**关于ViewController的生命周期**

**ViewController.m**

@implementation ViewController

//当屏幕被点击时，调用此函数

-(void)touchesBegan:(NSSet<UITouch \*> \*)touches withEvent:(UIEvent \*)event

{

//创建视图控制器二

ViewController02\* vc = [[ViewController02 alloc]init];

//显示一个新的视图控制器到屏幕上

//P1：新的视图控制器对象

//P2：是否使用动画切换效果

//P3：切换结束后功能调用，不需要传nil值即可

[self presentViewController:vc animated:YES completion:nil];

}

//程序第一次加载视图时调用

- (void)viewDidLoad {

[super viewDidLoad];

// Do any additional setup after loading the view, typically from a nib.

self.view.backgroundColor = [UIColor blueColor];

NSLog(@"viewDidLoad 第一次加载视图");

}

//当视图控制器的视图即将显示时，调用此函数

//视图分为：1，显示前（未显示）状态 2，正处于显示状态 3，已经被隐藏

//参数：表示是否用动画切换后显示

- (void)viewWillAppear:(BOOL)animated

{

NSLog(@"viewwillappear 视图即将显示");

}

//视图即将消失时调用此函数

//参数：表示是否有动画切换后消失

//当前状态视图显示在屏幕上

-(void)viewillDisappear:(BOOL)animated

{

NSLog(@"viewwilldisappear 视图即将消失");

}

//当视图已经显示在屏幕后的瞬间调用此函数

//参数：表示是否动画切换在显示后

//当前状态已经显示在屏幕

-(void)viewDidAppear:(BOOL)animated

{

NSLog(@"viewDidAppear 视图已经显示");

}

//当前视图已经从屏幕消失

//参数：表示是否用动画切换显示

//当前状态当前视图已经从屏幕消失

-(void)viewDidDisappear:(BOOL)animated

{

NSLog(@"viewDidDisappear 视图已经消失");

}

//内存过低警告接受函数

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end

**ViewController02.m**

#import "ViewController02.h"

@interface ViewController02 ()

@end

@implementation ViewController02

- (void)viewDidLoad {

[super viewDidLoad];

// Do any additional setup after loading the view.

//控制器二的颜色为橙色

self.view.backgroundColor = [UIColor orangeColor];

}

-(void)touchesBegan:(NSSet<UITouch \*> \*)touches withEvent:(UIEvent \*)event

{

//使当前的控制器消失

//P1：表示是否动画效果 P2：结束后是否调用功能block块操作

[self dismissViewControllerAnimated:YES completion:nil];

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

/\*

#pragma mark - Navigation

// In a storyboard-based application, you will often want to do a little preparation before navigation

- (void)prepareForSegue:(UIStoryboardSegue \*)segue sender:(id)sender {

// Get the new view controller using [segue destinationViewController].

// Pass the selected object to the new view controller.

}

\*/

@end