16.UITableView高级协议

AppDelegate.m

#import "AppDelegate.h"

#import "ViewController.h"

@interface AppDelegate ()

@end

@implementation AppDelegate

- (BOOL)application:(UIApplication \*)application didFinishLaunchingWithOptions:(NSDictionary \*)launchOptions {

// Override point for customization after application launch.

self.window = [[UIWindow alloc]initWithFrame:[UIScreen mainScreen].bounds];

UINavigationController\* nav = [[UINavigationController alloc]initWithRootViewController:[[ViewController alloc]init]];

self.window.rootViewController = nav;

[self.window makeKeyAndVisible];

return YES;

}

ViewController.h

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

<UITabBarDelegate,UITableViewDataSource>

{

//数据视图

UITableView \* \_uitableView;

//数据源

NSMutableArray\* \_arrayData;

UIBarButtonItem\* \_btnEdit;

UIBarButtonItem\* \_btnFinish;

UIBarButtonItem\* \_btnDelete;

BOOL \_isEdit;

}

@end

ViewController.m

#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

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

\_uitableView = [[UITableView alloc]initWithFrame:self.view.bounds style:UITableViewStylePlain];

\_uitableView.autoresizingMask = UIViewAutoresizingFlexibleHeight|UIViewAutoresizingFlexibleHeight;

\_uitableView.delegate = self;

\_uitableView.dataSource = self;

\_uitableView.tableHeaderView = nil;

\_uitableView.tableFooterView = nil;

[self.view addSubview:\_uitableView];

\_arrayData = [[NSMutableArray alloc]init];

for(int i = 0;i<20;i++)

{

NSString\* str = [NSString stringWithFormat:@"A %d",i];

[\_arrayData addObject:str];

}

//当数据源发生变化时，需要更新视图

[\_uitableView reloadData];

[self createBtn];

}

-(void)createBtn

{

\_isEdit = NO;

\_btnEdit = [[UIBarButtonItem alloc]initWithTitle:@"编辑" style:UIBarButtonItemStylePlain target:self action:@selector(pressEdit)];

\_btnFinish = [[UIBarButtonItem alloc]initWithTitle:@"完成" style:UIBarButtonItemStylePlain target:self action:@selector(pressFinish)];

\_btnDelete = [[UIBarButtonItem alloc]initWithTitle:@"删除" style:UIBarButtonItemStylePlain target:self action:@selector(pressDelete)];

self.navigationItem.rightBarButtonItem = \_btnEdit;

}

-(void)pressEdit

{

\_isEdit = YES;

self.navigationItem.rightBarButtonItem = \_btnDelete;

[\_uitableView setEditing:YES];

self.navigationItem.leftBarButtonItem = \_btnFinish;

}

-(void)pressFinish

{

\_isEdit = NO;

self.navigationItem.rightBarButtonItem = \_btnEdit;

[\_uitableView setEditing:NO];

self.navigationItem.leftBarButtonItem = nil;

}

-(NSInteger)tableView:(UITableView \*)tableView numberOfRowsInSection:(NSInteger)section

{

return \_arrayData.count;

}

//默认组数为1

-(NSInteger)numberOfSectionsInTableView:(UITableView \*)tableView

{

return 1;

}

-(UITableViewCell \*)tableView:(UITableView \*)tableView cellForRowAtIndexPath:(NSIndexPath \*)indexPath

{

NSString\* str = @"ID";

//尝试获取可以复用的单元格

//如果得不到，返回nil

UITableViewCell\* cell = [\_uitableView dequeueReusableCellWithIdentifier:str];

if (cell==nil) {

cell = [[UITableViewCell alloc]initWithStyle:UITableViewCellStyleDefault reuseIdentifier:str];

}

cell.textLabel.text = [\_arrayData objectAtIndex:indexPath.row];

return cell;

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end