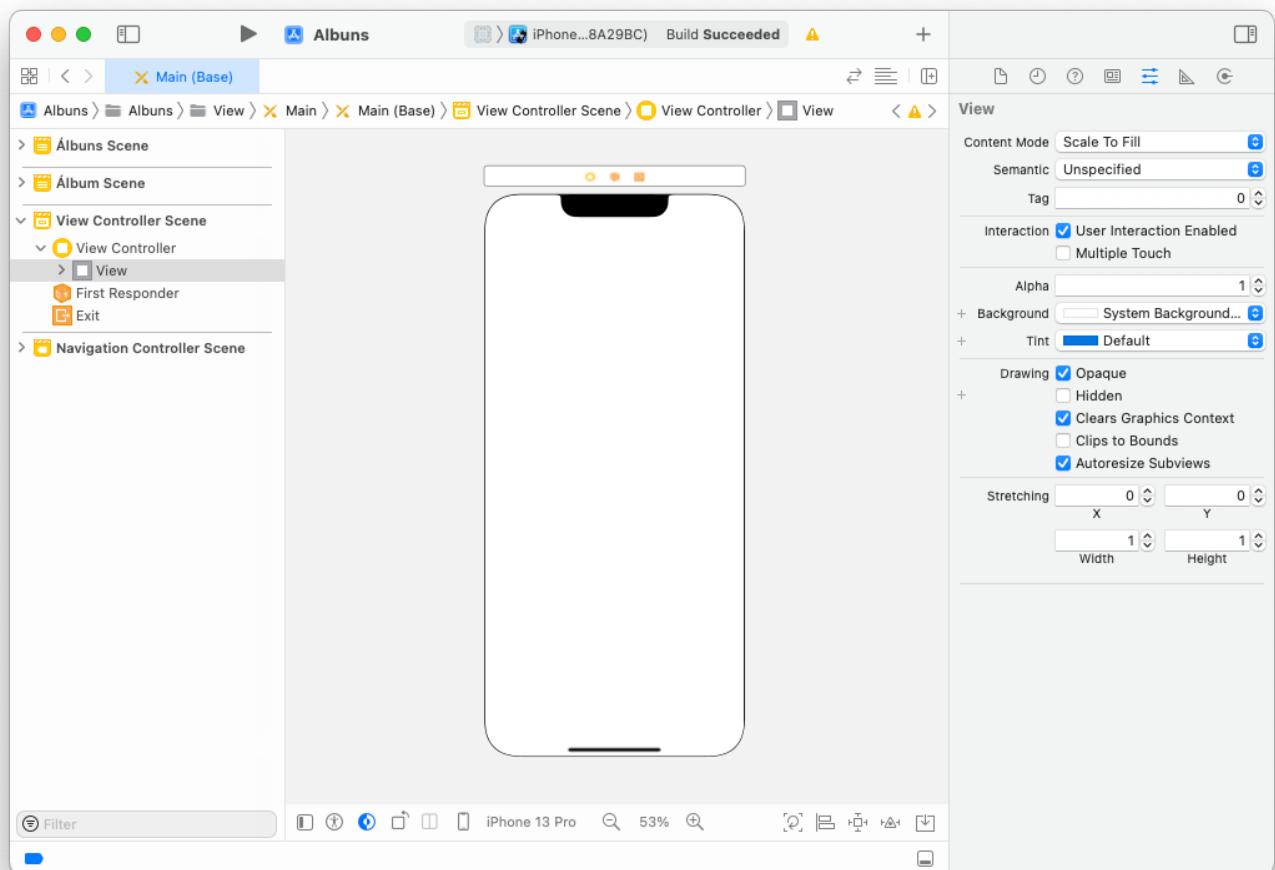


# Construção de Telas

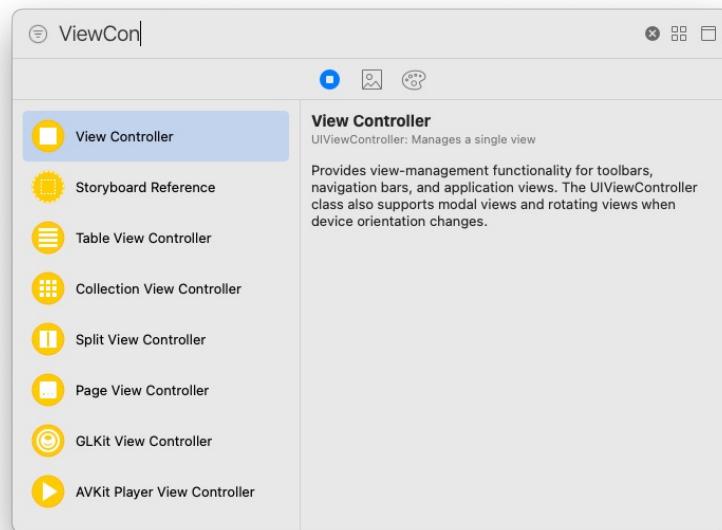
## Construção das telas de Login e Cadastro

Acompanhe agora um passo a passo para construção das telas de Login e Cadastro no Storyboard.

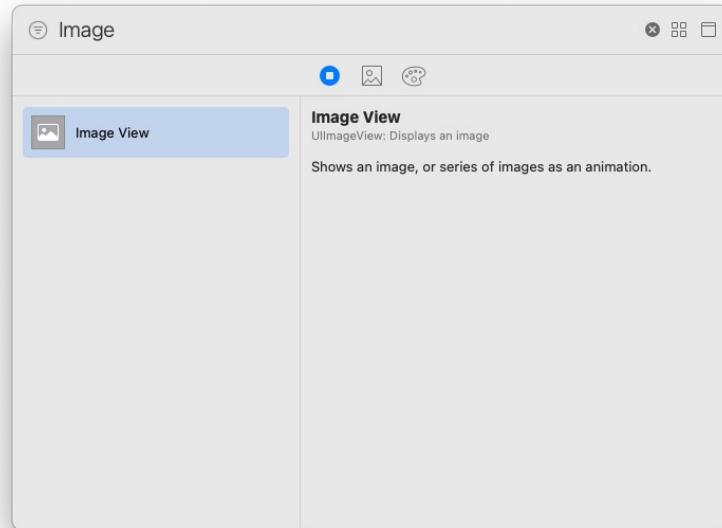
Abra o main.storyboard do seu projeto. Caso o projeto seja novo será apresentado o View Controller previamente criado para a aplicação.



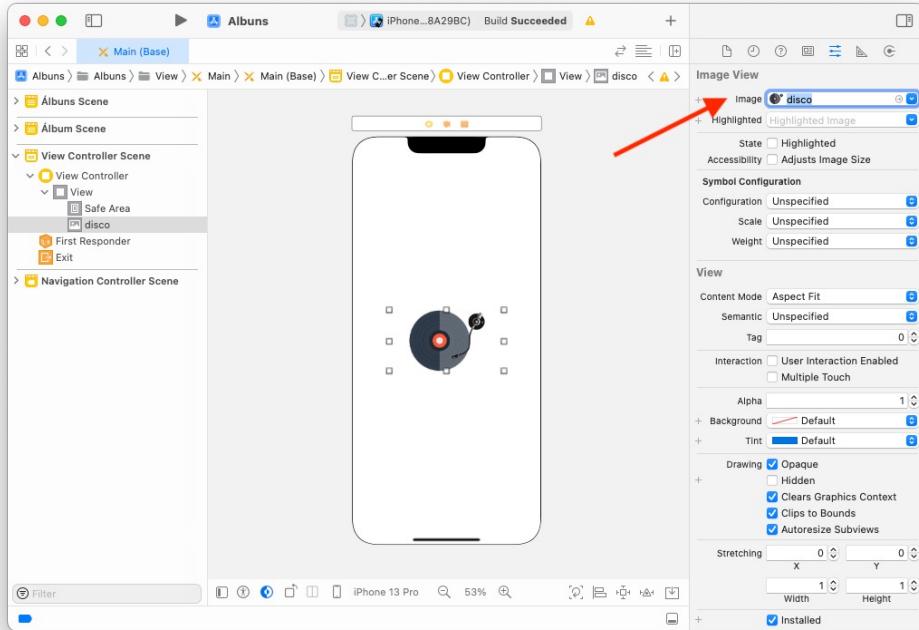
2. Caso não seja um novo projeto e já tenha outras telas, basta clicar no + e adicionar um novo View Controller.



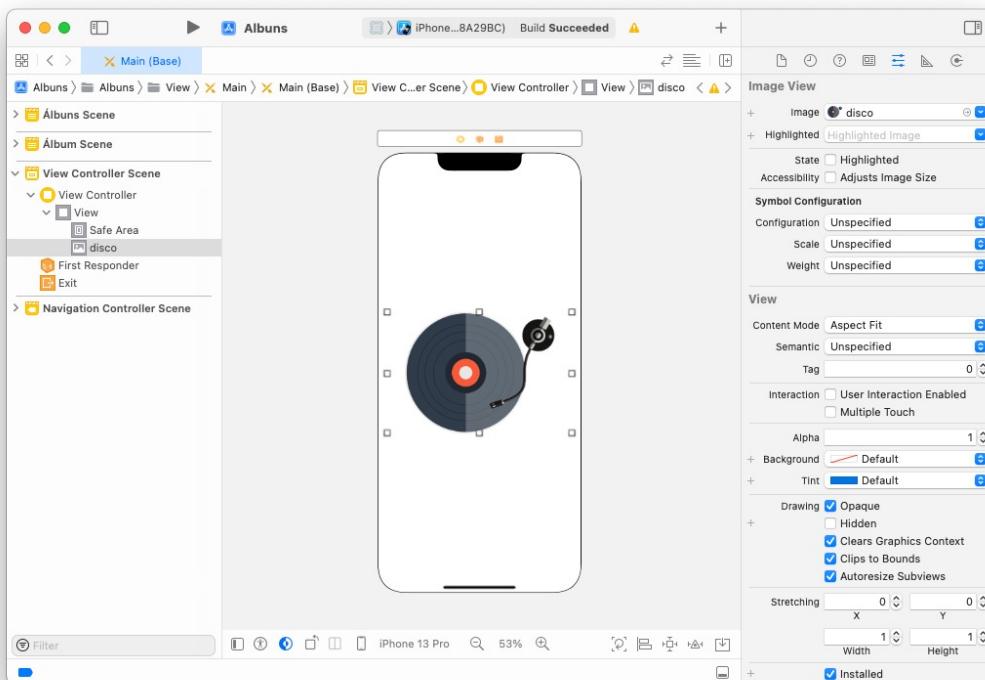
3. Adicione a este View Controller um Image View clicando no + novamente.



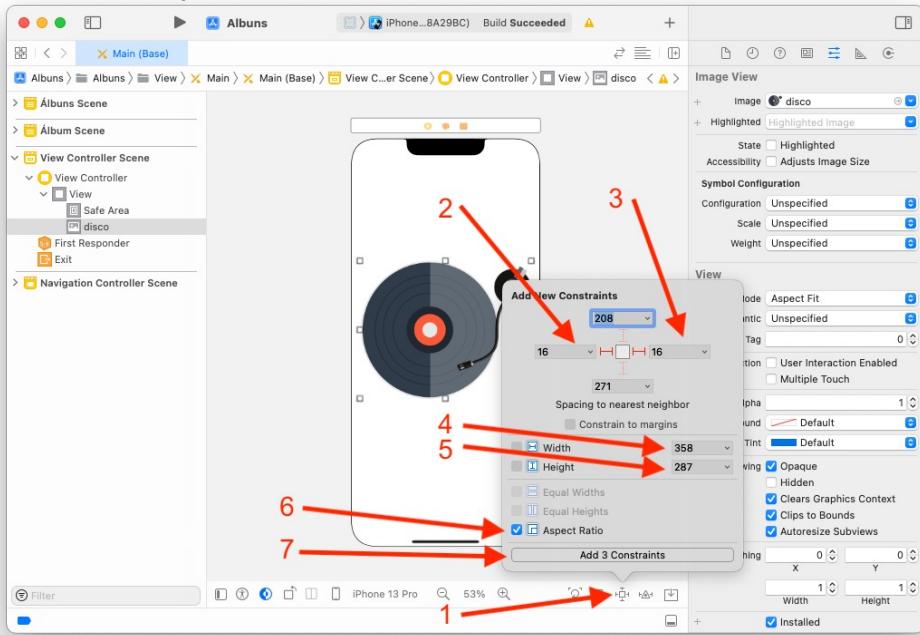
4. Posicione o Image View ao centro da tela e seleciona a imagem para ele.



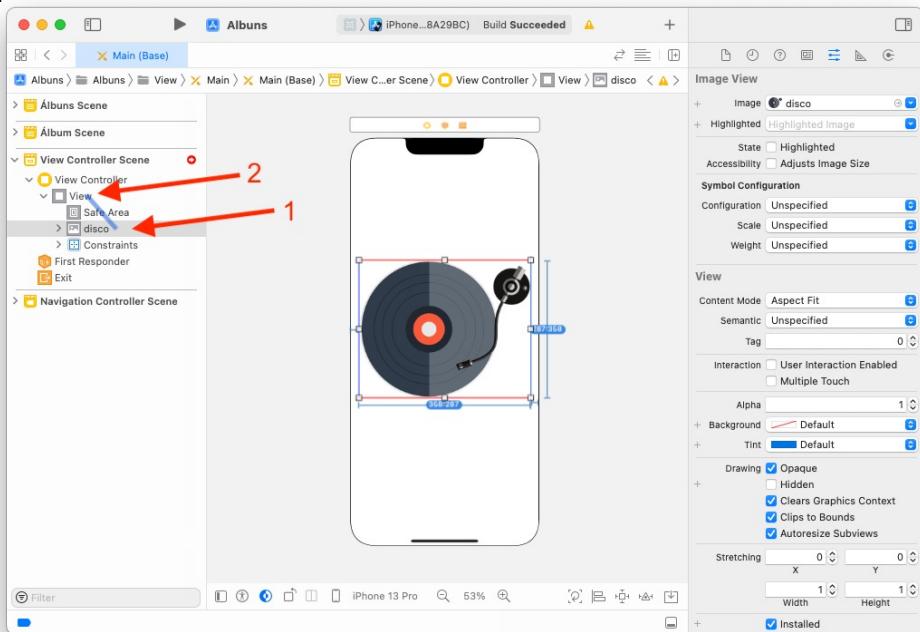
5. Alinhe as bordas do Image View junto as linhas guia nas laterais da tela.



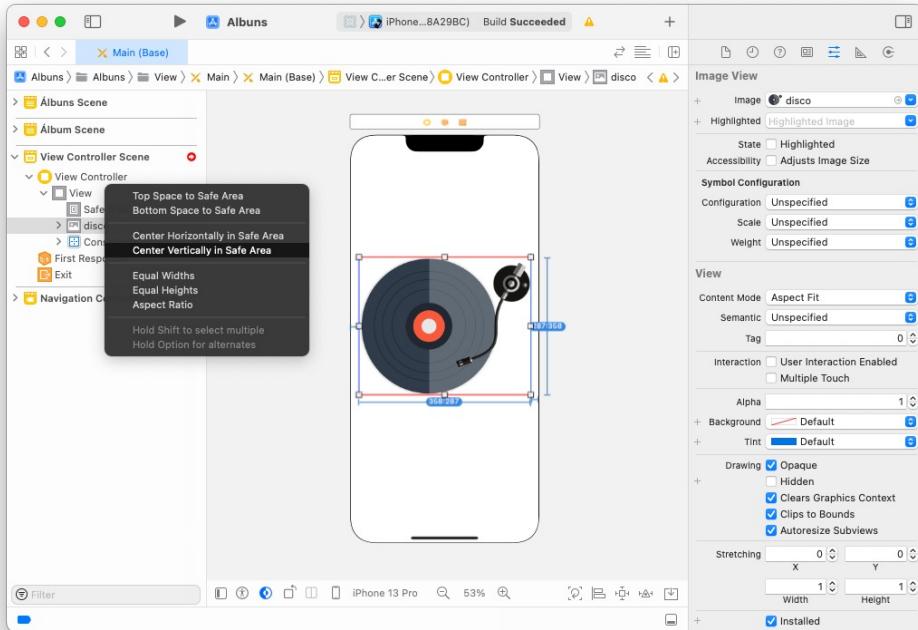
6. Adicione as regras de Layout ajustando as distâncias nas laterais, o tamanho da imagem e fixando o aspecto dela.



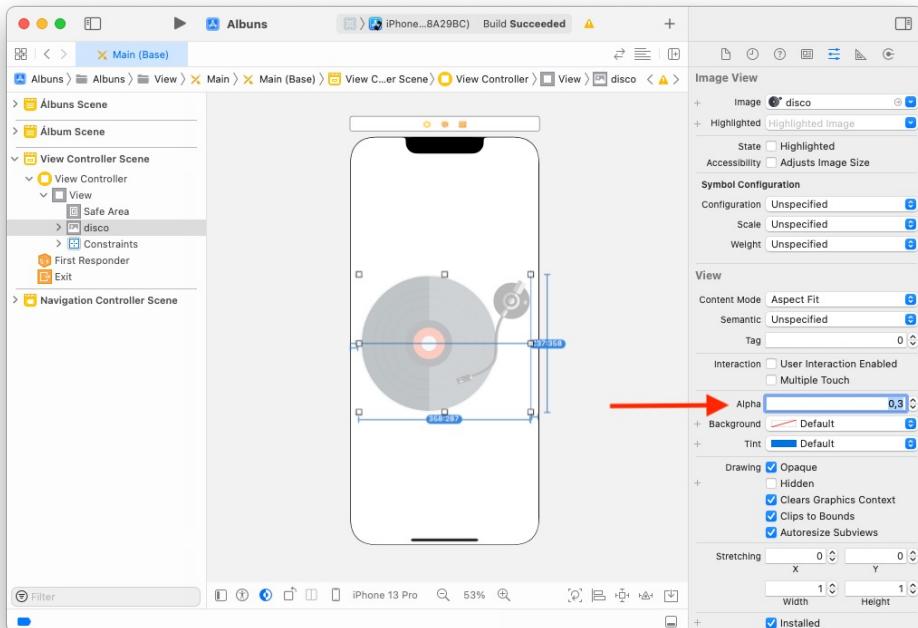
7. Tecle CTRL+ clique na referência da imagem e arraste para a referência do View Controller.



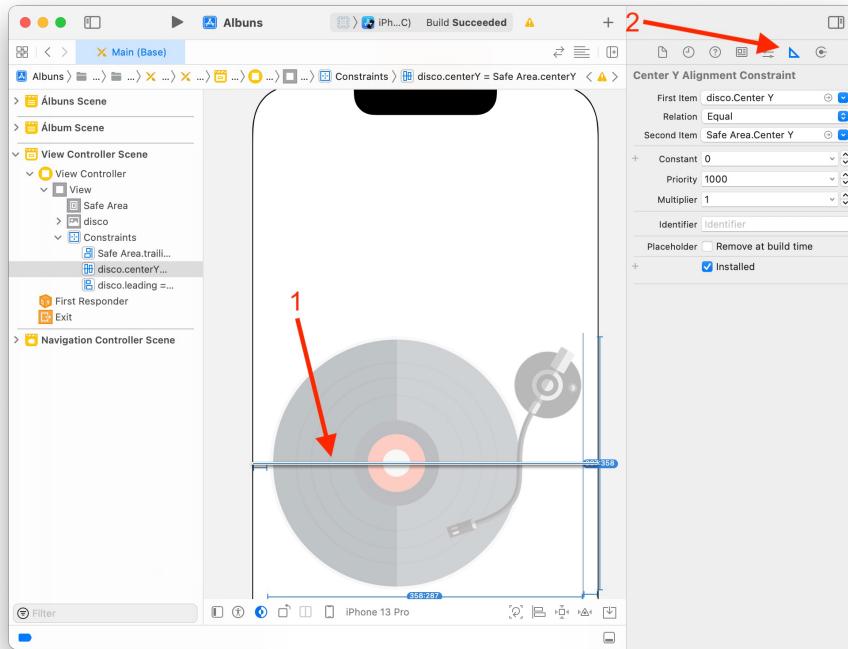
8. Ao soltar o mouse, selecione no Menu **Center Vertically in Safe Area**.



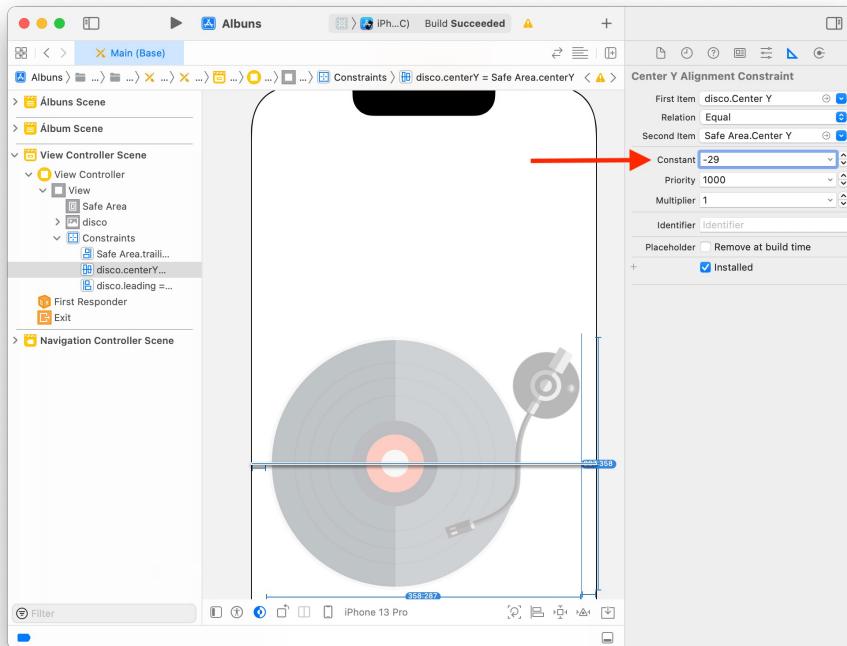
9. Modifique o valor Alpha para 0,3 tornando a imagem quase transparente.



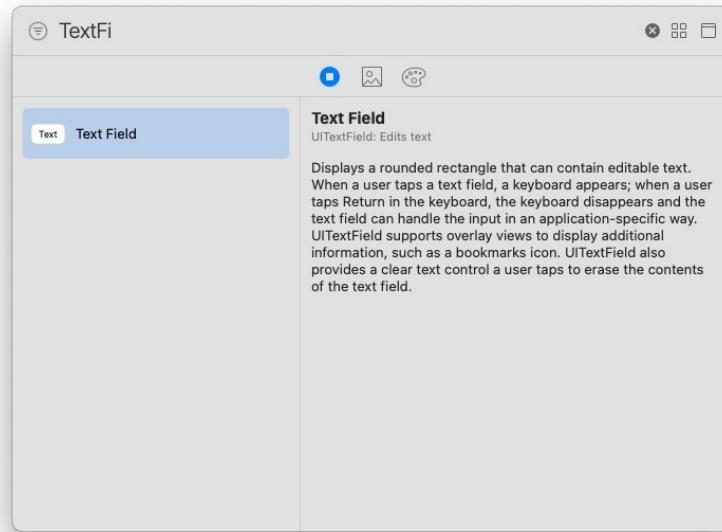
10. Selecione a regra de alinhamento central da imagem.



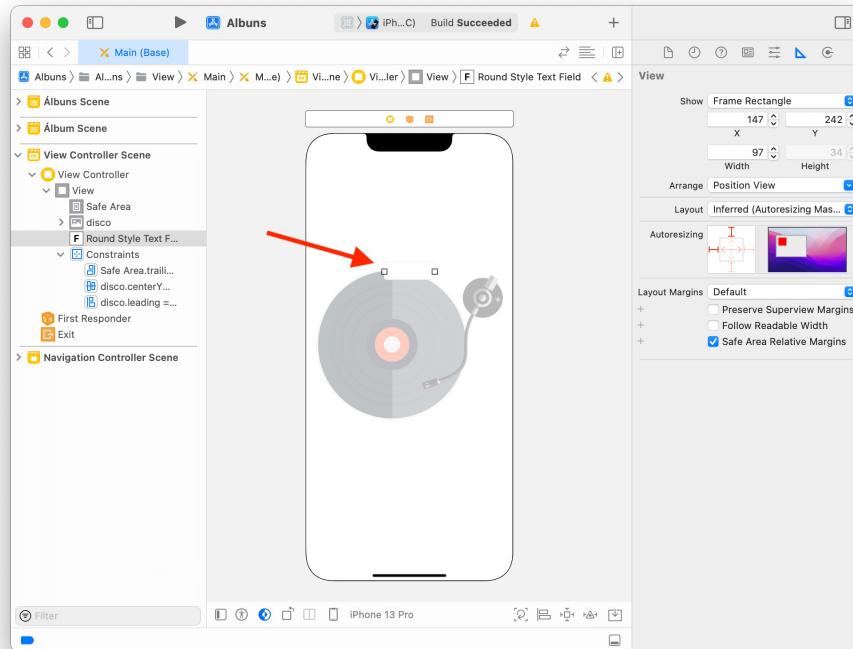
11. Ajuste a constante para -29, deslocando a imagem um pouco acima do centro da tela.



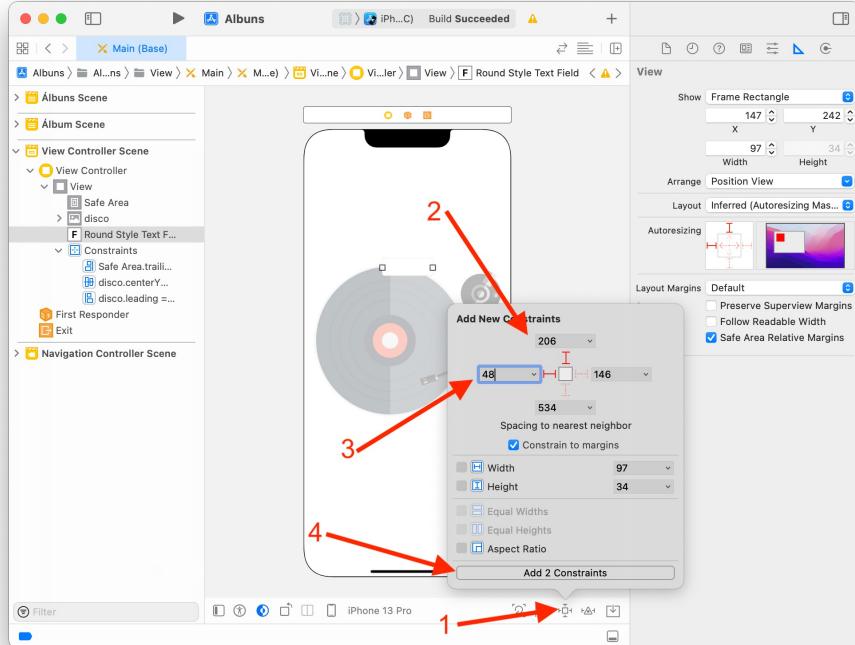
## 12. Adicione um Text Field.



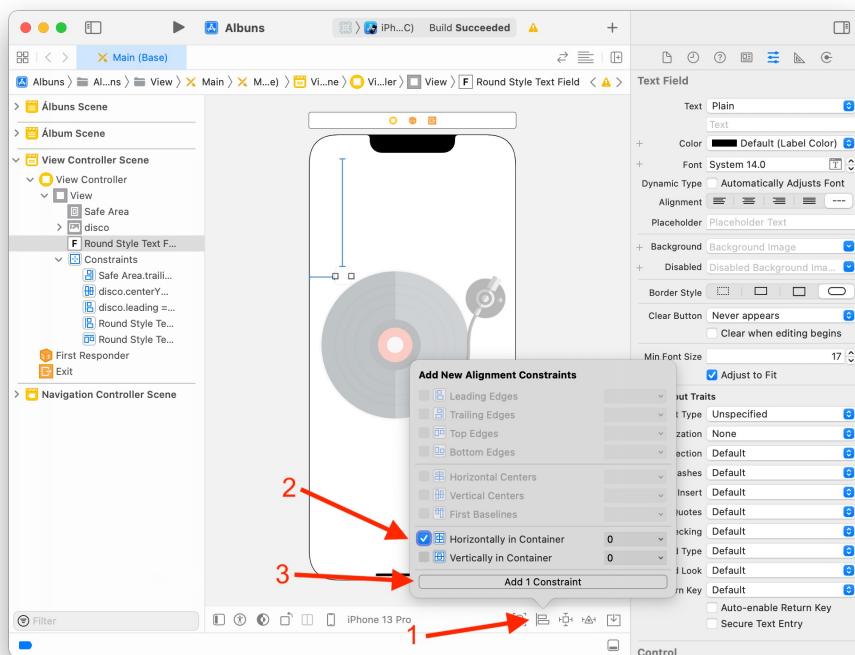
## 13. Posicione próximo ao topo da imagem.



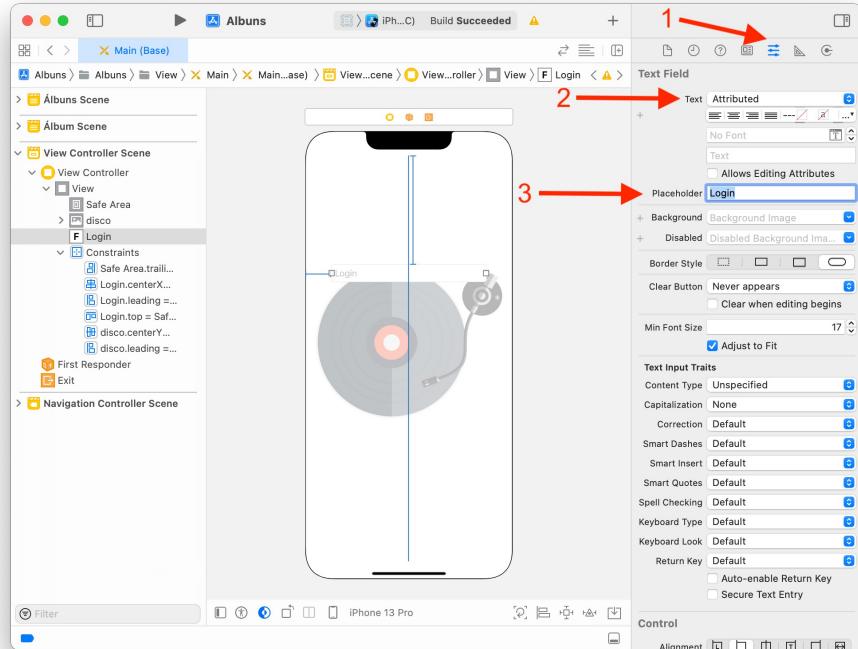
14. Adicione as regras de Layout, fixando os valores superior e lateral esquerda do Text View.



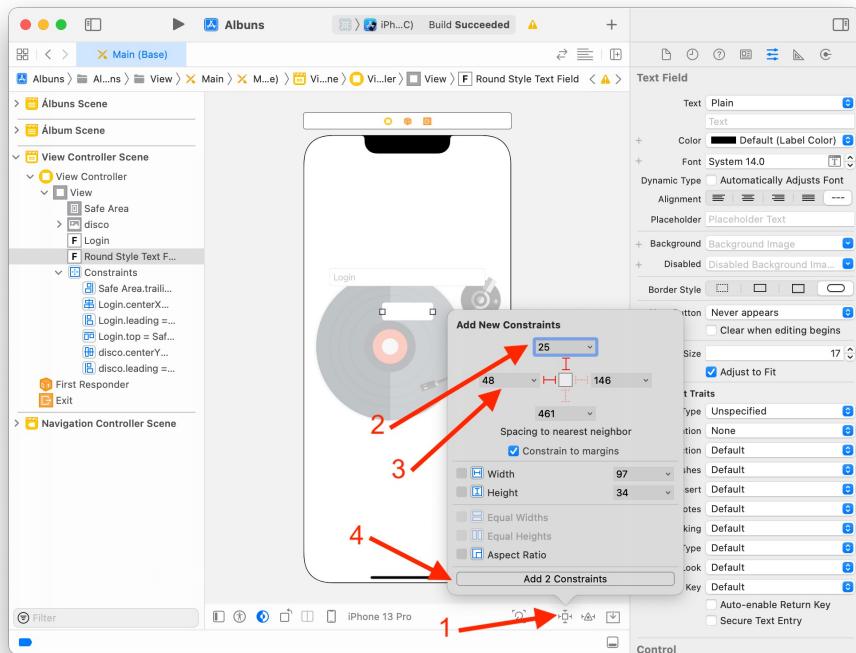
15. Centralize horizontalmente no Container.



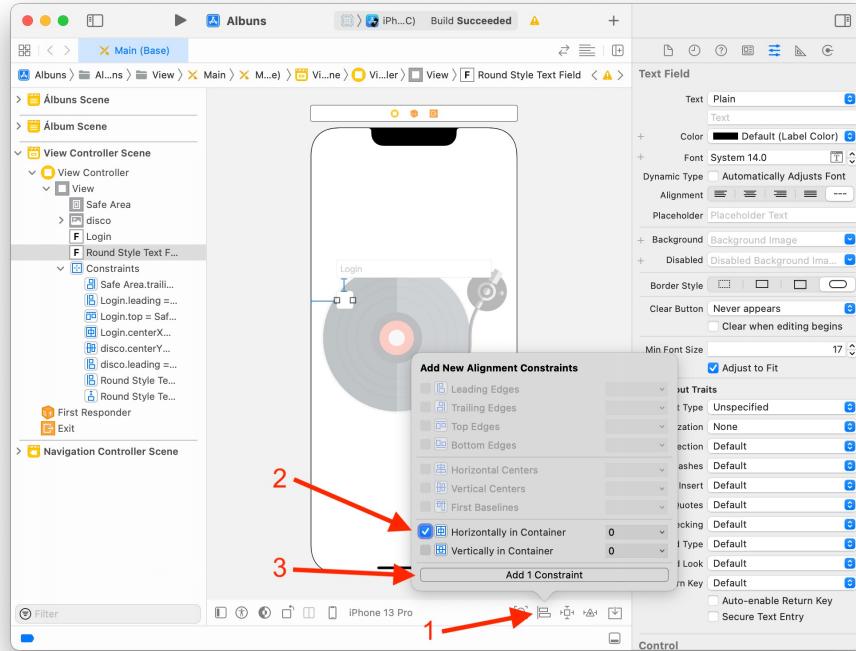
## 16. Ajuste o tipo de texto para **Attributed** e adicione o placeholder.



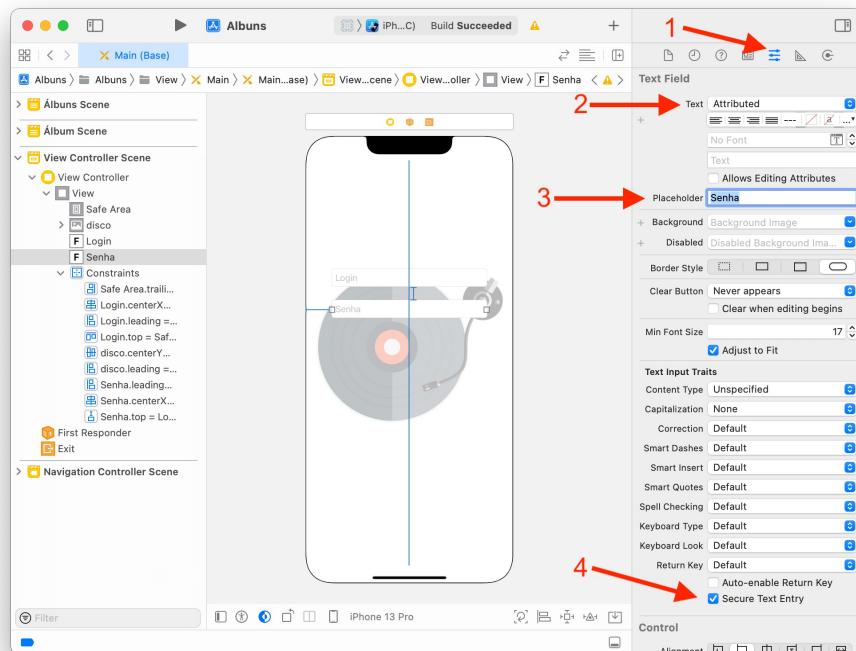
## 17. Adicione outro Text Field abaixo do anterior e adicione suas regras de layout.



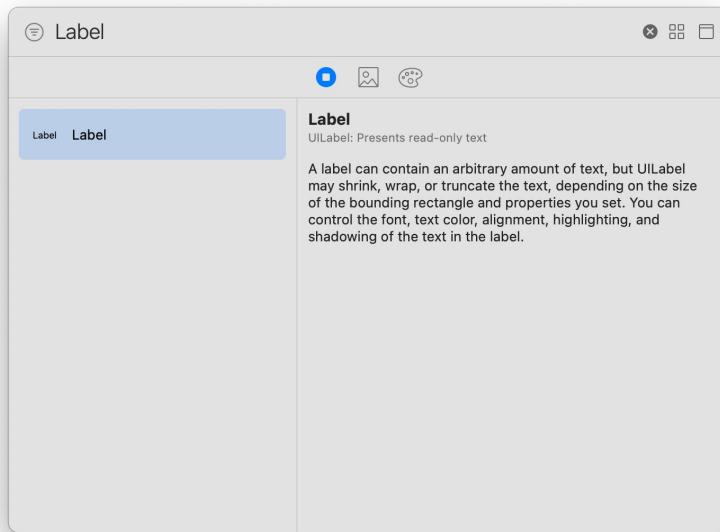
## 18. Centralize o Text View no container.



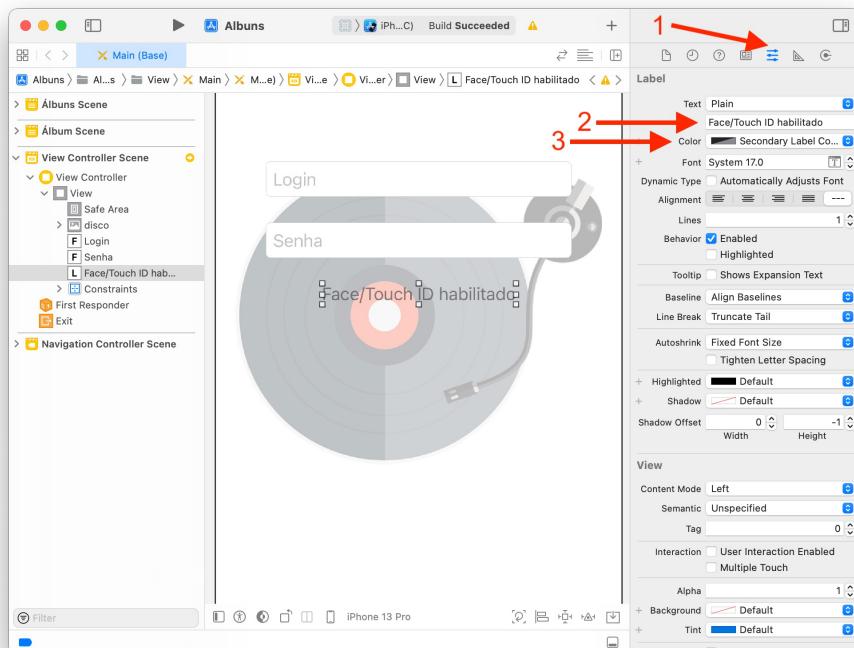
## 19. Ajuste o tipo de texto para **Attributed** e adicione o placeholder e marque como seguro.



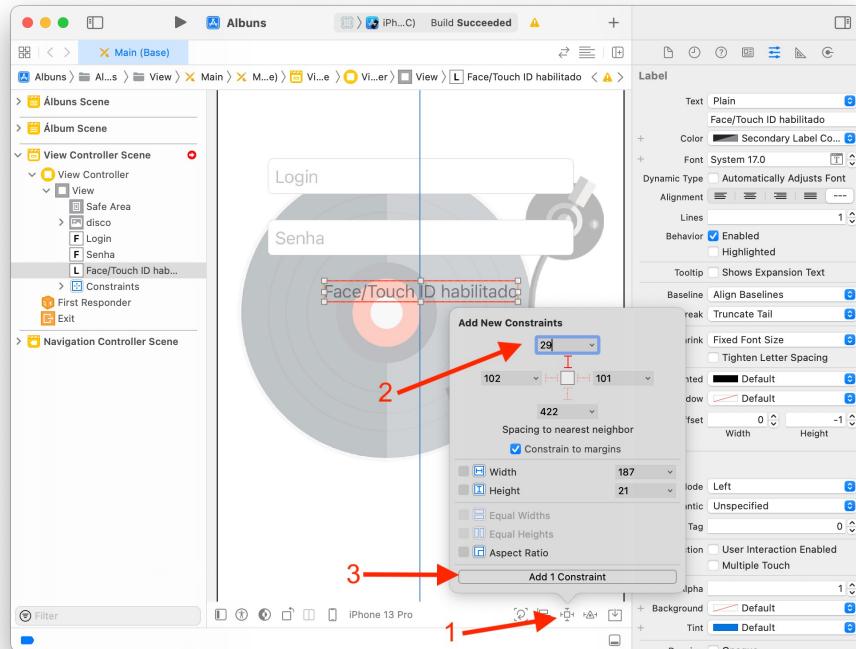
20. Adicionar um Label centralizado na horizontal e abaixo do último Text Field adicionado.



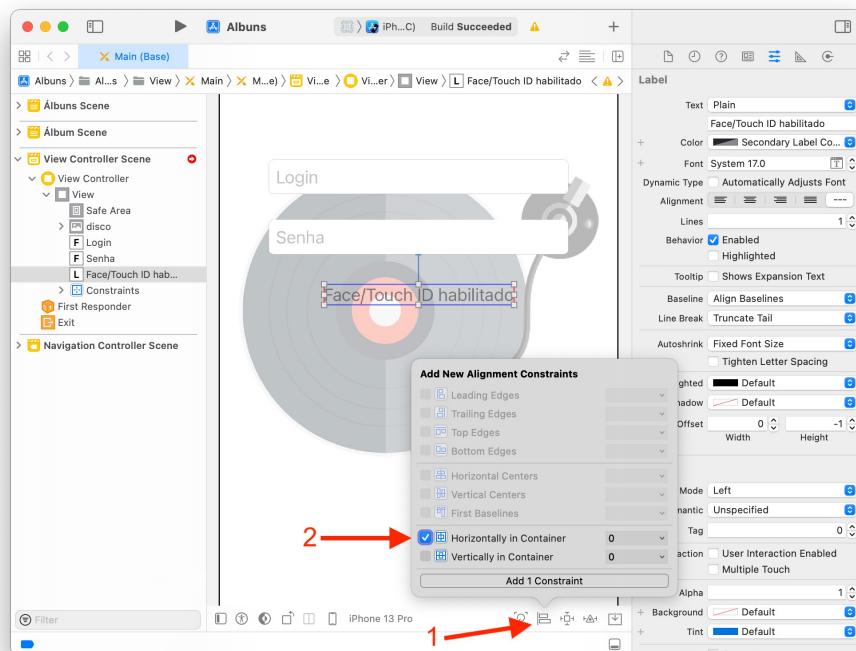
21. Acrescente o texto do Label, mude a cor para Secondary Label e centralize na horizontal



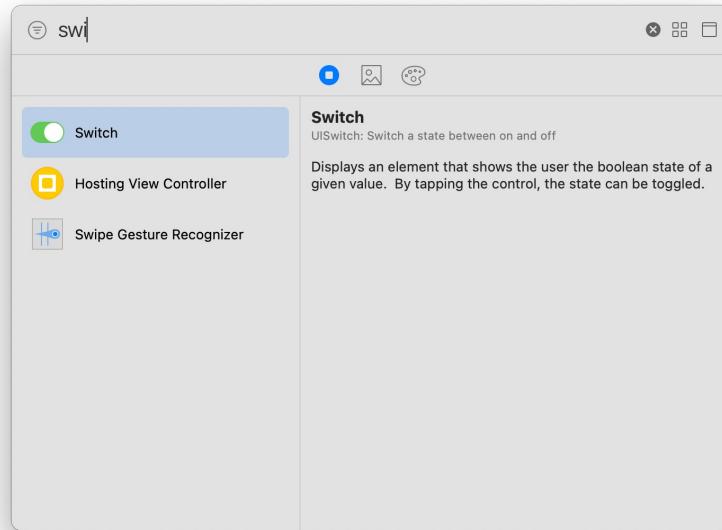
## 22. Acrescente a regra de layout.



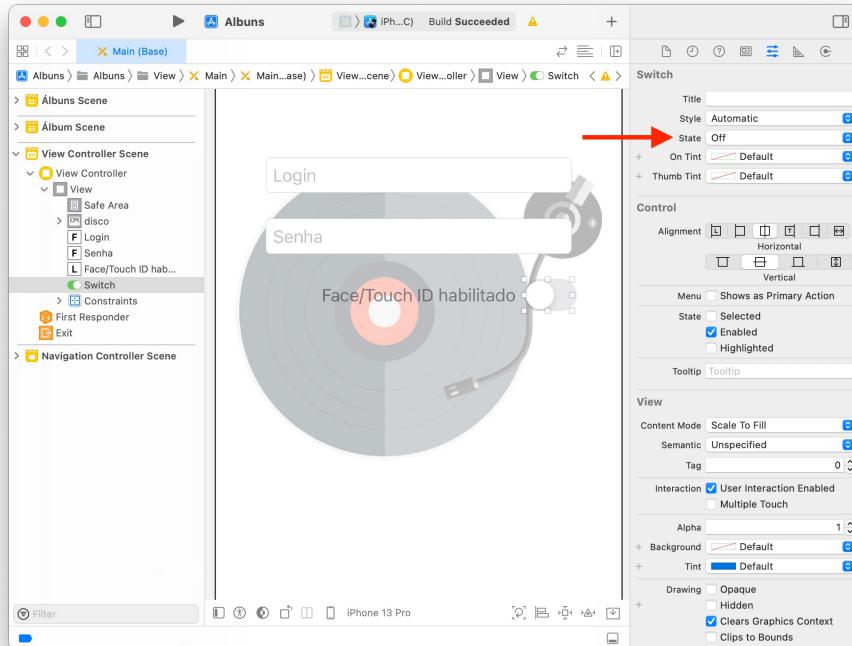
## 23. Centralizar o Label no container.



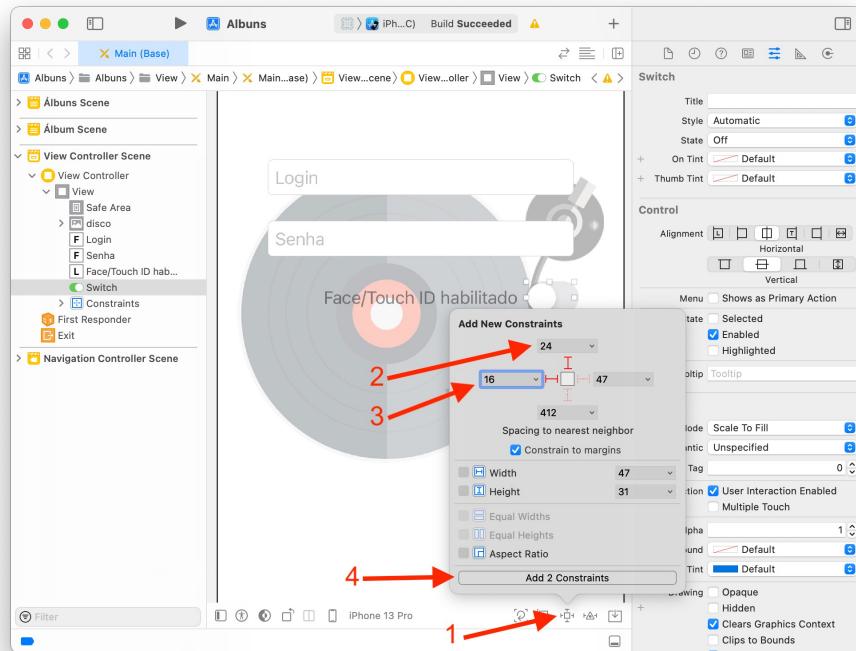
24. Adicione um Switch.



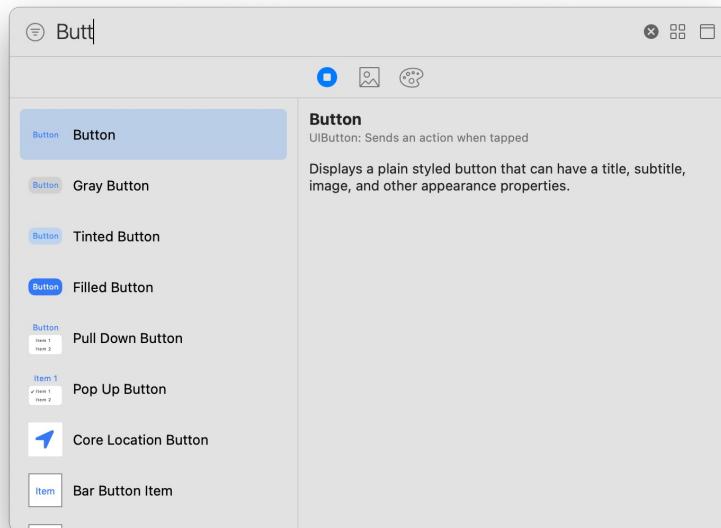
25. Posicione o Switch ao lado do Label e mude o seu estado para OFF.



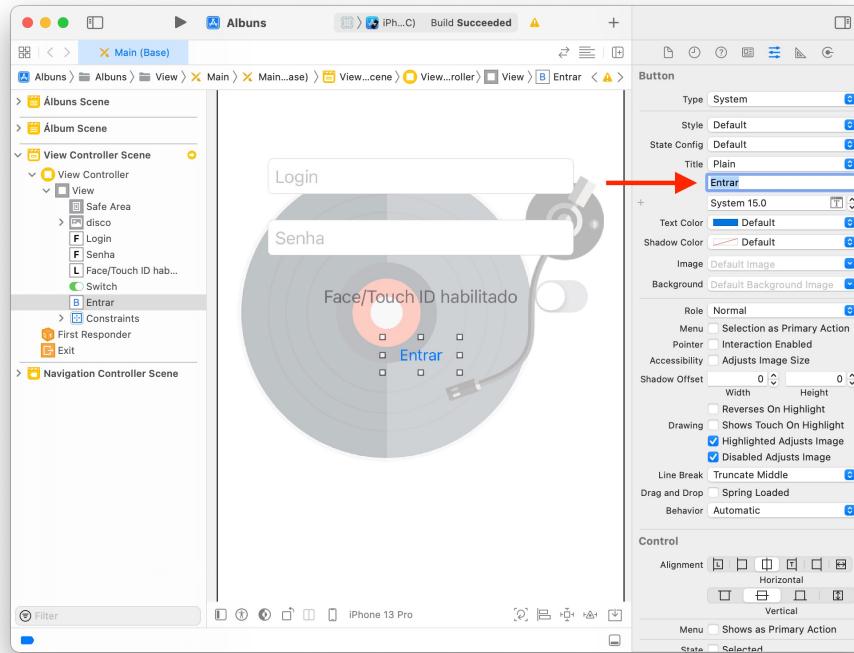
## 26. Adicione as regras de layout.



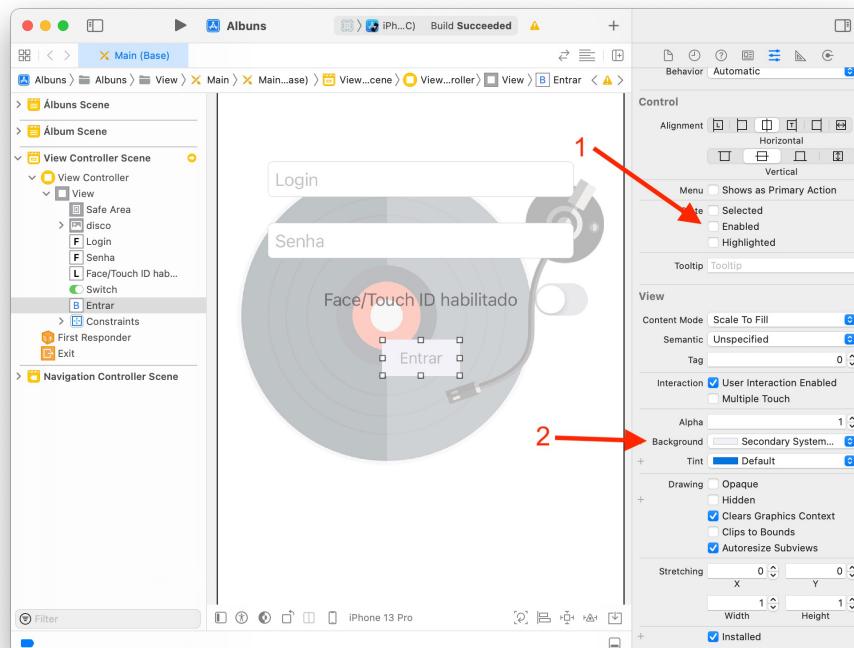
## 27. Adicione um Botão.



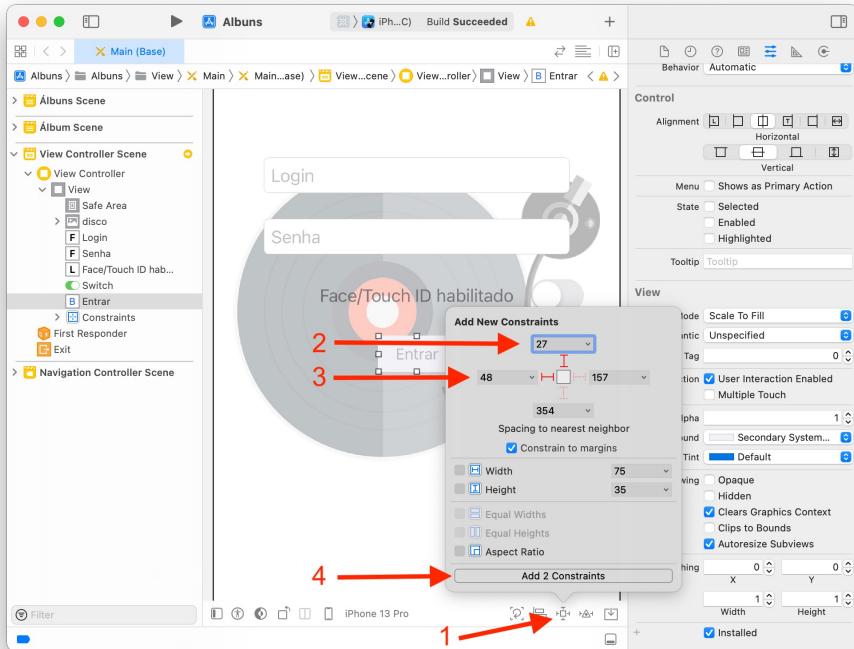
28. Posicione abaixo do Label e adicione seu título.



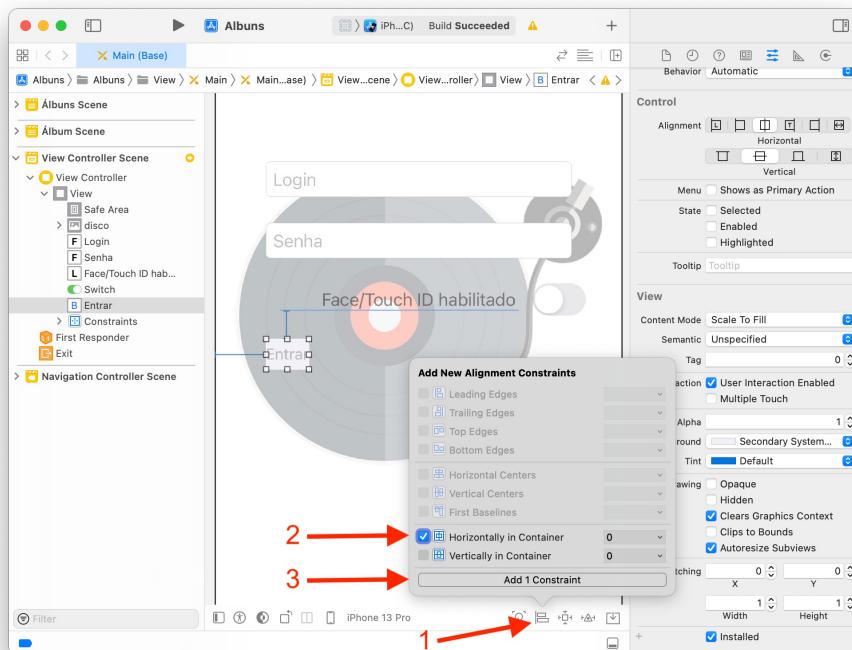
29. Desative o Botão e troque a cor de fundo para Secondary System Color.



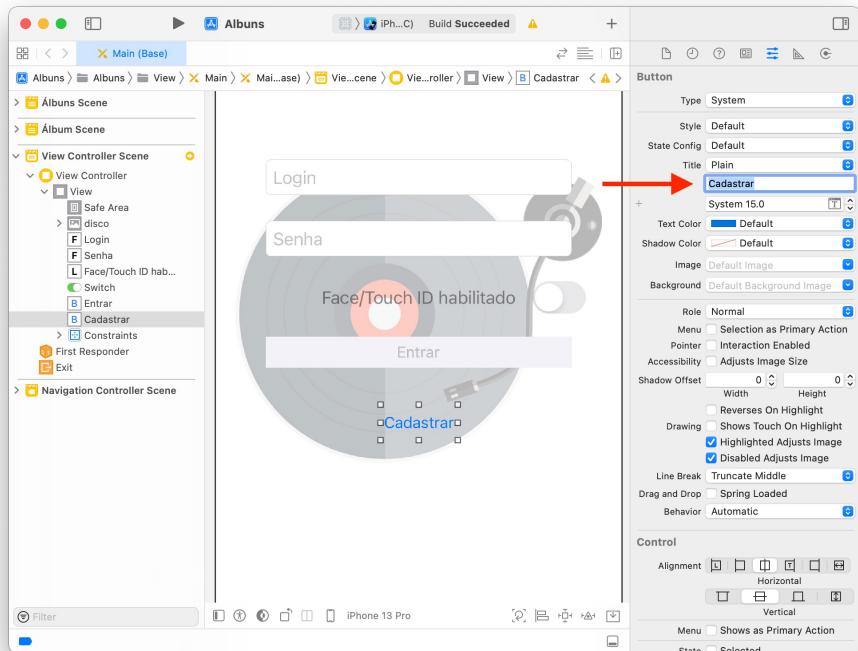
### 30. Adicione as regras de layout.



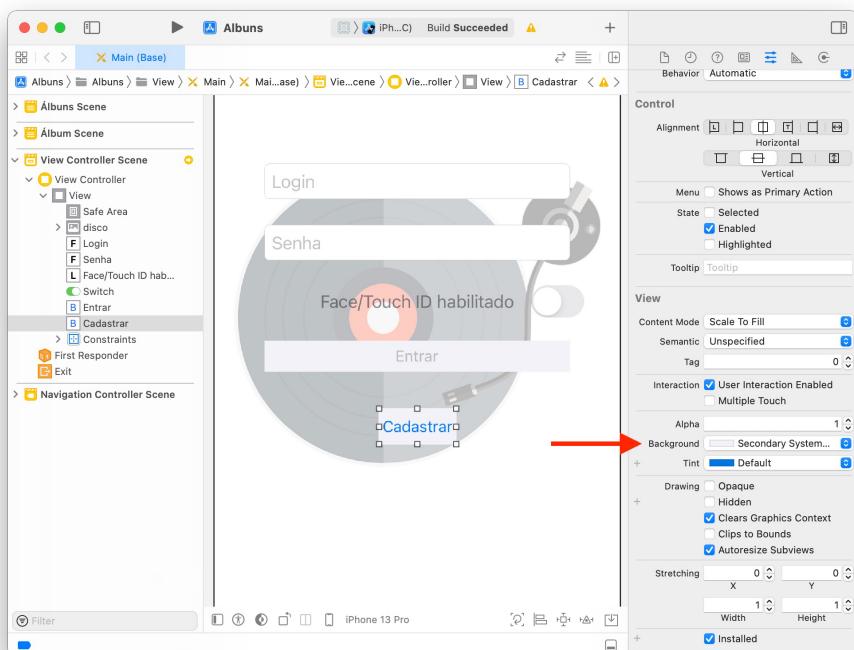
### 31. Centralize o Botão no container.



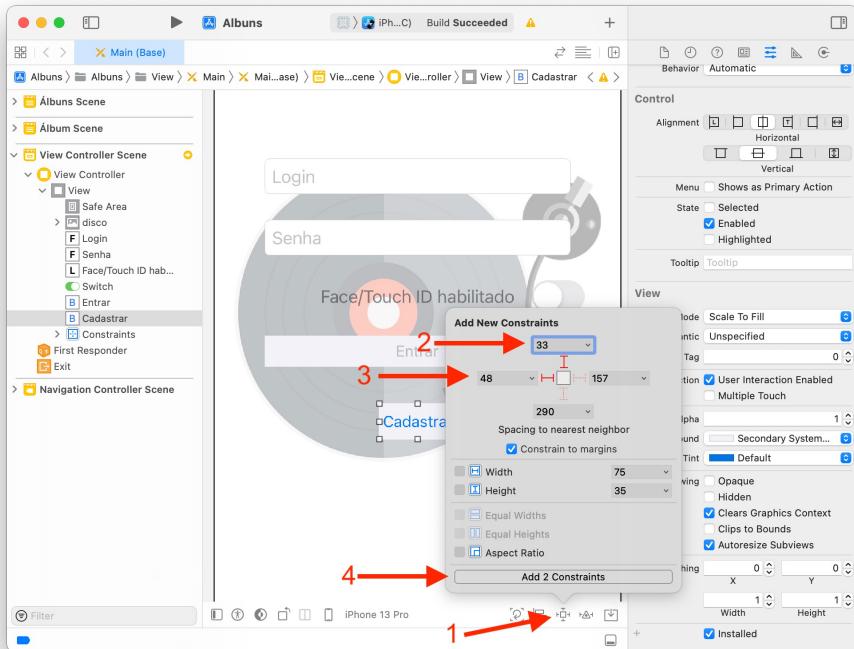
32. Adicione o título ao botão.



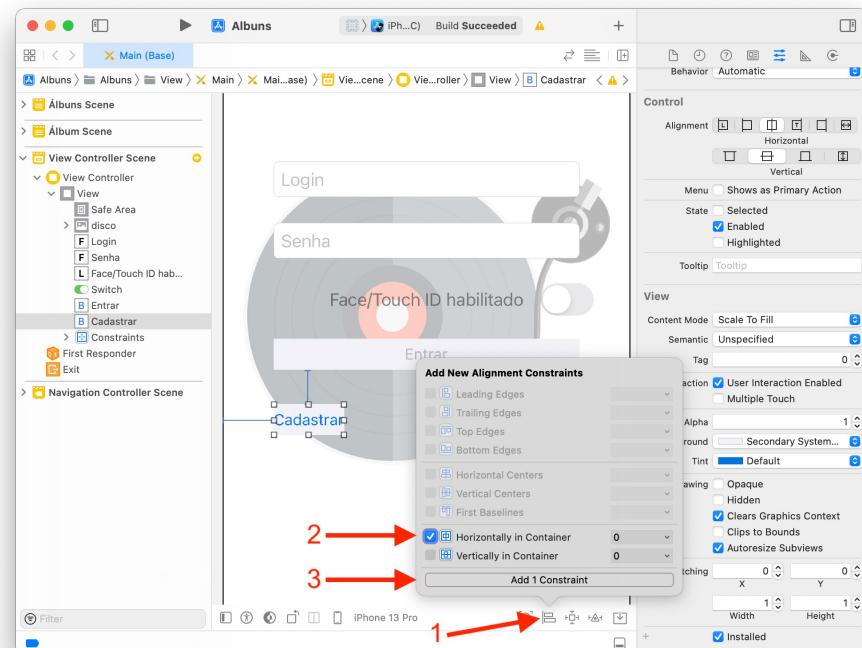
33. Altera a cor de Fundo para Secondary Background Color.



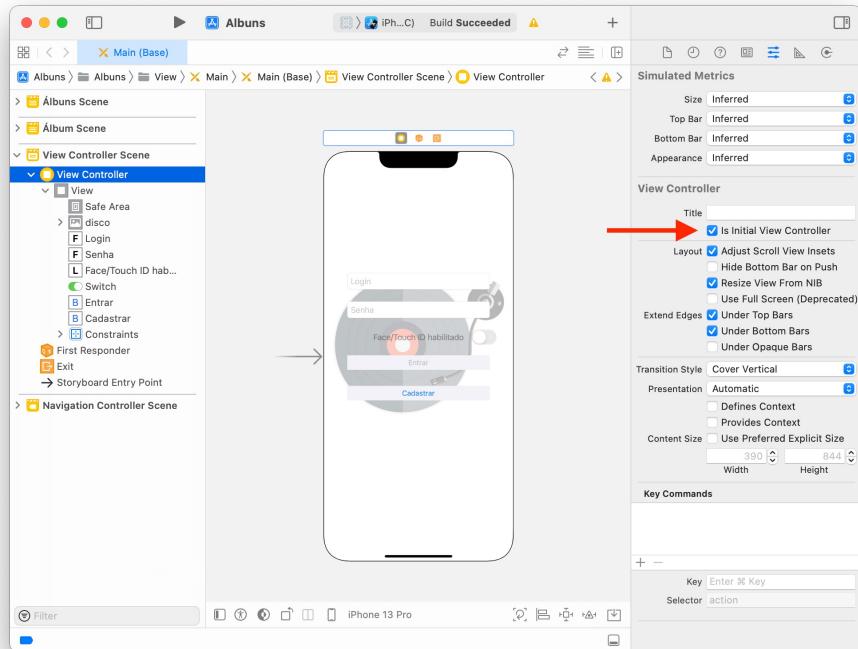
### 34. Adicione as regras de layout.



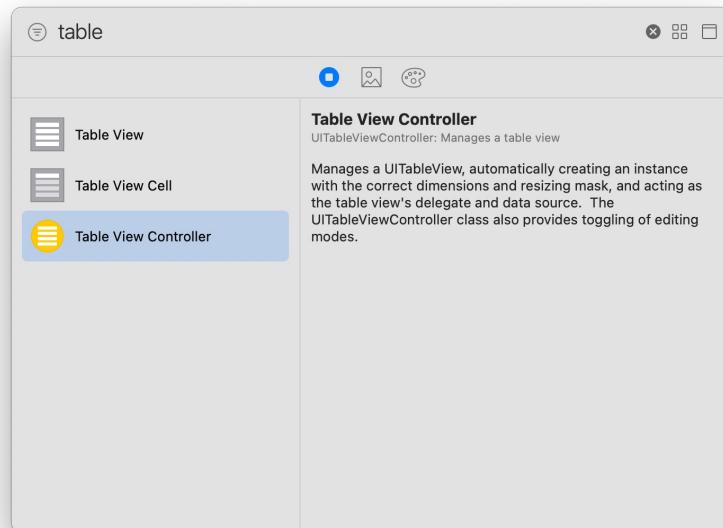
### 35. Centralizar no container.



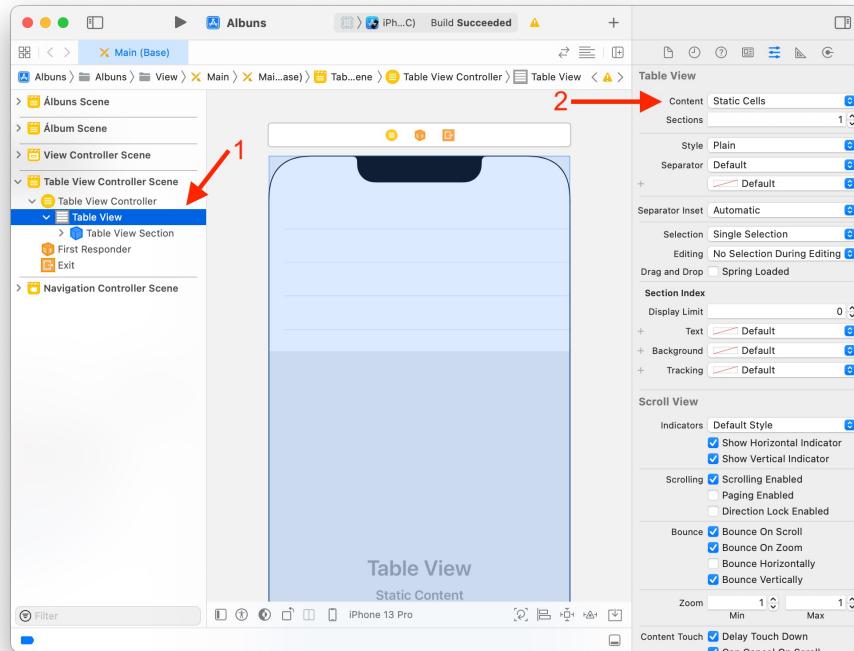
### 36. Definir a tela de login como Initial View Controller.



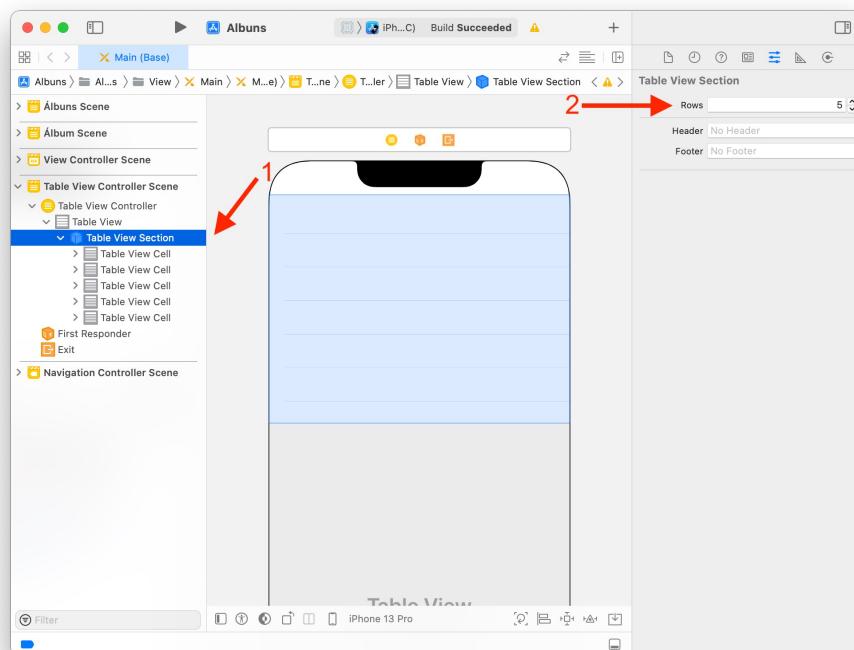
### 37. Adicionar um Table View Controller.



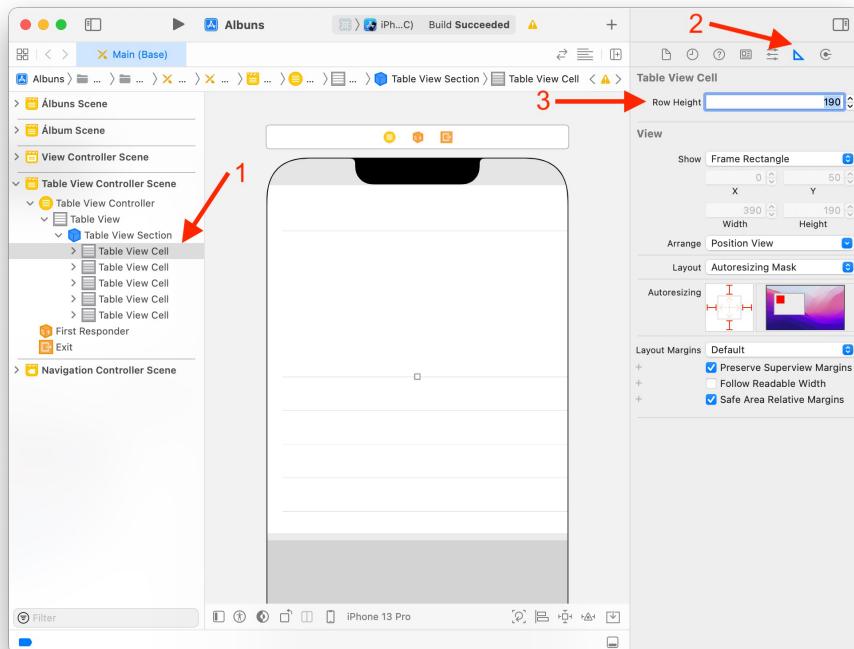
38. Selecione o Table View e altere seu conteúdo para **Static Cells**.



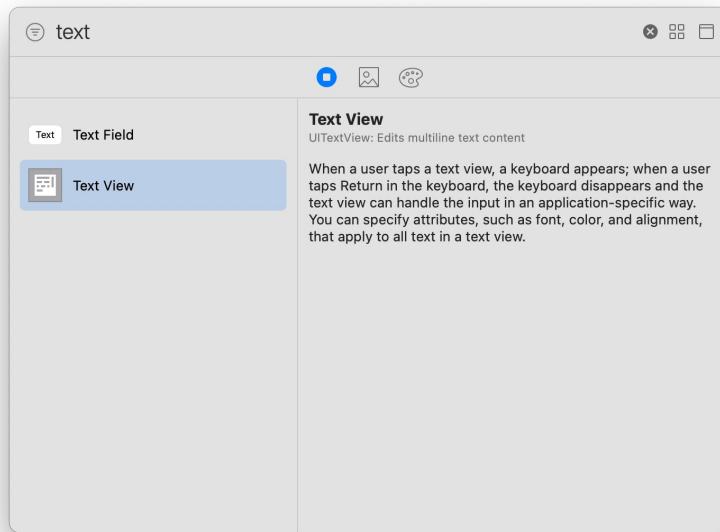
39. Selecione o Table View Section e devina 5 para o número de linhas do table view.



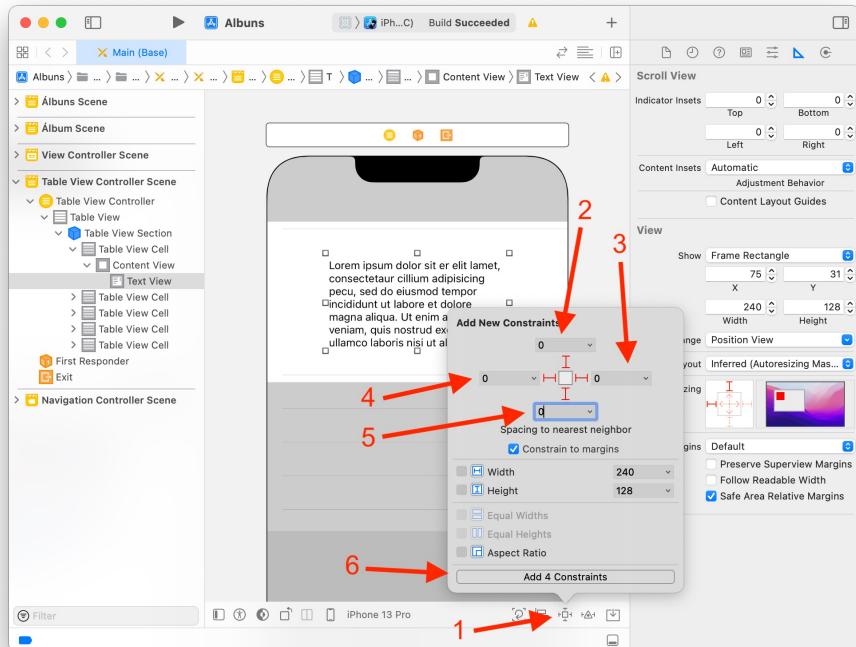
40. Selecione a 1ª Table View Cell e ajuste a altura da célula para 190.



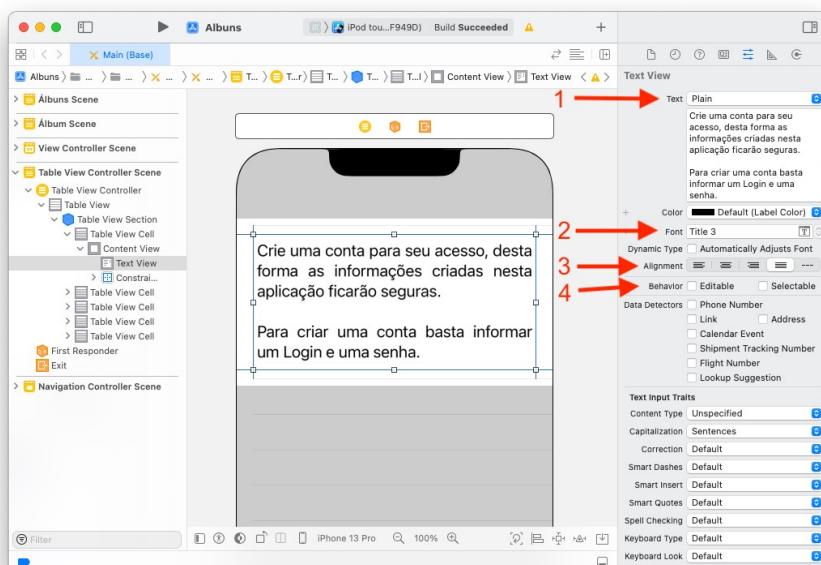
41. Adicione um Text View na 1ª célula.



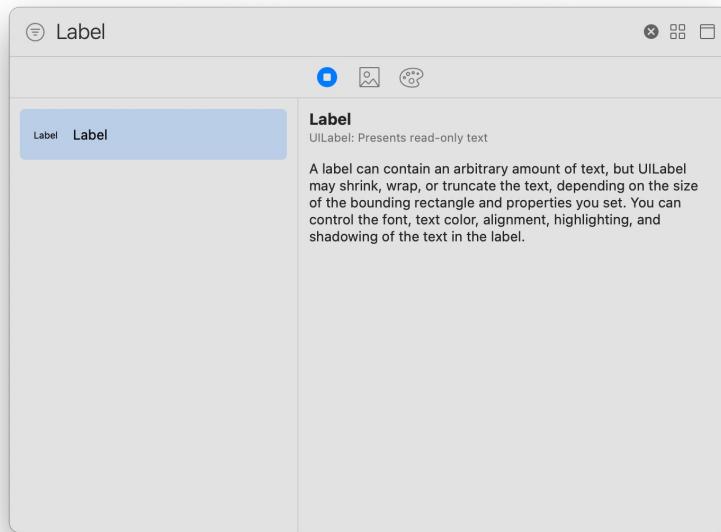
## 42. Adicione as regras de layout.



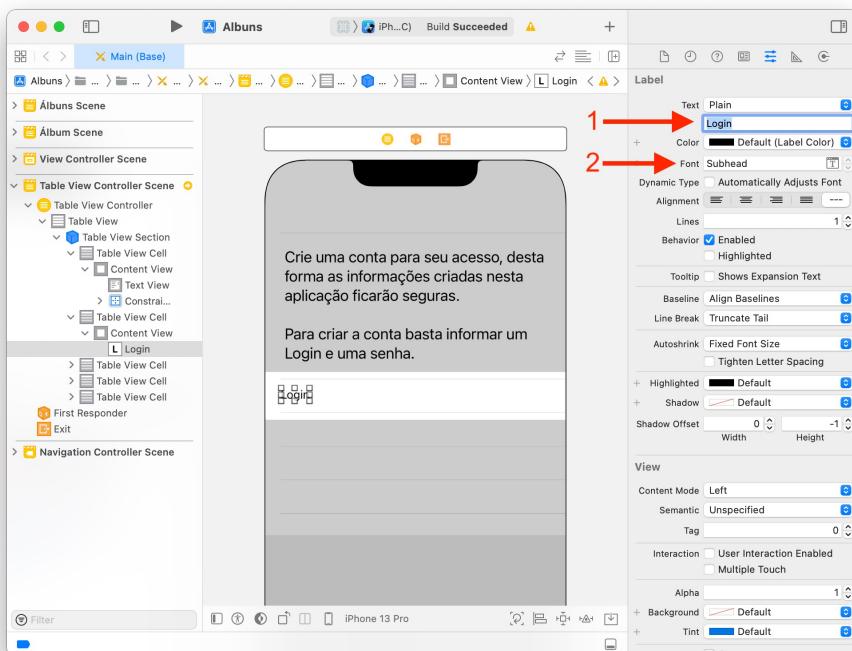
## 43. Abra um editor de texto acrescente o texto a ser inserido no Text View, depois de concluído, copie este texto do editor e cole no campo correspondente ao item 1 no Text View, mude sua Font para **Title 3**,ajuste o alinhamento para justificado e desmarque **Editable** e **Selectable**.



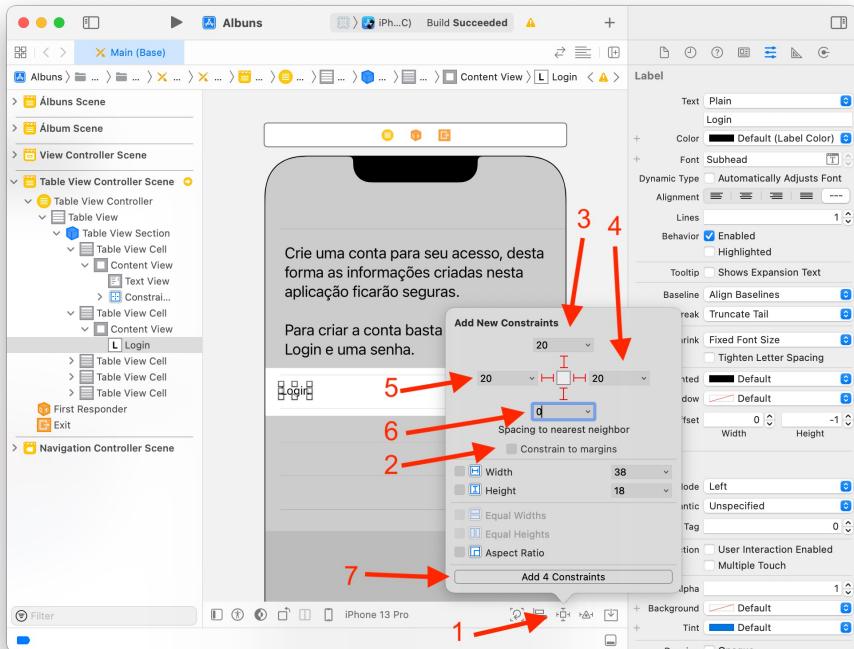
44. Adicione um Label na 2<sup>a</sup> célula.



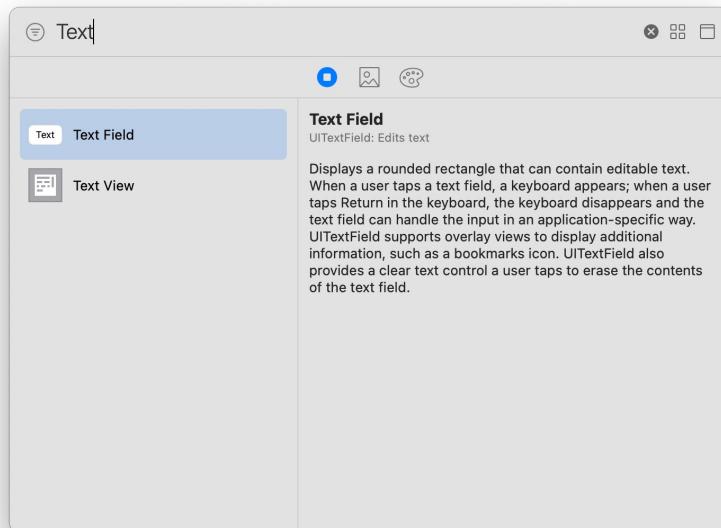
45. Adicione o título e altere a Font para Subhead.



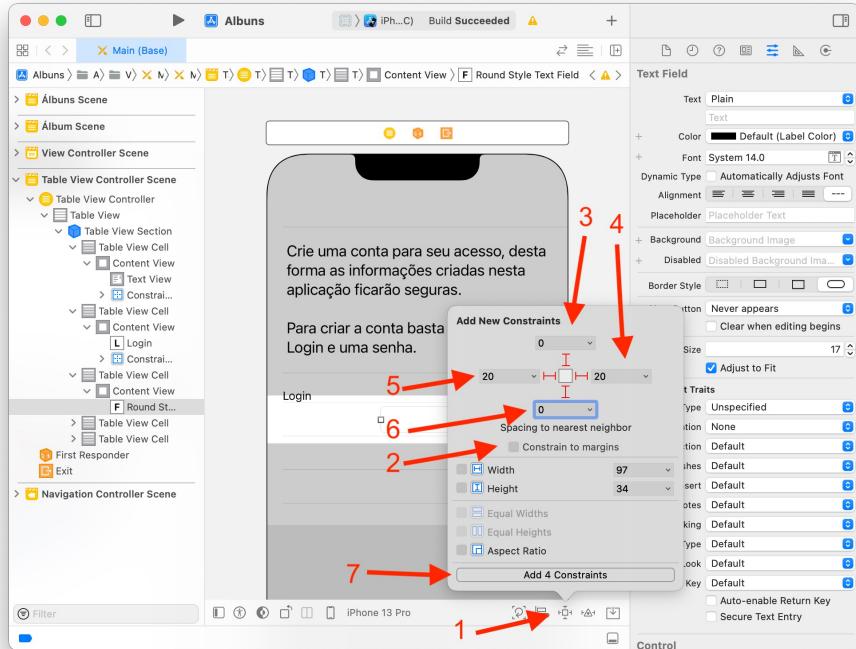
#### 46. Adicione as regras de layout.



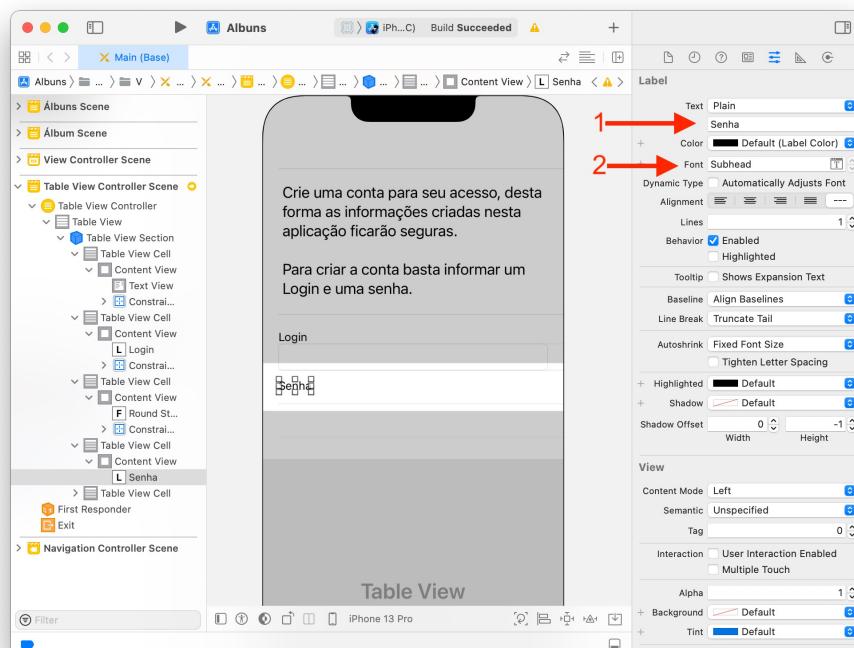
#### 47. Adicione um Text Field na 3<sup>a</sup> célula.



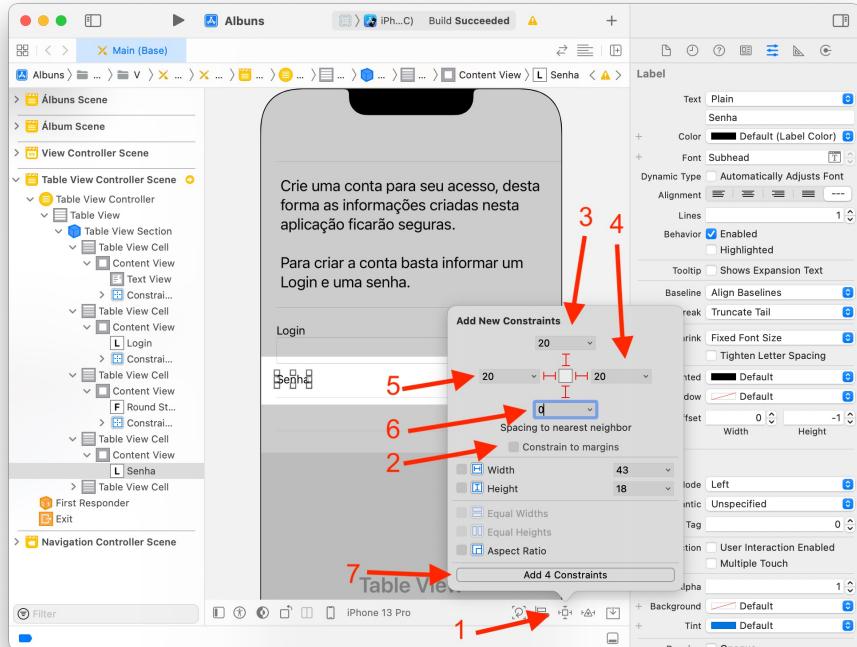
#### 48. Adicione as regras de layout.



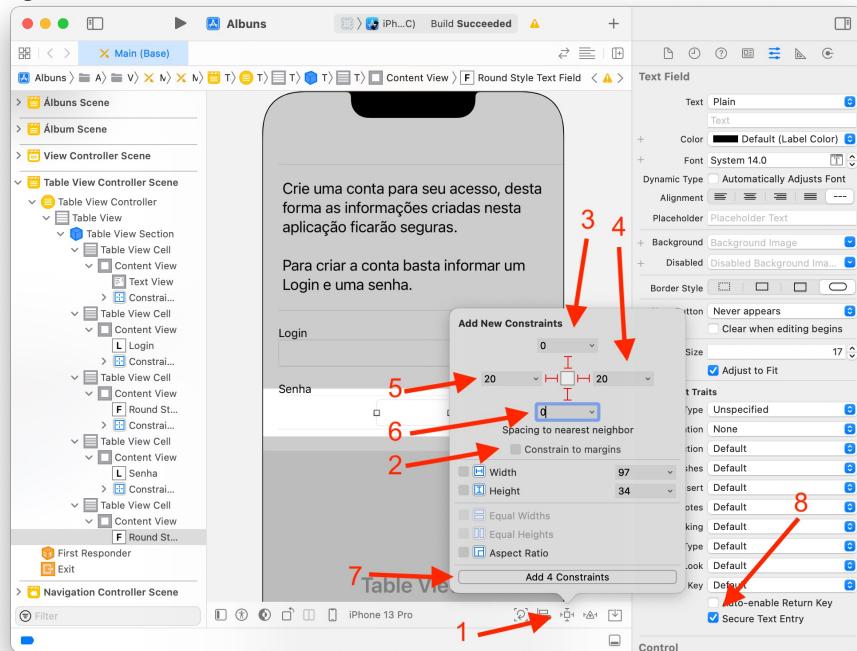
#### 49. Adicione um Label na 3<sup>a</sup> célula, acrescente o título e mude a Font para Subhead.



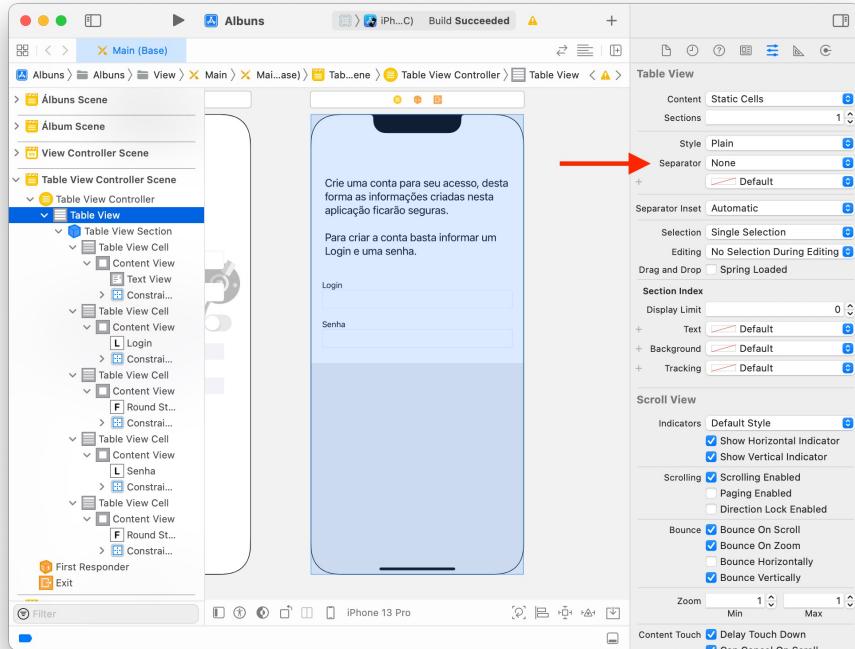
## 50. Adicione as regras de layout.



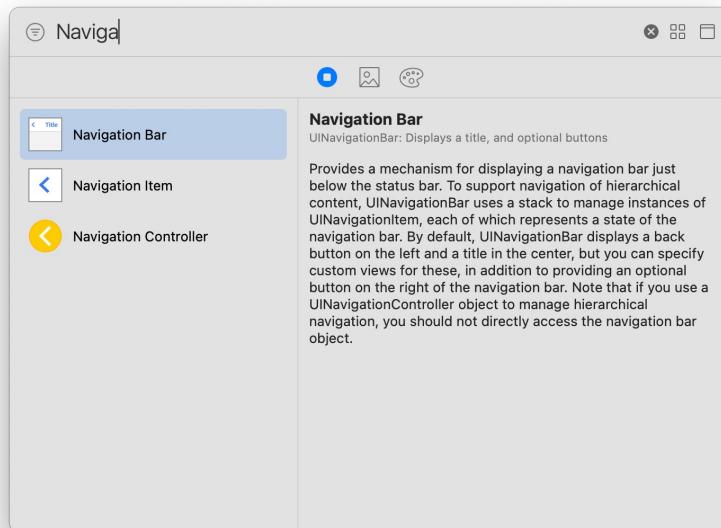
## 51. Adicione um Text Field na 4ª célula e inclua as regras de Layout e marque o Text Field como seguro.



52. Selecione o Table View e ajuste o separador para **NONE**.



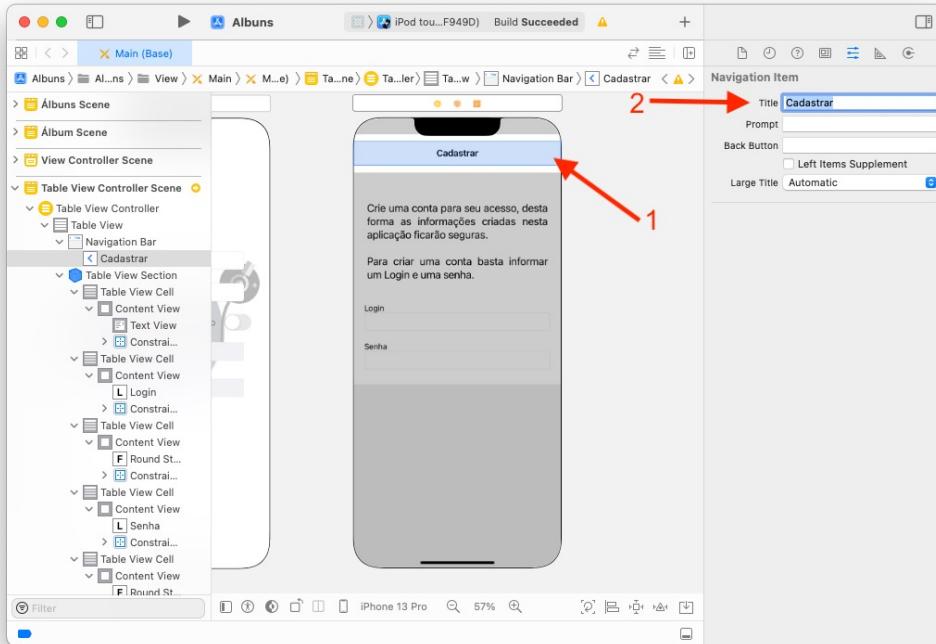
53. Adicione um Navigation Bar



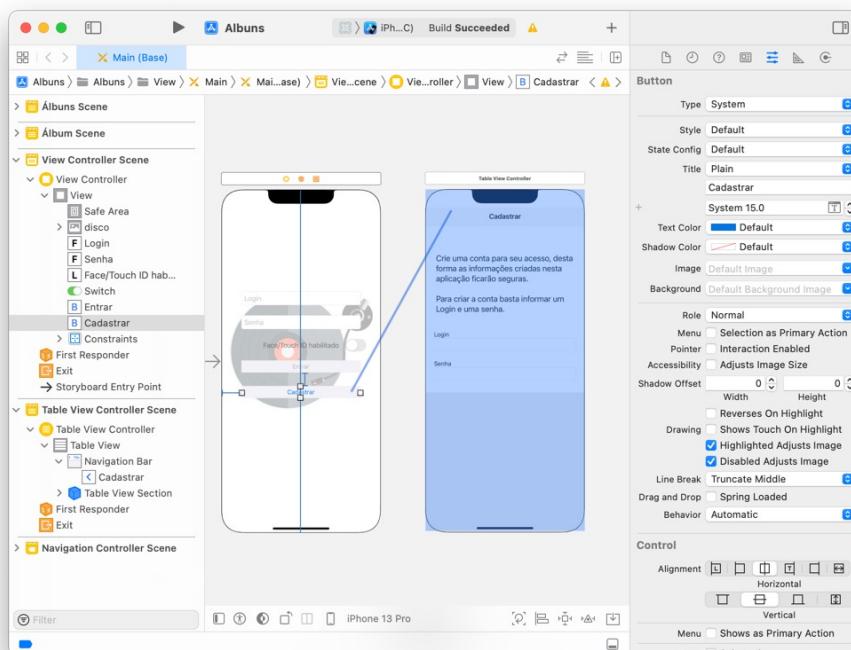
**Navigation Bar**  
UINavigationBar: Displays a title, and optional buttons

Provides a mechanism for displaying a navigation bar just below the status bar. To support navigation of hierarchical content, UINavigationBar uses a stack to manage instances of UINavigationItem, each of which represents a state of the navigation bar. By default, UINavigationBar displays a back button on the left and a title in the center, but you can specify custom views for these, in addition to providing an optional button on the right of the navigation bar. Note that if you use a UINavigationController object to manage hierarchical navigation, you should not directly access the navigation bar object.

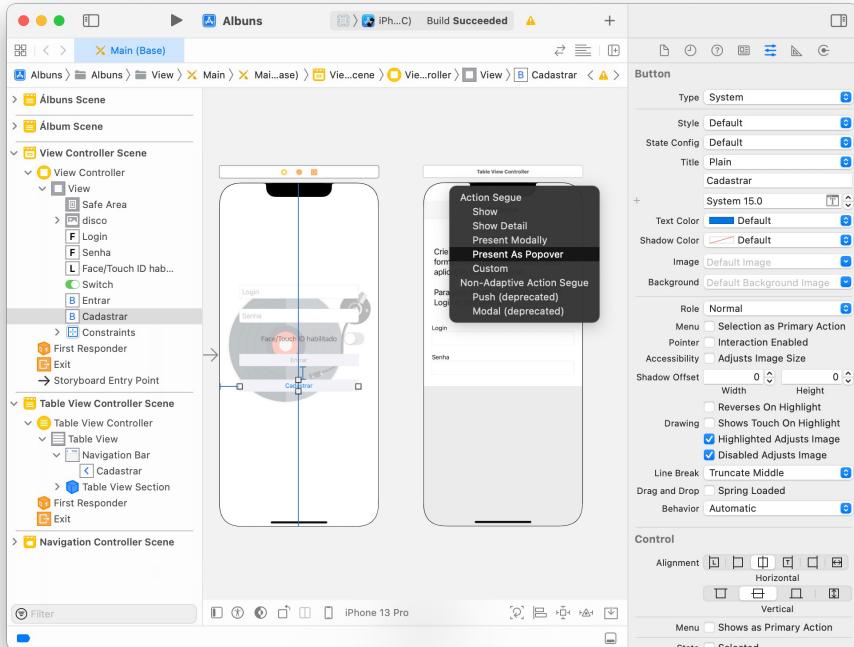
54. Posicione o Navigation Bar no topo do Table View e ajuste seu título.



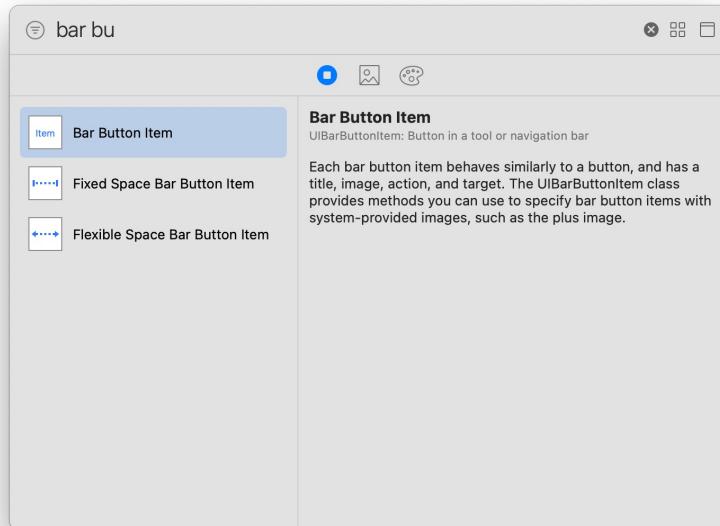
55. Tecle CTRL+clique no botão Cadastrar e arraste sobre o Table View.



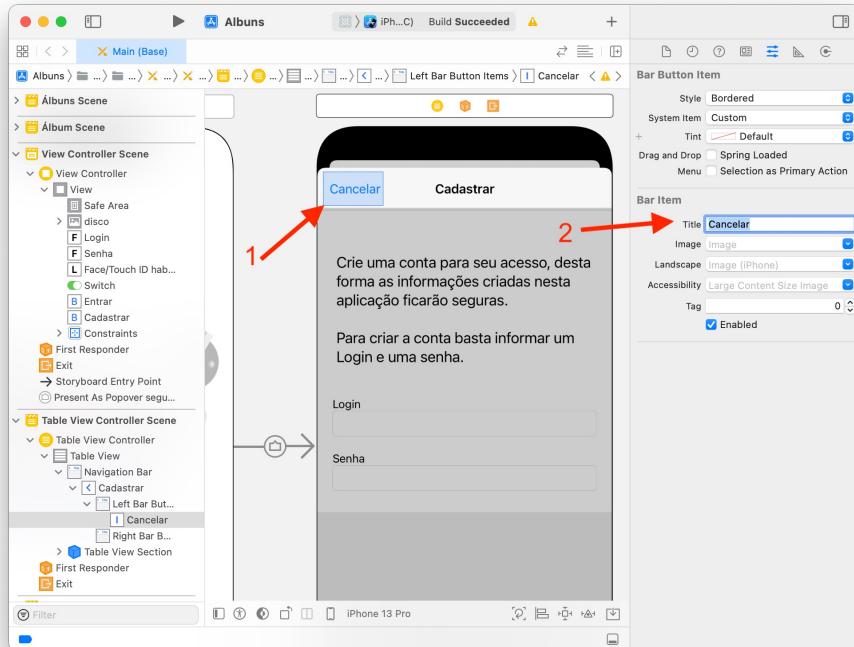
56. Ao soltar o mouse selecione no menu **Present as Popover**.



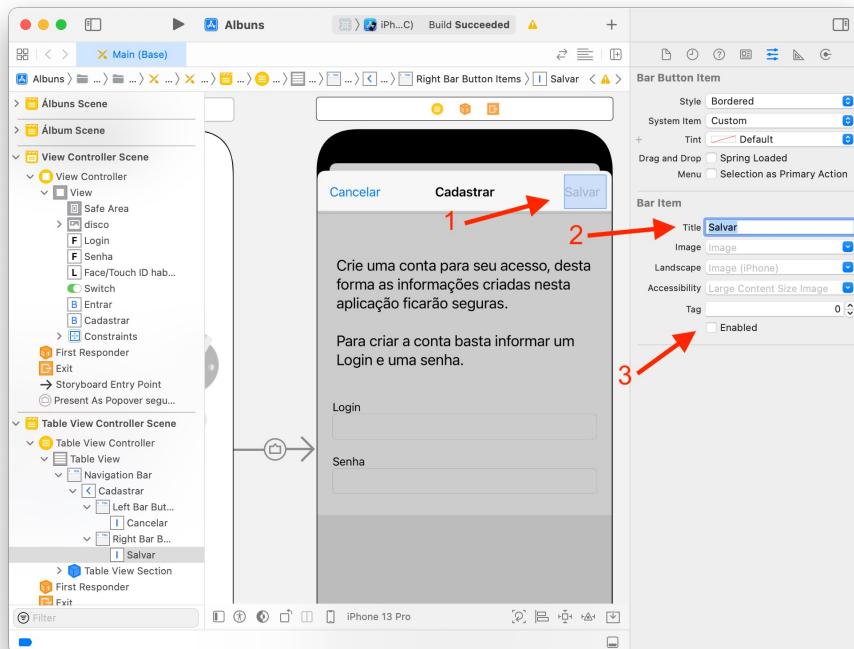
57. Adicione um Bar Button Item.



58. Posicionar o Bar Button Item a esquerda do Navigation Bar e acrescente seu título.



59. Adicione mais um Bar Button Item a direita do Navigation Bar, acrescente seu título e deixe ele desativado.



Com a tela pronta, vamos ao código para implementar as funcionalidades e posteriormente estabelecer as ligações entre o código e a interface da aplicação.

