SWIFT - 4

Ahmed Yossef

Agenda

- Table View
- Navigation
- Dealing with Data

Table View

Table View

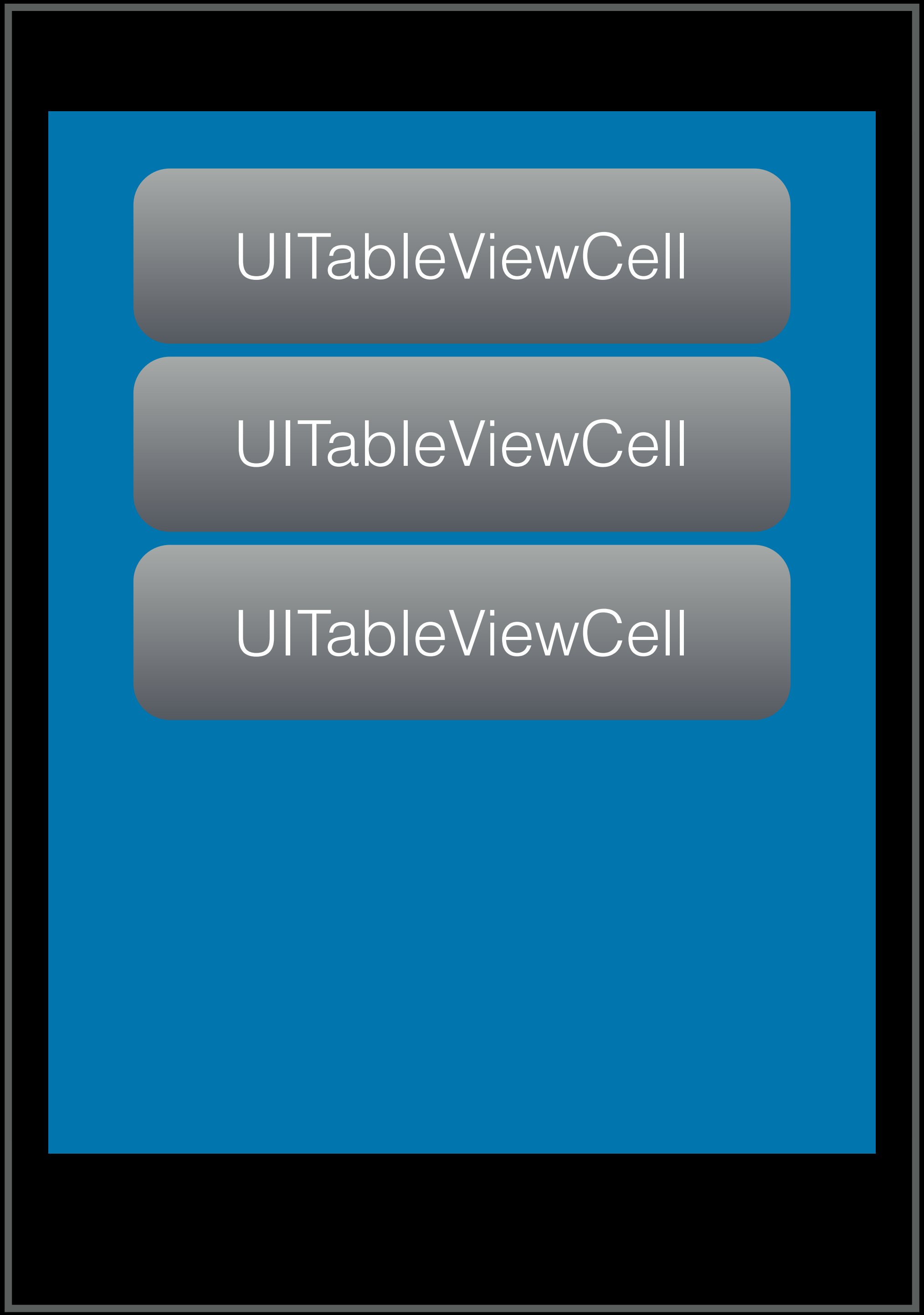


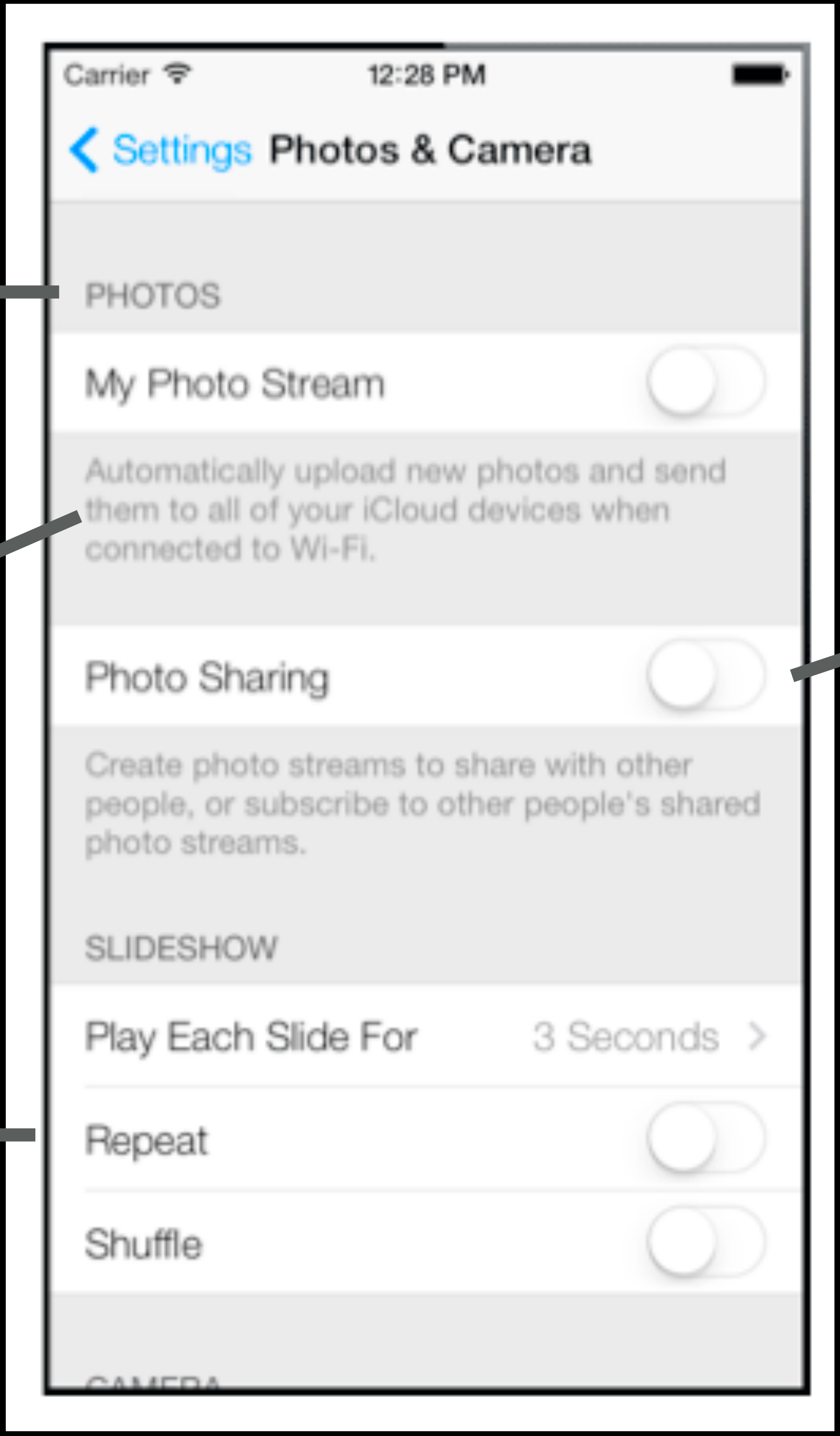
Table View

Table View is a list with Sections and Rows

Table View is widely used to implement lists

It is used to implement dynamic UI

Table View


Carrier 12:28 PM
Settings Photos & Camera

PHOTOS

My Photo Stream

Automatically upload new photos and send them to all of your iCloud devices when connected to Wi-Fi.

Photo Sharing

Create photo streams to share with other people, or subscribe to other people's shared photo streams.

SLIDESHOW

Play Each Slide For 3 Seconds

Repeat

Shuffle

Section Header

Section Footer

Section with 1 Row

Section with 3 Rows

IndexPath

```
indexPath: NSIndexPath
```

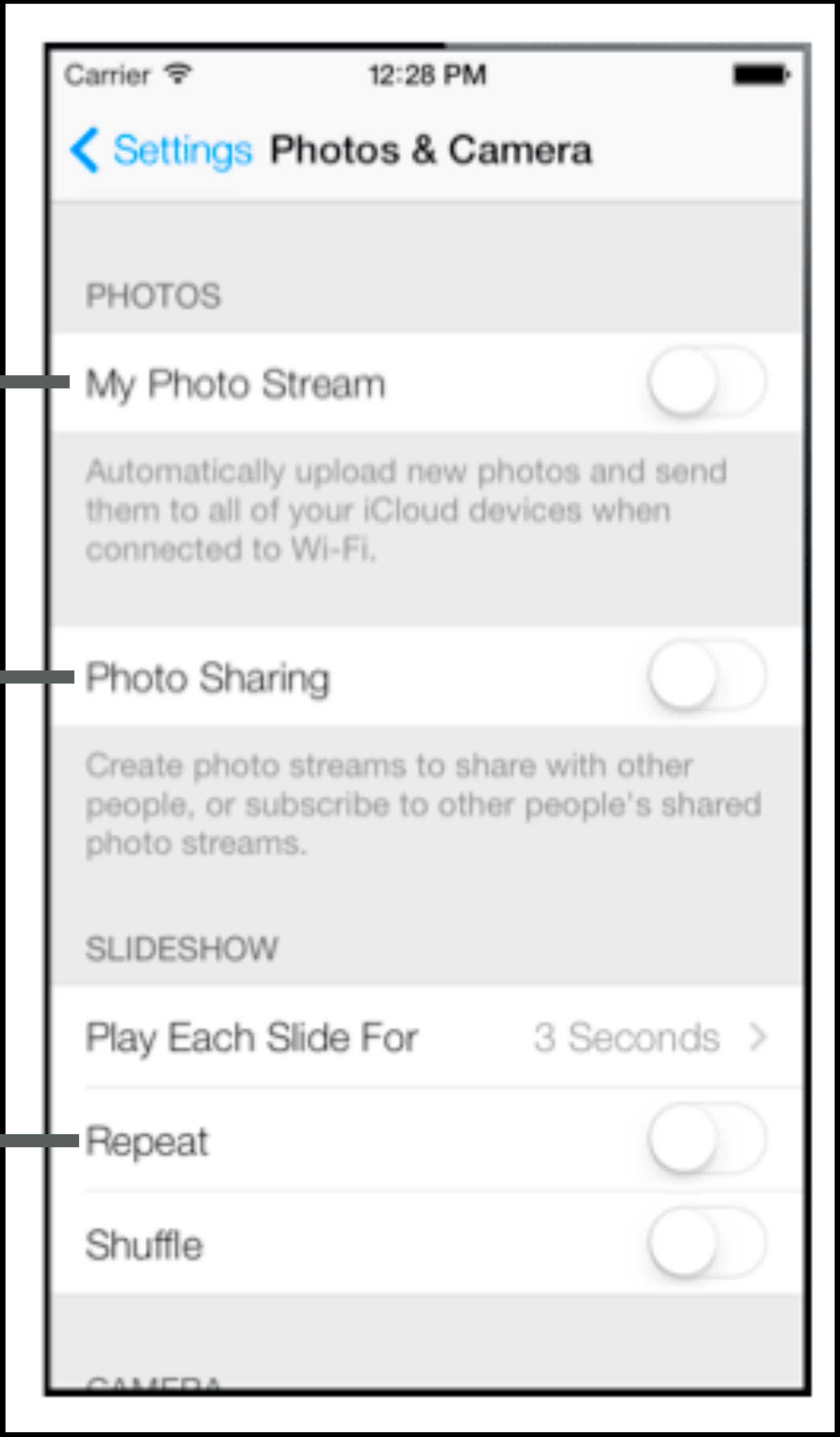
```
indexPath.row;

indexPath.section;
```

Section 0
Row 0

Section 1
Row 0

Section 2
Row 1



Automatically upload new photos and send them to all of your iCloud devices when connected to Wi-Fi.

Create photo streams to share with other people, or subscribe to other people's shared photo streams.

Table View

iOS builds table based on your answers

```
override func numberOfSectionsInTableView(tableView:
UITableView) -> Int
```

```
override func tableView(tableView: UITableView,
numberOfRowsInSection section: Int) -> Int
```

```
override func tableView(tableView: UITableView,
cellForRowAtIndexPath indexPath: NSIndexPath) ->
UITableViewCell
```

Table View

```
override func tableView(tableView: UITableView,
titleForFooterInSection section: Int) -> String?
```

```
override func tableView(tableView: UITableView,
titleForHeaderInSection section: Int) -> String?
```

```
override func tableView(tableView: UITableView,
didSelectRowAtIndexPath indexPath: NSIndexPath)
```

Navigation

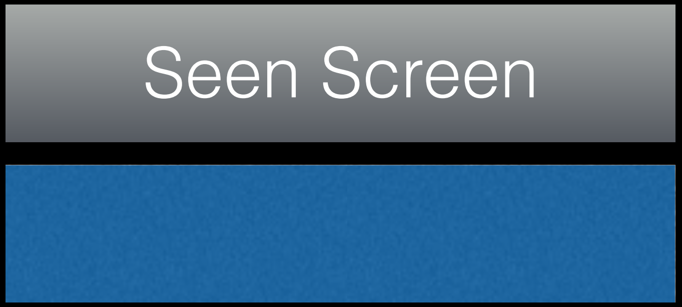
Navigation Controller

Navigation controller uses the stack concept, first in last out

Seen Screen

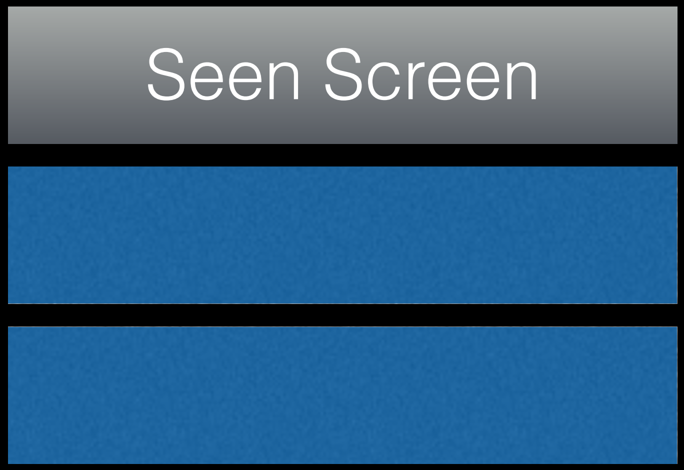
Navigation Controller

Navigation controller uses the stack concept, first in last out



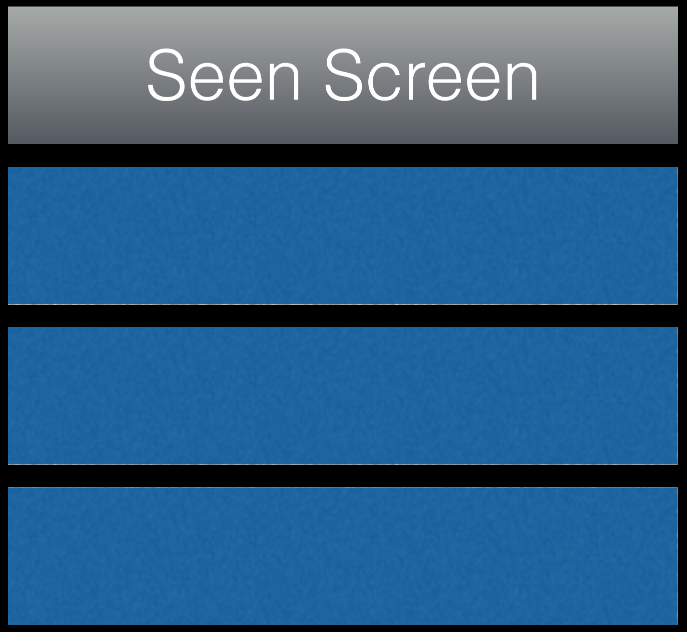
Navigation Controller

Navigation controller uses the stack concept, first in last out



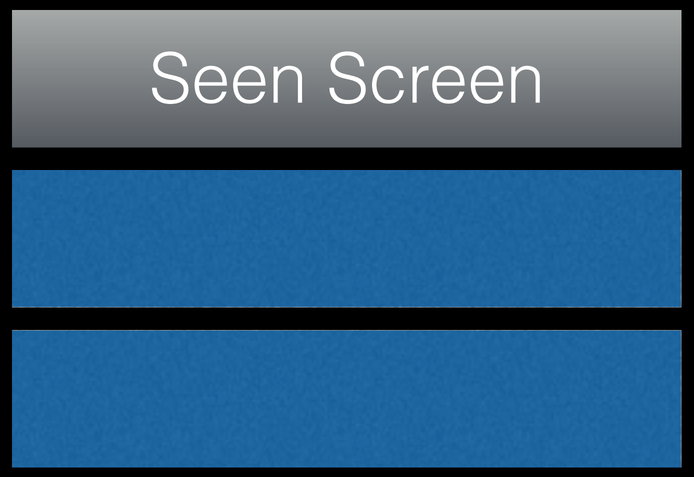
Navigation Controller

Navigation controller uses the stack concept, first in last out



Navigation Controller

Navigation controller uses the stack concept, first in last out



Dealing with data

Storing data

- User Defaults
- Plist
- Files
- Database

Storing data

- User Defaults
- Plist
- Files
- Database

it is not about data, it is about settings and status

Storing data

User Defaults

Plist

It is structured files, holds arrays and dictionaries

Files

Database

Storing data

User Defaults

Plist

Files

Database

It is used to store text

Storing data

User Defaults

Plist

Files

Database

It is used to store structured searchable data with

Dealing with data

User Defaults

User Defaults

It is an easy way to save settings and flags

Data is stored in Key-Value form

User Defaults

```
let userDefaults =
NSUserDefaults.standardUserDefaults();
```

Creates an instance of user defaults store

```
userDefaults.setValue
("value", forKey: "key");
```

Sets “value” for “key”

```
userDefaults.valueForKey("key");
```

Reads value for “key”

Dealing with data

PLIST Files

Plist files

pList = Property List

Structred files used to save array, dictionary and mixed structures

It is can be used to store data

PList files

```
var names = NSDictionary
(contentsOfFile: path!);
```

Reads Contents of file to dictionary

```
names.setValue
("value", forKey: "key");
```

Sets “value” for “key”

```
names.writeToFile(path, atomically:
true);
```

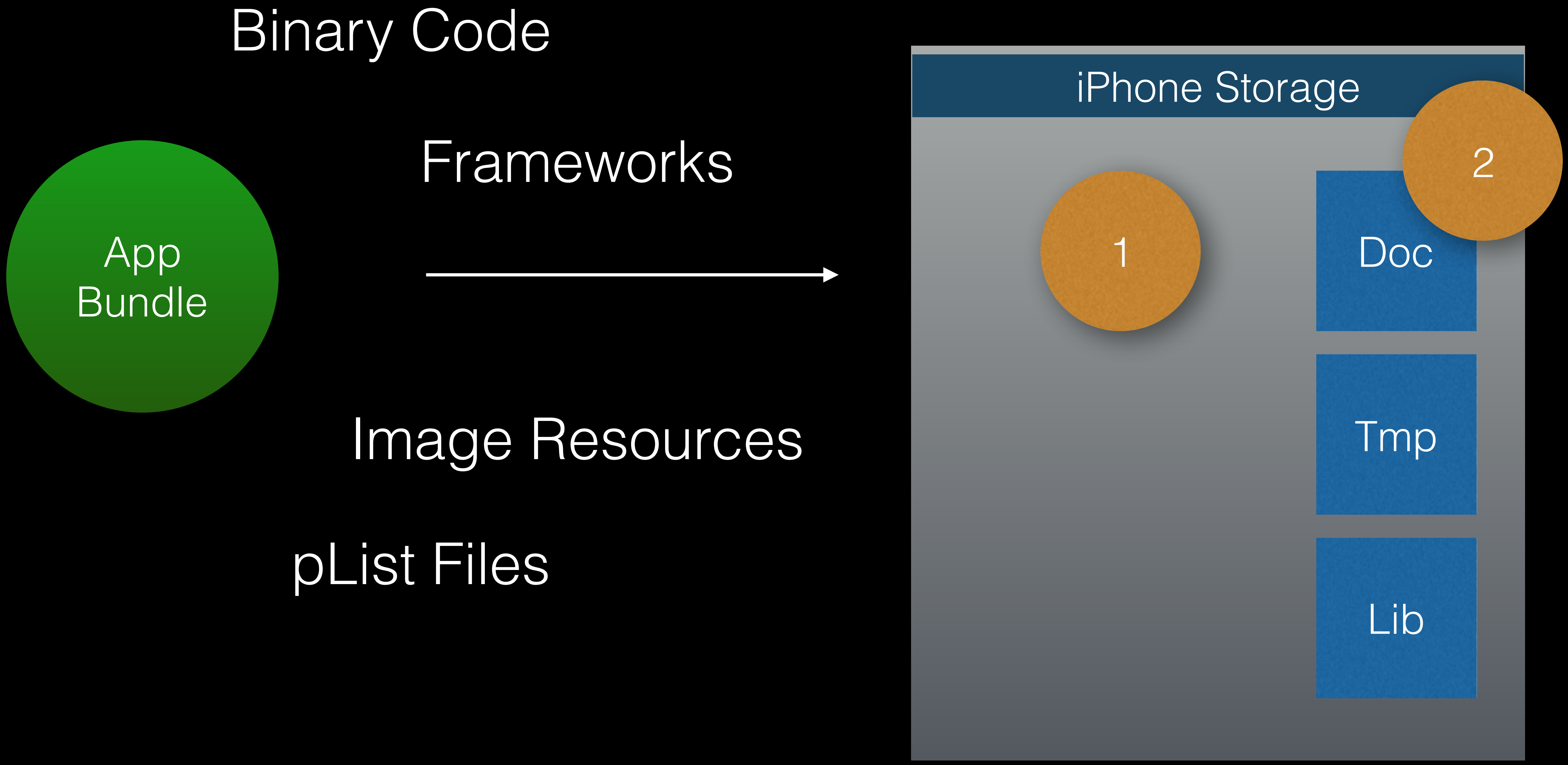
Write back the new dictionary to file

Getting File Path

Method of Getting file path depends on file location

1. App Bundle
2. Device Local Storage

File Path


Binary Code
Frameworks
App Bundle
Image Resources
pList Files
iPhone Storage
1
2
Doc
Tmp
Lib

Getting File Path

1 App Bundle

Files are created in development time
App Bundle is read only location !

2 Device Local Storage

Files are created in run time
This area is read / write

Getting File Path

1 App Bundle

```
let filePath:String =
NSBundle.mainBundle().pathForResource("Names", ofType:
"plist")!
```

Getting File Path

2

Device Local Storage

```
 let documentsPath : AnyObject =
NSSearchPathForDirectoriesInDomains(.DocumentDirectory,.UserDomai
nMask,true)[0]


let destinationPath:NSString =
documentsPath.stringByAppendingString(fileName)
```