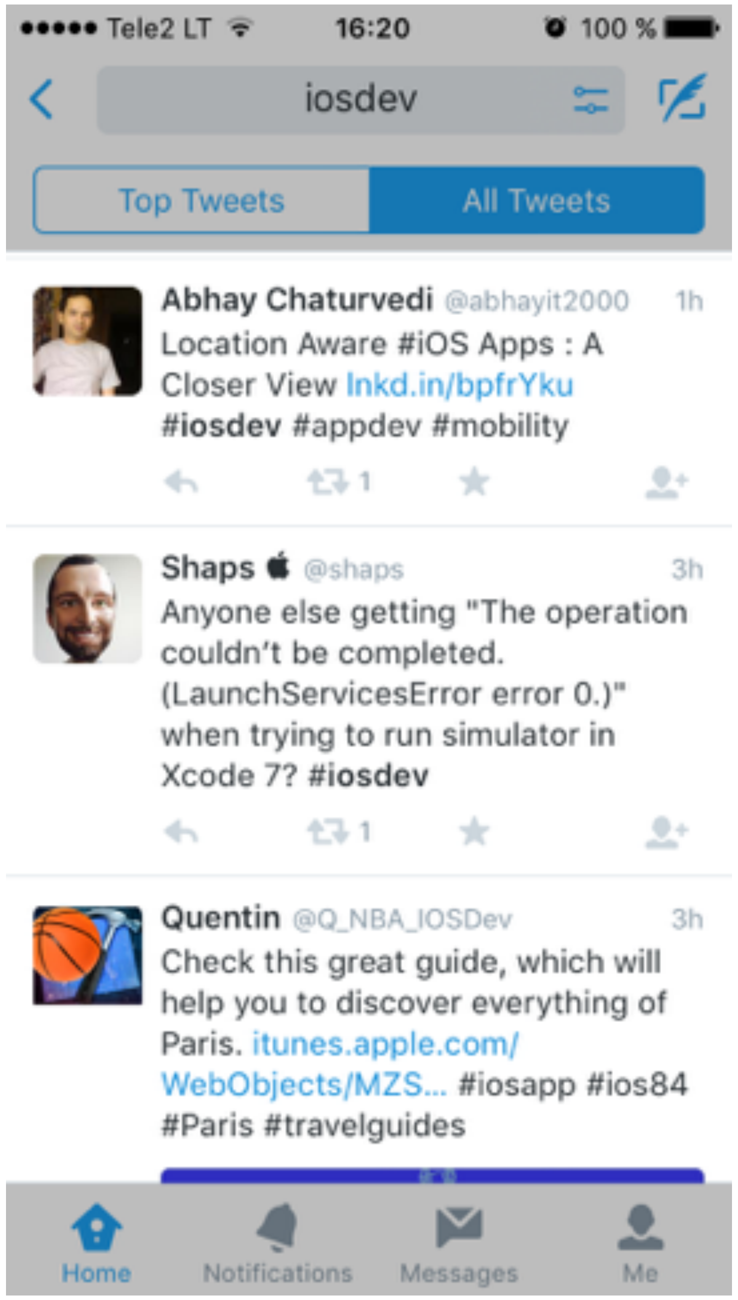
# UITableView

## UITableView

- Navigate through hierarchically structured data
- View an indexed list of items
- See detail information and controls in visually distinct groupings
- Interact with a selectable list of options

# UITableView


●●●●● Tele2 LT 16:20 100 %

iosdev

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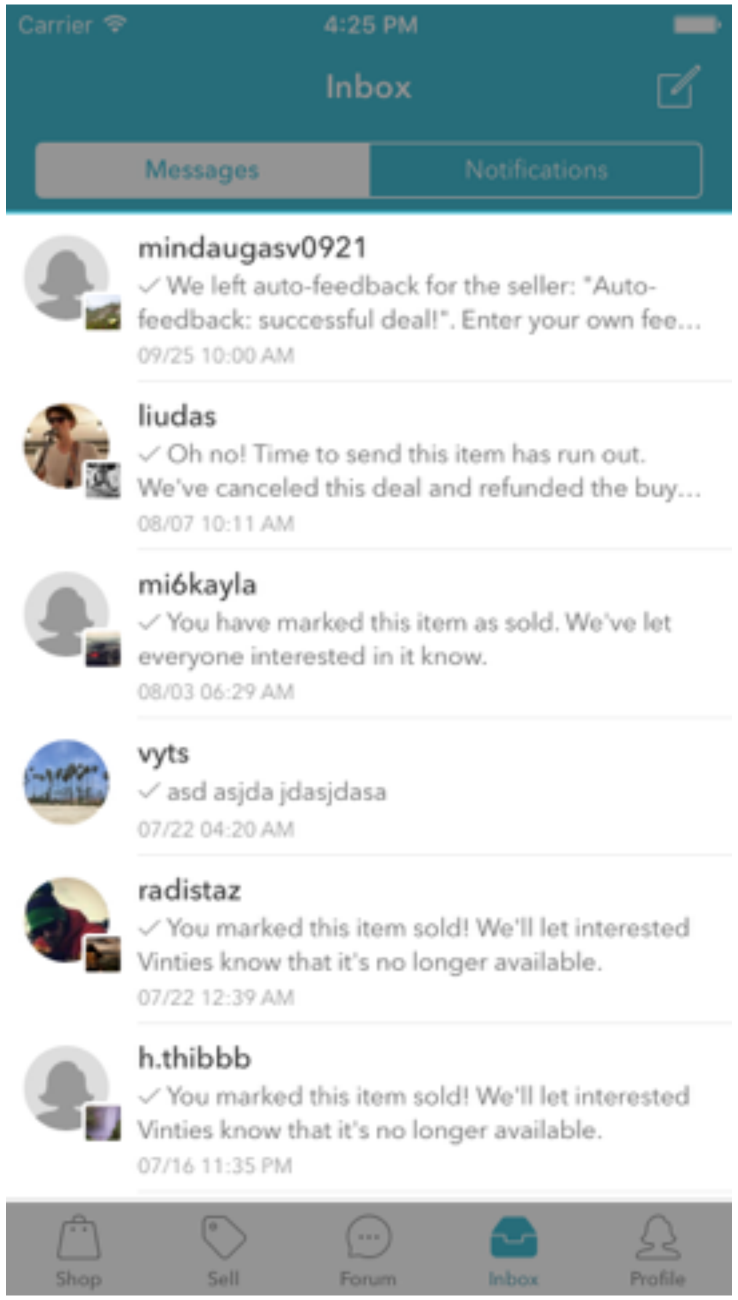
Abhay Chaturvedi @abhayit2000 1h
Location Aware #iOS Apps : A Closer View lnkd.in/bpfrYku #iosdev #appdev #mobility
1

Shaps @shaps 3h
Anyone else getting "The operation couldn't be completed. (LaunchServicesError error 0.)" when trying to run simulator in Xcode 7? #iosdev
1

Quentin @Q_NBA_IOSDev 3h
Check this great guide, which will help you to discover everything of Paris. itunes.apple.com/WebObjects/MZS... #iosapp #ios84 #Paris #travelguides


Carrier 4:25 PM

Inbox

Messages | Notifications

mindaugasv0921
✓ We left auto-feedback for the seller: "Auto-feedback: successful deal!". Enter your own fee...
09/25 10:00 AM

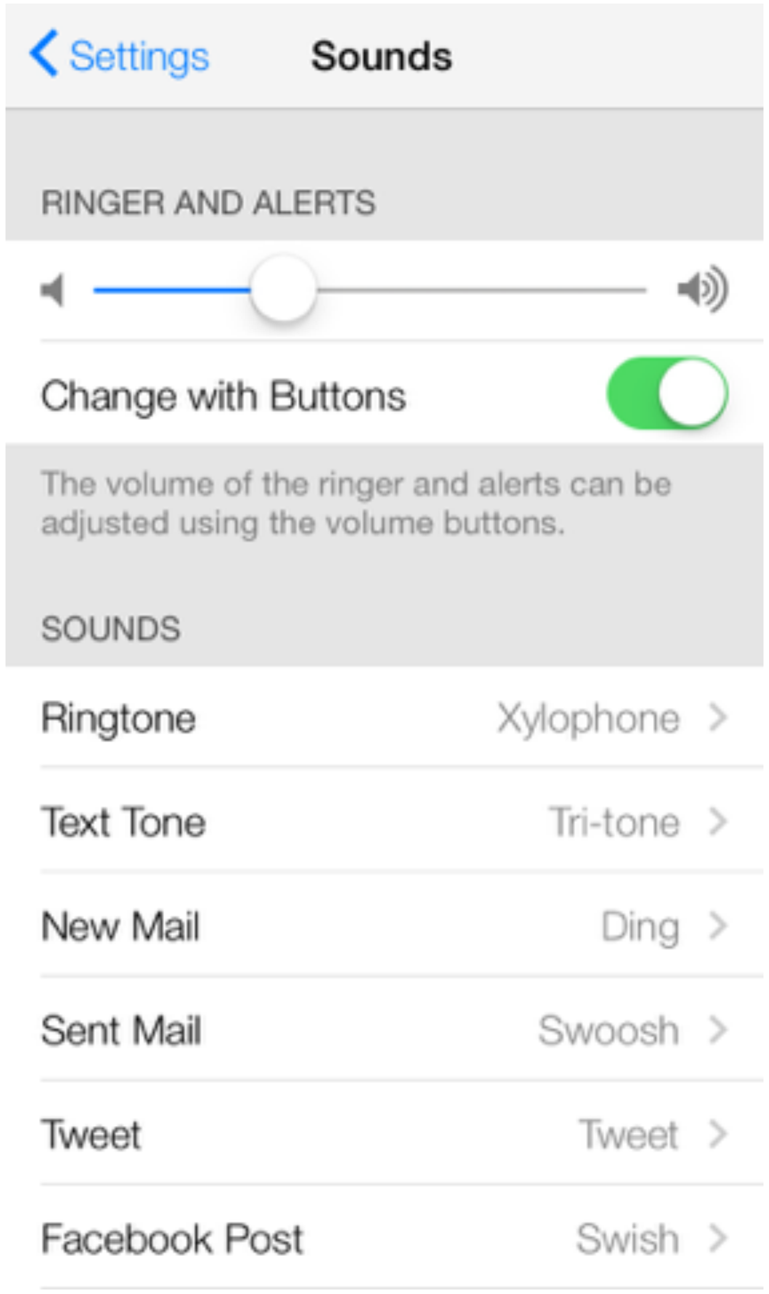
liudas
✓ Oh no! Time to send this item has run out. We've canceled this deal and refunded the buy...
08/07 10:11 AM

mi6kayla
✓ You have marked this item as sold. We've let everyone interested in it know.
08/03 06:29 AM

vyts
✓ asd asjda jdasjdasa
07/22 04:20 AM

radistaz
✓ You marked this item sold! We'll let interested Vinties know that it's no longer available.
07/22 12:39 AM

h.thibbb
✓ You marked this item sold! We'll let interested Vinties know that it's no longer available.
07/16 11:35 PM


< Settings Sounds

RINGER AND ALERTS

Change with Buttons

The volume of the ringer and alerts can be adjusted using the volume buttons.

SOUNDS

| | |
|---|---|
| Ringtone | Xylophone > |
| Text Tone | Tri-tone > |
| New Mail | Ding > |
| Sent Mail | Swoosh > |
| Tweet | Tweet > |
| Facebook Post | Swish > |

# UITableView

In Code

```
let tableView = UITableView(frame: view.bounds);
view.addSubview(tableView);
```

# UITableView

In Storyboard

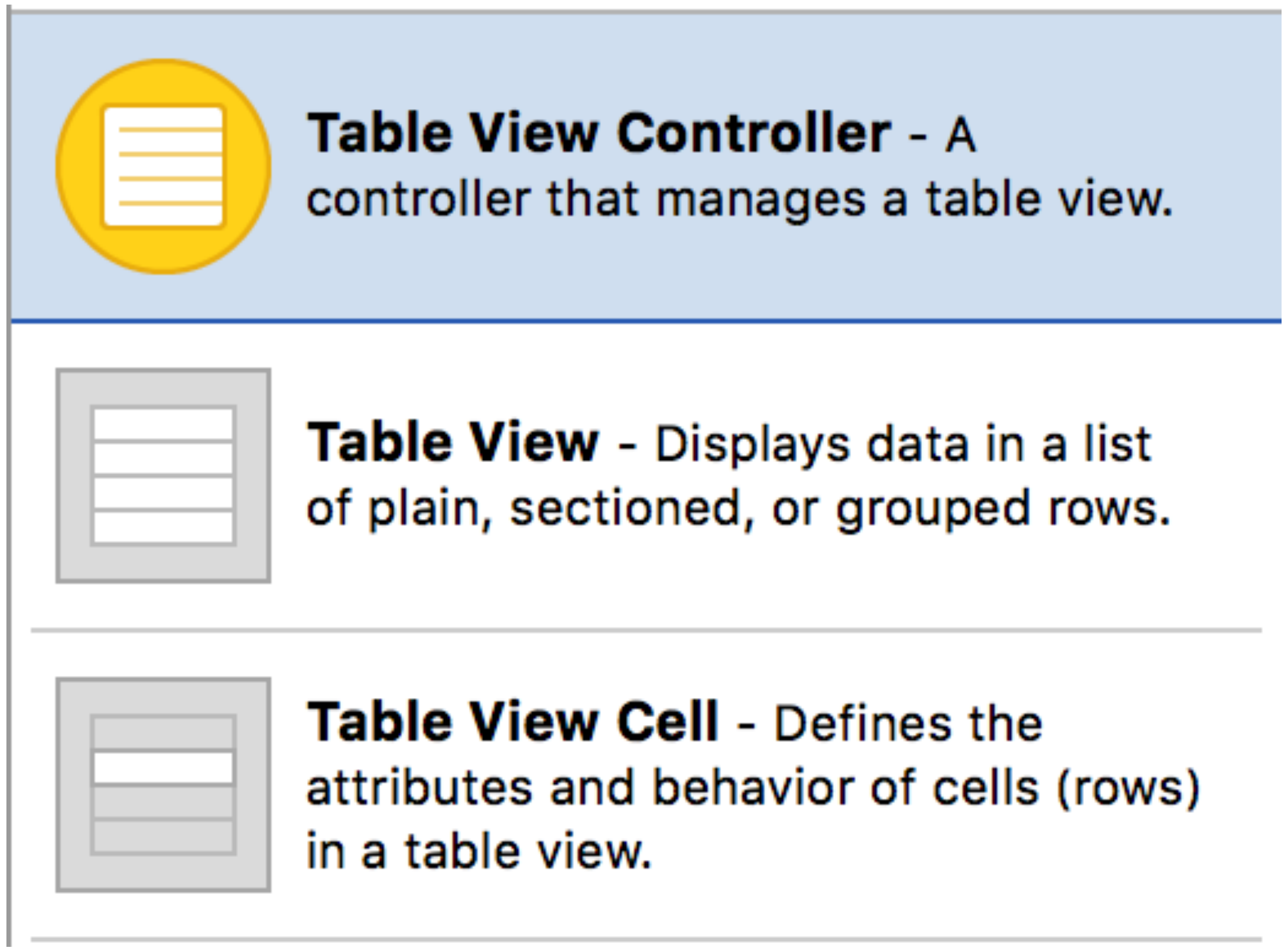


**Table View Controller** - A controller that manages a table view.

**Table View** - Displays data in a list of plain, sectioned, or grouped rows.

**Table View Cell** - Defines the attributes and behavior of cells (rows) in a table view.

# UITableView

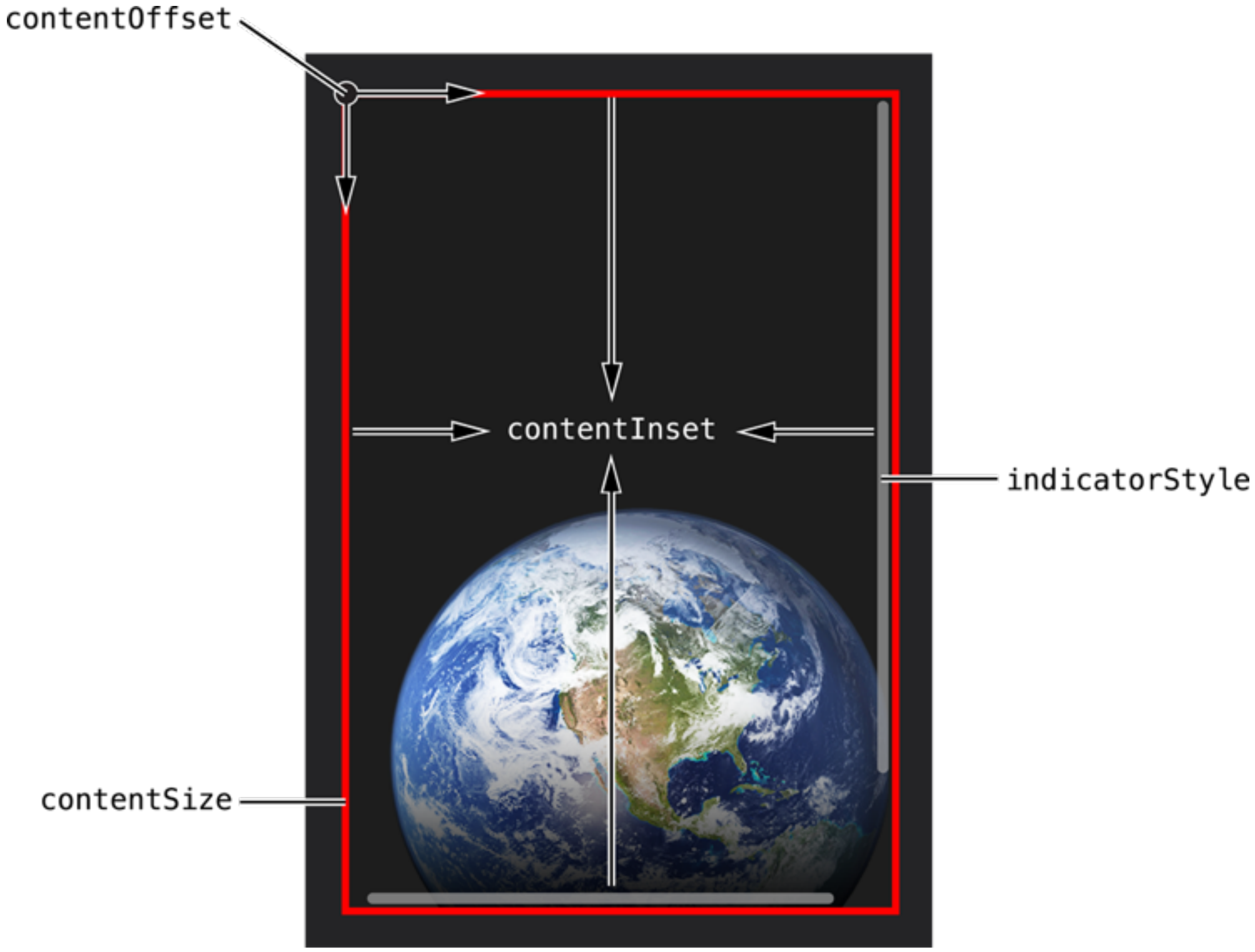
In Storyboard

```
@IBOutlet weak var tableView: UITableView!
```

# UIScrollView

- Used to represent more content than fits to the screen.
- Table View content can be bigger than screen size.

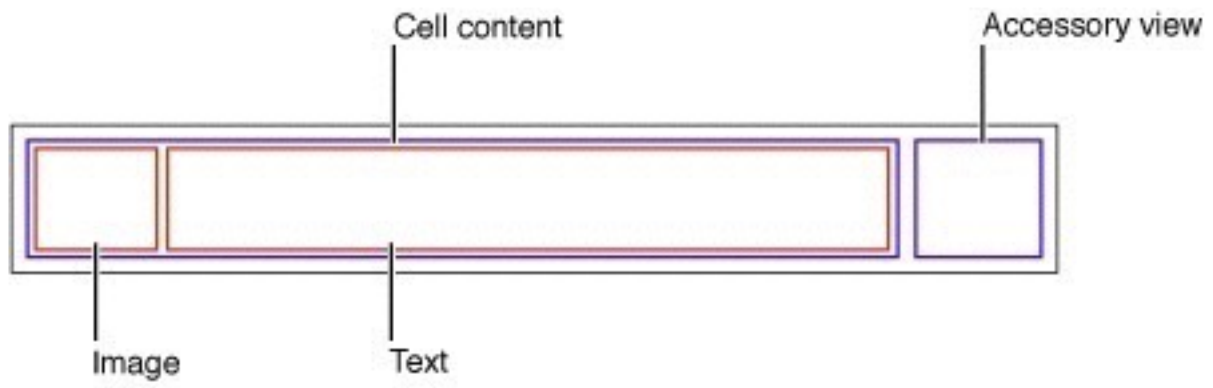
# UIScrollView



# ContentView in UITableView

- You provide all the info needed to calculate the contents of *UITableView*
- *UITableViewCell*, *UITableViewHeaderFooterView* are the main contents of *UITableView*
- *UITableView* also has *headerView* and *footerView* properties

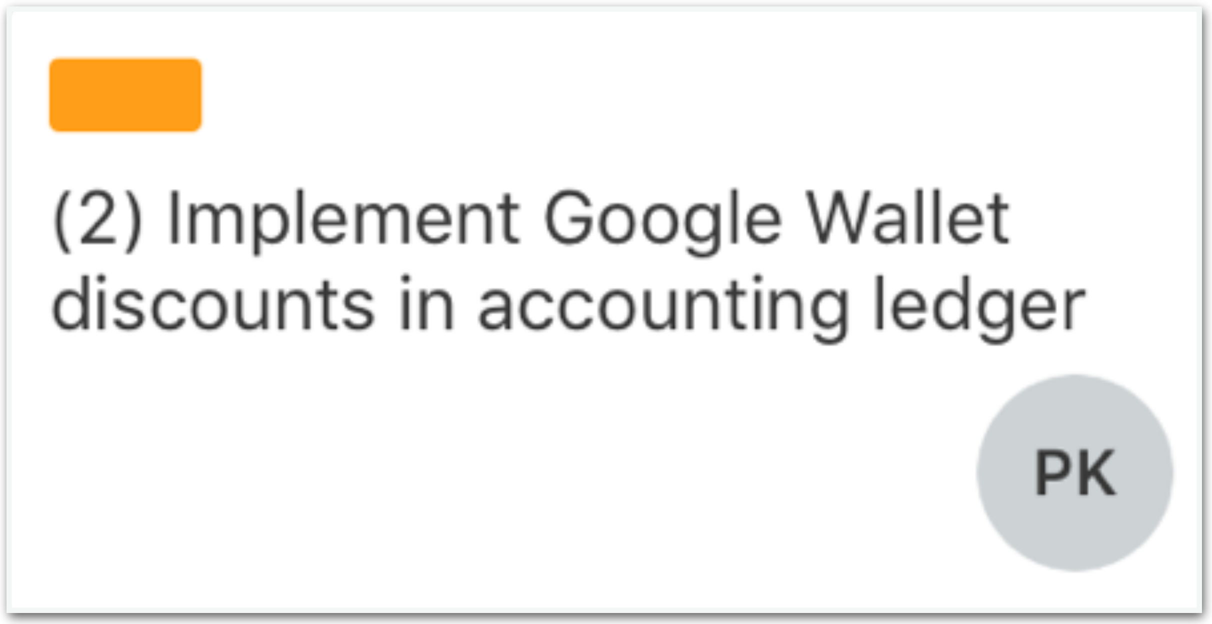
# UITableViewCell



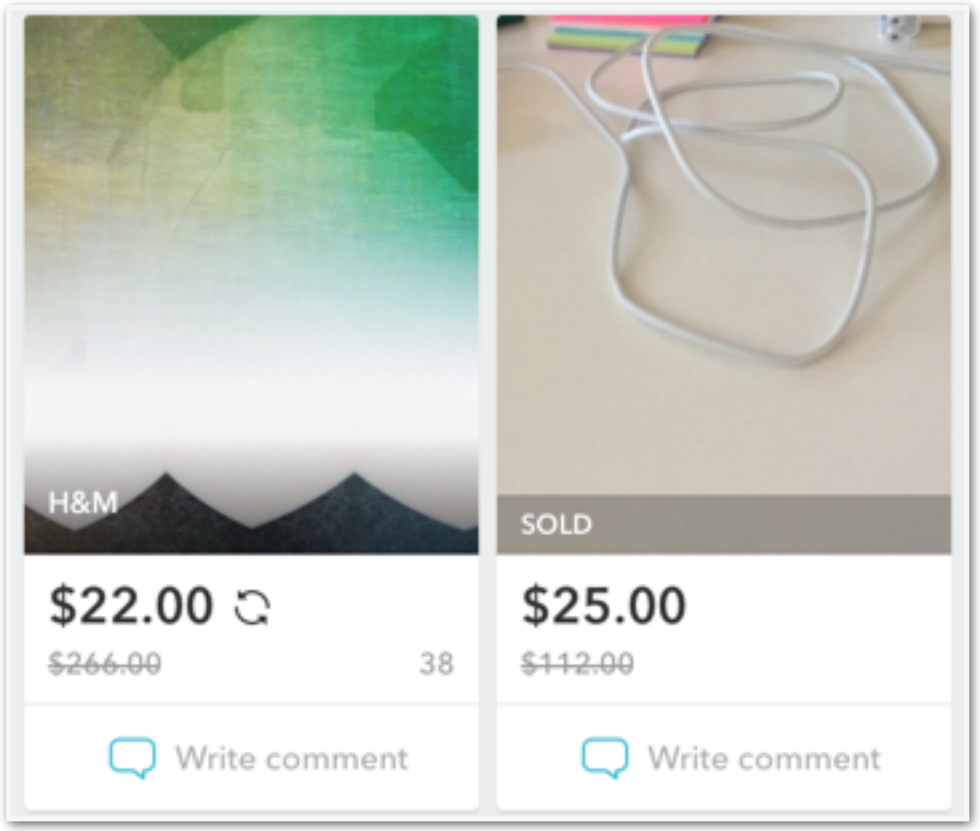
# Default UITableViewCells

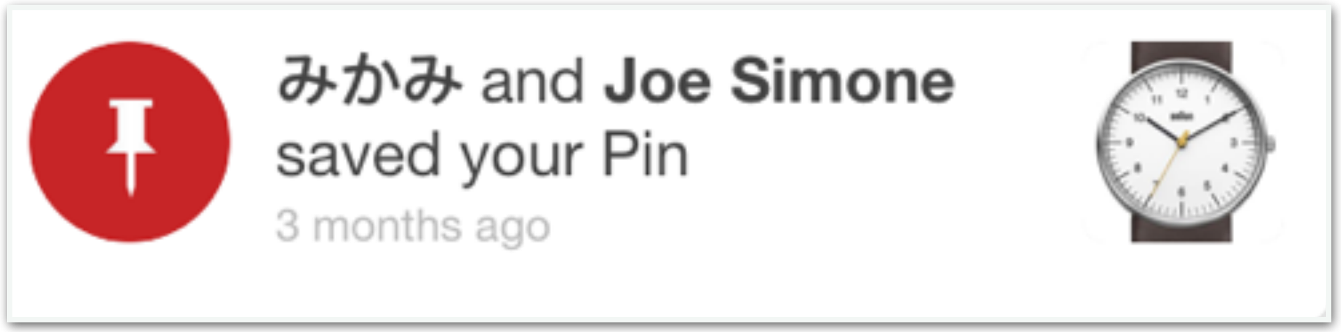
```
public enum UITableViewCellStyle : Int {

    case Default // Simple cell with text label and optional
image view (behavior of UITableViewCell in iPhoneOS 2.x)
    case Value1 // Left aligned label on left and right
aligned label on right with blue text (Used in Settings)
    case Value2 // Right aligned label on left with blue
text and left aligned label on right (Used in Phone/
Contacts)
    case Subtitle // Left aligned label on top and left
aligned label on bottom with gray text (Used in iPod).
}
```

# Custom TableViewCells


(2) Implement Google Wallet discounts in accounting ledger

PK




みかみ and **Joe Simone** saved your Pin

3 months ago

## Filling UITableView with data

- You have to set UITableView instance dataSource property with object implement UITableViewDataSource protocol
- That object provides all the needed data for table view

# UITableViewDataSource

```
public protocol UITableViewDataSource : NSObjectProtocol {


    public func tableView(tableView: UITableView,
numberOfRowsInSection section: Int) -> Int

    public func tableView(tableView: UITableView,
cellForRowAtIndexPath indexPath: NSIndexPath) -> UITableViewCell



    optional public func numberOfSectionsInTableView(tableView:
UITableView) -> Int


    …
}
```

## Sections

## numberOfSectionsInTableView(_:)

```
func numberOfSectionsInTableView(tableView: UITableView) -> Int {
 return 2;
}
```

## tableView(_:numberOfRowsInSection:)

```
func tableView(tableView: UITableView, numberOfRowsInSection
section: Int) -> Int {
        switch section {
        case 0:
            return allTitles.count
        case 1:
            return allNames.count
        }
    }
```

# tableView(_:cellForRowAtIndexPath:)

```
func tableView(tableView: UITableView, cellForRowAtIndexPath
indexPath: NSIndexPath) -> UITableViewCell {
        let cell =
tableView.dequeueReusableCellWithIdentifier("NamesCellIdentifier",
forIndexPath: indexPath)
        switch indexPath.section {
        case 0:
            let name = allTitles[indexPath.row]
            cell.textLabel?.text = name as? String
        case 1:
            let name = allNames[indexPath.row]
            cell.textLabel?.text = name as? String
        default:
            break
        }
        return cell
    }
```

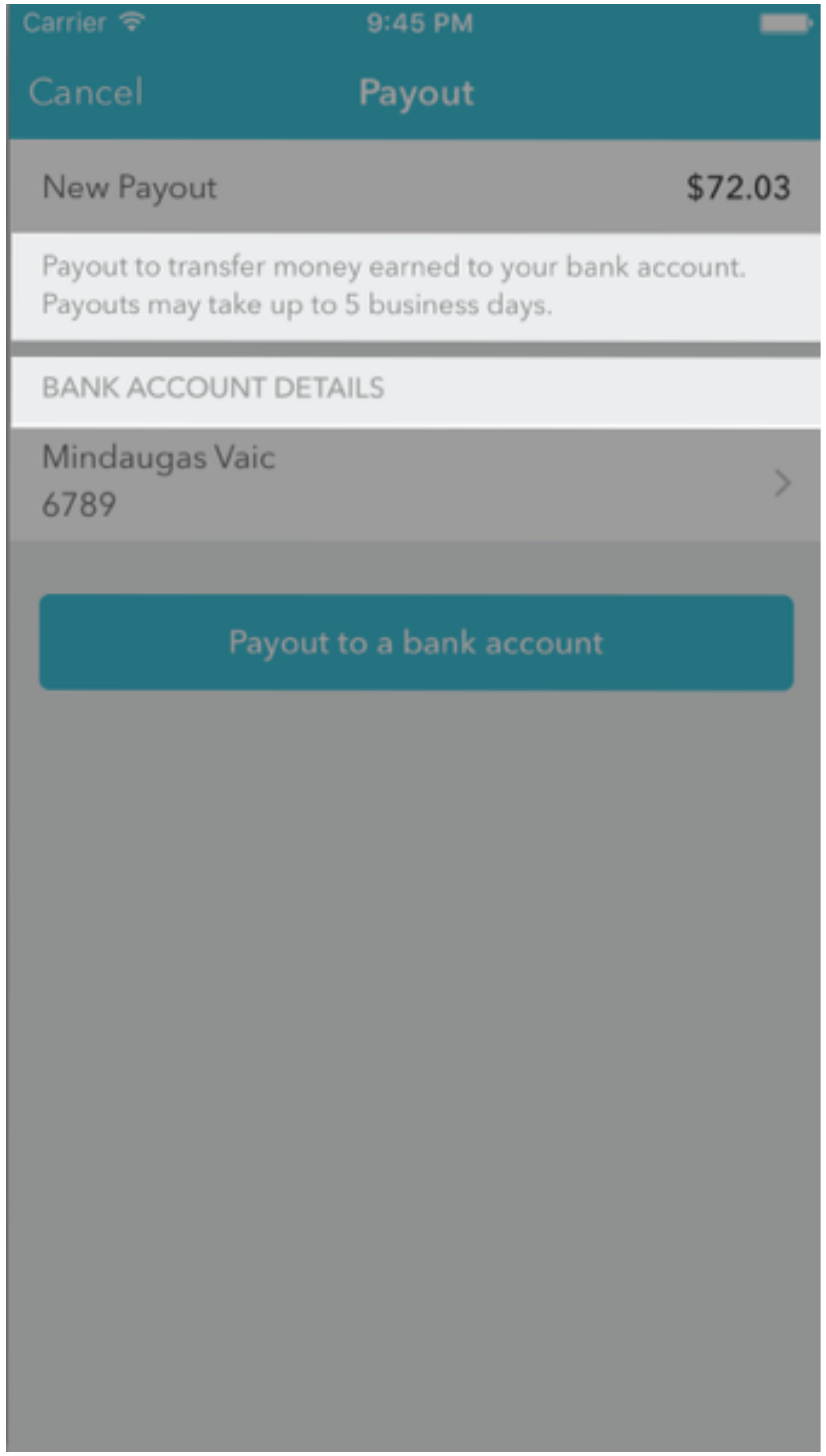
# Dequeuing

- *UITableView* tries to not create more cells than it is needed
- Each created cell can be reused for another data to represent
- *prapareForReuse()* is called when cell will be reused
- *reuseIdentifier* is used to identify cells for reuse

## Register Cells

```
public func registerNib(nib: UINib?, forCellReuseIdentifier
identifier: String)


public func registerClass(cellClass: AnyClass?,
forCellReuseIdentifier identifier: String)
```

# Section Footer and Header views



Payout to transfer money earned to your bank account. Payouts may take up to 5 business days.

- Same as UITableViewCell
- Dequeued with reuse identifiers
- Can be created custom or just passed titles for them
- Each section can have different one or none

## Register Section Footer and Header Views

```
public func registerNib(nib: UINib?,
forHeaderFooterViewReuseIdentifier identifier: String)


public func registerClass(aClass: AnyClass?,
forHeaderFooterViewReuseIdentifier identifier: String)
```

## Table Footer and Header views

- *UITableView*'s can have footer and header views
- They are shown above or below table content
- Any *UIView* can be assigned to *tableHeaderView* and *tableFooterView*

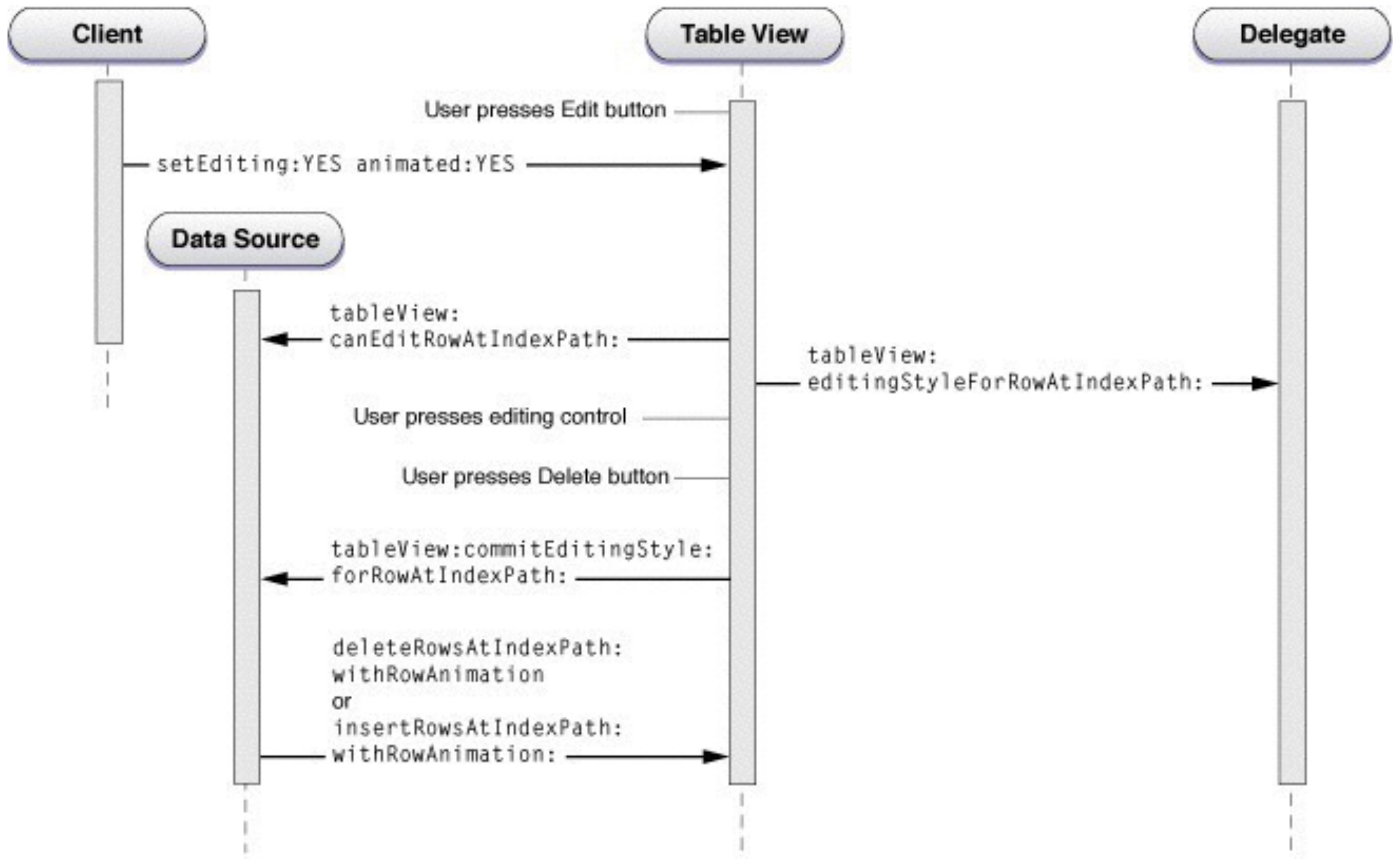
## Static table view content

- Everything is configured in Interface builder
- You can link outlets directly from cells

## Reacting to events in UITabelView

- All actions to which we can respond are sent to *UITableViewDelegate*
- Mainly we handle *didSelect* action

# Edit mode



Client
Table View
Delegate
User presses Edit button
setEditing:YES animated:YES
Data Source
tableView:
canEditRowAtIndexPath:
tableView:
editingStyleForRowAtIndexPath:
User presses editing control
User presses Delete button
tableView:commitEditingStyle:
forRowAtIndexPath:
deleteRowsAtIndexPath:
withRowAnimation
or
insertRowsAtIndexPath:
withRowAnimation:

# UITableViewController

- UITableView can be created in UIViewController or in UITableViewController.
- In UITableViewController view is UITableView.
- UITableViewController allows more possibilities in Interface builder and gives less setup out of the box.

https://github.com/MindaugasV/UITableViewExample

https://github.com/MindaugasV/UITableViewExample/blob/master/iOS_tableview.pdf

# Praktine uzduotis

- Sukurti kokia nors klase realaus pasaulio objekto, pagal savo pasirinkta tema. Cia naudosim Zmogaus pavyzdi.
- Sukurti view’a tos klases objekto duomenu atvaizdavimui ir redagavimui (pvz. Nuotrauka - ImageView, Vardas, Pavarde - text fieldai, Amzius - UISlider+UILabel, Ar susituokes - UISwitch, Lytis - UISegmentedControl, ir t.t.)
- Patobulinti App’sa galimybe perrinkti visa eile objektu (t.y. perziureti zmoniu sarasa) - prideti du Button’us (pimyn >, atgal < ) kurie pereitu prie sekancio zmogaus is Zmoniu masyvo, kai prienama iki pabaigos ar pradzios saraso, atitinkamas mygtukas turi buti disable’intas.
- Siai uzduociai pradinia duomenys gali buti sukurti kode tiesiog UIViewController’yje.
- Toliau sia uzduoti galima bus pildyt - kad atsirastu galimybe kurti naujus objetus (t.y. prideti prie saraso, trinti is saraso), ir redaguoti atidarant nauja View’a, perdaryti kad sarasas butu rodomas su Table View’u, prideti Settings’u Tab’a - kuriame galima butu riboti max. sukuriamu objektu skaiciu, ijungt/isjungt advanced mode - kuris pvz. dadetu/isimtu kokius nors laukus is objekto savybiu, ir t.t.