UIViews have five different lifecycle methods. viewDidLoad, viewWillAppear, viewDidAppear, viewWillDisappear, and viewDidDisappear. Each method is called at different part of the UIView’s lifecycle, and each have their own use in implementation. The typical lifecycle Is as reads from before, viewDidLoad first, viewWillAppear second, viewDidAppear third, viewWillDisappear fourth and finally viewDidDisappear. There are cases in which the “will” methods don’t pair with the “did” methods. As such, it is important that if you start an event in a “will” method that you end that event in both the like “did” and the opposite “will” callbacks.

The first lifecycle method to be called is viewDidLoad. This method is called after the view controller has loaded its view hierarchy into memory. Typically, you would use this method to perform initialization on views that need to be loaded. An example of when to use the viewDidLoad method would be when you need to initialize a class for use in the ViewController. By default, this method does nothing.

The second lifecycle method is viewWillAppear. This method is called after the view was loaded into memory and is about to be added to the view hierarchy in the window. viewWillAppear is used to perform tasks prior to a view controller’s view getting added to view hierarchy. Some examples of when to use viewWillAppear include, setting a label’s text, font, font color and background color, and ending calls from the viewWillDisappear and viewDidDisappear methods. By default, this method does nothing.

The third lifecycle method is viewDidAppear. This method is called when the view controller’s view is fully transitioned onto the screen. It waits until all animated or transitions happen to the view. You would use viewDidAppear to execute any task that should not interfere with the animations or transitions that happen as the view fully loads. An example for when to use this method would be when you want to start an animation after the view has fully loaded. By default, this method does nothing.

The fourth lifecycle method is viewWillDisappear. This method is called when the view controller’s view is about to be removed from the window. This can also occur when the view is about to be hidden or obscured, or when the window is being closed. This method is used to stop any tasks that should take precedence to the view being removed. Some examples include stopping animations, or ending calls from the viewWillAppear or viewDidAppear methods.by default, this method does nothing.

The fifth and final method is viewDidDisappear. This method is called when the view controller’s view is completely removed the from window’s view hierarchy. You would use this method to release any recourses that are no longer needed when the view is no longer visible, whether from being covered, or becomes no long apart of the window. An example of this methods use would be releasing different resources when not needed. It is important to call this method’s super when overriding it, in case a superclass also overrides this method. By default, this method does nothing.