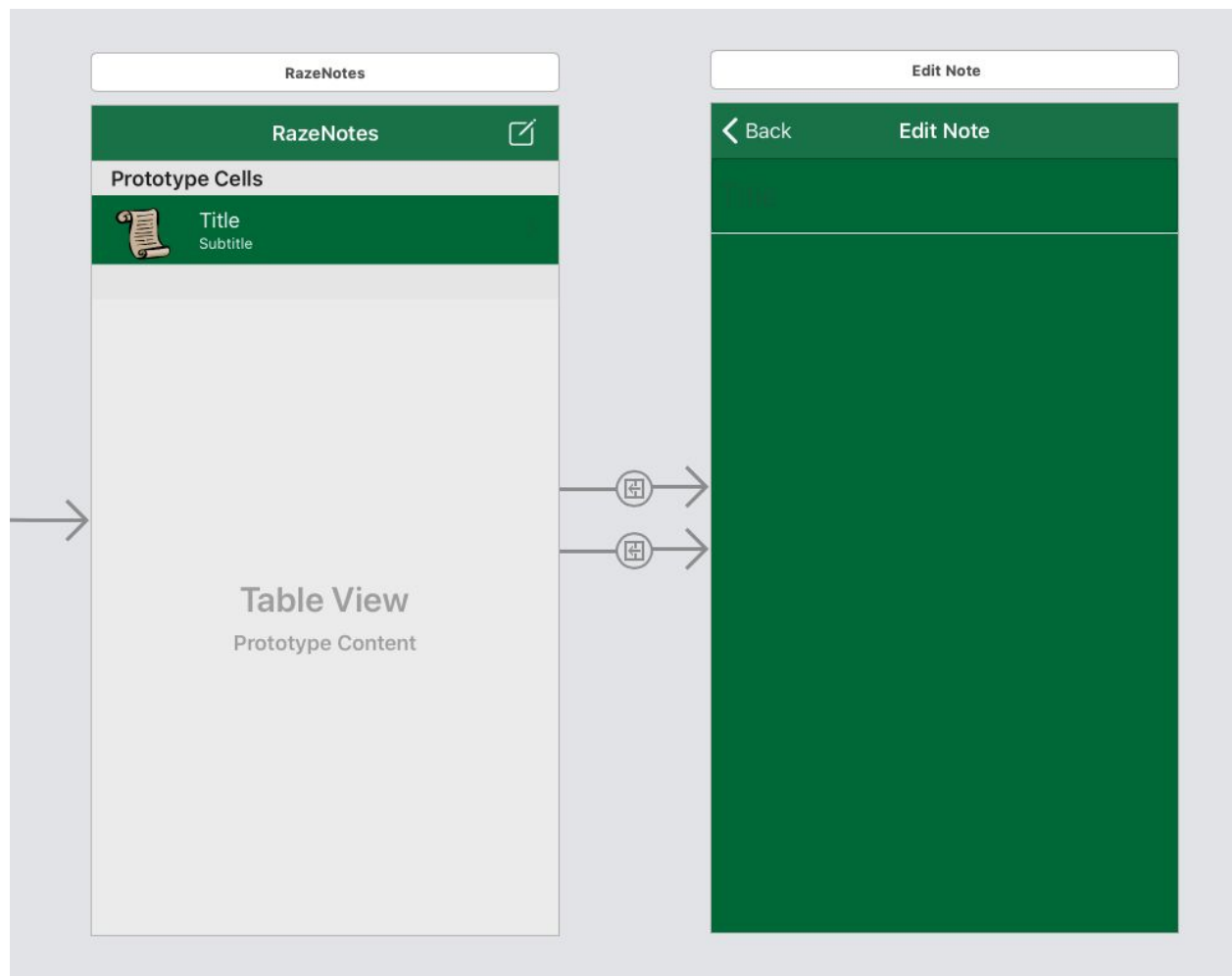


Task 5: Explore about Segue and create a short note on its use.

Segues are visual connectors between view controllers in your storyboards, shown as lines between the two controllers. They allow you to present one view controller from another, optionally using adaptive presentation so iPads behave one way while iPhones behave another. The starting point of a segue is the button, table row, or gesture recogniser that initiates the segue. The end point of a segue is the view controller you want to display. However, It can be unwinded to dismiss that controller.

We are not needed to trigger segues manually through code, it gets triggered at runtime, UIKit loads the segues associated with a view controller and connects them to the corresponding elements.

Segue object =



Task 6: Explore diff between Xib's And ViewController and create a short note on its difference.

Answer - The XIB stands for xml Interface Builder which is an older method of designing swift UI in which we take an object oriented approach and design each element of the screen

individually and then incorporate them in the views. If we apply an object oriented approach for our UIs, then it makes sense to use xib and break the view controller's view down into separate modules.

It is useful when we need to create reusable components or pop-up windows and modal views.

Storyboards were introduced in iOS 5. With storyboards we can create all screens of our application at once and incorporate them into one screen under a single interface which usually is `main.storyboard`. With storyboards we can reduce the complexity of code by using segues for pushing and presenting screens and passing the data which in turn reduces the overall size of the application making it more crisp.