Name = Sahani Baijeshkumar

Rollno = 50

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① Explain table view with example.

⇒ ~~step = 1~~

step ① Create new xcode project and give name as you want like (tableviewDemo)

step ② Delete Default view controller & Default view controller class.

step ③ Add Tableview controller into Main.storyboard.

step ④ Create new cocoa Touch class file for tableview controller then select storyboard goto Attribute inspector and select created file in class.

step ⑤ End write codding in tableview Controller class.

⇒ Code.

```
import UIKit

class Tabe: TableviewController : UITableview
 Controller
 {
```

2

```
let data = ["First", "second"]

override func tableview(_ tableview:
UITableview, numberOfRowInsection section:Int)->

    Int {
            return data.count

    }

override func tableview(_ tableview: UITableview,
cellForRowAt indexPath: IndexPath)-> UITableviewCell
    {

    let cell = tableview.dequeueReusablecell
    (withIdentifier: "cell")

    cell?.textlable?.text = data[indexPath.row]

    return cell
  }
}
```

(2) Explain pickerview with example.

⇒ The pickerview is a slot - machine view to show one or more set of value.

⇒ users select values by ~~selecting~~ wheels so that desired row of values aligns with selection indicator.

step=(1) create a single view App and give name IOSPickerTutorial.

step=(2) Drage and drop the picker view on ~~Story Board.end~~

step=(3) Create outlet

step=(4) Go to the view controller.swift file. The picker view must conform to UIPicker view Data source and UIPicker view Delegate protocal.

Class viewController: UIViewController, UIPickerViewDelegate, UIPickerViewDataSource

step=(5) chang viewDidLoad method to

override func viewDidLoad()

```
{
    super.viewDidLoad()

    pickerview.delegate = self
    pickerview.datasource = self
}
```

step=(6) create array.

```
let colors = ["Red", "yellow", "Green"]
```

step=(7) The array will be data source for our picker view. The UIviewDatasource protocal requires delegate methods to define no of components and rows of a picker. Implement these methods.

```
funct numberOfComponents(in pickerview:
    UIPickerview) -> Int
{
    return 1
}

funct Pickerview(-Pickerview: UIPickerview,
    no numberOfRowsInComponent component: Int)
    -> Int
{
    return colors.count
}
```

Step=8 we define one component with number of rows equal to number of array item. we assign data in our array to corresponding row.

```
func pickerview(_PickerView : UIPickerView,
titleForRow row: Int , for Component
component: Int)

    -> string?

    {

        return colors[row]

    }
```

Step=9 Build and Run project.

③ Explain scroll view with example.

⇒ As· scroll view can be used to present content that is larger than the screen.

step=① create new single view App and give name "-swiftUIScrollviewTutorial".

step=② open scrollviewController and add following properties.

```
var scrollview: UIScrollview!
var imageview: UIImageview!
```

step=③ Modify viewDidLoad() as shown.

```
override func viewDidLoad()
{
    super.viewDidLoad()

    imageview = UIImageview(image: UIImage
                (named: "image.Png"))

    scrollview = UIScrollview(frame: view.bounds)
    Scrollview.backgroundColor = UIColor.black
                                 color()
    scrollview.contentsize = imageview.bounds.size
    Scrollview.autoresizingMask = UIViewAutoresizing.
    FlexibleWidth | UIViewAutoresizing.FlexibleHeight
```

7

```
scrollview.addsubview(imageview)
view.addSubview(scrollview)
}
```