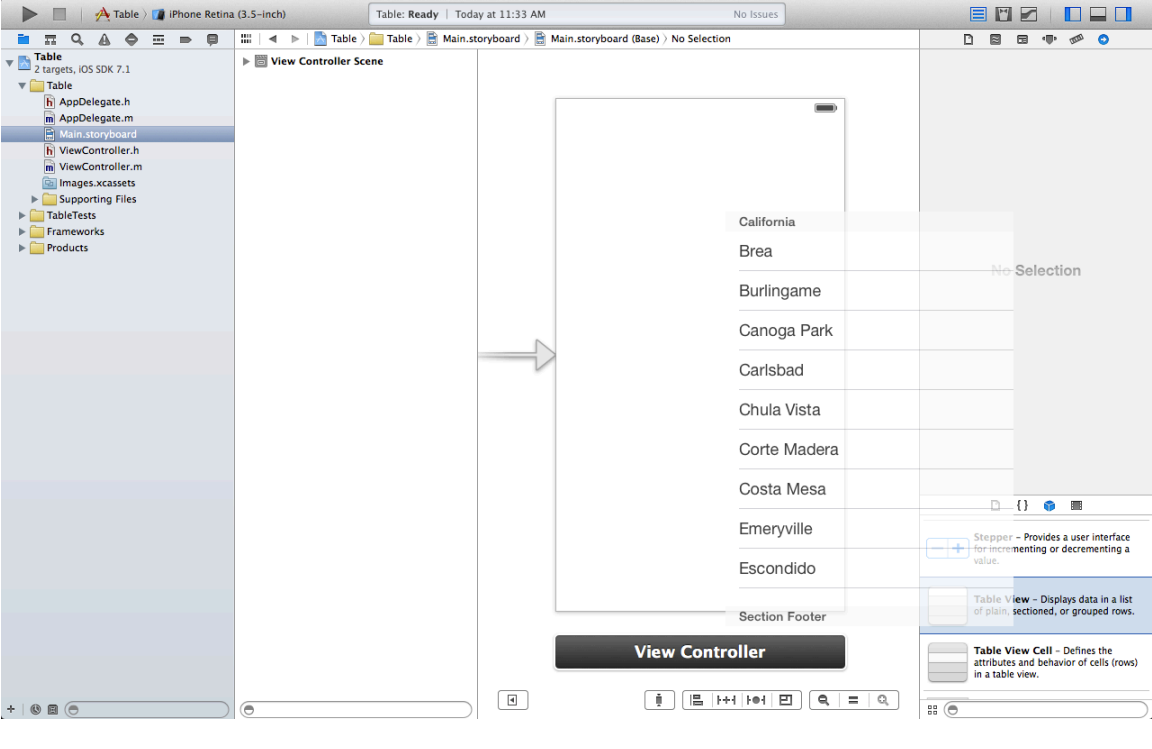


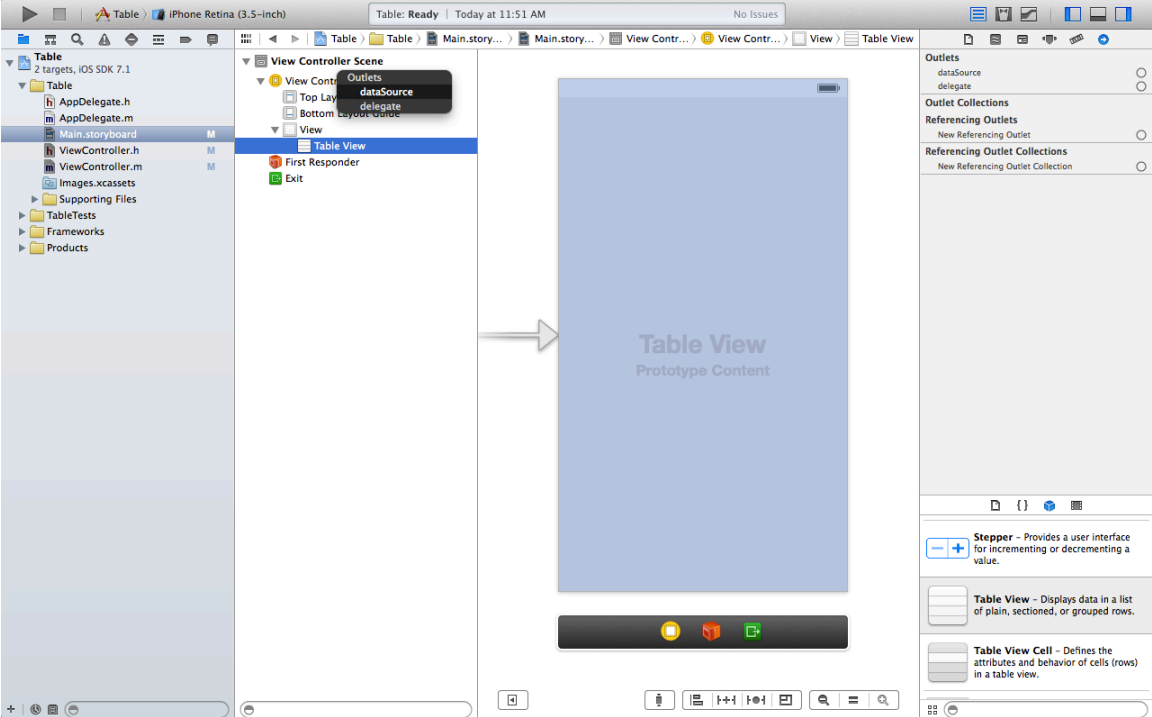
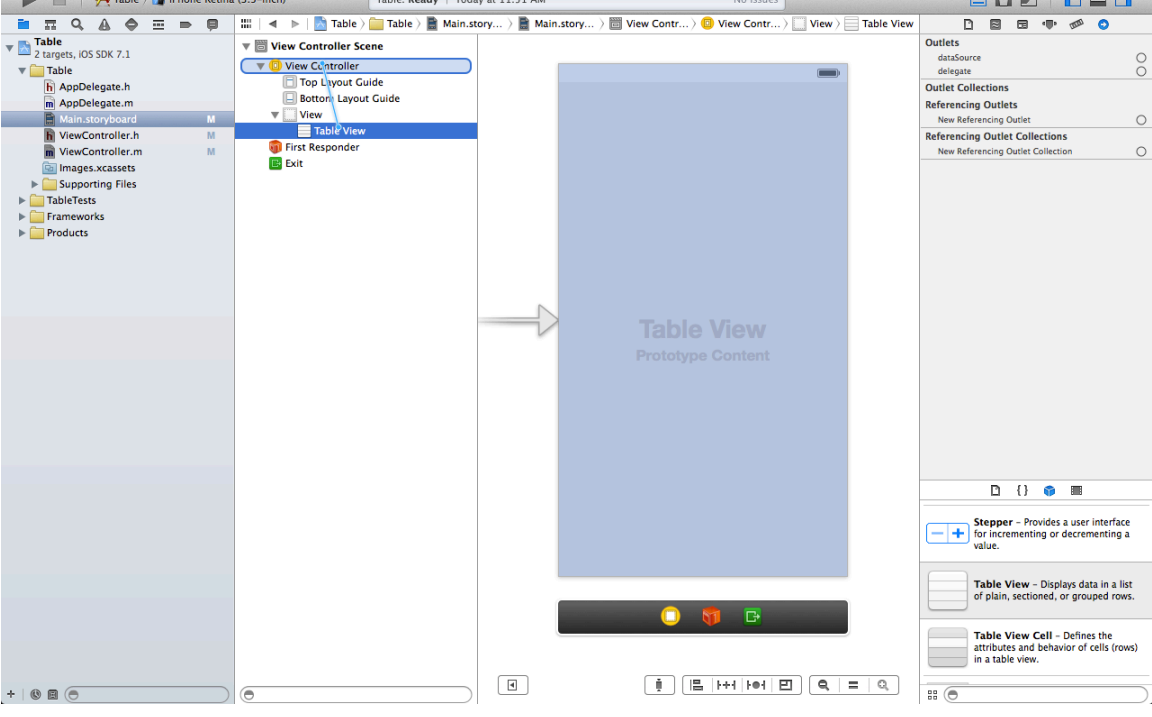
UI Table View

Storyboarding

In the right column where the objects are listed, select Table View and drag it onto the view. (Resize to show the status bar)



After adding code to respective files, make a connection between the View Controller and the Table View with both the dataSource and delegate shown in the screenshot below.



Programming

In the ViewController.h file, add <UITableViewDelegate, UITableViewDataSource> protocols to the end of @interface ViewController : UIViewController

In the ViewController.m file, add the following code under the @implementation to name an array of items. After naming the array, populate it in the -(void)viewDidLoad method.

```
@implementation ViewController {
    NSArray * housing;
}

-(void)viewDidLoad
{
    [super viewDidLoad];
    housing = [NSArray arrayWithObjects:@"Myles Standish Hall", @"Myles Annex", @"Kilachand Hall", @"Towers", @"Warren Towers",
    @"Rich Hall", @"Sleeper Hall", @"Claffin Hall", @"StuV1", @"StuV2", @"South Campus", @"Bay State Brownstones", @"Holo", nil];
}
```

Next, implement these methods to incorporate the data from the array into the table.

```
-(NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
{
    return [housing count];
}

-(UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
{
    static NSString *tableIdentifier = @"TableCell";

    UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:tableIdentifier];

    if (cell == nil) {
        cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault reuseIdentifier:tableIdentifier];
    }

    cell.textLabel.text = [housing objectAtIndex:indexPath.row];
    return cell;
}
```

```
{
}
```

```
{
}
```

```
{
}
```

```
{
}
```