

UIKit

Segues and Transitions

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What is Segue?

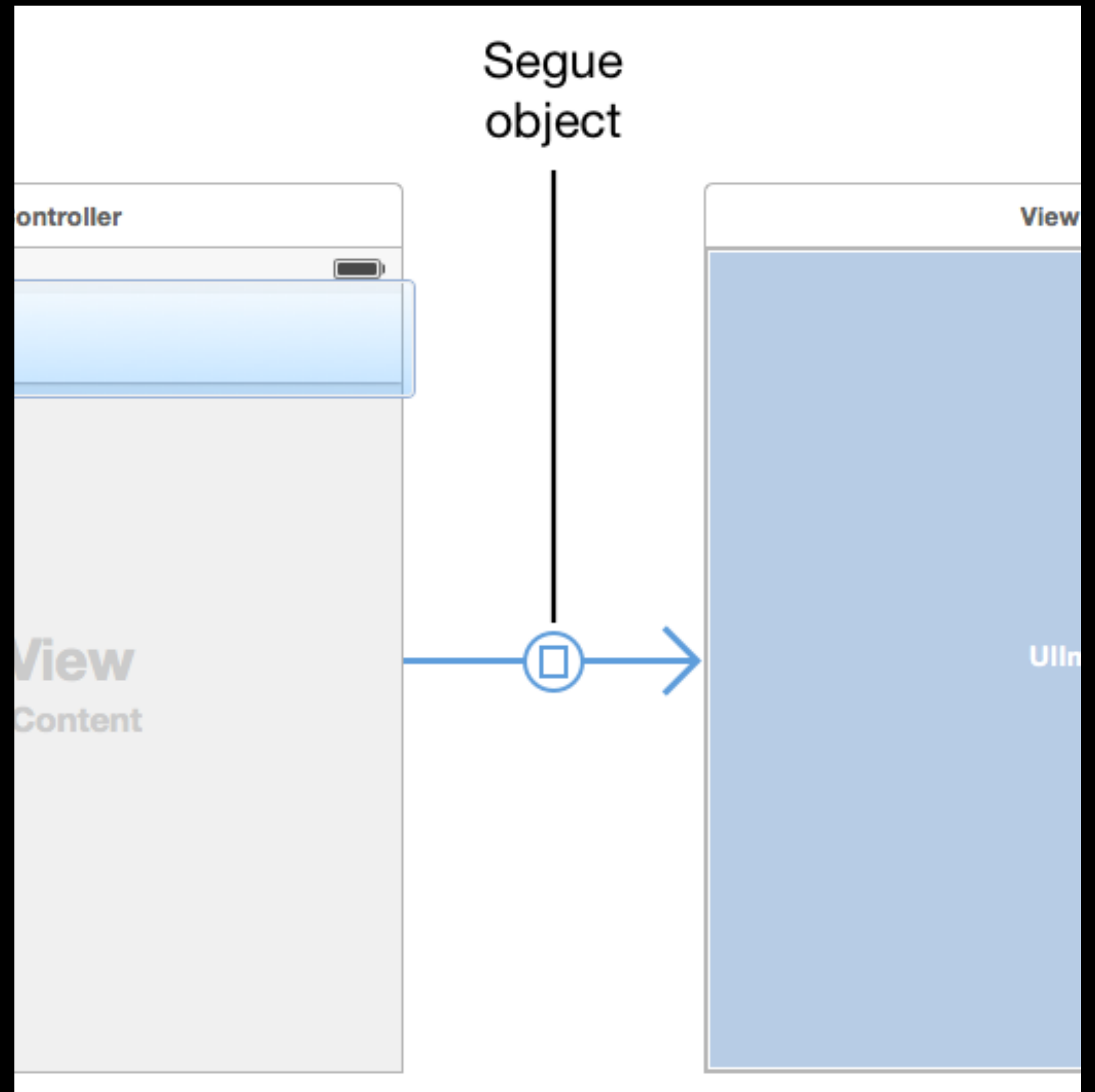
Defines a transition between two view controllers in your app's storyboard or XIB file

2 Ways

to use Segue

Using UI Component Object

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Segue in Interface Builder

Using UI Component View

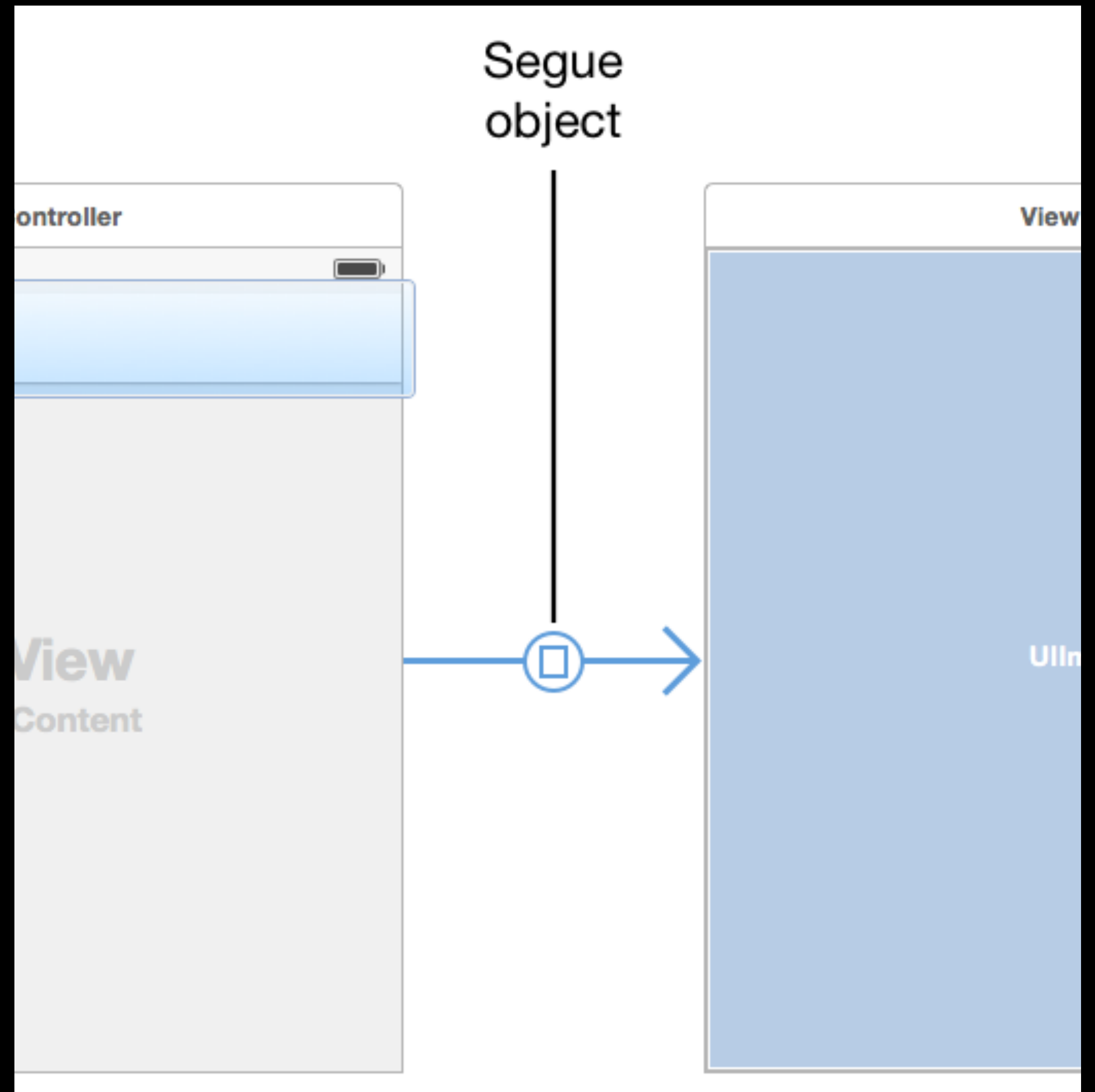
- Xcode's Interface Builder allows you to create segues directly by establishing connections between view controllers in the storyboard. This visual approach simplifies the process of defining navigation flows and reduces the need for manual coding.
- With Interface Builder connections, you can visually design and preview segues within Xcode's Interface Builder, facilitating rapid prototyping and iterative development of your iOS app's user interface.

Segue in Interface Builder

How to achieve?

1. Make sure you have minimum 2 View Controller that ready to be connected
2. Make sure you have UI Component Object that will achieve transition
3. Hold Ctrl button and drag UI Component Object on First VC onto Second VC
4. Use “Show” as Action Segue to make transition in adaptive way
5. If you want to use right-to-left transition, make sure you enable Navigation View in your First VC

Using Identifier



Segue in Interface Builder

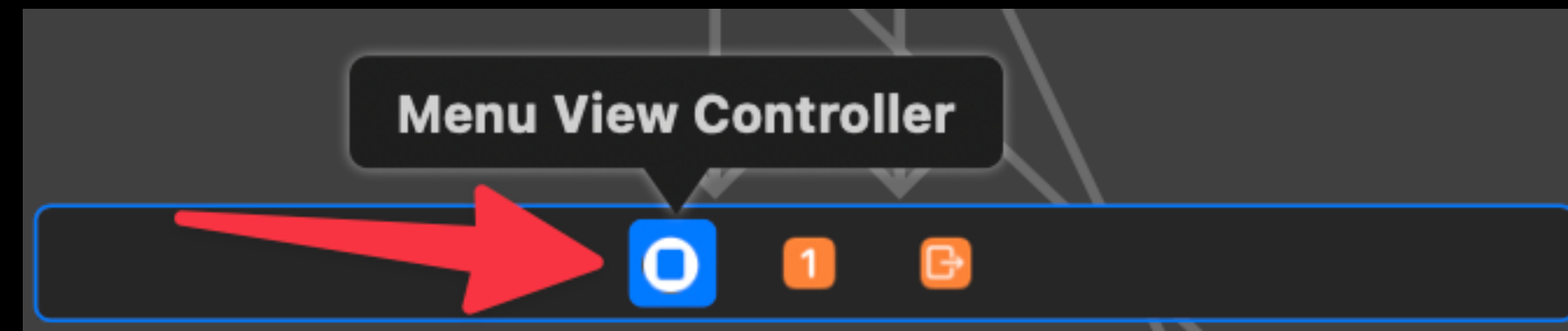
Using Identifier

- By assigning a unique identifier to a segue in Interface Builder, you can trigger the segue programmatically using this identifier. This method allows for dynamic triggering of segues based on user actions or application logic.
- Segue identifiers provide a clear and explicit way to distinguish between different segues within a storyboard, making it easier to manage and maintain complex navigation flows.
- **Don't** make same Identifier string

Segue in Interface Builder

How to achieve?

1. Make sure you have minimum 2 View Controller that ready to be connected



2. Hold Ctrl button and drag on First VC into Second VC

3. Use “Show” as Action Segue to make transition in adaptive way

4. Click 

5. Give string identifier on Attribute inspector panel

6. On your `@IBAction` function that related your chosen UI Component, add `performSegue(withIdentifier: “YourIdentifier”, sender: nil)` to your code

Thanks For Your Attendance Today!

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