# IOS Storyboards

# This Talks

- What, When, Why and How?

- Demo

# What?

New feature in Xcode and iOS

Visual way to specify views and transitions between them

# When?

Xcode 4.2
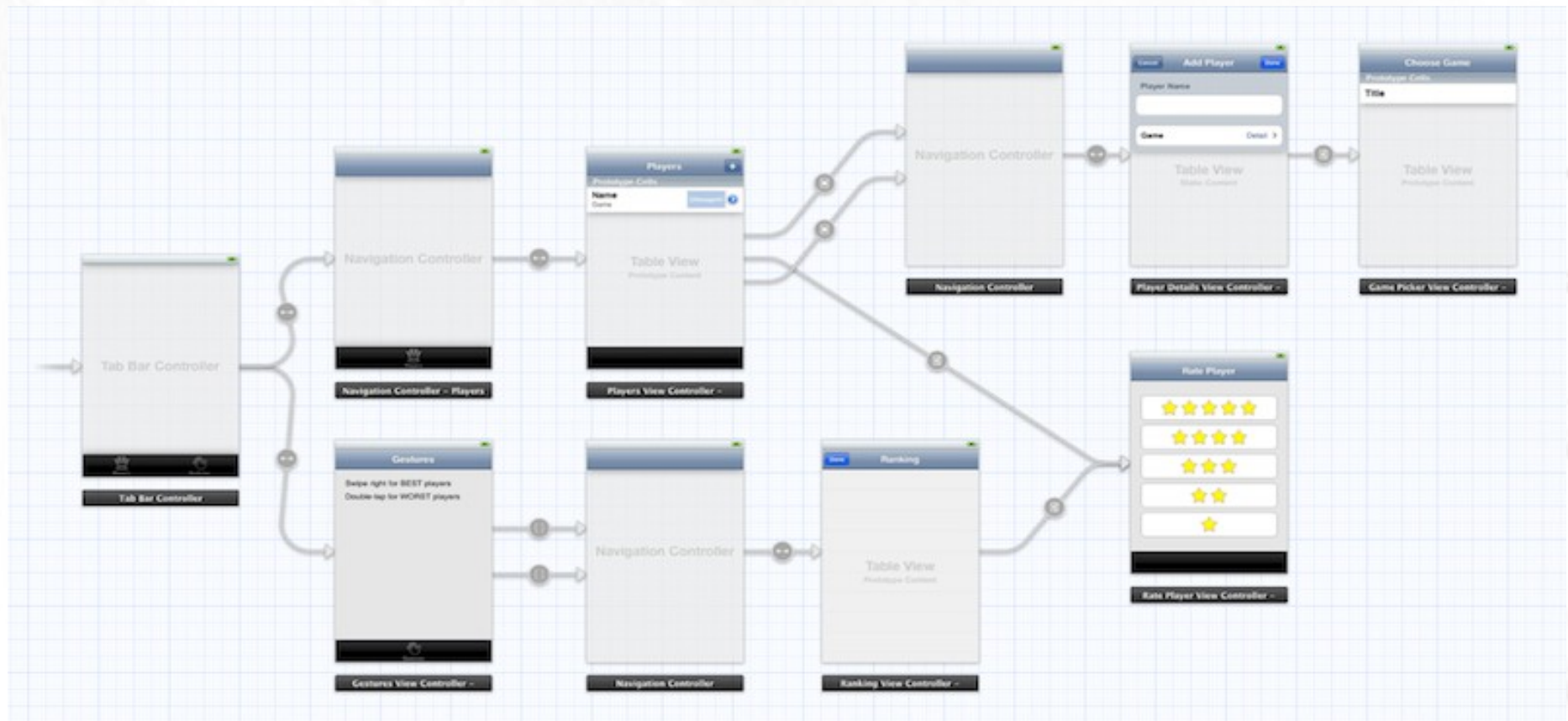
iOS Deployment Target: iOS 5.0+

* Not supported for devices not running iOS 5.0

# Why?

Reduces amount of glue code

"Bird's Eye" view of your app

# Sample Storyboard

# Segues or Connections

A Segue is the transition between one View Controller and another that occurs when you press a button or any event…

Continue…

# Segues

- Relationship

- Push

- Model

- Custom

# Advantages

- Single storyboard contains layout for ALL views/transitions (no separate nib files)

- Ctrl-drag to create a transition

- Flexible support for UITableViewCells

- Design directly in storyboard (no nib file)

- is deeply integrated into Objective C.

# How?

- New terminology

  *Scene* - view controller

  *Segue* - transition from one view to another

- Create a new project w/ "Use Storyboard"

- Create segues (ctrl-drag) in your Storyboard

# How? (Optional)

**Add a behavior that occurs during (just before) a segue.  Override method:**

```
-(void)prepareForSegue:(UIStoryboardSegue
*)segue sender:(id)sender {

if ([[segue identifier]
isEqualToString:@"MySegue"]) {

SecondView *vc = [segue
destinationViewController];

/* set some data on the view controller */

}

}
```
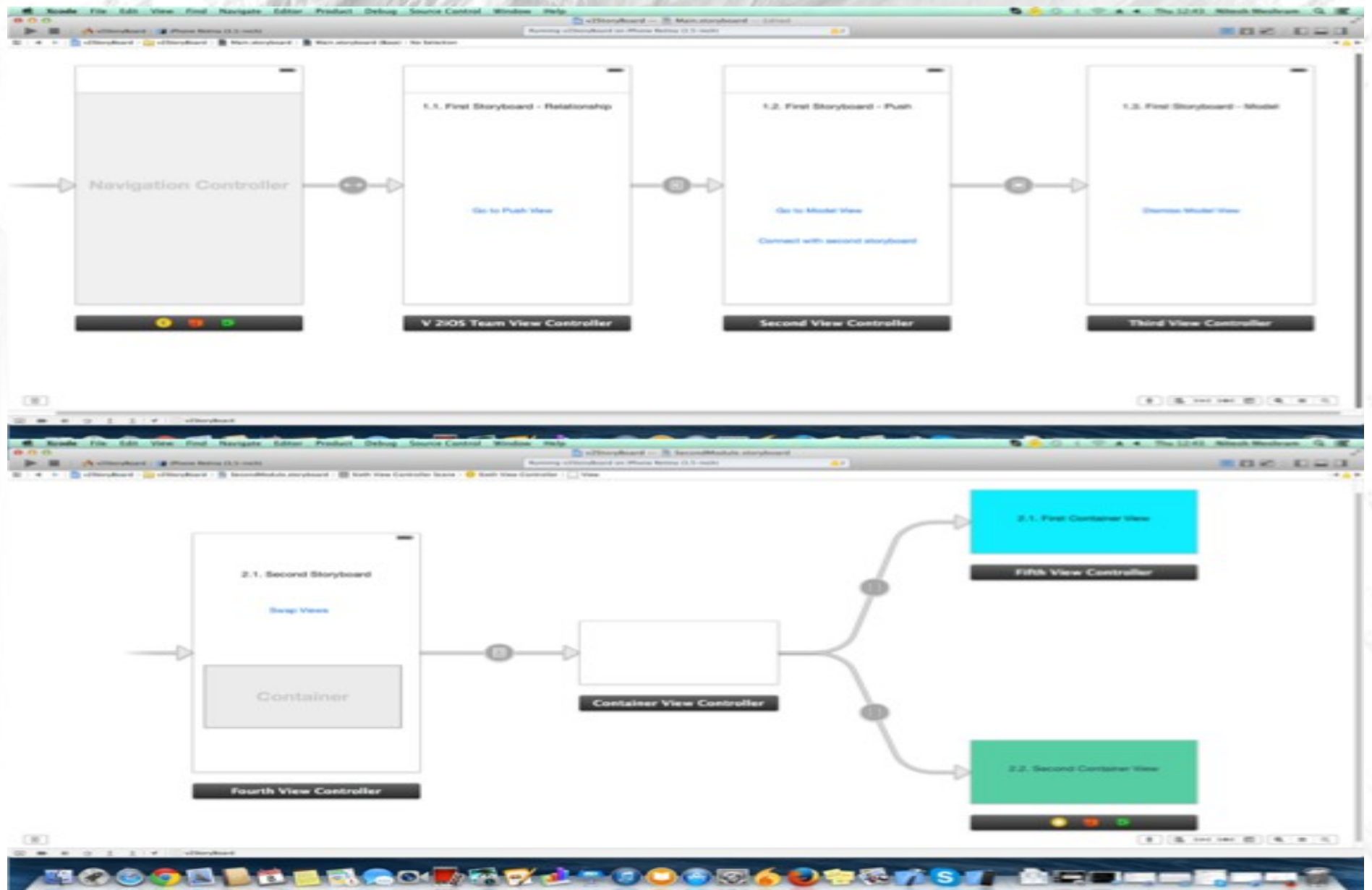
# How? (Optional #2)

- **Programmatically invoke a segue:**

```
[self performSegueWithIdentifier:@"MySegue"
sender:self];
```

# Demo

# So what is UIStoryboard?

# UIStoryboard is...

Runtime representation of everything configured in Interface Builder

## Can load any scene with:

```
[UIStoryboard
instantiateInitialViewController];
```

```
[UIStoryboard
instantiateViewControllerWithIdentifier:@"
myView"];
```

## Can use multiple storyboards and load with:

```
[UIStoryboard
storyboardWithName:@"myBoard"
bundle:myBundle];
```

# Thanks !!!