Introduction to UIKit

Part 2 – The Interface Builder

What is interface builder?

The Interface Builder

Interface Builder in Xcode UIKit is an essential tool for designing user interfaces visually and efficiently
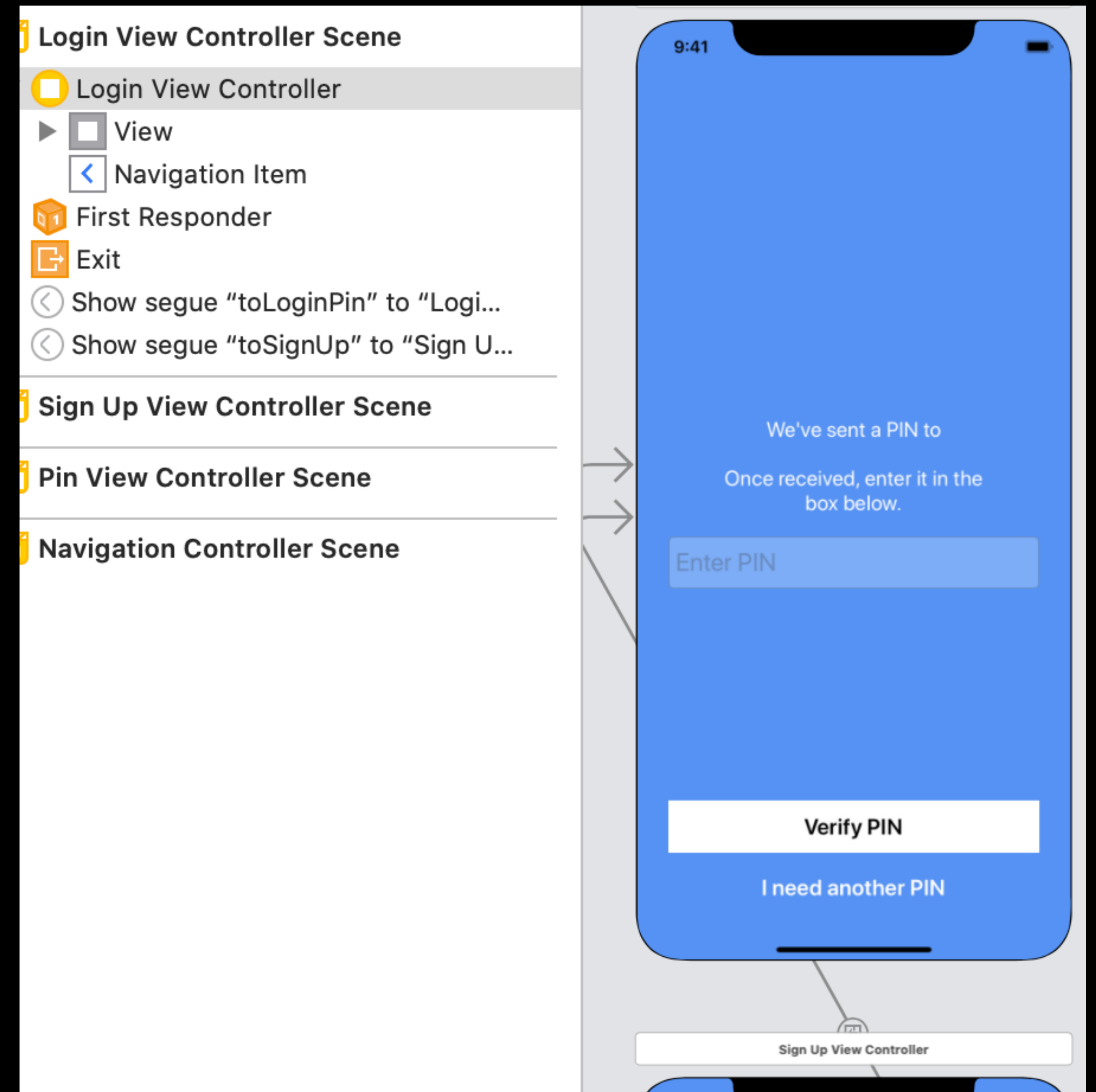
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The Interface Builder

Keypoints

- Visual interface design

- Storyboard and XIB

- Integration with code

- Auto constraint & auto layout

- Live rendering with visual (not running and compile)

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Visual Interface Builder

- Use of drag and drop

- Developer can immediately see the results of the temporary layout

Storyboards and XIBs

- Storyboard contains and handles one or more UIViewController in one file

- Segue and passing data are easier in Storyboard than XIBs

- XIB can handle only **one** UIViewController

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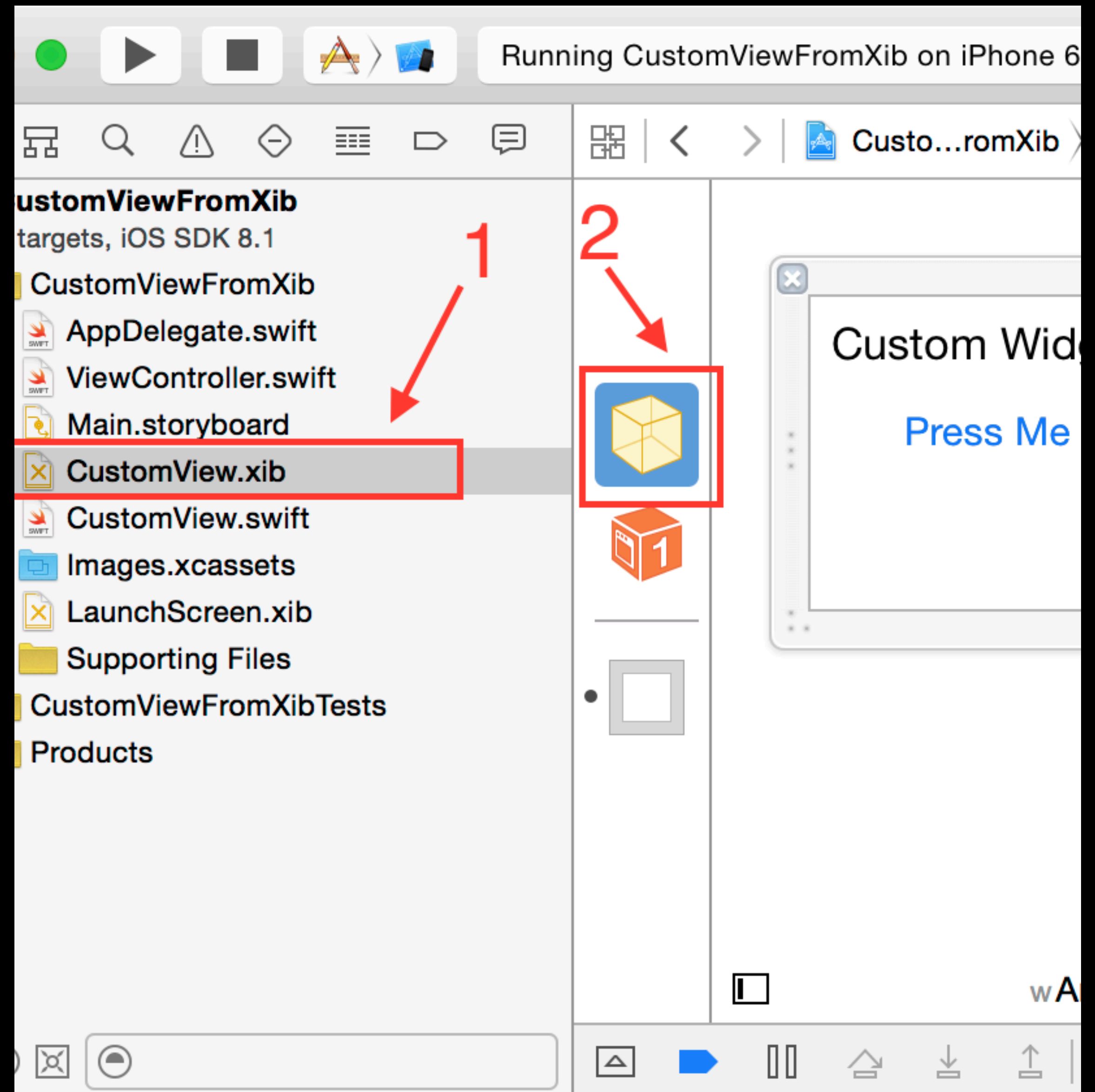
Integration with Code

- Use Assistant inside "Adjust Editor Options" to help you connect Interface Builder to code

- To handle user interaction use @IBAction by drag and drop along with Ctrl key pressed into bottom of class (inside of class)

- To perform UI Component Object modifiers using code (programatically) use @IBOutlet by drag and drop along with Ctrl key pressed into bottom of class (inside of class)
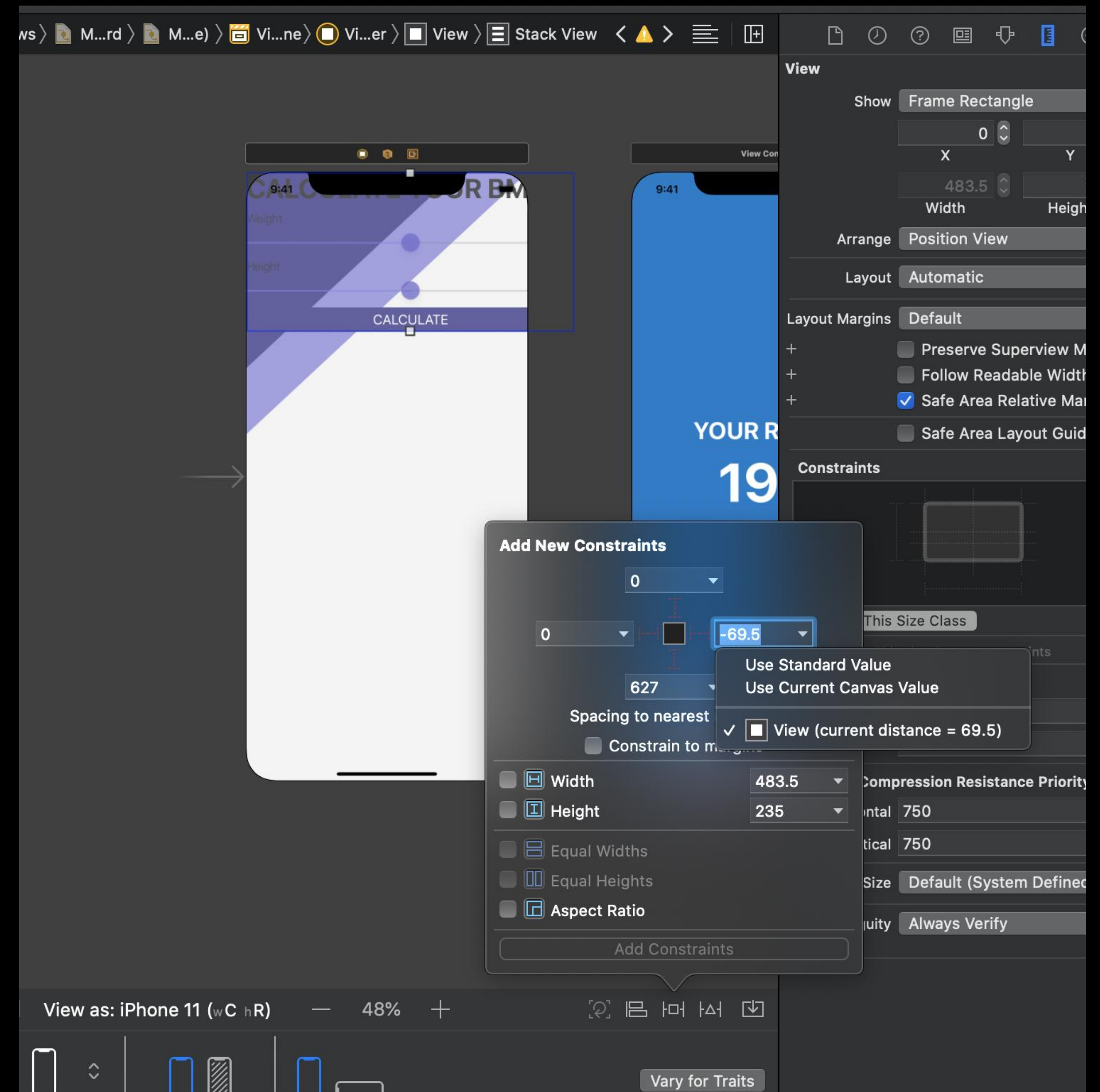
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Auto Constraint & Auto Layout

- Handles auto resizing to other device sizes

- To achieve responsiveness and adaptiveness
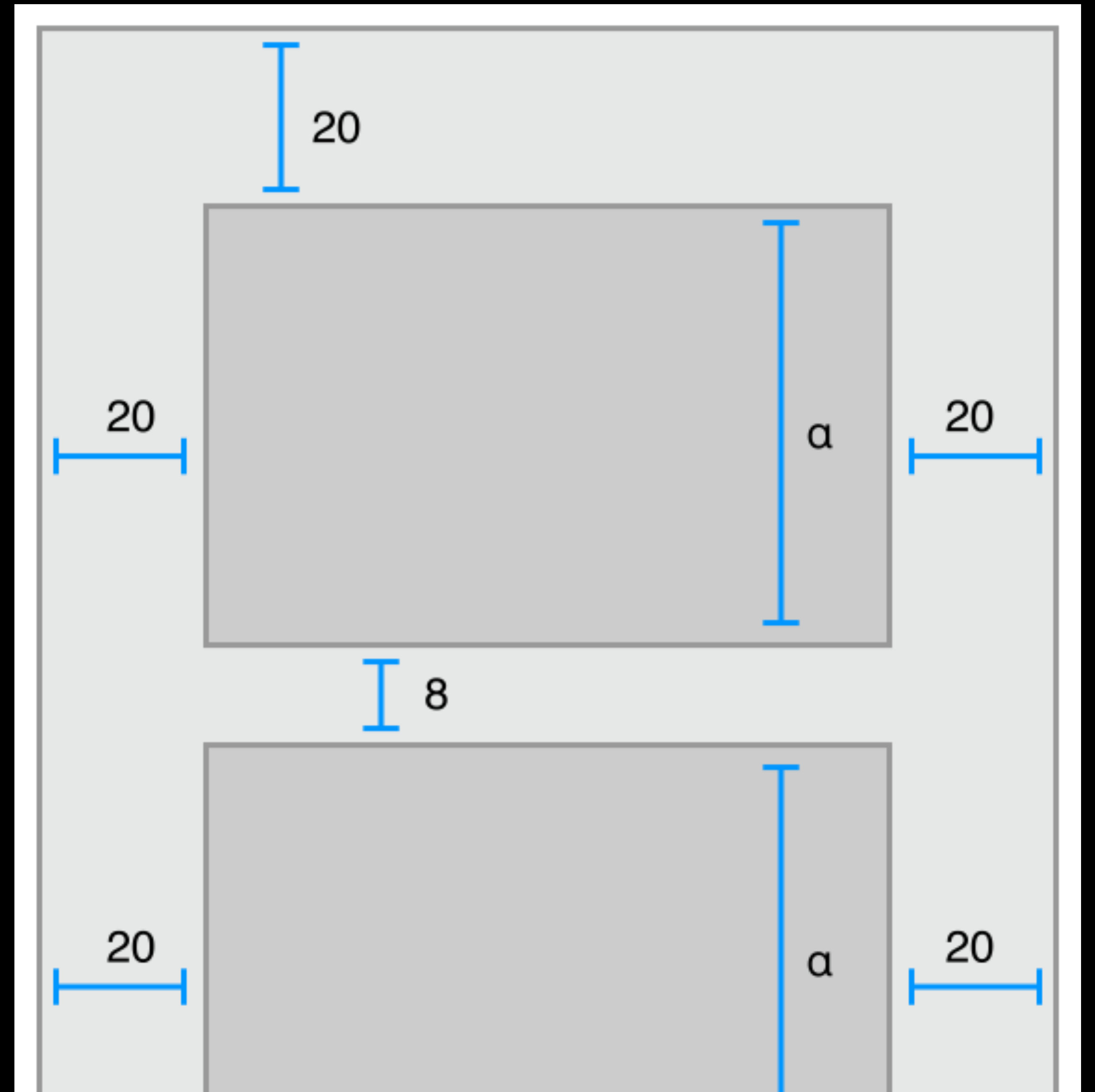
Live Rendering

- What you've already added and designed to Interface Builder inside either Storyboard or XIB, you can always see a preview before app is running

- The content of Interface Builder is temporary not actual data to show, if there's no logic business inside

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Thanks For Your Attendance Today!

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