

Adding a UITableViewController

ListTableViewController.h

```
#import <UIKit/UIKit.h>

@interface ListTableViewController : UITableViewController

@property (strong, nonatomic) NSArray *mapLocations;

- (void)goBack:(id)sender;

@end
```

so we can get back to the MapViewController

Implementing the right number of rows

ListTableViewController.m

```
- (NSInteger)tableView:(UITableView *)tableView
numberOfRowsInSection:(NSInteger)section {
    return self.mapLocations.count;
}

- (UITableViewCell *)tableView:(UITableView *)tableView
cellForRowAtIndexPath:(NSIndexPath *)indexPath {
}
```

Setting the cell text to a location name

ListTableViewController.m

```
- (UITableViewCell *)tableView:(UITableView *)tableView
    cellForRowAtIndexPath:(NSIndexPath *)indexPath {

    UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:@"locCell"];

    if(cell == nil) {
        cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault
                                         reuseIdentifier:@"locCell"];
    }

    cell.textLabel.text = self.mapLocations[indexPath.row][@"name"];

    return cell;
}
```

our cell

Lake Holden