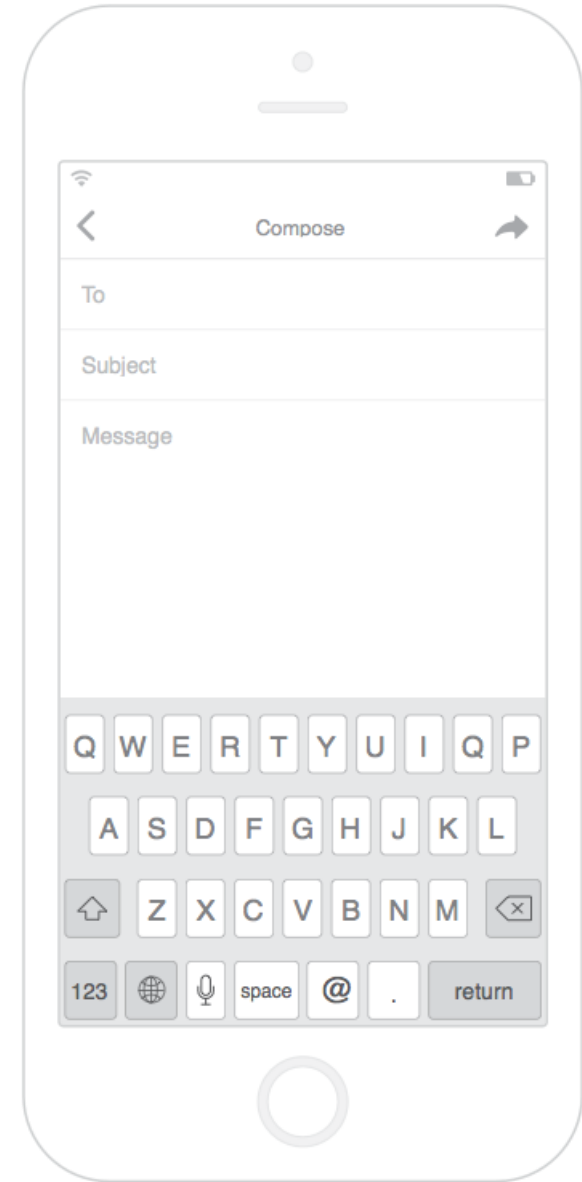
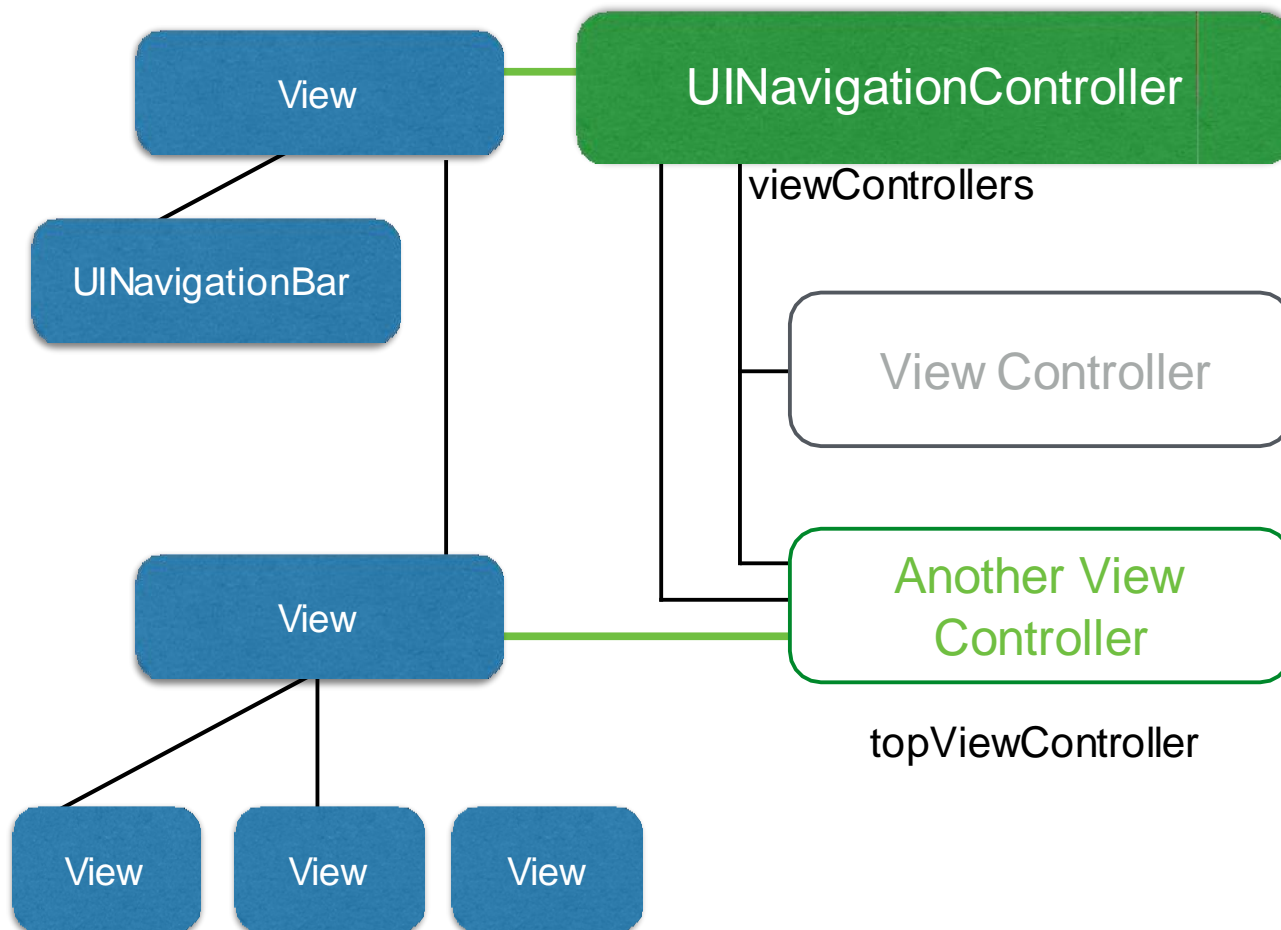
Navigation



Navigation

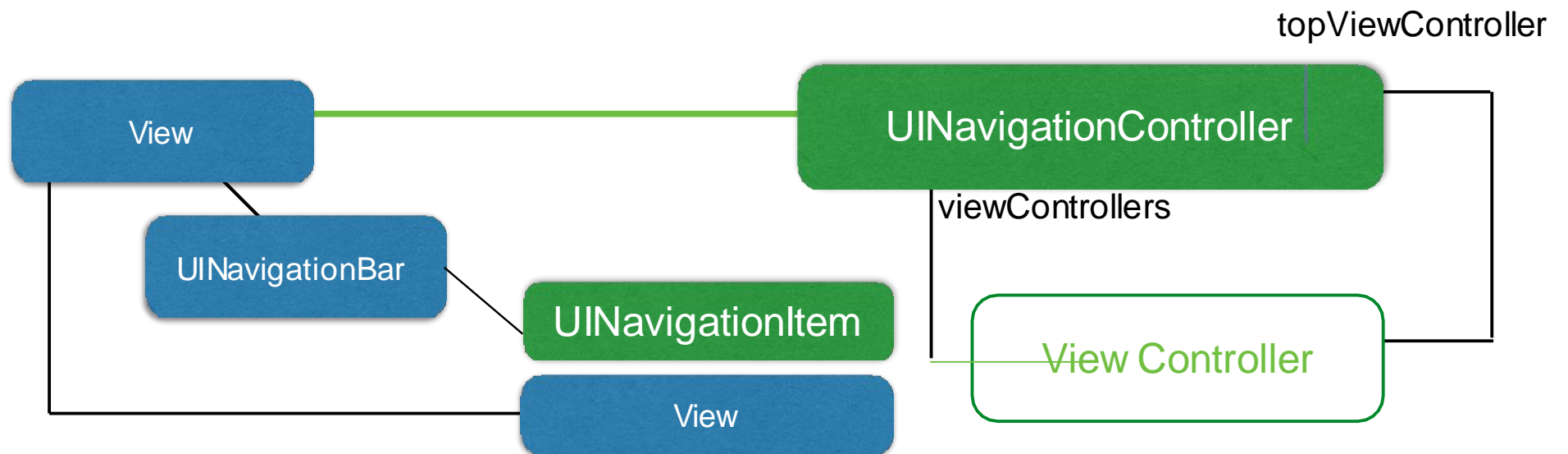


Navigation



Контейнери-контролери

- UINavigationController
- UITabBarController
- UISplitViewController
- UIPageViewController
- ...
- custom

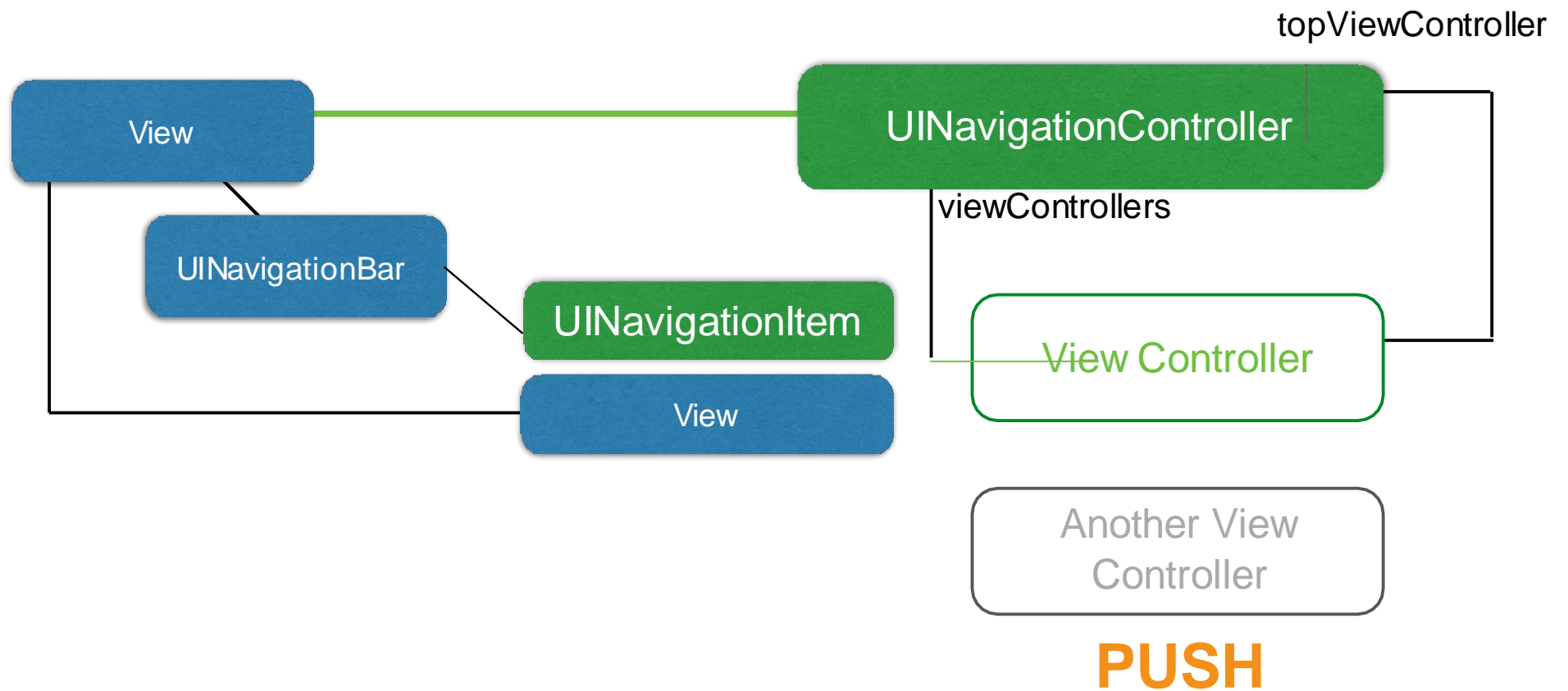




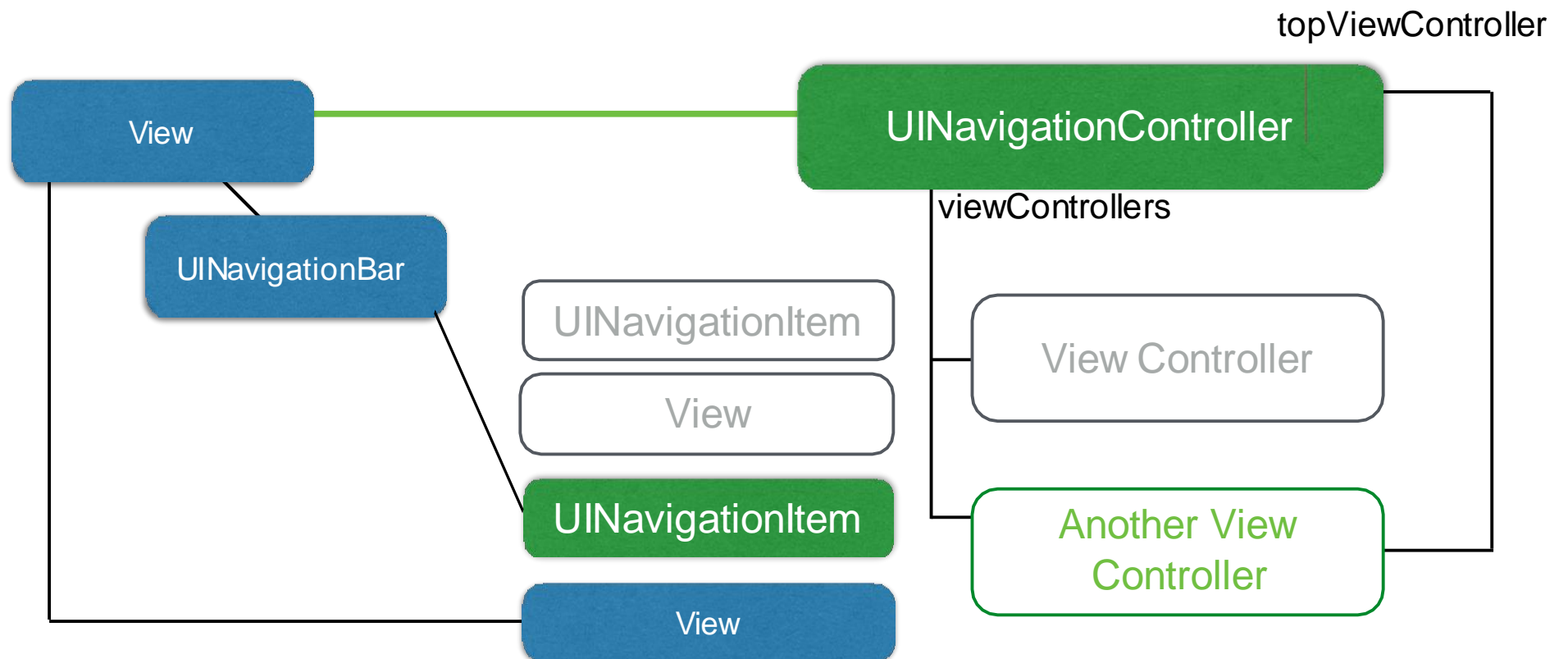
Push

[illegible]

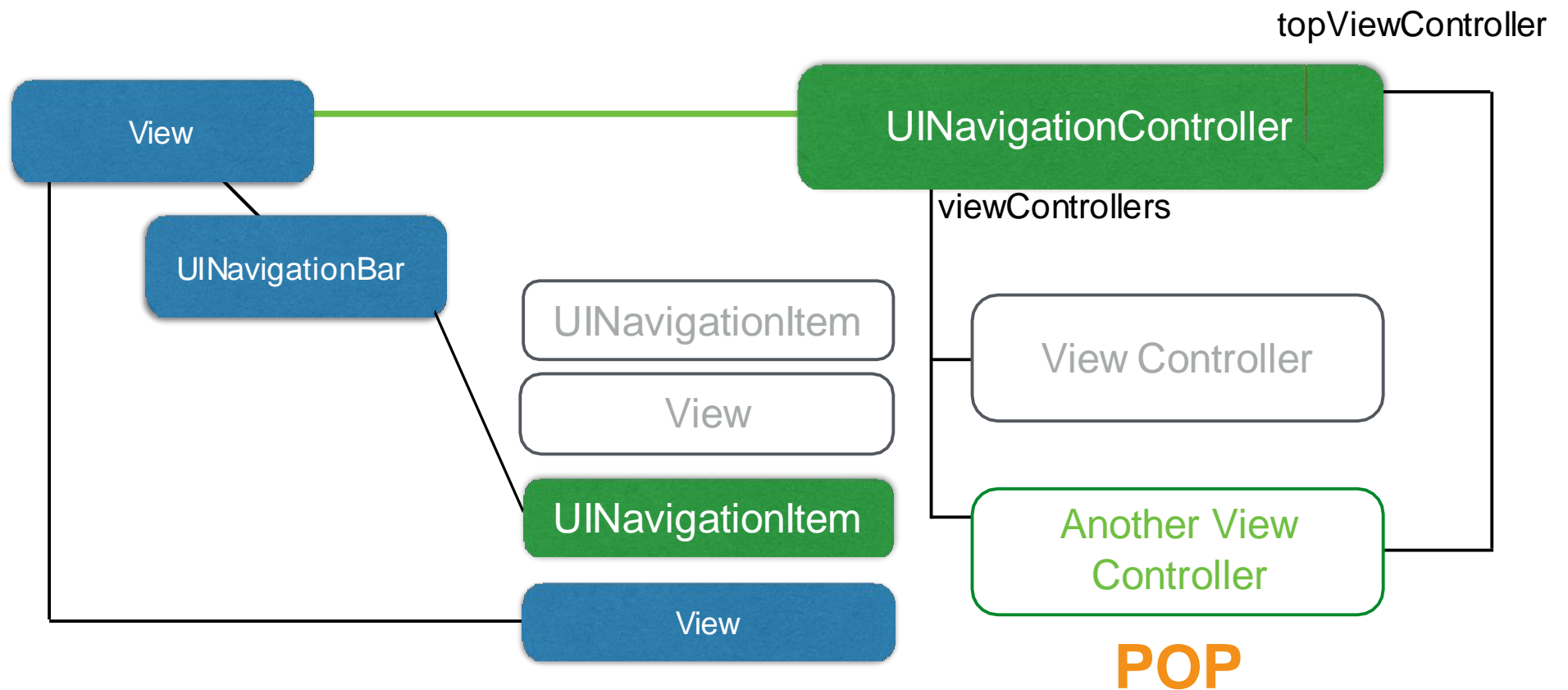
Navigation Stack



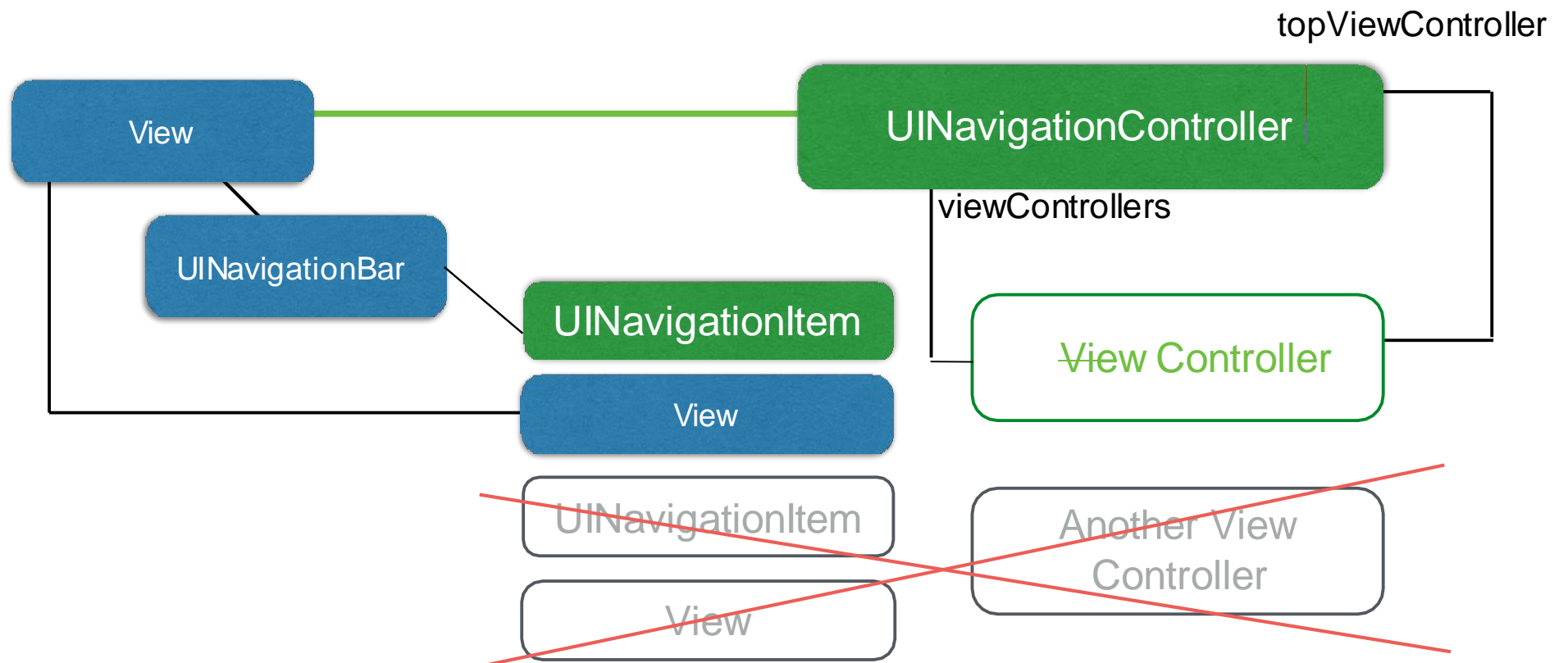
Navigation Stack



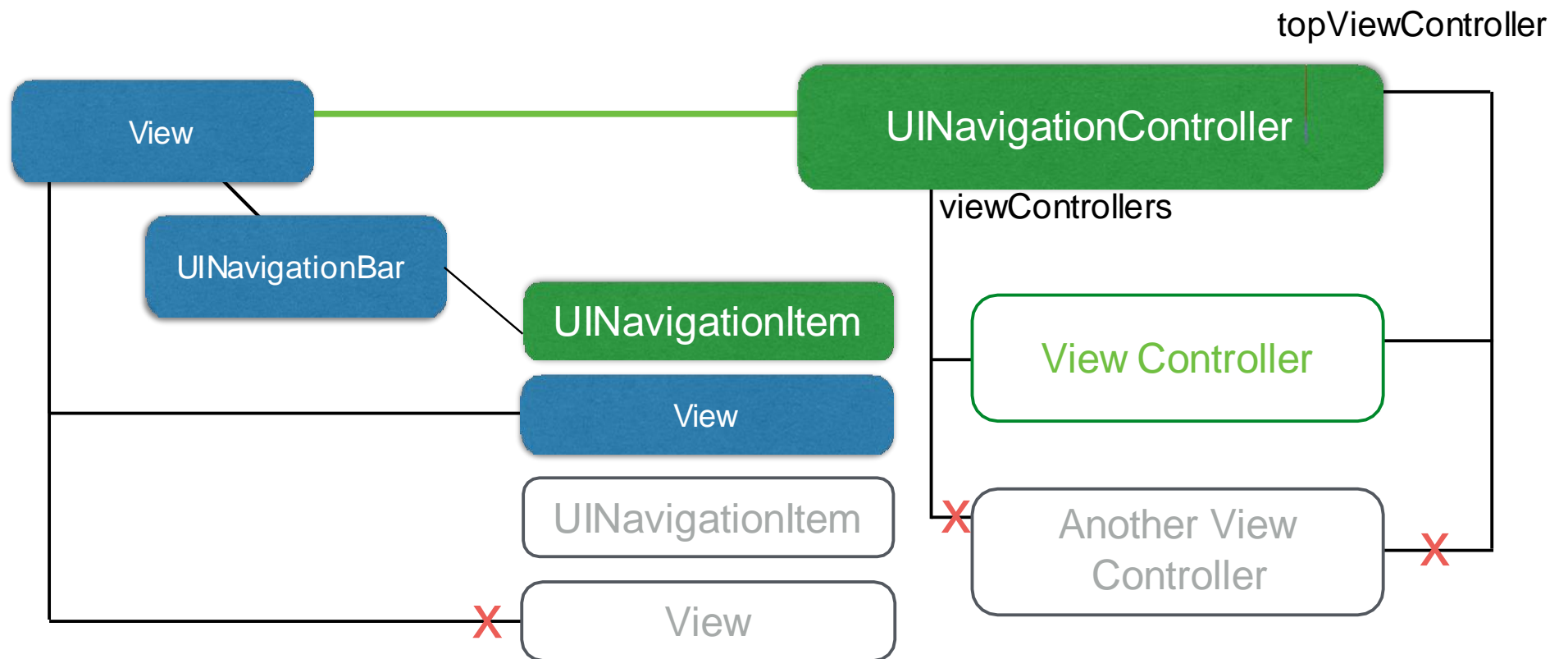
Navigation Stack



Navigation Stack



Navigation Stack



Memory Management

- Automatic Reference Counting (ARC)
- weak vs strong pointers

Memory Management

```
class ParentController {  
  var child  
}
```

```
class ChildController {  
  var parent  
}
```

```
child = ChildController()  
child.parent = self  
...
```

```
child = nil
```

Memory Management

```
class ParentController {  
  var child  
}
```

```
class ChildController {  
  weak var parent  
}
```

```
child = ChildController()  
child.parent = self  
...  
  
child = nil
```

Memory Management

```
class ParentController {  
  var child  
}
```

```
class ChildController {  
  weak var parent  
}
```

```
child = ChildController()  
child.parent = self  
...  
// АВТОМАТИЧНО: child.parent = nil  
child = nil
```

Storyboards

Demo

Segue

```
override func prepareForSegue(segue: UIStoryboardSegue,  
                               sender: AnyObject?) {  
  
    if segue.identifier == "AnotherControllerSegue" {  
        if let viewController = segue.destinationViewController  
            as? AnotherViewController {  
  
            ... // Setup viewController  
        }  
    }  
}
```

Segue

- Built-in (“show”, “present modally”)
- Manual segue
- Unwind segue

Constraints

View

Rule

View



Constraints

Constraint contain:

- Item 1
- Item 2
- Relation
- Constant
- Multiplier
- Priority

$$X = A * Y + B$$

Constraints

DEMO

Storyboard vs XIB

- Unavailable segues in xibs
- Xib can store only views, but not a controllers
- In xib you cannot configure controller properties
- Xib content can be reused

Отже

- Ієрархія UIViewController та UIView
- Контейнери-контролери
- Відображення даних у елементах інтерфейсу (UILabel, UIImageView, ...)
- Storyboard/XIB: Outlets / actions, segues
- Constraints