Table View Pain Points

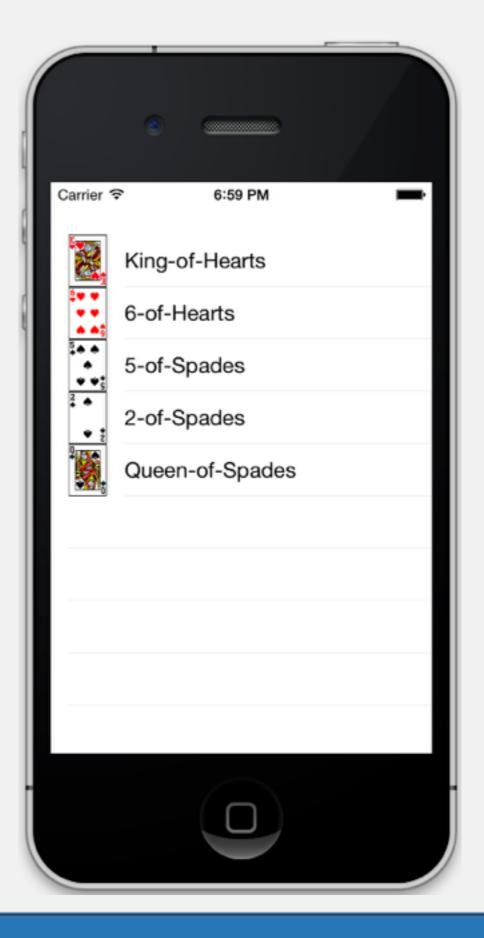
Ken Auer ken.auer@rolemodelsoftware.com @kauerrolemodel



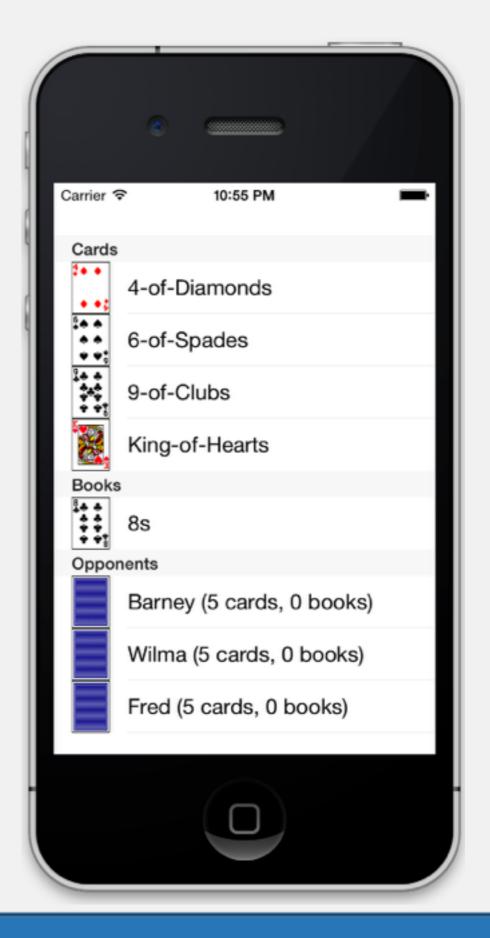
Section

The Missing Object





```
@implementation RMSViewController
static NSString *cardCellIdentifier = @"CardCell";
-(RMSGoFishGame *)game {
                                                                        Carrier ?
                                                                                      6:59 PM
    if (!_game) {
        _game = [RMSGoFishGame new];
        [ game deal];
                                                                              King-of-Hearts
    return _game;
                                                                              6-of-Hearts
-(RMSGoFishPlayer *)player {
                                                                              5-of-Spades
    if (! player) {
        _player = self.game.players[0];
                                                                              2-of-Spades
    return _player;
}
                                                                              Queen-of-Spades
-(NSArray *)hand {
    return [self.player hand];
}
-(NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section {
    return [[self hand] count];
}
-(UITableViewCell *)tableView:(UITableView *)tableView
        cellForRowAtIndexPath:(NSIndexPath *)indexPath {
    UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:cardCellIdentifier];
    RMSPlayingCard *card = [self hand][indexPath.row];
    cell.textLabel.text = [card description];
    cell.imageView.image = [UIImage imageNamed:[card imageName]];
    return cell:
```



RoleModel

```
-(NSInteger)numberOfSectionsInTableView:(UITableView *)tableView {
  return 3;
-(NSString *)tableView:(UITableView *)tableView titleForHeaderInSection:(NSInteger)section {
  return @[@"Cards", @"Books", @"Opponents"][section];
                                                                               Cards
                                                                                    4-of-Diamonds
                                                                                    6-of-Spades
                                                                                    9-of-Clubs
                                                                                    King-of-Hearts
                                                                               Books
                                                                                    8s
                                                                              Opponents
                                                                                    Barney (5 cards, 0 books)
                                                                                    Wilma (5 cards, 0 books)
                                                                                    Fred (5 cards, 0 books)
```

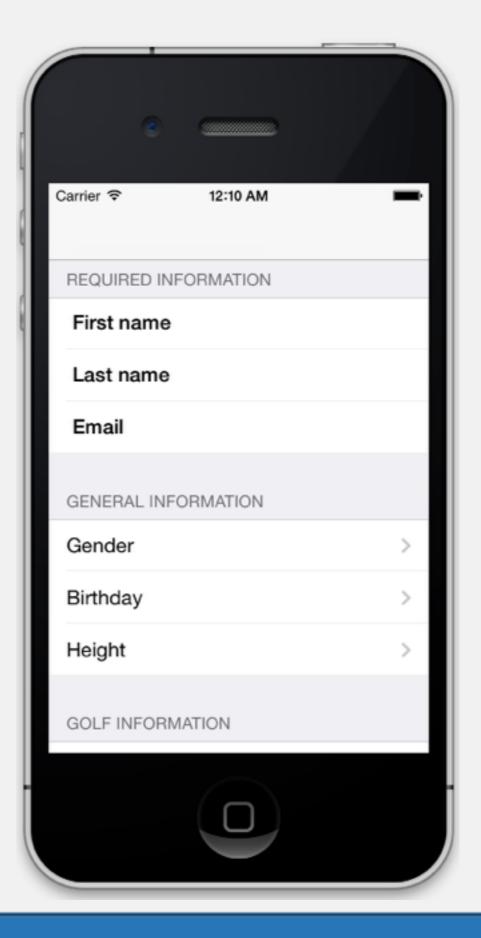
RoleModel

```
-(NSInteger)numberOfSectionsInTableView:(UITableView *)tableView {
  return 3;
-(NSString *)tableView:(UITableView *)tableView titleForHeaderInSection:(NSInteger)section {
  return @[@"Cards", @"Books", @"Opponents"][section];
                                                                               Cards
-(NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section { nonds
  return [[self hand] count];
                                                                                    6-of-Spades
                                                                                    9-of-Clubs
                                                                                    King-of-Hearts
                                                                               Books
                                                                                    8s
                                                                               Opponents
                                                                                    Barney (5 cards, 0 books)
                                                                                    Wilma (5 cards, 0 books)
                                                                                    Fred (5 cards, 0 books)
```

```
-(NSInteger)numberOfSectionsInTableView:(UITableView *)tableView {
  return 3;
-(NSString *)tableView:(UITableView *)tableView titleForHeaderInSection:(NSInteger)section {
  return @[@"Cards", @"Books", @"Opponents"][section];
                                                                                Cards
-(NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section { nonds
  switch (section) {
                                                                                      6-of-Spades
     case 0:
        return [[self hand] count];
                                                                                      9-of-Clubs
    case 1:
        return [self.player.books count];
                                                                                      King-of-Hearts
     case 2:
        return [[self opponents] count];
                                                                                Books
                                                                                      8s
  return 0;
                                                                                Opponents
                                                                                      Barney (5 cards, 0 books)
                                                                                      Wilma (5 cards, 0 books)
                                                                                      Fred (5 cards, 0 books)
```

```
-(NSInteger)numberOfSectionsInTableView:(UITableView *)tableView {
  return 3;
-(NSString *)tableView:(UITableView *)tableView titleForHeaderInSection:(NSInteger)section {
  return @[@"Cards", @"Books", @"Opponents"][section];
                                                                                Cards
-(NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section { nonds
  switch (section) {
                                                                                      6-of-Spades
     case 0:
        return [[self hand] count];
                                                                                      9-of-Clubs
    case 1:
        return [self.player.books count];
                                                                                      King-of-Hearts
     case 2:
        return [[self opponents] count];
                                                                                Books
                                                                                      8s
  return 0;
                                                                                Opponents
                                                                                                            (S)
-(UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath {
  UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:cardCellIdentifier];
                                                                                                            s)
  RMSPlayingCard *card = [self hand][indexPath.row];
  cell.textLabel.text = [card description];
                                                                                      Fred (5 cards, 0 books)
  cell.imageView.image = [Ullmage imageNamed:[card imageName]];
  return cell;
```

```
-(UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath {
  UITableViewCell *cell;
  switch (indexPath.section) {
     case 0: {
        cell = [tableView dequeueReusableCellWithIdentifier:cardCellIdentifier];
        RMSPlayingCard *card = [self hand][indexPath.row];
        cell.textLabel.text = [card description];
        cell.imageView.image = [Ullmage imageNamed:[card imageName]];
       break;
     case I:{
       cell = [tableView dequeueReusableCellWithIdentifier:bookCellIdentifier];
        NSArray *book = self.player.books[indexPath.row];
        RMSPlayingCard *firstCard = [book firstObject];
        cell.textLabel.text = [NSString stringWithFormat:@"%@s", firstCard.rank];
        cell.imageView.image = [UIImage imageNamed:[firstCard imageName]];
        break;
     case 2: {
       cell = [tableView dequeueReusableCellWithIdentifier:opponentCellIdentifier];
        RMSGoFishPlayer *opponent = [self opponents][indexPath.row];
        cell.textLabel.text = [NSString stringWithFormat:@"%@ (%d cards, %d books)", opponent.name, [opponent numberOfCards],
[[opponent books] count]];
        cell.imageView.image = [Ullmage imageNamed:@"backs_blue"];
       break;
     default:
       break;
  return cell;
```



```
- (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath {
  static NSString *valueCellIdentifier = @"ValueCell";
  static NSString *buttonCellIdentifier = @"ButtonCell";
  UITableViewCell *cell = nil;
  if (indexPath.section == FKProfileSectionIndexGeneral || indexPath.section == FKProfileSectionIndexGolf) {
     cell = [tableView dequeueReusableCellWithIdentifier:valueCellIdentifier];
     if (cell == nil) {
        cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleValue1 reuseIdentifier:valueCellIdentifier];
        cell.accessoryType = UITableViewCellAccessoryDisclosureIndicator;
                                                                                    First name
                                                                                    Last name
  if (indexPath.section == FKProfileSectionIndexRequired) {
     cell = [tableView dequeueReusableCellWithIdentifier:FKTextEntryCellIdentifier]; all
     cell.selectionStyle = UITableViewCellSelectionStyleNone;
                                                                                   GENERAL INFORMATION
     UlLabel *label = (UlLabel *)[cell viewWithTag:10];
     UlTextField *textField = (UlTextField *)[cell viewWithTag:11];
                                                                                   Gender
     textField.secureTextEntry = NO;
     textField.keyboardType = UIKeyboardTypeDefault;
                                                                                   Birthday
                                                                                   Height
     UITableViewController *twin = self;
     if (indexPath.row == 0) {
        label.text = @"First name";
                                                                                   GOLF INFORMATION
        textField.text = self.profile.firstname;
        textField.delegate = self.firstNameObserver;
     } else if (indexPath.row == 1) {
        label.text = @"Last name";
        textField.text = self.profile.lastname;
        textField.delegate = self.lastNameObserver;
        [self.firstNameObserver setNextTextField:textField withBlock:^{
```

[twin.tableView scrollToRowAtIndexPath:[NSIndexPath indexPathForItem:indexPath.row inSection:indexPath.section] atScrollPosition:UITableViewScrollPositionBottom animated:YES];

```
UlTableViewCell "cell = nil;

if (indexPaths.ection == FKProfileSectionIndexGeneral || indexPaths.ection == FKProfileSectionIndexGolf) {

cell = [tableView dequeueReusableCellWithIdentifier:valueCellIdentifier];

if (cell == nil) {

cell = [UlTableViewCell alloc] initWithStyle:UlTableViewCellStyleValue | reuseldentifier:yalueCellIdentifier];

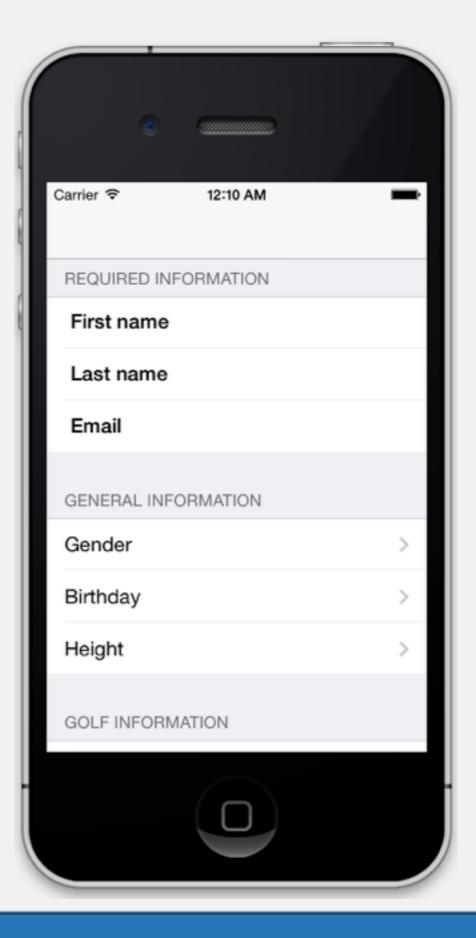
cell accessoryType = UlTableViewCellStyleViewCellStyleValue | reuseldentifier:yalueCellIdentifier];
     if (indexPath.section == FKProfileSectionIndexRequired) {
                       cell = [tableView dequeueReusableCellWithIdentifier:FKTextEntryCellIdentifier]; cell.selectionStyle = UlTableViewCellSelectionStyleNone;
                    Ullabel *label = (Ullabel *)[cell viewWithTag:10];
UlTextField *textField = (UlTextField *)[cell viewWithTag:11];
textFields.curreTextEntry = NO;
textFields.evpboardType = UlKeyboardTypeDefault;
                 UlTableViewController *twin = self;
if (indexPath.row == 0) {
    label.tex = @\frac{1}{1}\text{First name};
    textField self; = self profile firstname;
    textField designae = self.firstNameObserver;
} sles if (indexPath.row == 1) {
    label.tex = @\frac{1}{1}\text{Last name};
    textField self; = self.profile lastname;
    textField designae = self.self.nameObserver;
} sles if (indexPath.row == 1) {
    label.tex = @\frac{1}{1}\text{Last name};
    textField self.gets = self.lastNameObserver;
} self.firstNameObserver setNextTextFieldstextField withBlock^{\frac{1}{2}}

    [self.firstNameObserver setNextTextFieldstextField withBlock^{\frac{1}{2}}

    [self.firstNameObserver setNextTextField withBlock^{\frac{1}{2}}

    [self.firstNameObserver setNextTextFieldstextField withBlock^{\frac{1}{2}}

    [self.firstNameObserver setNextTextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextFieldstextField
                                                                                                                                                                    animated:YES1:
                 }}:
}}:
}}:
}}:
}}:
}ibat ((indexPath.row == 2) {
label.text = @*Fanali*,
textField.text = self_profile_email:
textField.dextgeta = self_emailObserver;
textField.dexploardType = UlikeyboardType.EmailAddress;
[self_lastNameObserver setNextTextField.textField withBlock="\( [\text{time Label View scroll*ToRowAtIndexPath_INSIndexPath indexPathForltem:indexPath.row inSection:indexPath.section]
atScroll*bisition.UTBable*[ws.croll*PositionBottom
animated:YES];
}}:
                 }}
} less if (indexPath.row == 3) {
    ibbel.tox = @Password*,
    textField.text = self.passwordOne;
    textField.text = self.passwordOne;
    textField.text = self.passwordOne;
    textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.t
                 }}:
}}:
}}:
}}:
}}:
}ista if (indedPath.row == 4) {
label.text = @*Confirm*;
textField.text = self_passwordTwo;
textField.text=relf_passwordTwo;
textField.text=relf_passwordTwoObserver;
textField.delegate = self_passwordTwoObserver;
[self_passwordOneObserver setNextTextField.textField withBlock-\{
[self_passwordOneObserver setNextTextField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.
  }
} else if (indexPath.section == FKProfileSectionIndexGeneral) {
   if (indexPath.row == 0 {
      cell.ext.label.text = @'Gender';
      cell.detailTextLabel.text = self.profile.gender;
   } else if (indexPath.row == 1) {
      cell.ext.label.text = @'Barbdy';
   }
                                      cell.detailTextLabel.text = [NSDateFormatter localizedStringFromDateself,profile.birthday dateStyle:NSDateFormatterMediumStyle timeStyle:NSDateFormatterMoStyle];
                    } else if (indexPath.row == 2) {
                             cell.detailTextLabel.text = nil;
} else if (indexPath.section == FKProfileSectionIndexSave || indexPath.section == FKProfileSectionIndexDelete) {
cell = [ableView dequeueReusableCellWithIdentifier:buttonCellIdentifier];
NSUInteger inselfag = 1919;
if (cell == nil) {
cell = [IUITableViewCell alloc] initWithStyle:UITableViewCellStyleValue! reuseIdentifier:buttonCellIdentifier];
                                   call = [UlTableViewCell alloc] nitViritSojle.UlTableViewCellStyfeValuel reuselu UlTew 'tontent'iwe' = [call content'iwe');
UlLabel 'label = [UlLabel alloc] nitWirbframe(content'iwe /trame]];
[label sext.Autorszisting*last-UlWiewAutorszisting*lest@Width;
label.tag = labeflag;
Ulfont 'boldforn = [Ulfont boldSystemfontOSize[Ulfont buttonfontSize]];
[label setfontboldfont];
[label setfontboldfont];
[label setfackgroundColor:UlColor clearColor]];
[content/iwe addSubriewlabel];
label.text = @'Save';
                             if ([self profileInformationIsValid]) {
    cell.selectionStyle = UlTableViewCellSelectionStyleGray;
    [(ULLabe') E[cell viewVirth SighabeTag] setTextColor:[UlColor whiteColor]];
    cell.backgroundColor = [UlColor darkGrayColor];
                                                       ease {
cell.selectionStyle = UlTableViewCellSelectionStyleNone;
cell.backgroundColor = [UlColor lightGrayColor];
[(UlLabel *)[cell viewWithTag:labelTag] setTextColor:[UlColor grayColor]];
                    }
les if (indexPath.section == FKProfileSectionIndexDelete) (
UILabel *\bbel = (UILabel *\blue \text{lost} \text{of indexPath.section} \text{of indexPath.section IndexDelete}) (
UILabel *\bbel = (UILabel *\blue \text{lost} \text{of index in
```

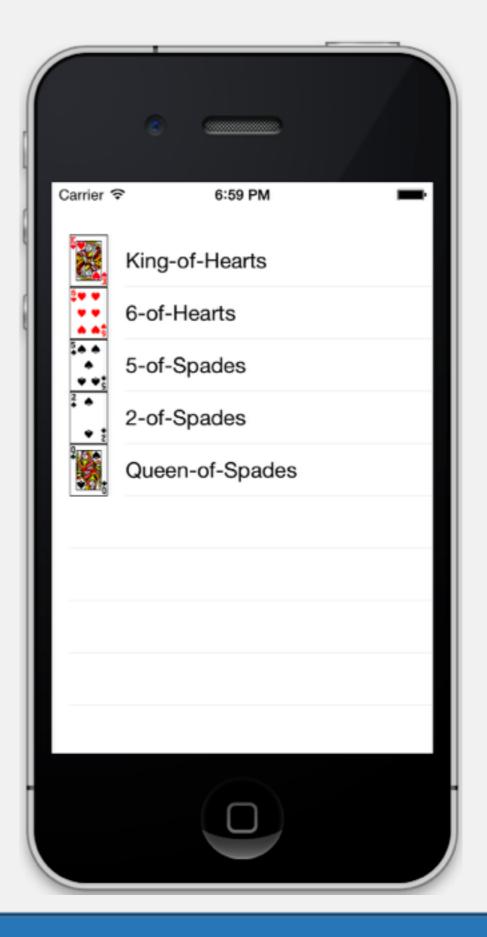


```
@implementation RMSViewController
static NSString *cardCellIdentifier = @"CardCell";

-(RMSGoFishGame *)game {
    if (!_game) {
        _game = [RMSGoFishGame new];
        [_game deal];
    }
    return _game;
}

-(RMSGoFishPlayer *)player {
    if (!_player) {
        _player = self.game.players[0];
    }
    return _player;
}

-(NSArray *)hand {
    return [self.player hand];
}
```



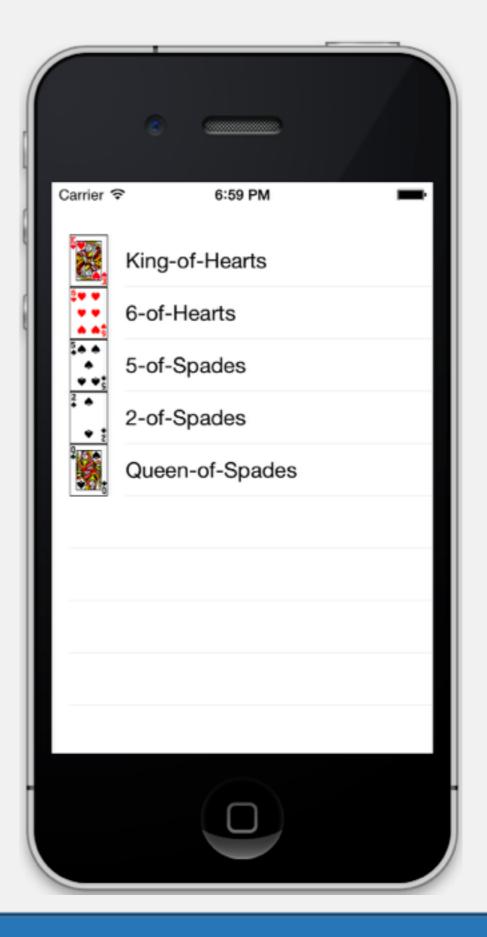
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@implementation RMSViewController
static NSString *cardCellIdentifier = @"CardCell";
-(RMSGoFishGame *)game {
    if (! game) {
        _game = [RMSGoFishGame new];
                                                                       Carrier ?
                                                                                     6:59 PM
        [_game deal];
    return _game;
                                                                             King-of-Hearts
                                                                             6-of-Hearts
-(RMSGoFishPlayer *)player {
    if (!_player) {
        _player = self.game.players[0];
                                                                             5-of-Spades
    return _player;
                                                                             2-of-Spades
-(NSArray *)hand {
                                                                             Queen-of-Spades
    return [self.player hand];
-(NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section {
    return [[self hand] count];
-(UITableViewCell *)tableView:(UITableView *)tableView
         cellForRowAtIndexPath:(NSIndexPath *)indexPath {
    UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:cardCellIdentifier];
    RMSPlayingCard *card = [self hand][indexPath.row];
    cell.textLabel.text = [card description];
    cell.imageView.image = [UIImage imageNamed:[card imageName]];
    return cell;
```

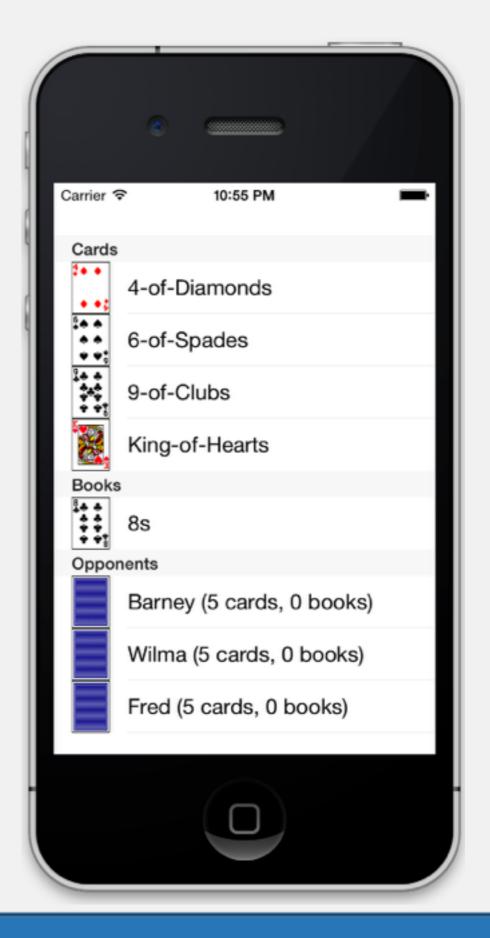
```
@implementation RMSViewController
static NSString *cardCellIdentifier = @"CardCell";

-(RMSGoFishGame *)game {
    if (!_game) {
        _game = [RMSGoFishGame new];
        [_game deal];
    }
    return _game;
}

-(RMSGoFishPlayer *)player {
    if (!_player) {
        _player = self.game.players[0];
    }
    return _player;
}

-(NSArray *)hand {
    return [self.player hand];
}
```





RoleModel

```
@implementation RMSViewController
-(NSArray *)sections {
                                                                               Carrier 중
                                                                                               10:55 PM
  if (! sections) {
     RMSCardSection *cardSection = [[RMSCardSection alloc] initWithTitle:@"Cards" cellIdentifier:@"CardCell" player:self.player];
     RMSBookSection *bookSection = [[RMSBookSection alloc] initWithTitle:@"Books" cellIdentifier:@"BookCell" player:self.player];
     RMSOpponentsSection *opponentsSection = [[RMSOpponentsSection alloc] initWithTitle:@"Opponents"
cellIdentifier:@"OpponentCell" rows:[self opponents]];
                                                                                      6-of-Spades
     sections = @[cardSection, bookSection, opponentsSection];
                                                                                      9-of-Clubs
  return sections;
                                                                                      King-of-Hearts
-(NSInteger)numberOfSectionsInTableView:(UITableView *)tableView {
  return [self.sections count];
                                                                                      8s
-(NSString *)tableView:(UITableView *)tableView titleForHeaderInSection:(NSInteger)section {
  return [self.sections[section] titleForHeader];
                                                                                      Barney (5 cards, 0 books)
-(NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section { i cards, 0 books)
  return [self.sections[section] numberOfRows];
                                                                                      Fred (5 cards, 0 books)
-(UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath {
  return [self.sections[indexPath.section] tableView:tableView cellForRowAtIndex:indexPath.row];
```

A Missing Section

```
@protocol RMSTableViewSectionDelegate <NSObject>
- (NSString *)titleForHeader;
- (NSInteger)numberOfRows;
- (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndex:(NSUInteger)index;
@end
```

A Missing Section

A Missing Section

```
@protocol RMSTableViewSectionDelegate <NSObject>
- (NSString *)titleForHeader;
- (NSInteger)numberOfRows;
- (UITableViewCell *)tableView:(UITableView *)tableView
             cellForRowAtIndex:(NSUInteger)index;
@end
@interface RMSAbstractTableViewSection : NSObject<RMSTableViewSectionDelegate>
@property (nonatomic) NSString *titleForHeader;
@property (nonatomic) NSString *cellIdentifier;
-(instancetype)initWithTitle:(NSString *)title cellIdentifier:(NSString *)cellIdentifier
-(NSArray *)rows;
-(NSString *)textForRowAtIndex:(NSUInteger)index;
-(UIImage *)imageForRowAtIndex:(NSUInteger)index;
@end
@interface RMSGenericTableViewSection : RMSAbstractTableViewSection
@property (readonly) NSArray *rows;
-(instancetype)initWithTitle:(NSString *)title
              cellIdentifier:(NSString *)cellIdentifier rows:(NSArray *)rows;
@end
```

```
@implementation RMSAbstractTableViewSection
static NSString *genericCellIdentifier = @"Cell";
-(instancetype)initWithTitle:(NSString *)title cellIdentifier:(NSString *)cellIdentifier {
    self = [super init];
    if (self) {
        _titleForHeader = title;
       _cellIdentifier = cellIdentifier;
    return self;
}
-(NSString *)cellIdentifier {
    if (!_cellIdentifier) {
        cellIdentifier = genericCellIdentifier;
    return _cellIdentifier;
-(NSInteger)numberOfRows {
    return [[self rows] count];
-(UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndex:(NSUInteger)index {
    UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:[self cellIdentifier]];
    cell.textLabel.text = [self textForRowAtIndex:index];
    cell.imageView.image = [self imageForRowAtIndex:index];
    return cell;
}
```

```
@implementation RMSAbstractTableViewSection
static NSString *genericCellIdentifier = @"Cell";
-(instancetype)initWithTitle:(NSString *)title cellIdentifier:(NSString *)cellIdentifier {
   self = [super init];
   if (self) {
       _titleForHeader = title;
       _cellIdentifier = cellIdentifier;
                                              -(NSArray *)rows {
                                                   return @[]:
    return self;
}
-(NSString *)cellIdentifier {
                                              -(NSString *)textForRowAtIndex:(NSUInteger)index {
   if (!_cellIdentifier) {
                                                   return [[self rows][index] description];
       cellIdentifier = genericCellIdentifier;
   return _cellIdentifier;
                                              -(UIImage *)imageForRowAtIndex:(NSUInteger)index {
                                                   return nil;
-(NSInteger)numberOfRows {
   return [[self rows] count];
                                              }
-(UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndex:(NSUInteger)index {
   UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:[self cellIdentifier]];
   cell.textLabel.text = [self textForRowAtIndex:index];
   cell.imageView.image = [self imageForRowAtIndex:index];
   return cell;
}
```

A Common Section

A Common Section

@implementation RMSGenericTableViewSection

```
-(instancetype)initWithTitle:(NSString *)title cellIdentifier:(NSString *)cellIdentifier
rows:(NSArray *)rows {
    self = [super initWithTitle:title cellIdentifier:cellIdentifier];
    if (self) {
        _rows = rows;
    }
    return self;
}
```

```
@implementation RMSViewController
-(NSArray *)sections {
                                                                               Carrier 중
                                                                                               10:55 PM
  if (! sections) {
     RMSCardSection *cardSection = [[RMSCardSection alloc] initWithTitle:@"Cards" cellIdentifier:@"CardCell" player:self.player];
     RMSBookSection *bookSection = [[RMSBookSection alloc] initWithTitle:@"Books" cellIdentifier:@"BookCell" player:self.player];
     RMSOpponentsSection *opponentsSection = [[RMSOpponentsSection alloc] initWithTitle:@"Opponents"
cellIdentifier:@"OpponentCell" rows:[self opponents]];
                                                                                      6-of-Spades
     sections = @[cardSection, bookSection, opponentsSection];
                                                                                      9-of-Clubs
  return sections;
                                                                                      King-of-Hearts
-(NSInteger)numberOfSectionsInTableView:(UITableView *)tableView {
  return [self.sections count];
                                                                                      8s
-(NSString *)tableView:(UITableView *)tableView titleForHeaderInSection:(NSInteger)section {
  return [self.sections[section] titleForHeader];
                                                                                      Barney (5 cards, 0 books)
-(NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section { i cards, 0 books)
  return [self.sections[section] numberOfRows];
                                                                                      Fred (5 cards, 0 books)
-(UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath {
  return [self.sections[indexPath.section] tableView:tableView cellForRowAtIndex:indexPath.row];
```

```
@interface RMSCardSection : RMSAbstractTableViewSection
@property RMSGoFishPlayer *player;
-(instancetype)initWithTitle:(NSString *)title cellIdentifier:(NSString *)cellIdentifier
player:(RMSGoFishPlayer *)player;
@end
@implementation RMSCardSection
@synthesize player = _player;
-(instancetype)initWithTitle:(NSString *)title cellIdentifier:(NSString *)cellIdentifier
player:(RMSGoFishPlayer *)player {
    self = [super initWithTitle:title cellIdentifier:cellIdentifier];
    if (self) {
        _player = player;
    };
    return self;
}
-(NSArray *)rows {
    return [self.player hand];
}
-(UIImage *)imageForRowAtIndex:(NSUInteger)index {
    RMSPlayingCard *card = [self rows][index];
    return [UIImage imageNamed:[card imageName]];
}
@end
```

```
@interface RMSBookSection : RMSAbstractTableViewSection
@property RMSGoFishPlayer *player;
-(instancetype)initWithTitle:(NSString *)title cellIdentifier:(NSString *)cellIdentifier player:
(RMSGoFishPlayer *)player;
@end
@implementation RMSBookSection
-(instancetype)initWithTitle:(NSString *)title cellIdentifier:(NSString *)cellIdentifier player:
(RMSGoFishPlayer *)player {
    self = [super initWithTitle:title cellIdentifier:cellIdentifier];
    if (self) {
        _player = player;
    };
    return self;
}
-(NSArray *)rows {
    return [self.player books];
}
-(UIImage *)imageForRowAtIndex:(NSUInteger)index {
    RMSPlayingCard *card = [self rows][index][0];
    return [UIImage imageNamed:[card imageName]];
}
-(NSString *)textForRowAtIndex:(NSUInteger)index {
    RMSPlayingCard *card = [self rows][index][0];
    return [NSString stringWithFormat:@"%@s", card.rank];
}
```

So What About Handling Selections?

RMSTableViews https://github.com/RoleModel/RMSTableViews



An Improved UITableViewController

```
@interface RMSTableViewController : UITableViewController
@property (nonatomic, strong, readonly) NSArray *sections;
- (NSArray *)generateSections;
- (void)sectionGenerationDidComplete;
@end
```

An Improved UITableViewController

```
@interface RMSTableViewController : UITableViewController
@property (nonatomic, strong, readonly) NSArray *sections;
- (NSArray *)generateSections;
- (void)sectionGenerationDidComplete;
@end

@interface RMSTableViewSection : NSObject
@property (nonatomic, strong) NSString *headerTitle;
@property (nonatomic, strong) NSString *footerTitle;
- (NSInteger)rowCount;
- (UITableViewCell *)cellForIndex:(NSInteger)index;
@end
```

An Improved UITableViewController

```
@interface RMSTableViewController : UITableViewController
@property (nonatomic, strong, readonly) NSArray *sections;
- (NSArray *)generateSections;
- (void)sectionGenerationDidComplete;
@end
@interface RMSTableViewSection : NSObject
@property (nonatomic, strong) NSString *headerTitle;
@property (nonatomic, strong) NSString *footerTitle;
- (NSInteger)rowCount;
- (UITableViewCell *)cellForIndex:(NSInteger)index;
@end
@protocol RMSTableViewCell <NSObject>
@optional
- (void)respondToSelection;
@end
```

```
@implementation RMSTableViewController
- (NSArray *)generateSections {
    return @[];
}
  (void)sectionGenerationDidComplete {
- (NSArray *)sections {
    if (_sections == nil) {
        _sections = [self generateSections];
        [self sectionGenerationDidComplete];
    }
    return _sections;
}
- (void)tableView:(UITableView *)tableView
                didSelectRowAtIndexPath:(NSIndexPath *)indexPath {
    [tableView deselectRowAtIndexPath:indexPath animated:YES];
    id cell = [tableView cellForRowAtIndexPath:indexPath];
    if ([cell respondsToSelector:@selector(respondToSelection)]) {
        [cell respondToSelection];
```

```
- (UITableViewCell *)tableView:(UITableView *)tableView
        cellForRowAtIndexPath:(NSIndexPath *)indexPath {
    return [self.sections[indexPath.section] cellForIndex:indexPath.row];
}
 (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView {
    return [self.sections count];
}
- (NSInteger)tableView:(UITableView *)tableView
 numberOfRowsInSection:(NSInteger)sectionIndex {
    return [self.sections[sectionIndex] rowCount];
}
- (NSString *)tableView:(UITableView *)tableView titleForHeaderInSection:
(NSInteger)sectionIndex {
    RMSTableViewSection *section = self.sections[sectionIndex]:
    return section.headerTitle;
}
- (NSString *)tableView:(UITableView *)tableView titleForFooterInSection:
(NSInteger)sectionIndex {
    RMSTableViewSection *section = self.sections[sectionIndex];
    return section.footerTitle;
}
@end
```

Sections Were Missing, but...

- In a dynamic table, they just about always do the same thing
 - Identify the represented objects
 - Provide the cell
- The cell is unique
- Don't put the intelligence in the Section, but in the Cell

```
@interface RMSDynamicSection : RMSTableViewSection
@property (nonatomic, strong) UITableView *tableView;
@property (nonatomic, strong) NSString *cellIdentifier;
@property (nonatomic, strong) NSArray *representedObjects;
- (id)initWithTableView:(UITableView *)tableView cellIdentifier:(NSString *)cellIdentifier;
@end
@implementation RMSDynamicSection
  —(id)initWithTableView:(UITableView *)tableView
           cellIdentifier:(NSString *)cellIdentifier {
    self = [super init];
    if (self) {
        _tableView = tableView;
        _cellIdentifier = cellIdentifier;
    return self;
}
- (NSInteger)rowCount {
    return [self.representedObjects count];
}
- (UITableViewCell *)cellForIndex:(NSInteger)index {
    id cell = [self.tableView dequeueReusableCellWithIdentifier:self.cellIdentifier];
    if ([cell respondsToSelector:@selector(bindObject:)]) {
        [cell bindObject:self.representedObjects[index]];
    return cell;
@end
```

```
@implementation RMSWordCell
- (void)bindObject:(id)object {
    self.textLabel.text = object;
}
```

```
@implementation RMSWordCell
- (void)bindObject:(id)object {
    self.textLabel.text = object;
@end
@implementation RMSCardCell
- (void)bindObject:(id)object {
    RMSPlayingCard *card = object;
    self.textLabel.text = [card description];
    self.imageView.image = = [UIImage imageNamed:[card imageName]];
}
@end
```

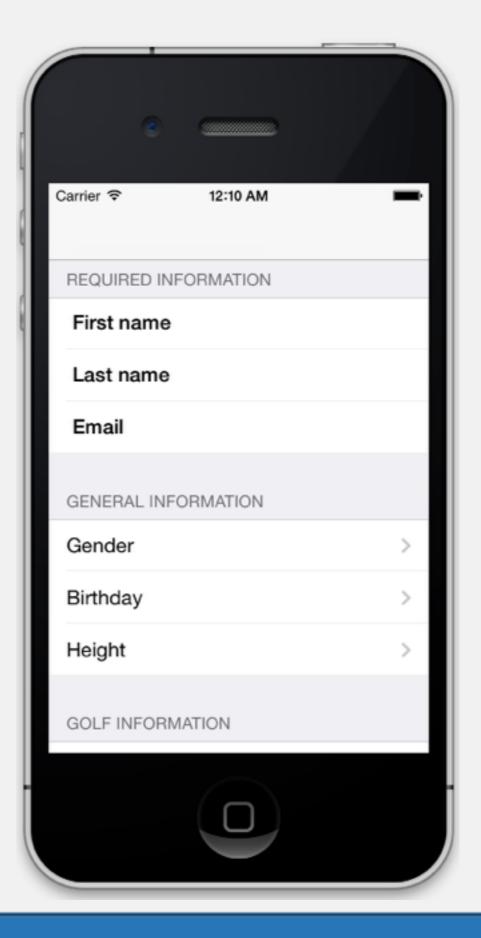
So What About The "Form View"?

Data editing, Settings views...



The Form Descriptor

- Defines the structure of a form
- Can be expressed in code, as a Plist, or JSON
- Consists of an array of section dictionaries
- Section dictionaries specify section properties and contain an array of "row" dictionaries
- Row dictionaries describe cells



```
UlTableViewCell "cell = nil:
if (indexPaths.ection == FKProfileSectionIndexGeneral || indexPaths.ection == FKProfileSectionIndexGolf) {
cell = [tableView dequeueReusableCellWithIdentifier:]
if (cell == nil) {
cell = [tulTableViewCell alloc] initWithStyle-UlTableViewCellStyleValuel reuseldentifier:)
cell accessoryType = UlTableViewCellStyleViewCellStyleValuel reuseldentifier:)
     if (indexPath.section == FKProfileSectionIndexRequired) {
                       cell = [tableView dequeueReusableCellWithIdentifier:FKTextEntryCellIdentifier]; cell.selectionStyle = UlTableViewCellSelectionStyleNone;
                    Ullabel *label = (Ullabel *)[cell viewWithTag:10];
UlTextField *textField = (UlTextField *)[cell viewWithTag:11];
textFields.curreTextEntry = NO;
textFields.evpboardType = UlKeyboardTypeDefault;
                 UlTableViewController *twin = self;
if (indexPath.row == 0) {
    label.tex = @\frac{\text{First name}}{\text{transe}};
    textField setz = ell profile firstname;
    textField designae = self.firstNameObserver;
} else if (indexPath.row == 1) {
    label.tex = @\text{Last name}^2;
    textField text = self.profile lastname;
    textField designae = self.satNameObserver;
} else if firstNameObserver setNextTextField(textField withBlock^4)

[self.firstNameObserver setNextTextField(textField withBlock^4)

[self.firstNameObserver setNextTextField(textField withBlock^4)

[self.firstNameObserver setNextTextField(textField withBlock^4)

[self.firstNameObserver setNextTextField(textField withBlock^4)

afterTextField(textTextField withBlock^4)

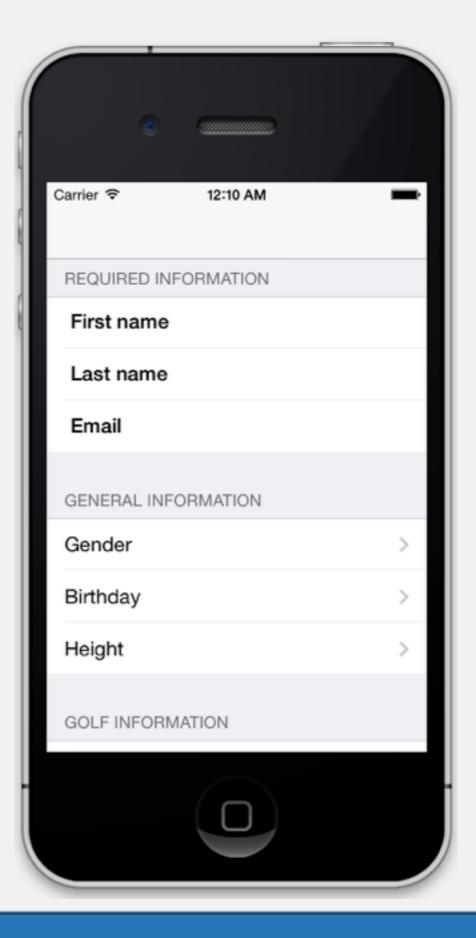
afterTextField(textTextField withBlock^4)

[self.firstNameObserver setNextTextField(textField withBlock^4)

afterTextField(textTextField withBlock^4)

afterTextField(textField withBlock^4)

afterTextFiel
                                                                                                                                                                   animated:YES1:
                 }}:
}}:
}}:
}}:
}}:
}ibat ((indexPath.row == 2) {
label.text = @*Fanali*,
textField.text = self_profile_email:
textField.dextgeta = self_emailObserver;
textField.dexploardType = UlikeyboardType.EmailAddress;
[self_lastNameObserver setNextTextField.textField withBlock="\( [\text{time Label View scroll*ToRowAtIndexPath_INSIndexPath indexPathForltem:indexPath.row inSection:indexPath.section]
atScroll*bisition.UTlabel*ViewScroll*PositionBottom
animated:YES];
}}:
                 }}
} less if (indexPath.row == 3) {
    ibbel.tox = @Password*,
    textField.text = self.passwordOne;
    textField.text = self.passwordOne;
    textField.text = self.passwordOne;
    textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.t
                 }}:
}}:
}}:
}}:
}}:
}ista if (indedPath.row == 4) {
label.text = @*Confirm*;
textField.text = self_passwordTwo;
textField.text=relf_passwordTwo;
textField.text=relf_passwordTwoObserver;
textField.delegate = self_passwordTwoObserver;
textField.delegate = self_passwordTwoObserver;
[self_passwordOneObserver setMexTextField.textField withBlock-\{
[self_passwordOneObserver setMexTextField.textField withBlock-\{
[self_passwordOneObserver setMexTextField.textField withBlock-\{
[self_passwordOneObserver setMexTextField.textField withBlock-\{
[self_passwordOneObserver setMexTextField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.textField.text
  }
} else if (indexPath.section == FKProfileSectionIndexGeneral) {
    if (indexPath.row == 0 {
        cell.ext.label.text = @'Gender';
        cell.detailTextLabel.text = self.profile.gender;
    } else if (indexPath.row == 1) {
        cell.ext.label.text = @'Barbdy';
    }
                                     cell.detailTextLabel.text = [NSDateFormatter localizedStringFromDateself,profile.birthday dateStyle:NSDateFormatterMediumStyle timeStyle:NSDateFormatterMoStyle];
                    } else if (indexPath.row == 2) {
                             cell.detailTextLabel.text = nil;
} else if (indexPath.section == FKProfileSectionIndexSave || indexPath.section == FKProfileSectionIndexDelete) {
cell = [ableView dequeueReusableCellWithIdentifier:buttonCellIdentifier];
NSUInteger inselfag = 1919;
if (cell == nil) {
cell = [IUITableViewCell alloc] initWithStyle:UITableViewCellStyleValue! reuseIdentifier:buttonCellIdentifier];
                                  call = [UlTableViewCell alloc] nitViritSojle.UlTableViewCellStyfeValuel reuselu UlTew 'tontent'iwe' = [call content'iwe');
UlLabel 'label = [UlLabel alloc] nitWirbframe(content'iwe /trame]];
[label sext.Autorszisting*last-UlWiewAutorszisting*lest@Width;
label.tag = labeflag;
Ulfont 'boldforn = [Ulfont boldSystemfontOSize[Ulfont buttonfontSize]];
[label setfontboldfont];
[label setfontboldfont];
[label setfackgroundColor:UlColor clearColor]];
[content/iwe addSubriewlabel];
label.text = @'Save';
                             if ([self profileInformationIsValid]) {
    cell.selectionStyle = UlTableViewCellSelectionStyleGray;
    [(ULLabe') E[cell viewVirth SighabeTag] setTextColor:[UlColor whiteColor]];
    cell.backgroundColor = [UlColor darkGrayColor];
                                                       ease {
cell.selectionStyle = UlTableViewCellSelectionStyleNone;
cell.backgroundColor = [UlColor lightGrayColor];
[(UlLabel *)[cell viewWithTag:labelTag] setTextColor:[UlColor grayColor]];
                    }
les if (indexPath.section == FKProfileSectionIndexDelete) (
UILabel *\bbel = (UILabel *\blue \text{lost} \text{of indexPath.section} \text{of indexPath.section IndexDelete}) (
UILabel *\bbel = (UILabel *\blue \text{lost} \text{of index in
```



```
UlTableViewCell "cell = nil;

if (indexPath.section == FKProfileSectionIndexGeneral || indexPath.section == FKProfileSectionIndexGolf) {

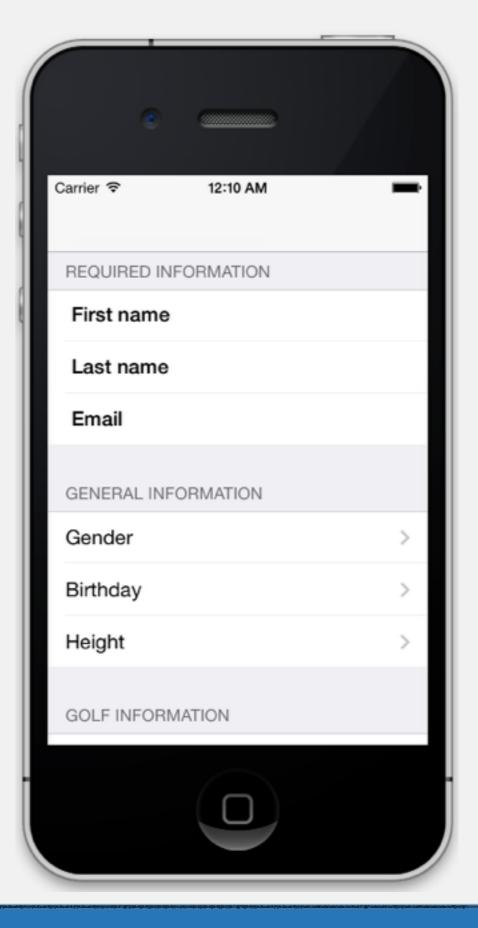
cell = [tableView dequeueReusableCellWithIdentifier:valueCellIdentifier];

if (cell == ni) {

cell = [[UlTableViewCell alloc] init:WithStyte.UlTableViewCellStyleValue1 reuseldentifier:valueCellIdentifier];

cell.accessoryType = UlTableViewCellAccessoryDisclosureIndicator;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       cell = [tableView dequeueReusableCellWithIdentifier:FKTextEntryCellIdentifier];
cell.selectionStyle = UlTableViewCellSelectionStyleNone;
                       UlLabel *label = (UlLabel *)[cell viewWithTag:10];
UlTextField *textField = (UlTextField *)[cell viewWithTag:11];
textField.secureTextEntry = NO;
textField.sepboardType = UlKeyboardTypeDefault;
                  UlTableViewController *twin = self;
if (indesPathrow == 0) {
    labeLext = @First name*;
    textField text = self.prolle firstame;
    textField dest_pate = self.firstNameObserver;
} else if (indesPathrow == 1) {
    labeLext = @*Laxt name*;
    textField dest_pate = self.firstNameObserver;
} else if (indesPathrow == 1) {
    labeLext = @*Laxt name*;
    textField dest_pate = self.prolle.laxtname;
    textField dest_pate = self.laxtNameObserver;
    [self.irstNameObserver setNext ExtField.textField withBlock*{
        [first.nsNameObserver setNext ExtField.textField withBlock*{
        [first.nsNameObserver setNext ExtField.textField withBlock*{
        [first.nsbaleView.scrollFlowAndindsex*path[ViSIndesPath indexPathrortemindexPath.row inSection.indexPath.section]
        also restricted.
        [assetNameObserver setNext ExtField.textField withBlock*{
        [wint.nsbaleView.scrollFlowAndindsex*path[ViSIndesPath indexPathrortemindexPath.row inSection.indexPath.section]
        also restricted.
                                                                                                                                                  animated:YES];
                          } else if (indexPath.row == 2) {
                            | ababl.cox = @`fmull'.
| coxfidit fox = sulfprofile.email;
| coxfidit fox = sulfprofile.email;
| coxfidit delegate = sulf amailObserver;
| coxfidit delegate = sulf amailObserver;
| coxfidit delegate = sulf amailObserver;
| coxfidit delegate = sulfprofile.emailObserver;
| coxfidit 
                                    label.text = @"Email":
                  }}
} leise if (indexPath.row == 3) {
label.tex = @ Password?,
textField.text = self.password.One;
textField.text = self.password.One;
textField.sext = rextEntry = YES;
textField.delegate = self.password.Observer;
gelf.email.Observer setNextTextField.textField withBlock:^{
[twin.tableView.scrollToRowAtIndexPath.[VISIndexPath indexPathFortem:indexPath.row inSection:indexPath.section]
atScrollPosition(IIITableViewScrollPositionBottom
animated.YES);
}}
}
                  }
}else if (indesPath.section == FKProfileSectionIndexGeneral) {
   if (indesPath.row == 0) {
      cell.text.label.text = Gender*;
      cell.detalFext.label.text = self.profile.gender;
      }else if (indexPath.row == 1) {
      cell.text.label.text = Gentler*;
      cell.text.label.text = Gentler*;
    }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    self.accountSection.footerTitle = @"Passe
} else {
self.accountSection.footerTitle = @"";
                                 cell.detailTextLabel.text = [NSDateFormatter localizedStringFromDateself.profile.birthday dateStyle:NSDateFormatterMediumStyle timeStyle:NSDateFormatterNoStyle];
                       } else if (indexPath.row == 2) {
                               else if (index-run.rw) == 2/j
cell.text.label.tex = @'Height.'
if (self.profile.height != nil)
NSinteger height = [self.profile.height integer/alue];
cell.detaifTextLabel.text = [NSString stringWithFormat@'%d' %d'", height / 12, height % 12];
}

| else if (indexPath.section == FKProfileSectionIndexGolf) {
| if (indexPath.row == 0) {
| cell.accessory/Type = UlTableViewCellAccessory/DisclosureIndicator;
| cell.extable.text = @ Handscap;
| cell.detailTextLabe.text = [self.profile.handicap description];
| sels if (indexPath.row == 1) {
| cell.accessory/Type = UlTableViewCellAccessory/DisclosureIndicator;
| cell.extLabe.text = @ Stance;
| cell.detailTextLabe.text = self.profile.stance;
     } | Sels if (indexPath.section == FKProfileSectionIndexCare || indexPath.section == FKProfileSectionIndexDelete) {
cell = [abbleView dequeueReunableCell*WithIdentifier-buttonCellIdentifier]:
NSUIntegre hebritag = 1919;
if (cell == all) {
cell = [[UThableViewCell alloc] init*WithSyle:UThableViewCellSyle*Value! reuseldentifier-buttonCellIdentifier]:
                               call = [UlTableViewCell alloc] int/WirdsSyleUTableViewCellSyleValuel reuseldentifier-buttonCellid UlTivew Tecnter(ivew) = [cell content/ivew]; [ultimate interfered i
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    · (void)deleteAction:(id)sender {
 [self delete];
                          | findexPath.section == FKProfileSectionIndexSave) {
    cell.textLabel.textColor = [UlColor blackColor];
    if (self.inRegistrationMode) {
        UlLabel "label = (UlLabel ")[cell viewWithTag:labelTag];
    }
                                 if ([self profileInformationIsValId]) {
    cell.selectionStyle = UlTableViewCellSelectionStyleGray;
    [(UlLabe 1*)(cell viewWithTajabelTag] setTextColor:[UlColor whiteColor]];
    cell.backgroundColor = [UlColor darkGrayColor];
                                                    else (
cell.selectionStyle = UlTableViewCellSelectionStyleNone;
cell.backgroundColor = [UlColor lightGrayColor];
[(UlLabel *)[cell viewWithTag:labelTag] setTextColor:[UlColor grayColor]];
                       }
leading the state of the stat
```



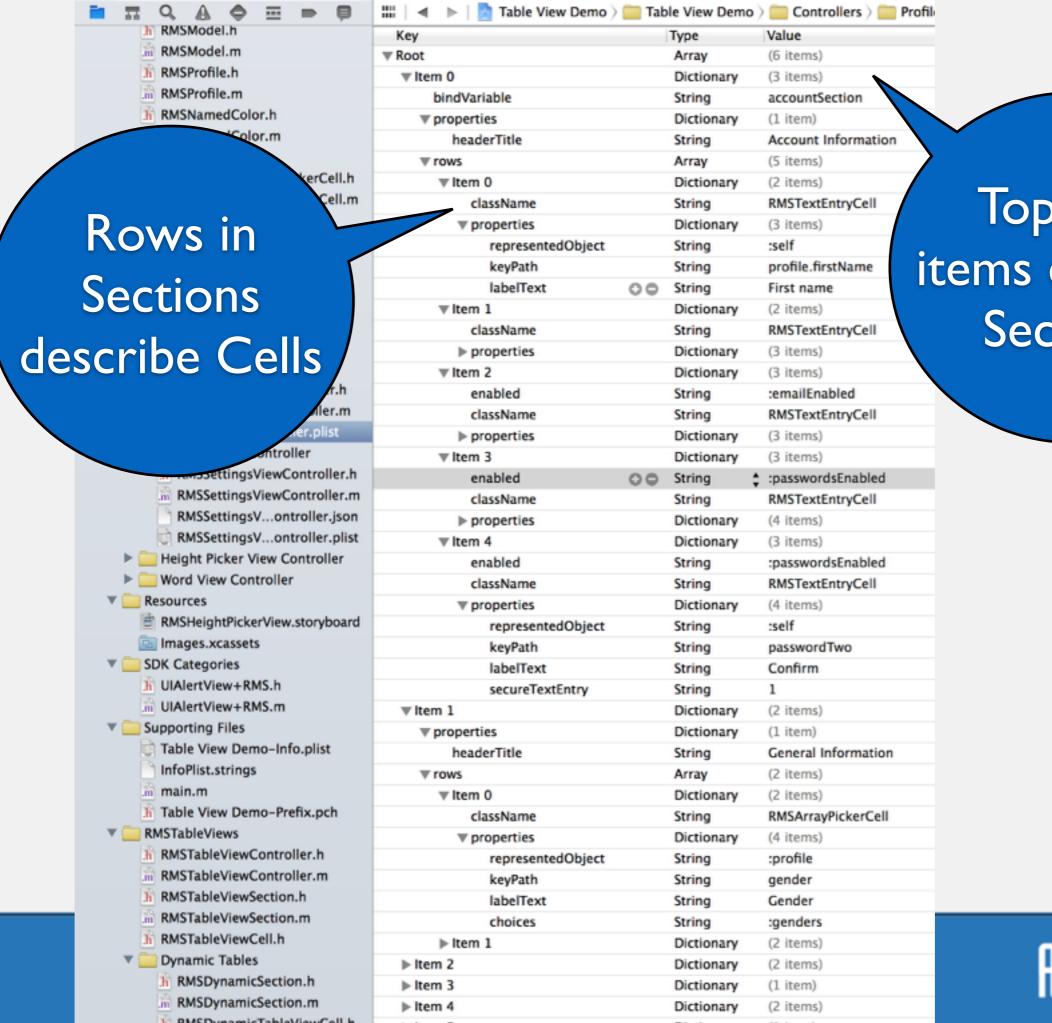
™ RMSModel.h	IIII ◀ ▶ Maria Table View Demo	rut	ole View Demo	Controllers Policy Policy Value
m RMSModel.m	Key ▼ Root		Type	1
in RMSProfile.h	▼ Root ▼ Item 0		Array	(6 items)
RMSProfile.m	,		Dictionary	(3 items)
RMSNamedColor.h	bindVariable		String	accountSection
RMSNamedColor.m	▼ properties		Dictionary	(1 item)
	headerTitle		String	Account Information
Views	▼ rows		Array	(5 items)
RMSBattingAveragePickerCell.h	▼ Item 0		Dictionary	(2 items)
m RMSBattingAveragePickerCell.m	className		String	RMSTextEntryCell
n RMSHeightPickerCell.h	▼ properties		Dictionary	(3 items)
m RMSHeightPickerCell.m	representedObject		String	:self
RMSNamedColorPickerCell.h	keyPath		String	profile.firstName
RMSNamedColorPickerCell.m	labelText	00	String	First name
n RMSWordCell.h	▼ Item 1		Dictionary	(2 items)
RMSWordCell.m	className		String	RMSTextEntryCell
▼ Controllers	▶ properties		Dictionary	(3 items)
▼ iii Profile View Controller	▼ Item 2		Dictionary	(3 items)
RMSProfileViewController.h	enabled		String	:emailEnabled
RMSProfileViewController.m	className		String	RMSTextEntryCell
ProfileViewController.plist	▶ properties		Dictionary	(3 items)
▼ 🚞 Settings View Controller	▼ Item 3		Dictionary	(3 items)
RMSSettingsViewController.h	enabled	00	-	:passwordsEnabled
RMSSettingsViewController.m	className	00	String	RMSTextEntryCell
RMSSettingsVontroller.json	▶ properties		Dictionary	(4 items)
RMSSettingsVontroller.plist	▼ Item 4		Dictionary	(3 items)
▶ iii Height Picker View Controller	enabled		String	:passwordsEnabled
▶ ■ Word View Controller			_	•
▼ ■ Resources	className		String	RMSTextEntryCell
RMSHeightPickerView.storyboard	▼ properties		Dictionary	(4 items)
Images.xcassets	representedObject		String	:self
▼ □ SDK Categories	keyPath		String	passwordTwo
	labelText		String	Confirm
li UIAlertView+RMS.h	secureTextEntry		String	1
iii UIAlertView+RMS.m	▼ltem 1		Dictionary	(2 items)
▼ Supporting Files	▼ properties		Dictionary	(1 item)
Table View Demo-Info.plist	headerTitle		String	General Information
InfoPlist.strings	▼ rows		Array	(2 items)
main.m	▼ Item 0		Dictionary	(2 items)
Table View Demo-Prefix.pch	className		String	RMSArrayPickerCell
▼ Carlo RMSTableViews	▼ properties		Dictionary	(4 items)
n RMSTableViewController.h	representedObject		String	:profile
RMSTableViewController.m	keyPath		String	gender
n RMSTableViewSection.h	labelText		String	Gender
RMSTableViewSection.m	choices		String	:genders
n RMSTableViewCell.h	▶ Item 1		Dictionary	(2 items)
▼ in Dynamic Tables	▶ Item 2		Dictionary	(2 items)
RMSDynamicSection.h	▶ Item 3		Dictionary	(1 item)
RMSDynamicSection.m	▶ Item 4		Dictionary	(2 items)
	<i>y</i>		D. C. O. I.	

RoleModel

	IIII ◀ ▶ 🚵 Table View Demo >	Table View D	emo) 🧰 Controllers) 🚞 Profile
〗 RMSModel.h	Key	Type	Value
m RMSModel.m	▼ Root	Array	(6 items)
RMSProfile.h	▼ Item 0	Dictiona	ry (3 items)
RMSProfile.m	bindVariable	String	accountSection
RMSNamedColor.h	▼ properties	Dictiona	ry (1 item)
RMSNamedColor.m	headerTitle	String	Account Information
▼ 🚞 Views	▼ rows	Array	(5 items)
RMSBattingAveragePickerCell.h	▼ Item 0	Dictiona	ry (2 items)
RMSBattingAveragePickerCell.m	className	String	RMSTextEntryCell
RMSHeightPickerCell.h	▼ properties	Dictiona	ry (3 items)
RMSHeightPickerCell.m	representedObject	String	:self
RMSNamedColorPickerCell.h	keyPath	String	profile.firstName
RMSNamedColorPickerCell.m	labelText	O String	First name
n RMSWordCell.h	▼ Item 1	Dictiona	ry (2 items)
m RMSWordCell.m	className	String	RMSTextEntryCell
▼ Controllers	▶ properties	Dictiona	
▼ Profile View Controller	▼ Item 2	Dictiona	ry (3 items)
RMSProfileViewController.h	enabled	String	:emailEnabled
RMSProfileViewController.m	className	String	RMSTextEntryCell
ProfileViewController.plist	▶ properties	Dictiona	
▼ Controller Settings View Controller Output Description Settings View Controller Output Description Settings View Controller Output Description D	▼ Item 3	Dictiona	ry (3 items)
RMSSettingsViewController.h	enabled	O String	:passwordsEnabled
RMSSettingsViewController.m	className	String	RMSTextEntryCell
RMSSettingsVontroller.json	▶ properties	Dictiona	
RMSSettingsVontroller.plist	▼ Item 4	Dictiona	
Height Picker View Controller	enabled	String	:passwordsEnabled
▶ ○ Word View Controller	className	String	RMSTextEntryCell
▼ 🗀 Resources	▼ properties	Dictiona	ry (4 items)
RMSHeightPickerView.storyboard	representedObject	String	:self
Images.xcassets	keyPath	String	passwordTwo
▼ ☐ SDK Categories	labelText	String	Confirm
ii UIAlertView+RMS.h	secureTextEntry	String	1
m UIAlertView+RMS.m	▼ Item 1	Dictiona	
▼ 🚞 Supporting Files	▼ properties	Dictiona	
Table View Demo-Info.plist	headerTitle	String	General Information
InfoPlist.strings	▼ rows	Array	(2 items)
m main.m	▼ Item 0	Dictiona	
Table View Demo-Prefix.pch	className	String	RMSArrayPickerCell
▼ 🚞 RMSTableViews	▼ properties	Dictiona	
RMSTableViewController.h	representedObject	String	:profile
RMSTableViewController.m	keyPath	String	gender
RMSTableViewSection.h	labelText	String	Gender
RMSTableViewSection.m	choices	String	:genders
RMSTableViewCell.h	▶ Item 1	Dictiona	-
▼ Dynamic Tables	▶ Item 2	Dictiona	•
RMSDynamicSection.h	▶ Item 3	Dictiona	
RMSDynamicSection.m	▶ Item 4	Dictiona	
PMSDvpamicTableViewCell b	y item 4	Dictiona	· (E ICEITS)

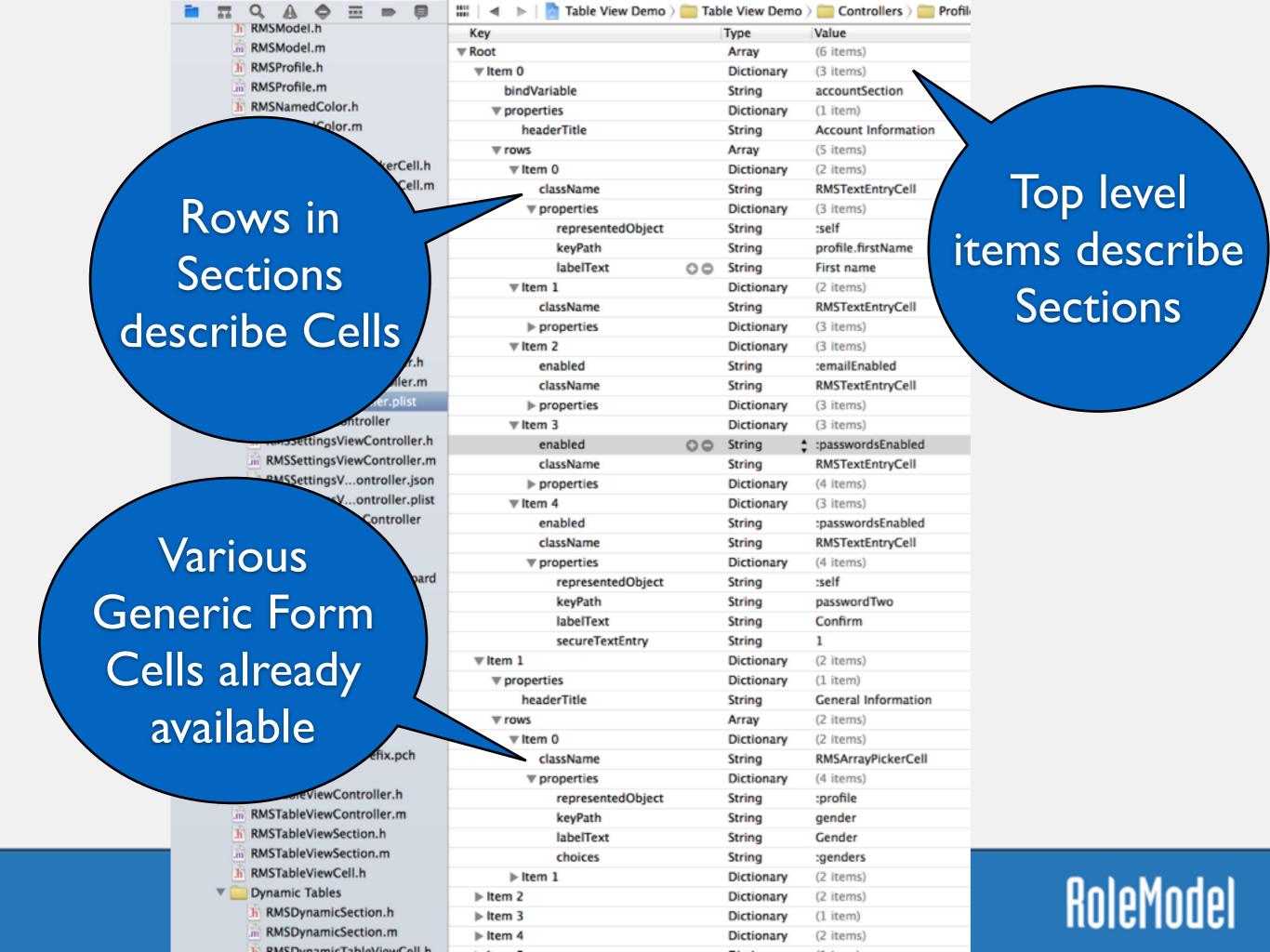
Top level tems describe Sections

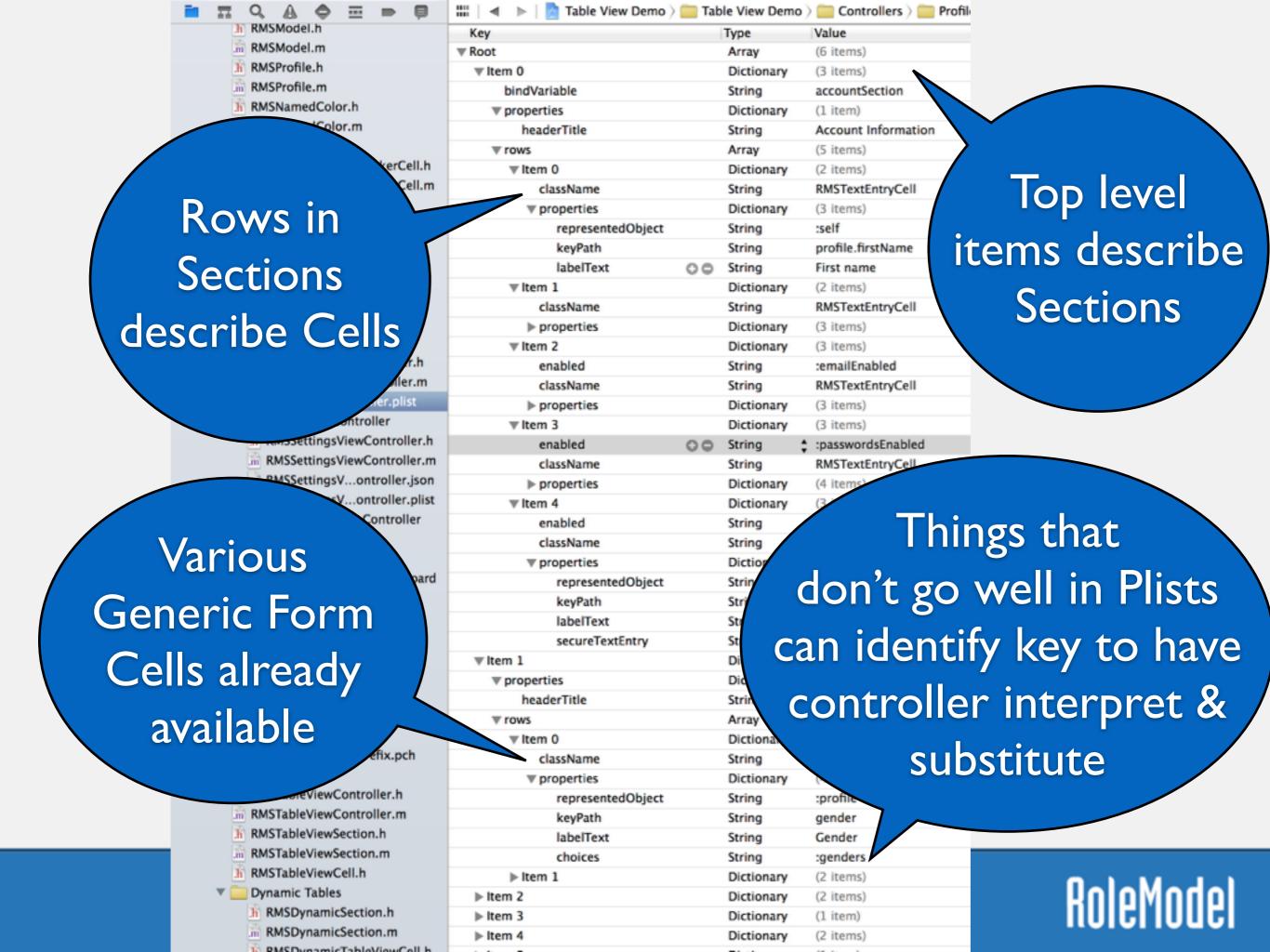
RoleModel



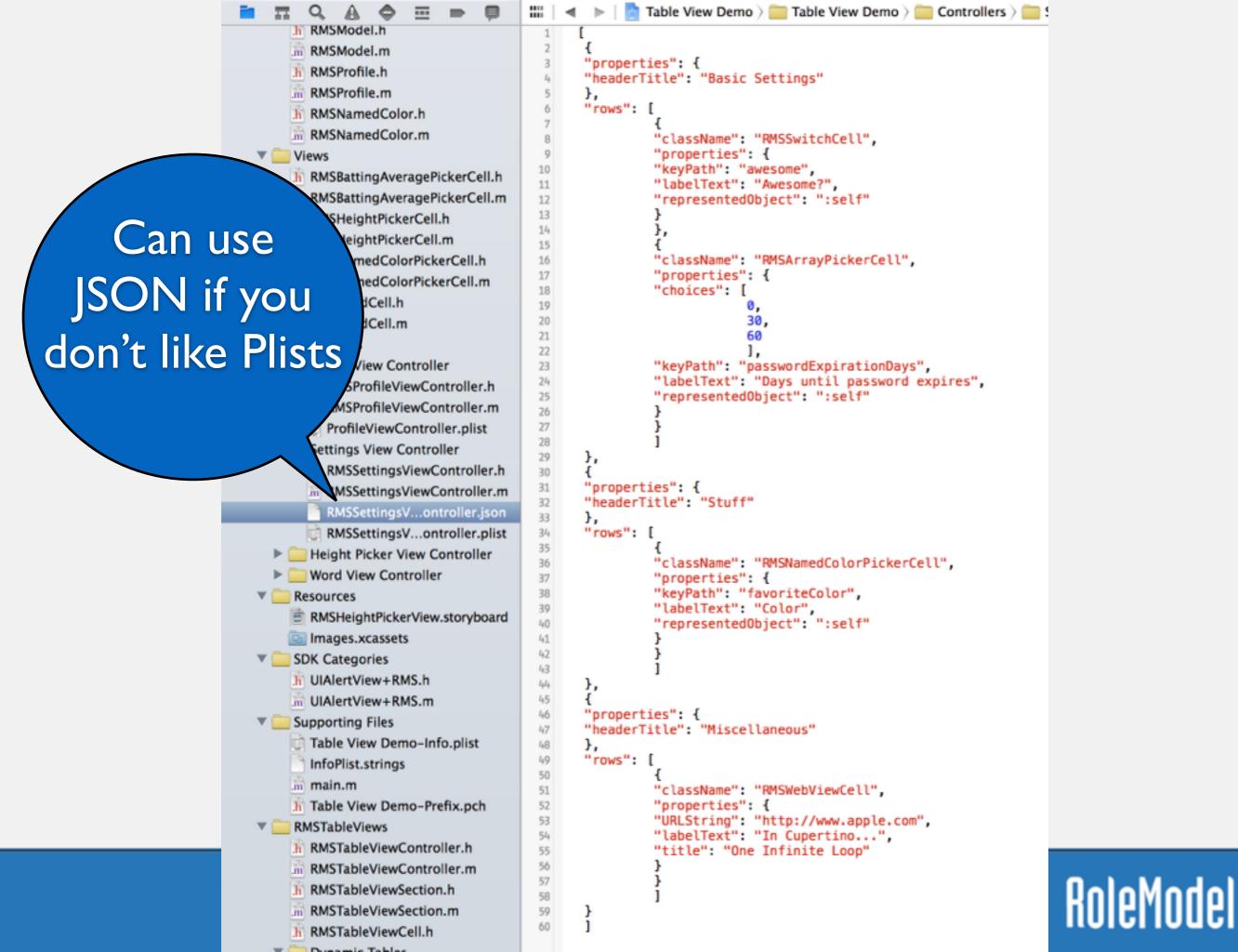
Top level items describe Sections

RoleModel





```
Table View Demo > Table View Demo > Controllers > (1)
    h RMSModel.h
    m RMSModel.m
                                             "properties": {
       RMSProfile.h
                                             "headerTitle": "Basic Settings"
    m RMSProfile.m
                                             "rows": [
       RMSNamedColor.h
    RMSNamedColor.m
                                       8
                                                      "className": "RMSSwitchCell",
                                       9
                                                      "properties": {
Views
                                                      "keyPath": "awesome",
                                      10
    RMSBattingAveragePickerCell.h
                                                      "labelText": "Awesome?",
                                      11
    RMSBattingAveragePickerCell.m
                                      12
                                                      "representedObject": ":self"
                                      13
    RMSHeightPickerCell.h
                                      14
    RMSHeightPickerCell.m
                                      15
     RMSNamedColorPickerCell.h
                                      16
                                                      "className": "RMSArrayPickerCell",
                                      17
                                                      "properties": {
    RMSNamedColorPickerCell.m
                                                      "choices": [
                                      18
    h RMSWordCell.h
                                      19
                                      20
                                                                   30,
    m RMSWordCell.m
                                      21
Controllers
                                      22
  Profile View Controller
                                                      "keyPath": "passwordExpirationDays",
                                      23
                                      24
                                                      "labelText": "Days until password expires",
       RMSProfileViewController.h
                                      25
                                                      "representedObject": ":self"
       RMSProfileViewController.m
                                      26
                                      27
      ProfileViewController.plist
                                      28
  Settings View Controller
                                      29
                                            },
       RMSSettingsViewController.h
                                      30
                                             "properties": {
                                      31
       RMSSettingsViewController.m
                                             "headerTitle": "Stuff"
                                      32
        RMSSettingsV...ontroller.json
                                      33
                                             },
                                             "rows": [
                                      34
      RMSSettingsV...ontroller.plist
                                      35
  Height Picker View Controller
                                      36
                                                      "className": "RMSNamedColorPickerCell",
  Word View Controller
                                      37
                                                      "properties": {
                                      38
                                                      "keyPath": "favoriteColor",
Resources
                                                      "labelText": "Color",
                                      39
    RMSHeightPickerView.storyboard
                                      40
                                                      "representedObject": ":self"
    Images.xcassets
                                      41
                                      42
SDK Categories
                                      43
    M UIAlertView+RMS.h
                                      l_{4}l_{4}
                                             },
                                      45
    UIAlertView+RMS.m
                                      46
                                             "properties": {
Supporting Files
                                      47
                                             "headerTitle": "Miscellaneous"
    Table View Demo-Info.plist
                                      48
                                             },
                                             "rows": [
                                      49
       InfoPlist.strings
                                      50
    .m main.m
                                      51
                                                      "className": "RMSWebViewCell",
    Table View Demo-Prefix.pch
                                                      "properties": {
                                      52
                                                      "URLString": "http://www.apple.com",
                                      53
    RMSTableViews
                                                      "labelText": "In Cupertino...",
                                      54
    RMSTableViewController.h
                                      55
                                                      "title": "One Infinite Loop"
                                      56
    RMSTableViewController.m
                                      57
                                                                                                              RoleModel
    h RMSTableViewSection.h
                                      58
    RMSTableViewSection.m
                                      59
                                      60
    RMSTableViewCell.h
       Demanda Tables
```



The form descriptor drives the construction of the table view

```
- (NSArray *)generateSections {
    NSMutableArray *sections = [NSMutableArray array];

for (NSDictionary *rawSection in self.descriptor) {
    /* Sections and Cells are built here */
}

return sections;
}
```

```
    (id)initWithStyle:(UITableViewStyle)style
        descriptor:(NSArray *)descriptor;
    (id)initWithStyle:(UITableViewStyle)style
        descriptorNamed:(NSString *)descriptorName;
    (id)initWithStyle:(UITableViewStyle)style
        rawDescriptor:(NSData *)rawDescriptor
        type:(RMSFormDescriptorType)descriptorType;
```

```
- (id)initWithStyle:(UITableViewStyle)style
  descriptorNamed:(NSString *)descriptorName;
```

```
- (id)initWithStyle:(UITableViewStyle)style
    rawDescriptor:(NSData *)rawDescriptor
    type:(RMSFormDescriptorType)descriptorType;
```

e;

Designated

Initializer

- (id)initWithStyle:(UITableViewStyle)style
 descriptorNamed:(NSString *)descriptorName;

Resourcebased initializer (Plist or JSON)

- (id)initWithStyle:(UITableViewStyle)style
 descriptorNamed:(NSString *)descriptorName;

- (id)initWithStyle:(UITableViewStyle)style
 rawDescriptor:(NSData *)rawDescriptor
 type:(RMSFormDescriptorType)descriptorType;

Data-based initializer (Plist or JSON)

Building a Simple Form

Section definition

- Section definition
- Data binding

- Section definition
- Data binding
- Object substitution

- Section definition
- Data binding
- Object substitution
- Cell properties

- (id)initWithStyle:(UITableViewStyle)style
 descriptorNamed:(NSString *)descriptorName;

- (id)initWithStyle:(UITableViewStyle)style
 rawDescriptor:(NSData *)rawDescriptor

type:(RMSFormDescriptorType)descriptorType;

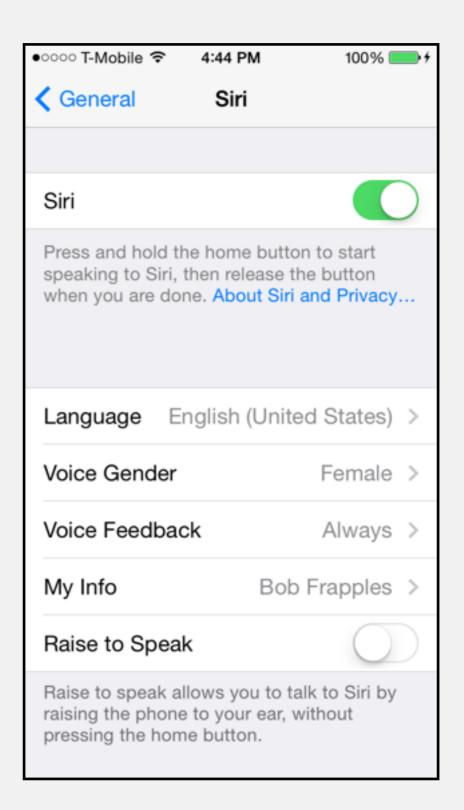
Supports externalizing the form descriptor

Resource-based Plist

- Resource-based Plist
- Resource-based JSON

- Resource-based Plist
- Resource-based JSON
- Web-based JSON

- Resource-based Plist
- Resource-based JSON
- Web-based JSON



 TableViews often require much tedium when not in the simplest form

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- TableViews often require much tedium when not in the simplest form
 - Code becomes hard to parse
 - Few interesting things happening (mostly tying objects to the right cells)
- Sections are objects that are implied but missing from the Object Model
- Make Cells more intelligent about the objects they represent

UlTableView Pain Reliever

https://github.com/RoleModel/RMSTableViews

Available as a CocoaPod, docs on cocoadocs.org

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