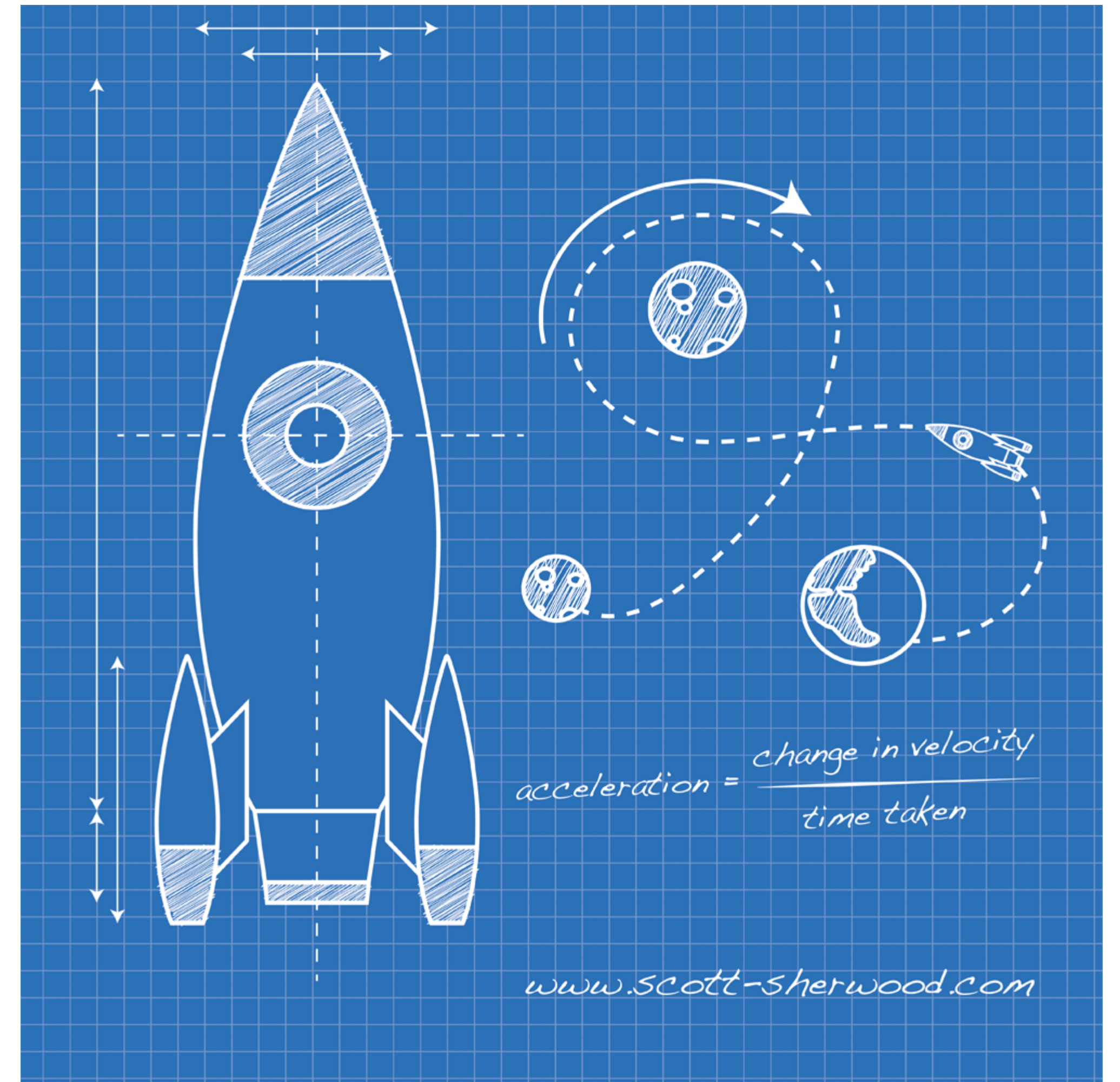


PROGMM

Navegación



Navegación

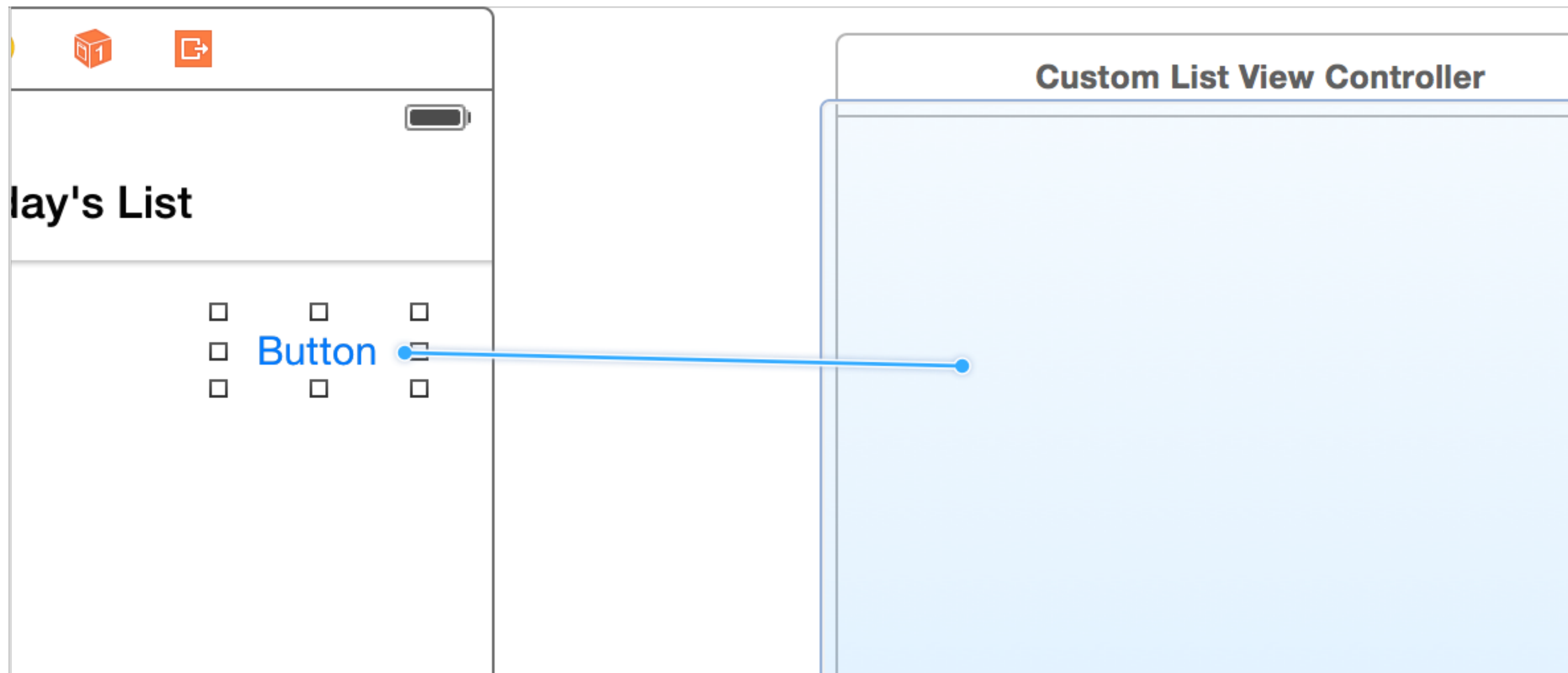
- Utilizaremos un UINavigationController
- Múltiples ViewControllers con sus clases asociadas
- Segues para pasar datos de una pantalla a otra

Pasos

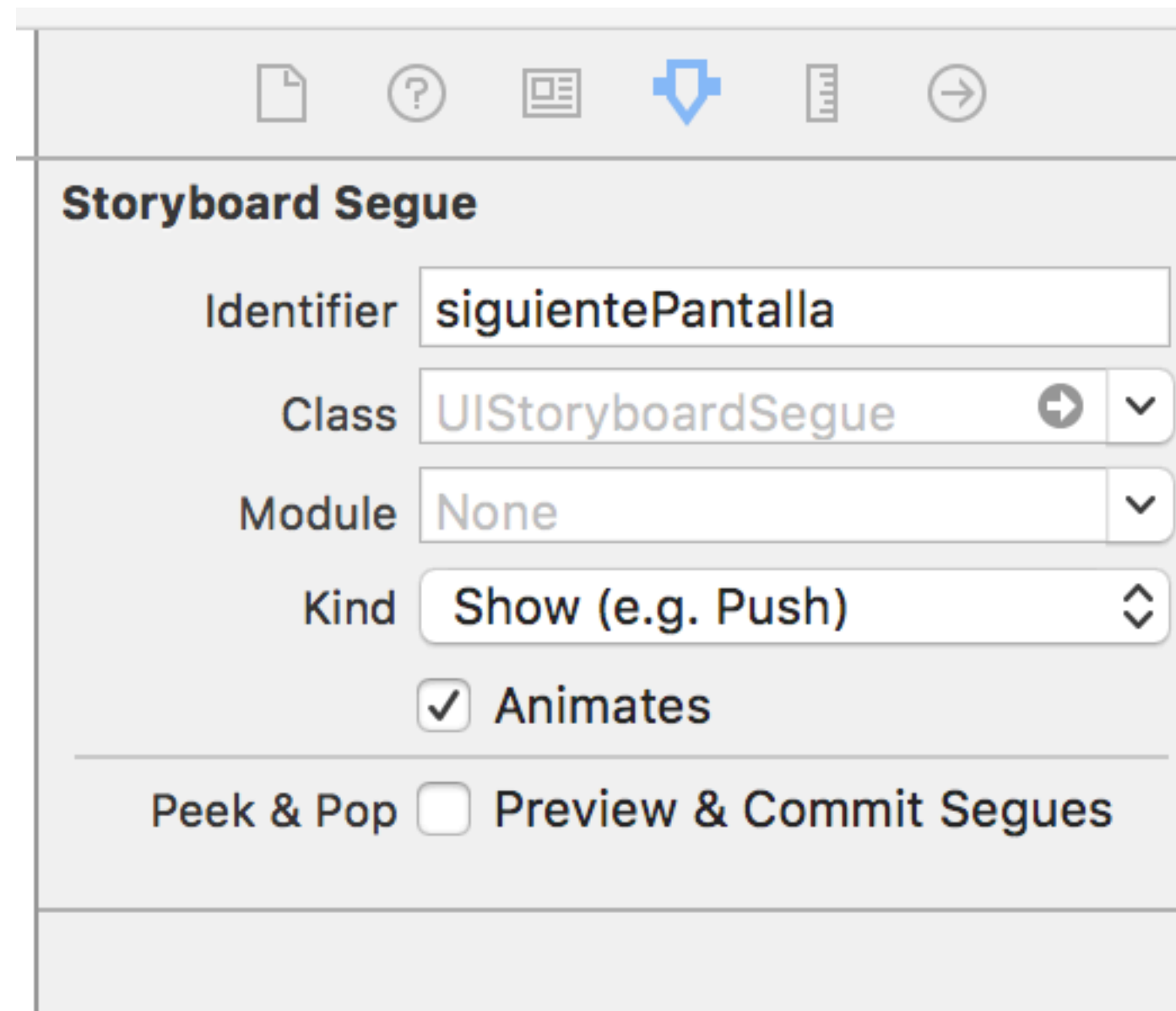
- Crear un proyecto "Single View"
- Añadir el UINavigationController
- Añadir nuevos ViewController
- Crear las transiciones

Crear transiciones

Crear la transición





Nombrar la transición





The image shows the 'Storyboard Segue' configuration panel in Xcode. At the top is a toolbar with icons for file operations, help, storyboard editing, segue editing (highlighted in blue), and navigation. Below the toolbar, the panel is titled 'Storyboard Segue'. It contains several configuration fields: 'Identifier' is a text field with the value 'siguientePantalla'; 'Class' is a dropdown menu showing 'UIStoryboardSegue' with a right arrow icon; 'Module' is a dropdown menu showing 'None'; 'Kind' is a dropdown menu showing 'Show (e.g. Push)'; and 'Animates' is a checked checkbox. At the bottom, there is a section for 'Peek & Pop' with an unchecked checkbox and the text 'Preview & Commit Segues'.

Storyboard Segue

Identifier

Class  

Module 

Kind 

☒ Animates

Peek & Pop ☐ Preview & Commit Segues

Controlador de origen

```
override fun prepare(for segue: UIStoryboardSegue, sender: Any?) {  
    if( segue.identifier == "siguientePantalla") {  
        let destino = segue.destination as! OtroViewController;  
  
        destino.texto = "hola"  
    }  
}
```

Controlador de destino

```
var texto: String!
```