**100 days of Swift (UI)**

**View Controller**

The UIKit means we will have access to Apples UI toolkit, while the UIViewController is Apple’s main screen type, in line **super**.viewDidLoad() we tell Apple’s UI View controller to run its code before ours.

A Bundle is just a directory containing our compiled program and all our assets. UITableViewController is another option for an iOS Swift, which derives from normal UIViewController.

To add a new View Controller, follow these steps:

1. Add it from the object library.
2. Associate it to a class on the dropdown *Class* of the *Identity Inspector.*
3. If the view is the first to be shown when the app runs, go to the *Metrics* tab and click the checkbox *Is Initial View Controller.*
4. Add a *Navigation Controller* by going to *Editor -> Embed In -> Navigation Controller.*

To tweak parameters of a table:

1. To modify how many rows we want to show, use fx **override** **func** tableView { … }

**Useful shortcuts**

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| --- | --- | --- | --- |
| **Shortcut** | **Action** | **Shortcut** | **Action** |
| cmd + shift + l | Displays object library |  |  |
|  |  |  |  |
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