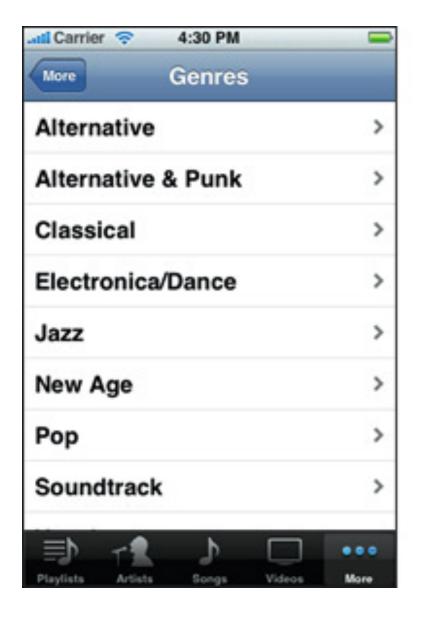
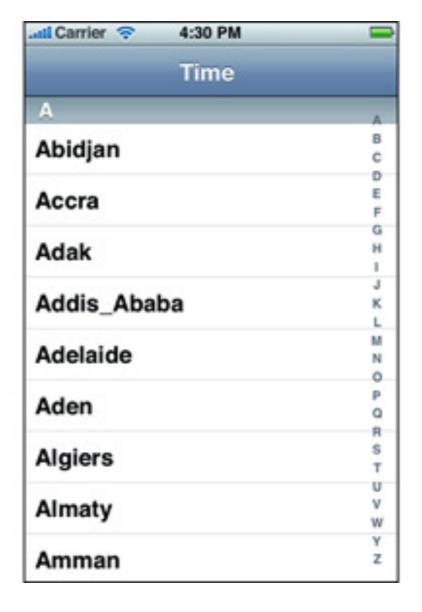
UlTableView

UITableView

UIScrollView 를 상속받아 리스트 형태로 반복되는 아이템을 보여주기 위한 뷰

Plain Style / Grouped Style



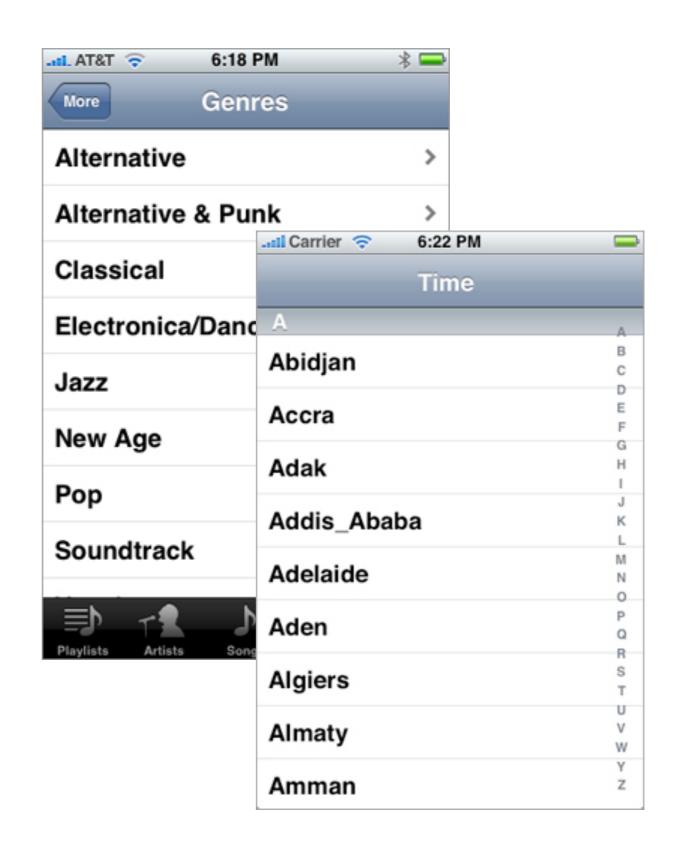




UITableView

Plain Table Views

- 기본 스타일
- 하나 이상의 섹션을 가질 수 있으며
 각 섹션은 다시 하나 이상의 로우를 가짐
- 각 섹션은 그 자신의 헤더/푸터 뷰를
 가질 수 있고 해당 섹션이 보여질 때
 헤더뷰는 Top, 푸터뷰는 Bottom 에 고정
- 섹션을 빠르게 검색할 수 있도록
 Indexed List 를 설정 가능



UITableView

Grouped Table Views

- 관련된 아이템들을 하나의 그룹으로 그룹핑
- 데이터 계층 구조에 대한 상세 정보를 표현
 하는 데 적합한 형태
- Plain 스타일과 달리 헤더뷰와 푸터뷰가 Top, Bottom 에 고정되지 않음



UITableViewDataSource

TableView 에서 표현할 데이터를 제공하는 데 사용하는 프로토콜

Providing the Table View Data

dataSource

The object that acts as the data source of the table view.

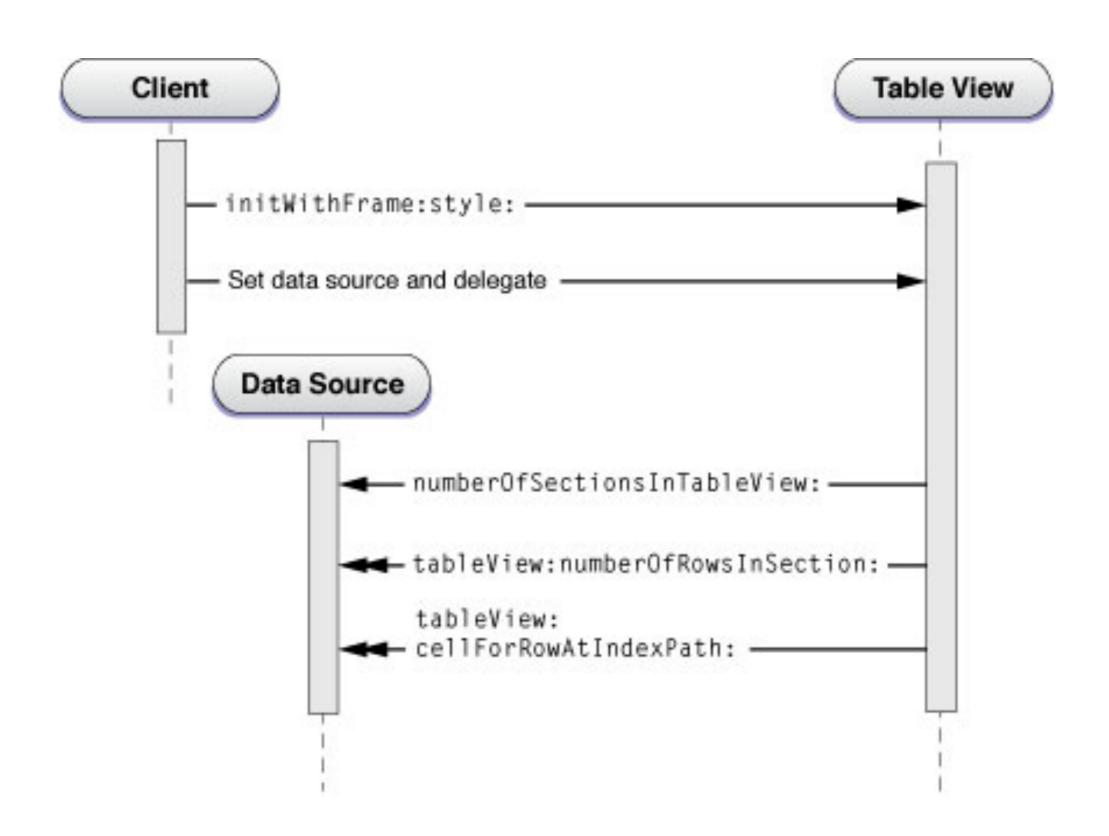
UITableViewDataSource

The UITableViewDataSource protocol is adopted by an object that mediates the application's data model for a UITableView object. The data source provides the table-view object with the information it needs to construct and modify a table view.

UITableViewDataSourcePrefetching

A protocol that provides advance warning of the data requirements for a table view, allowing the triggers of asynchronous data load operations.

Configuring a table view



UITableViewDataSource

```
protocol UITableViewDataSource : NSObjectProtocol {
 func tableView(_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int
 func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell
func tableView(
    _ tableView: UITableView,
    numberOfRowsInSection section: Int
) -> Int {
    // 섹션별 row 갯수
func tableView(
    _ tableView: UITableView,
    cellForRowAt indexPath: IndexPath
-> UITableViewCell {
    // UITableViewCell 커스터마이징
```

UITableViewDelegate

Interaction 과 관련된 동작을 커스터마이징하는 프로토콜

Customizing the Table View Behavior

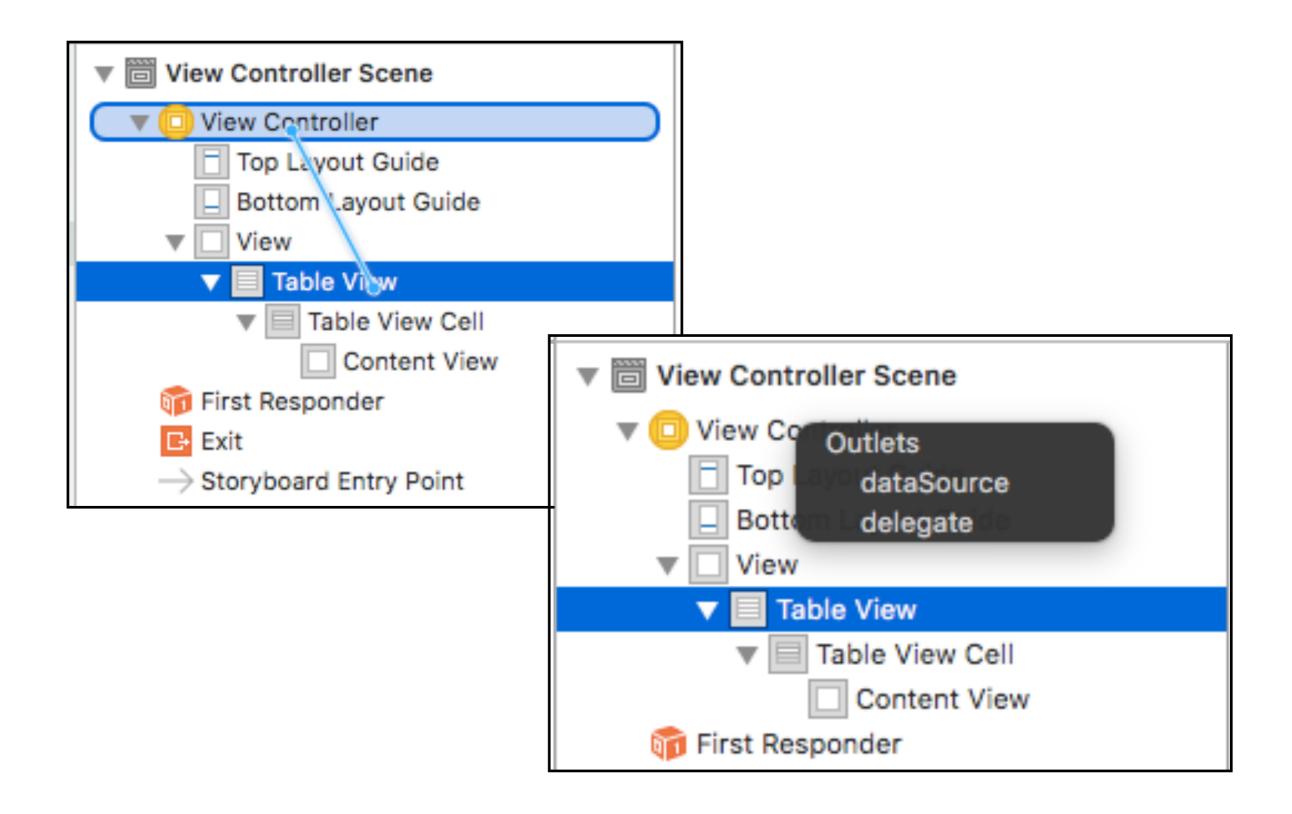
delegate

The object that acts as the delegate of the table view.

UITableViewDelegate

The delegate of a UITableView object must adopt the UITableViewDelegate protocol. Optional methods of the protocol allow the delegate to manage selections, configure section headings and footers, help to delete and reorder cells, and perform other actions.

DataSource & Delegate



TableView 에서 사용하는 각 아이템을 담는 컨테이너

반복되는 셀을 매번 생성, 해제, 재할당하는 부담을 덜기 위해 화면에 보여지지 않는 부분의 셀을 재사용

Creating Table View Cells

- registerNib:forCellReuseIdentifier:

Registers a nib object containing a cell with the table view under a specified identifier.

- registerClass:forCellReuseIdentifier:

Registers a class for use in creating new table cells.

- dequeueReusableCellWithIdentifier:forIndexPath:

Returns a reusable table-view cell object for the specified reuse identifier and adds it to the table.

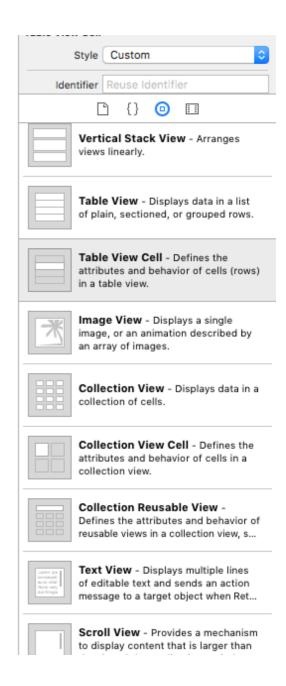
- dequeueReusableCellWithIdentifier:

Returns a reusable table-view cell object located by its identifier.

Storyboard

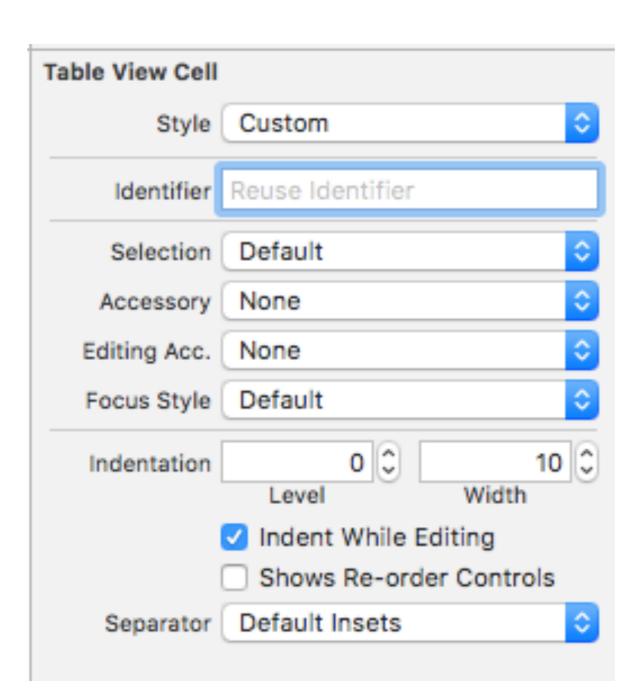
- TableView 를 뷰에 올린 후 오토레이아웃 적용
- TableViewCell 을 TableView 에 추가



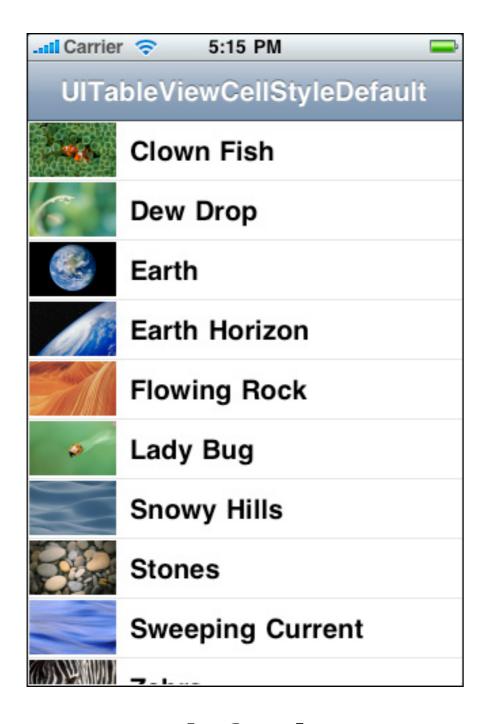


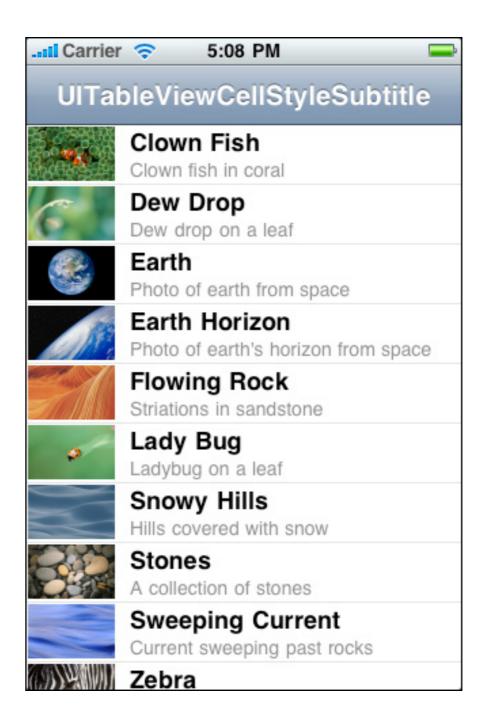
UITableViewCell Identifier

각 Cell 을 구분해서 재사용하기 위한 식별자



UITableViewCell Style

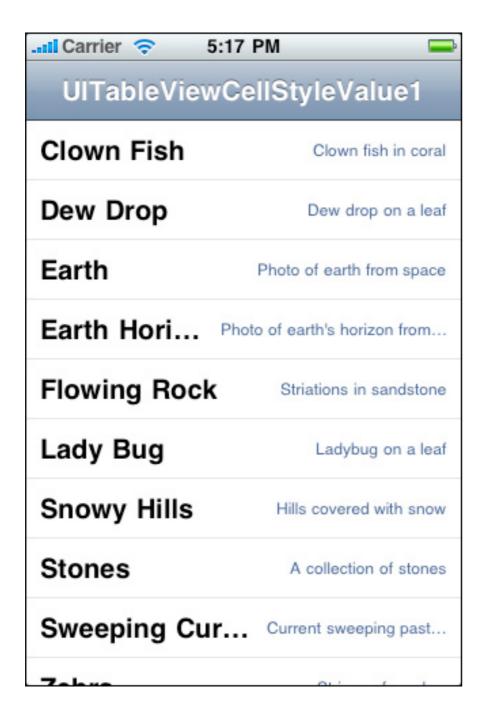


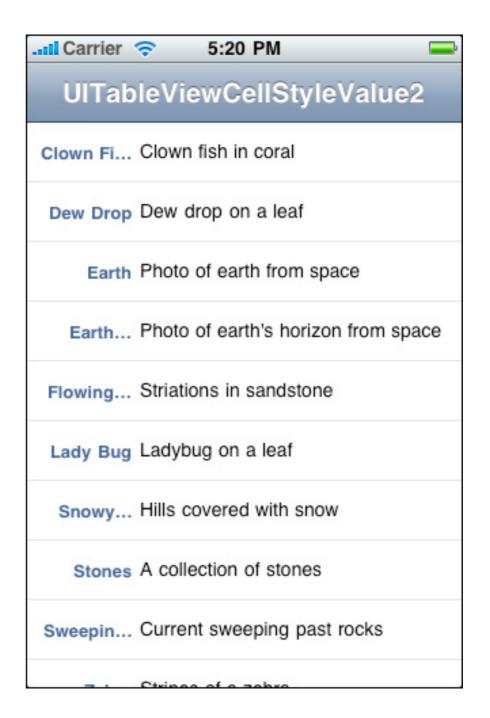


default

subtitle

UITableViewCell Style





value 1

value 2

- contentView
 - textLabel
 - detailTextLabel
 - imageView
- accessoryView

