

Table Views in iOS

Hands-On Challenges

Table Views: Beginning to Advanced Hands-On Challenges

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Challenge #2: Scary Bugs Take 2

In the last challenge, you went through the process of creating your Scary Bug app by manually creating the table, hooking up the outlets, and implementing some of the protocol methods.

In this challenge, you'll do the same thing except this time, you'll use a table view controller instead.

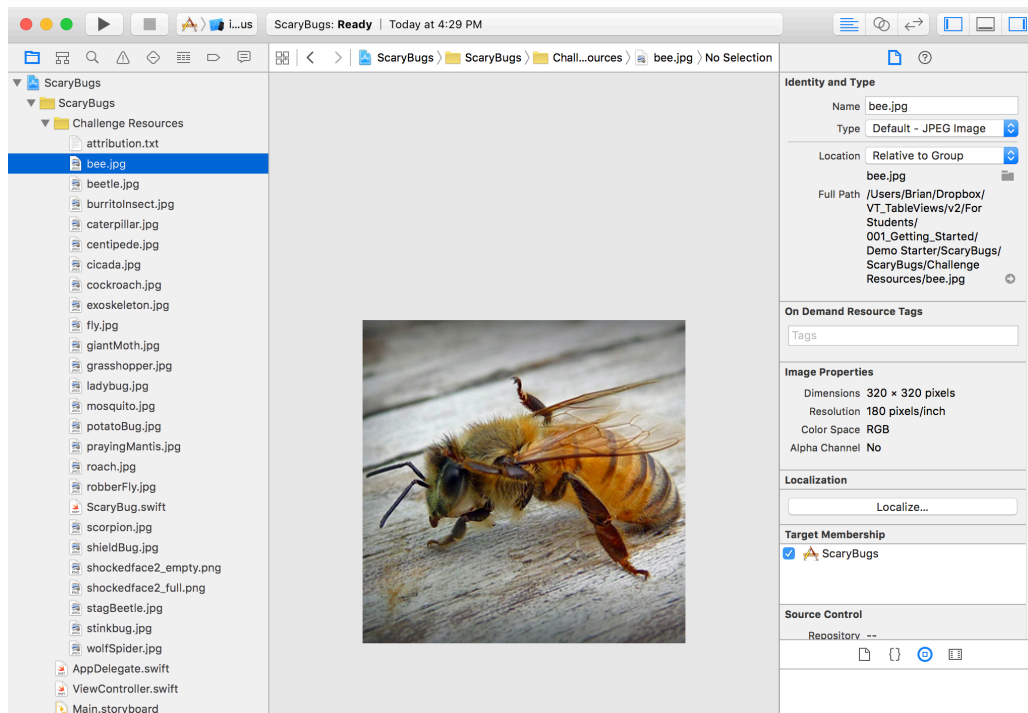
Do not use your last project, rather start off with a new one. You'll use your last project throughout this series.

If you get stuck, read the walkthrough

Full Walkthrough

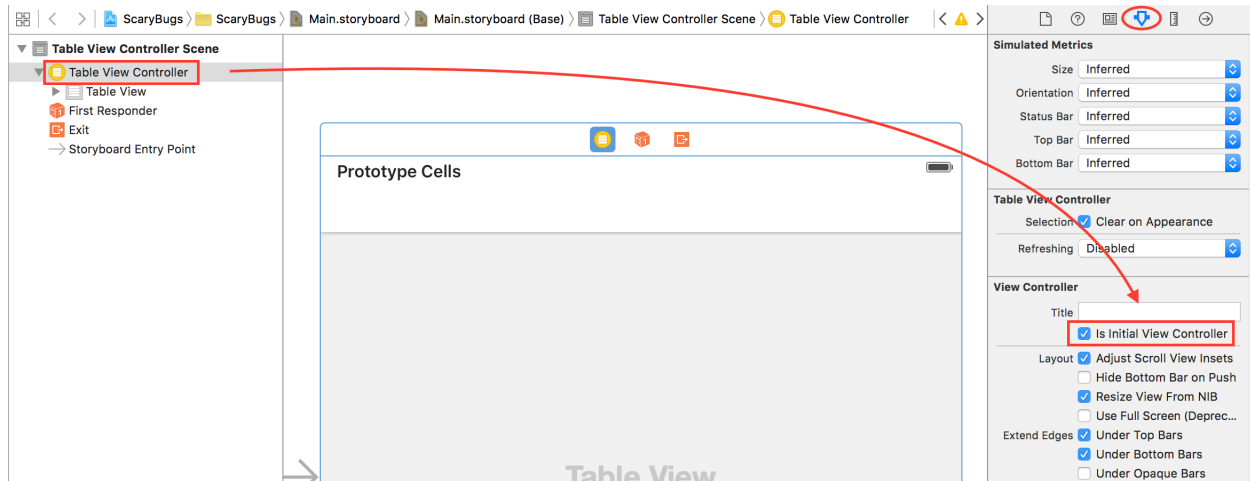
Create a new project in Xcode with the **iOS\Application\Single View Application** template. Name the project **ScaryBugs**, and save it somewhere on your hard drive.

Then find the resources for this challenge and drag it into your Xcode project. You should see a list of files like this:

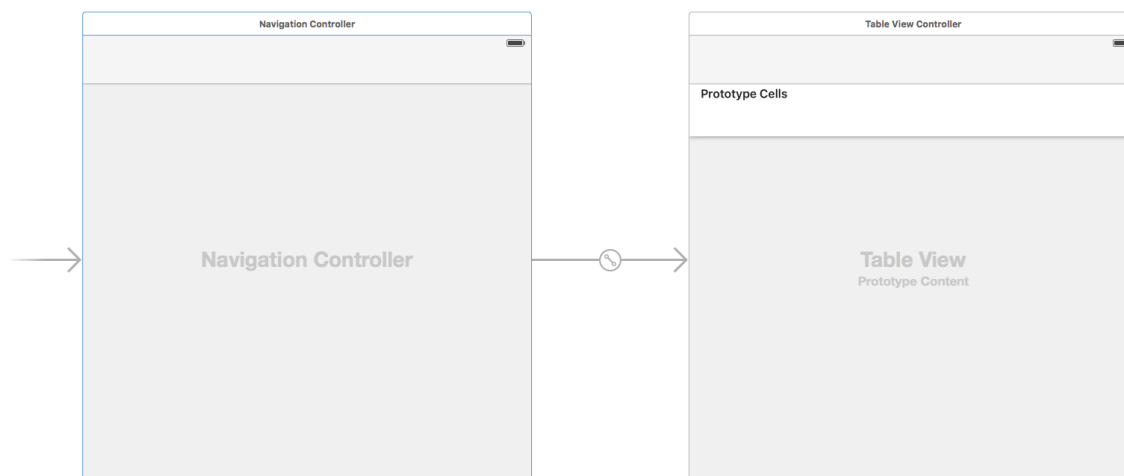


Open **Main.storyboard**. Delete the current view controller and drag a **Table View Controller** from the object library into the center of the **view controller**.

Select the new Table View Controller, and in the **Attributes Inspector**, check the **Is Initial View Controller**.



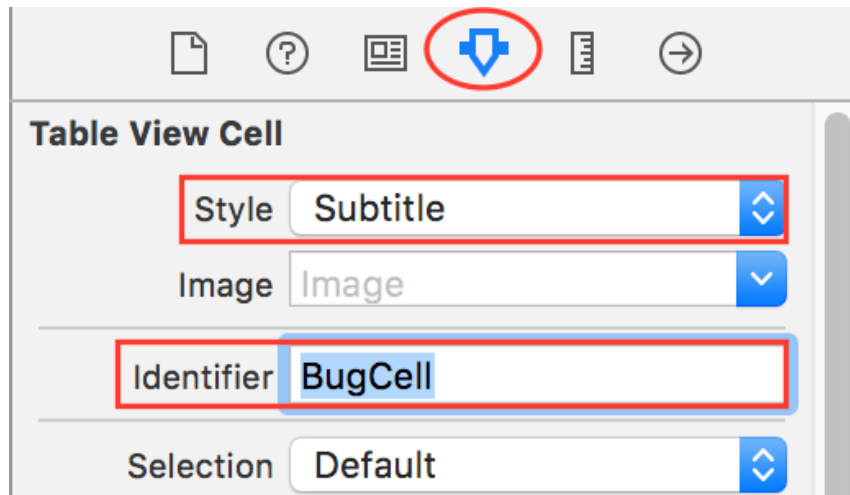
Next select your table view viewcontroller and from the menubar, select **Editor\Embed In\Navigation Controller** to put it inside a navigation controller. You will see that the Navigation Controller is set as the initial view controller.



In the table view controller, select the **Navigation Item** inside the table view controller and set the **Title** to **Scary Bugs**.



Select the table view cell inside the table view. In the Attributes Inspector, set its **Style** to **Subtitle**, and set the **Identifier** to **BugCell**.



Next, you need to populate your table in code.

From the menubar, select **File \ New \ File**. Under the iOS section, choose **Cocoa Touch Class**. Give it the name **ScaryBugsTableViewController** and make it a subclass of **UITableViewController**.

```
import UIKit

class ScaryBugsTableViewController: UITableViewController {

    var bugs = [ScaryBug]()

    override func viewDidLoad() {
        super.viewDidLoad()
        bugs = ScaryBug.bugs()
    }

    override func tableView(tableView: UITableView,
        numberOfRowsInSection section: Int) -> Int {
        return bugs.count
    }

    override func tableView(tableView: UITableView,
        cellForRowAtIndexPath indexPath: NSIndexPath)
        -> UITableViewCell {

        let cell = tableView.
            dequeueReusableCellWithIdentifier("BugCell",
                forIndexPath: indexPath)

        let bug = bugs[indexPath.row]
```



```

cell.textLabel?.text = bug.name
cell.detailTextLabel?.text =
    ScaryBug.scaryFactorToString(bug.howScary)

if let imageView = cell.imageView, bugImage = bug.image {
    imageView.image = bugImage
}

return cell
}
}

```

Open **Main.storyboard** and select the Table View Controller and from the **Identity Inspector**, give it the class **ScaryBugsTableViewController**.

Finally, build and run, and you should see a table view filled with scary bugs!

