

Storyboard

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Agenda

- What's storyboard?
- Why's storyboard used?
- How to use storyboard?
- When should storyboard be used?

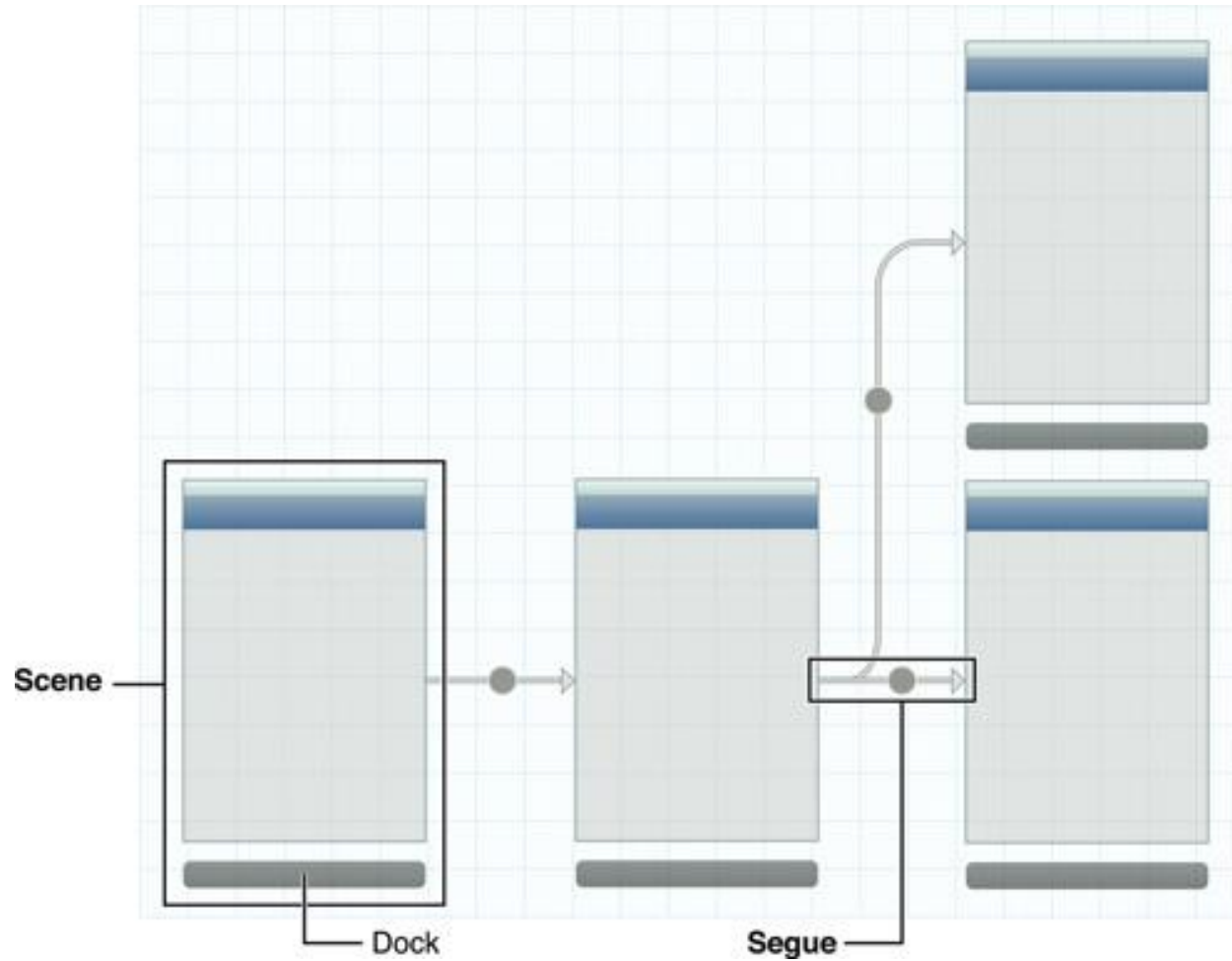
What's storyboard



What's storyboard?

- A storyboard is a visual representation of the user interface of an iOS application
- Showing screens of content and the connections between those screens

What's storyboard?



What's storyboard?

Storyboard component:

- sequence of scenes
- segue

What's storyboard?

Storyboard component:

- **sequence of scenes**
 - A Scene Corresponds to a Single View Controller and Its Views
 - Each scene has a dock, which displays icons representing the top-level objects of the scene
- segue

What's storyboard?

Storyboard component:

- sequence of scenes
- **segue**
 - A Segue Manages the Transition Between Two Scenes
 - You can pass data between scenes with the method `prepareForSegue:sender:`

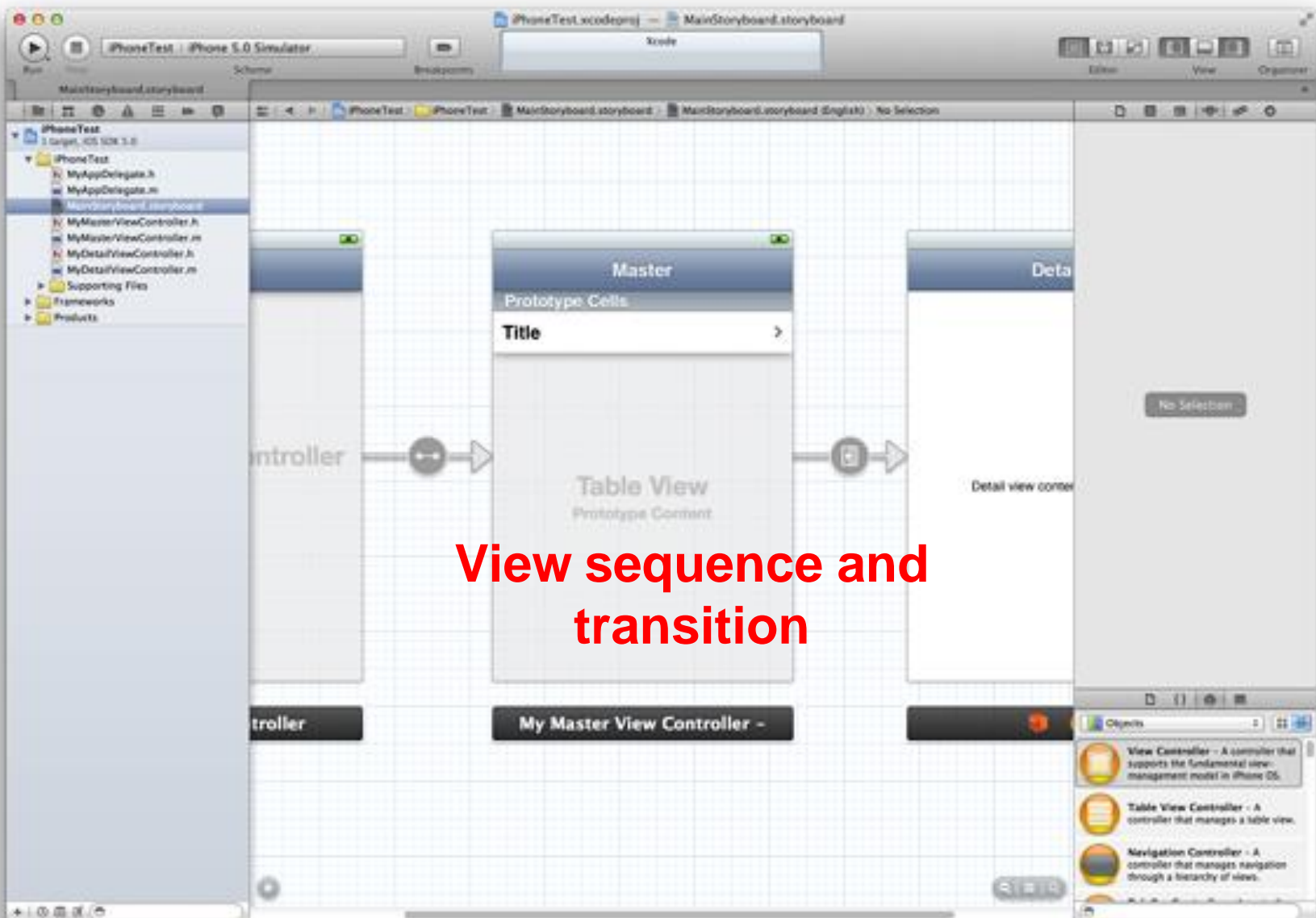
Why's storyboard used?



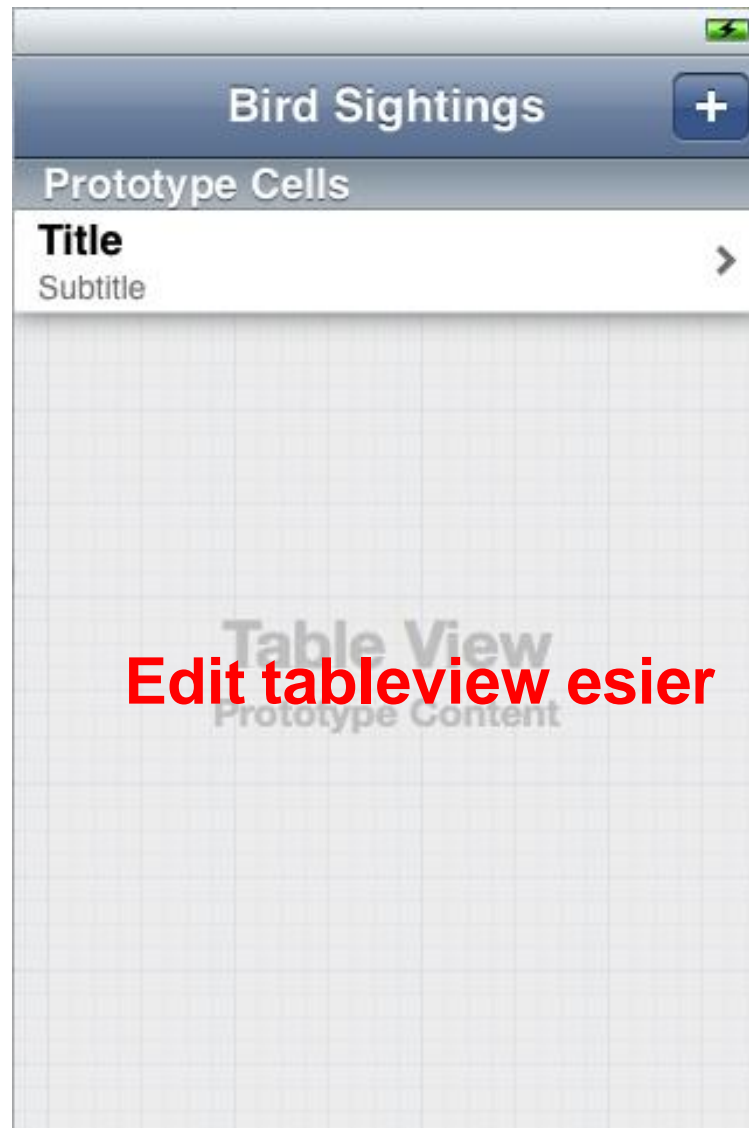
Why's storyboard used?

- You have a better conceptual overview of all the screens in your app and the connections between them.
- The storyboard describes the transitions between the various screens
- Storyboards make working with table views a lot easier with the new prototype cells and static cells feature

Why's storyboard used?



Why's storyboard used?



How to use storyboard?



How to use storyboard?

Practice: Create Master-Detail app using storyboard

When should storyboard be used?



When should storyboard be used?

- Small to medium number of screens
- Straightforward navigation between views.

Reference

- <http://developer.apple.com/library/ios/#documentation/general/conceptual/Devpedia-CocoaApp/Storyboard.html>
- <http://developer.apple.com/library/ios/#documentation/iPhone/Conceptual/SecondiOSAppTutorial>

