

Multi Page Apps

PROG31975 – Week 2 Part 1

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Outline

- Introduction
- Design
- Design Considerations
- Adding New Pages
- Segues
- Unwinding Segues
- Dressing Up Your App
- Exercise

Introduction

- An app typically doesn't have just one page.
- By default, XCode auto generates the splash and home pages.
- From there, its up to you to add more pages

Introduction

- When designing your app, keep the following in mind:
 - Your flow needs to be intuitive!
 - If you can do it in 3 clicks instead of 4, do it!
 - Don't cram everything into one page!
 - Don't cram everything into one app!

Design

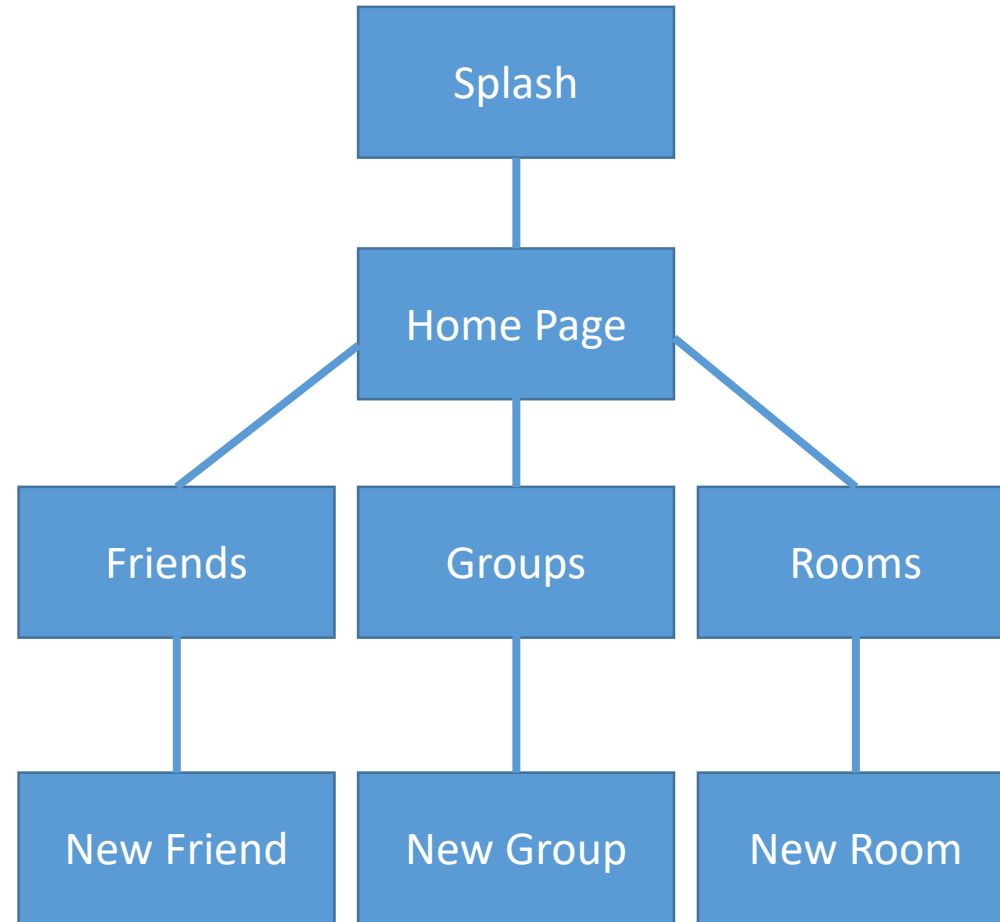
- Design 1

- Suppose you have an app that requires the following pages:

- Splash
 - Home page
 - Friends list – add, edit, delete
 - Groups list – add, edit, delete
 - Rooms list – add edit, delete

Design

- Design 1

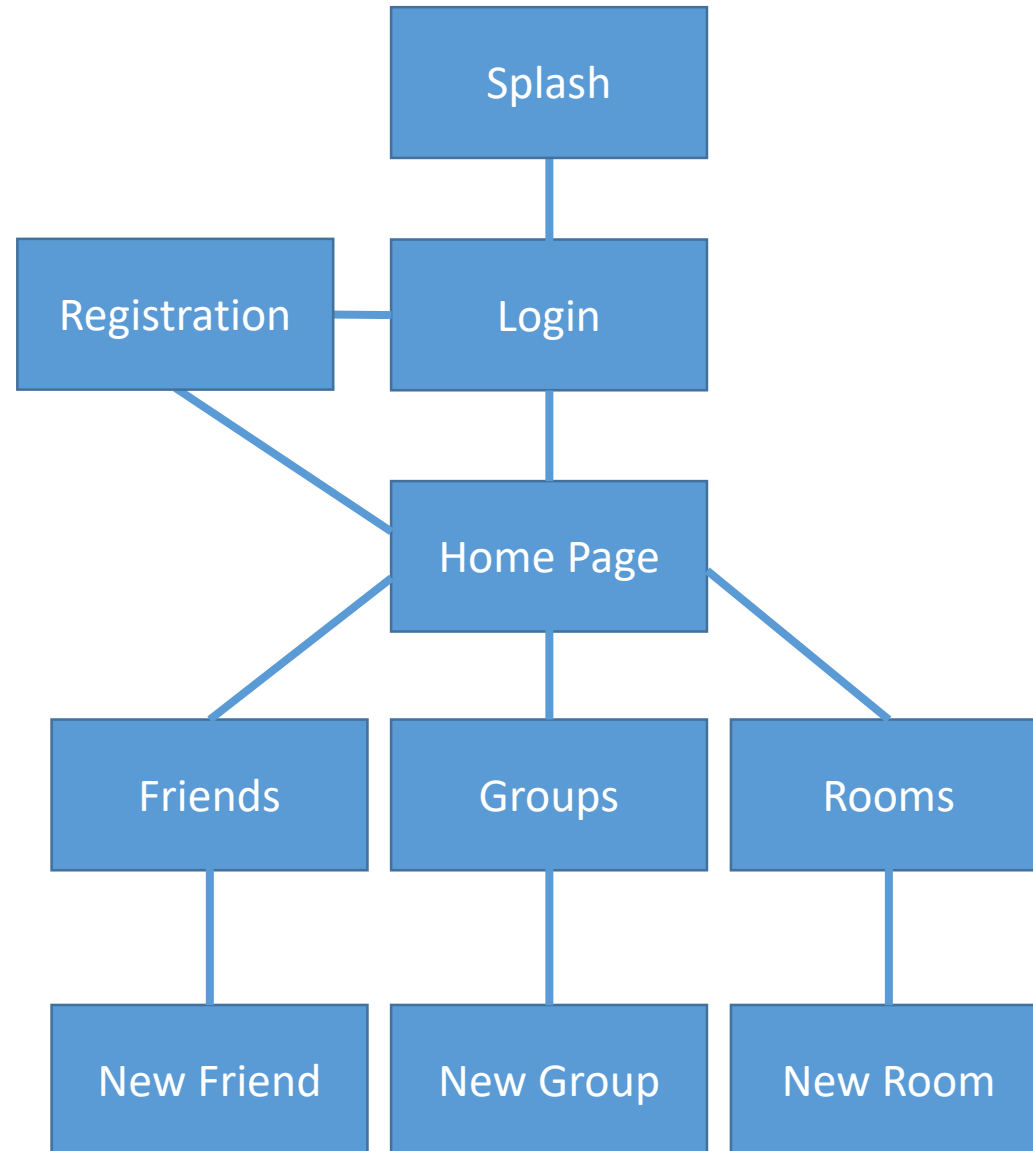


Design

- Design 2
 - Suppose we wanted to add a login and registration to the app.

Design

- Design 2

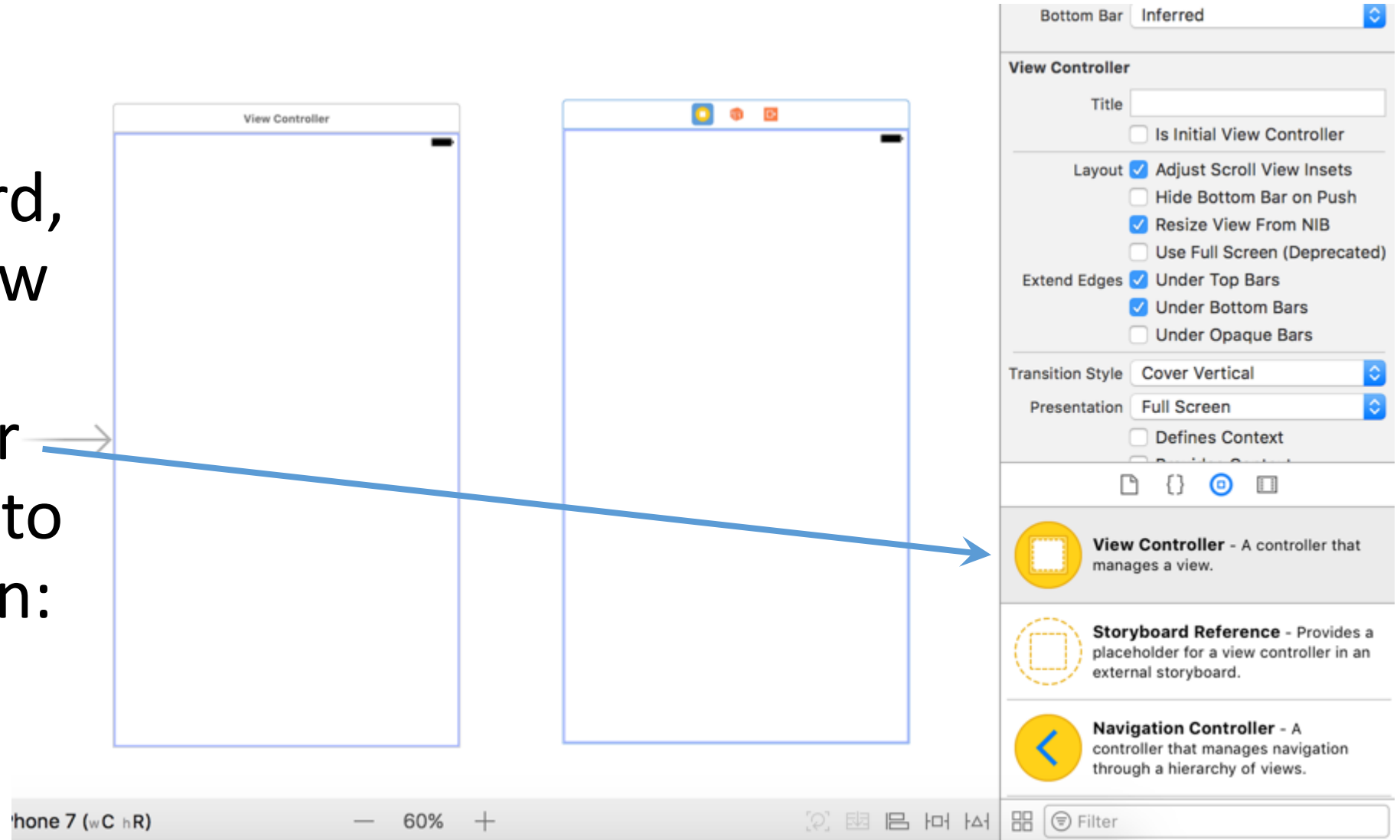


Design Considerations

- When designing multipage apps, consider the following:
 - Use fonts consistently (try using the same font everywhere)
 - Keep location of buttons and size of buttons consistent
 - Navigation bars
 - Back buttons
 - Overall – keep pages looking consistent

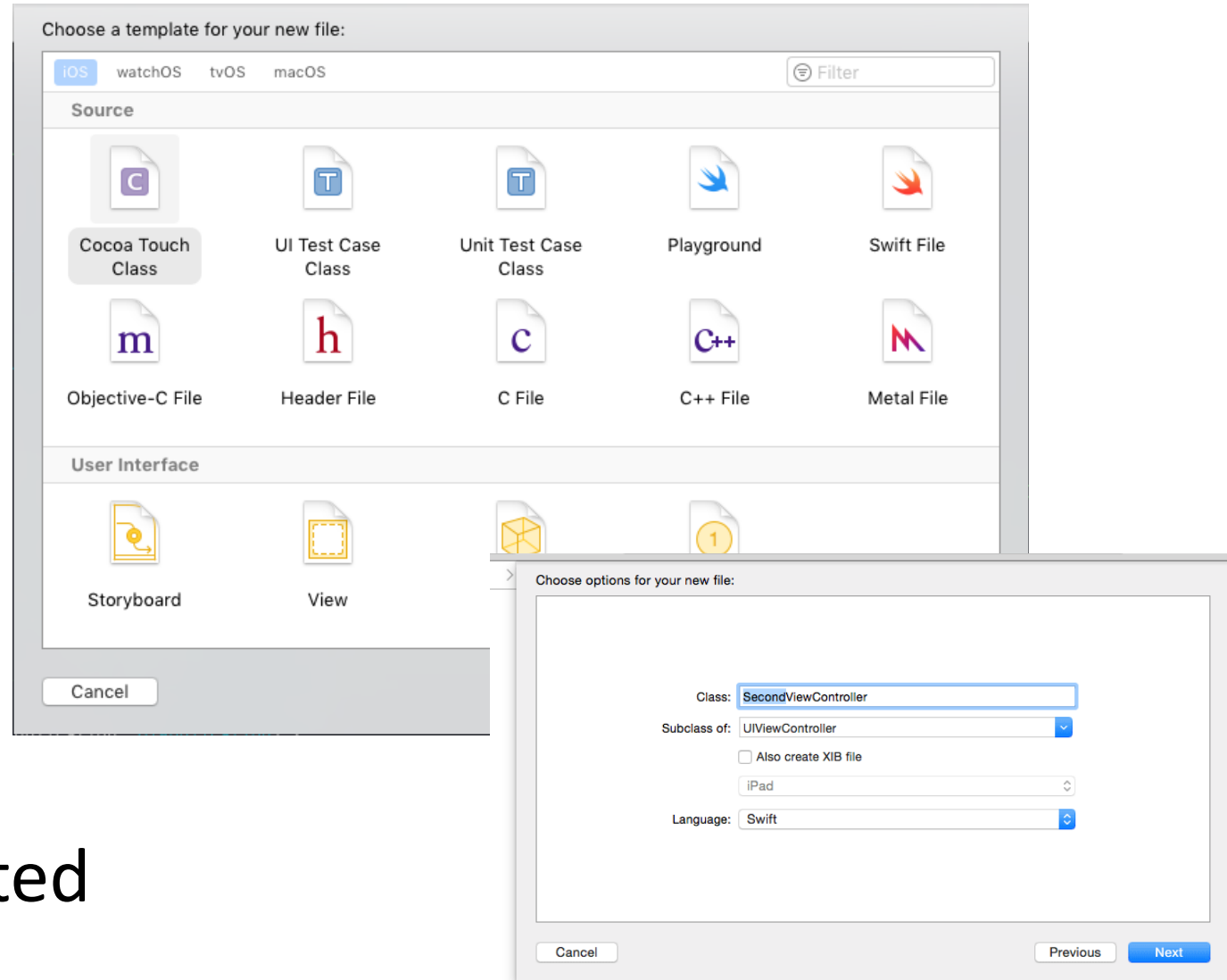
Adding New Pages

- In the storyboard, drag a new View Controller object onto the screen:



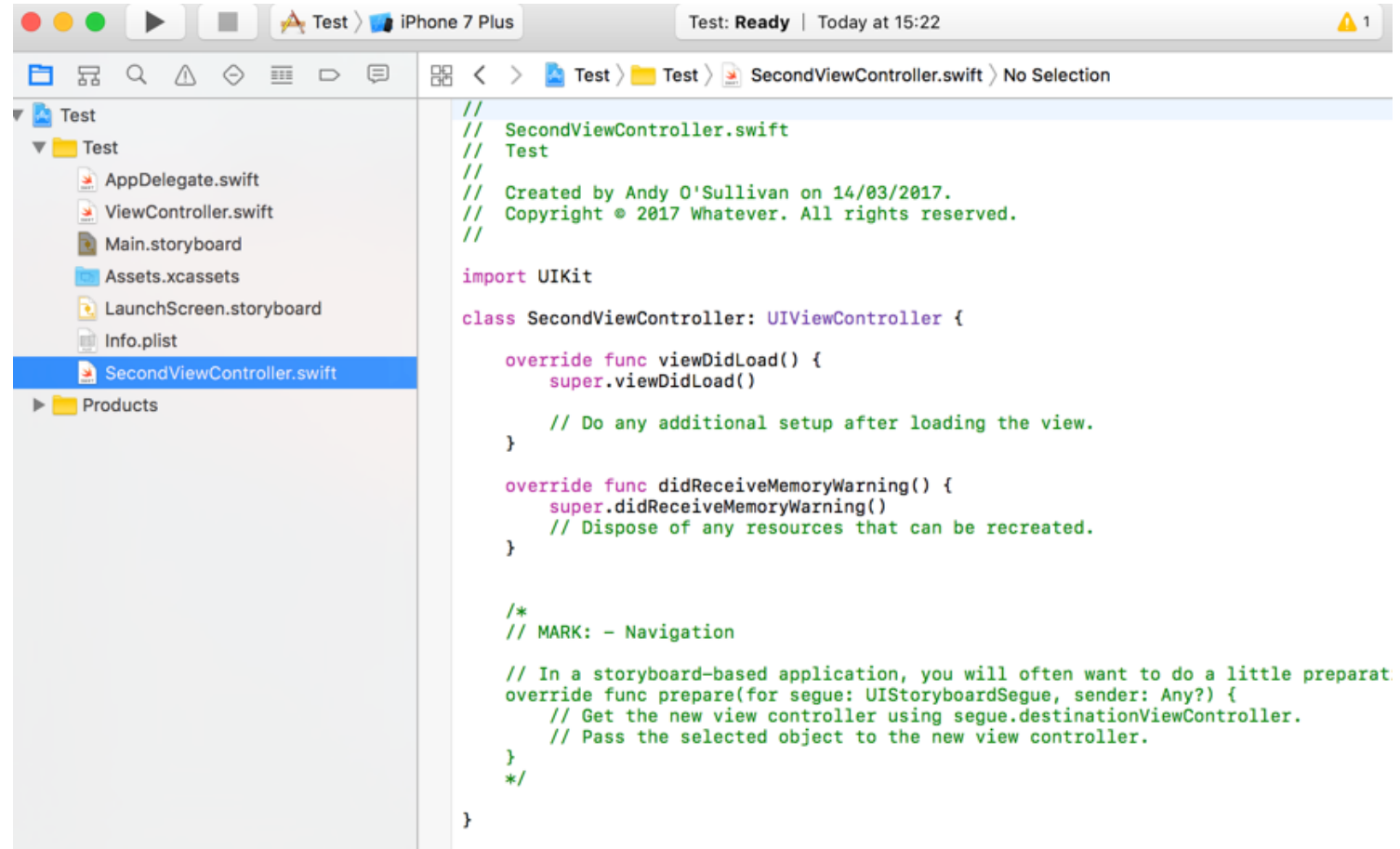
Adding New Pages

- Next, add a new View Controller Object
- Right click in your project explorer.
 - Select New File
- Under iOS, choose Cocoa Touch Class
- Ensure subclass of “UIViewController” selected



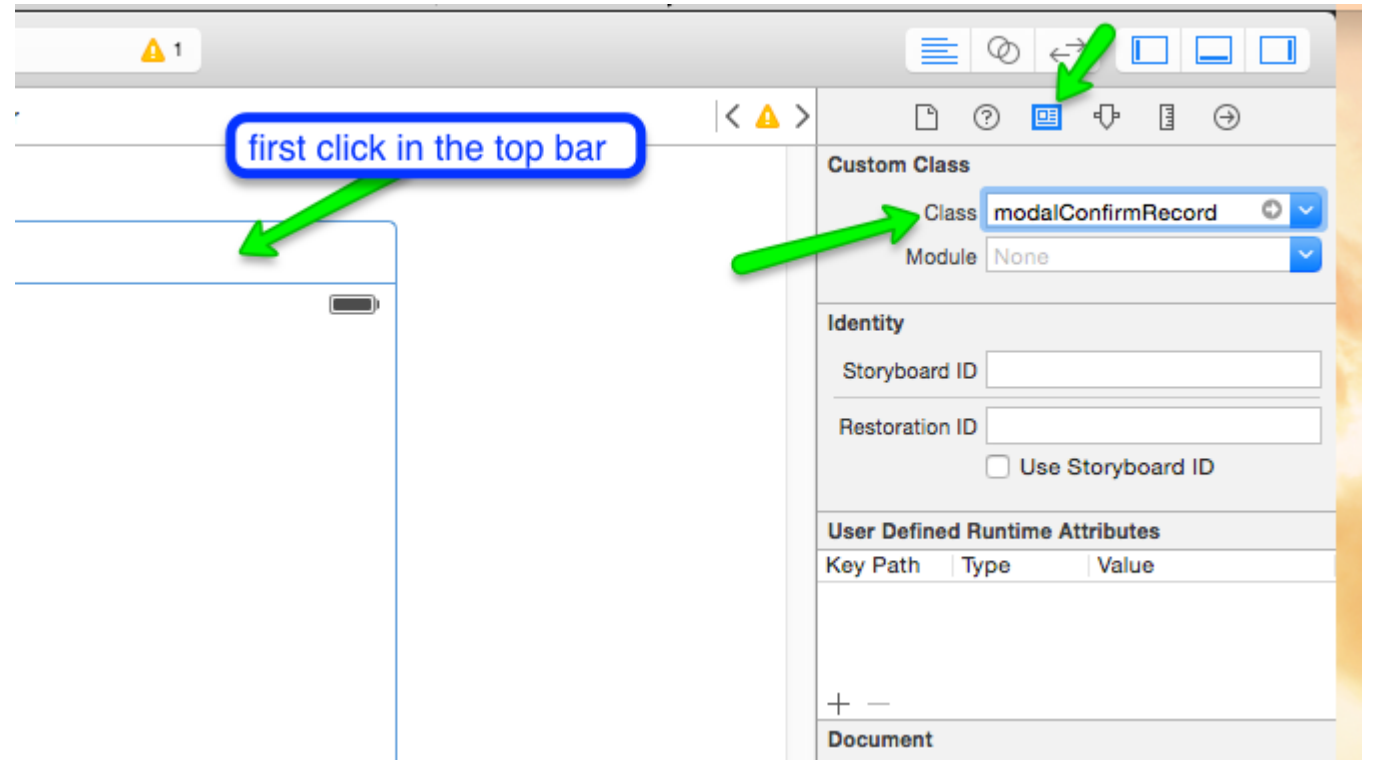
Adding New Pages

- Doing so results in a new empty swift file



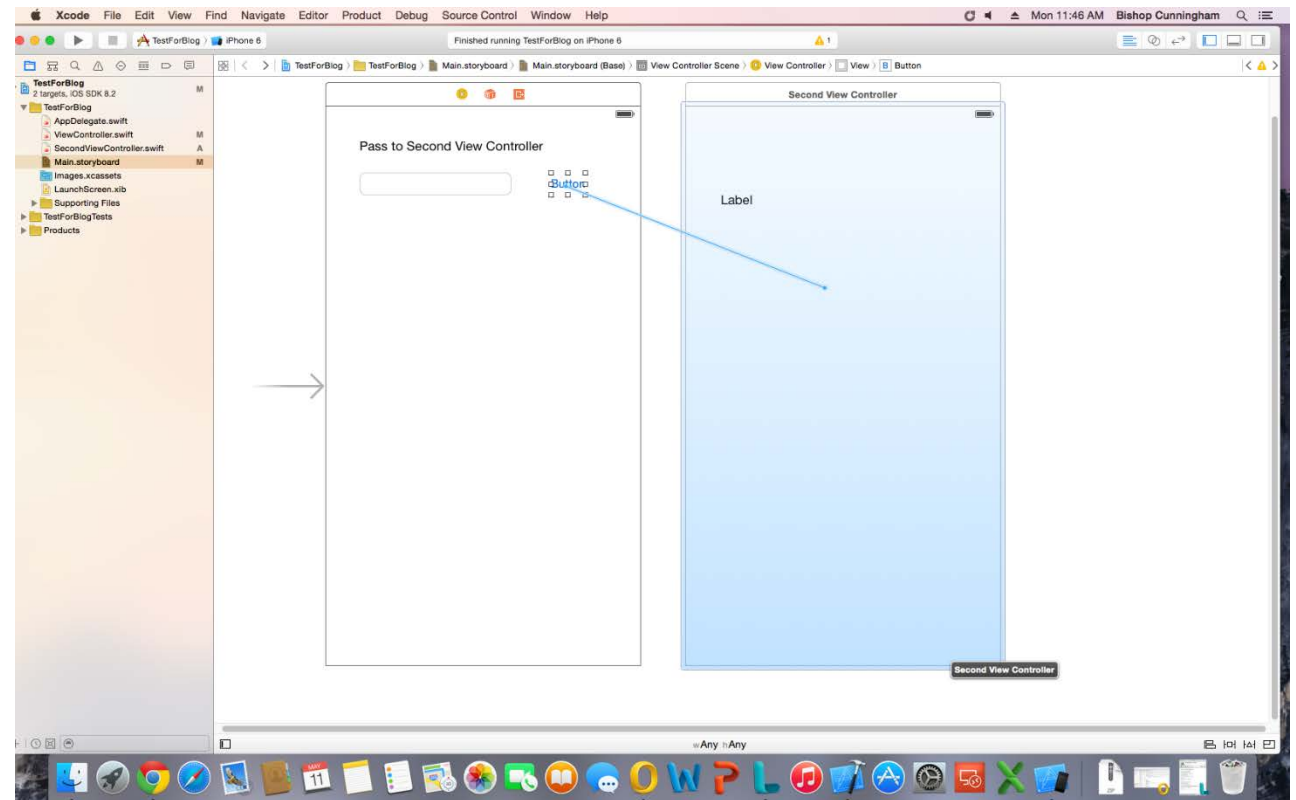
Adding New Pages

- Now to connect the new swift object to the storyboard
- Subclass the new screen in the storyboard as shown



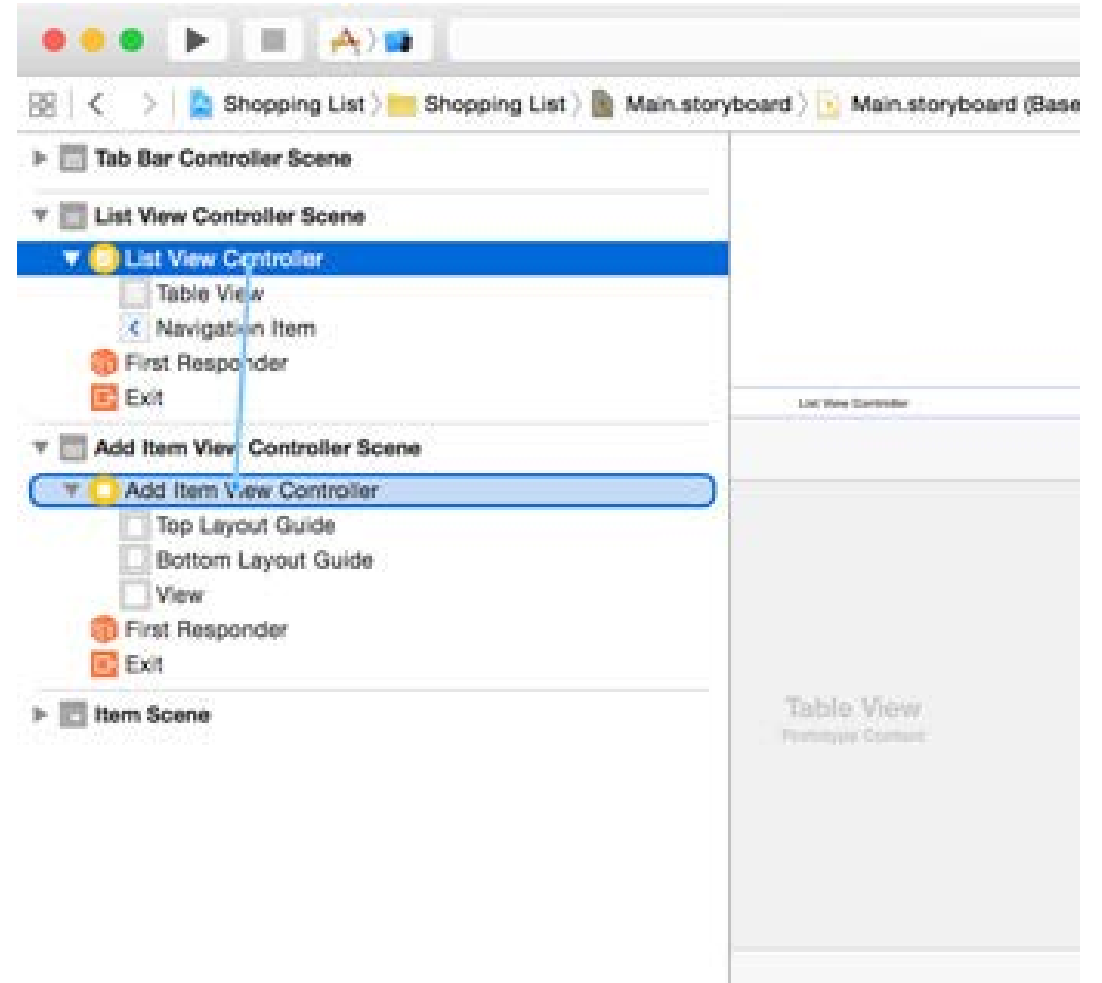
Segue's

- Segues are used to transition from 1 page to another.
- Typically we connect a button to another page via a segue by:
 - Mousing over a button, hold down the control key and drag to the new page to create a segue



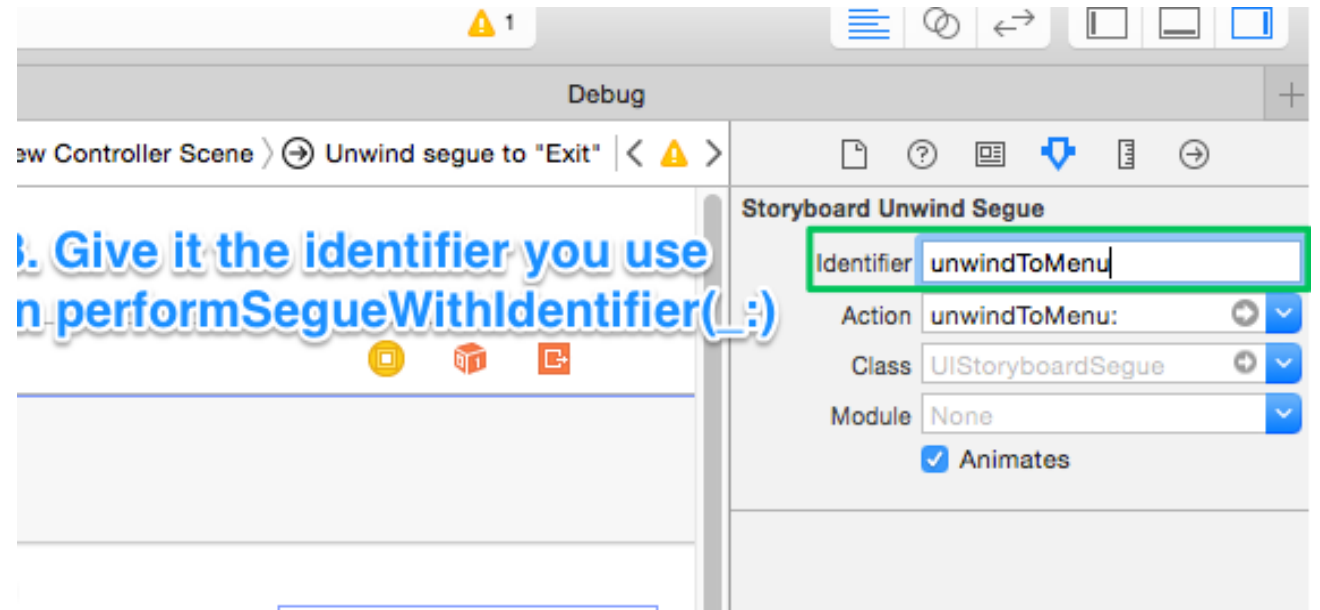
Segue's

- Alternative way using document view.



Segue's

- You would next need to give your segue an identifier.
- Highlight your segue, then add your new identifier in the attributes inspector.



Segue's

- Then you can invoke that segue using:

```
performSegue(withIdentifier: "segueName", sender : nil)
```

Segue's

- When a segue is created, it enables the button to invoke an internal event handler which transitions to the new page upon clicking.
- When the new page is displayed on screen, its corresponding view controller is instantiated and put in memory.
- Upon which viewDidLoad is executed.

Segue's

- There are a few view methods that exist in UIViewController
- Each executes at a certain time in the view lifecycle
 - viewDidLoad()
 - viewWillAppear()
 - viewDidAppear()
 - viewDidDisappear()
 - loadView()
 - awake()

Unwinding Segue's

- Now that we know how to go forward to a new page.
- How about going back a page.
- Following the same process of creating a segue would work but it's a no-no!
- Why? Because segues instantiate new View Controller objects in memory and we want to free memory.

Unwinding Segue's

- The correct way is to unwind your segue.
- It's a 2 step process:
 - Create a special method in the View Controller file that the page will unwind to.
 - Control-drag your unwind segue in the storyboard.

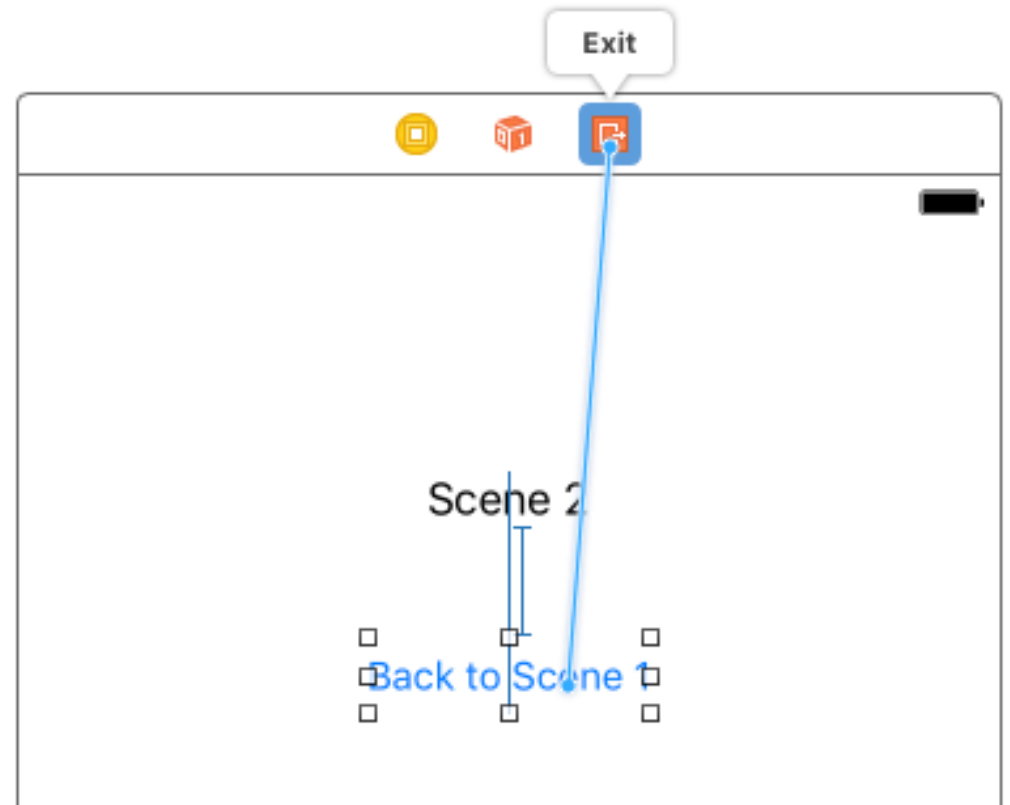
Unwinding Segue's

- First, create a special method:

```
@IBAction func unwindToThisView(sender : UIStoryboardSegue)
{
    // typically empty unless special code needed
}
```

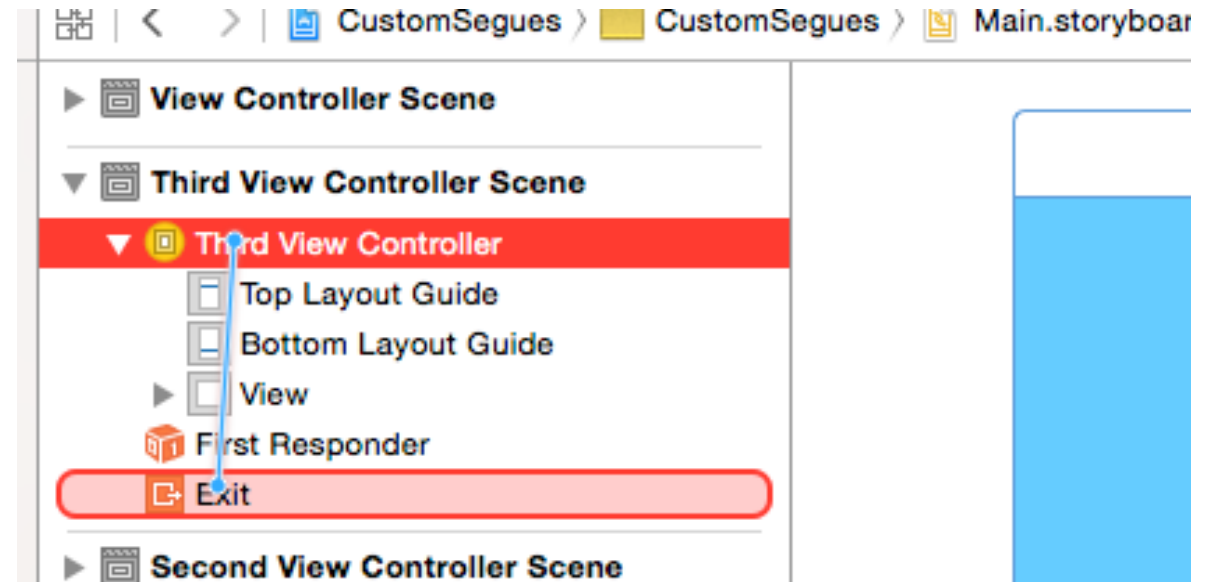
Unwinding Segue's

- Second, control drag from your button to the exit icon at the top of the View Controller object in your storyboard.
- Choose the correct segue method name from the menu.



Unwinding Segue's

- Alternative way – control dragging using the document view.



Dressing Up Your App

- Examples:



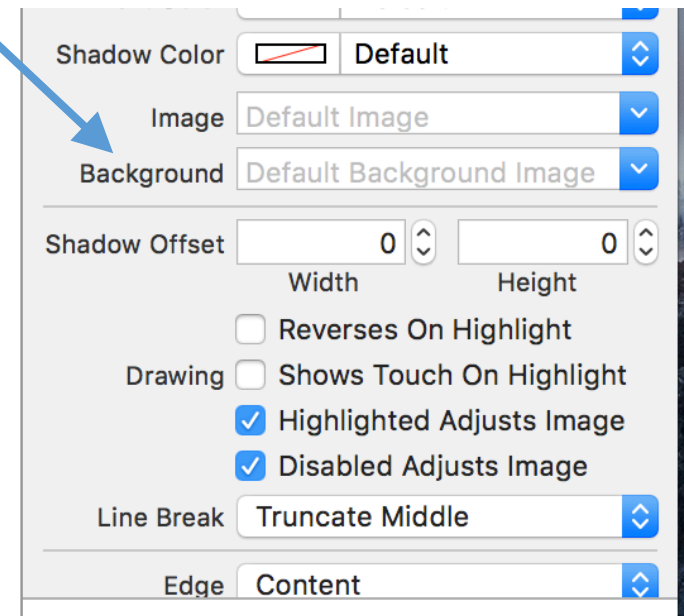
These buttons aren't square!

Dressing Up Your App

- After adding a button to the screen, you can set the image, setting here:
- Note that you should have added your image files to your project first.



Use Background! – Why?



Dressing Up Your App

- A couple of notes about images:
 - JPEG files do not support clear backgrounds but they have small file sizes
 - PNG & GIF files support transparent backgrounds
- Rule of thumb:
 - Used JPEG for backgrounds
 - Use PNG/GIF for button images

Exercise 1

- Create an iPhone app that has the following:
 - Splash page, home page and 3 sub pages
 - One sub page will have a web view
 - One sub page will have a slider that displays its adjusted value
 - One sub page will have a segmented controller that displays its updated value.
- Dress up your app with nice graphics, both backgrounds and buttons.