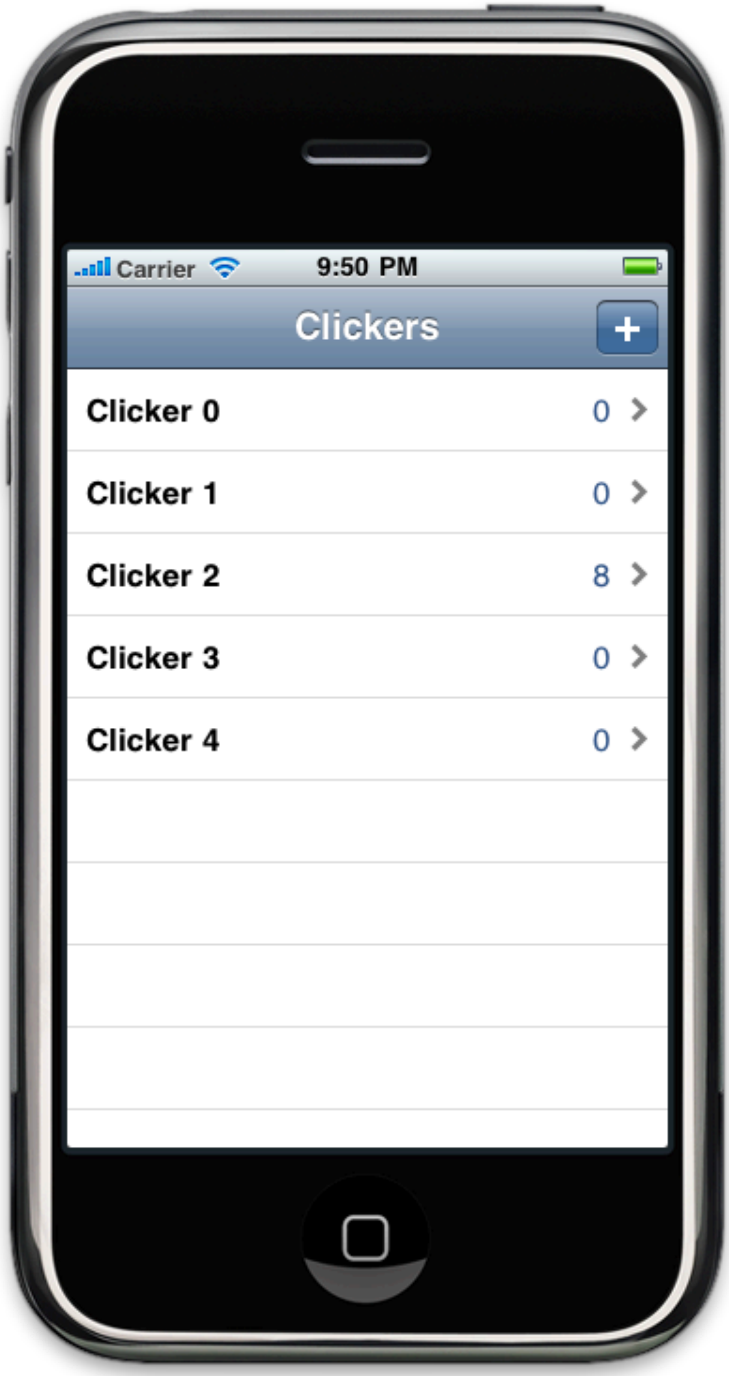
iPhone Bootcamp – Boston

Exercise 6

1. Now we will dynamically add new Clickers to our table.
2. Instead of explicitly declared Clicker objects, your RootViewController will have an NSMutableArray to store an arbitrary number of Clicker objects. Look at the XCode documentation to learn how to instantiate and use the NSMutableArray class (think Vector in Java).
3. Create a method inside the RootViewController that creates a new Clicker object and adds it to your array of clickers. Don't forget to update to tell the table view to update it's view after the contents of the array has changed!
4. Now add a button to the navigation bar that will trigger a new Clicker to be created and added. Create a new UIBarButtonItem and assign it to self.navigationItem.rightBarButtonItem in the viewDidLoad method.

Hint: After adding a new item to the clickers array, you will need to tell the table to update. Use the insertRowsAtIndexPaths:withRowAnimation: method in the UITableViewClass. (NSIndexPath has a handy indexPathForRow:inSection: function to quickly create table index paths.)

Tip: Remember, when creating a UIBarButtonItem, the initializers will ask for a "target" and "action". The action is simply the name of the method that will be executed when you click on the button. Specify it as "action:@selector(my_method_name)". The target is the class containing the method, usually "self".



Clickers

Clicker 0	0
Clicker 1	0
Clicker 2	8
Clicker 3	0
Clicker 4	0