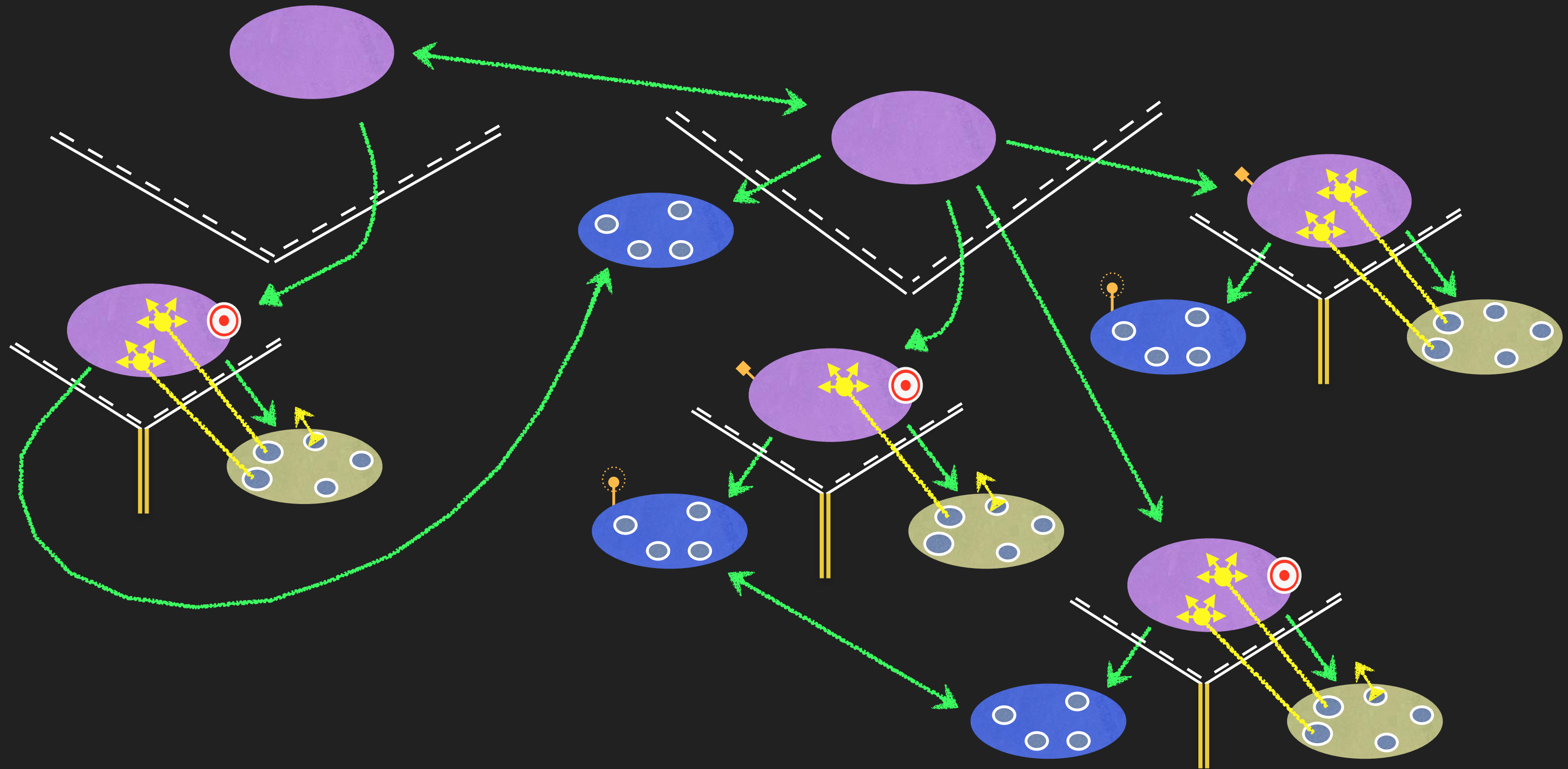


# MVCs working together

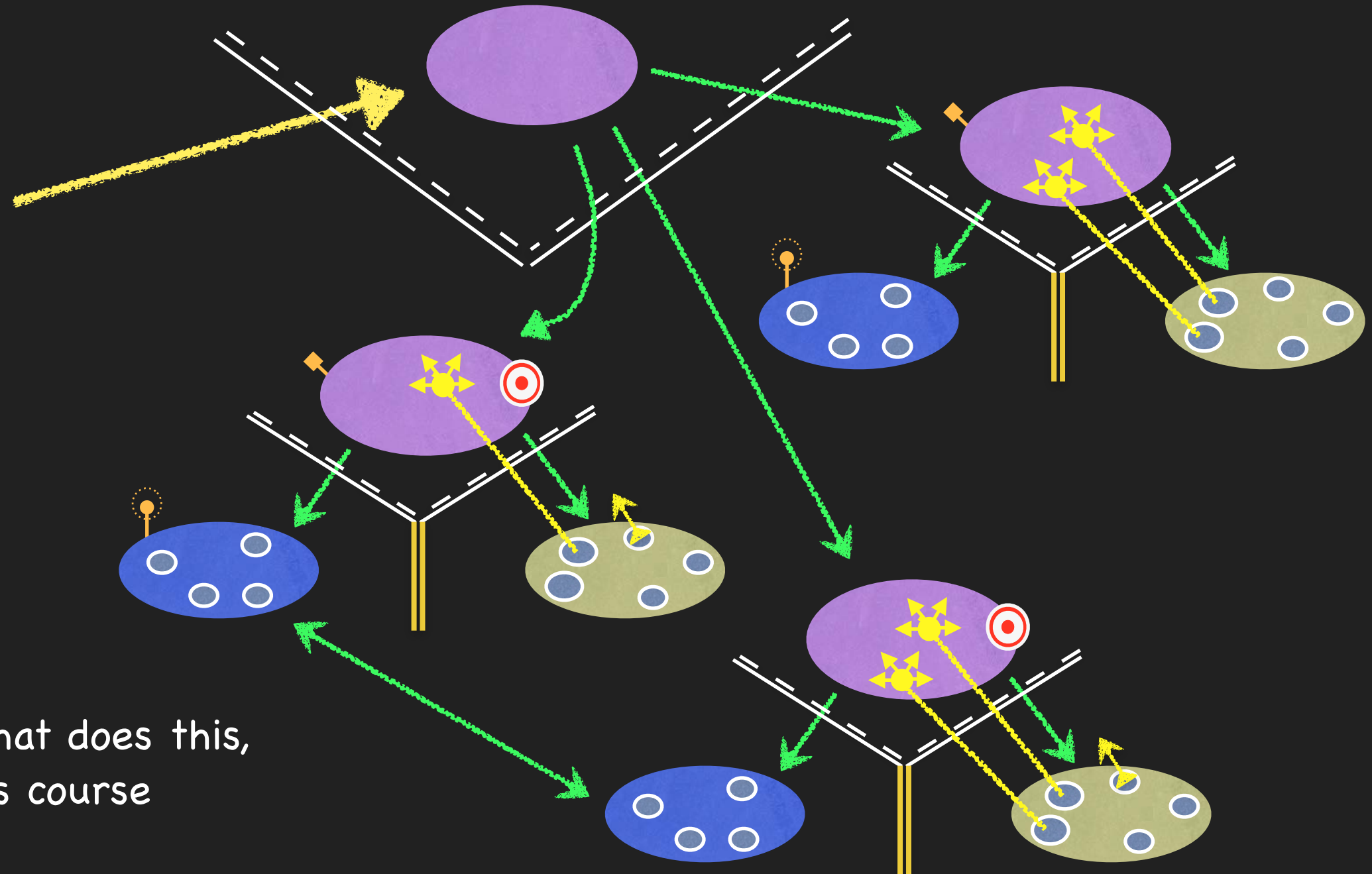


# Multiple MVCs

- To build more powerful applications

To do this, we must combine MVCs ...

iOS provides some Controllers whose View is "other MVCs" \*



\* you could build your own Controller that does this, but we're not going to cover that in this course

# Multiple MVCs

- Time to build more powerful applications

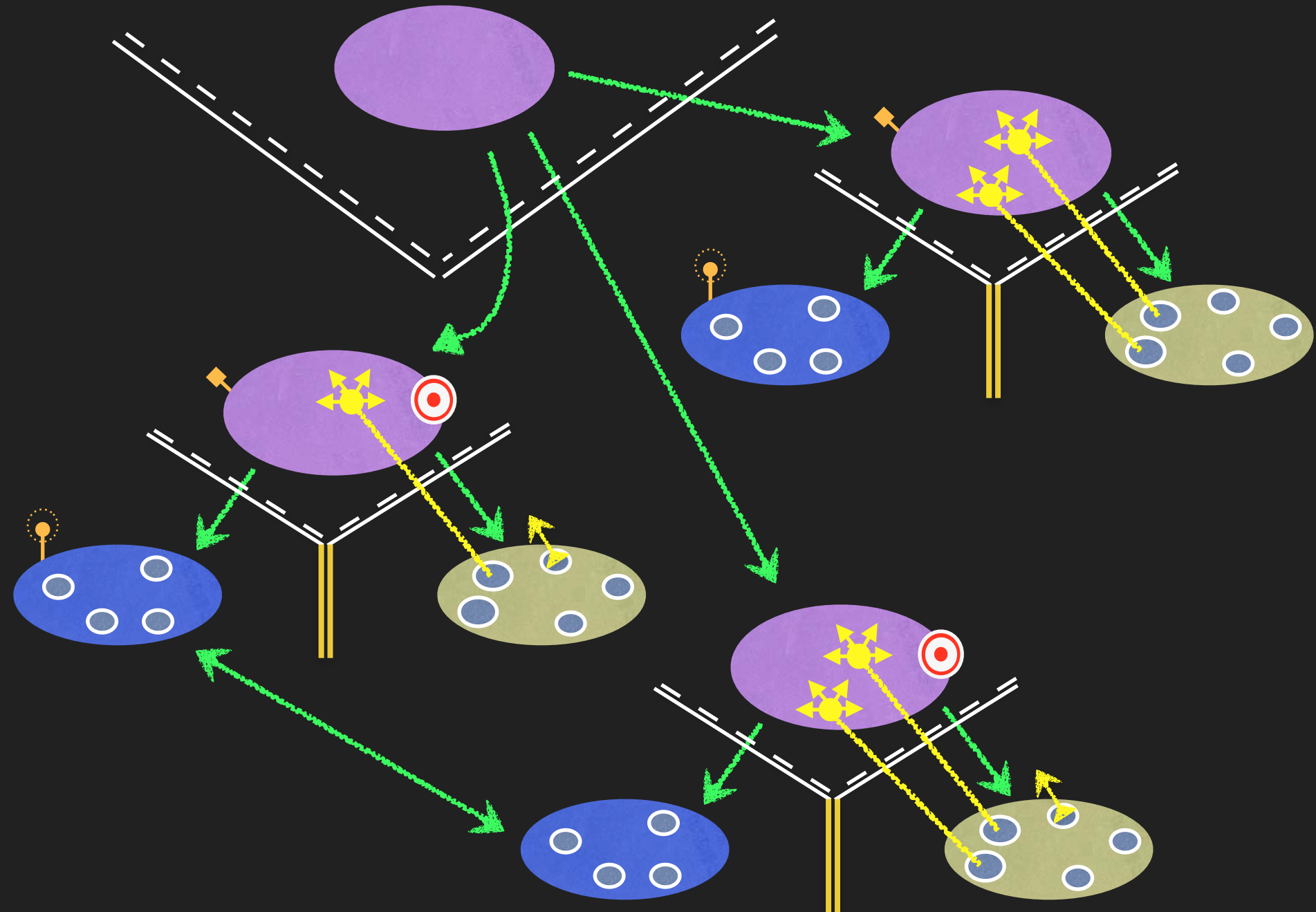
To do this, we must combine MVCs ...

iOS provides some Controllers  
whose View is "other MVCs"

Examples:

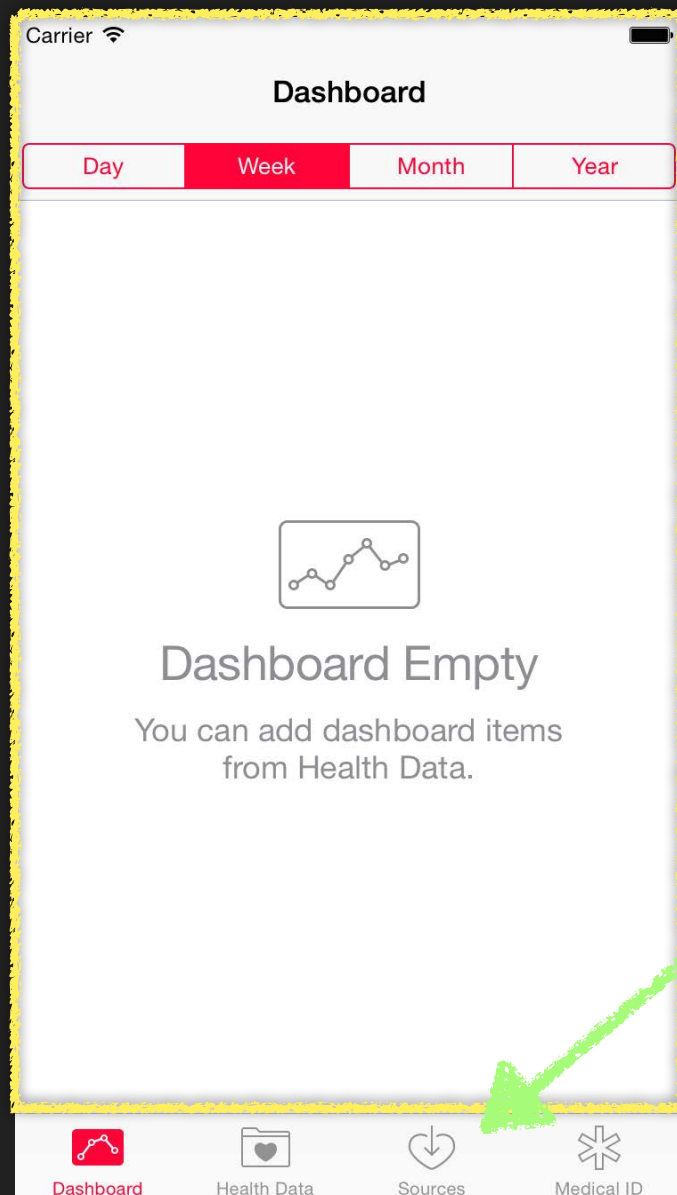
UITabBarController

UINavigationController



# UITabBarController

- 👁 It lets the user choose between different MVCs ...

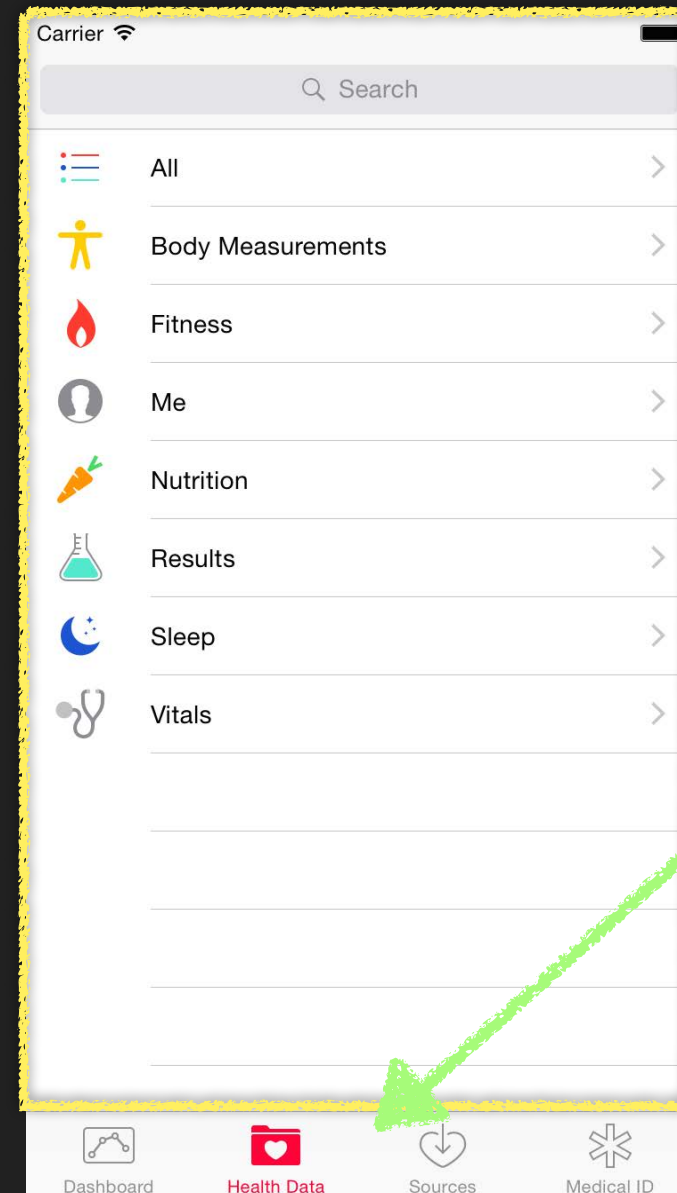
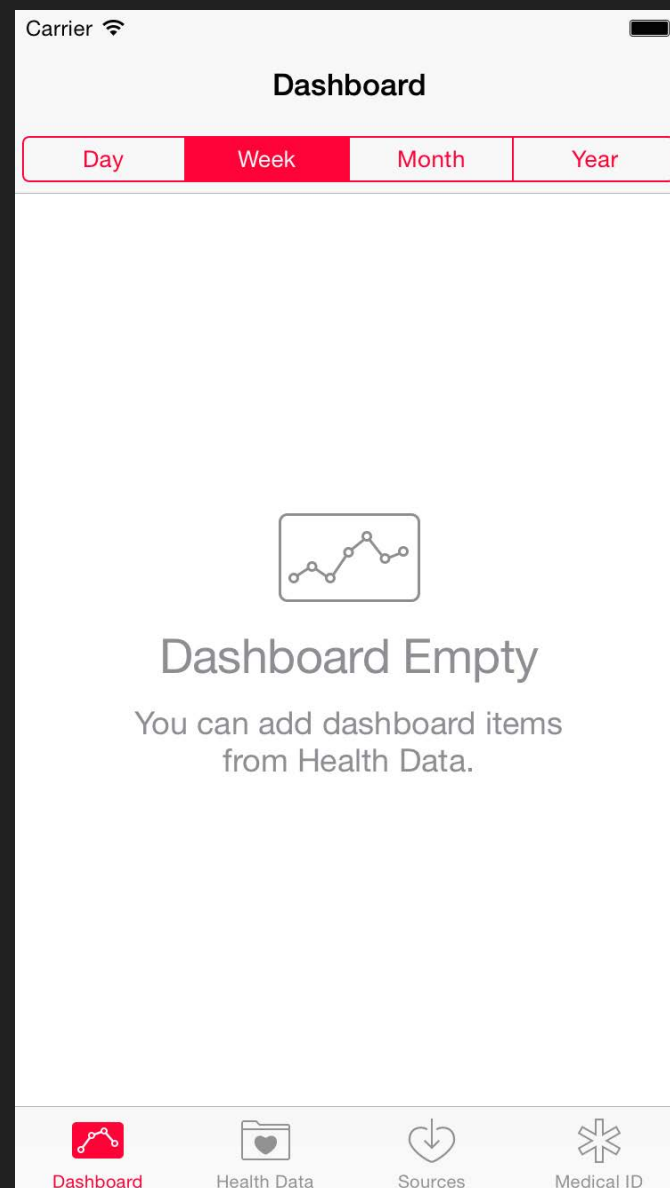


← A "Dashboard" MVC

The icon, title and even a "badge value" on these is determined by the MVCs themselves via their property:  
`var tabBarItem: UITabBarItem!`  
But usually you just set them in your storyboard.

# UITabBarController

- 👁 It lets the user choose between different MVCs ...

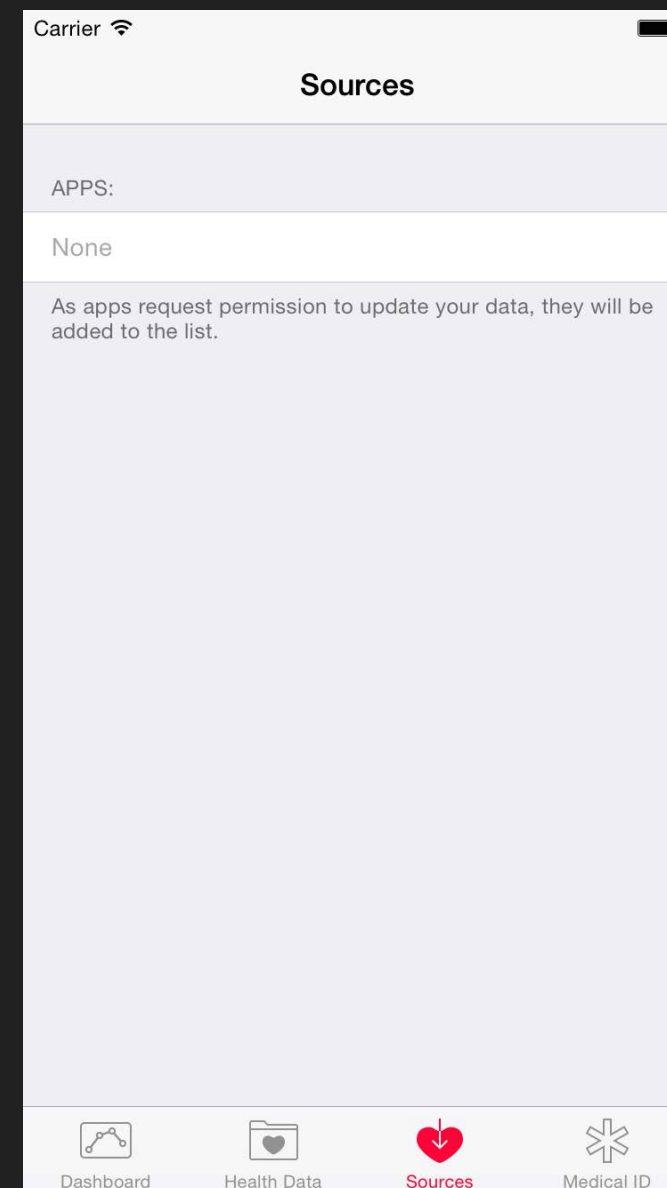
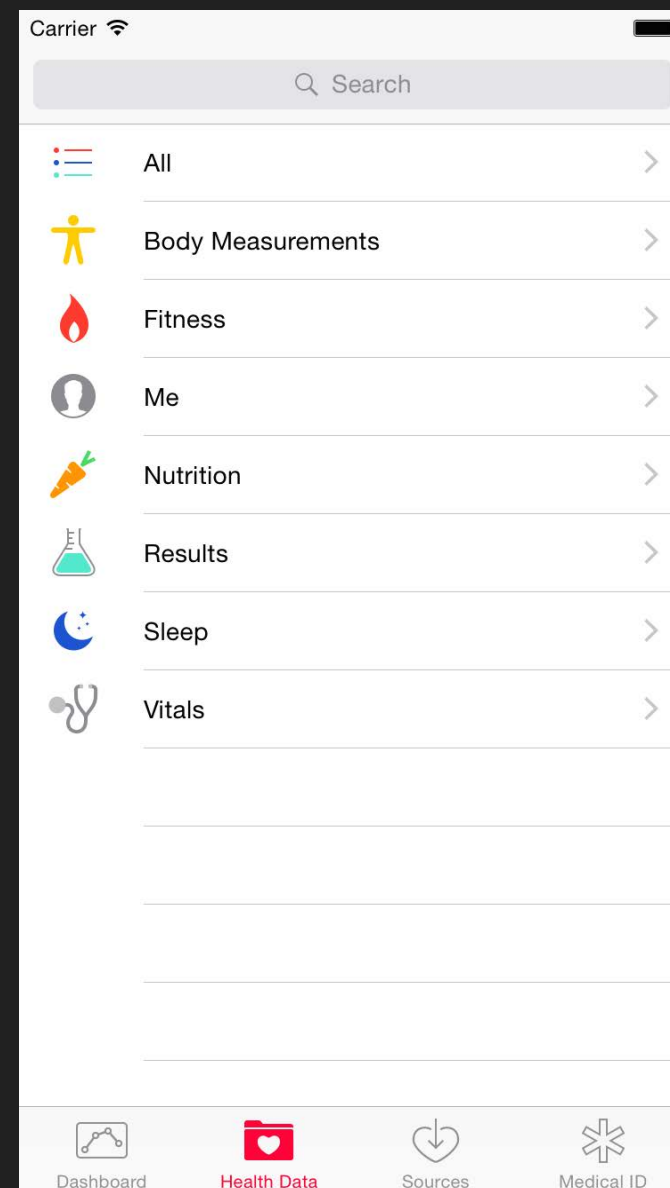
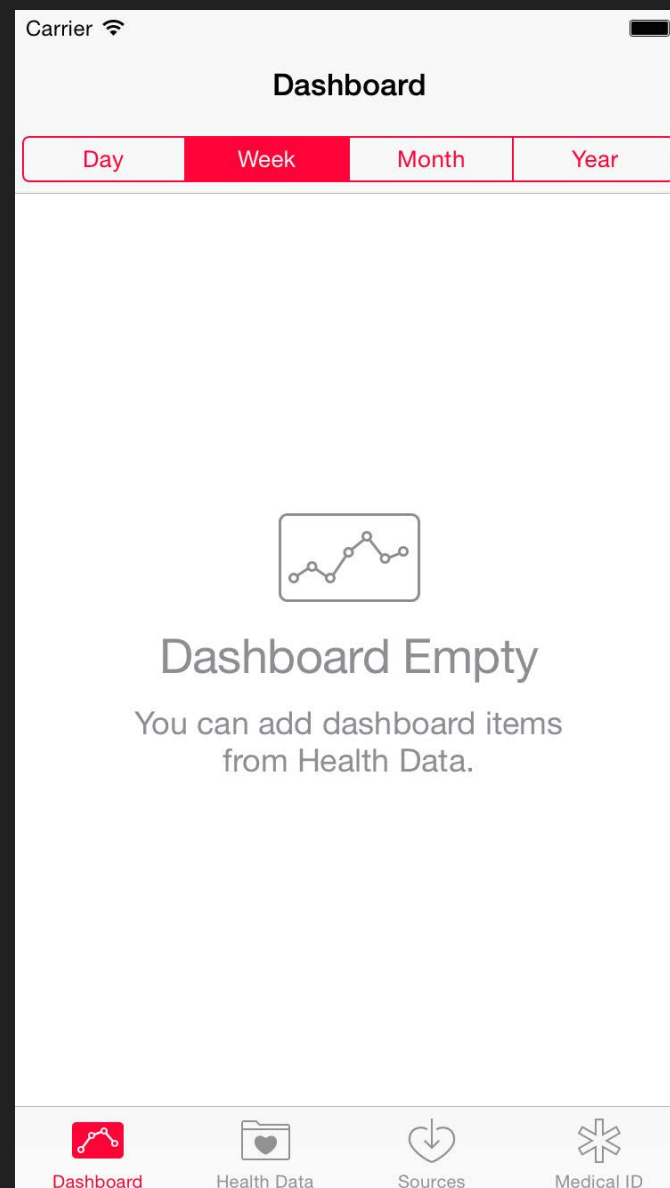


← A "Health Data" MVC

If there are too many tabs to fit here, the UITabBarController will automatically present a UI for the user to manage the overflow!

# UITabBarController

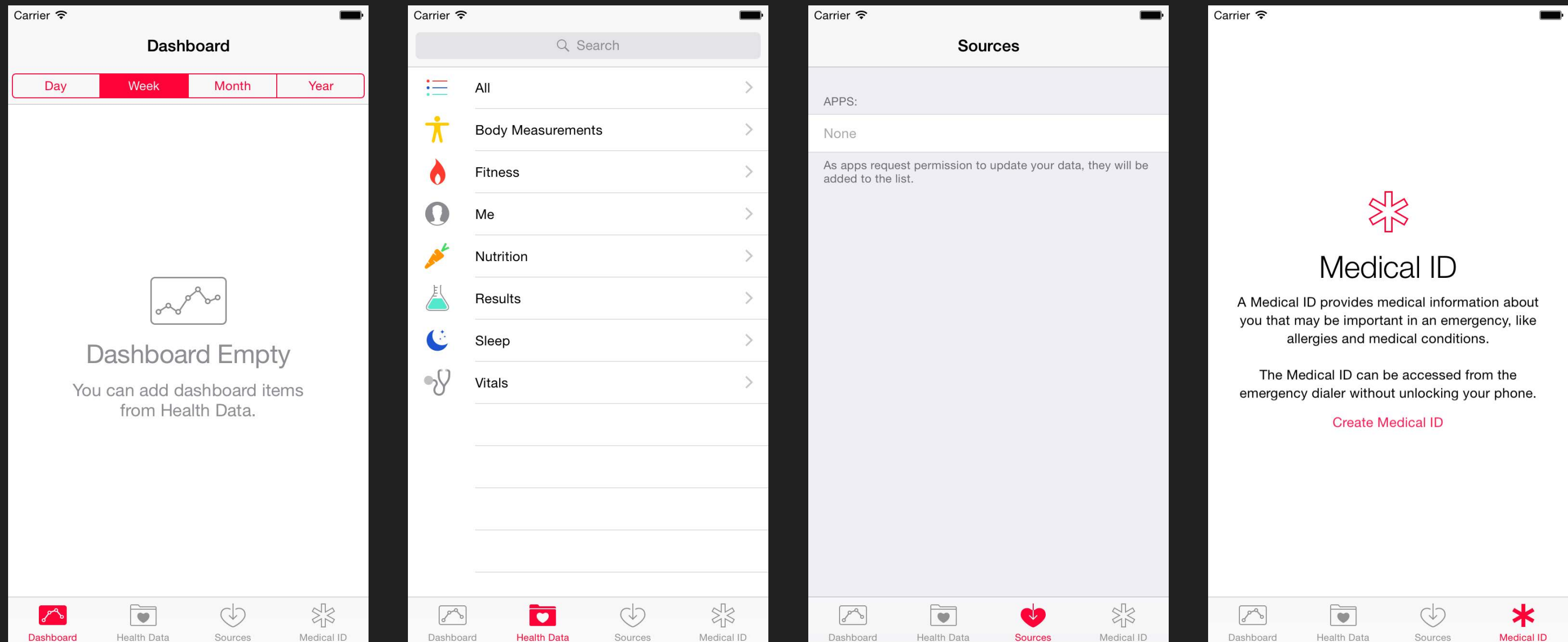
- 👁 It lets the user choose between different MVCs ...





# UITabBarController

👁 It lets the user choose between different MVCs ...



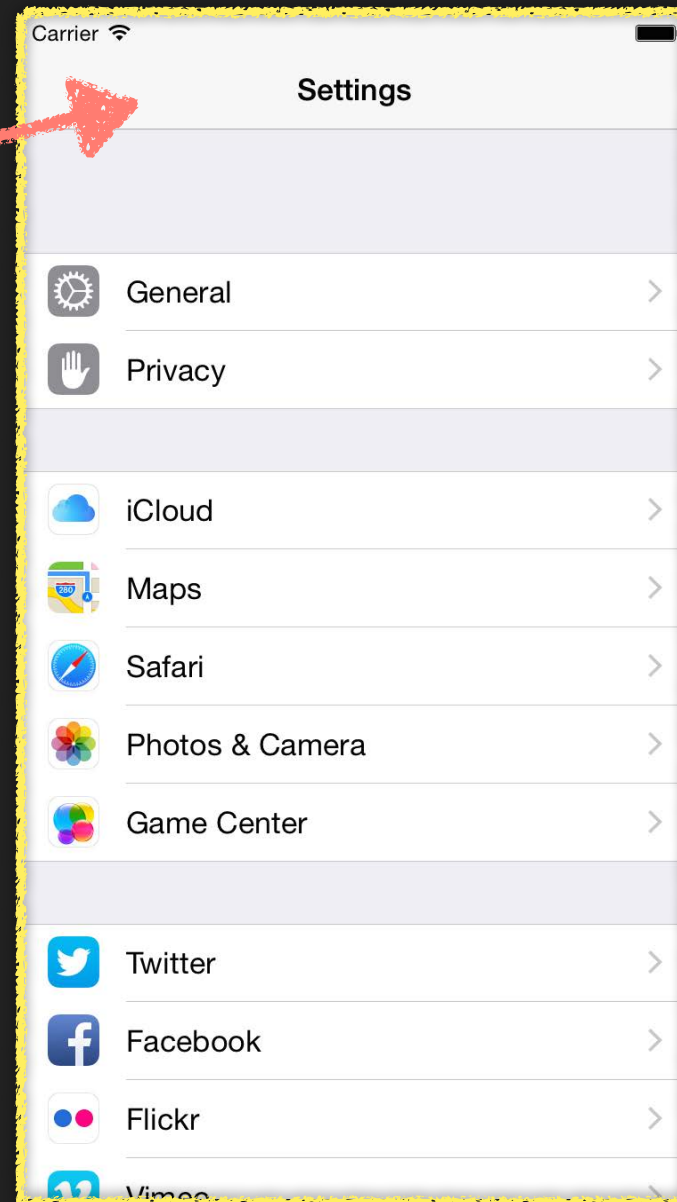
# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...

This top area is drawn by the UINavigationController

But the contents of the top area (like the title or any buttons on the right) are determined by the MVC currently showing (in this case, the "All Settings" MVC)

Each MVC communicates these contents via its UINavigationController's `navigationItem` property

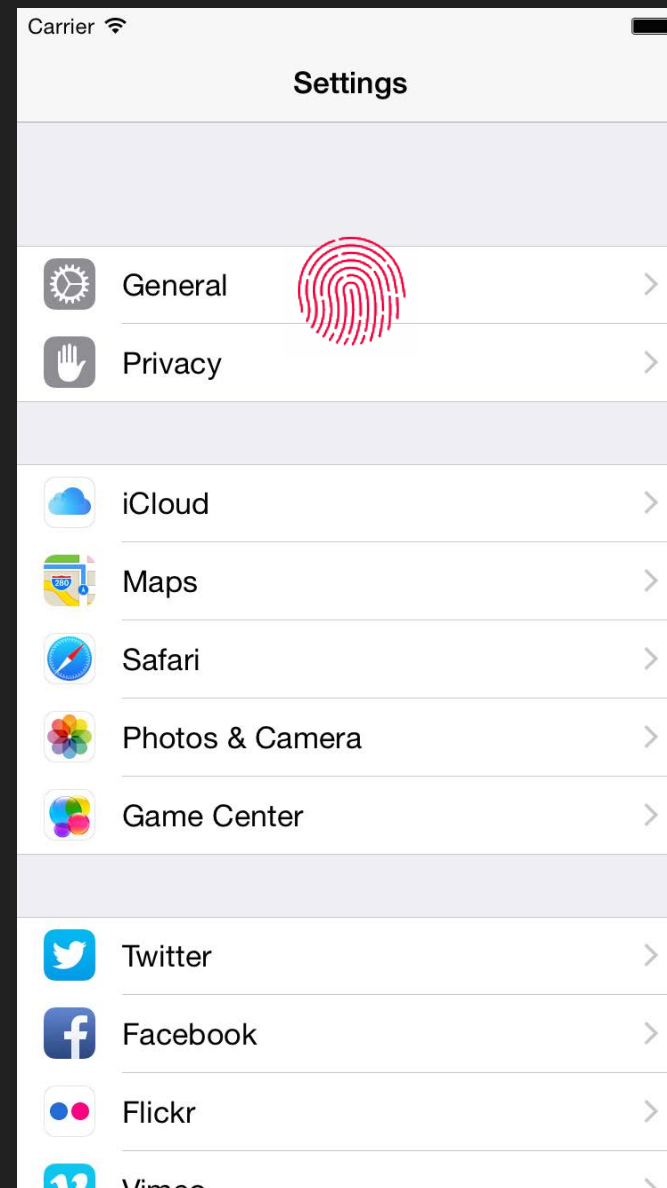


An "All Settings" MVC



# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...



# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...



← A "General Settings" MVC

It's possible to add MVC-specific buttons here too via the UINavigationController's `toolbarItems` property



# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...

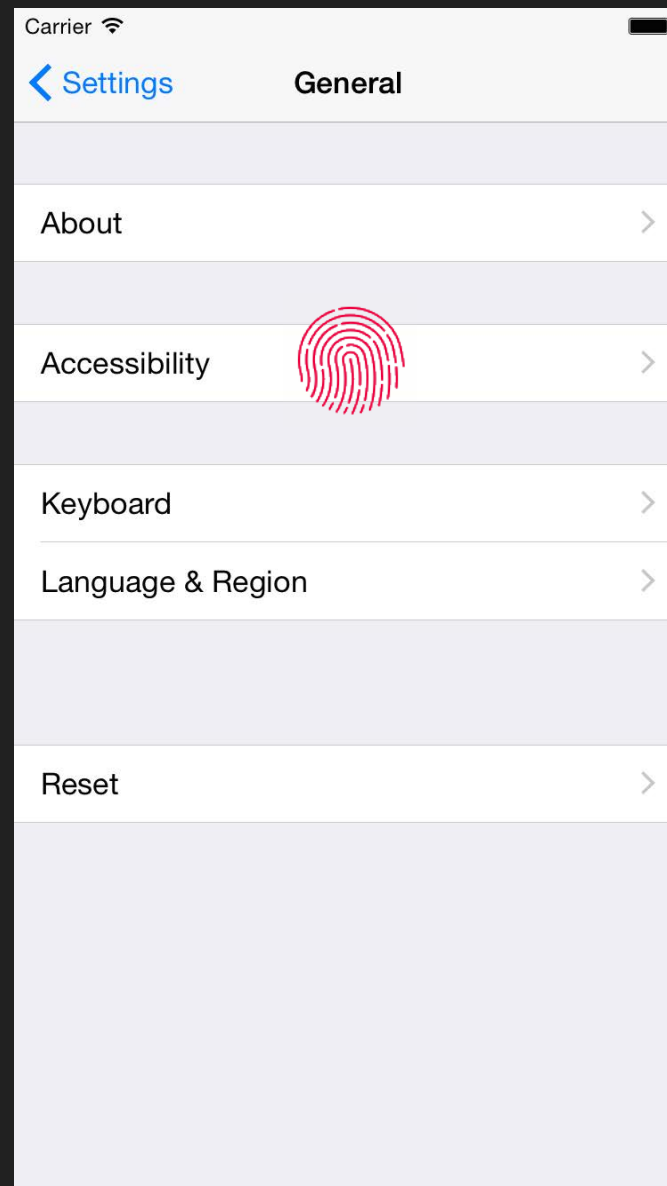
Notice this "back" button has appeared. This is placed here automatically by the UINavigationController.



A "General Settings" MVC

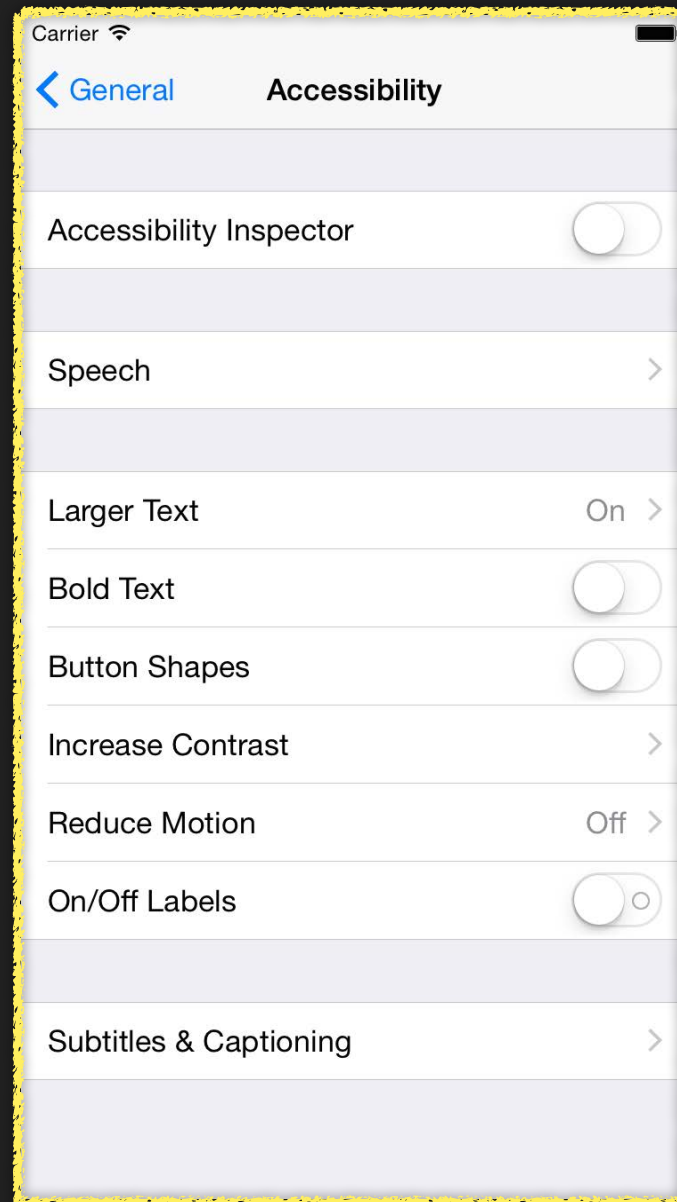
# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...



# UINavigationController

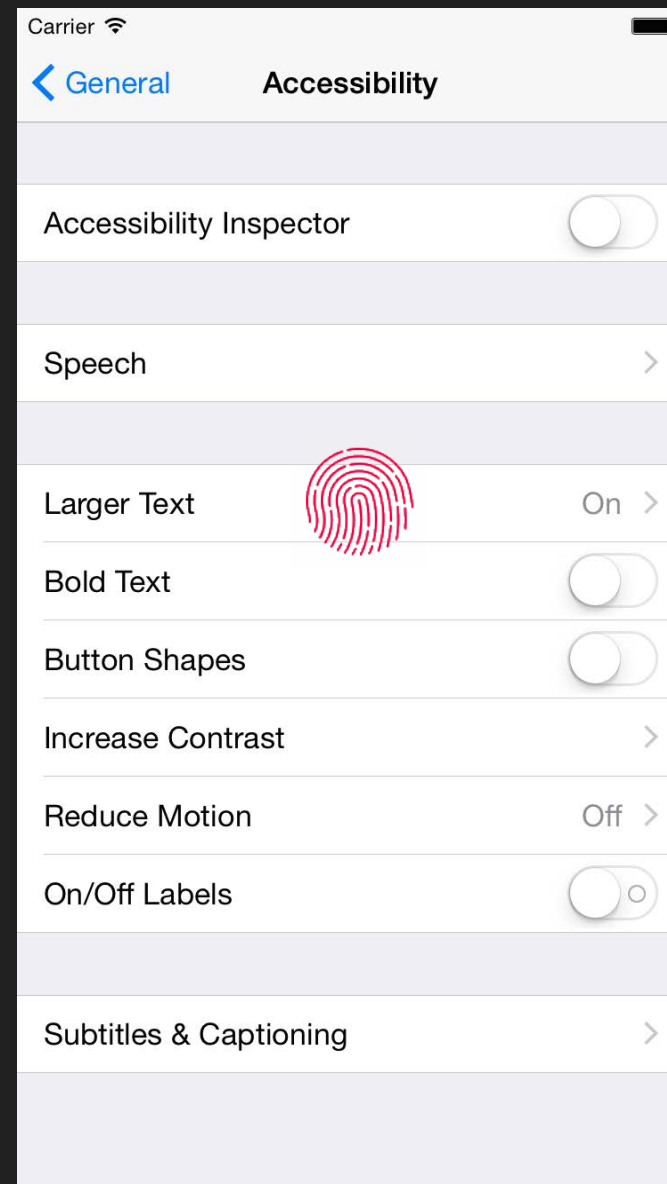
- Pushes and pops MVCs off of a stack (like a stack of cards) ...



← An "Accessibility" MVC

# UINavigationController

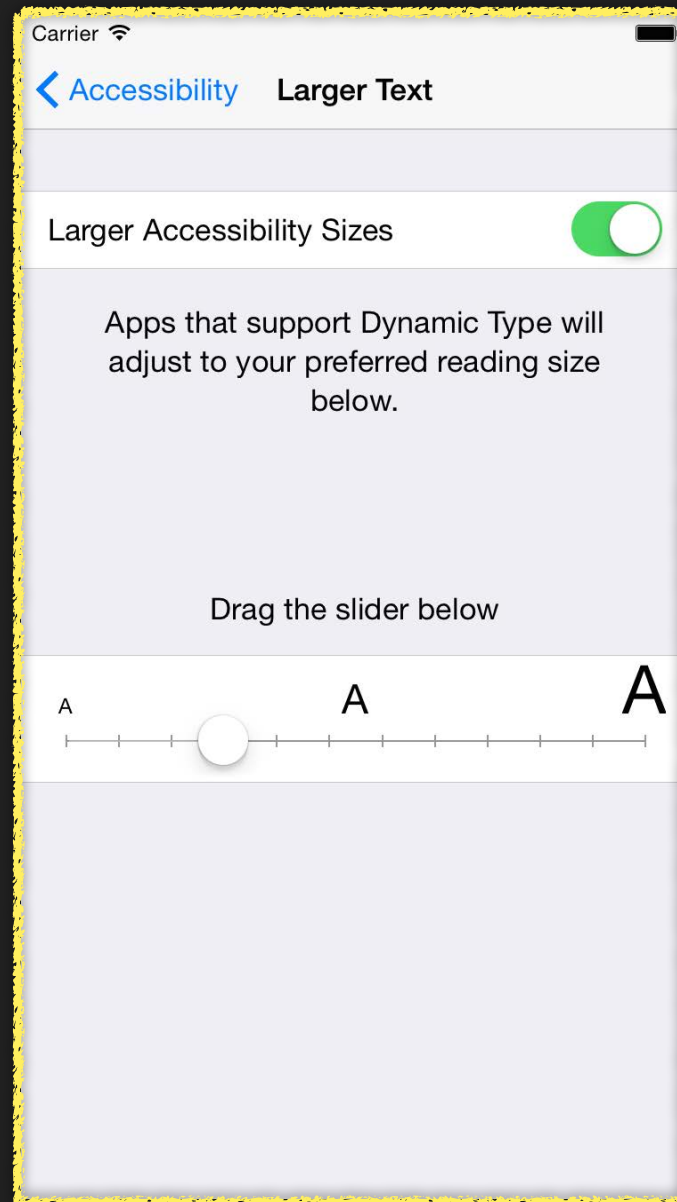
- Pushes and pops MVCs off of a stack (like a stack of cards) ...





# UINavigationController

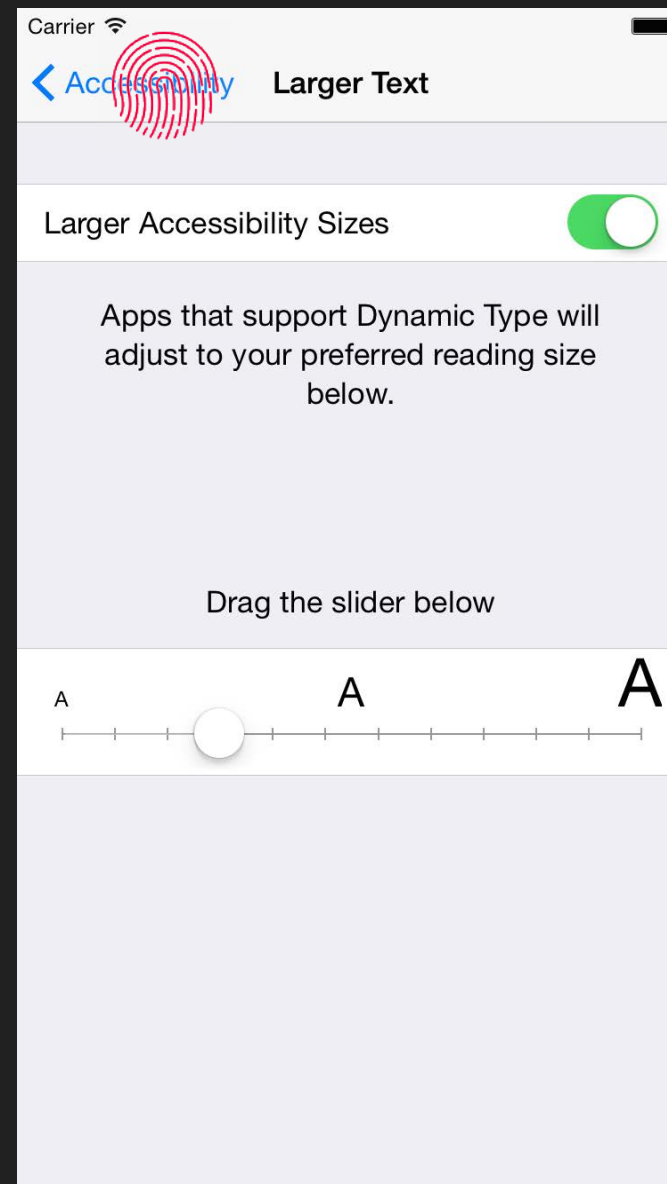
- Pushes and pops MVCs off of a stack (like a stack of cards) ...



← A "Larger Text" MVC

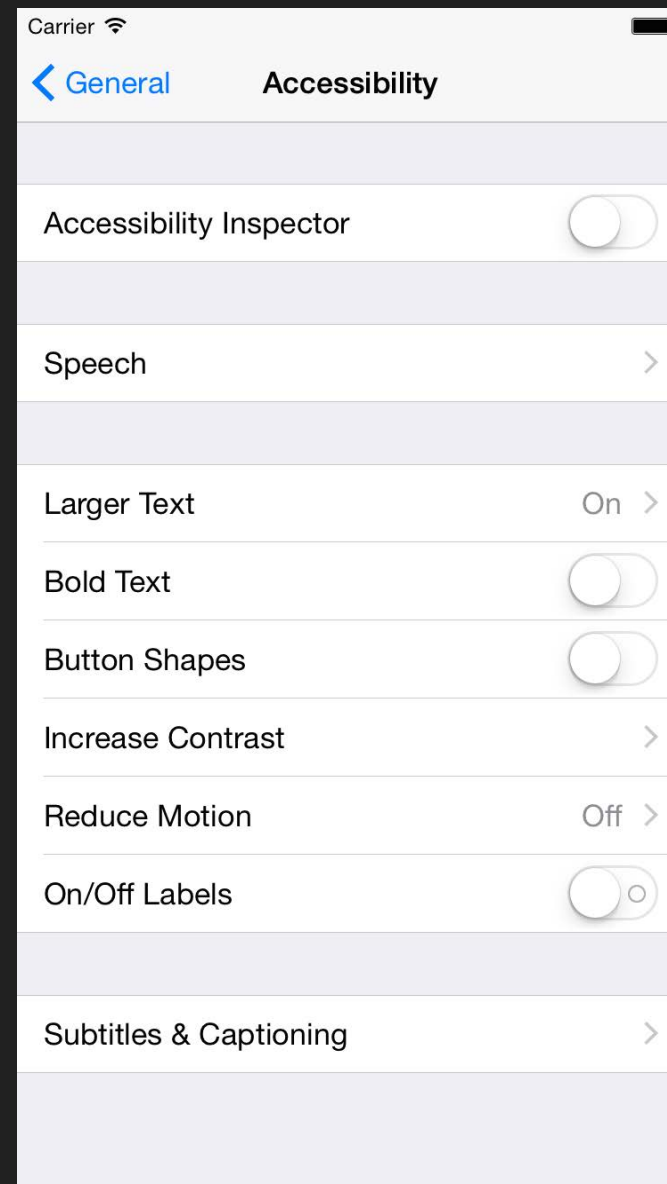
# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...



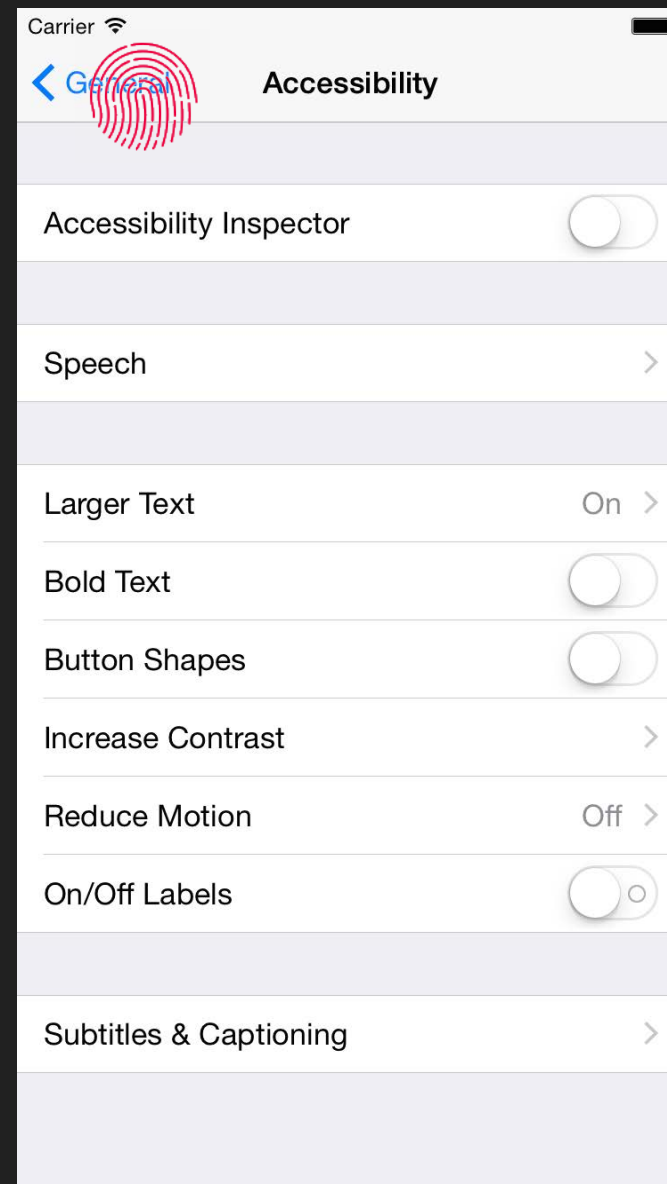
# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...



# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...



# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...



# UINavigationController

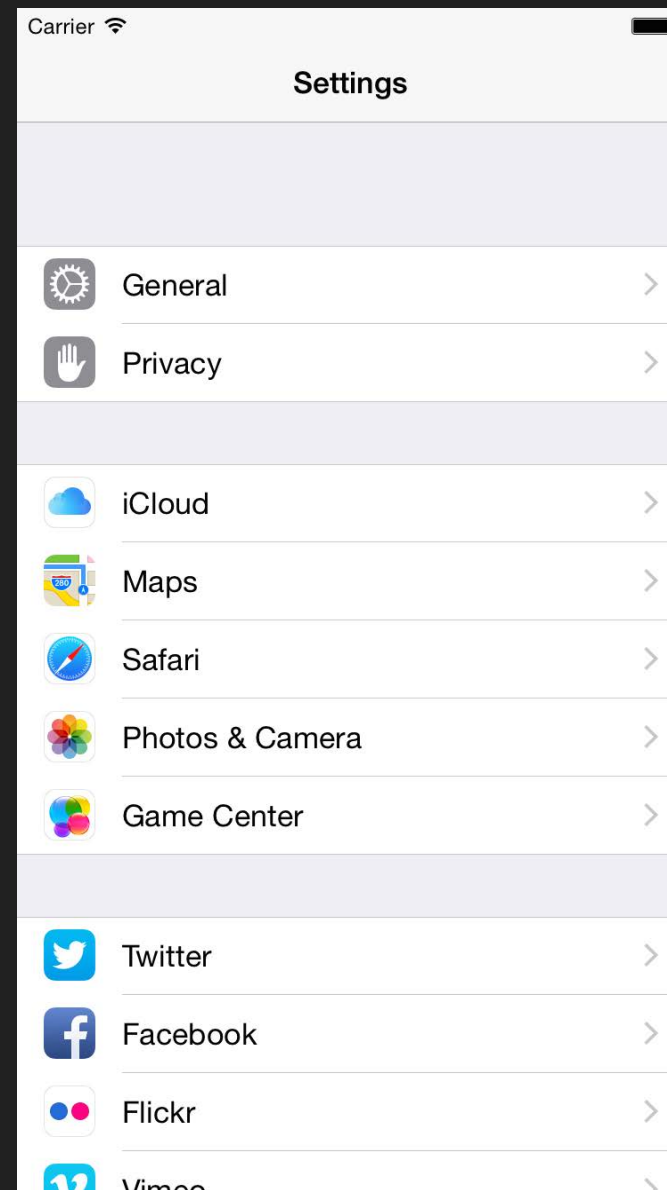
- Pushes and pops MVCs off of a stack (like a stack of cards) ...



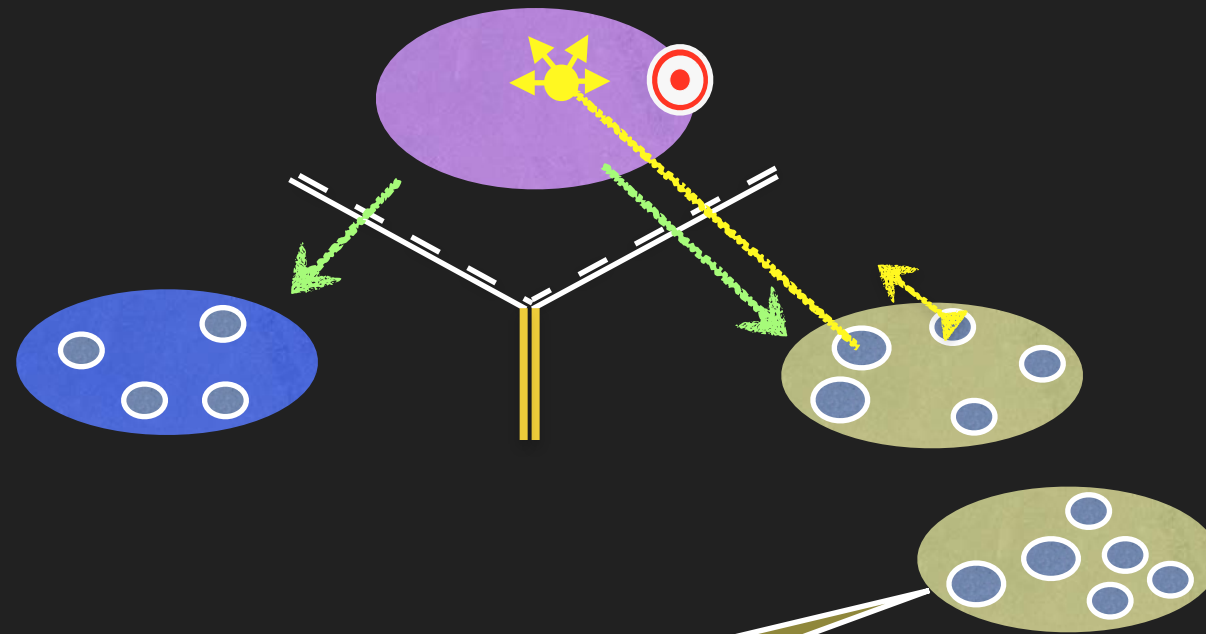


# UINavigationController

- Pushes and pops MVCs off of a stack (like a stack of cards) ...

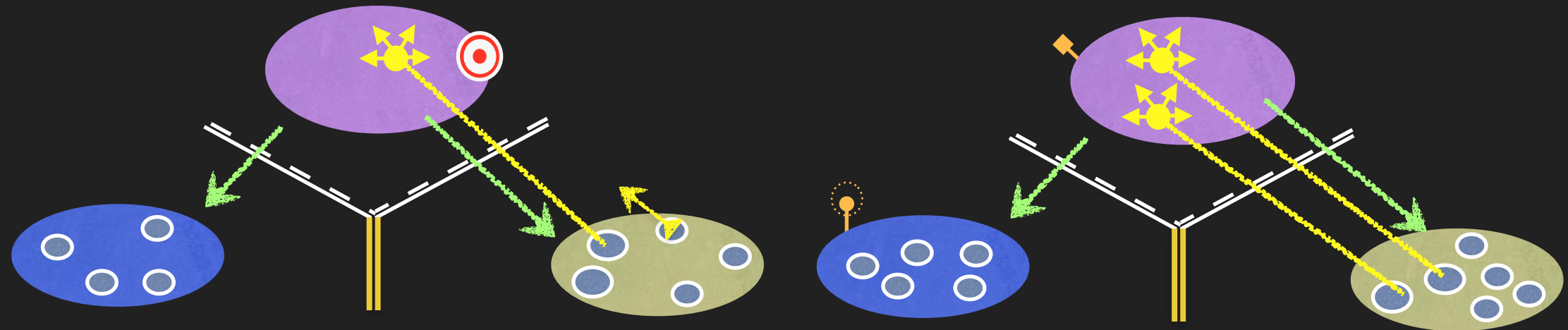


# UINavigationController



I want more features, but it doesn't make sense to put them all in one MVC!

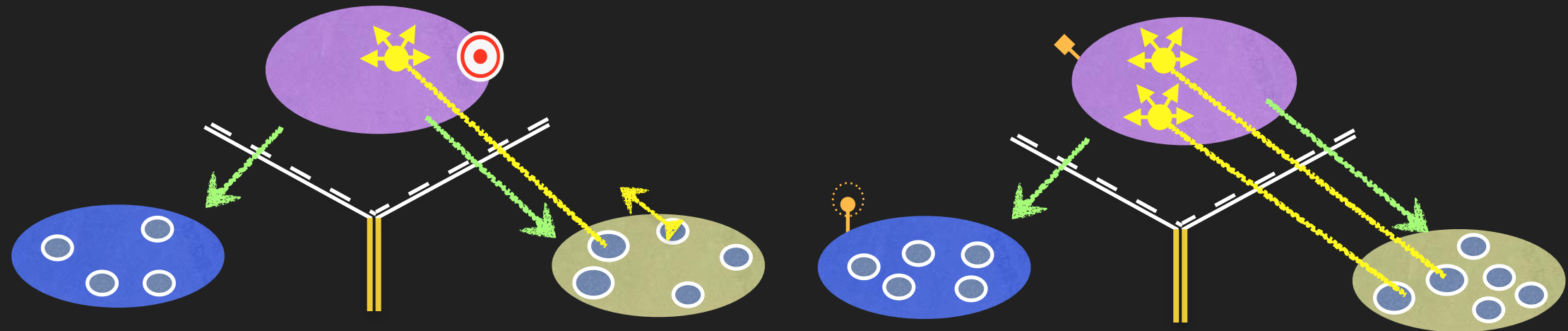
# UINavigationController



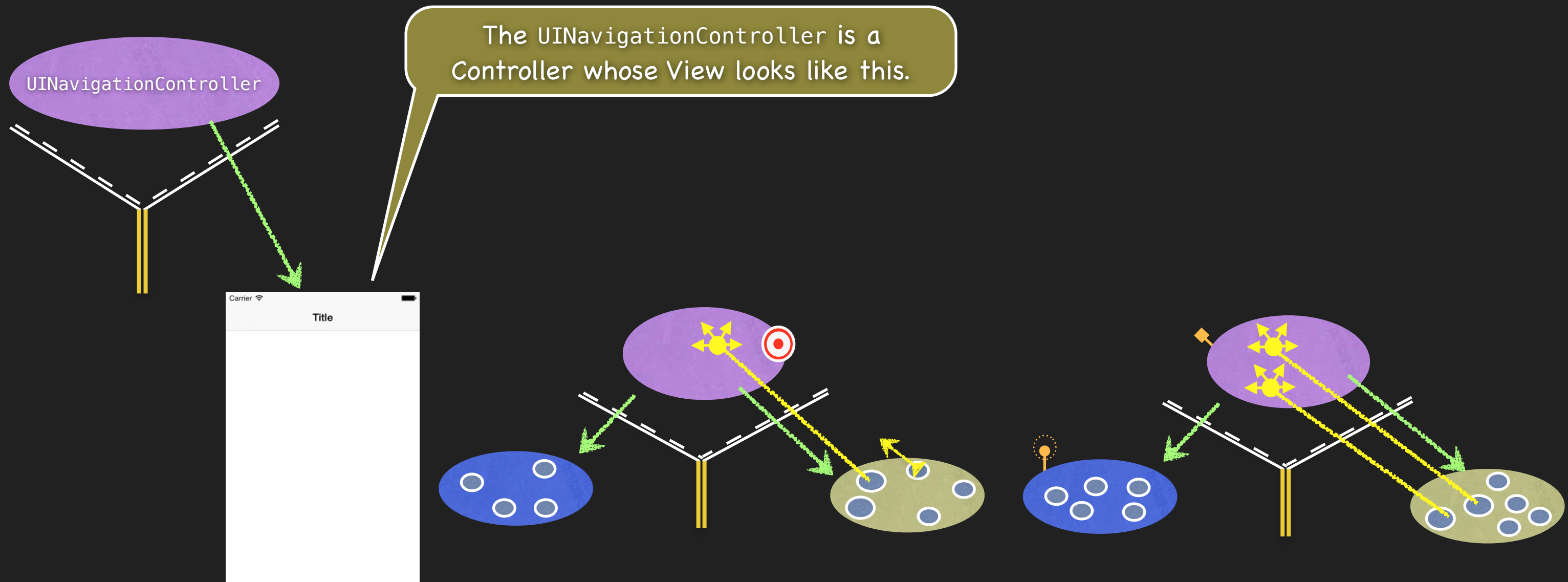
So I create a new MVC to encapsulate that functionality.

# UINavigationController

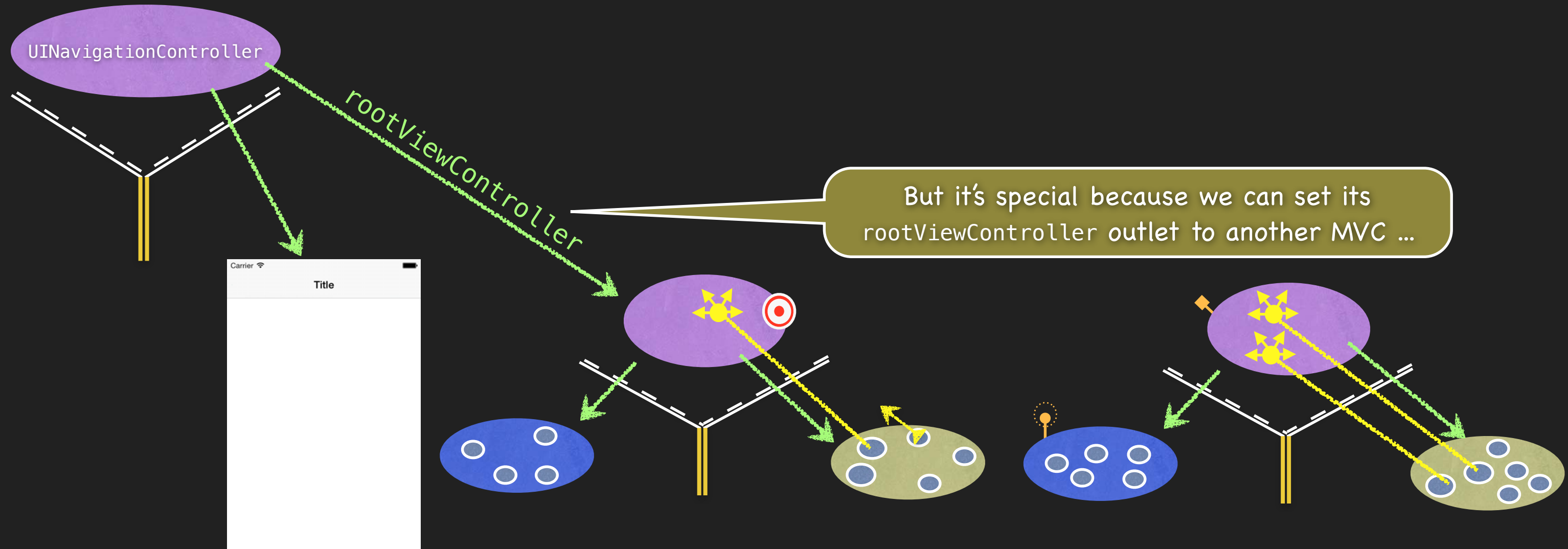
We can use a UINavigationController to let them share the screen.



# UINavigationController

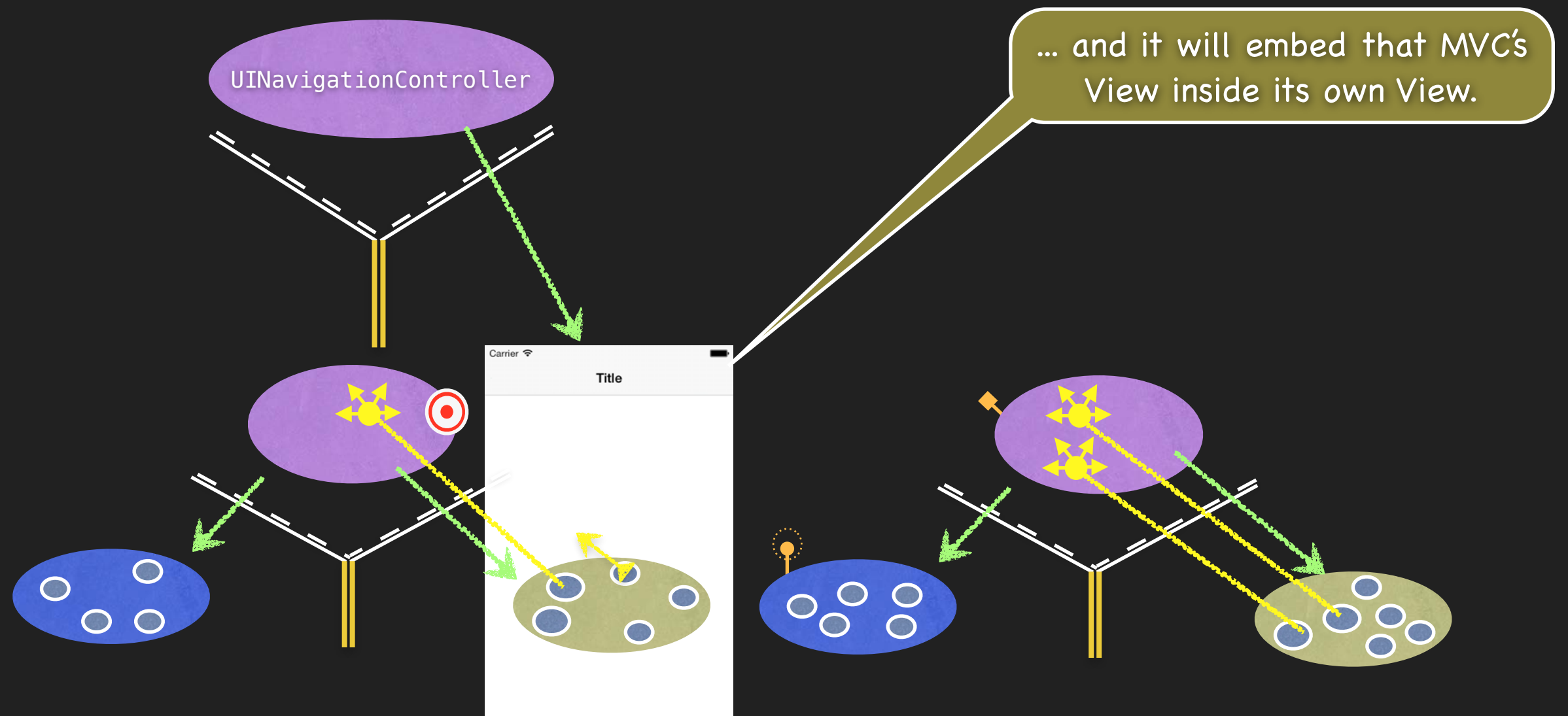


# UINavigationController

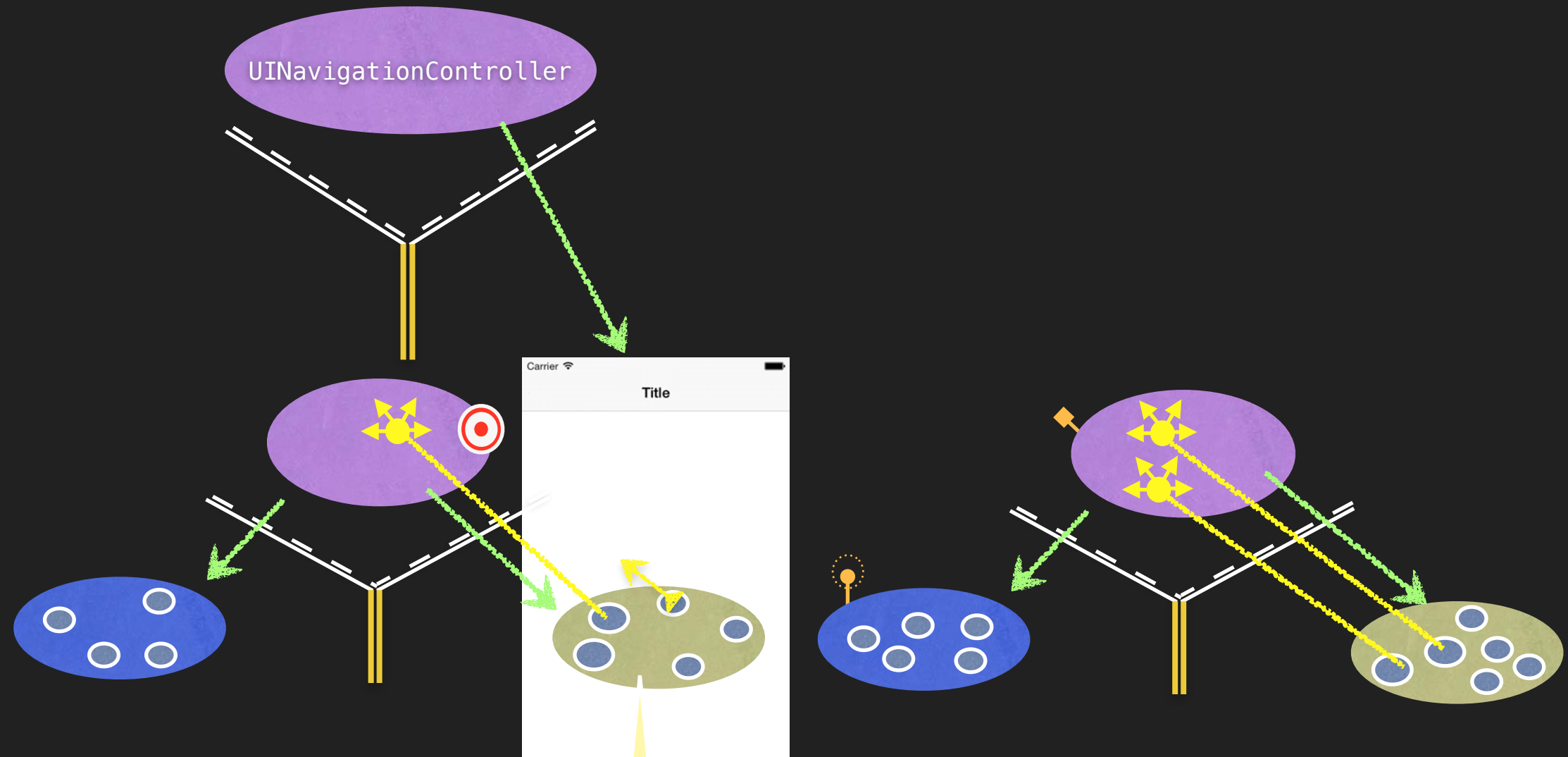




# UINavigationController

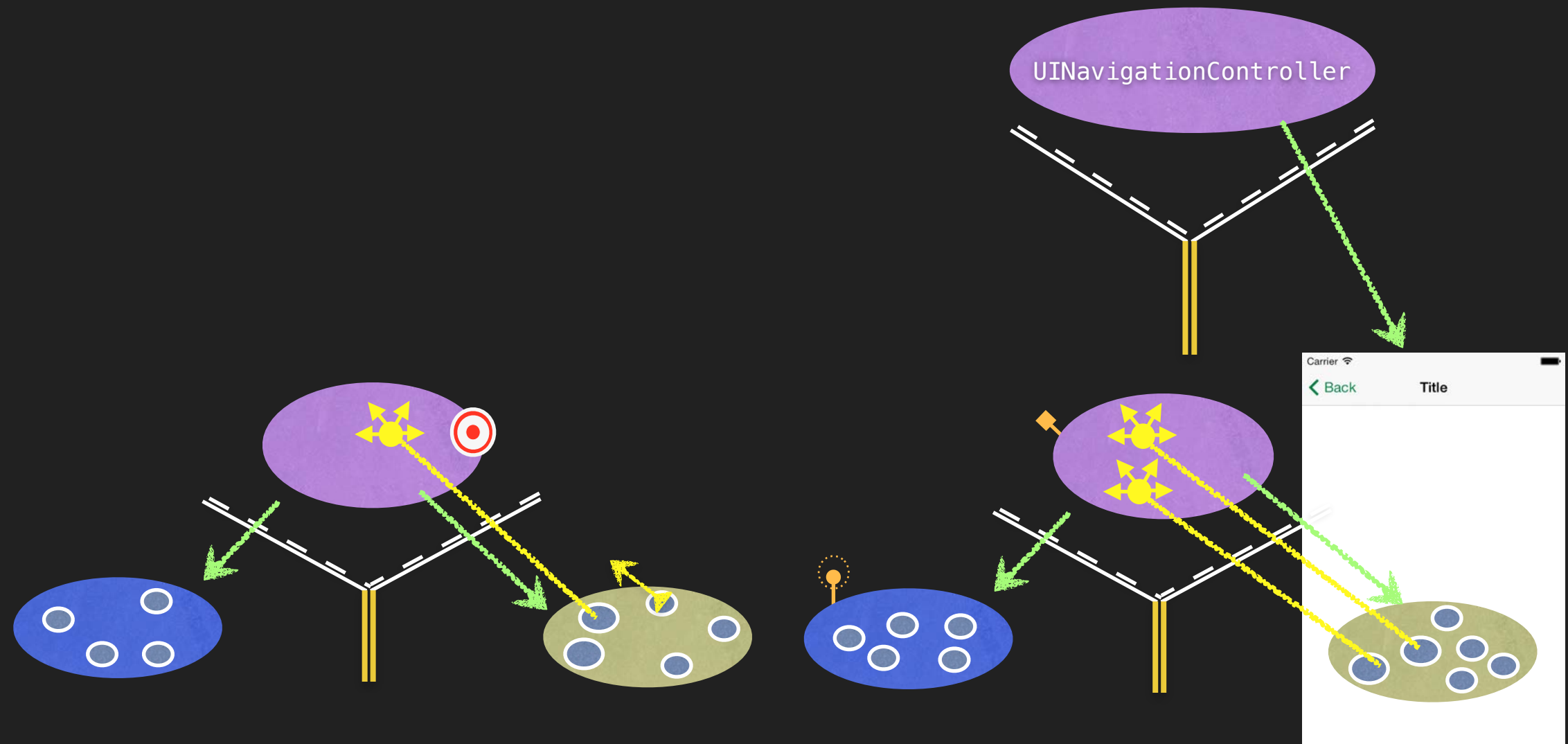


# UINavigationController



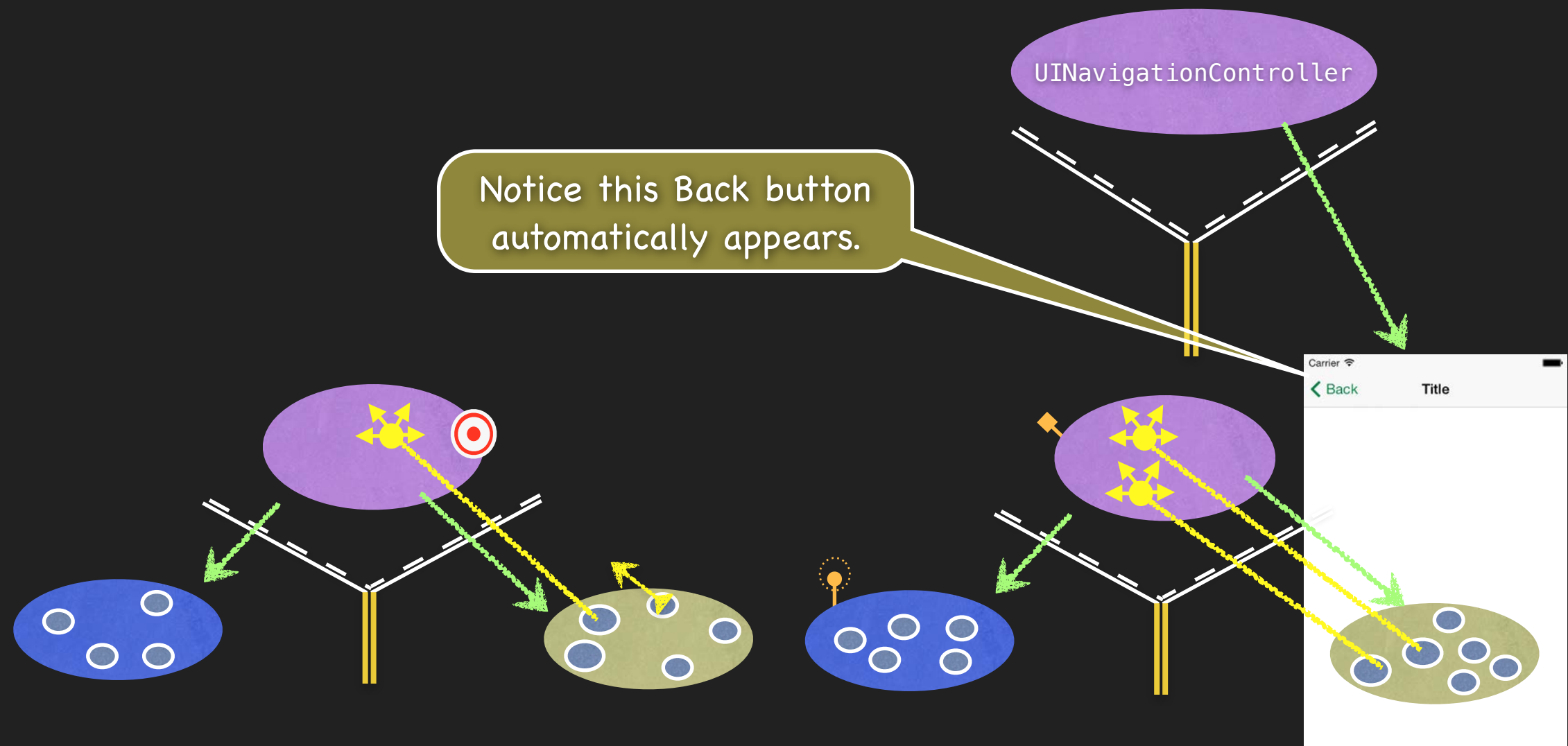
Then a UI element in this View (e.g. a UIButton) can segue to the other MVC and its View will now appear in the UINavigationController instead.

# UINavigationController

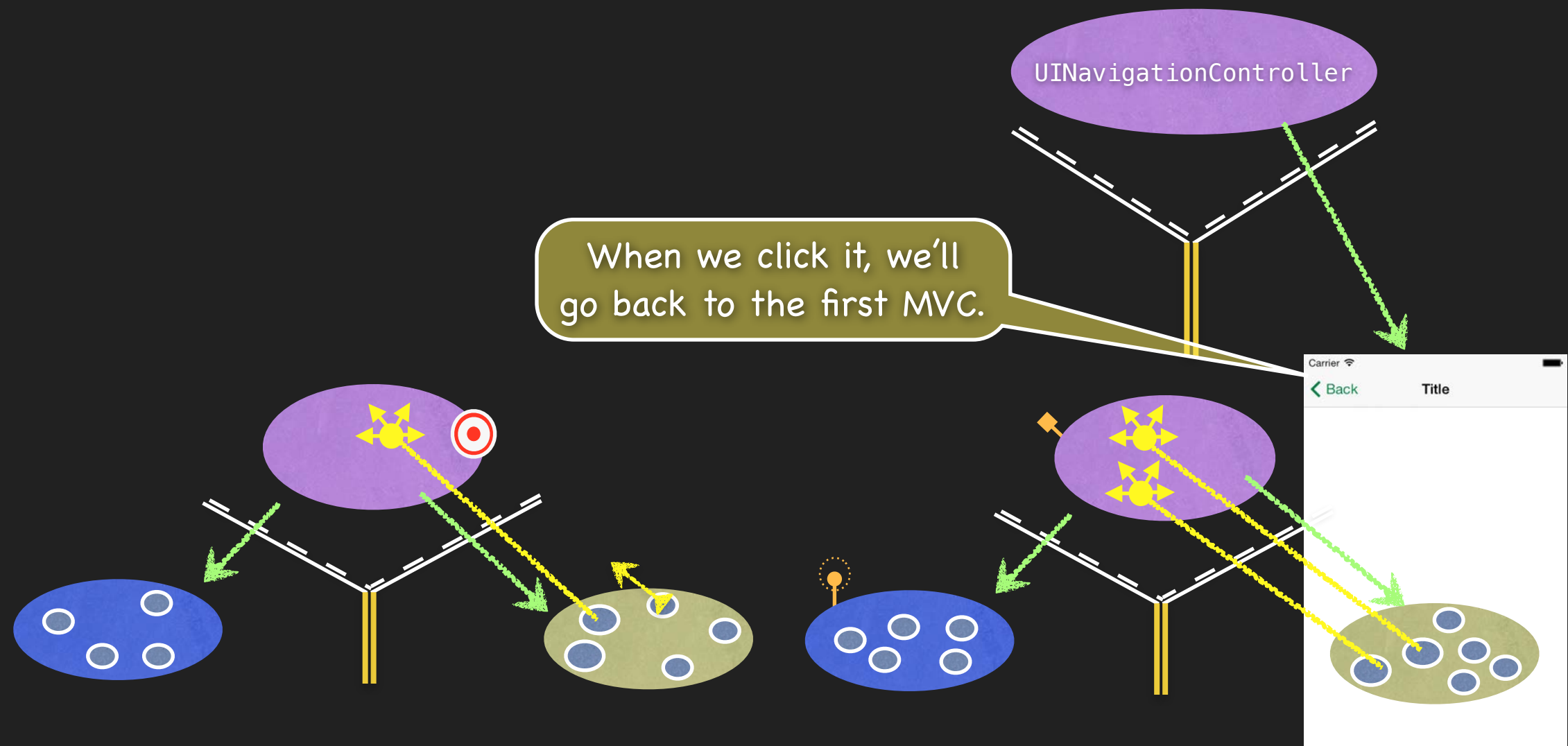


We call this kind of segue a "Show (push) segue".

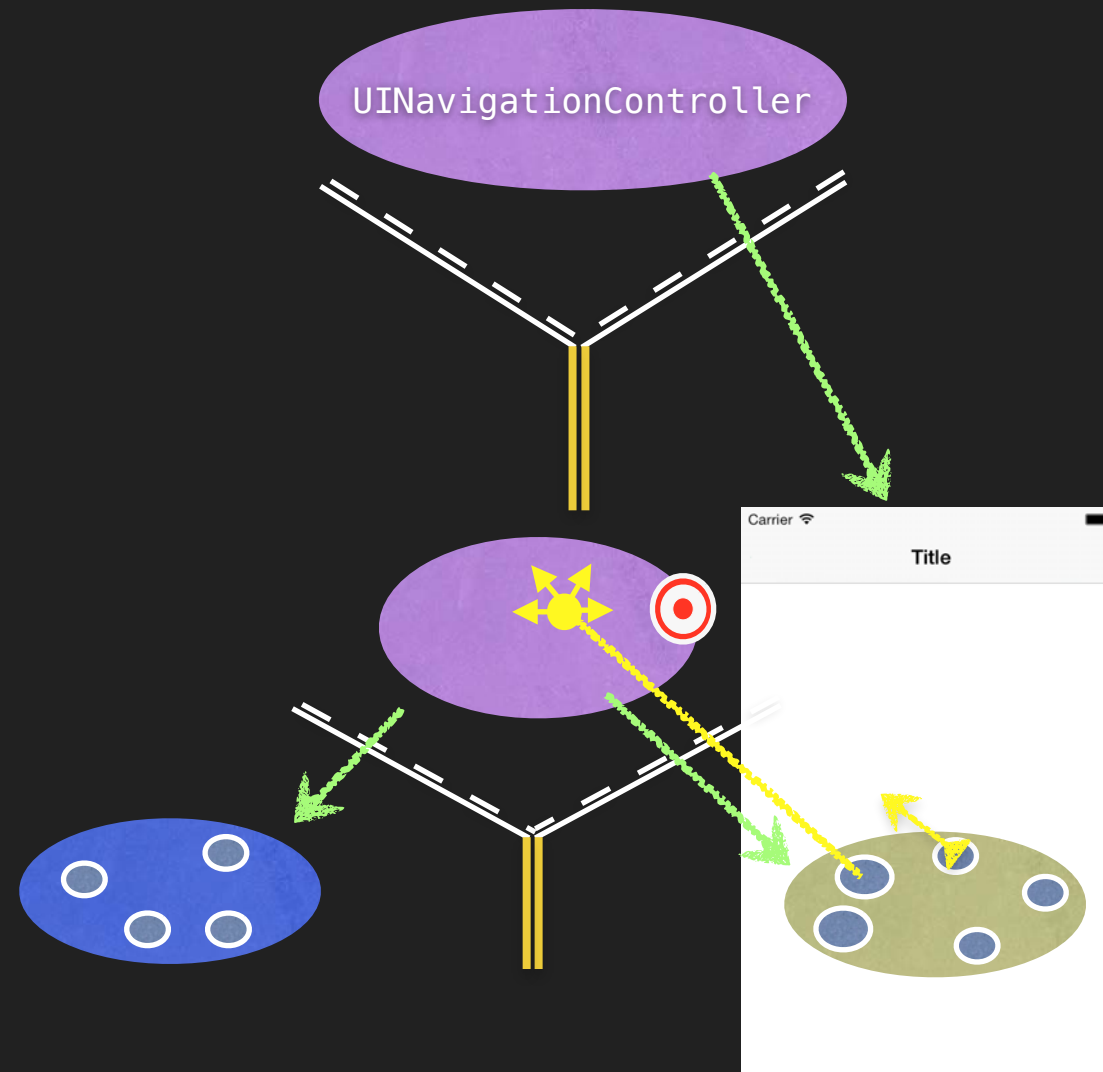
# UINavigationController



# UINavigationController



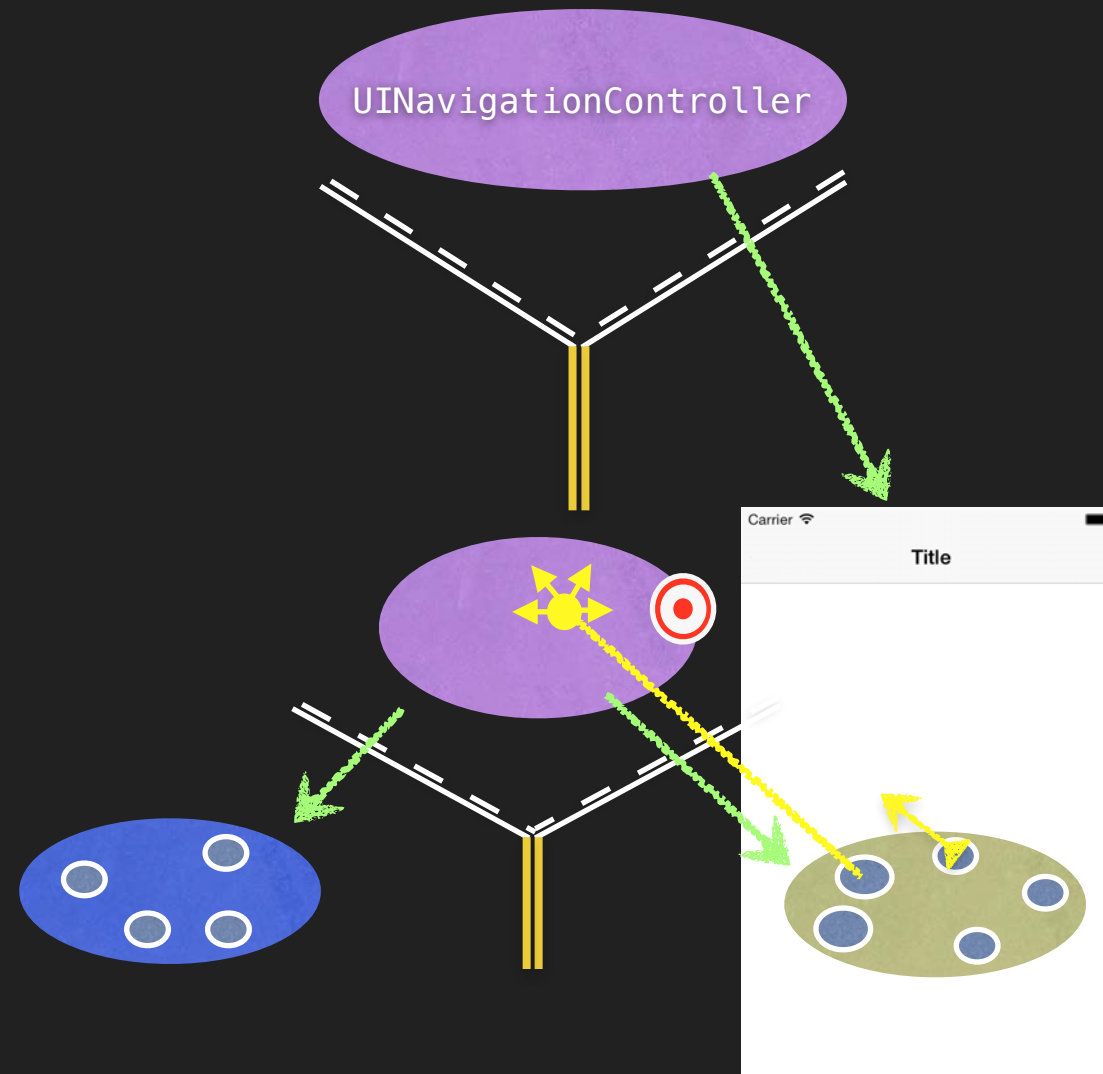
# UINavigationController



Notice that after we back out of an MVC, it disappears (it is deallocated from the heap, in fact).



# UINavigationController



# Accessing the sub-MVCs

- You can get the sub-MVCs via the `viewControllers` property

```
var viewControllers: [UIViewController]? { get set } // can be optional (e.g. for tab bar)
```

  - // for a tab bar, they are in order, left to right, in the array
  - // for a navigation controller, [0] is the root and the rest are in order on the stack
  - // even though this is settable, usually setting happens via storyboard, segues, or other
  - // for example, navigation controller's push and pop methods
- But how do you get ahold of the TBC or NC itself?
  - Every UIViewController knows the Split View, Tab Bar or Navigation Controller it is currently in
  - These are UIViewController properties ...

```
var tabBarController: UITabBarController? { get }  
var navigationController: UINavigationController? { get }
```

# Pushing/Poppping

- Adding (or removing) MVCs from a UINavigationController

```
func pushViewController(_ vc: UIViewController, animated: Bool)
```

```
func popViewController(animated: Bool)
```

But we usually don't do this. Instead we use Segues. More on this in a moment.