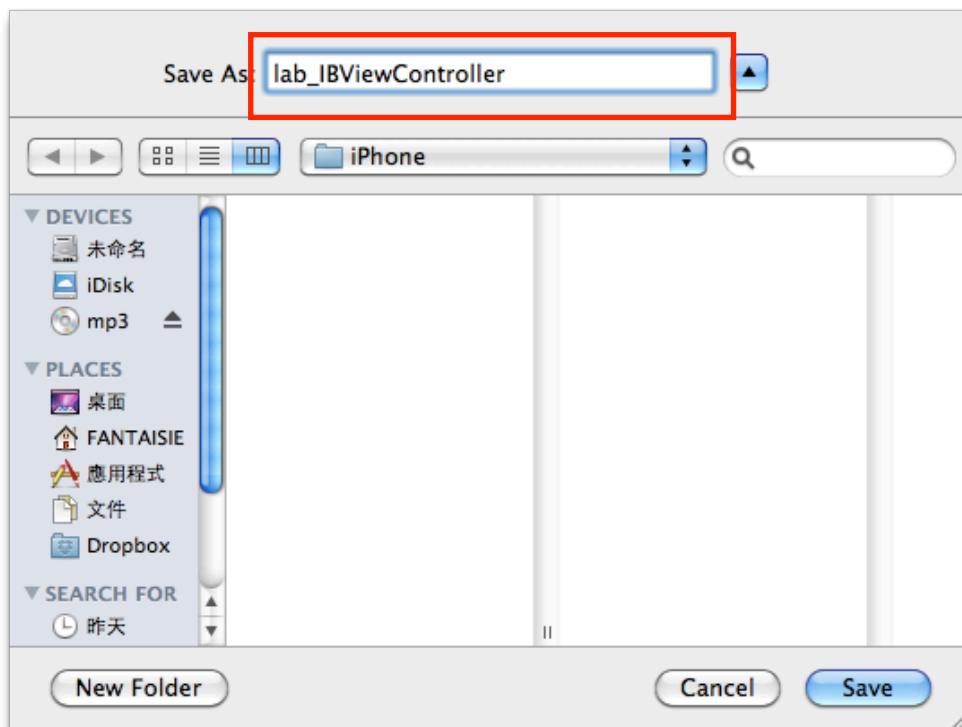
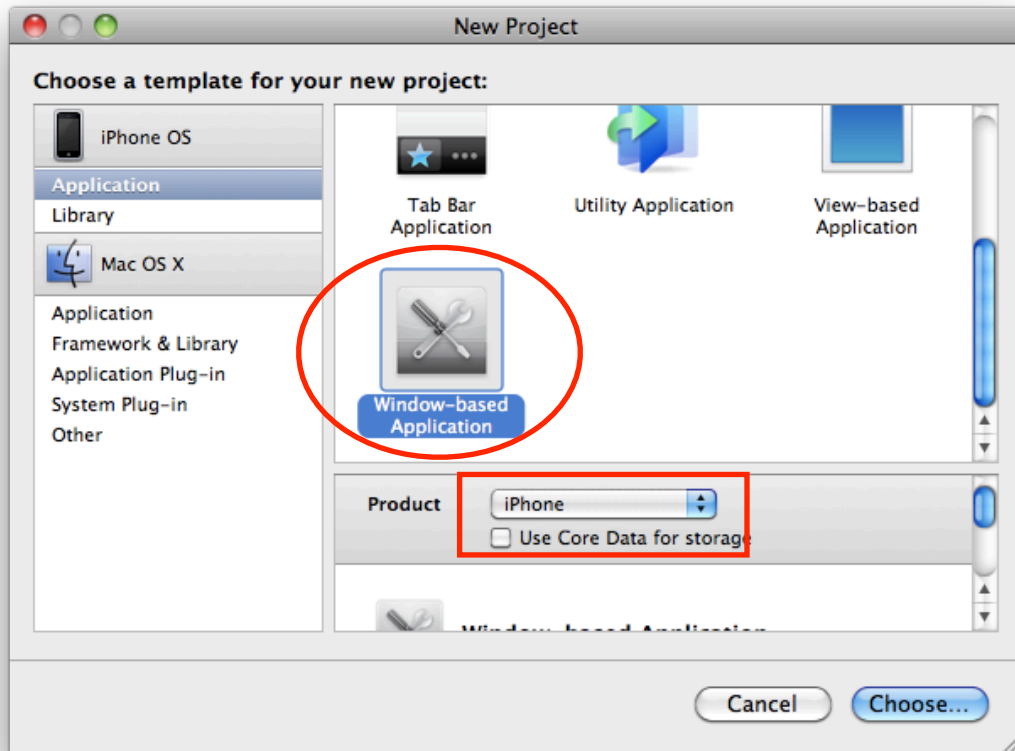
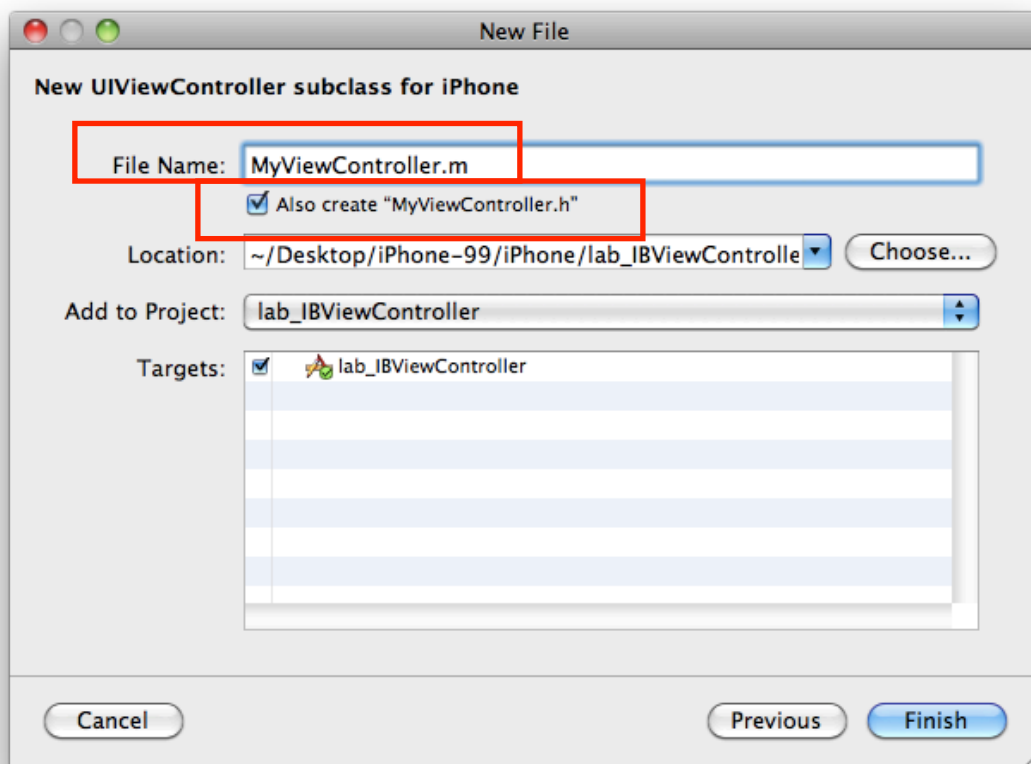
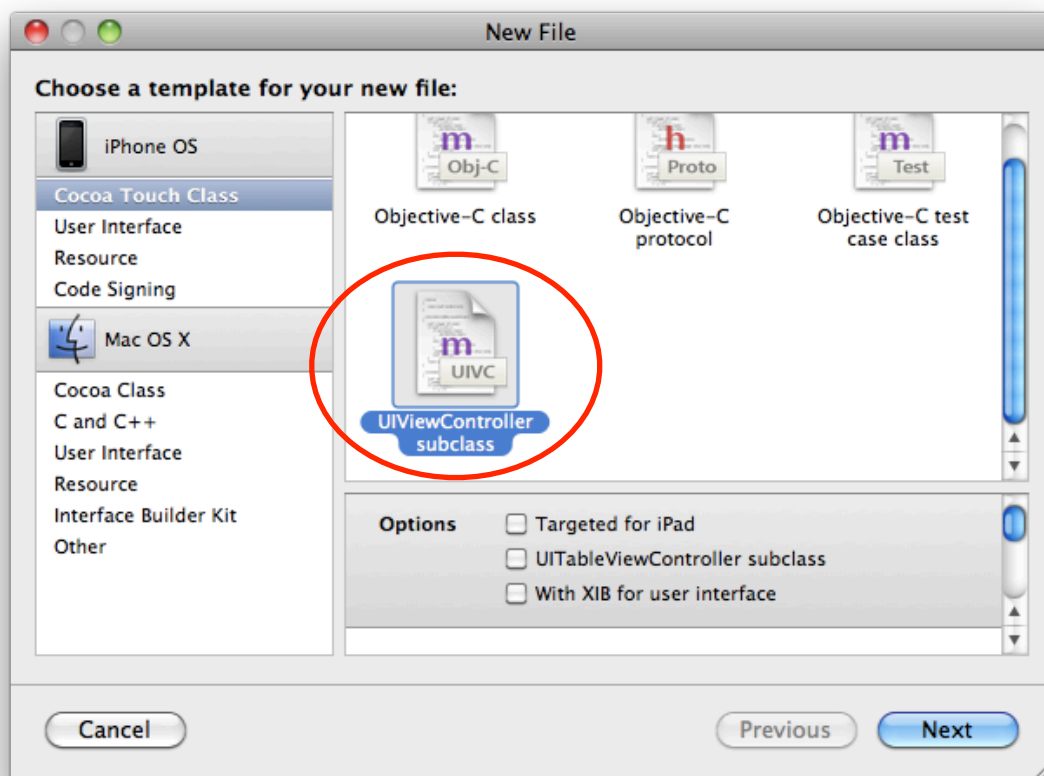


Lab IBViewController

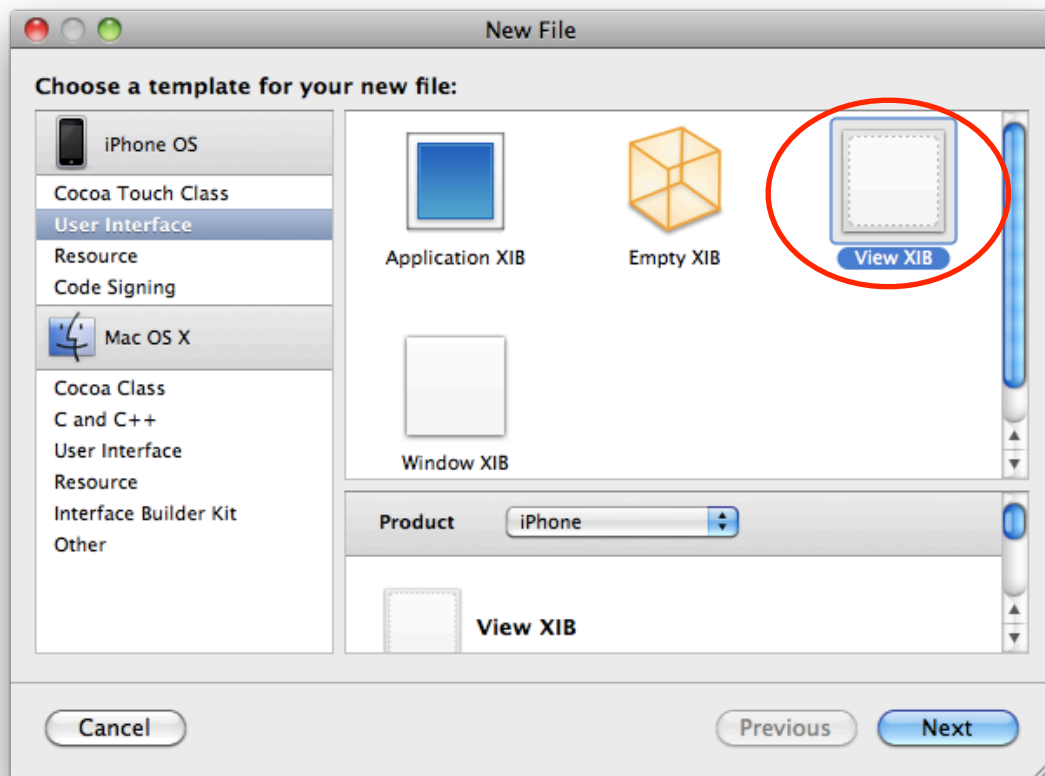
Step1. 開啓一個新的project, 選擇空白的window-based application, Product選擇iPhone,將project取名為lab_IBViewController



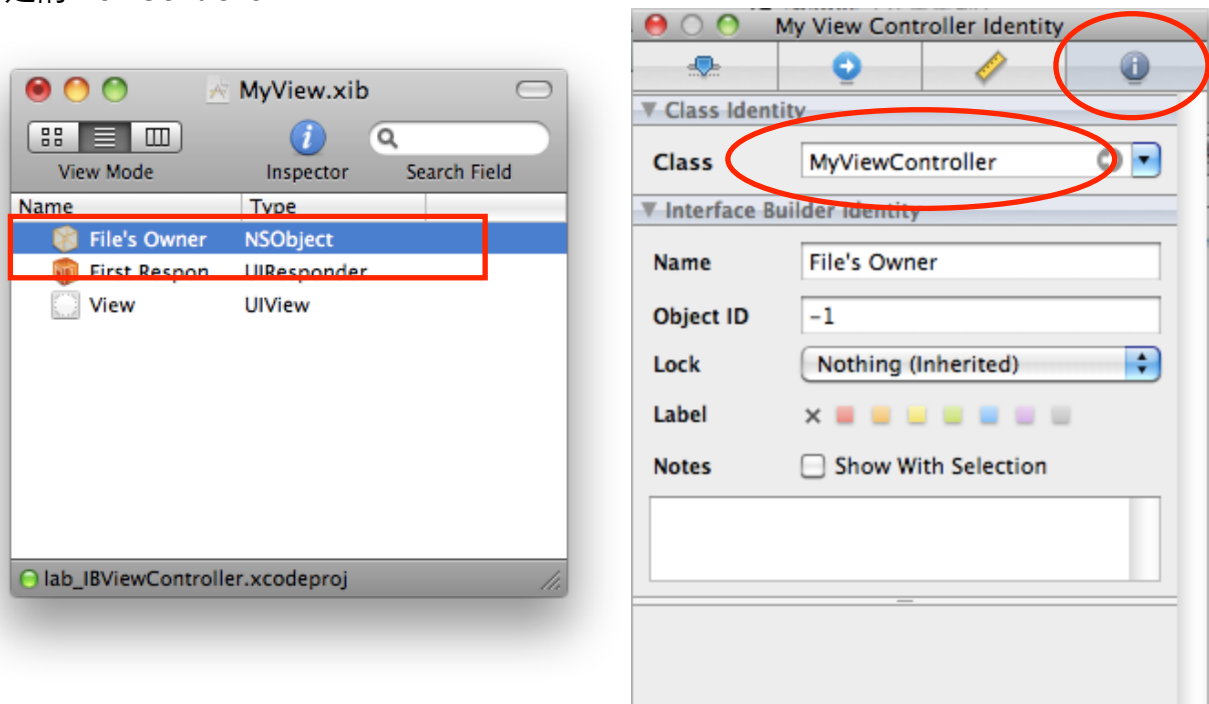
Step2. 在File裡選擇New File,在Cocoa Touch Classes裡選擇UIViewController subclass,命名為MyViewController,在此先不選擇With XIB for user interface,勾選Also create "MyViewController.h"來一起建立header檔



Step3. 在File裡選擇New File,在User Interface裡選擇View XIB, 並命名為MyView

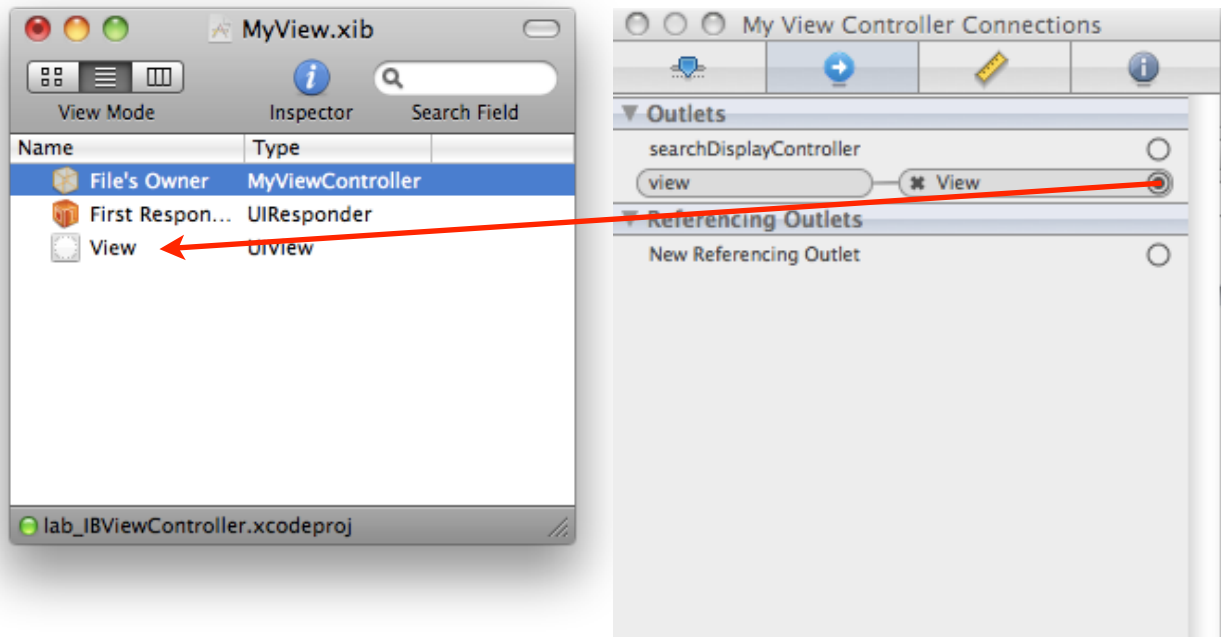


Step4. 開啓MyView.xib, 選擇行列式的View Mode,將File's Owner的ViewController選擇為我們自定的ViewController

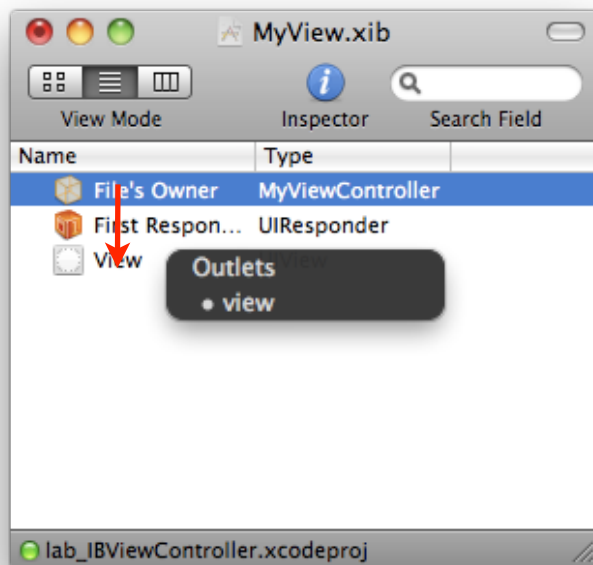


Step5. 設定View Connection

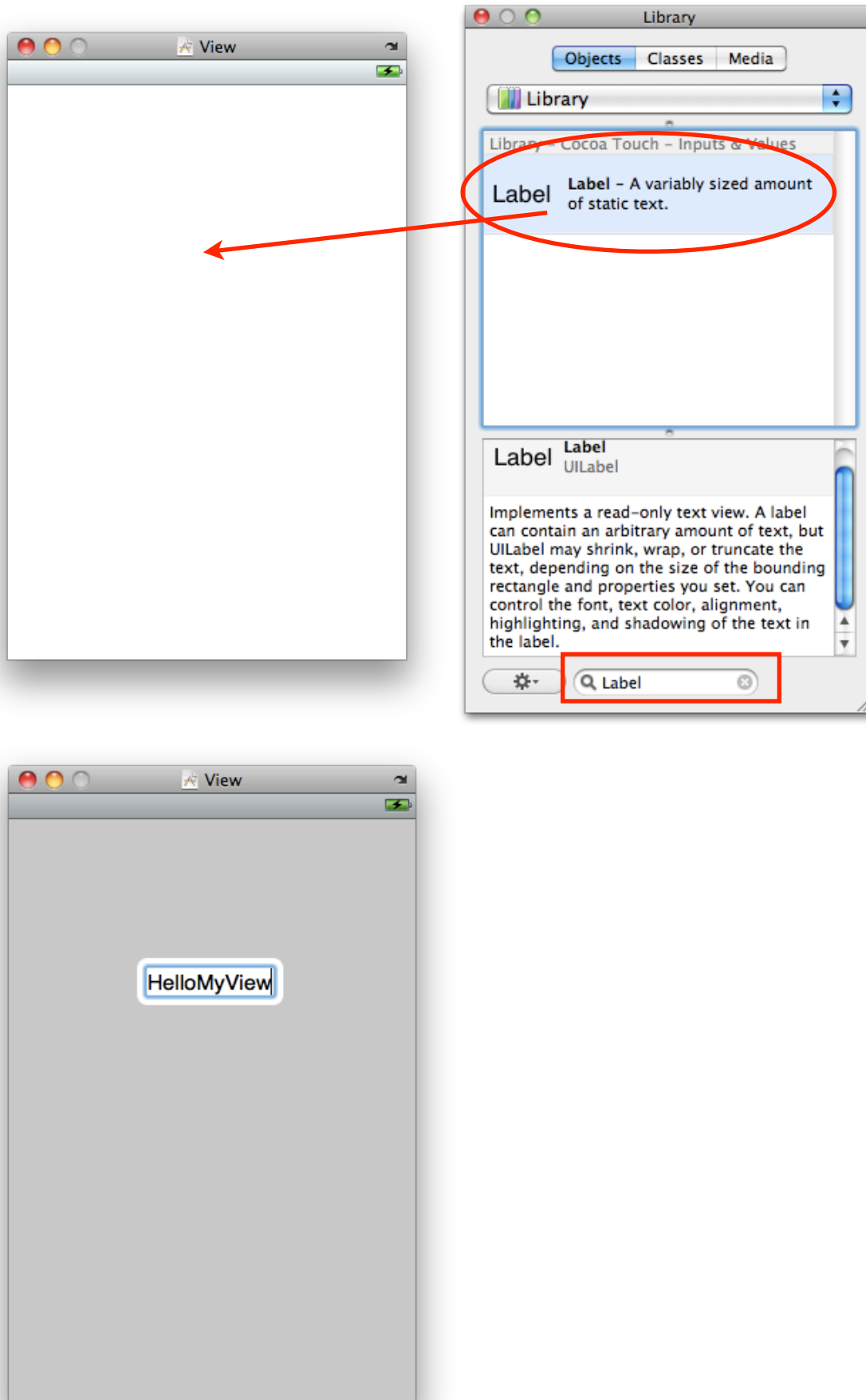
在Inspector裡的Connection的view連到View



或是在MyView.xib視窗使用右鍵把File's Owner, 也就是MyViewController連線到View



Step6. 在Library搜尋Label,拖曳加入MyView.xib 的View, 寫上我們View的歡迎字串



Step7. 在lab_IBViewControllerAppDelegate裡import我們的MyViewController.h

```
#import "MyViewController.h"
```

並且將我們的ViewController初始化並在application

didFinishLaunchingWithOptions:將View加入window成為一個subview

```
MyViewController *myController = [[MyViewController alloc]
initWithNibName:@"MyView" bundle:nil];
[window addSubview:myController.view];
```

```
#import "lab_IBViewControllerAppDelegate.h"
#import "MyViewController.h"
```

```
@implementation lab_IBViewControllerAppDelegate
```

```
@synthesize window;
```

```
#pragma mark -
#pragma mark Application lifecycle
```

```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    // Override point for customization after application launch.
    MyViewController *myController = [[MyViewController alloc] initWithNibName:@"MyView" bundle:nil];
    [window addSubview:myController.view];
    [window makeKeyAndVisible];

    return YES;
}
```

Step8. Simulation (command + enter)

