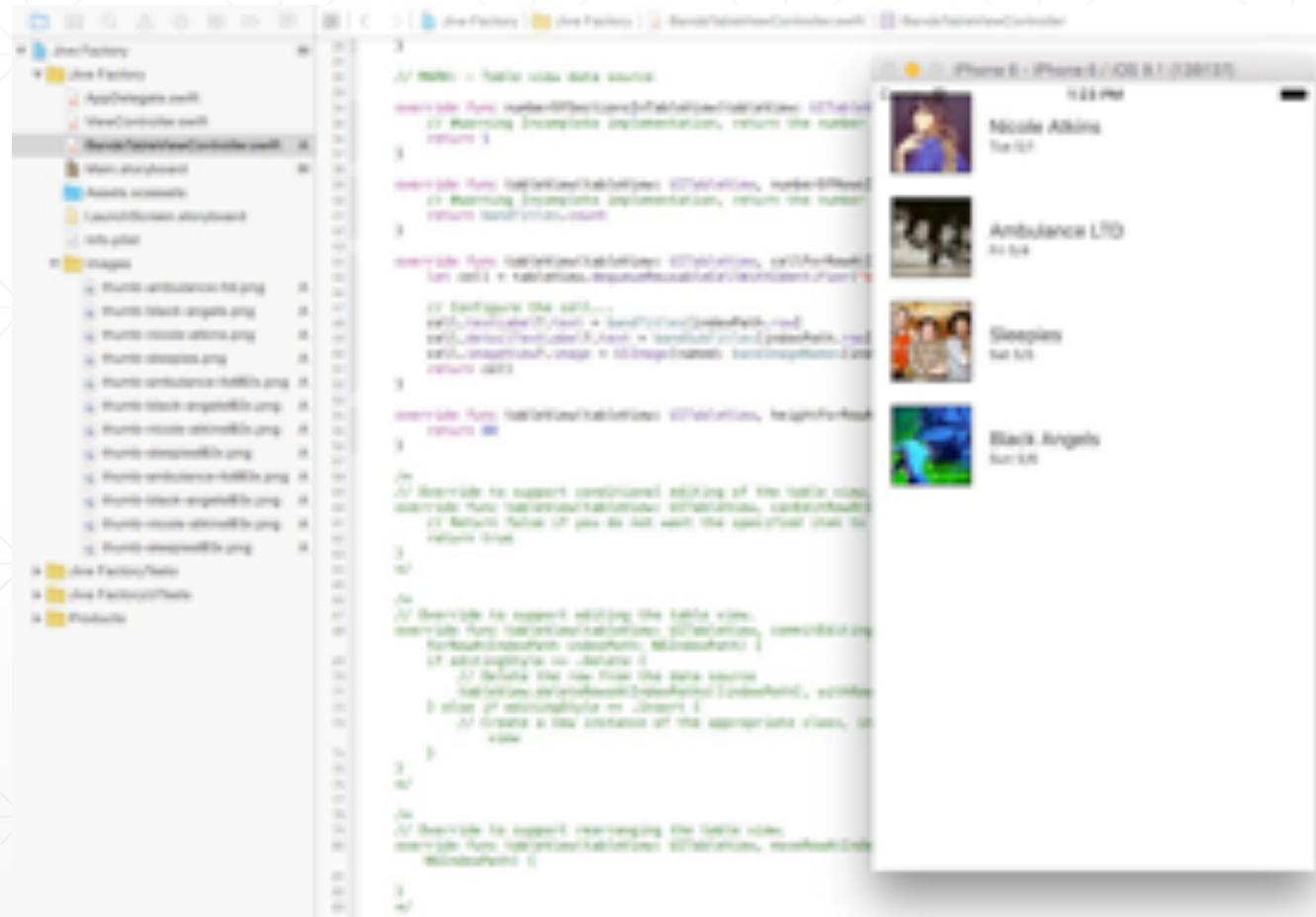


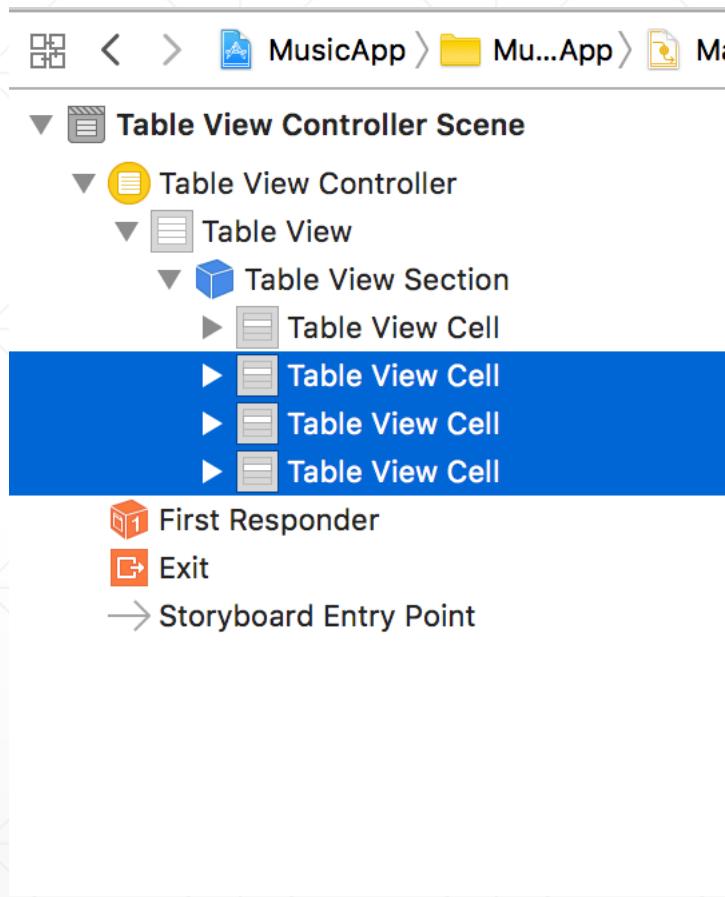
Chapter 3



Save your work

- `git add .`
- `git commit -m "Chapter 2"`





MusicApp > MusicApp > Main.storyboard > Main.storyboard (Base) > Table View Controller Scene > Table View Controller > Table View < ! >

Table View Controller Scene

Table View Controller

Table View

Table View Cell

First Responder

Exit

Storyboard Entry Point

Prototype Cells

Nicole Atkins
5/1

Table View

Content Dynamic Prototypes

Prototype Cells 1

Style Plain

Separator Default

Separator Inset Default

Selection Single Selection

Editing No Selection During Editing

Section Index

Display Limit 0

Text Default

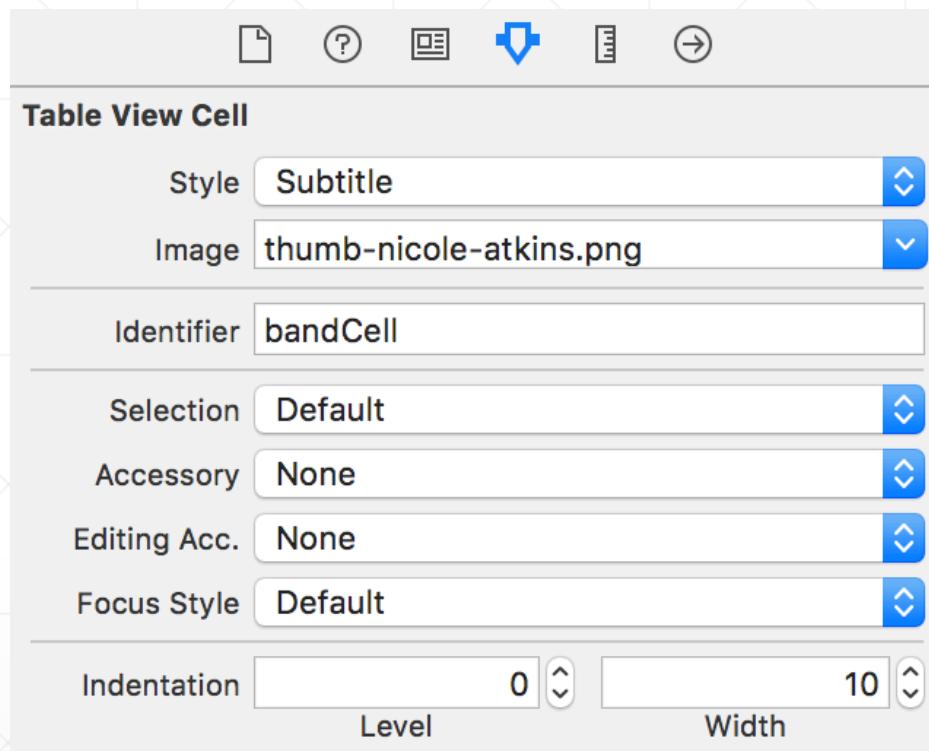
Background Default

Tracking Default

ScrollView

Style Default

The screenshot shows the Xcode interface builder with a storyboard scene selected. The table view controller is the active view. A prototype cell is displayed in the center, containing the text "Nicole Atkins" and "5/1". The right side of the screen features the "Table View" settings panel, which includes sections for Content (Dynamic Prototypes), Prototype Cells (set to 1), Style (Plain), Separator (Default), Separator Inset (Default), Selection (Single Selection), and Editing (No Selection During Editing). Below these are sections for Section Index (Display Limit 0) and ScrollView (Style Default).



Choose a template for your new file:

iOS

watchOS

tvOS

macOS

Filter

Source



Cocoa Touch
Class



UI Test Case
Class



Unit Test Case
Class



Playground



Swift File



Objective-C File



Header File



C File



C++ File



Metal File

User Interface



Storyboard



View



Empty



Launch Screen

Cancel

Previous

Next

Choose options for your new file:

Class: BandsTableViewController

Subclass of: UITableViewController

Also create XIB file

Language: Swift

Cancel

Previous

Next

MusicApp > MusicApp > Main.storyboard > Main.storyboard (Base) > Table View Controller Scene > Bands Table View Controller

Bands Table View Controller Scene

Bands Table View Controller

- Table View
- bandCell
- Content View

First Responder

Exit

Storyboard Entry Point

Prototype Cells

Nicole Atkins
5/1

Table View
Prototype Content

Custom Class

Class **BandsTableViewController**

Module **Current – MusicApp**

Identity

Storyboard ID

Restoration ID
 Use Storyboard ID

User Defined Runtime Attributes

Key Path	Type	Value
----------	------	-------

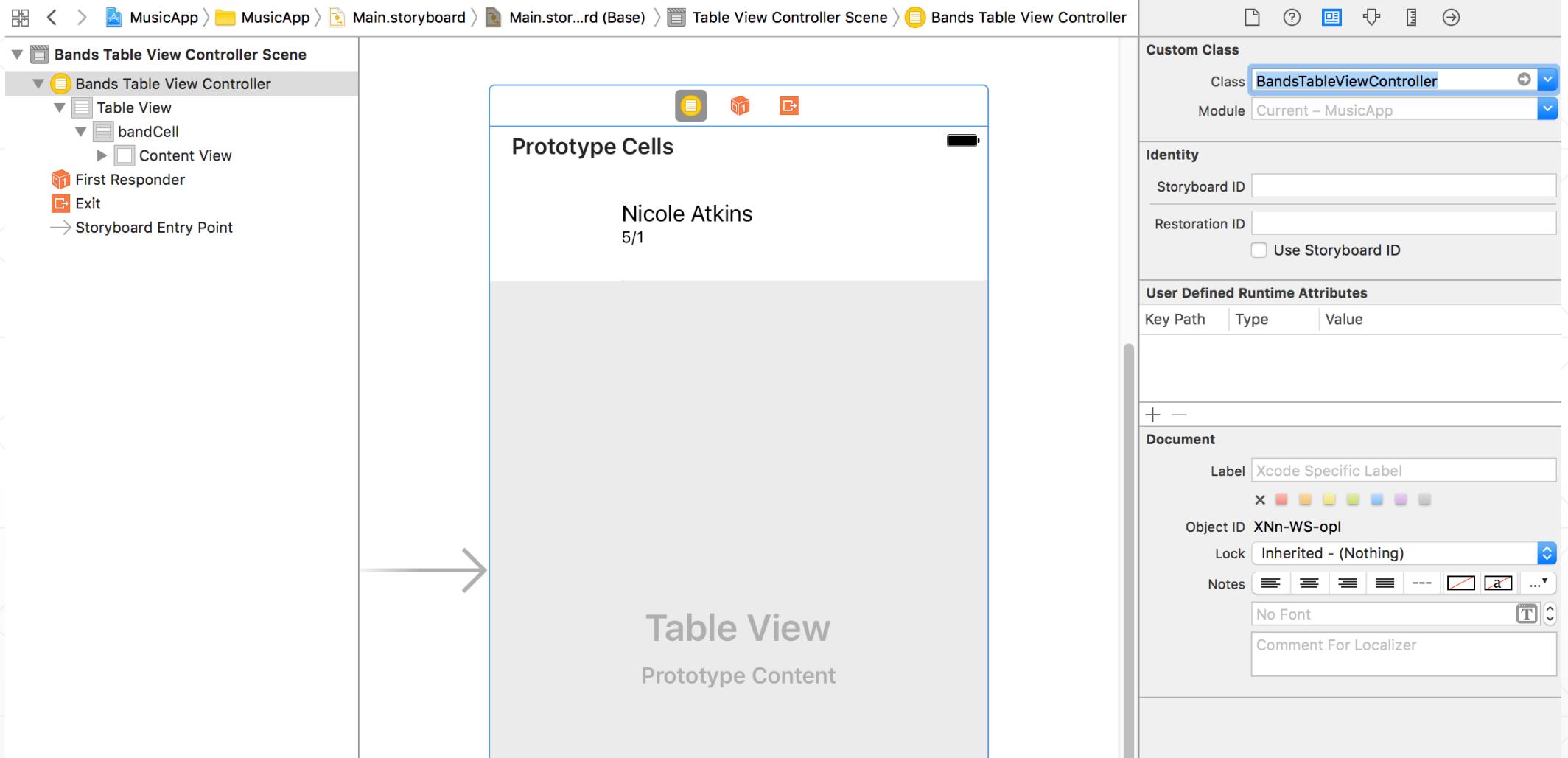
Document

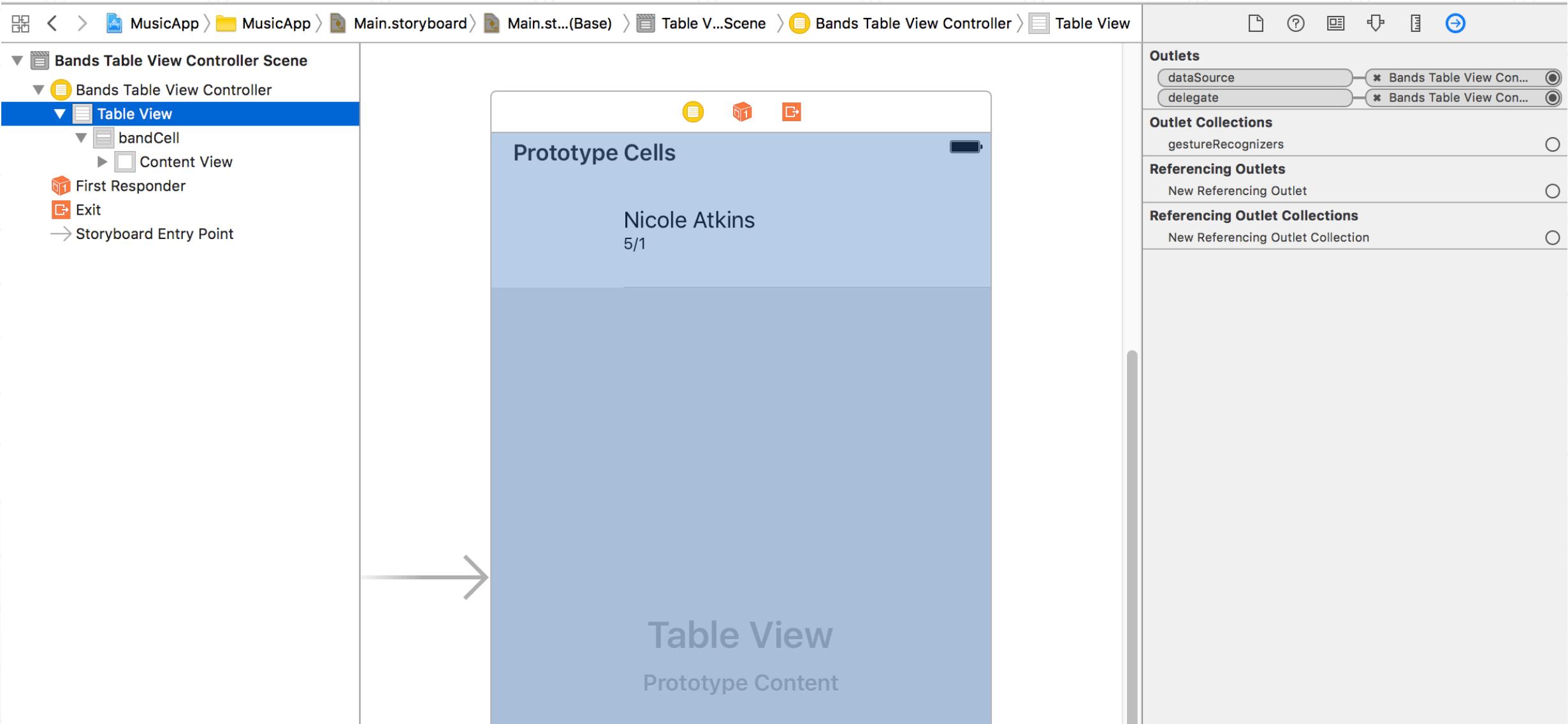
Label **Xcode Specific Label**

Object ID **XNn-WS-0pl**

Lock **Inherited - (Nothing)**

Notes No Font
 Comment For Localizer





```
class BandsTableViewController: UITableViewController {  
  
    let bandTitles = ["Nicole Atkins", "Ambulance LTD", "Sleepies", "Black Angels"]  
  
    override func viewDidLoad() {
```

```
let bandTitles = ["Nicole Atkins", "Ambulance LTD", "Sleepies", "Black Angels"]  
let bandSubTitles = ["Tue 5/1", "Fri 5/4", "Sat 5/5", "Sun 5/6",]  
let bandImageNames = ["thumb-nicole-atkins.png", "thumb-ambulance-ltd.png", "thumb-sleepies.png",  
"thumb-black-angels.png"]
```

```
override func viewDidLoad() {
```



numberOfSectionsInTableView: (around line 34)

numberOfRowsInSection: (around line 39)

cellForRowAtIndexPath: (around line 45)



```
override func numberOfSectionsInTableView(tableView: UITableView) -> Int {  
    #warning Incomplete implementation, return the number of sections  
    return 1  
}
```

```
override func tableView(tableView: UITableView, numberOfRowsInSection section: Int) -> Int {  
    // #warning Incomplete implementation, return the number of rows  
    return bandTitles.count  
}
```

```
override func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell
{
    let cell = tableView.dequeueReusableCell(withIdentifier: "bandCell", for: indexPath)

    // Configure the cell...

    return cell
}
```

```
override func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell
{
    let cell = tableView.dequeueReusableCell(withIdentifier: "bandCell", for: indexPath)

    // Configure the cell...

    cell.textLabel?.text =

    return cell
}
```

```
override func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell
{
    let cell = tableView.dequeueReusableCell(withIdentifier: "bandCell", for: indexPath)

    // Configure the cell...

    cell.textLabel?.text = bandTitles[indexPath.row]

    return cell
}
```

```
override func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell
{
    let cell = tableView.dequeueReusableCell(withIdentifier: "bandCell", for: indexPath)

    // Configure the cell...

    cell.textLabel?.text = bandTitles[indexPath.row]

cell.detailTextLabel?.text = bandSubTitles[indexPath.row]

    return cell
}
```

```
override func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell
{
    let cell = tableView.dequeueReusableCell(withIdentifier: "bandCell", for: indexPath)

    // Configure the cell...

    cell.textLabel?.text = bandTitles[indexPath.row]

    cell.detailTextLabel?.text = bandSubTitles[indexPath.row]

    cell.imageView?.image = UIImage(named: bandImageNames[indexPath.row])

    return cell
}
```



iPhone 7 Plus – iOS 10.2 (14C89)



Carrier



Nicole Atkins 11:06 AM

Tue 5/1

Ambulance LTD

Fri 5/4

Sleepies

Sat 5/5

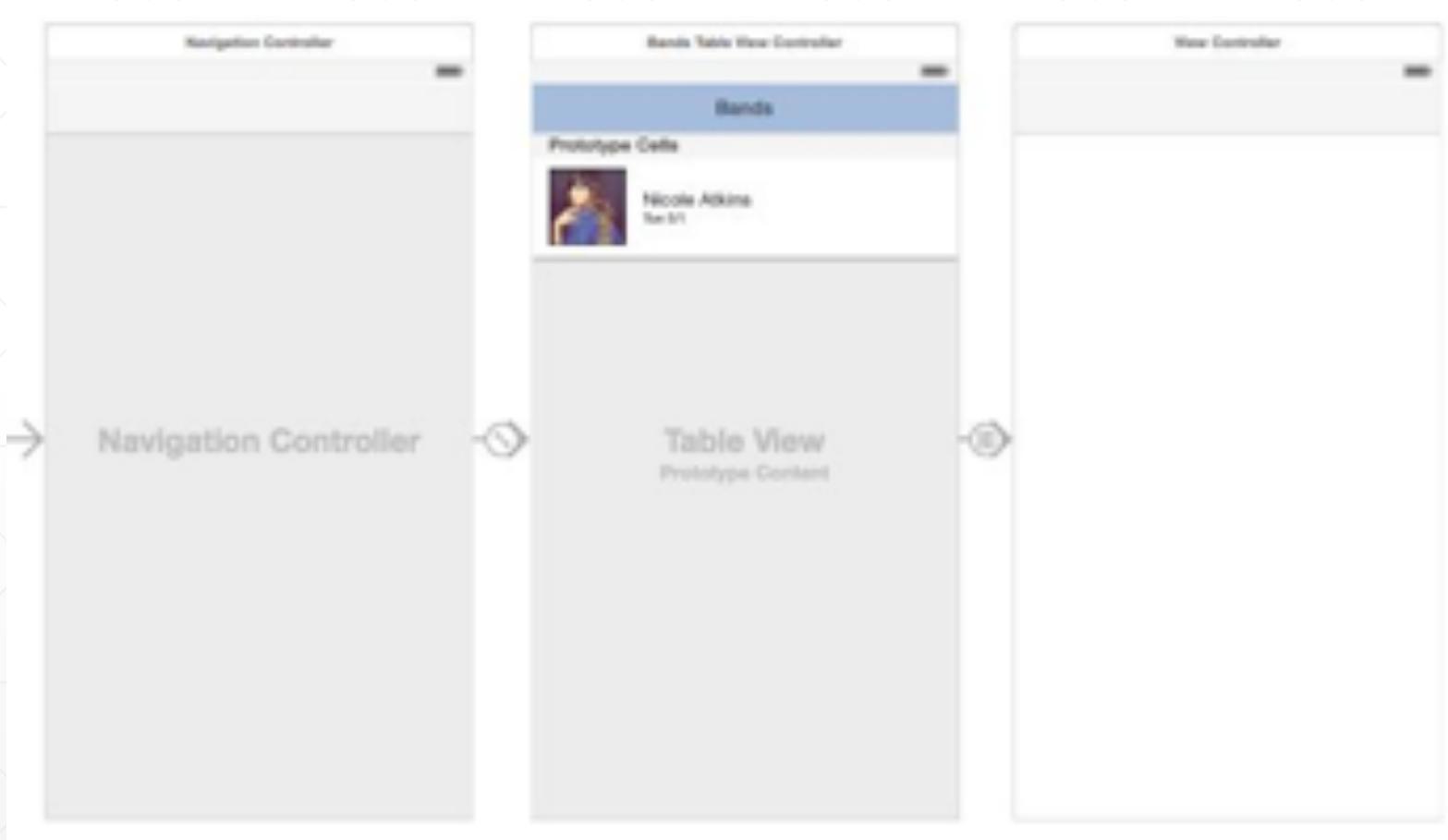
Black Angels

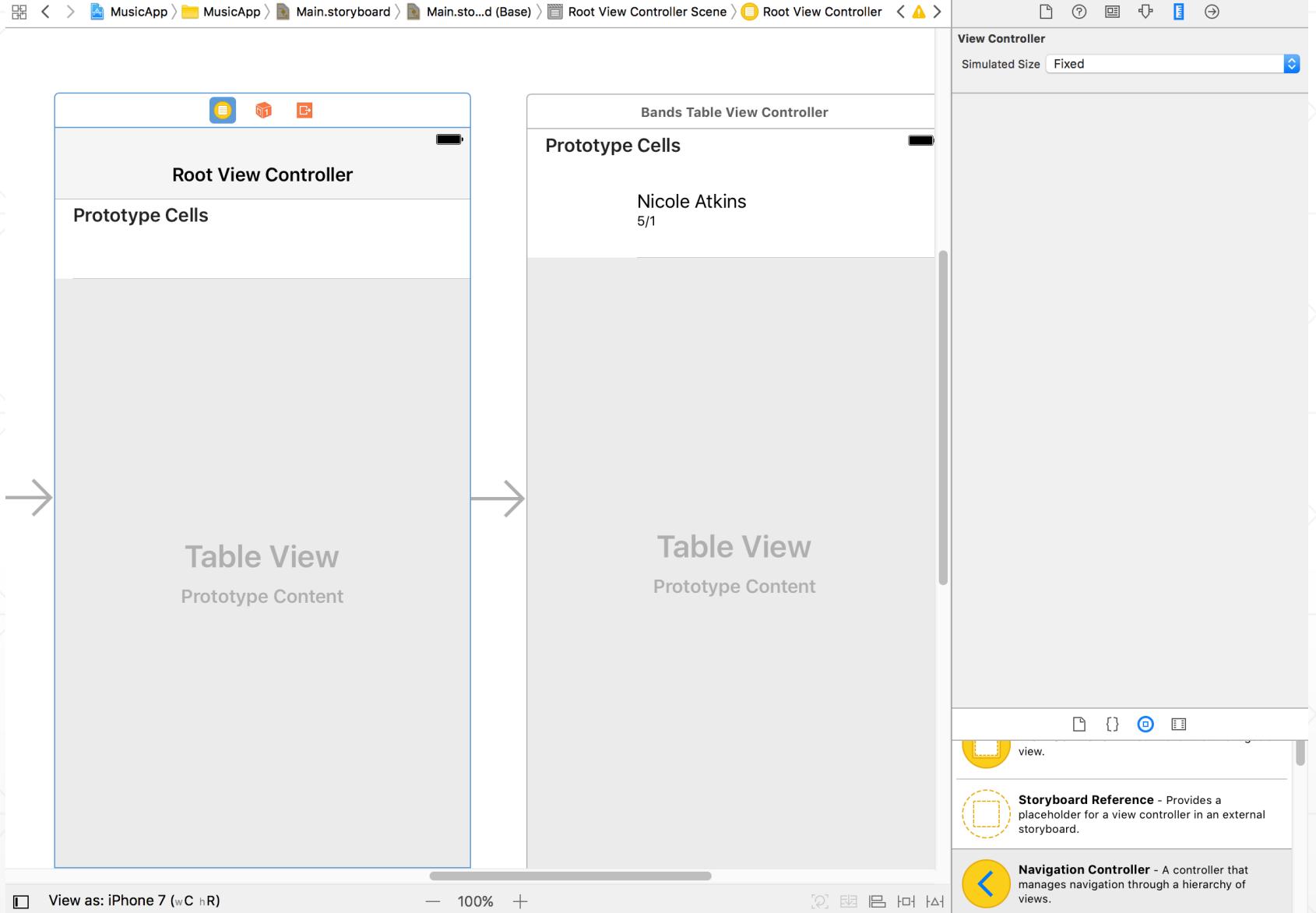
Sun 5/6

```
override func tableView(_ tableView: UITableView, heightForRowAt indexPath: IndexPath) ->  
CGFloat {  
    return 88  
}
```

- Carrier 
- 11:43 AM  ⚡
- Nicole Atkins
Tue 5/1
-
-  Ambulance LTD
Fri 5/4
-
-  Sleepies
Sat 5/5
-
-  Black Angels
Sun 5/6

Navigation Controller





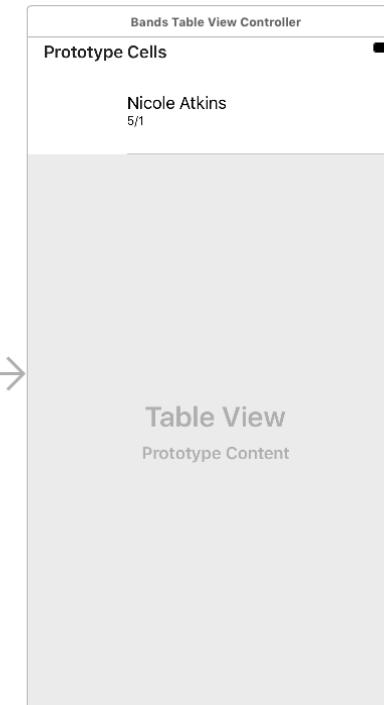
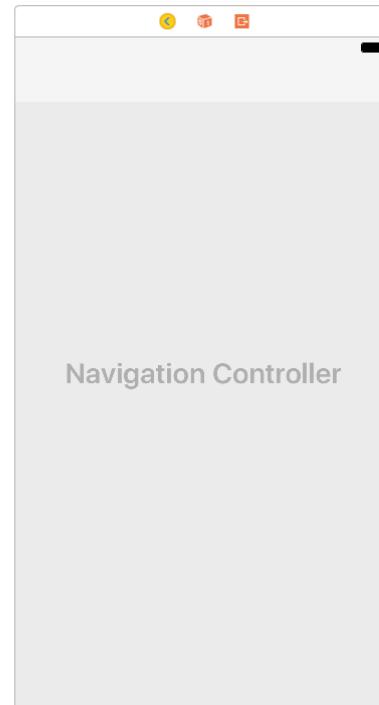
▼ Navigation Controller Scene

- Navigation Controller
- Navigation Bar
- First Responder
- Exit

▼ Bands Table View Controller Scene

- Bands Table View Controller
- Table View
 - bandCell
- First Responder
- Exit

→ Storyboard Entry Point



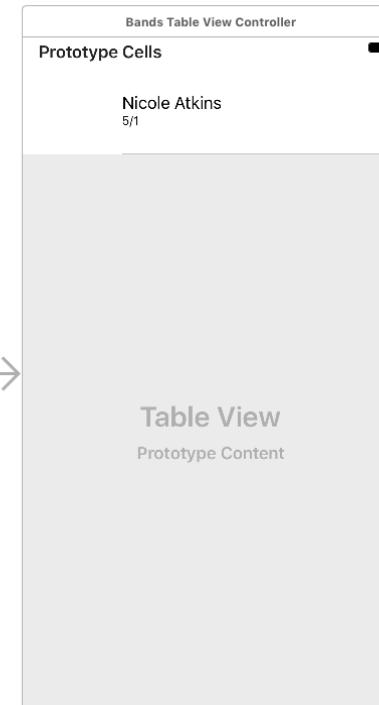
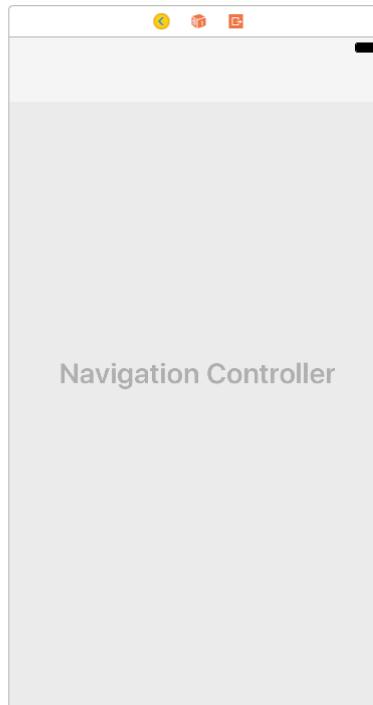
▼ Navigation Controller Scene

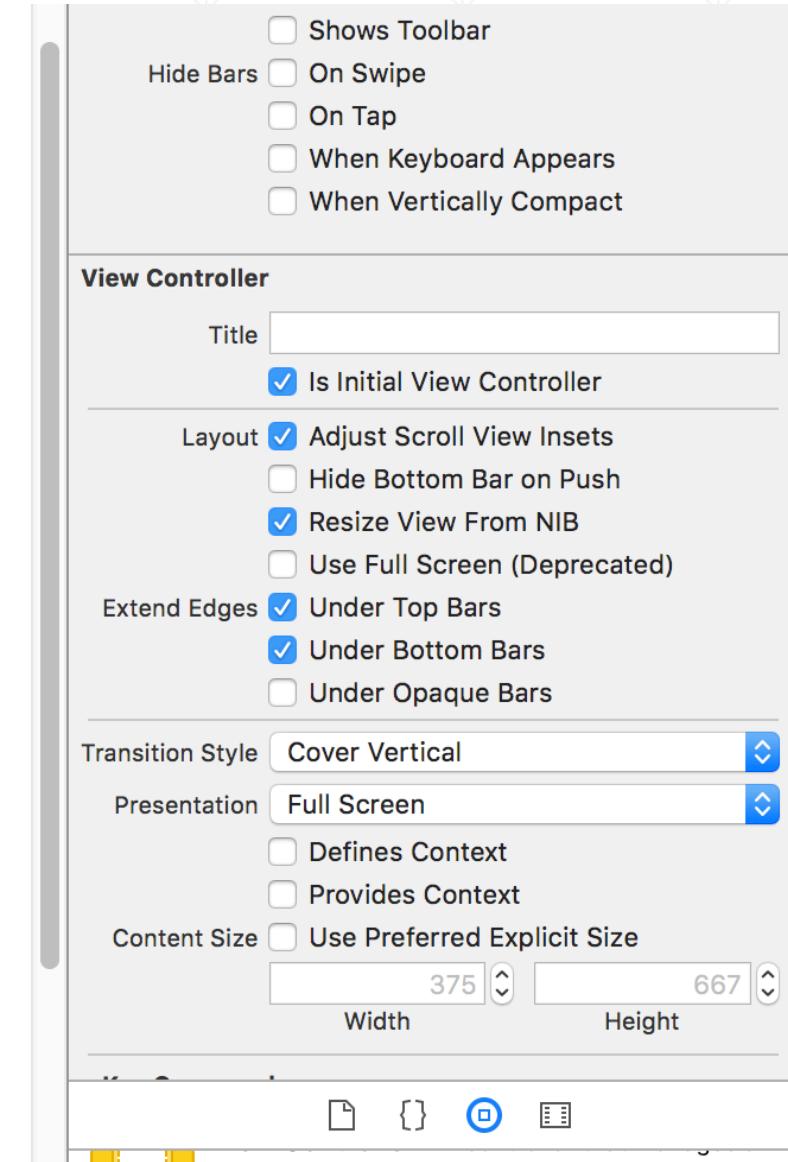
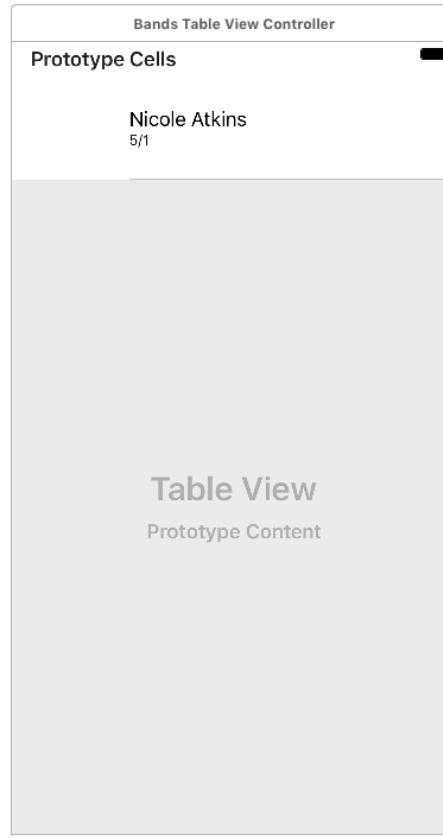
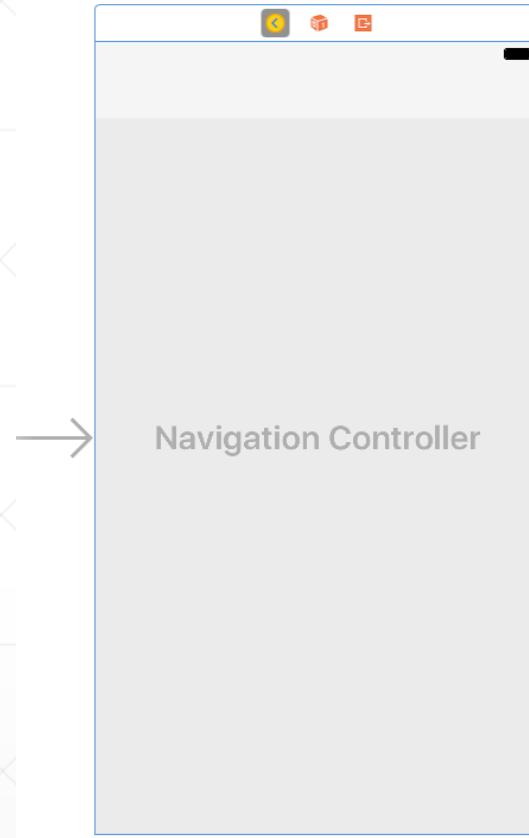
- Navigation Controller
- Navigation Bar
- First Responder
- Exit

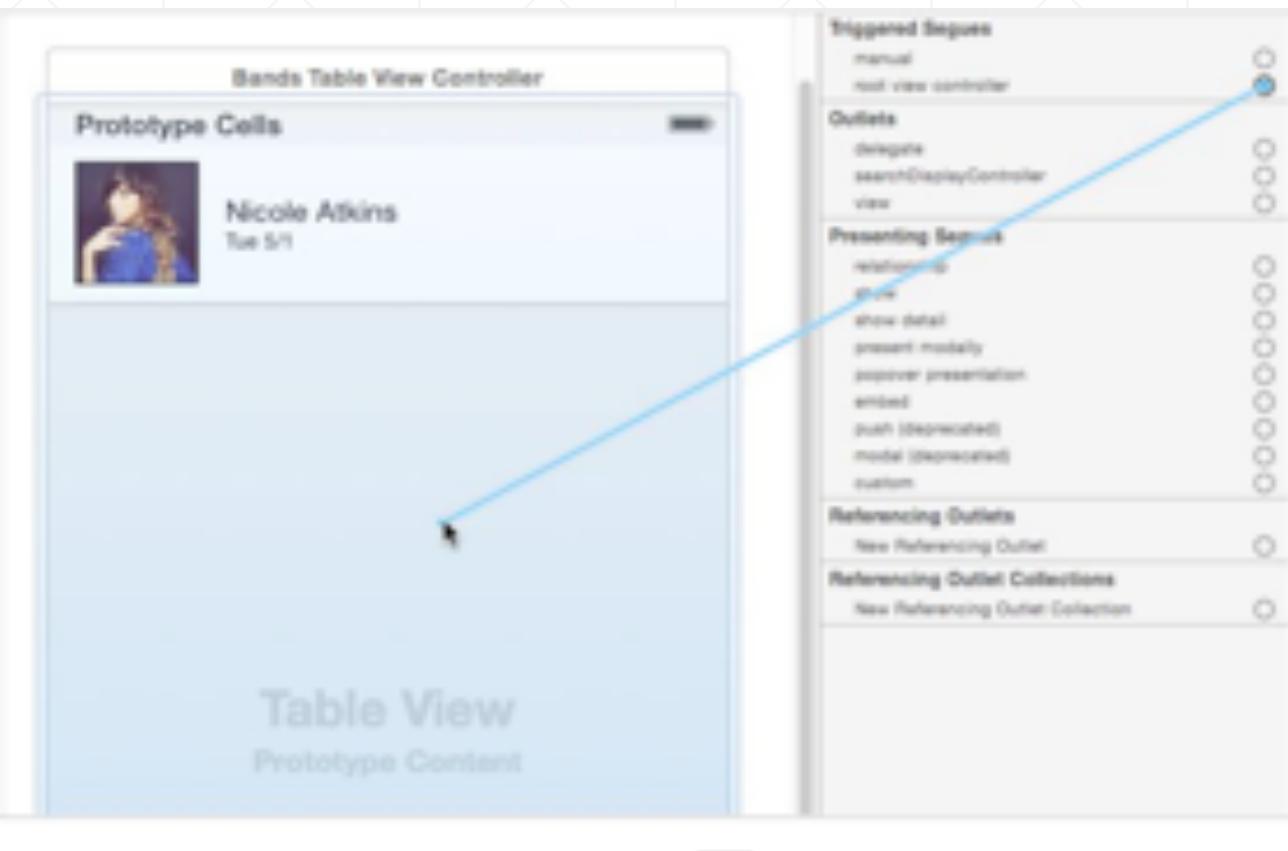
▼ Bands Table View Controller Scene

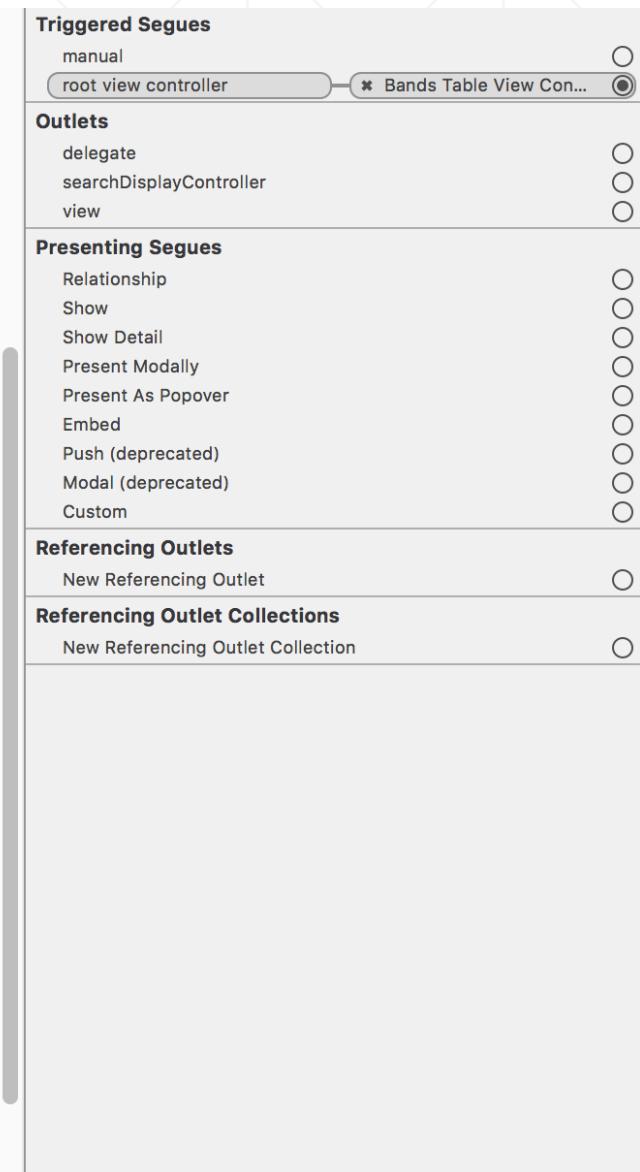
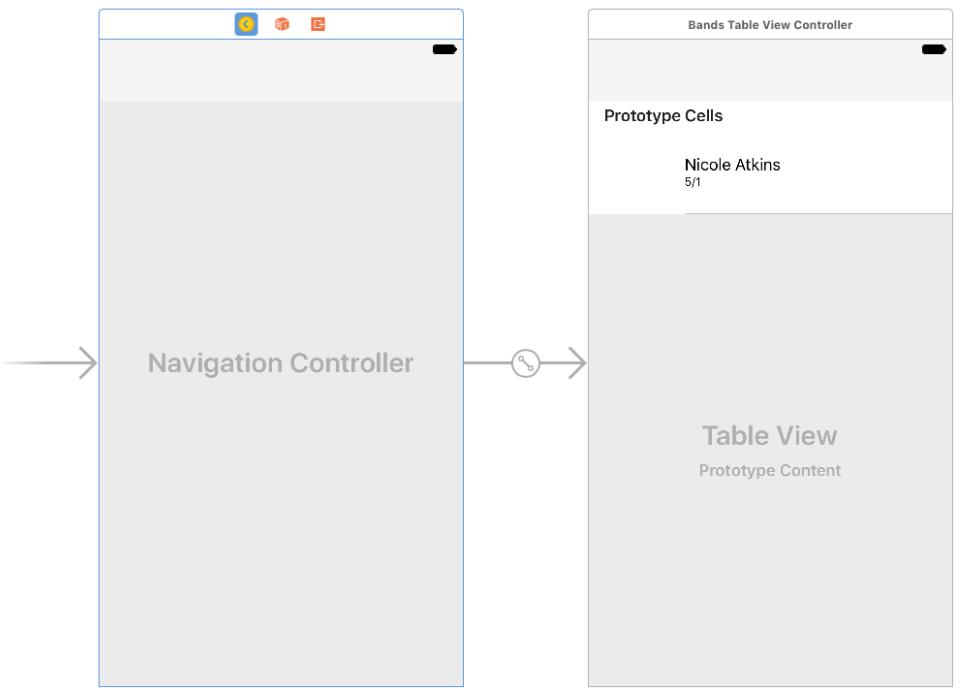
- Bands Table View Controller
- Table View
 - bandCell
- First Responder
- Exit

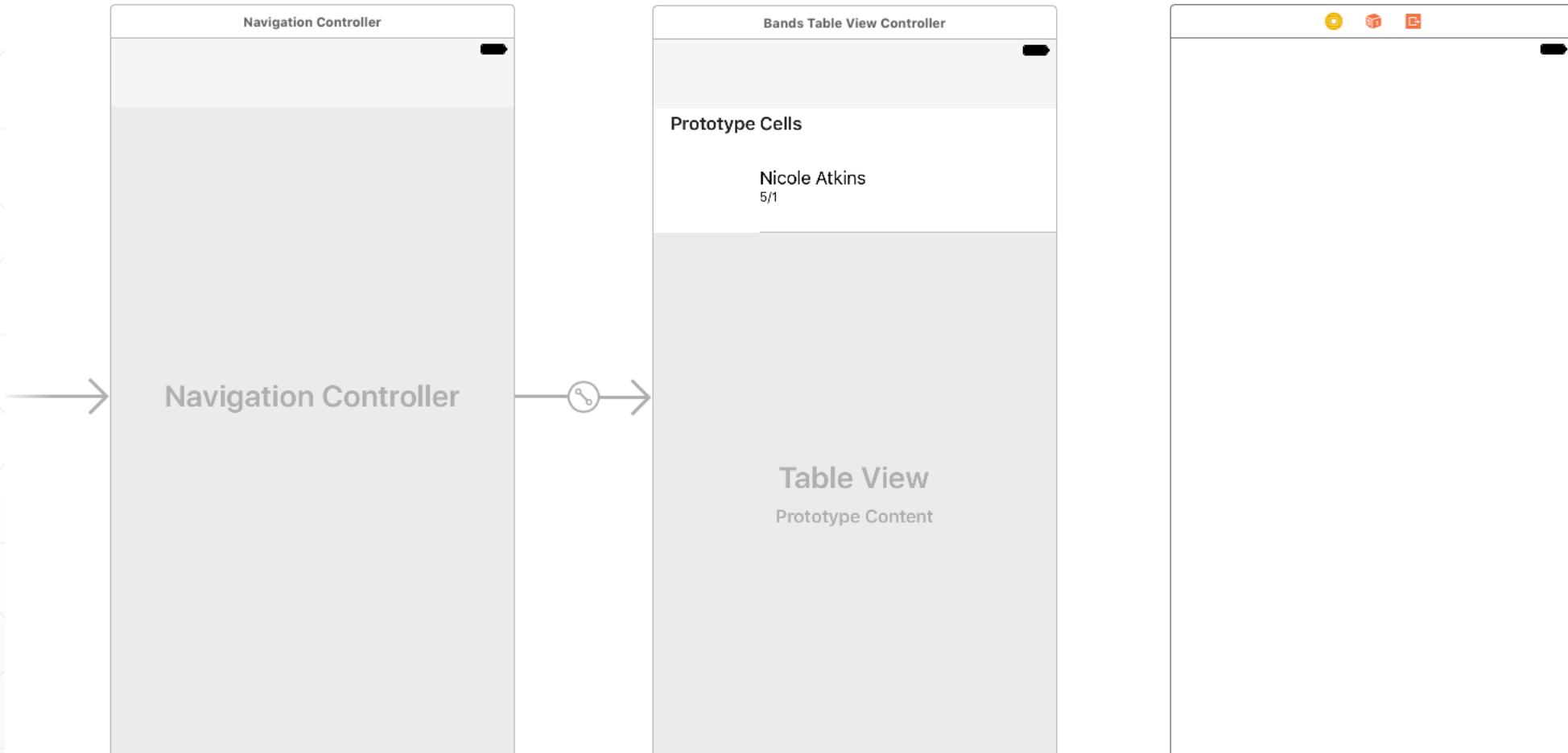
→ Storyboard Entry Point







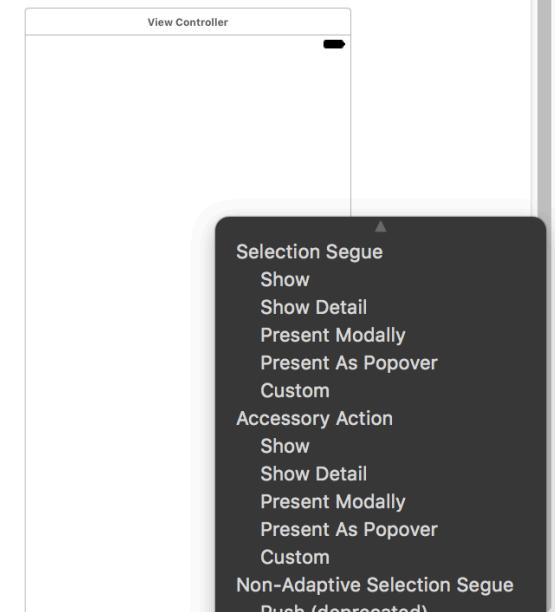
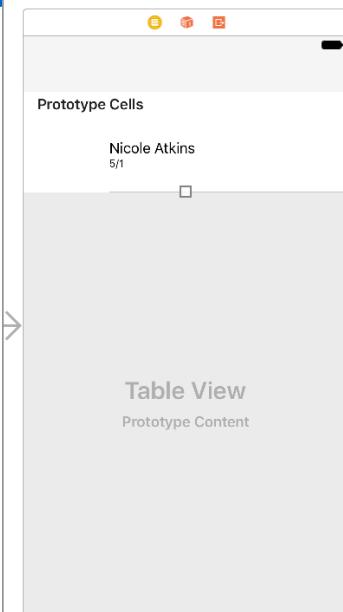


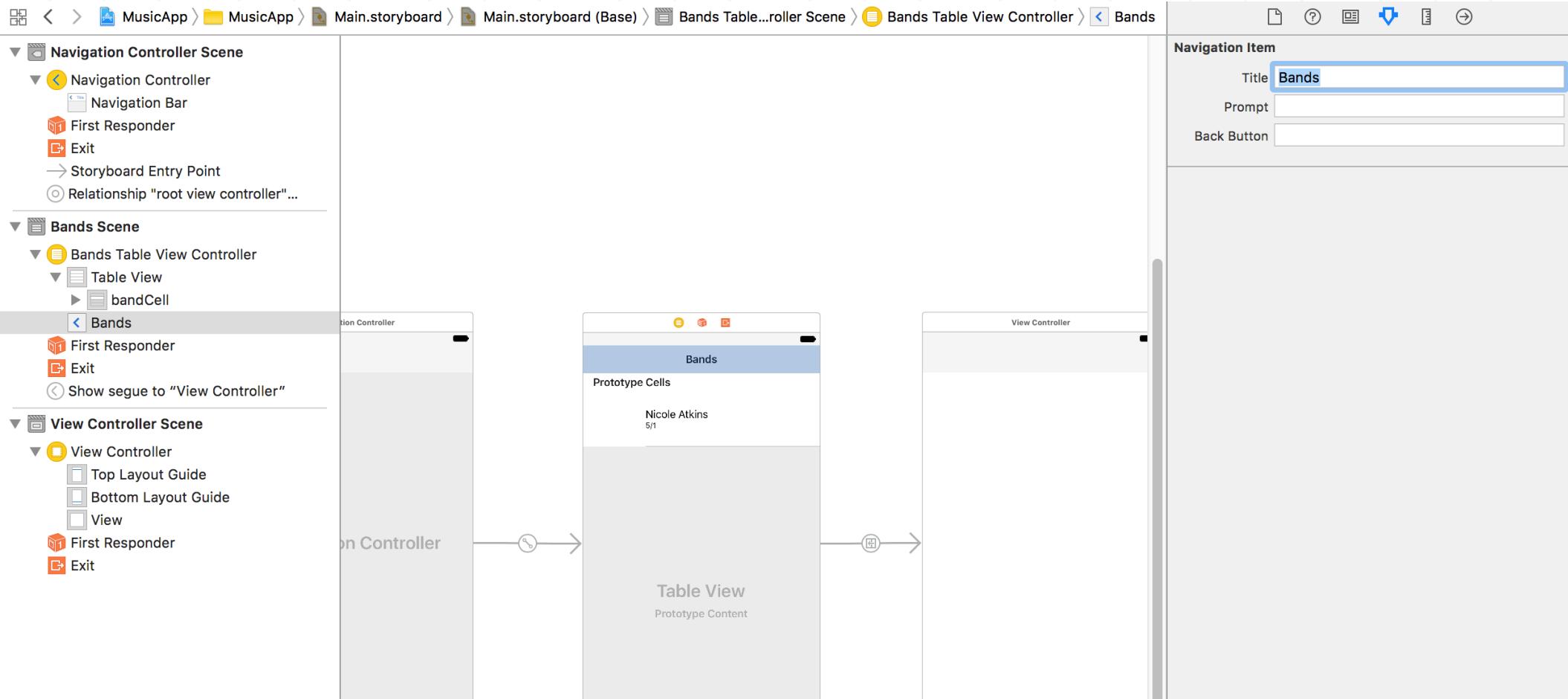


▼  **Navigation Controller Scene**
 ▼  Navigation Controller
 Navigation Bar
 First Responder
 Exit
 → Storyboard Entry Point
 ○ Relationship "root view controller" ...

▼  **Bands Table View Controller Scene**
 ▼  Bands Table View Controller
 Table View
 bandCell
 Navigation Item
 First Responder
 Exit

▼  **View Controller Scene**
 ▼  View Controller
 Top Layout Guide
 Bottom Layout Guide
 View
 First Responder
 Exit





Carrier 

2:04 PM



 Bands



Name of Band

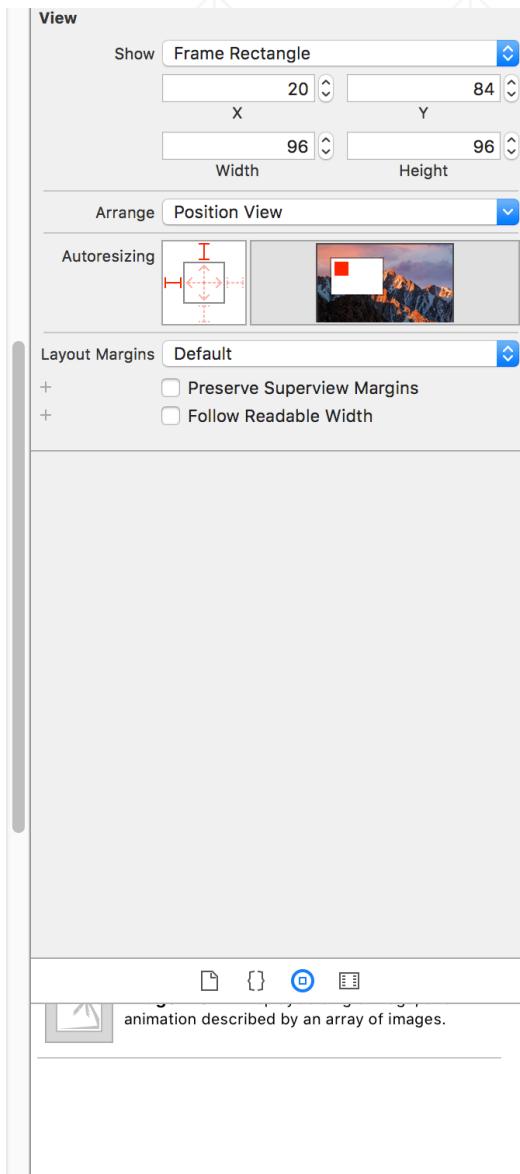
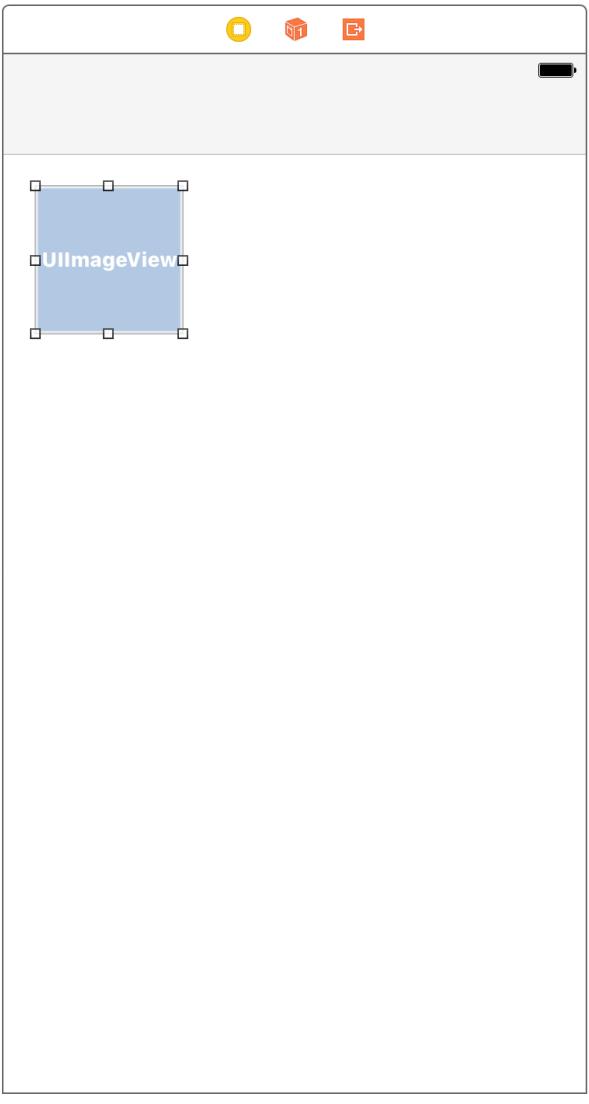
Type of music

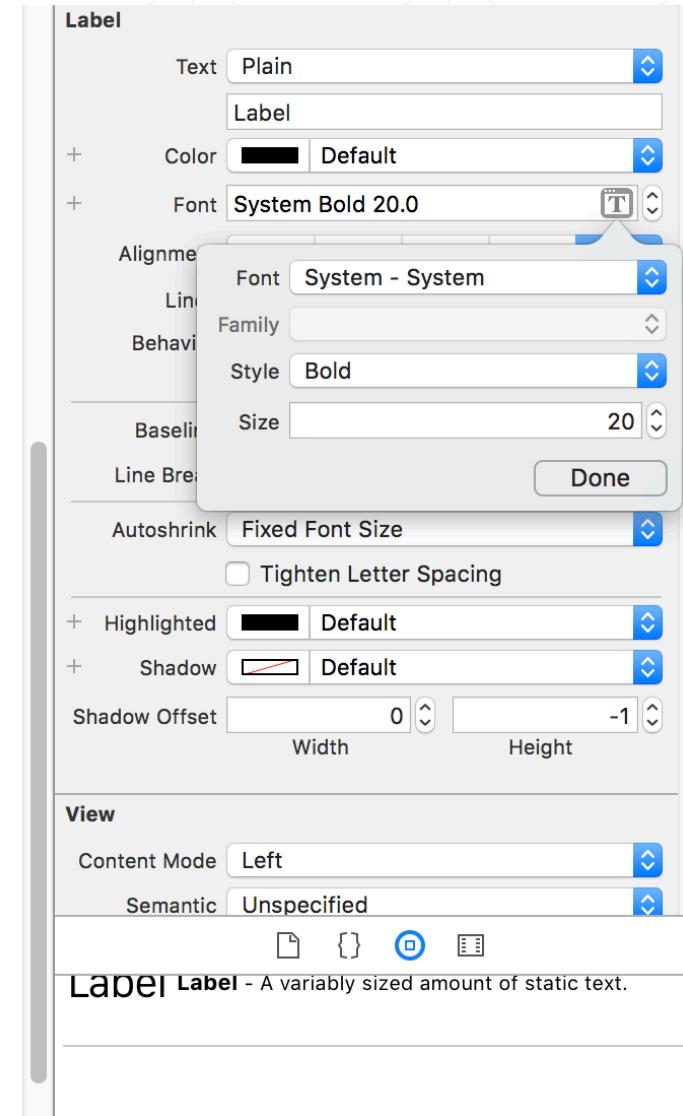
Venue

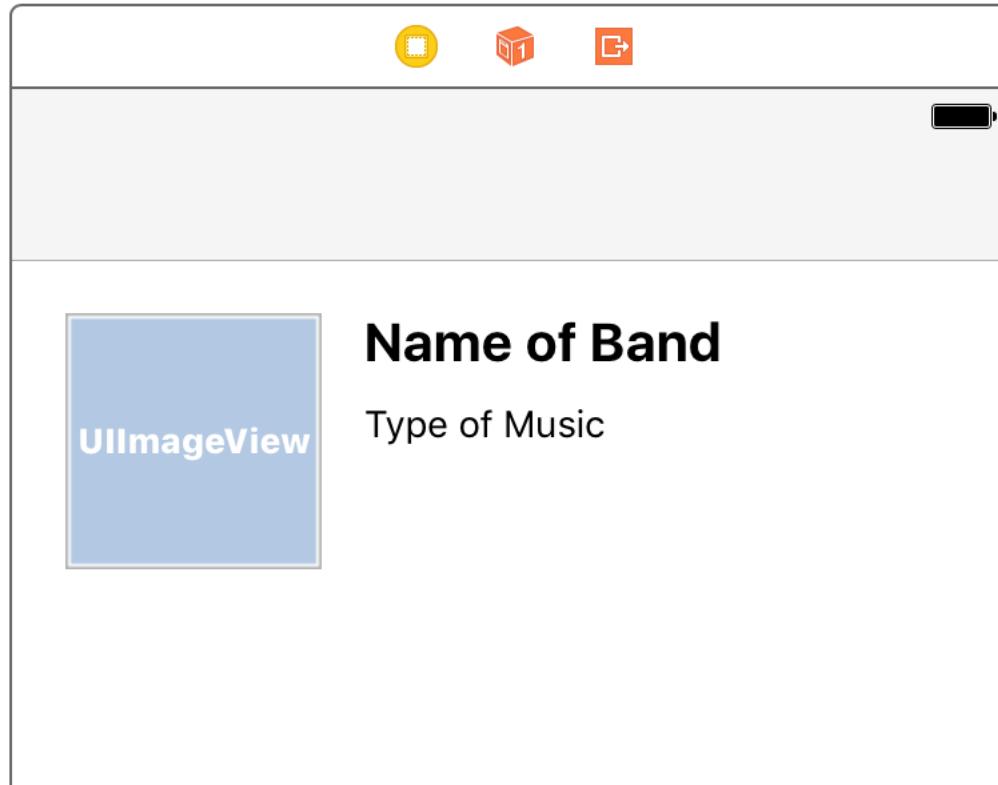
Date Time

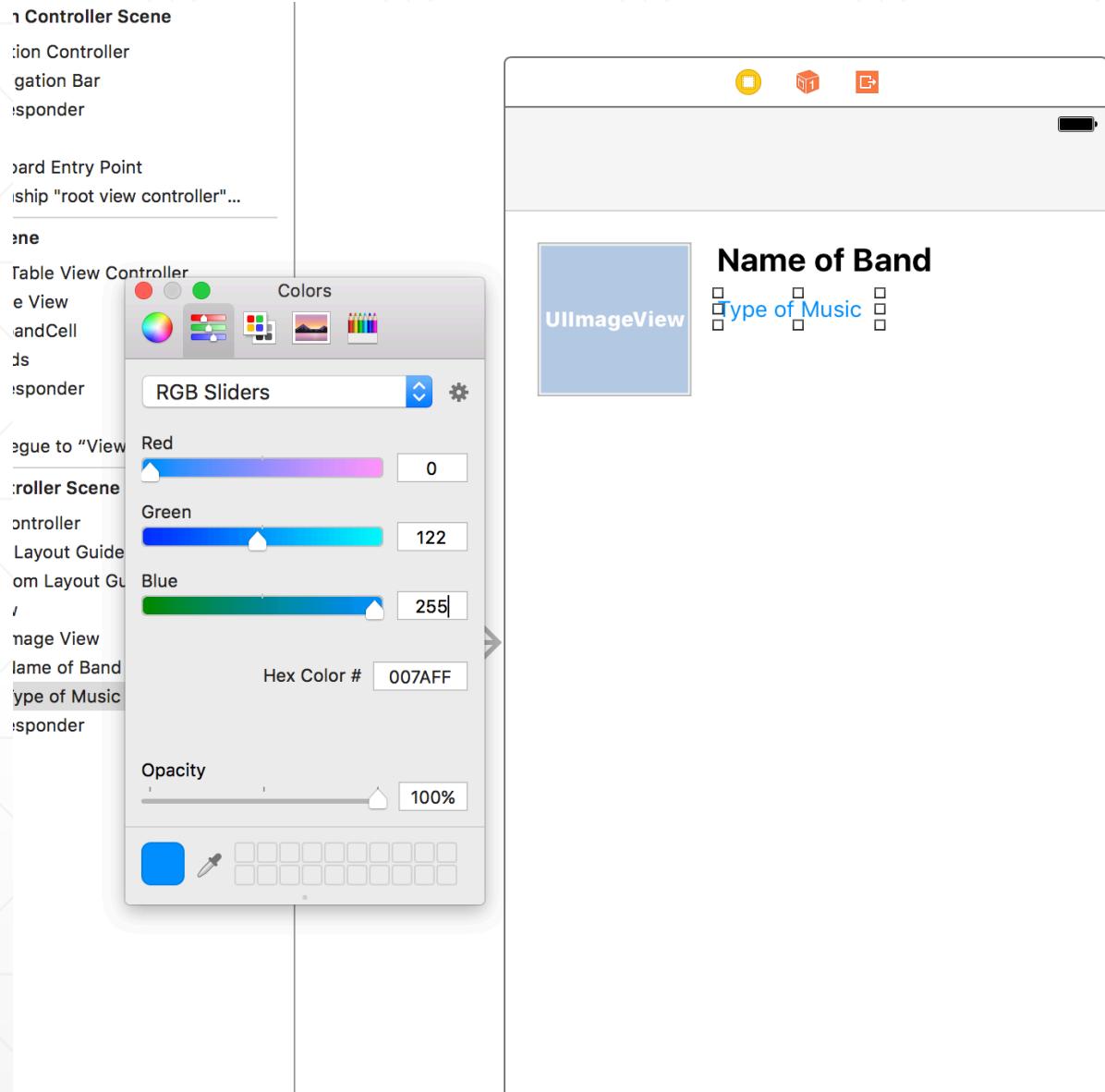
Age / price

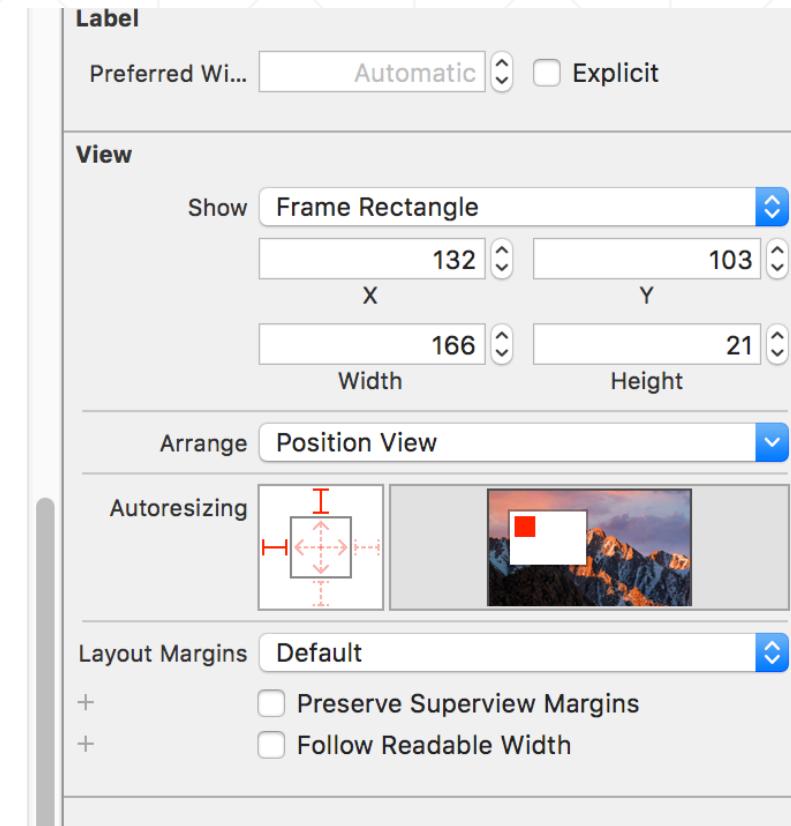
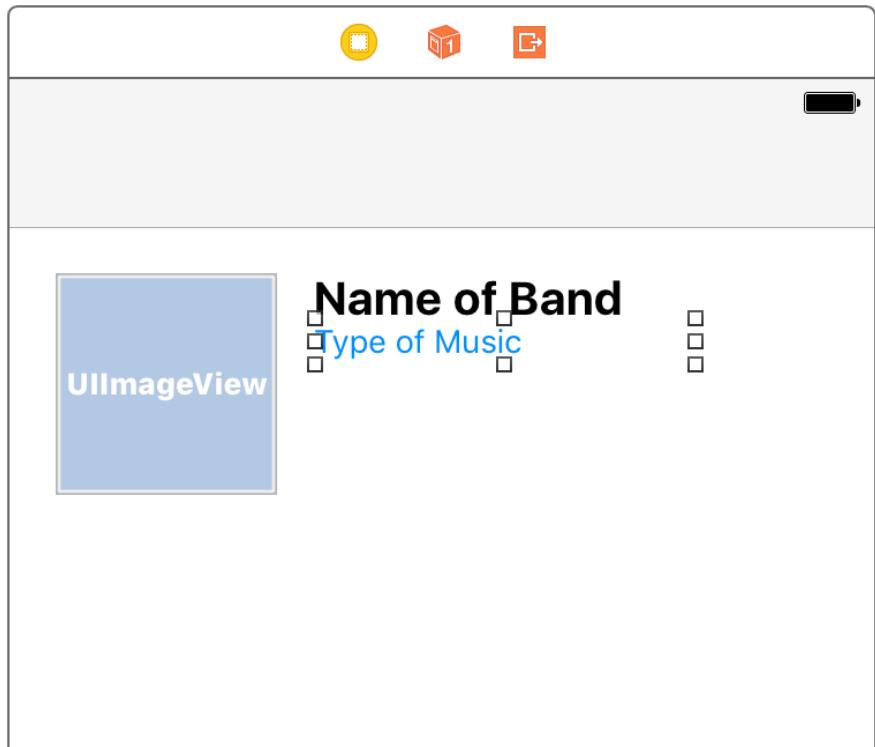
Description

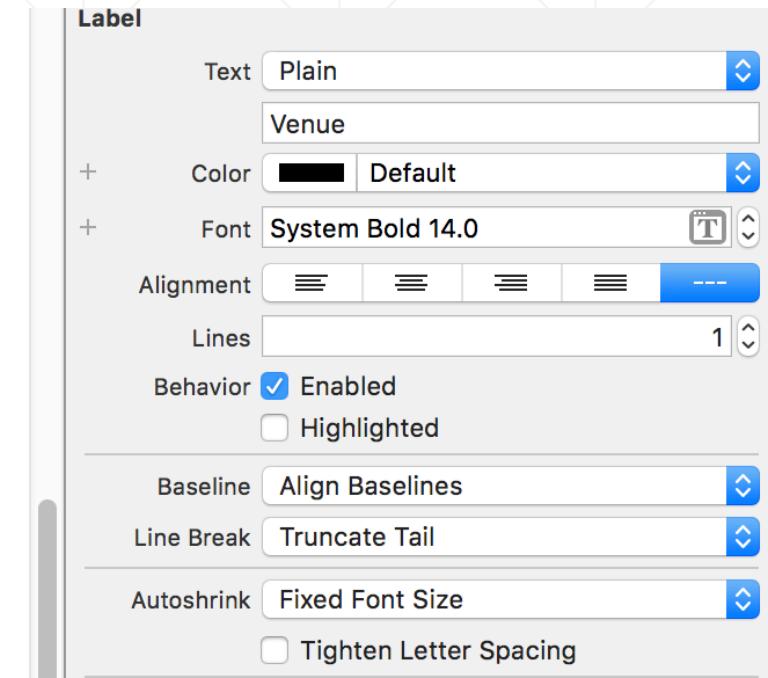
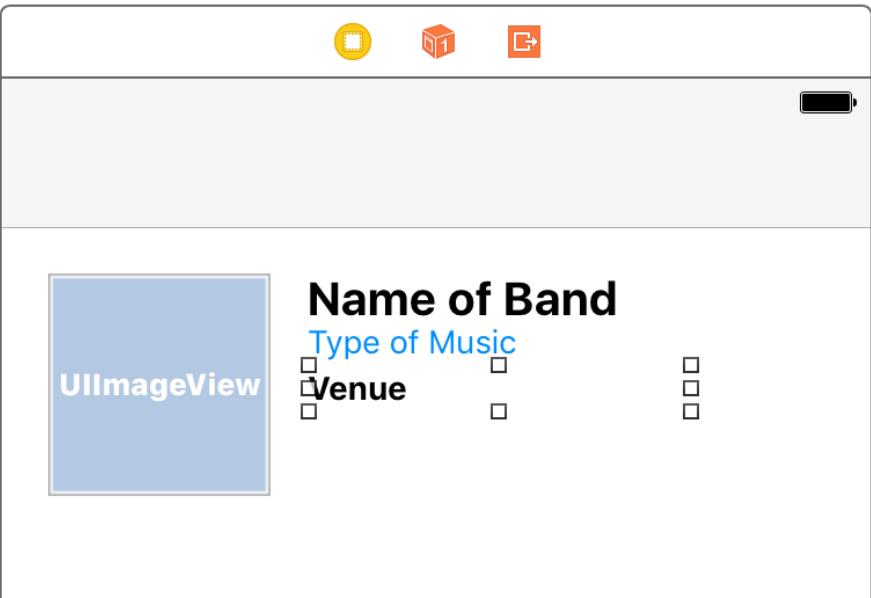


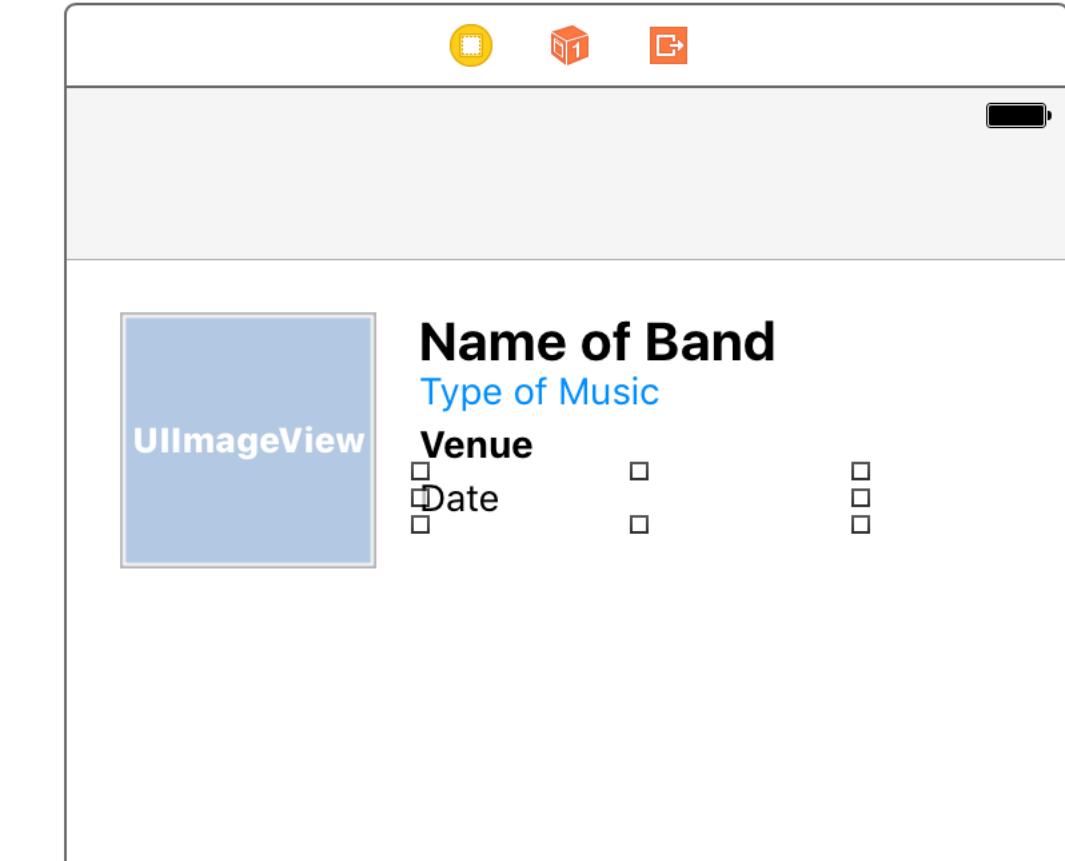


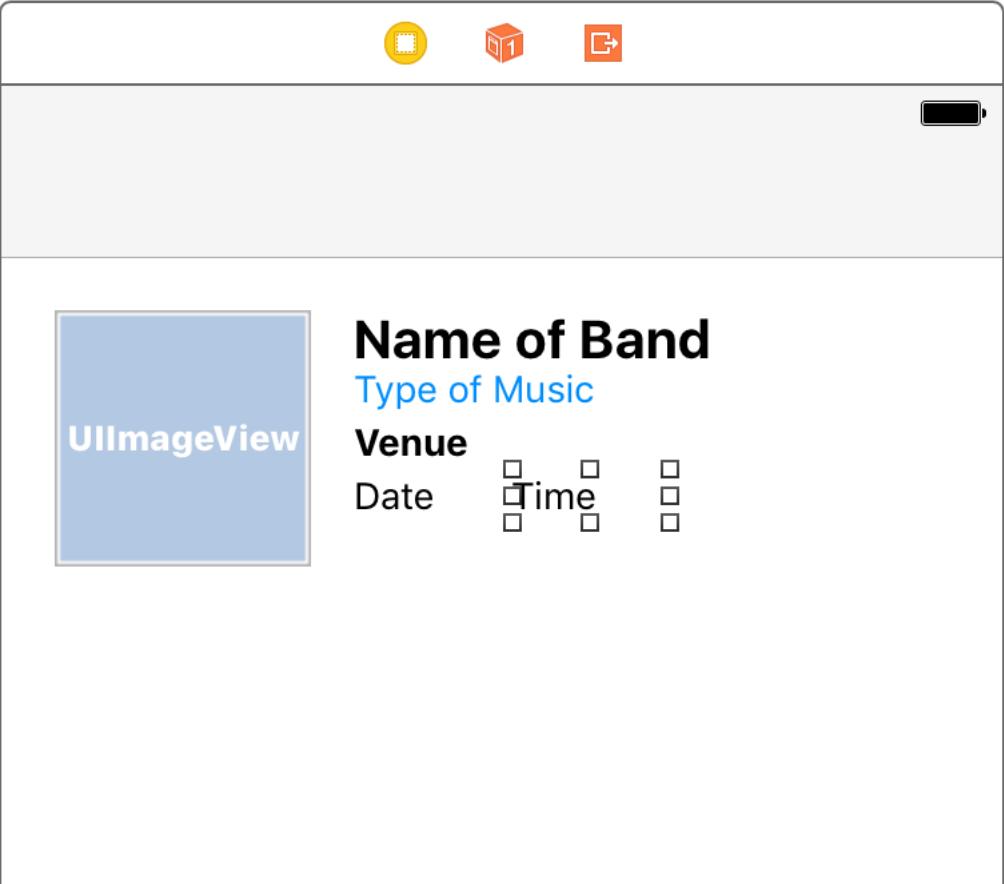




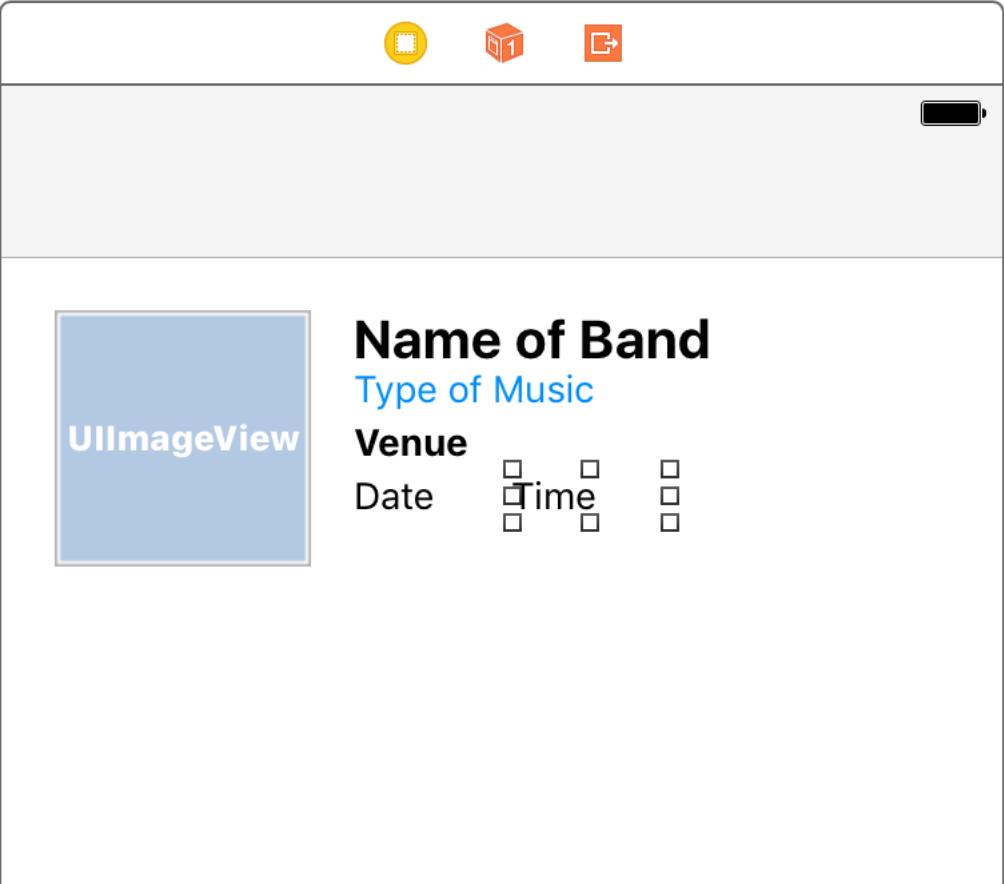


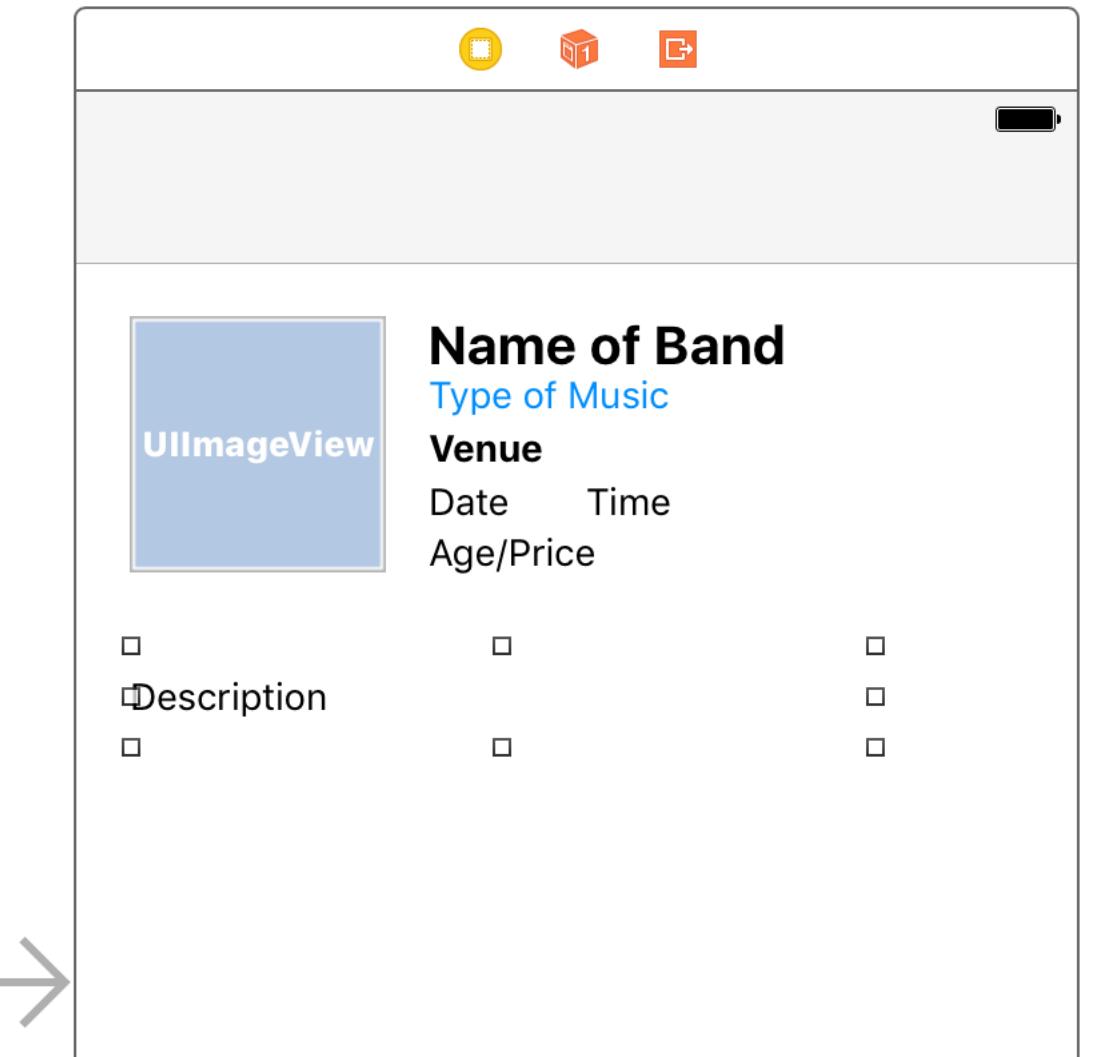






Red horizontal line at the bottom of the storyboard screen.





Navigation Controller Scene

Navigation Controller
Navigation Bar
First Responder
Exit
Storyboard Entry Point
Relationship "root view controller"...

Cells Scene

Bands Table View Controller

Table View
bandCell
Bands
First Responder
Exit
Now segue to "View"

View Controller Scene

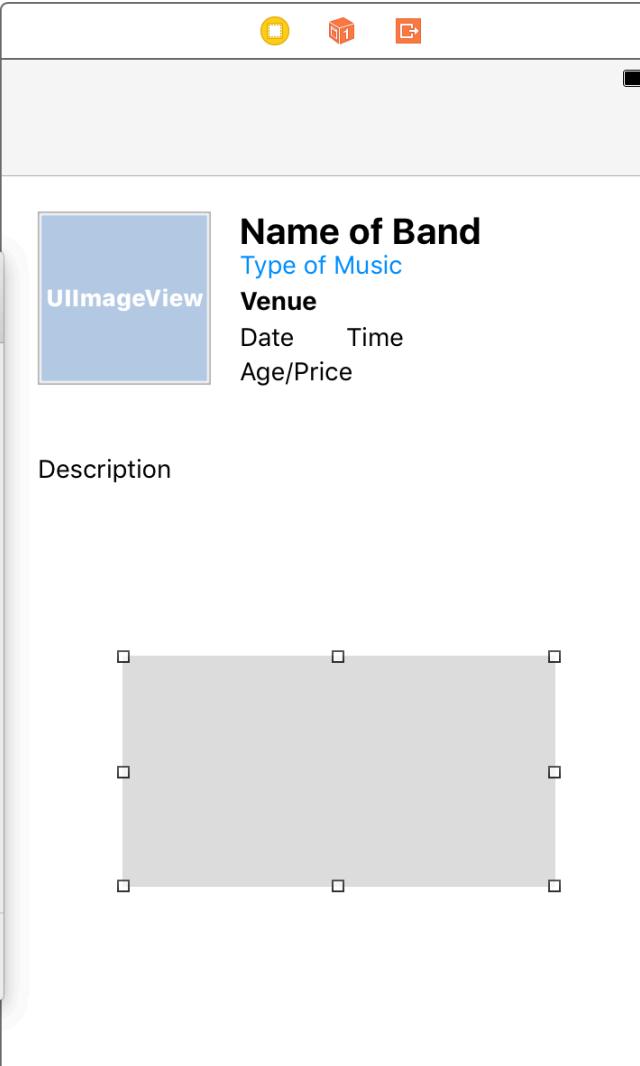
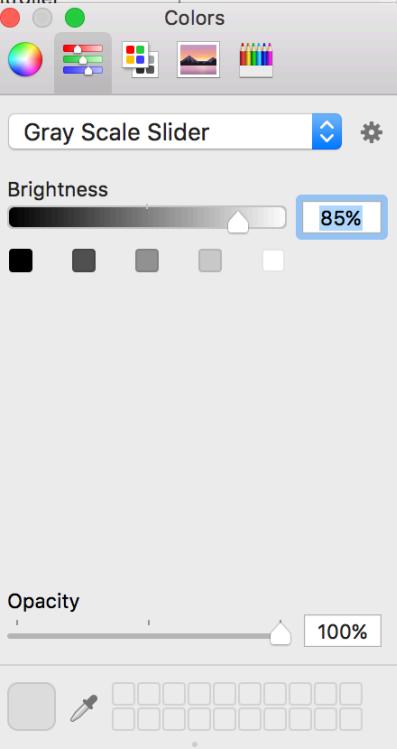
View Controller
Top Layout Guide
Bottom Layout Guide

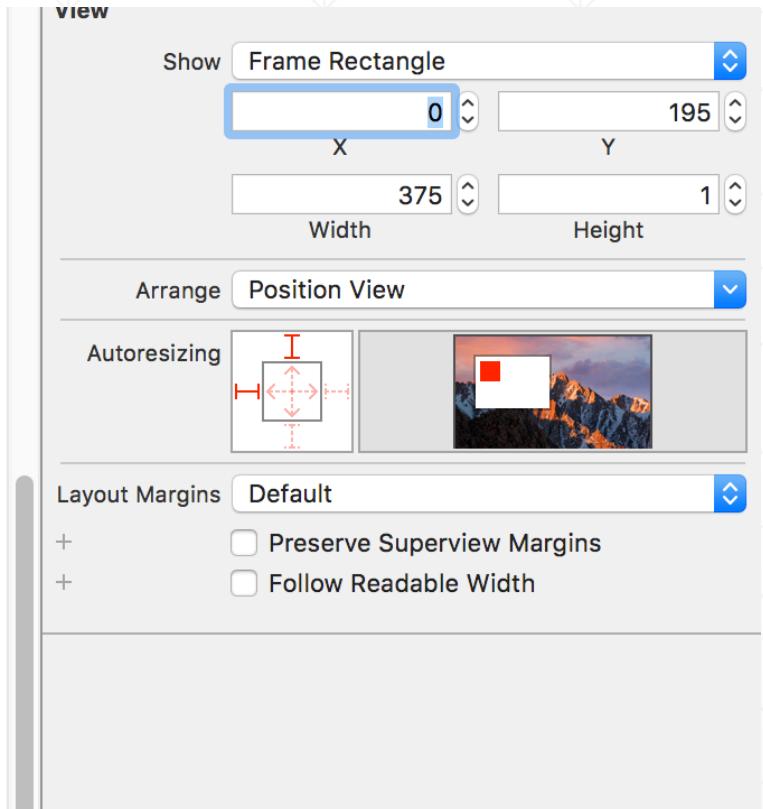
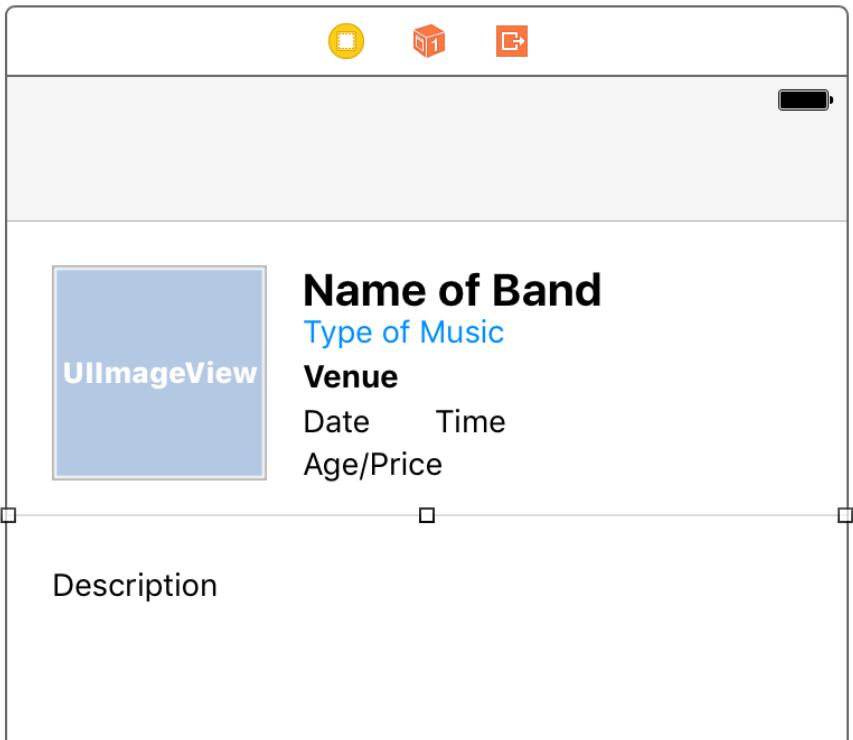
View

Image View
L Name of Band
L Type of Music
L Venue
L Date
L Time
L Age/Price
L Description

View

First Responder
Exit





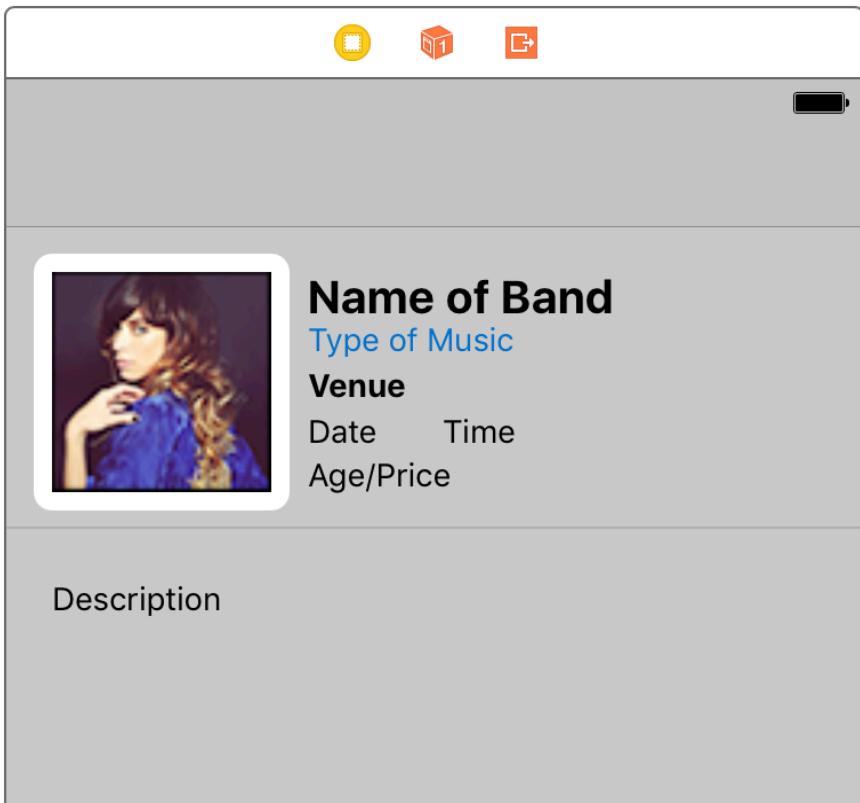


Image View

+ Image thumb-nicole-atkins.png

+ Highlighted Highlighted Image

State Highlighted

View

Content Mode Scale To Fill

Semantic Unspecified

Tag 0

Interaction User Interaction Enabled
 Multiple Touch

Alpha 1

+ Background

+ Tint Default

Drawing Opaque
 Hidden
 Clears Graphics Context
 Clip To Bounds

Carrier 

2:04 PM



 Bands



Name of Band

Type of music

Venue

Date Time

Age / price

Description

Choose options for your new file:

Class: BandsDetailViewController

Subclass of: UIPickerView

Also create XIB file

Language: Swift

Cancel

Previous

Next

MusicApp > MusicApp > Main.storyboard > Main.storyboard (Base) > View Controller Scene > Bands Detail View Controller

Navigation Controller Scene

Bands Scene

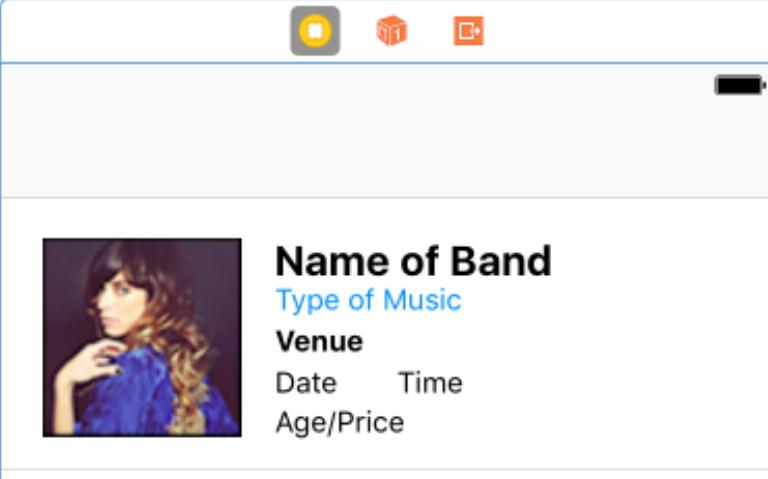
- Bands Table View Controller
- First Responder
- Exit

Show segue "showDetail" to "View..."

Bands Detail View Controller Scene

Bands Detail View Controller

- First Responder
- Exit



Name of Band

Type of Music

Venue

Date Time

Age/Price

Description



Custom Class

Class **BandsDetailViewController**

Module Current – MusicApp

Identity

Storyboard ID

Restoration ID

Use Storyboard ID

User Defined Runtime Attributes

Key Path	Type	Value
----------	------	-------

Document

Label Xcode Specific Label

Object ID L9Q-Vv-bU1

Lock Inherited - (Nothing)

Notes

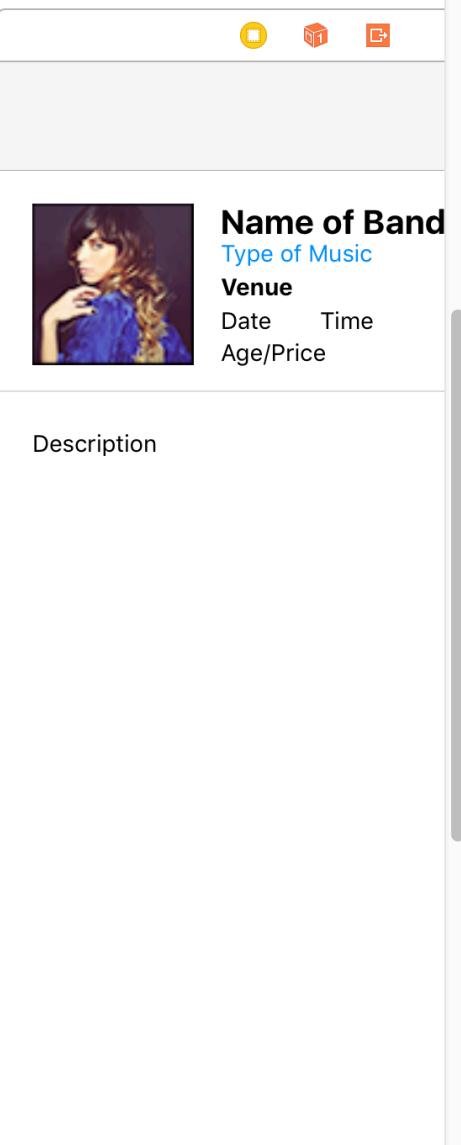
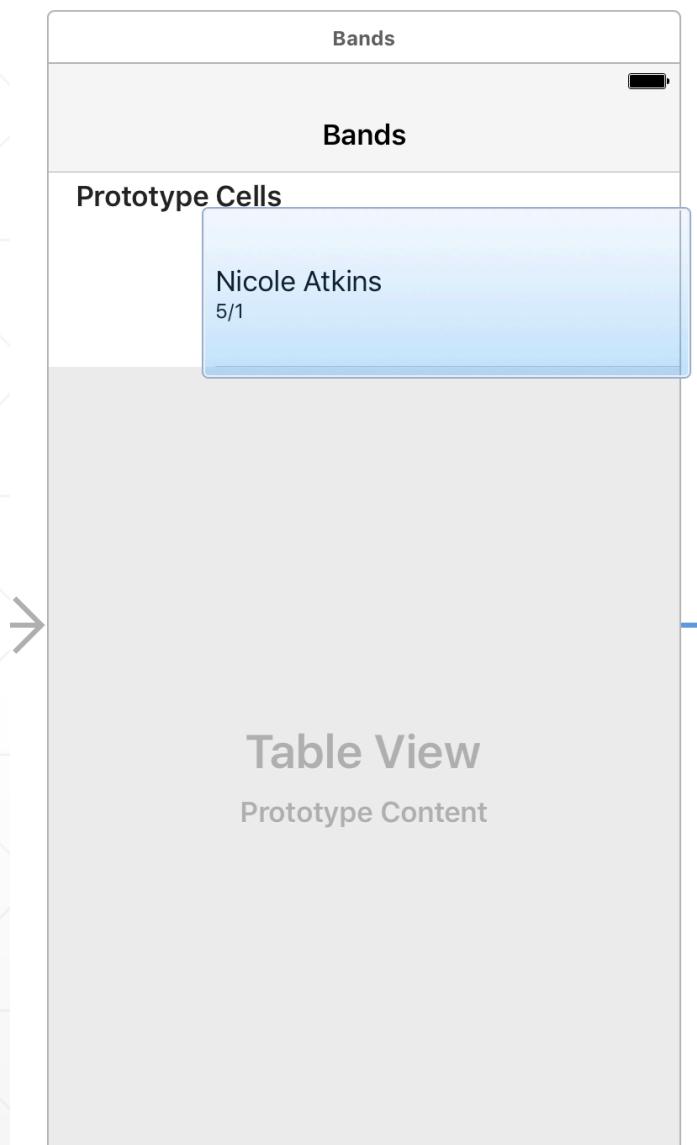
No Font

GLKit View - Provides a default implementation of an OpenGL ES-aware view.

```
/*
// MARK: - Navigation

// In a storyboard-based application, you will often want to do a
// little preparation before navigation
override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
    // Get the new view controller using
    // segue.destinationViewController.
    // Pass the selected object to the new view controller.
}
*/
```

```
override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {  
  
    if (segue.identifier == "showDetail") {  
  
        If let indexPath = self.tableView.indexPathForSelectedRow {  
            let bandsDetailViewController:BandsDetailViewController =  
                segue.destinationViewController as! BandsDetailViewController  
  
        }  
  
    }  
}
```



Storyboard Segue

Identifier: **showDetail**

Class: **UIStoryboardSegue**

Module: **None**

Kind: **Show (e.g. Push)**

Animates

Peek & Pop Preview & Commit Segues

GLKit View - Provides a default implementation of an OpenGL ES-aware view.

SceneKit View - A view for displaying a 3D scene.

Web View - Displays embedded web content and enables content navigation.

View - Represents a rectangular region in which it draws and receives events.