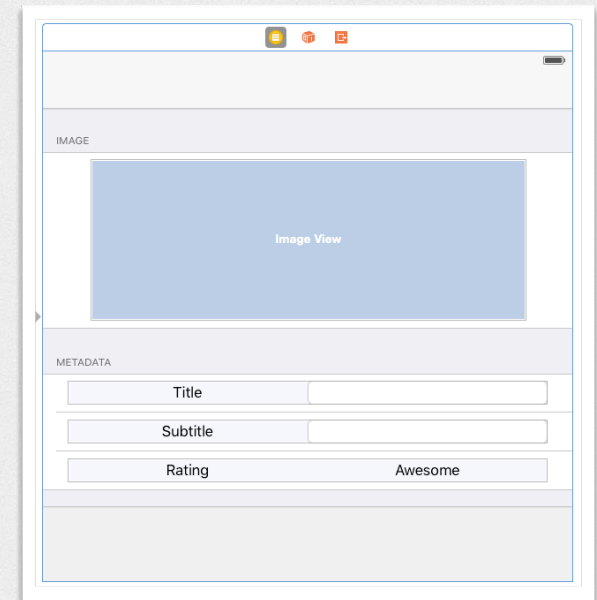


Table Views in iOS

Static Cells

Static Cells

- ⚙ Fixed number of cells
- ⚙ Good for different layouts in each cell
- ⚙ Often used in editing views



Static Cells

- ⚙️ Connect subviews directly to outlets in the VC:

```
class DetailViewController: UIViewController, UITextFieldDelegate,
    UIImagePickerControllerDelegate, UINavigationControllerDelegate {

    @IBOutlet weak var titleTextField: UITextField!
    @IBOutlet weak var subtitleTextField: UITextField!
    @IBOutlet weak var favoriteSwitch: UISwitch!
    @IBOutlet weak var iconImageView: UIImageView!
```

- ⚙️ Why wouldn't this work for prototype cells?

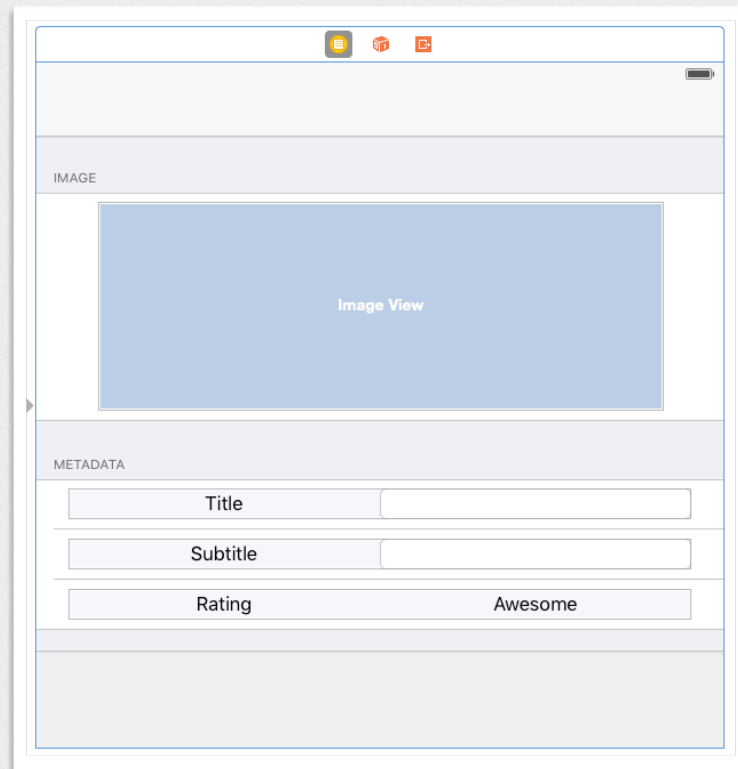


Static Cells

- ⚙ Don't need to implement data source methods
- ⚙ Only works in a Table View Controller
- ⚙ More than 1 screen worth?
 - ⚙ Mouse wheel/scroll gesture



Demo: Static Cells



The mockup shows a mobile application interface with a white background and a light gray header bar. The header bar contains three small icons (a yellow square, a red cube, and a red square) on the left and a battery status icon on the right. Below the header bar is a light gray section labeled "IMAGE". Inside this section is a large blue rectangle labeled "Image View". Below the "IMAGE" section is a light gray section labeled "METADATA". This section contains three rows of input fields: "Title" with an empty text field, "Subtitle" with an empty text field, and "Rating" with a text field containing the word "Awesome". The bottom of the mockup shows a light gray footer bar.

Challenge Time!

