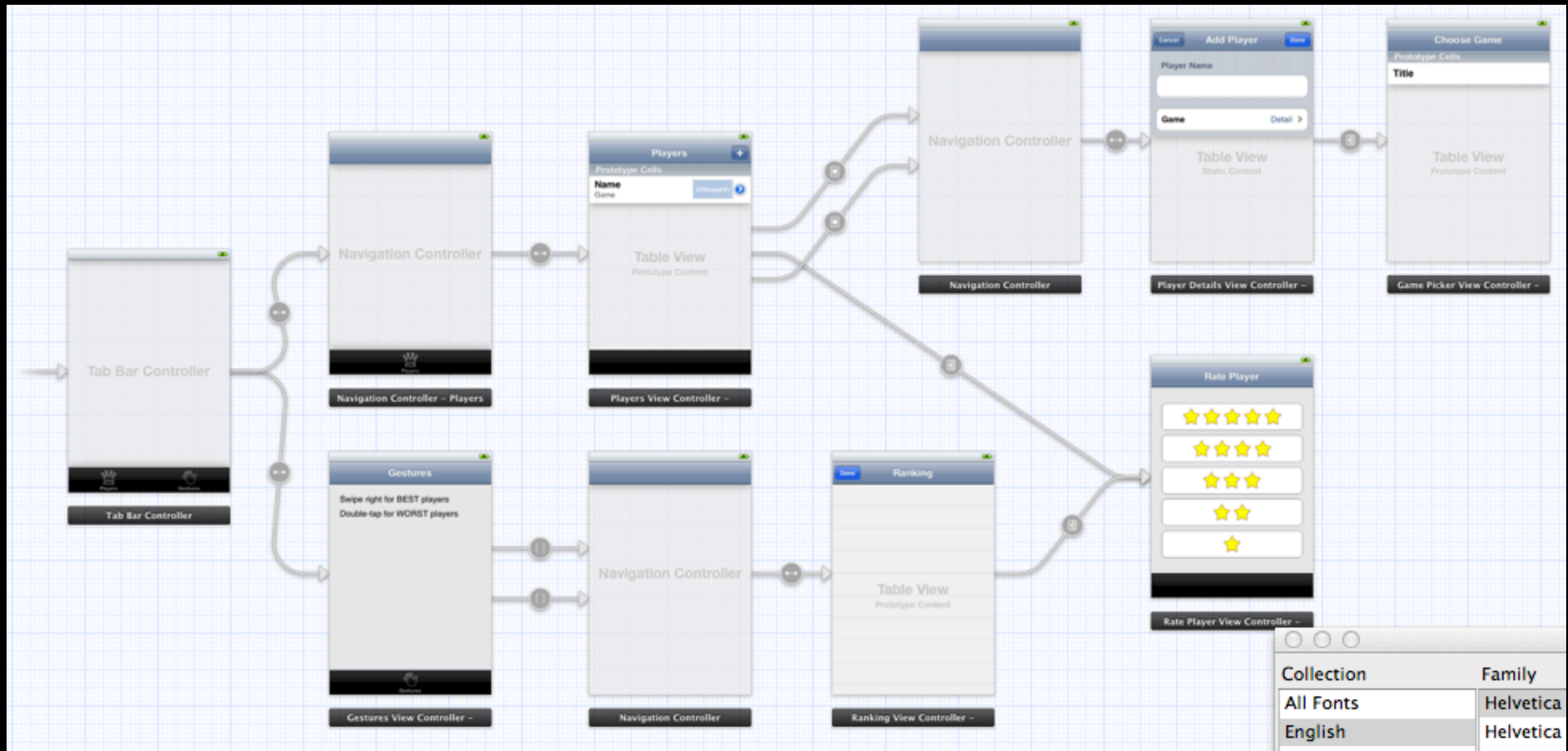


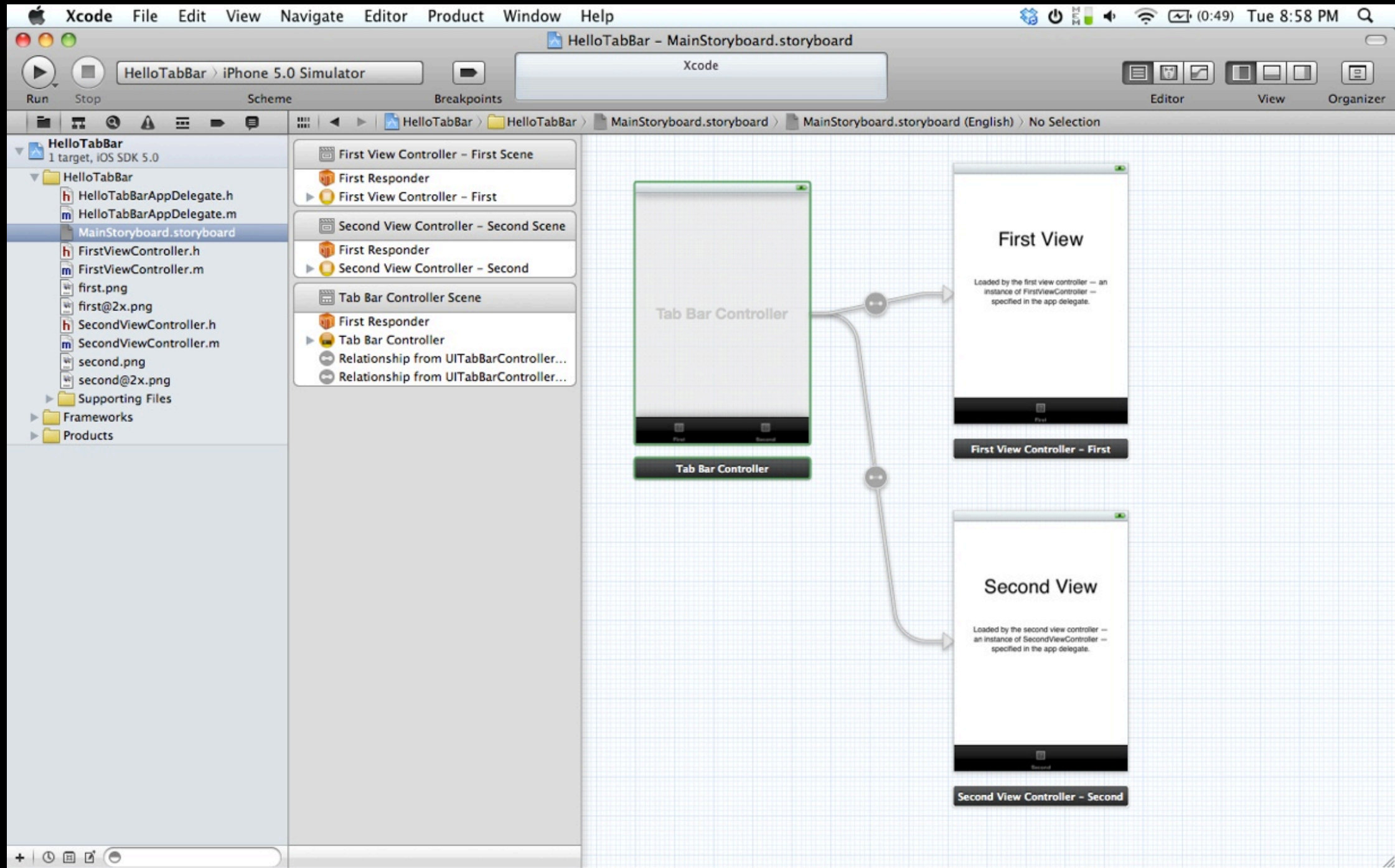
Storyboards



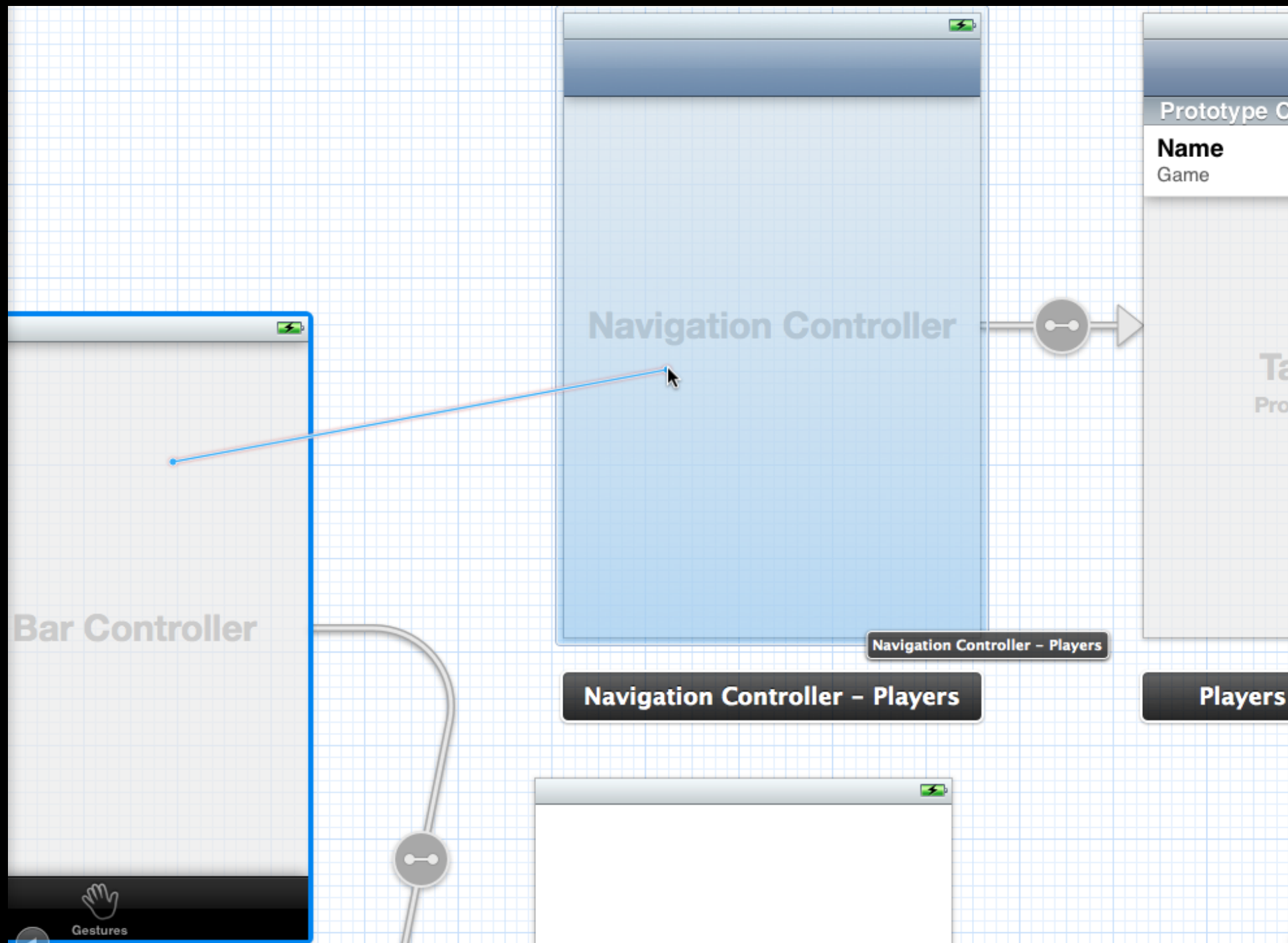
mobiledevnj

@techieGary

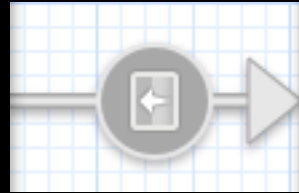
IDE



Control - Drag



Connections



Push



Modal

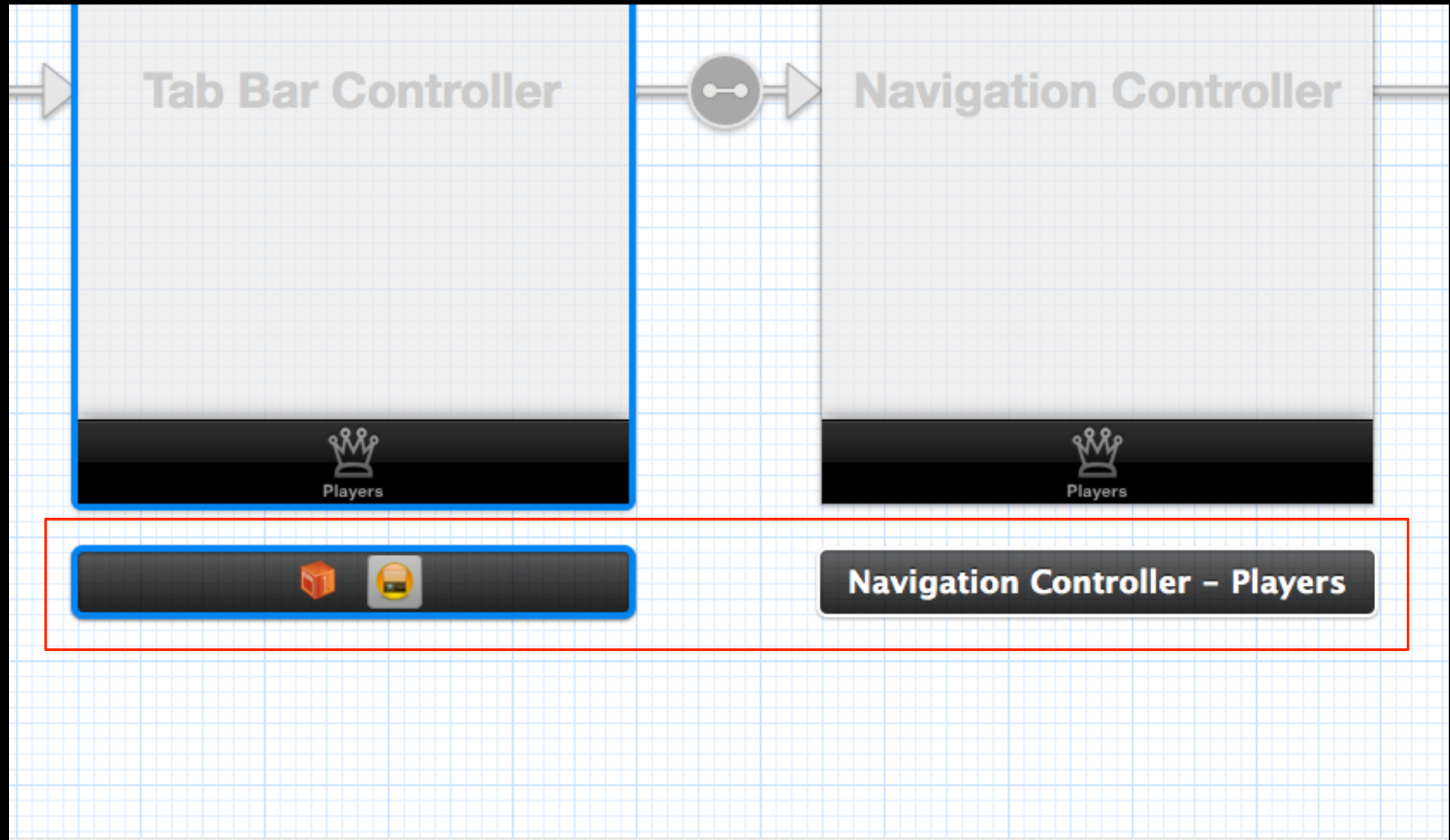


Relationship



Custom

Top Level Objects



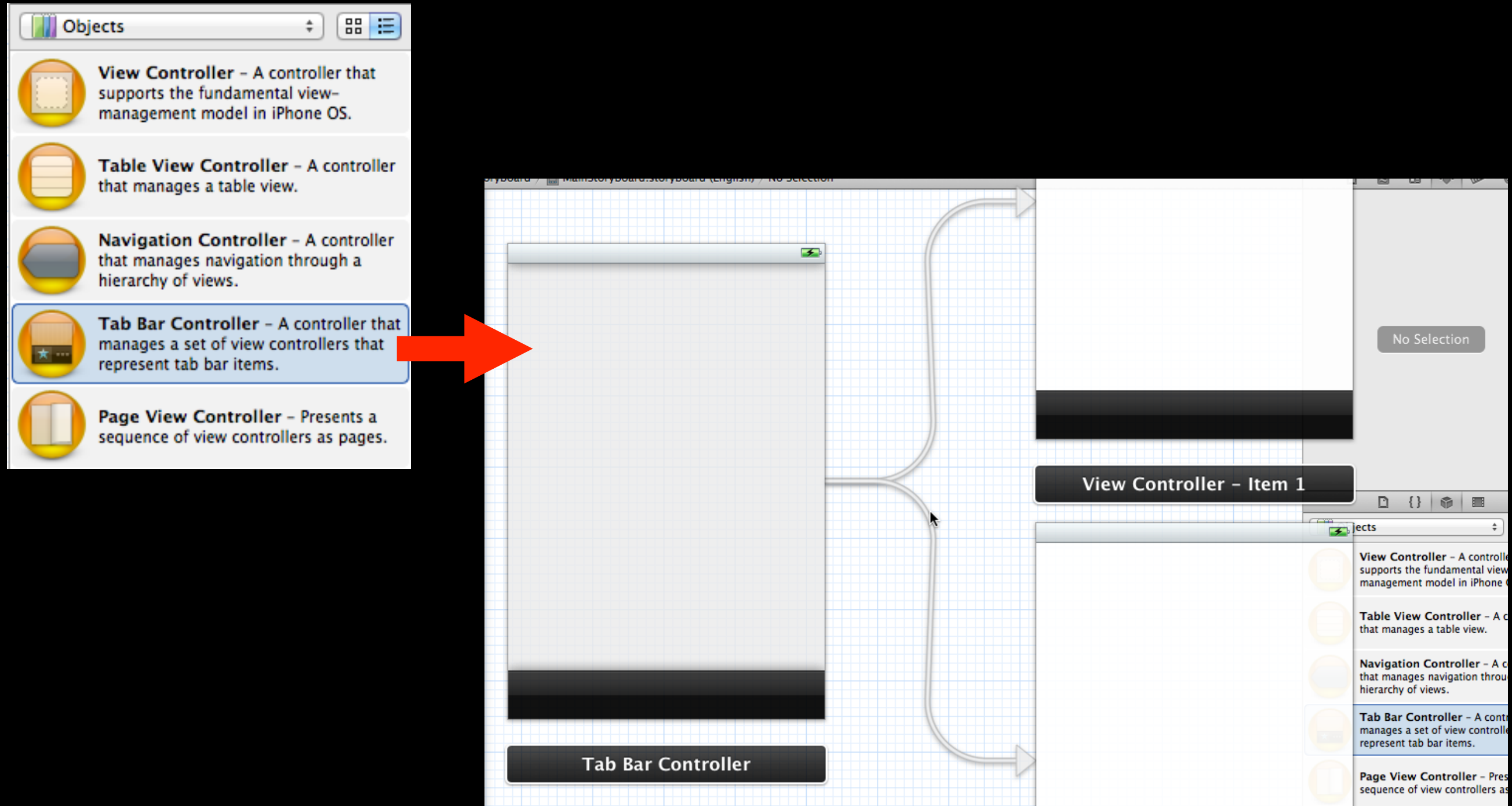
What Changed?

- AppDelegate inherits from UIResponder
- UIWindow is not an outlet
- main.m - last param
StringFromClass([AppDelegate Class])

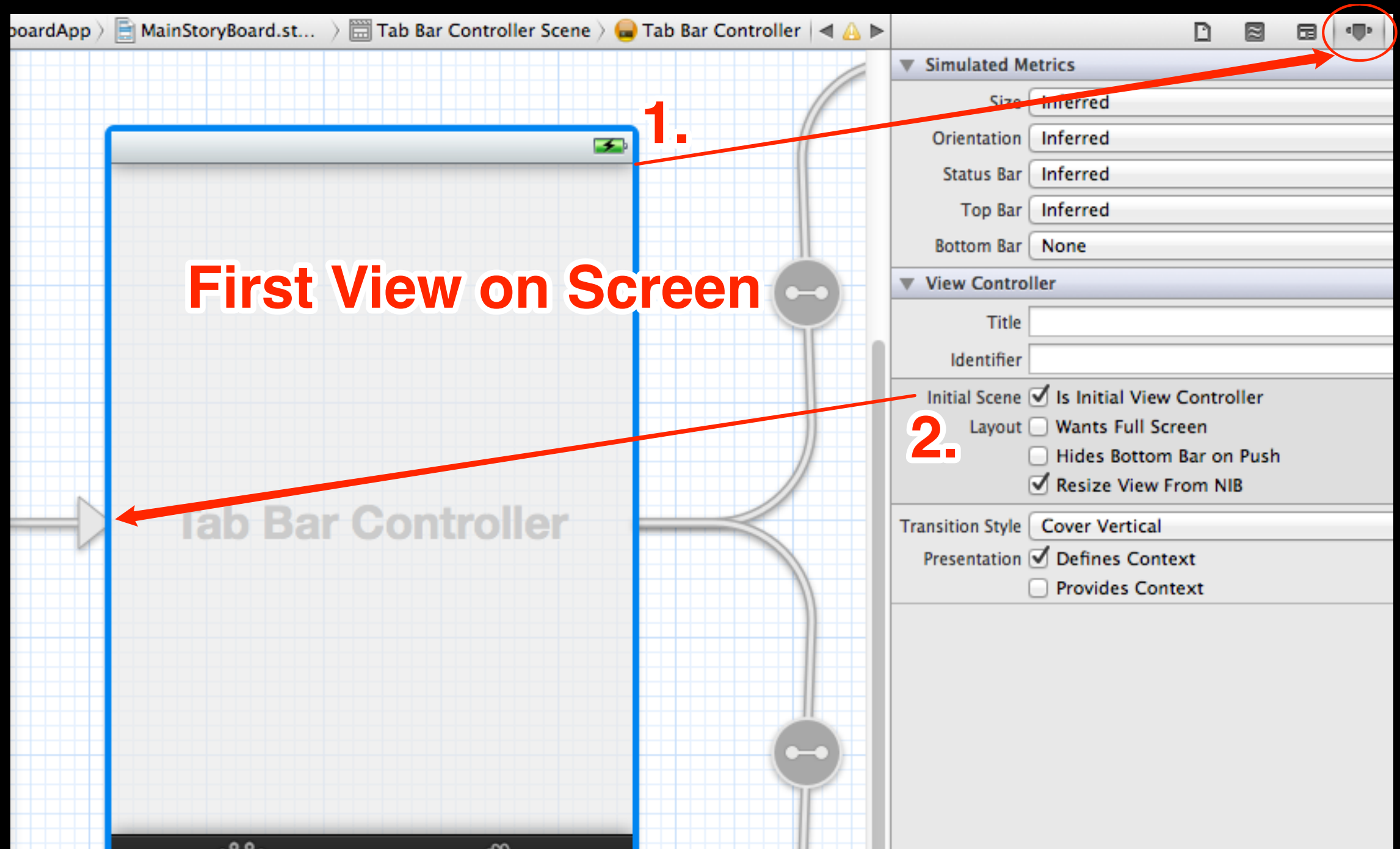
What Changed?

- didFinishLaunching... Returns YES;
- Can store objects in App Delegate but will need to drill down to access
`(*)self.window.rootViewController;`
- info.plist/settings file adds Main storyboard file `UIMainStoryboardFile`

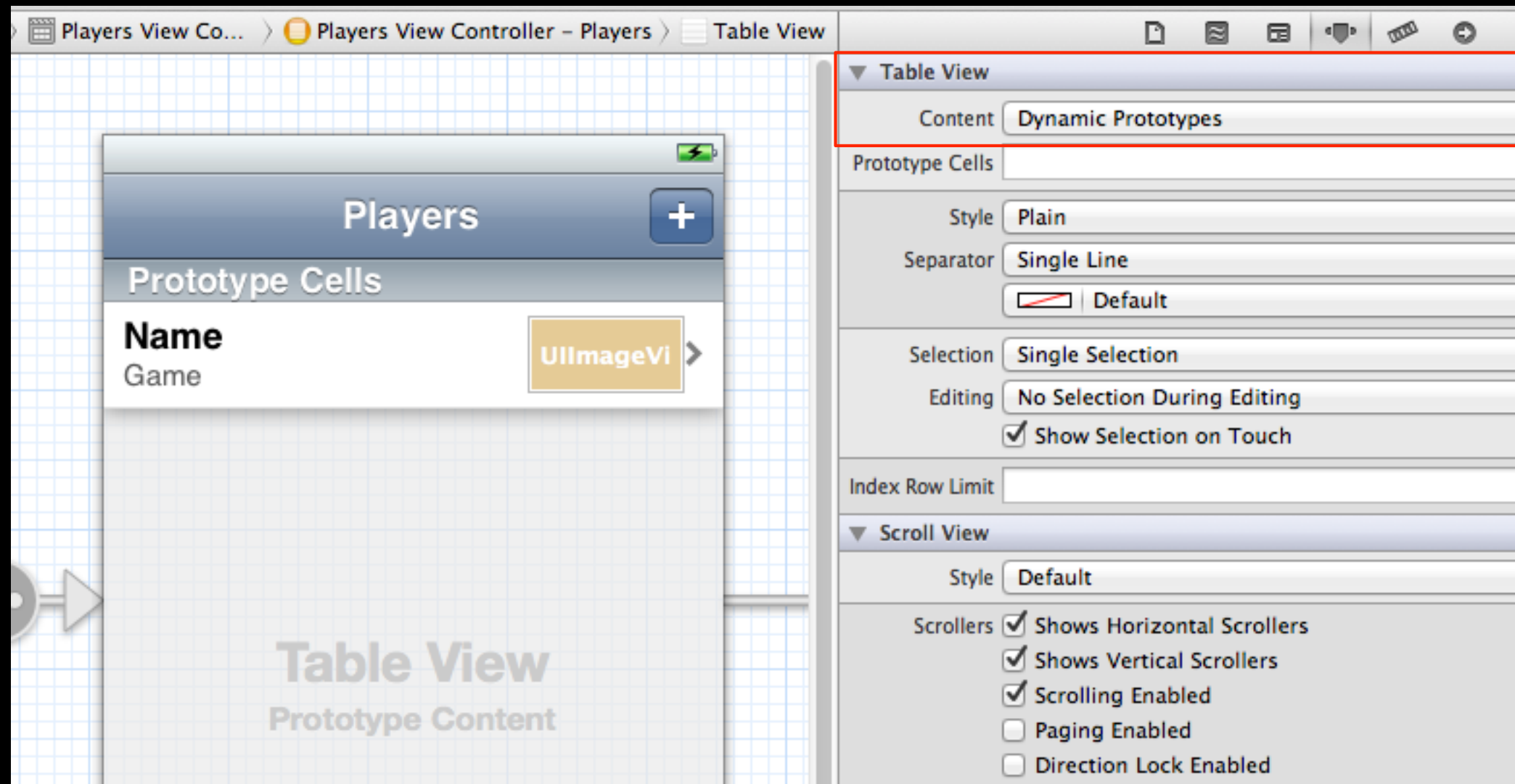
Build an App



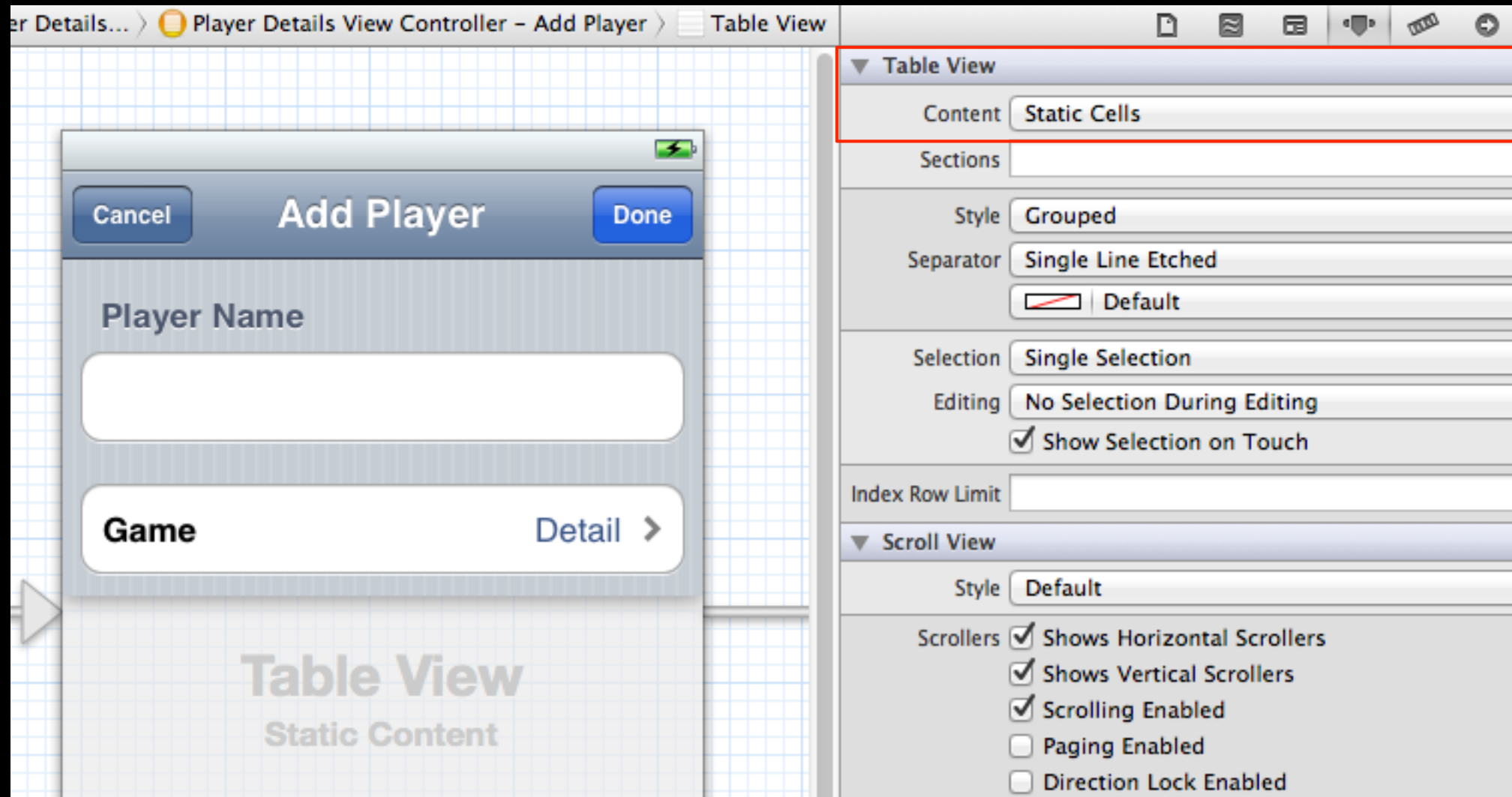
Initial View Controller



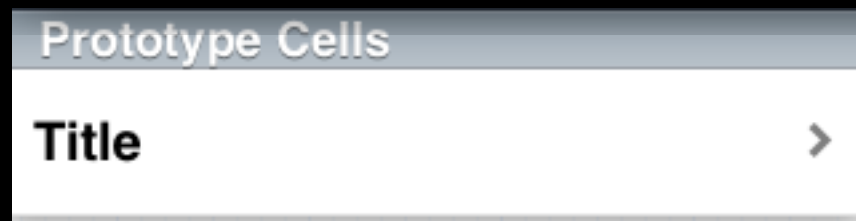
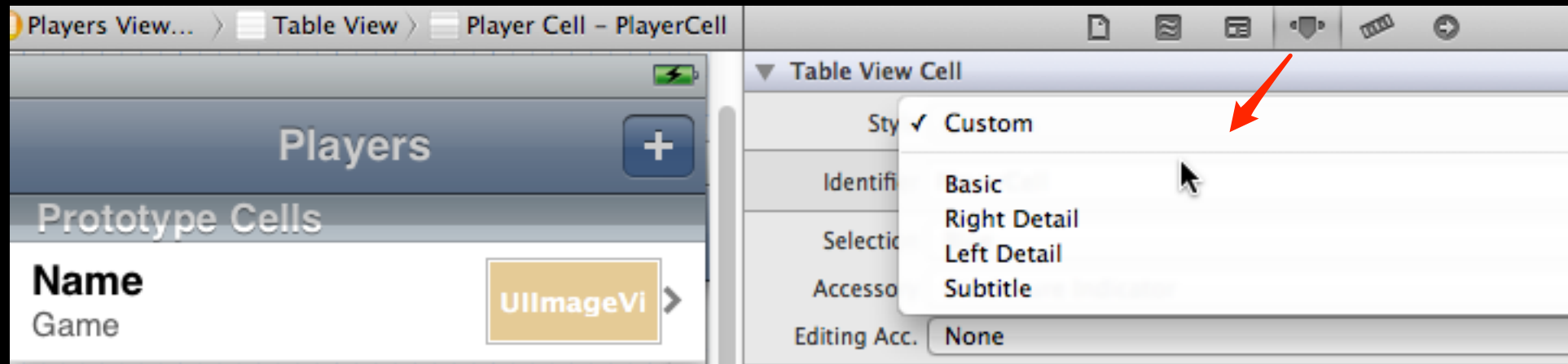
Dynamic



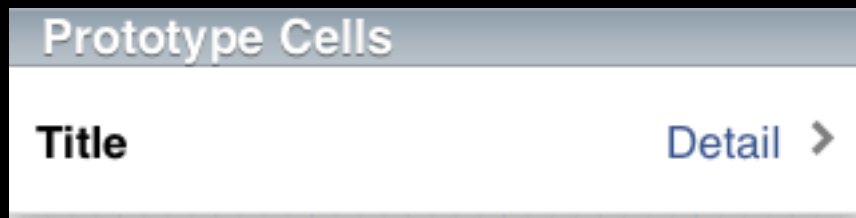
Static



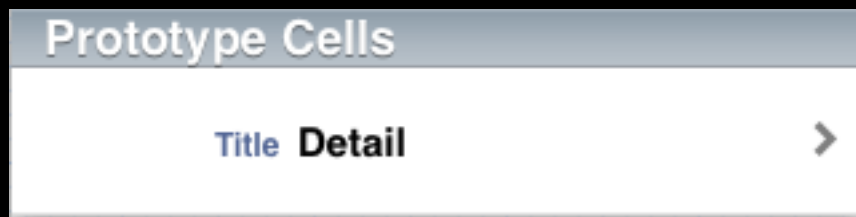
UITableView Cells



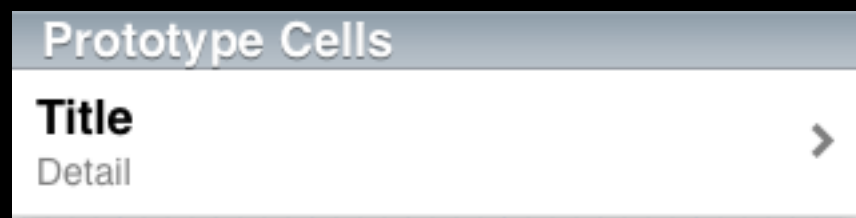
Basic



Right Detail



Left Detail



Subtitle

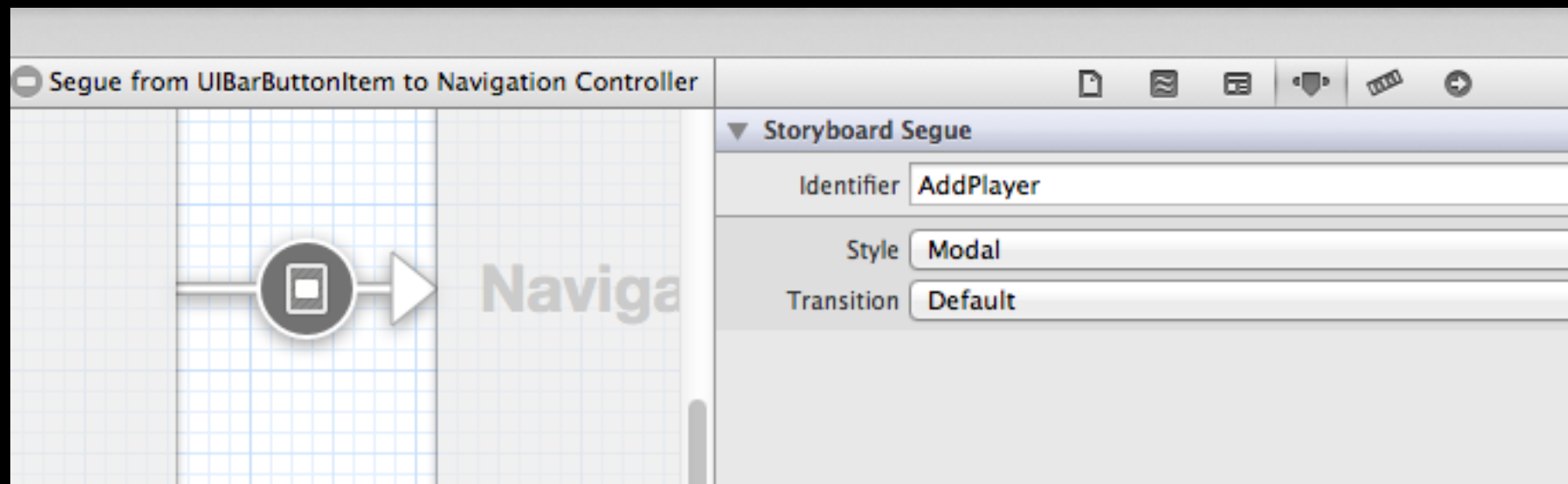
```
- (UITableViewCell *)tableView:(UITableView *)tableView  
cellForRowAtIndexPath:(NSIndexPath *)indexPath  
{  
    static NSString *CellIdentifier = @"GameCell";  
    UITableViewCell *cell = [tableView  
        dequeueReusableCellWithIdentifier:CellIdentifier];  
    if (cell == nil) {  
        cell = [[UITableViewCell alloc]  
            initWithStyle:UITableViewCellStyleDefault  
            reuseIdentifier:CellIdentifier];  
    }  
    cell.textLabel.text = [games objectAtIndex:indexPath.row];  
    return cell;  
}
```



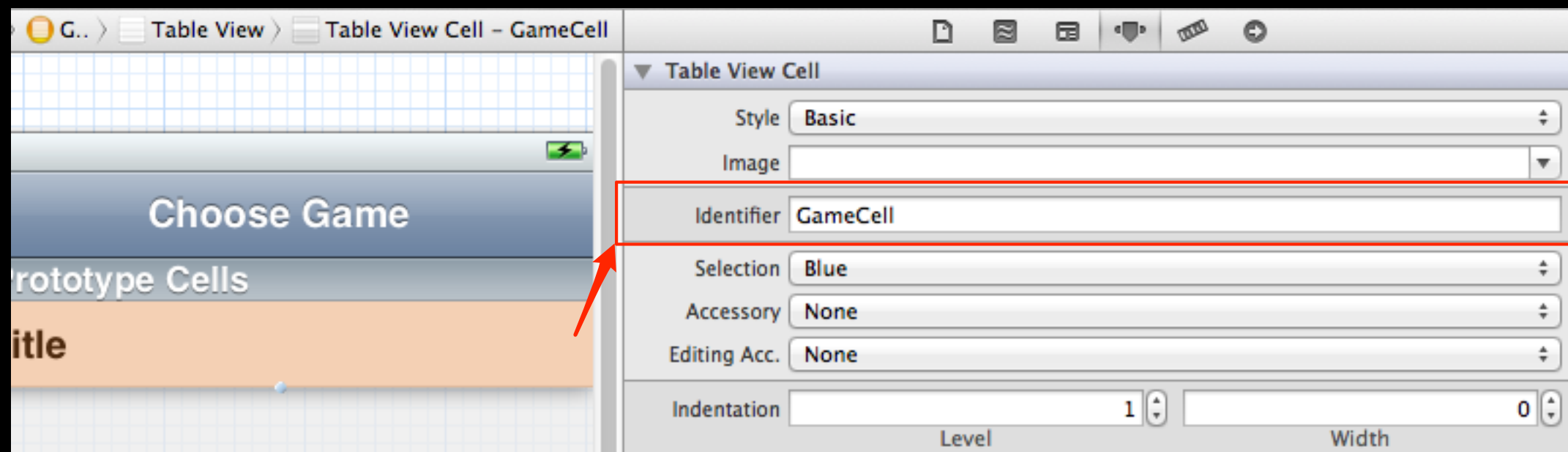
```
- (UITableViewCell *)tableView:(UITableView *)tableView  
cellForRowAtIndexPath:(NSIndexPath *)indexPath  
{  
    UITableViewCell *cell = [tableView  
        dequeueReusableCellWithIdentifier:@"GameCell"];  
  
    cell.textLabel.text = [games objectAtIndex:indexPath.row];  
  
    return cell;  
}
```

Gotchas!

Identifier All Segues



Add Identifier to UITableViewCell



Don't forget...

```
- (void)prepareForSegue:(UIStoryboardSegue *)segue
sender:(id)sender
{
    if ([segue.identifier isEqualToString:@"PickGame"])
    {
        GamePickerViewController
        *gamePickerViewController =
        segue.destinationViewController;
        gamePickerViewController.delegate = self;
        gamePickerViewController.game = game;
    }
}
```


One More Thing...;)

```
[self performSegueWithIdentifier:@"SegueRegister"  
sender:nil];
```

Hands On!

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