

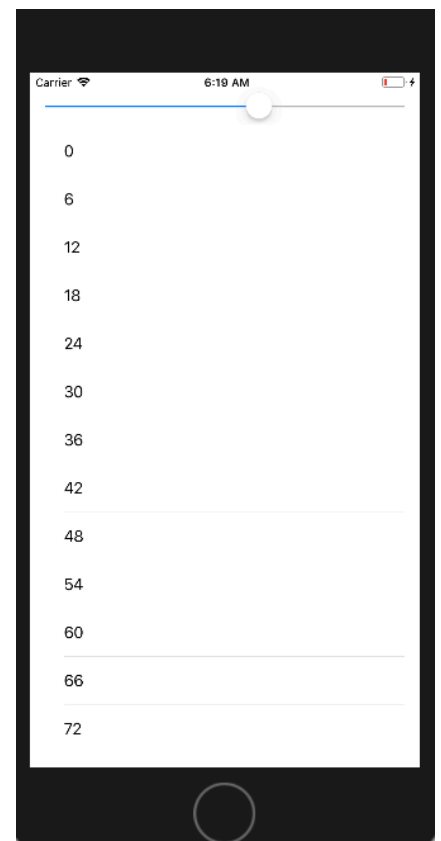
Innotech
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Swift Document

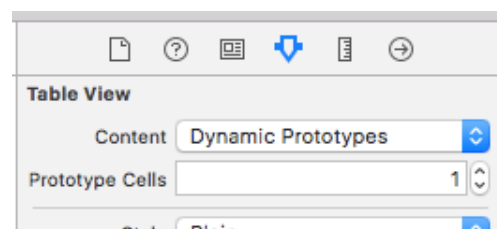
Udemy Ios10(TableAndSlider app)

In this app we will use UITableView and UISlider to make a simple table with slider which change table items.

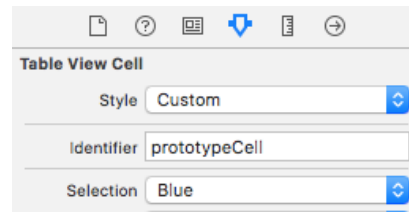
Slider's value is between 0 and 1. Multiply it to 10 and the number of each row.(also rounded)



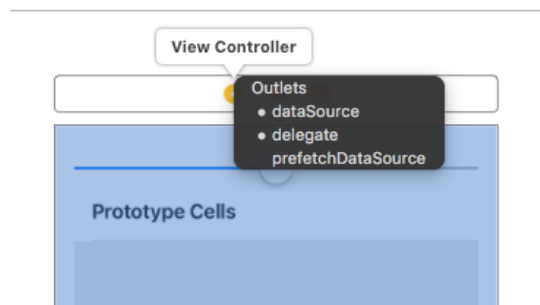
In Main.Storyboard add slider at the top and table view at the bottom of it. From the Utilities bar increase the Prototype Cells to 1.



and name the identifier of the prototype cell:



press control and drag the table view to the yellow circle at the top of your view and check dataSource and delegate.(it means that from now we can have a control on our table and it's data source.)



Drag slider as an
and outlet.

outlet, table as an action

```
@IBOutlet weak var slider: UISlider!  
@IBOutlet weak var table: UITableView!  
@IBAction func sliderChanged(_ sender: Any) {
```

for working with table two protocols must adopted: UITableViewDelegate and UITableViewDataSource; and their method must implemented.(A protocol defines a blueprint of methods, properties, and other requirements that suit a particular task or piece of functionality.)

```
class ViewController: UIViewController , UITableViewDelegate , UITableViewDataSource {  
  
func tableView(_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int {  
    return 30  
}  
}
```

This method returns number of cells in table which in our table is 30. And:

```
func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) ->  
    UITableViewCell {
```

This method returns the cell in the table we have to declare our cell.

```
let cell = UITableViewCell(style: UITableViewCellStyle.default, reuseIdentifier:  
"prototypeCell")
```

type of cell is UITableViewCell and its style is default. My identifier is prototypeCell as indicated in previous page.

```
func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) ->  
    UITableViewCell {  
    let cell = UITableViewCell(style: UITableViewCellStyle.default, reuseIdentifier:  
        "prototypeCell")  
    //text label returns label which is an optional value  
    cell.textLabel?.text = String((indexPath.row ) * Int(slider.value * 10))  
    return cell  
}
```

Last step is to update table when slider changes:

```
@IBAction func sliderChanged(_ sender: Any) {  
    table.reloadData()  
}
```