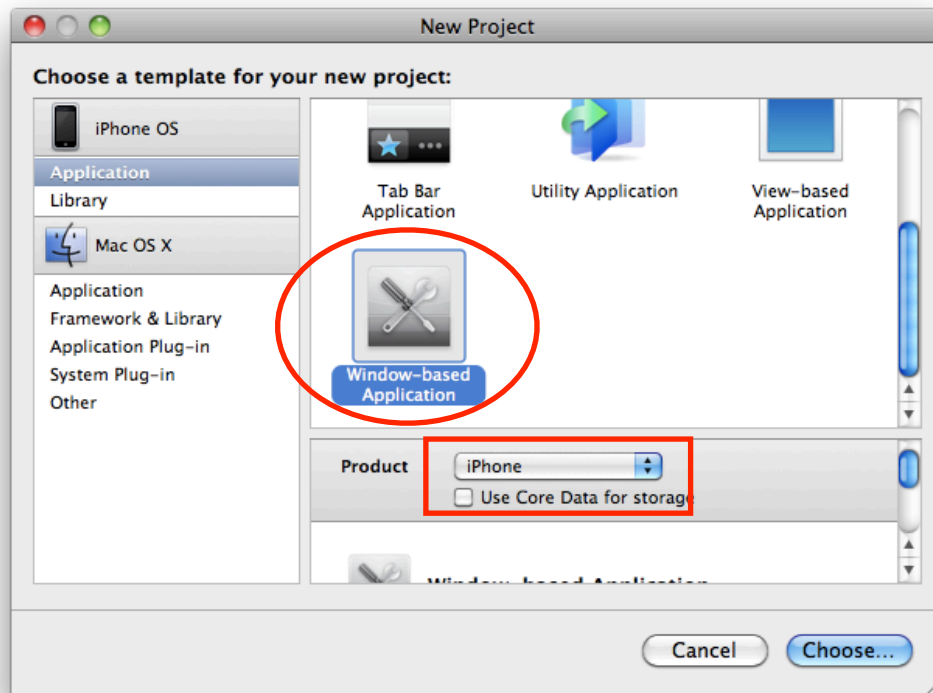
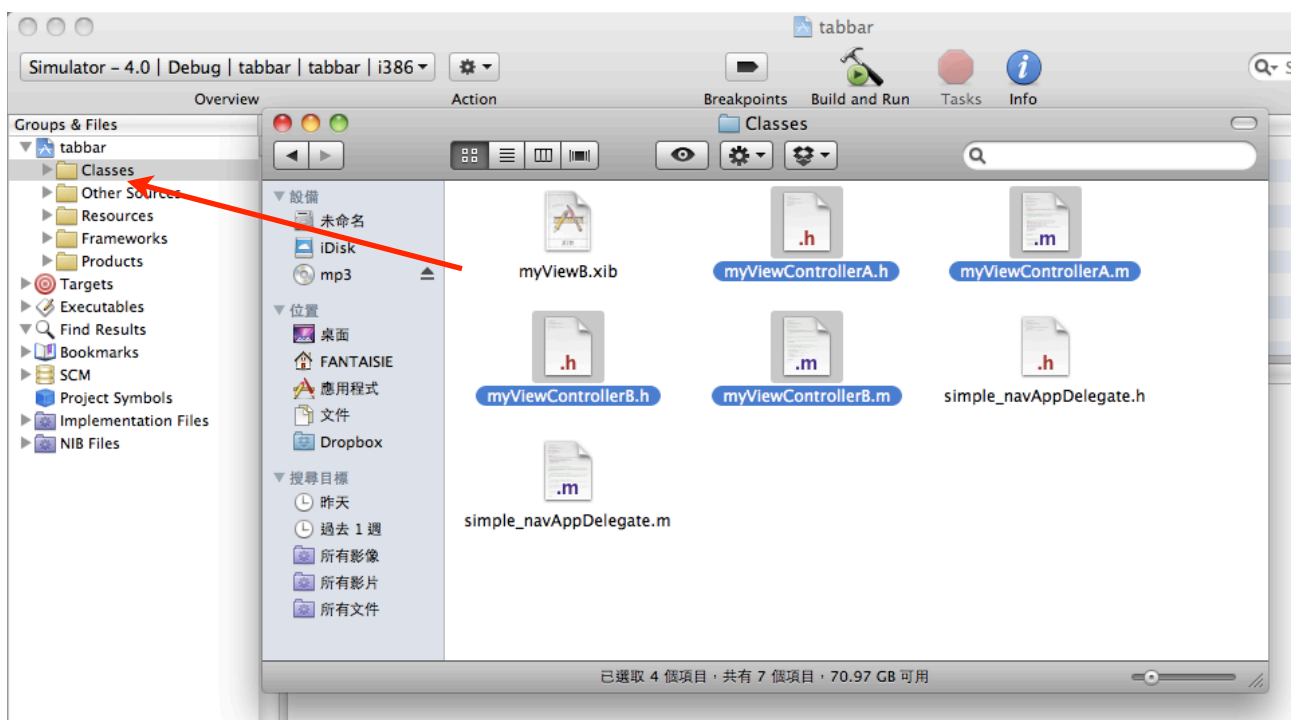


## Lab tabbar - using UITabBarController

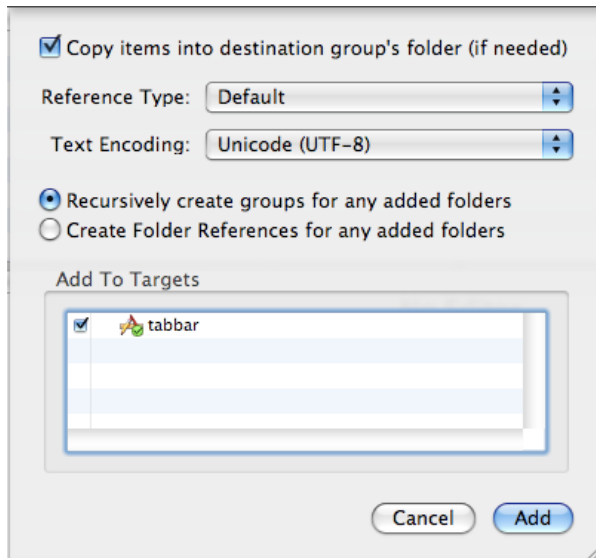
Step1. 在File開啓一個新的project, 選擇 window based application, 將project取名為 tabbar, 我們這個lab, 會將simple\_nav實作過的navigarionController,以及其它viewController一起加入 TabBarController.



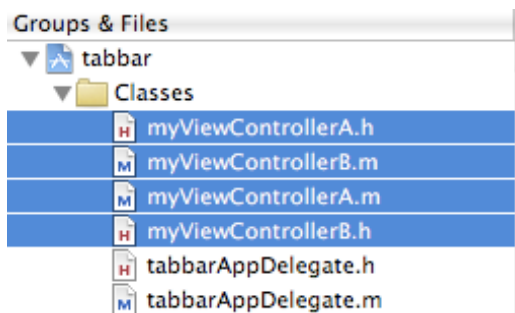
Step2. 我們將Simple\_Nav做過的 myViewControllerA , myViewControllerB, 拖曳到 classes



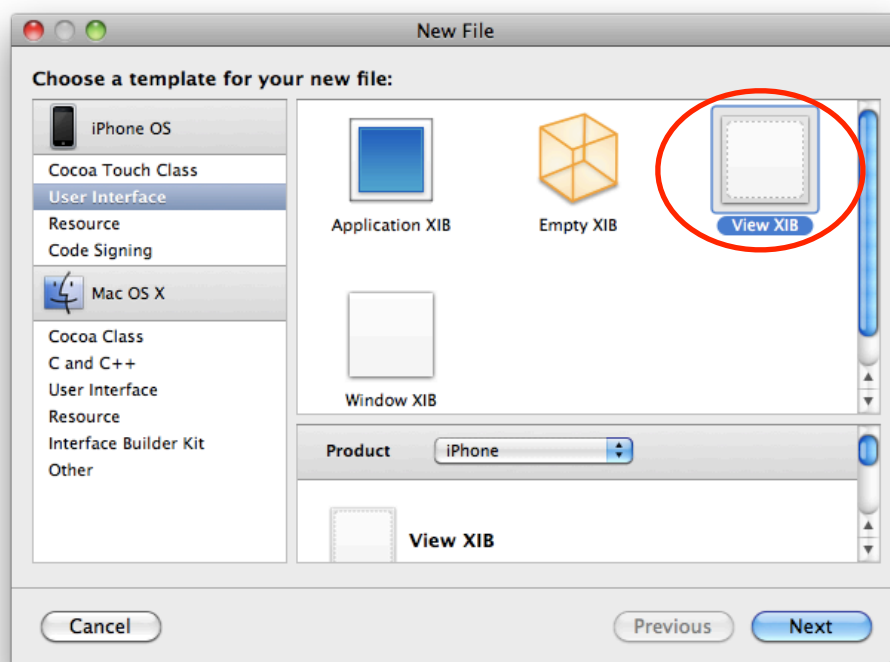
Step 3. 接著會看到,記得將上方的Copy items into destination group's folder (if needed)打勾



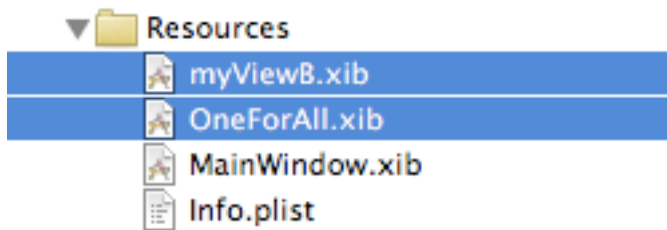
最後按下 add,接著會看到



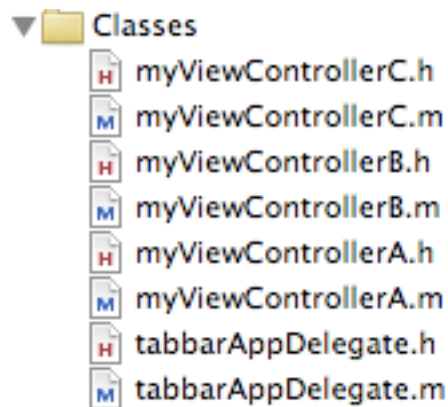
Step 4. 如法泡製, 將myViewB.xib加入 resources, 另外新增一個 view XIB



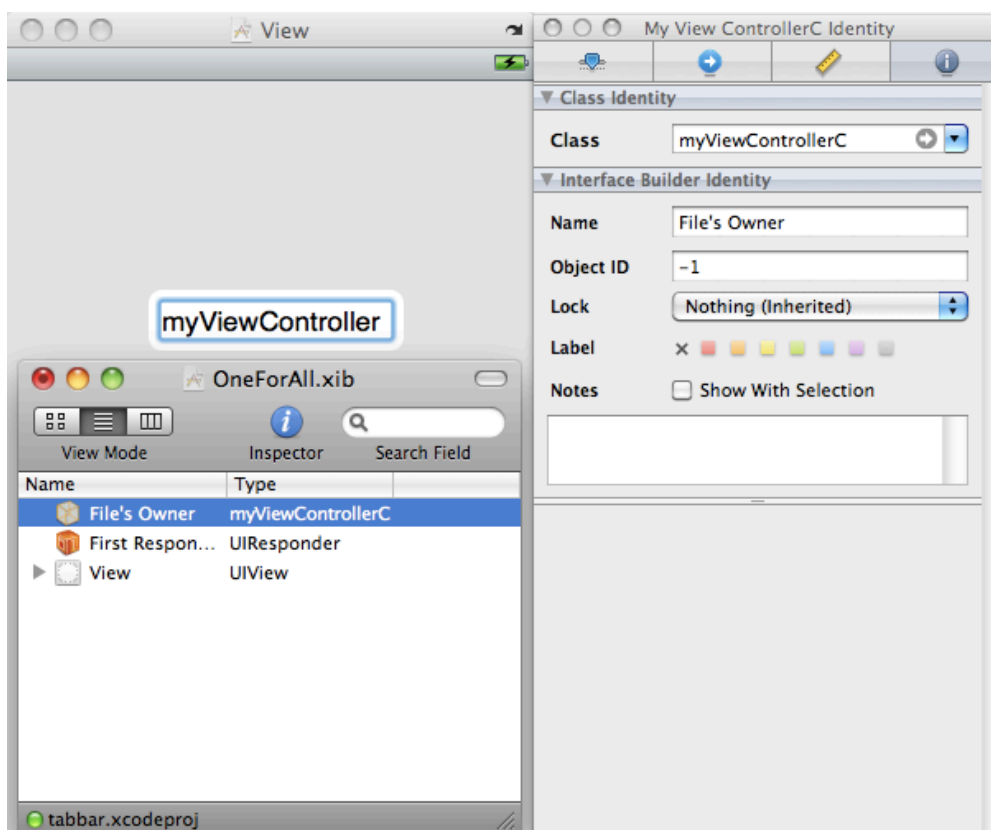
所以在 resources 中會有



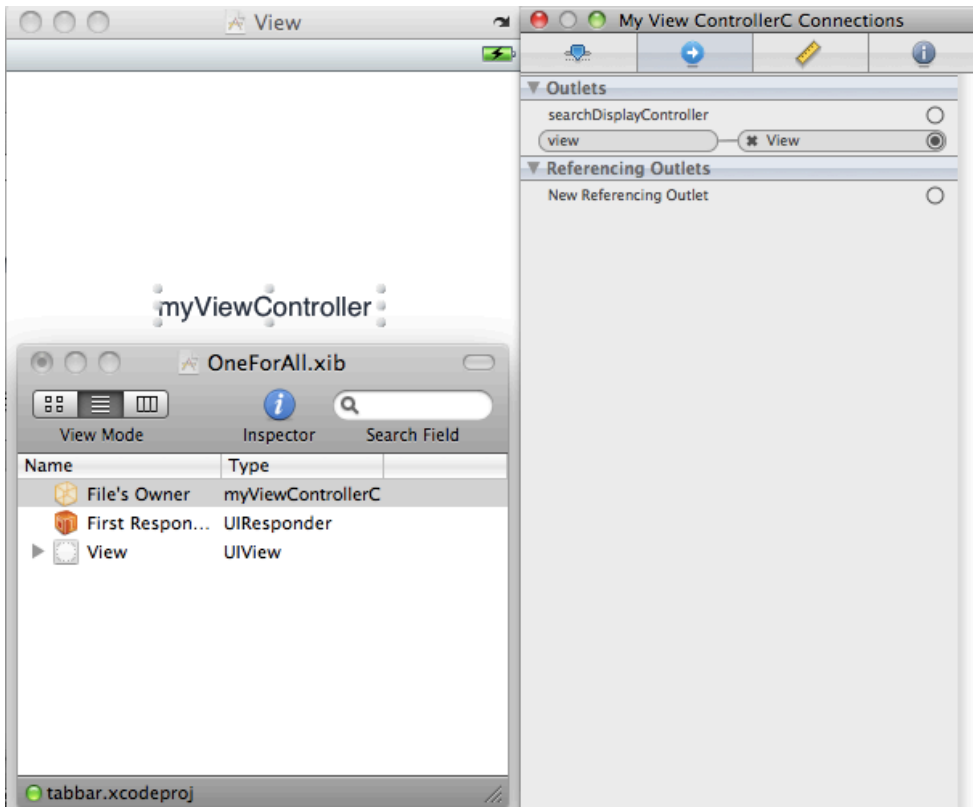
Step 5. 接著我們在新增 myViewControllerC 這個 class, file > new file



Step 6. resources > OneForAll.xib , 使用 interface builder, 在上面放上一個 label, 文字改成 myViewController , 記得將 file's owner 設定成 myViewControllerC



並且,將connection連結到 view



Step 7. classes > tabBarAppDelegate.m , 首先 import

```
#import "myViewControllerA.h"
#import "myViewControllerC.h"
```

Step 8. 在tabBarAppDelegate.m 找到 application didFinishLaunchingWithOptions:

```
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    // Override point for customization after application launch.
    UITabBarController* myTabBarController = [[UITabBarController alloc] init];
    UINavigationController* myNavigationController = [[UINavigationController alloc] init];
    myViewControllerA* myViewConA = [[myViewControllerA alloc] init];
    myViewControllerC* myViewConC = [[myViewControllerC alloc] initWithNibName:@"OneForAll" bundle:nil];
    myViewControllerC* myViewConD = [[myViewControllerC alloc] initWithNibName:@"OneForAll" bundle:nil];
}
```

```
UITabBarController* myTabBarController = [[UITabBarController alloc] init];
UINavigationController* myNavigationController = [[UINavigationController alloc]
init];
```

建立一個 myTabBarController 物件和一個 myNavigationController物件

```
myViewControllerA* myViewConA = [[myViewControllerA alloc] init];
建立 myViewConA
```

並利用

```
myViewControllerC* myViewConC = [[myViewControllerC alloc]
initWithNibName:@"OneForAll" bundle:nil];
```

建立 myViewConC, myViewConD

Step 9.同樣在 application didFinishLaunchingWithOptions: 裡接著是設定 tabBarItem 的屬性

```
myNavigationController.tabBarItem = [[UITabBarItem alloc]
initWithTabBarItemSystemItem:UITabBarItemSystemItemHistory tag:0];
myViewConC.tabBarItem = [[UITabBarItem alloc]
initWithTabBarItemSystemItem:UITabBarItemSystemItemDownloads tag:1];
myViewConD.tabBarItem = [[UITabBarItem alloc]
initWithTabBarItemSystemItem:UITabBarItemSystemItemBookmarks tag:2];
```

Step 10.同樣在 applicationDidFinishLaunching 裡接著是

```
[myNavigationController pushViewController:myViewConA animated:NO];
[myViewConA release];

myTabBarController.viewControllers = [NSArray arrayWithObjects: myNavigationController,
myViewConC, myViewConD,nil];

[myViewConC release];
[myViewConD release];

[window addSubview:myTabBarController.view];

[window makeKeyAndVisible];

return YES;
```

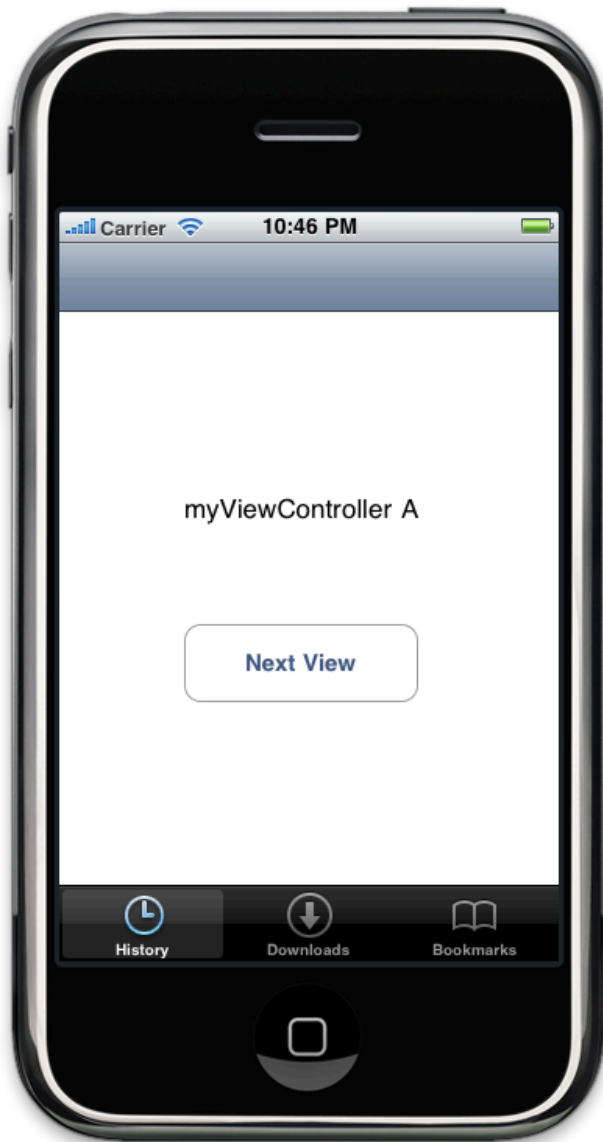
```
[myNavigationController pushViewController:myViewConA
animated:NO];
[myViewConA release];
將 myViewConA push到 myNavigationController 裡
```

接著

```
myTabBarController.viewControllers = [NSArray arrayWithObjects:
myNavigationController,myViewConC, myViewConD, nil];
將其它的 view 都放到 一個 array, 在把這個 array 放到 myTabBarController
裡。
```

```
[myViewConC release];
[myViewConD release];
[window addSubview:myTabBarController.view];
最後 把view都 release掉,然後把 myTabBarController 加到window裡
```

Step 11. build and GO



我們可以試著點看看，所要的功能都有了。