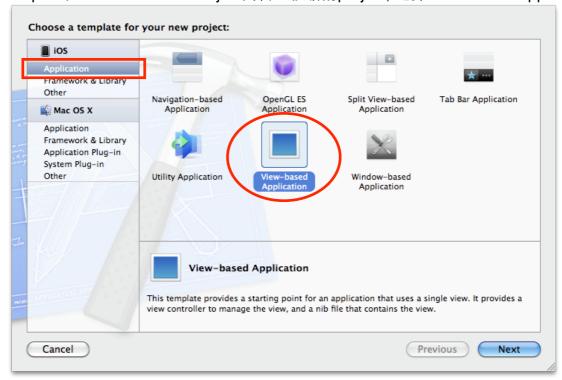
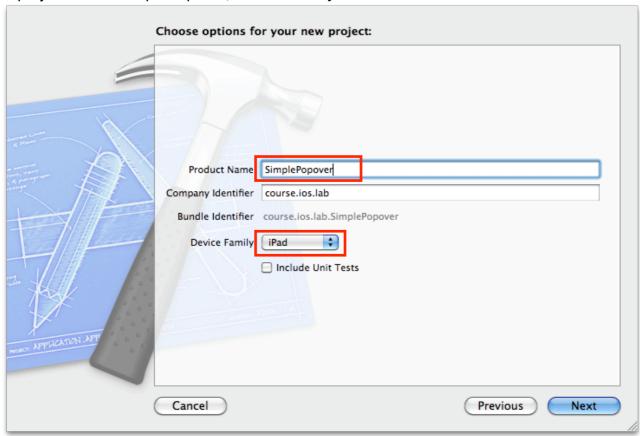
Lab SimplePopover

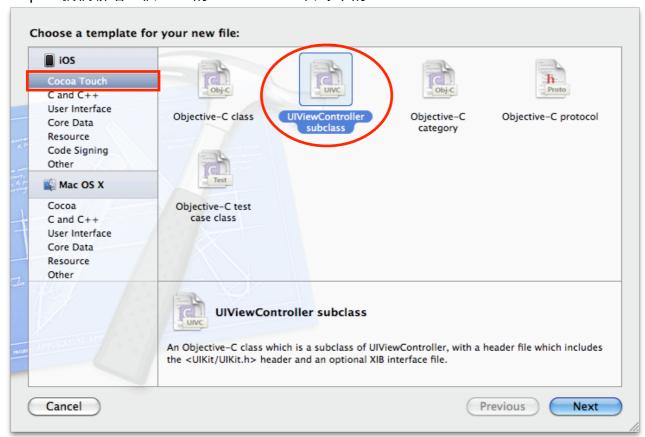
Step 1. 在File>New>New Project開啓一個新的project, 選擇 View-based application



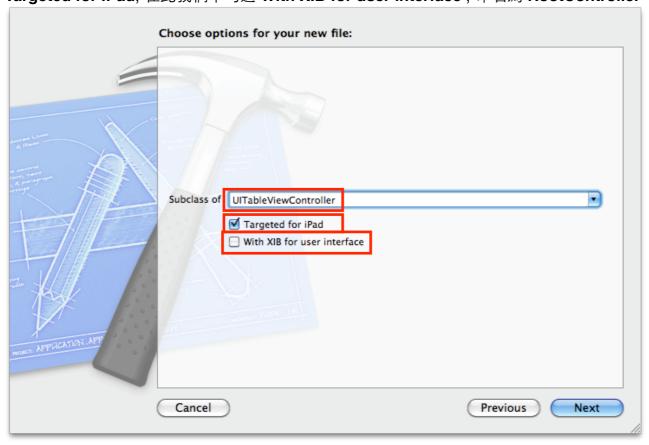
將project取名為 SimplePopover, Device Family 選擇 iPad



Step 2. 我們新增一個 iOS 的Cocoa touch 目錄下的 UIViewController subClass



選擇 UITableViewController subclass 來建立我們Popover出來的contentView, 勾選 Targeted for iPad, 在此我們不勾選 With XIB for user interface, 命名為 RootController

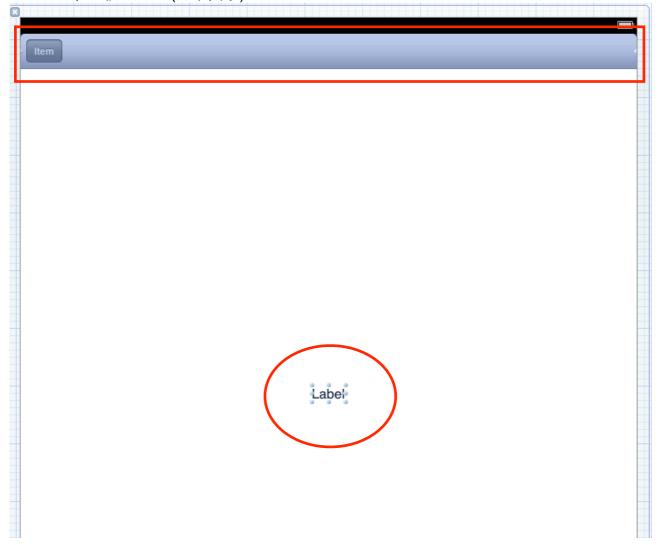


Step 3. 在 SimplePopoverViewController.h 裡面,加入一個 **UIPopoverController**,以及我們在View中需要的 **UIToolbar**,**UILabel**,以及 **UIBarButtonItem**,以及一個作為傳值使用的id **detailItem**.

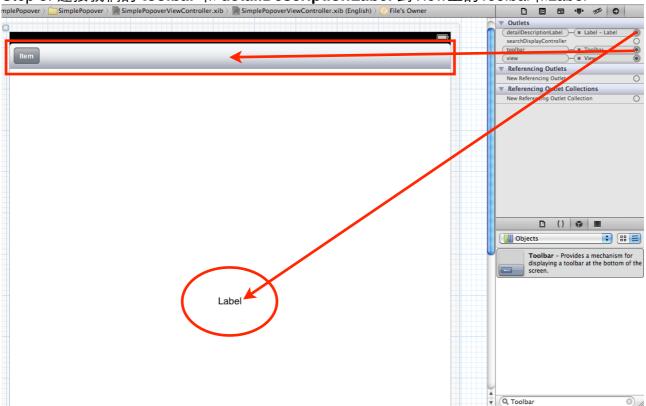
在下面再設定我們變數property,以及兩個我們我們會用到的method: configureView和pop.

#import <UIKit/UIKit.h>

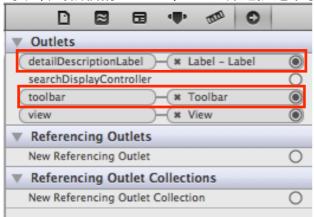
Step 4. 開啓 SimplePopoverViewController.xib, 在Object Library裡搜尋然後加入一個 **Toolbar** 和一個 **Label** (如下圖示)



Step 5. 連接我們的 toolbar 和 detailDescriptionLabel 到View上的Toolbar和Label



可以看到我們的Toolbar和Label都連接起來了



Step 6. 在 SimplePopoverViewController.m 裡面, #import "RootController.h" 並 @synthesize popoverController, detailItem;

#import "SimplePopoverViewController.h"
#import "RootController.h"

@implementation SimplePopoverViewController

@synthesize popoverController, detailItem;

Step 7. 同樣在在 SimplePopoverViewController.m 裡面,找到並把ViewDidLoad{}的Mark 去掉,在ViewDidLoad{}, ViewDidUnload{}, 以及dealloc{}三個method分別加入下列的 code, 去設定我們的barButtonitem, 以及最後對我們變數的release.

```
- (void)dealloc
    [super dealloc];
    [popoverController release];
    [detailItem release];
(void)didReceiveMemoryWarning
    // Releases the view if it doesn't have a superview.
    [super didReceiveMemoryWarning];
    // Release any cached data, images, etc that aren't in use.
}
#pragma mark - View lifecycle
// Implement viewDidLoad to do additional setup after loading the view,
typically from a nib.
- (void)viewDidLoad
{
    [super viewDidLoad];
    barButtonItem = [[toolbar items] objectAtIndex:0];
    barButtonItem.title = @"Root List";
    [barButtonItem setAction:@selector(pop)];
}
– (void)viewDidUnload
{
    [super viewDidUnload];
    // Release any retained subviews of the main view.
    // e.g. self.myOutlet = nil;
    self.popoverController = nil;
}
- (B00L)shouldAutorotateToInterfaceOrientation: (UIInterfaceOrientation)
interfaceOrientation
{
    // Return YES for supported orientations
    return YES:
}
```

Step 8. 加入下面四個Method:

- (void) setDetailItem:(id)newDetailItem {} 是覆蓋原先用property見好的setter, 來加入和完成我們其他想做的功能,如call configureView{}去更改Label的text,以及執行 [popoverController dismissPopoverAnimated:YES] 來dissmissPopover的 ContentView.
- -(void) pop{}是alloc一個RootController的實體,並加入到我們建立的popoverController 實體來作為ContentView,並使用我們toolbar上的barButtonItem來pop出來.
- (void) willAnimateRotationToInterfaceOrientation:(UIInterfaceOrientation) toInterfaceOrientation duration:(NSTimeInterval)duration{}

是使我們在iPad轉向時(simulator時使用command + 左或右) 去更改toolbar的frame來符合不一樣的空間長度(44是toolbar default設定寬度)

```
- (void)setDetailItem:(id)newDetailItem
{
    if (detailItem != newDetailItem) {
        [detailItem release];
        detailItem = [newDetailItem retain];
        [self configureView];
    }
    if (popoverController != nil) {
        [popoverController dismissPopoverAnimated:YES];
    }
}
```

```
- (void)configureView
{
    detailDescriptionLabel.text = [detailItem description];
}
```

```
- (void) willAnimateRotationToInterfaceOrientation: (UIInterfaceOrientation)
toInterfaceOrientation duration: (NSTimeInterval)duration
{
    if (toInterfaceOrientation == UIInterfaceOrientationPortrait){
        toolbar.frame = CGRectMake(0, 0, 768, 44);
    }
else {
        toolbar.frame = CGRectMake(0, 0, 1024, 44);
}
```

```
Step 9. 在 RootController.m 裡 import SimplePopoverAppDelegate.h 和
SimplePopoverViewController.h. 並設定Sections數(return 1)和每個Section裡的Row的數量
(return 10), 並在 - (UITableViewCell *)tableView:(UITableView *)tableView
cellForRowAtIndexPath:(NSIndexPath *)indexPath {}裡加入
cell.textLabel.text = [NSString stringWithFormat:@"Row %d", indexPath.row];
去設定每個cell裡的Text.
#import "RootController.h"
#import "SimplePopoverAppDelegate.h"
#import "SimplePopoverViewController.h"
@implementation RootController
#pragma mark Table view data source
  (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView {
    // Return the number of sections.
    return 1;
 (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:
(NSInteger) section {
    // Return the number of rows in the section.
    return 10;
// Customize the appearance of table view cells.

    (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:

(NSIndexPath *)indexPath {
    static NSString *CellIdentifier = @"Cell";
    UITableViewCell *cell = [tableView
dequeueReusableCellWithIdentifier:CellIdentifier];
    if (cell == nil) {
        cell = [[[UITableViewCell alloc]
initWithStyle:UITableViewCellStyleDefault reuseIdentifier:CellIdentifier]
autorelease];
    // Configure the cell
   cell.textLabel.text = [NSString stringWithFormat:@"Row %d", indexPath.row];
    return cell:
Step 10. 在 - (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:
(NSIndexPath *)indexPath {}裡加入
來在選擇ContentView裡面的Row之後,在原來View裡的label顯示出來.
#pragma mark Table view delegate
- (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:(NSIndexPath
  *)indexPath
    // Navigation logic may go here. Create and push another view controller.
    SimplePopoverAppDelegate *appDelegate = [[UIApplication sharedApplication]
delegate]:
    appDelegate.viewController.detailItem = [NSString stringWithFormat:@"Row
%d", indexPath.row];
```

Step 11. Run (第+R) 點Root List來Pop我們的ContentView



