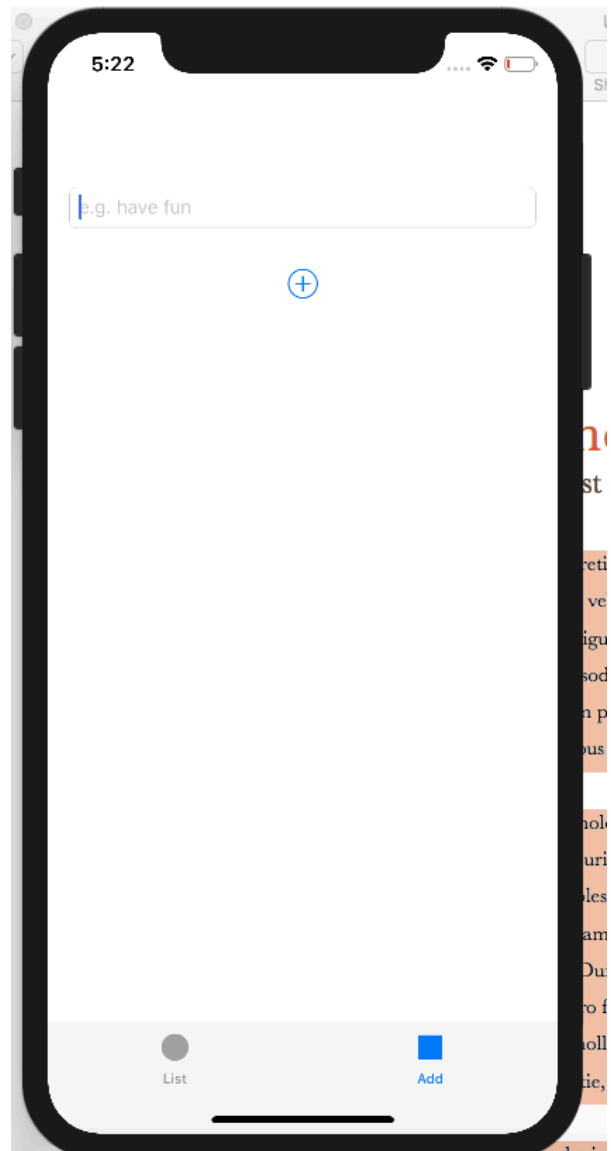
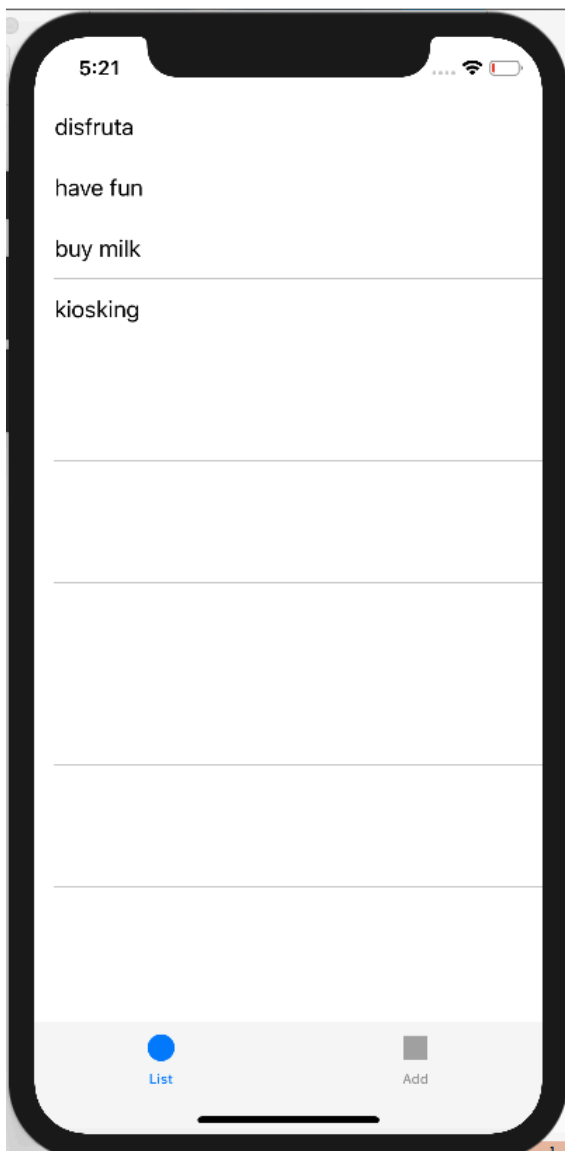


Innoteh  
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March 18, 2018

# Swift Document

## Udemy Ios10(ToDoList App)

This is our first multi view app that have two views to list our plans;)



To make project instead of single view app, select tapped app. your project starts with two view controllers and two views. Change names go buttons, make label and the add button , and at last make the table with one prototype cell.(I named the identifier as toDoCell)

All above graphic making indicated in previous documents(TableAndSlider and Menu bars)

\* don't forget to drag table to view controller to set delegate and dataSource

After your graphics finished:

@IBOutlet weak var toDoListTable: UITableView! -> in the FirstViewController.swift

@IBOutlet weak var label: UITextField!

And

@IBAction func addToToDoList(\_ sender: Any) {} -> in the SecondViewController.swift

We'll use these later.

Define an array to store our list in it and fetch from it when necessary, in both viewControllers.

```
var toDoListArray : [String] = []
```

We need to store our list permanently because after you close the program in your phone and open it again, list must be there with data not empty.

to store data:

```
UserDefaults.standard.set(_ value: Any?, forKey defaultName: String)
```

\* value is what to stored which in this code is toDoListArray

\* defaultName is name of the value which we store in device.

So when our button pressed what happened? Data in the table stored in device:

```
@IBAction func addToToDoList(_ sender: Any) {
    if let text = label.text {
        if let items = UserDefaults.standard.object(forKey: "toDoListArray") as? [String]{
            toDoListArray = items
        }
        toDoListArray.append(text)
        UserDefaults.standard.set(toDoListArray , forKey: "toDoListArray")
        label.text = nil
    }else{
        print("emptyText ...",label.text as Any)
    }
}
```

First I get the data and add it to our array then I stored array. Use of if-let is not necessary in this code; it is to check if any object have been stored previously or not (todoList is empty or not). If it's empty todoListArray is equal to the text of label but if not label text must be added to array and stored. At the end if label is empty nothing happened and error message comes in terminal.

Implementation of two methods of UITableViewDelegate and UITableViewDataSource protocols:

```
func tableView(_ tableView: UITableView, numberOfRowsInSectionSection section: Int) -> Int {
    return todoListArray.count
}

func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) ->
UITableViewCell {
    let cell = UITableViewCell(style: UITableViewCellStyle.default, reuseIdentifier:
        "todoCell")
    cell.textLabel?.text = todoListArray[indexPath.row]
    return cell
}
```

- \* number of cells in table is the count of array: todoListArray.count
- \* style of cell is default and the identifier as I told is todoCell
- \* Text of cells are the value of todoListArray

now run your awesome app.

whats it's problems?

When you open the second view and try to type in it; keyboard won't disappear although in common applications after touching the empty space or return in keyboard, keyboard must disappear.

```
override func touchesBegan(_ touches: Set<UITouch>, with event: UIEvent?) {
    self.view.endEditing(true)
}

func textFieldShouldReturn(_ textField: UITextField) -> Bool {
    textField.resignFirstResponder()
    return true
}
```

first function called when you touch main display of app and I ended the editing mode to close keyboard.

second function called when return in keyboard touched.

After data stored in device back to list: it wont show my last stored its because i didn't reload the table while it appears:

```
override func viewWillAppear(_ animated: Bool) {  
    toDoListArray = UserDefaults.standard.object(forKey: "toDoListArray") as! [String]  
    toDoListTable.reloadData()  
}
```

I want to delete some of my tasks when they are done, like the one in notes app.there's another function that asks the delegate for editing style of a row.

```
func tableView(_ tableView: UITableView, commit editingStyle: UITableViewCellEditingStyle,  
    forRowAt indexPath: IndexPath) {  
    if editingStyle == UITableViewCellEditingStyle.delete{  
        toDoListArray.remove(at: indexPath.row)  
        tableView.reloadData()  
        UserDefaults.standard.set(toDoListArray, forKey: "toDoListArray")  
    }  
}
```

when we delete a row data must be removed from array and from the storage in our phone and also table must be reloaded.