

// FirstViewController

import UIKit

// different color

// create the var in second VC

↓ prepare for segue

class FirstViewController: UIViewController, CanReceive {

@IBOutlet weak var label: UILabel!

@IBOutlet weak var textField: UITextField!

override func viewDidLoad() {

super.viewDidLoad()

}

@IBAction func sendButtonPressed(\_ sender: Any) {

performSegue(withIdentifier: "sendDataForwards", sender: self)

}

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

if segue.identifier == "sendDataForwards" {

let secondVC = segue.destination as SecondView Controller

secondVC.data = textField.text!

secondVC.delegate = self

}

}

func dataReceived(data: String) {

label.text = data

}

}

// just performed before perform the segue

// use delegate and protocol to pass the data back

// create protocol has name and required method

↓ in VC received the data conform to the protocol

↓ implement the required method in VC receives data

↓ do something with the method

↓ set the sender's delegate as the receive VC

↓ create the delegate with optional type protocol name in the senderVC

↓ send data ⇒

delegate?.dataReceived(data: textField.text!)

// SecondViewController

import UIKit

protocol CanReceive {

func dataReceived(data: String)

}

// protocol can in other files

class SecondViewController: UIViewController {

var delegate: CanReceive?

var data = ""

@IBOutlet weak var label: UILabel!

@IBOutlet weak var textField: UITextField!

override func viewDidLoad() {

super.viewDidLoad()

label.text = data

}

@IBAction func sendDataBack(\_ sender: Any) {

delegate?.dataReceived(data: textField.text!)

dismiss(animated: true, completion: nil)

}

}