

# iOS App Development

## 2.4 Storyboard



Source code: .h/.m

```
@interface  
View  
Controller1  
  
@property  
(...)  
UIView  
*view;
```

```
@interface  
View  
Controller  
2
```

Code

Design Time Link

UI Design

UIView

View  
Controller  
1

Segue

\* View Controller 전환 (화면전환효과)

View  
Controller  
2

Storyboard



# Storyboard

- 📌 Xcode에서 UI Design
- 📌 내용은 .storyboard파일에 기록
- 📌 View Controller의 구성 UI Design
- 📌 View Controller간 화면전환 설계: Segue
  - 📌 Run-time에 자동실행
- 📌 n개의 UI Design -> 1개의 Class 구성가능
  - 📌 예: iPhone버전, iPad 버전



# Segue

- 📌 사용자 입력(Touch)에 반응하여 다른 View Controller로의 화면전환을 수행
- 📌 Storyboard에 기록되어 있다가 runtime에 실행된다
- 📌 Source: Button, Table View Cell, ...
- 📌 Target: View Controller



# Segue

- Segue from button to a View Controller
- Segue Style
- Segue Identifier



# Segue Styles

- 📌 Push (Navigation Controller)
- 📌 Modal
- 📌 Replace (iPad)
- 📌 Popover (iPad)



# Segue Identifier

- Perform a segue from code
  - `[self.storyboard performSegueWithIdentifier:sender:]`
- When Segue performs, we want to do something...i.e. Passing `data` to the destination View Controller
  - Override `-prepareForSegue:sender:`

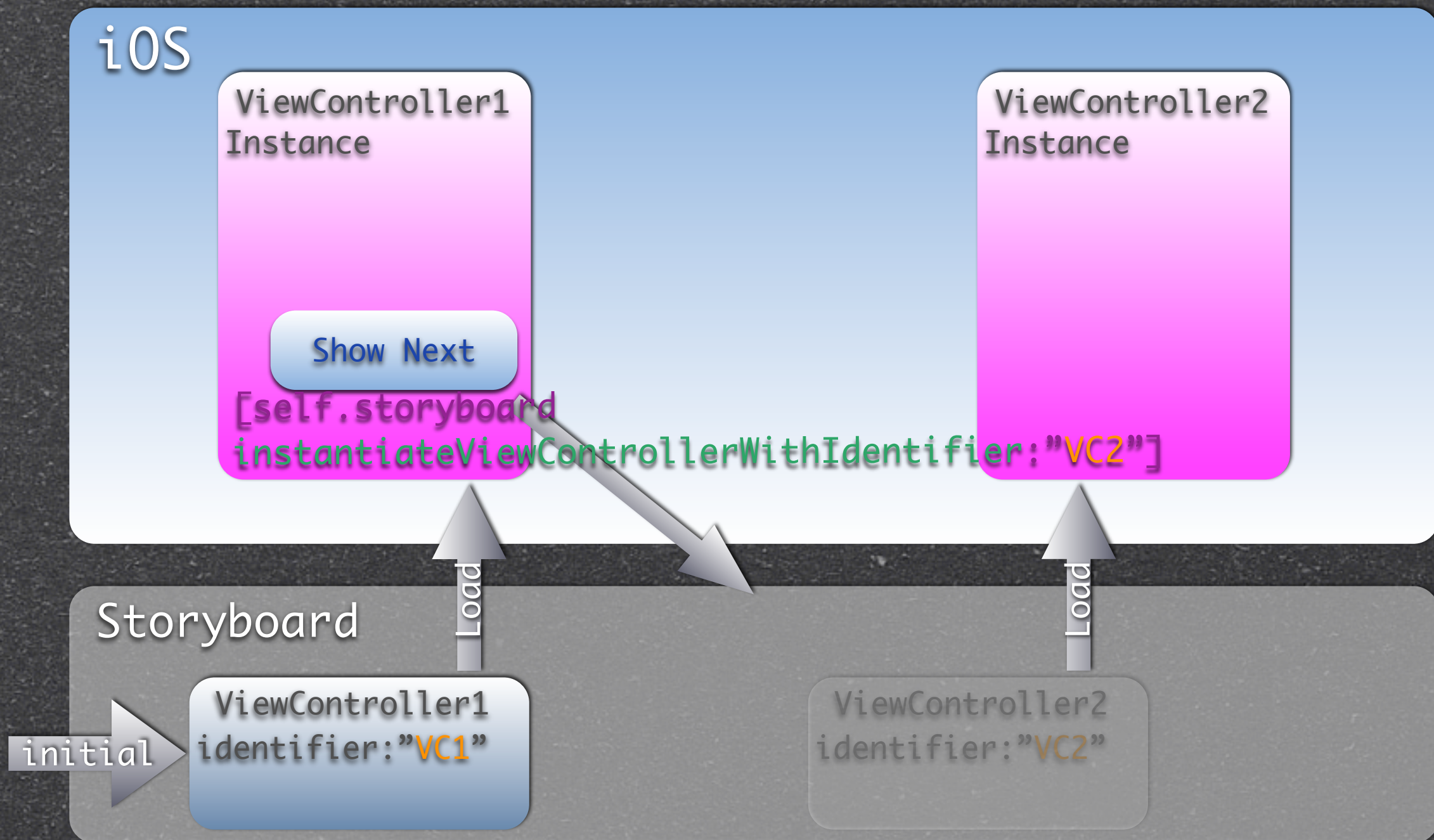


# Storyboard

- 📌 Instantiating a UIViewController by name from a storyboard
  - 📌 `[self.storyboard instantiateViewControllerWithIdentifier:]`



# Instantiating a View Controller by name





Thank You!