APP
EVOLUTION
with Swift

Level 6

Custom Classes for Data

A Problem With Our Current Approach

ProductViewController.swift

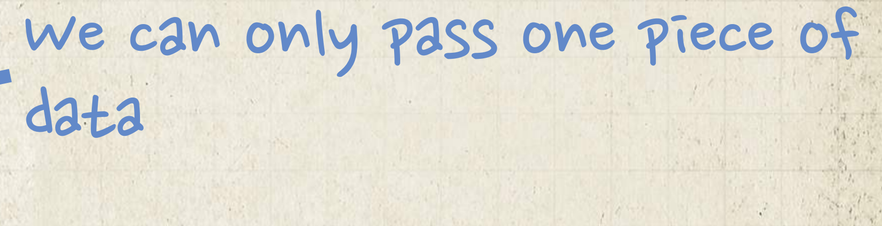
```
import UIKit

class ProductViewController: UIViewController {

  ...
  var productName: String?

  override func viewDidLoad() {
    super.viewDidLoad()

    ...
    productNameLabel.text = productName
  }
}
```



What if we wanted to pass the product and cell images?

One Option for Dealing With Passing Multiple Values

ProductViewController.swift

```
import UIKit

class ProductViewController: UIViewController {

  ...
  var productName: String?
  var cellImageName: String?
  var productImageName: String?

  override func viewDidLoad() {
    super.viewDidLoad()

    ...
    productNameLabel.text = productName
  }
}
```

We could create multiple variables, but there's a better way!

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Screencast: Creating a New Class for Data

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