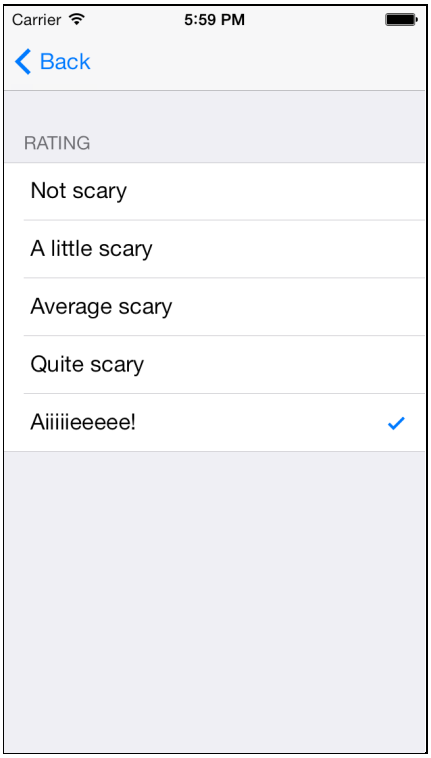
Table Views in iOS

Hands-On Challenges

Table Views: Beginning to Advanced Hands-On Challenges

Challenge #8: Accessory Views

In this challenge, you will get some practice with accessory views by learning how to make a table view where you can check the appropriate scariness rating of a bug:



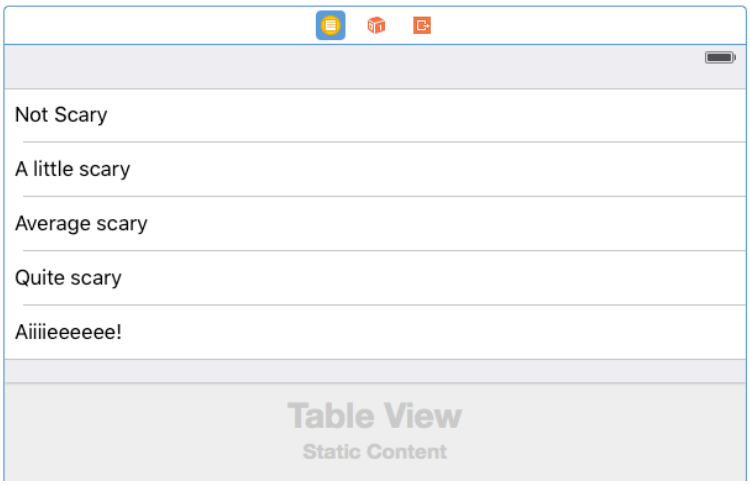
See if you can do this on your own based on what you learned on the video. If you get stuck, follow along with the full walkthrough below!

Full Walkthrough

> **Note**: You're getting more advanced at this point, so this time I am not listing out each and every step so it's a bit more of a challenge. If you get stuck, refer back to the video or check out the challenge solution. Good luck!

Open the Scary Bugs project where you left it off in the last challenge, or use the starter project provided by the instructor.

Open **Main.storyboard** and drag a new table view controller onto the canvas. Configure the table view to look something like this:



When looping through the values of the scary factor, you can either hard code the number, or can you set a new case for the enumeration. By always setting this new case to be last, you can avoid hard coding numbers.

Open **ScaryBug.swift** and add the following case in ScaryFactor just before the closing brace:

```
case TotalBugs
```

By adding a new case, you need to update `scaryFactorToString`. Add the following case to the switch statement:

```
case .TotalBugs:
  scaryString = ""
```

Make a new **UITableViewController** subclass named **HowScaryTableViewController**. Open **HowScaryTableViewController.swift** and replace the contents of the file with the following:

```
import UIKit

class HowScaryTableViewController: UITableViewController {

  var bug: ScaryBug?

  func refresh() {
    for index in 0 ... ScaryFactor.TotalBugs.rawValue {
      let indexPath = NSIndexPath(forRow: index, inSection: 0)
      let cell = tableView.cellForRowAtIndexPath(indexPath)
      cell?.accessoryType = bug?.howScary.rawValue ==
        index ? .Checkmark : .None
    }
  }
```

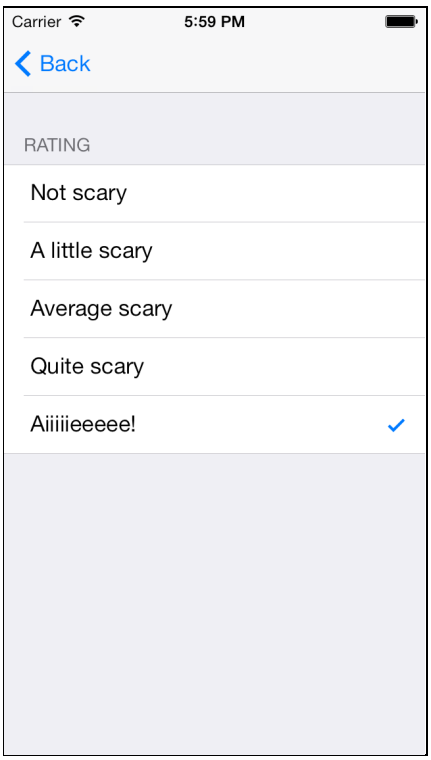
```
  override func viewWillAppear(animated: Bool) {
    super.viewWillAppear(animated)
    refresh()
  }

  override func tableView(tableView: UITableView,
    didSelectRowAtIndexPath indexPath: NSIndexPath) {

    tableView.deselectRowAtIndexPath(indexPath, animated: true)
    if let scaryFactor = ScaryFactor(rawValue: indexPath.row) {
      bug?.howScary = scaryFactor
    }
    refresh()
  }
}
```

Back in **Main.storyboard**, set the class of your new table view controller to **HowScaryTableViewController** in the identity inspector.

Then create a show segue from the rating cell to your new view controller, and name it **GoToHowScary.**

Modify **EditViewController.swft** to pass the bug to edit to the `HowScaryViewController` before displaying it. This is review, so I will not post the code here – see if you can figure it out. ;)

Build and run, and you can now change the rating of bugs:



Bonus: Now that you can change the rating of bugs, they might not be sorted in the proper section once you return to the `BugTableViewController`. Refactor the code so it re-sorts the bugs into the proper sections when `viewWillAppear:` is called. Try to make sure you don't mess up the order of the bugs!