Tutorial



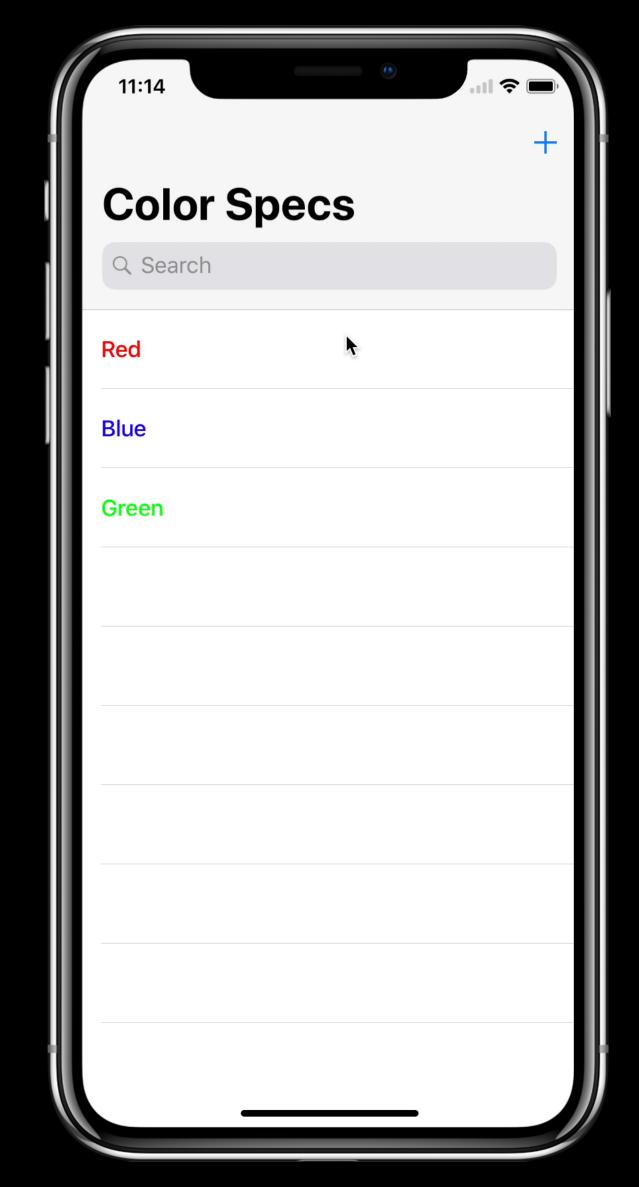
Color Specs App

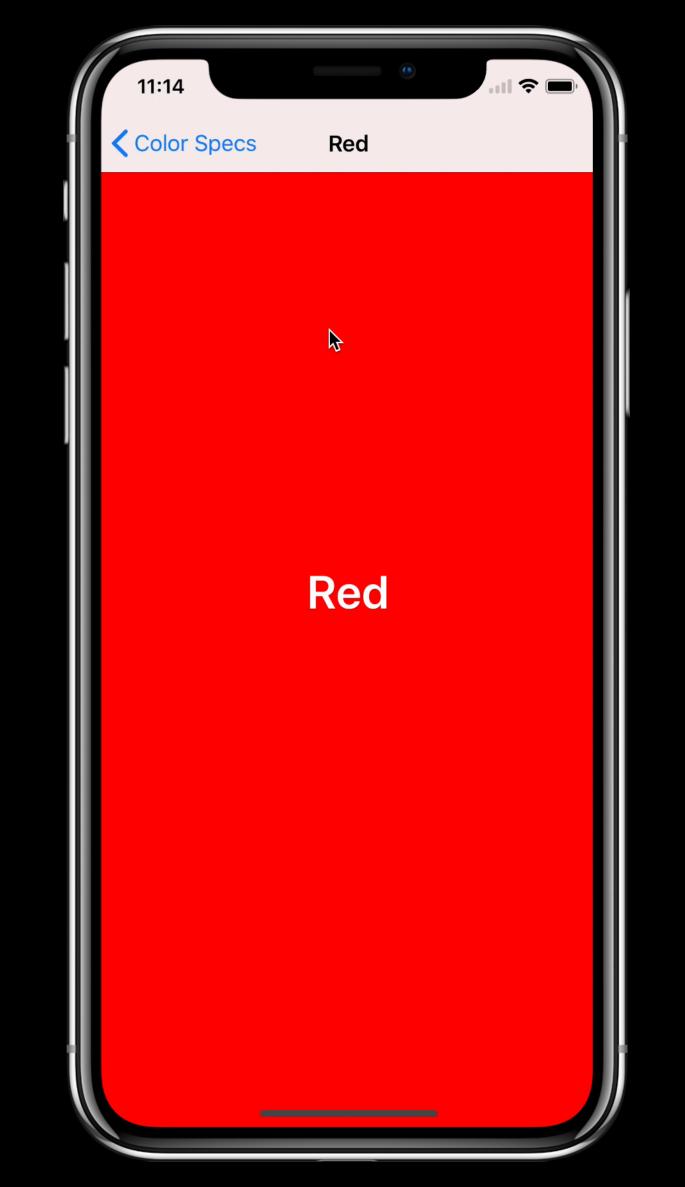
October 17, 2017

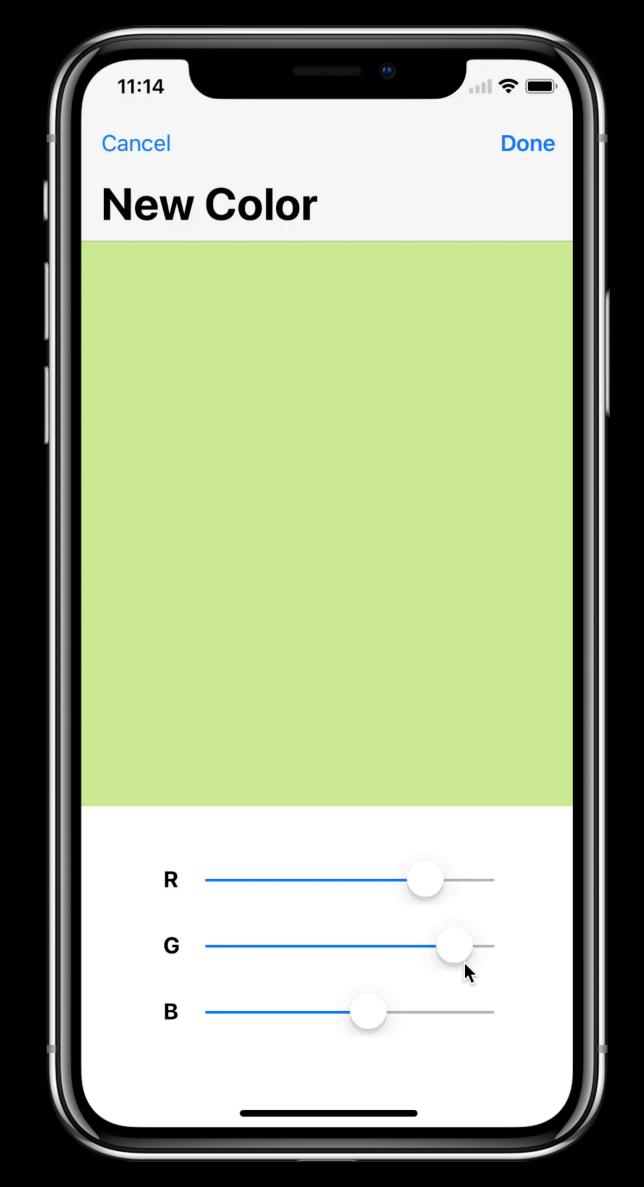
More on UITableView

UIViewController presentation and dismissal

Transferring data back and forth between view controllers







```
override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
   if let destination = segue.destination as? ColorDetailViewController,
        let tableViewCell = sender as? UITableViewCell,
        let index = tableView.indexPath(for: tableViewCell)?.row {
        destination.color = self.colors[index]
    }
}
```

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Stubs can be found in Xcode Templates

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Get destination view controller with segue.destination

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Happens before viewDidLoad

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Get destination view controller with segue.destination

Happens before viewDidLoad

Don't set UI-related variable in destination class

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Get destination view controller with segue.destination

Happens before viewDidLoad

Don't set UI-related variable in destination class

Update UI elements in viewDidLoad from destination class

What about passing data back and forth?

func afterRewinding(_ segue: UIStoryboardSegue)

func afterRewinding(_ segue: UIStoryboardSegue)

segue.destination.color = newColor

func afterRewinding(_ segue: UIStoryboardSegue)



No, this does not exist.

Passing back data with callback closure

```
var completionHandler: (String) -> (Int)
```

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Function as a variable

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Function takes type **String** and returns **Int**

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let resultInt = self.completionHandler("Some String")
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Function as a variable

Function takes type **String** and returns **Int**

```
let resultInt = self.completionHandler("Some String")
```

Call this function the same way you call any other function

```
var completionHandler: (Int, String) -> Void
```

```
var completionHandler: (Int, String) -> Void
var completionHandler: (Int, String?) -> Void
```

```
var completionHandler: (Int, String) -> Void

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Parameters within function declarations can contain Optional values

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var completionHandler: ((Int, String?)?) -> Void

var completionHandler: (((Int, String?)?) -> Void)?
```

Parameters within function declarations can contain Optional values

Function declaration itself can be an Optional value

```
var completionHandler: (((Int, String?)?) -> Void)?
```

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var completionHandler: (((Int, String?)?) -> Void)?
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Parameters within function declarations can contain Optional values

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```
self.completionHandler?(15, "Some String")
```

```
var completionHandler: (((Int, String?)?) -> Void)?
```

Parameters within function declarations can contain Optional values

Function declaration itself can be an Optional value

```
self.completionHandler?(15, "Some String")
```

Again, call this function the same way you call any other function

You can pass functions around just like any other variable

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@escaping and @nonescaping (more later)

Ononescaping

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Default since Swift 3

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Closure destroyed once the function is complete

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After function returns, completion handler is still retained

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After function returns, completion handler is still retained

Allows us to perform completion callback long after presentation

You can pass functions around just like any other variable @escaping (outlived) and @nonescaping (default, shortlived)

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```
self.completionHandler = completion
```

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```
self.completionHandler = completion
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You can store the function into a class variable

You can pass functions around just like any other variable @escaping (outlived) and @nonescaping (default, shortlived)

```
self.completionHandler = completion
```

You can store the function into a class variable Automatically makes function @escaping

Demo

Challenge

Implement Search



Hint for Adding Support for Search

Use UISearchController

Set its dimsBackgroundDuringPresentation property to false

Why does the navigation bar disappear when navigating to detailed color view?

Sample Code

https://github.com/iosgatech/ColorSpecFall17