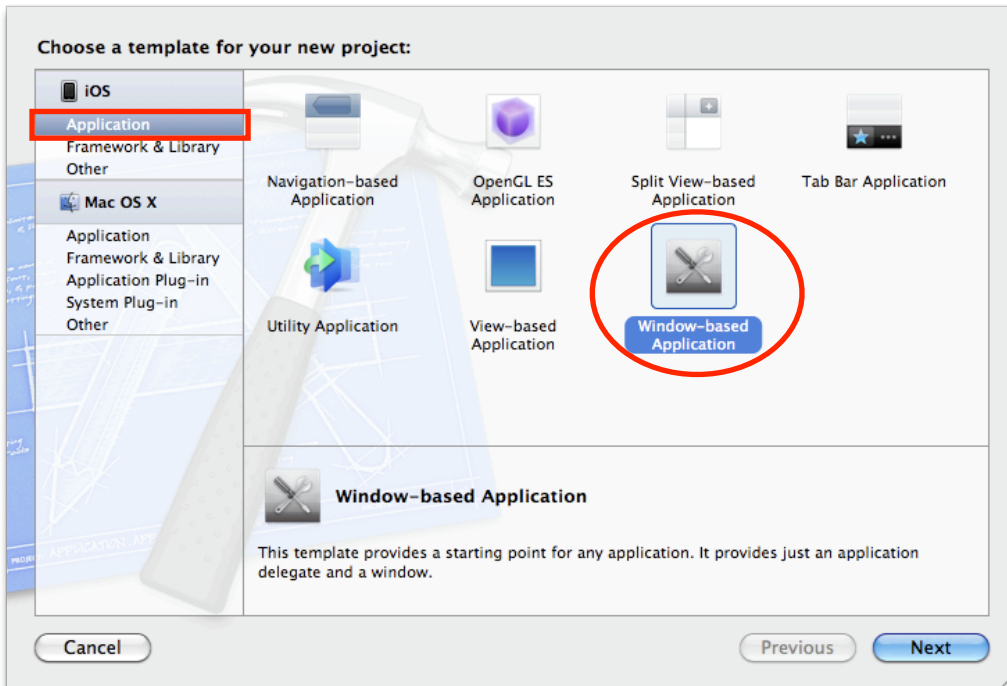


Lab TabBar - using UITabBarController

Step 1. 開啓一個新的project, 選擇window-based application

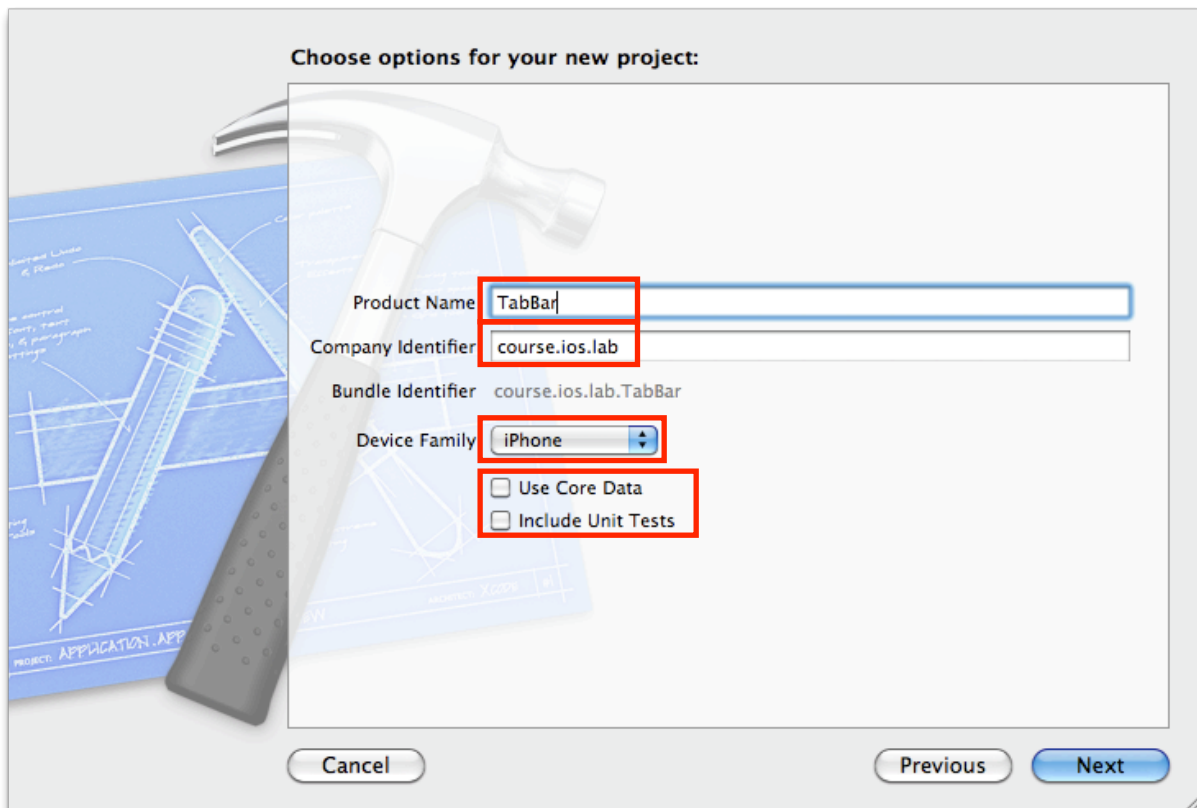


Step 2. 並將此專案命名為 **TabBar**

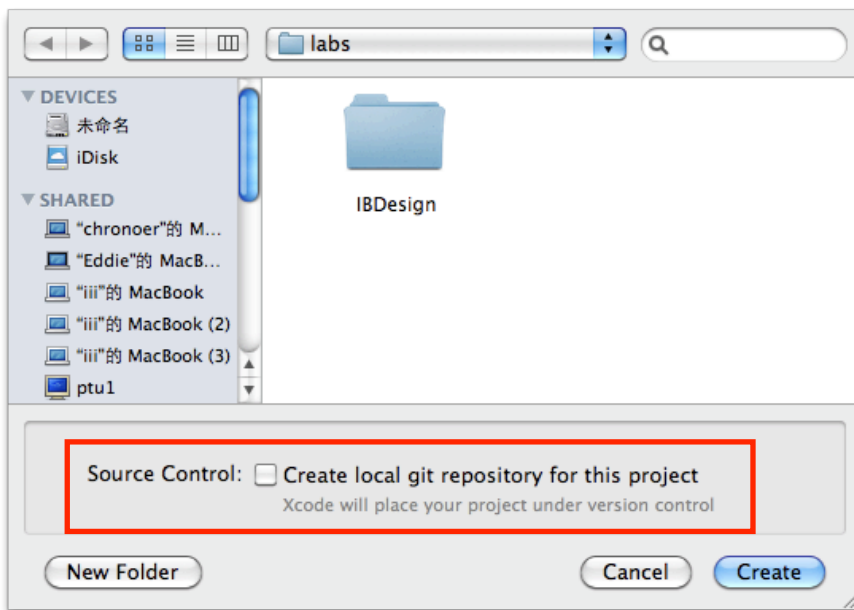
Company Identifier是填入Bundle的名稱,在此統一填入**course.ios.lab** (也可自行填入)

Device Family選擇**iPhone**

在這專案不勾選Use Core Data,而Include Unit Tests是做語意測試用,在此我們統一不勾選



Step 3.選擇存檔的位置, 在此我們不做version control,統一不勾選Create local git repository for this project

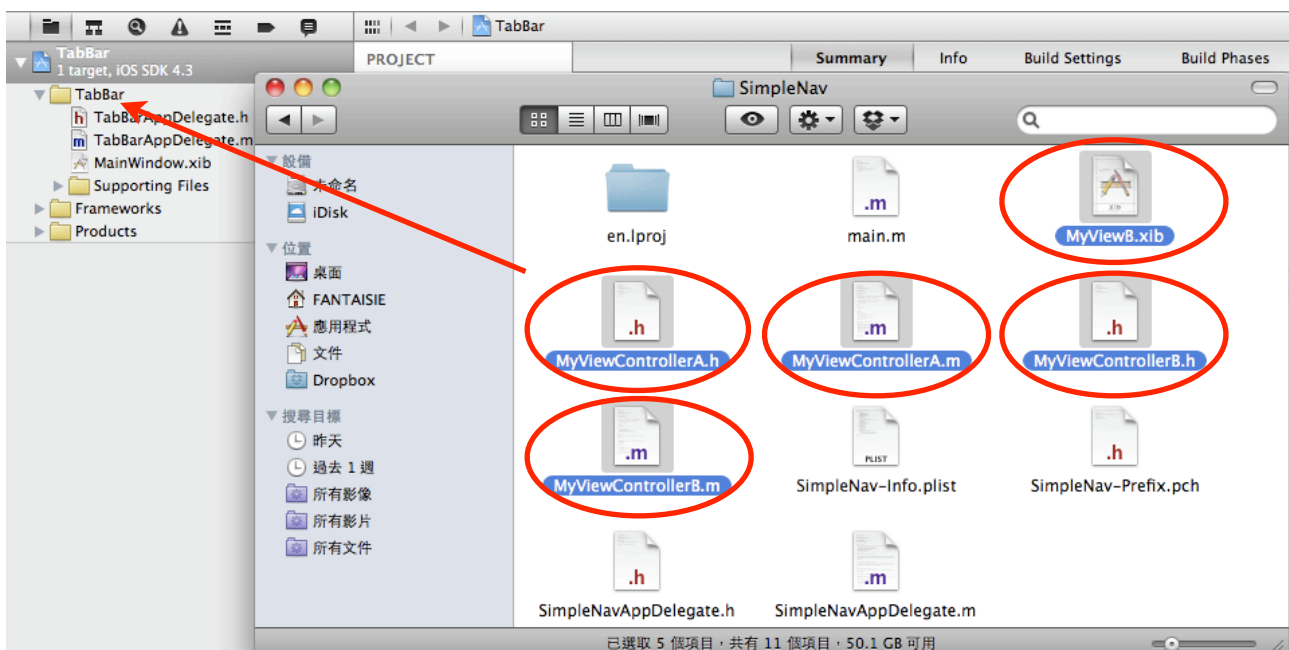


在這個TabBar的lab我們會將在SimpleNav這個lab實作過的NavigarionController,以及其它ViewController一起加入 TabBarController.

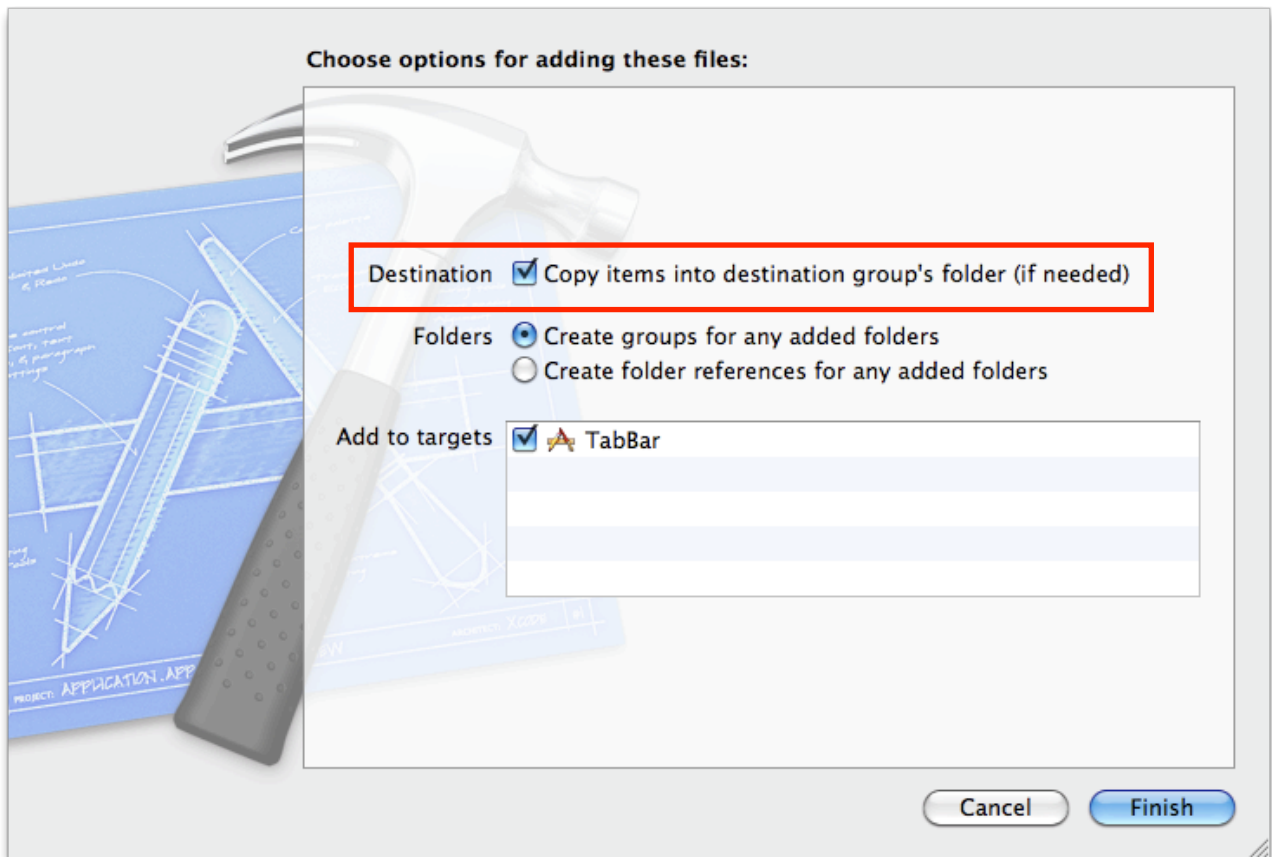
Step 4. 將SimpleNav做過的 **MyViewControllerA** , **MyViewControllerB** 包括 .h 和 .m 以及 **MyViewB.xib** 這個 .xib 檔一起拖曳到這個TabBar的Project裡,共5個檔案

(按住⌘可多選多個檔案)

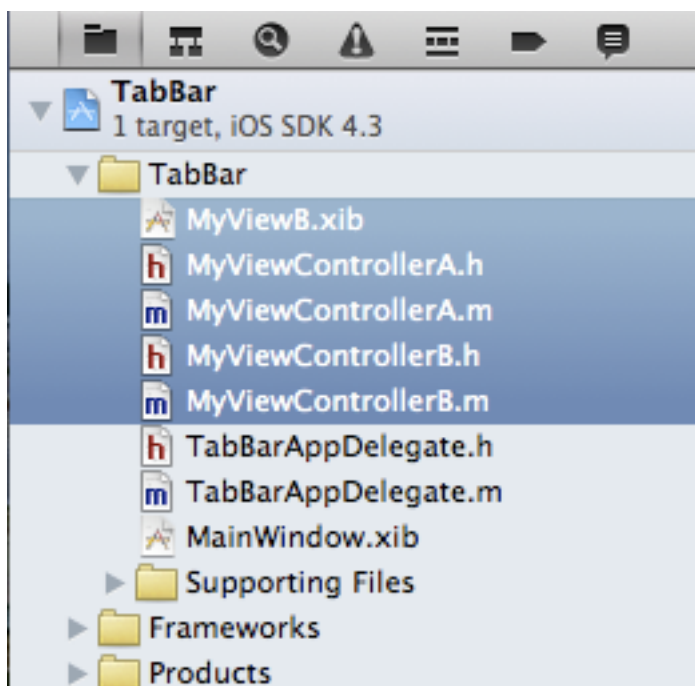
(MyViewControllerA和MyViewControllerB請參考SimpleNav的lab)



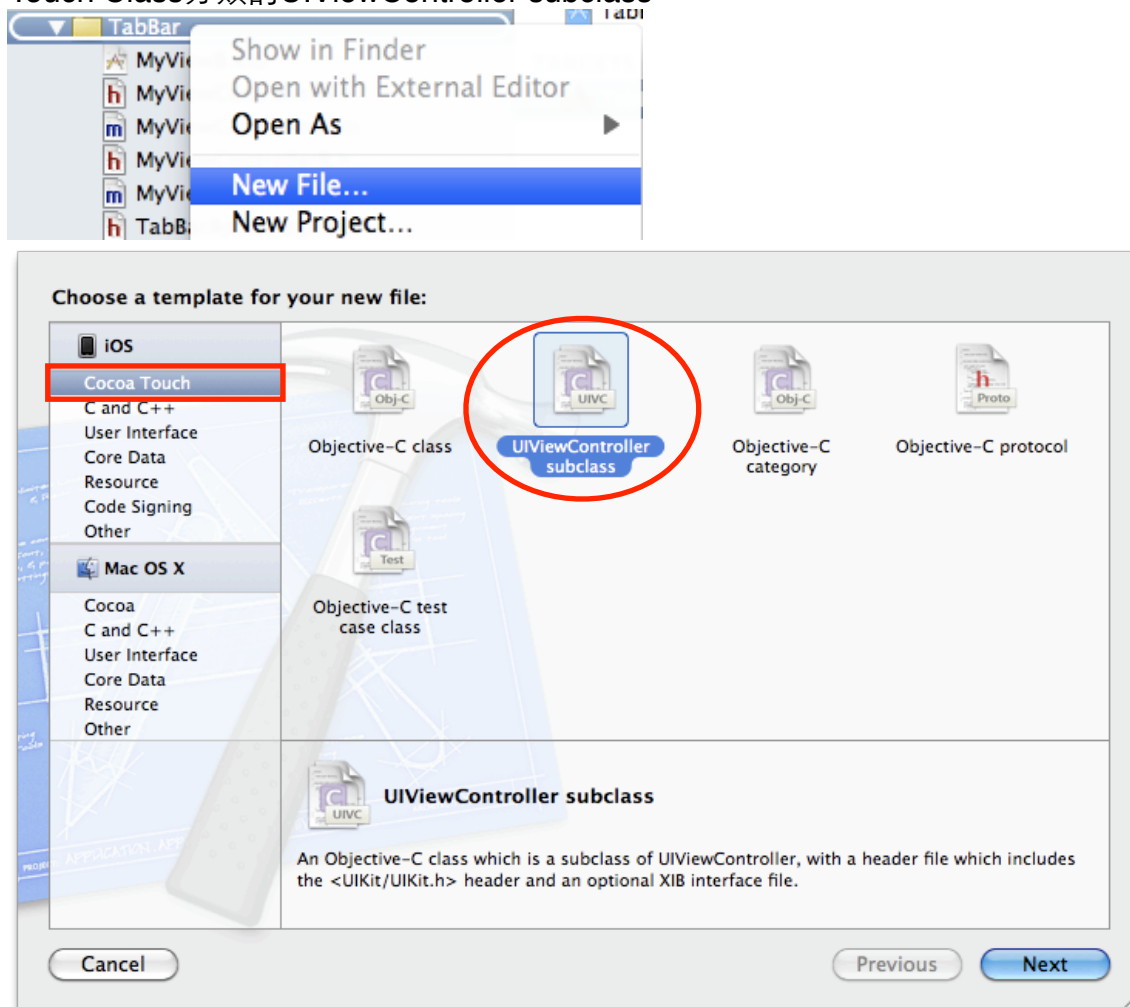
Step 5. 接著會看到,記得將上方的Copy items into destination group's folder (if needed)打勾



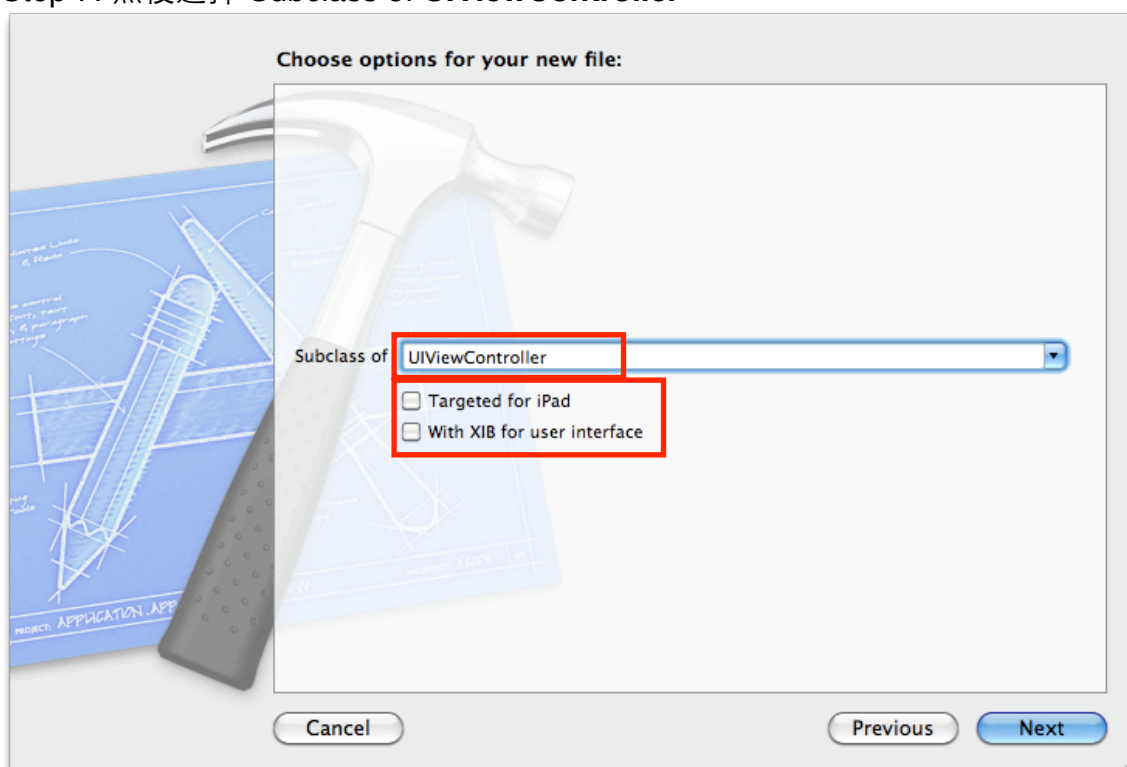
最後按下 add,接著會看到增加了五個檔案



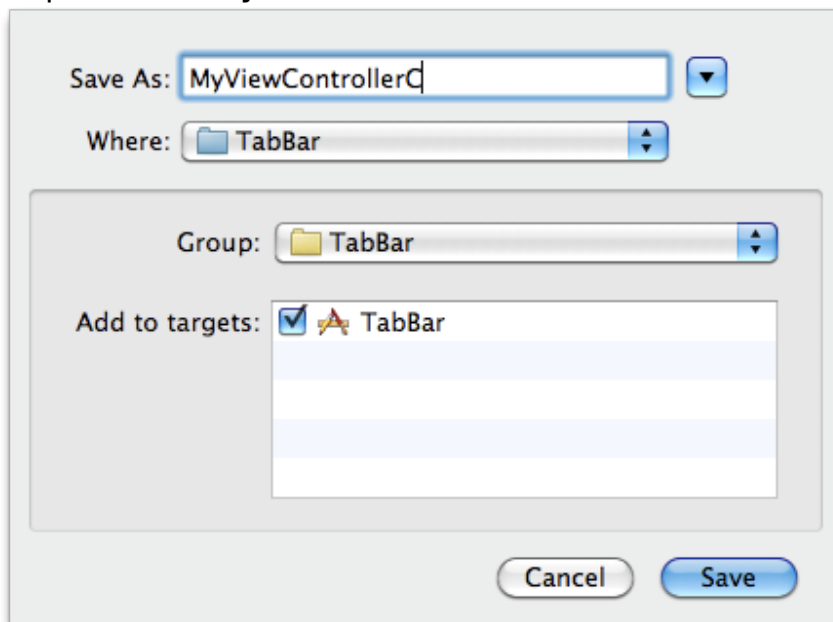
Step 6. 我們一個 UIViewController，在 TabBar 資料夾點右鍵 > new file 選擇iOS裡Cocoa Touch Class分類的UIViewController subclass



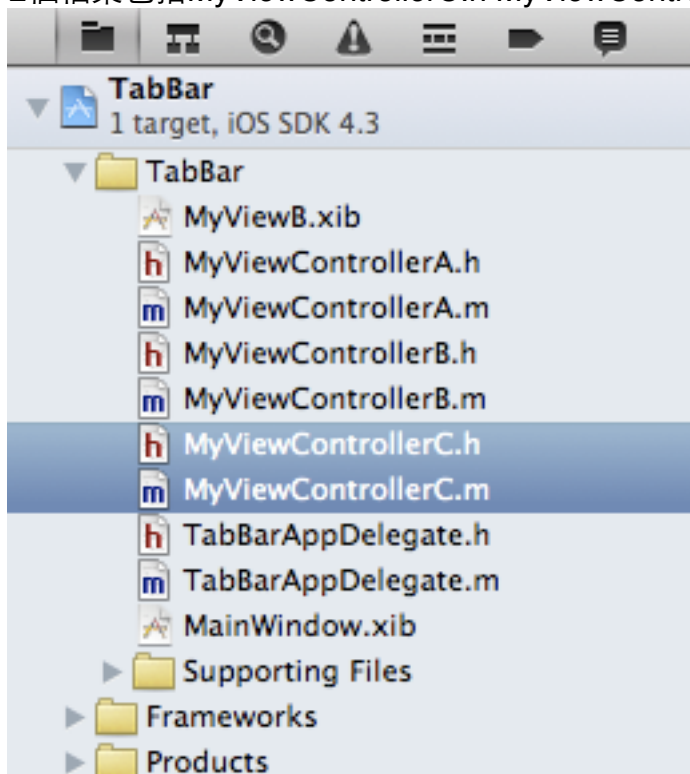
Step 7. 然後選擇 Subclass of UIViewController



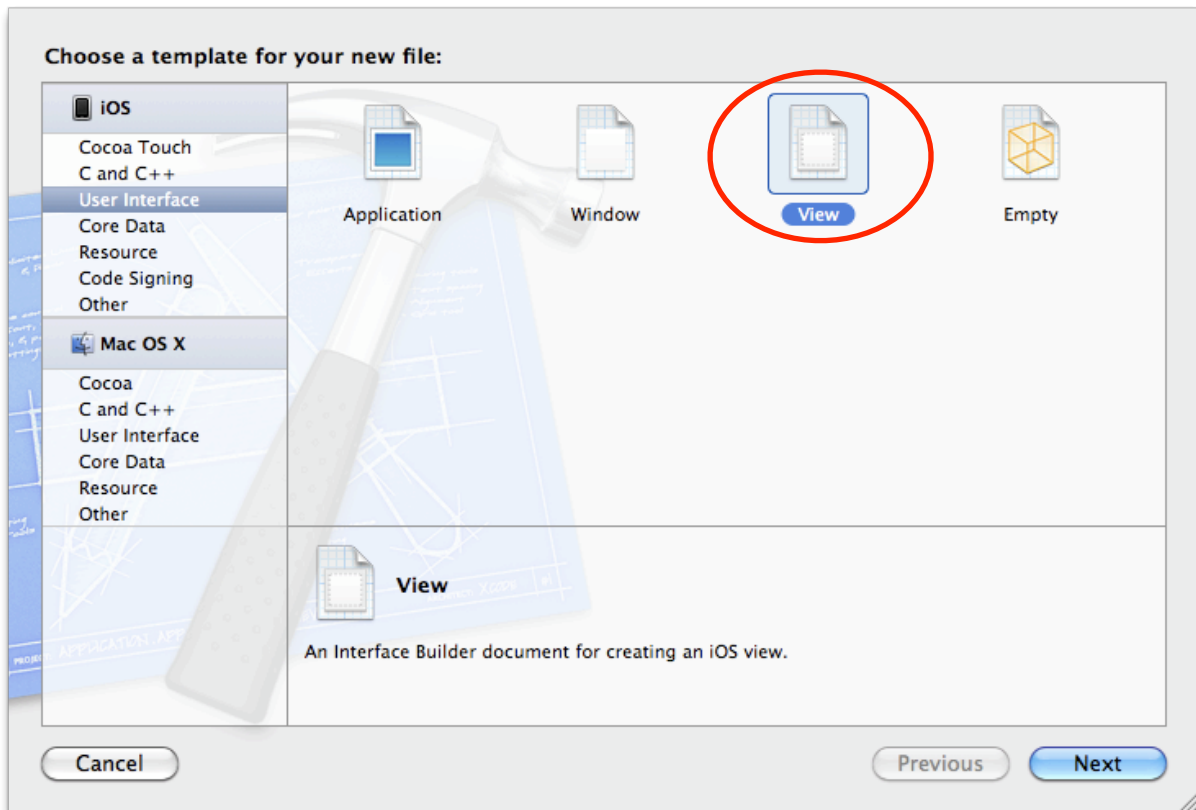
Step 8. 命名為 **MyViewControllerC**



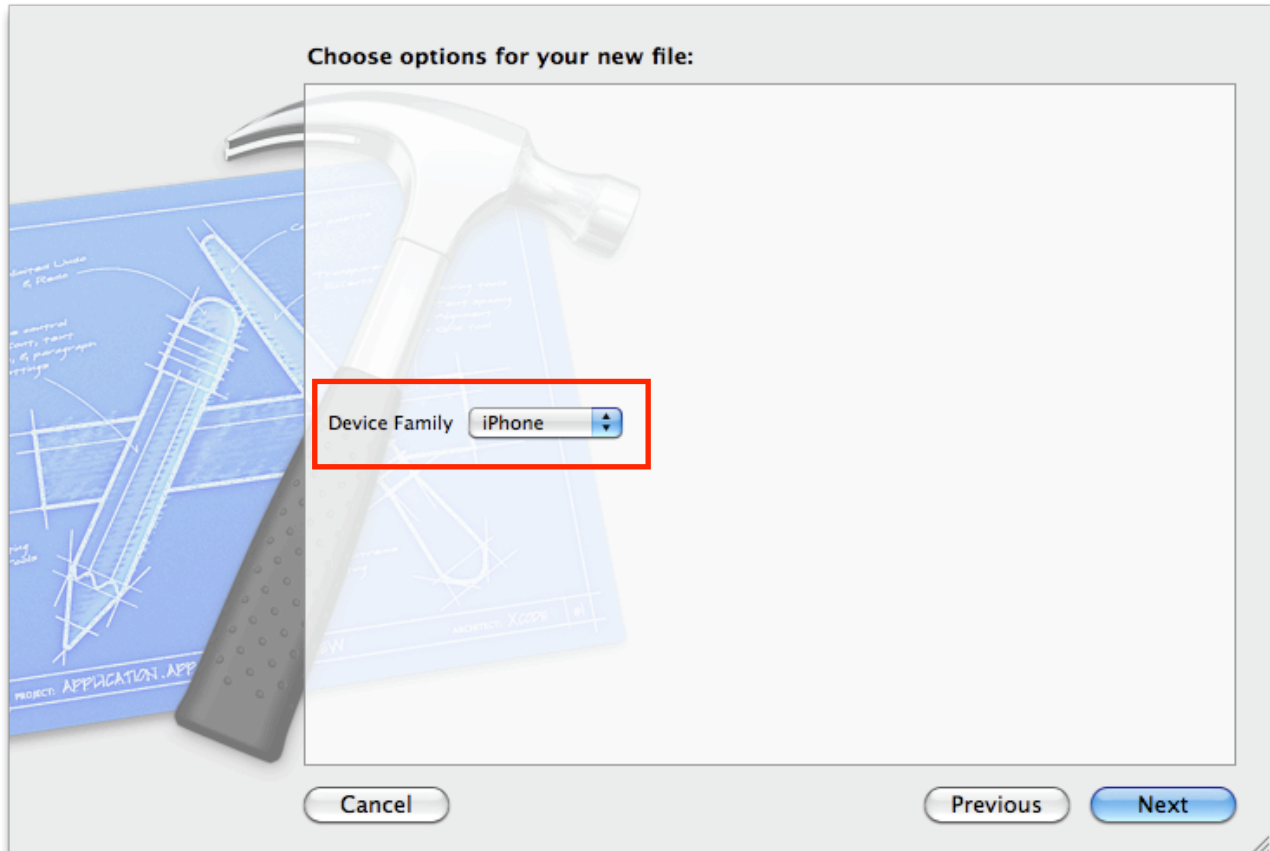
2個檔案包括MyViewControllerC.h MyViewControllerC.m 都加進我們的Project裡了



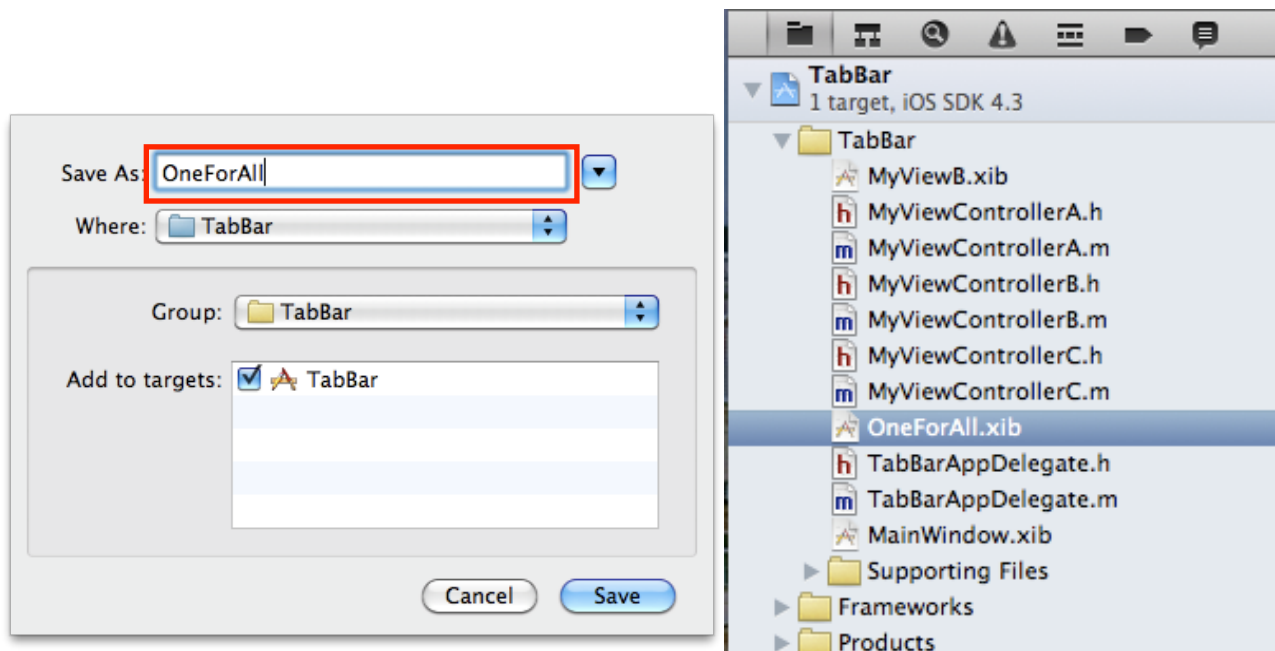
Step 9. 在 TabBar 資料夾點右鍵選擇 New File 選擇 iOS 的 User Interfaces > View



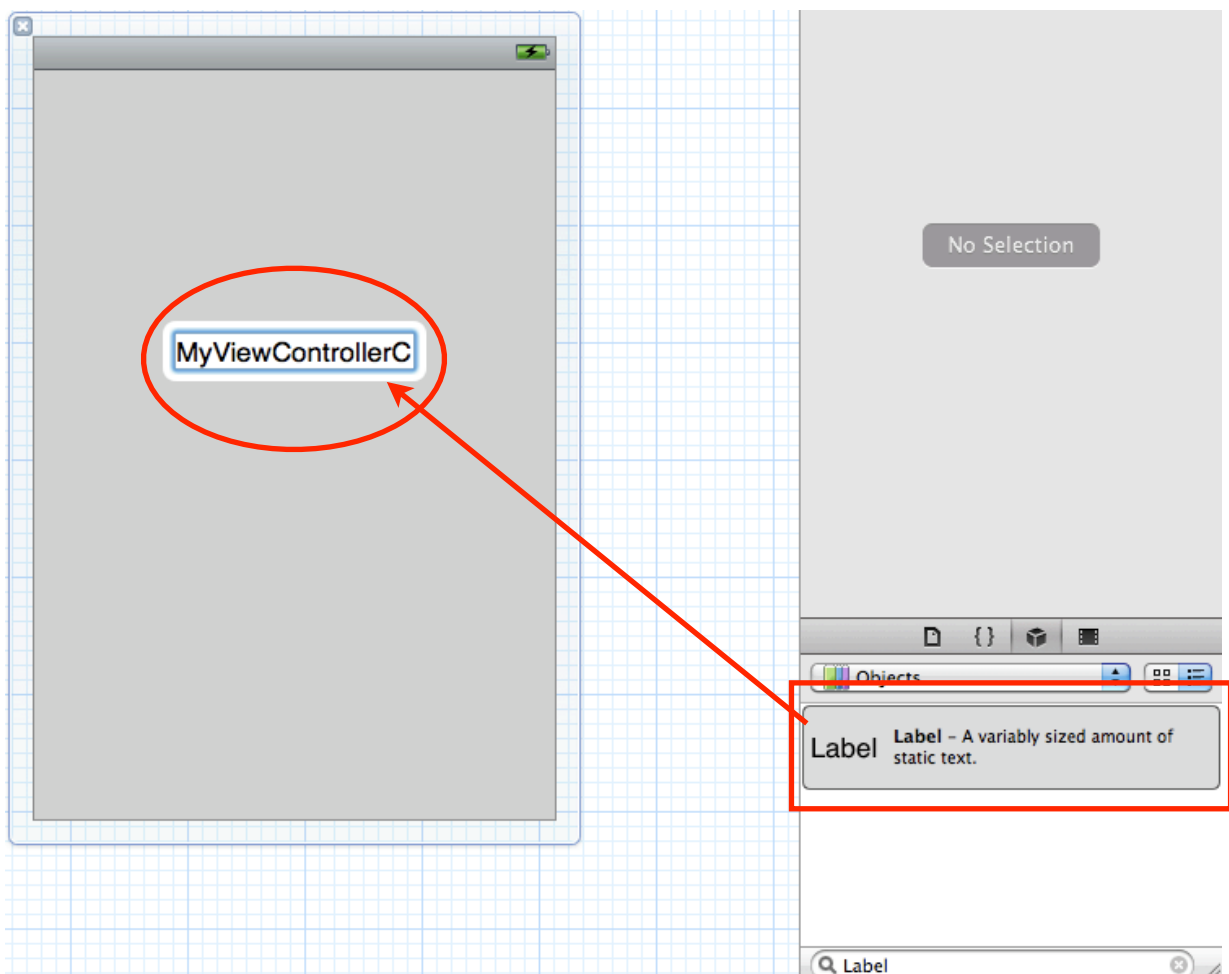
Step 10. Device Family 選擇iPhone



Step 11. 命名為 OneForAll, 在 Project裡可以看到我們新增的 OneForAll.xib

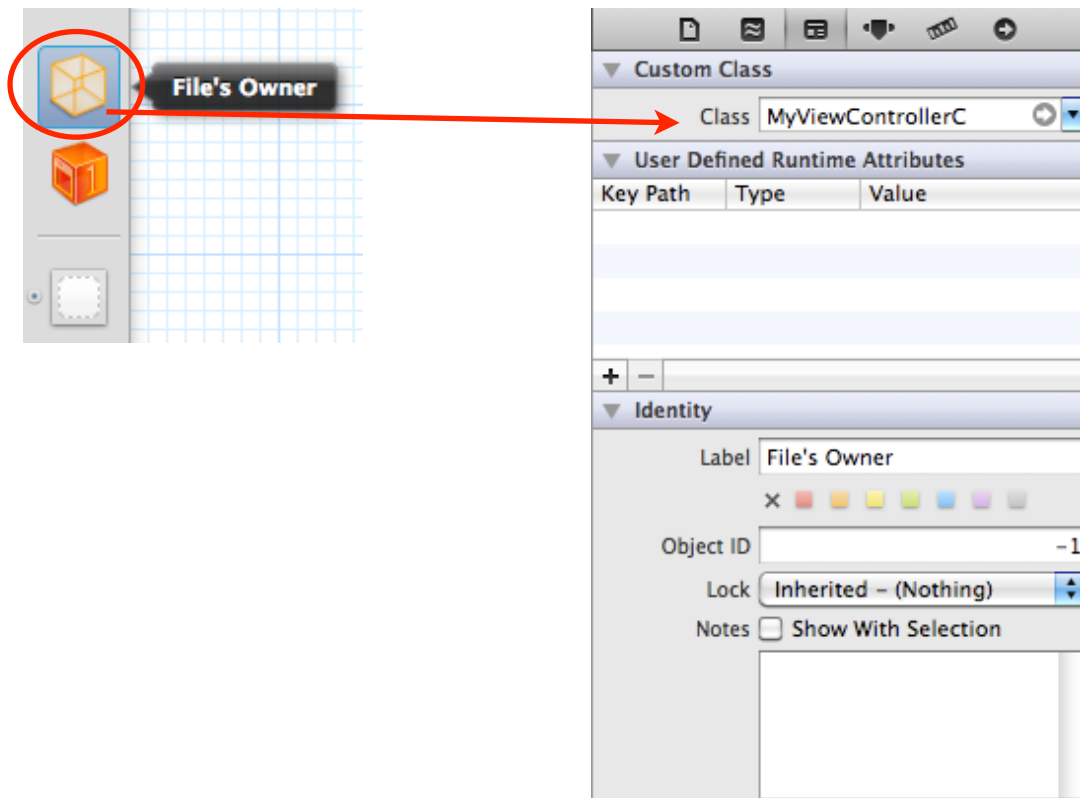


Step 12. 開啓 OneForAll.xib , 開啓 object Library 搜尋Label 並在View上放上一個 label, 文字改成 **MyViewControllerC**

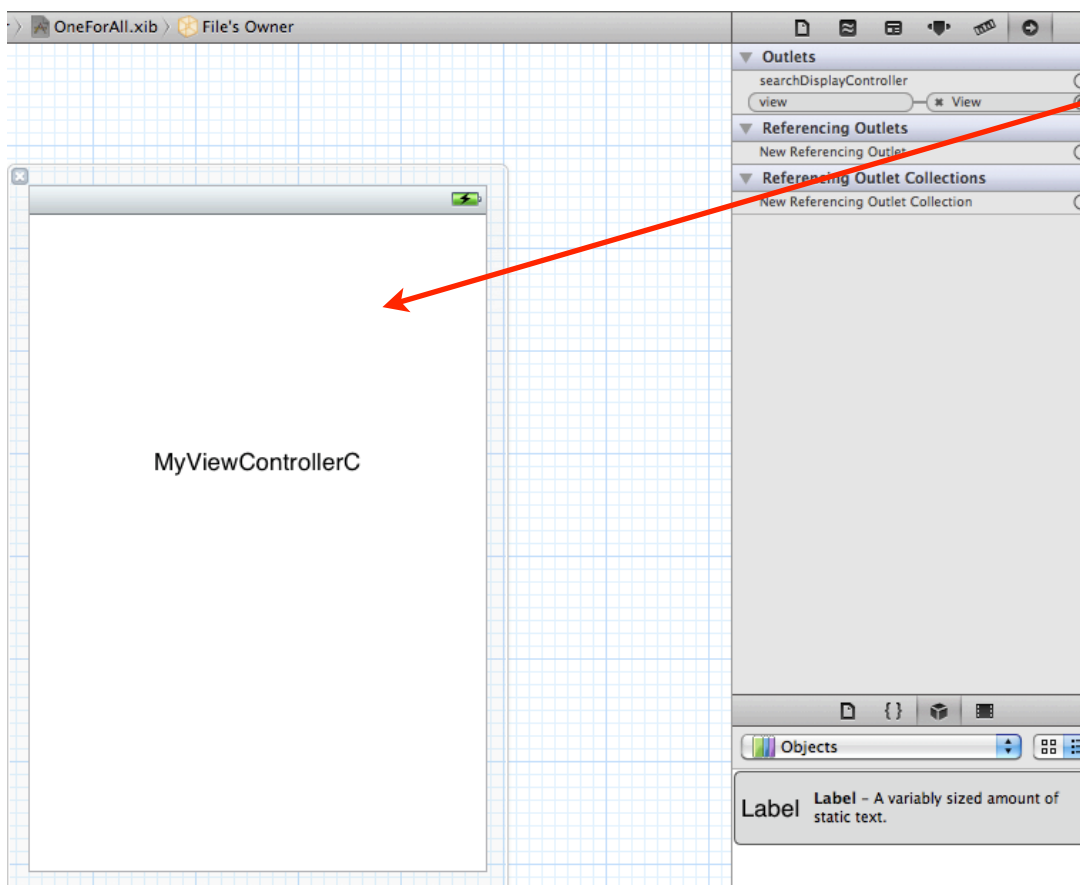


Step 13. 選擇 File's Owner

將 File's Owner 的Identity Inspector 裡的 Class 設定成 myViewControllerC



並且,將connection連結到 view



Step 14. 開啟 TabBarAppDelegate.m , 首先 import

```
#import "TabBarAppDelegate.h"
#import "MyViewControllerA.h"
#import "MyViewControllerC.h"
```

Step 15. 同樣在 TabBarAppDelegate.m 找到 – (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {} , 加入三段程式

```
– (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];
```

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

```
    [myNavigationController pushViewController:myViewConA animated:NO];
    [myViewConA release];
    myTabBarController.viewControllers = [NSArray arrayWithObjects:
myNavigationController, myViewConC, myViewConD, nil];
    [myViewConC release];
    [myViewConD release];
    [self.window addSubview:myTabBarController.view];
```

```
    [self.window makeKeyAndVisible];
    return YES;
}
```

在第一段程式中

```
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 和 myViewConD

接著在第二段程式中是設定 tabBarItem 的屬性

```
myNavigationController.tabBarItem = [[UITabBarItem alloc]  
initWithTabBarSystemItem:UITabBarSystemItemHistory tag:0];  
myViewConC.tabBarItem = [[UITabBarItem alloc]  
initWithTabBarSystemItem:UITabBarSystemItemDownloads tag:1];  
myViewConD.tabBarItem = [[UITabBarItem alloc]  
initWithTabBarSystemItem:UITabBarSystemItemBookmarks tag:2];
```

接著在第三段程式中

```
[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];  
[self.window addSubview:myTabBarController.view];
```

最後 把view都 release掉,然後把 myTabBarController 加到window裡

Step 15. Run (⌘+R)

我們可以試著點看看，所要的功能都有了

