

drag and drop tableView in the ViewController
control + drag ⇒ @IBOutlet weak var tableView: UITableView!
shift + command + L ⇒ object window
File → new file → cocotouch Class → UIViewController

tableView

segue

Passing info

// ViewController.swift

import UIKit

class ViewController: UIViewController, UITableViewDelegate, UITableViewDataSource {

var landmarkNames = [String]()

var landmarkImages = [UIImage]()

var chosenLandmarkName = ""

var chosenLandmarkImage = UIImage()

@IBOutlet weak var tableView: UITableView!

override func viewDidLoad() {

super.viewDidLoad()

tableView.delegate = self

tableView.dataSource = self

landmarkNames.append("Colosseum")

↓ four similar ones

landmarkImages.append(UIImage(named: "colosseum.jpg")!)

↓ four similar ones

navigationItem.title = "Landmark Book" // for nav controller

}

// delete row

func tableView(_ tableView: UITableView, commit editingStyle: UITableViewCell.EditingStyle, forRowAt indexPath: IndexPath) {

if editingStyle == .delete {

landmarkNames.remove(at: indexPath.row)

landmarkImages.remove(at: indexPath.row)

tableView.deleteRows(at: [indexPath], with: UITableView.RowAnimation.fade)

}

}

func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) → UITableViewCell {

let cell = UITableViewCell()

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

return cell

}

func tableView(_ tableView: UITableView, numberOfRowsInSection section: Int) → Int {

return landmarkNames.count

}

func tableView(_ tableView: UITableView, didSelectRowAt indexPath: IndexPath) {

chosenLandmarkNames = landmarkNames[indexPath.row]

chosenLandmarkImages = landmarkImages[indexPath.row]

performSegue(withIdentifier: "toImageViewController", sender: nil)

}

override func prepare(for segue: UIStoryboardSegue, sender: Any?) {

if segue.identifier == "toImageViewController" {

let destinationVC = segue.destination as! ImageViewController

destinationVC.selectedLandmarkName = chosenLandmarkName

destinationVC.selectedLandmarkImage = chosenLandmarkImage

}

}

}

// ImageViewController.swift

import UIKit

class ImageViewController: UIViewController {

 @IBOutlet weak var imageView: UIImageView!

 @IBOutlet weak var LandmarkLabel: UILabel!

 var selectedLandmarkName = ""

 var selectedLandmarkImage = UIImage()

 override func viewDidLoad() {

 super.viewDidLoad()

 LandmarkLabel.text = selectedLandmarkName

 imageView.image = selectedLandmarkImage

 }

}