

# iOS DeCal : Lecture 2

Structure of iOS Applications:  
MVC and Auto Layout

# **Overview : Today's Lecture**

**Model View Controller Design Pattern**

**Creating Views in Storyboard**

**Connecting your Views to Code**

**Auto Layout**

# Announcements

- **Enroll in the Course!**
  - enroll through CalCentral (you will not be automatically enrolled in the course)
  - CCN and more info can found on [Piazza](#)
- **Sign in on Piazza!**
- **No Lecture next week (still meeting for Lab on 2/17)**
- **Lab 1 is due TONIGHT if you did not get checked off**
  - Submit via Gradescope
  - We will not be able to post grades for Lab 1 on GradeScope, but will for future labs
- **Attendance Google Sheet?**

# **Model View Controller**

# **Overview : Software Design Patterns**

**Software Design Patterns are reusable solutions to common problems in software design**

**Main Idea:** Assign objects in your application distinct roles using well-defined patterns and object relationships

There are many different types of patterns (not just basic MVC)!

# **Model View Controller (MVC)**

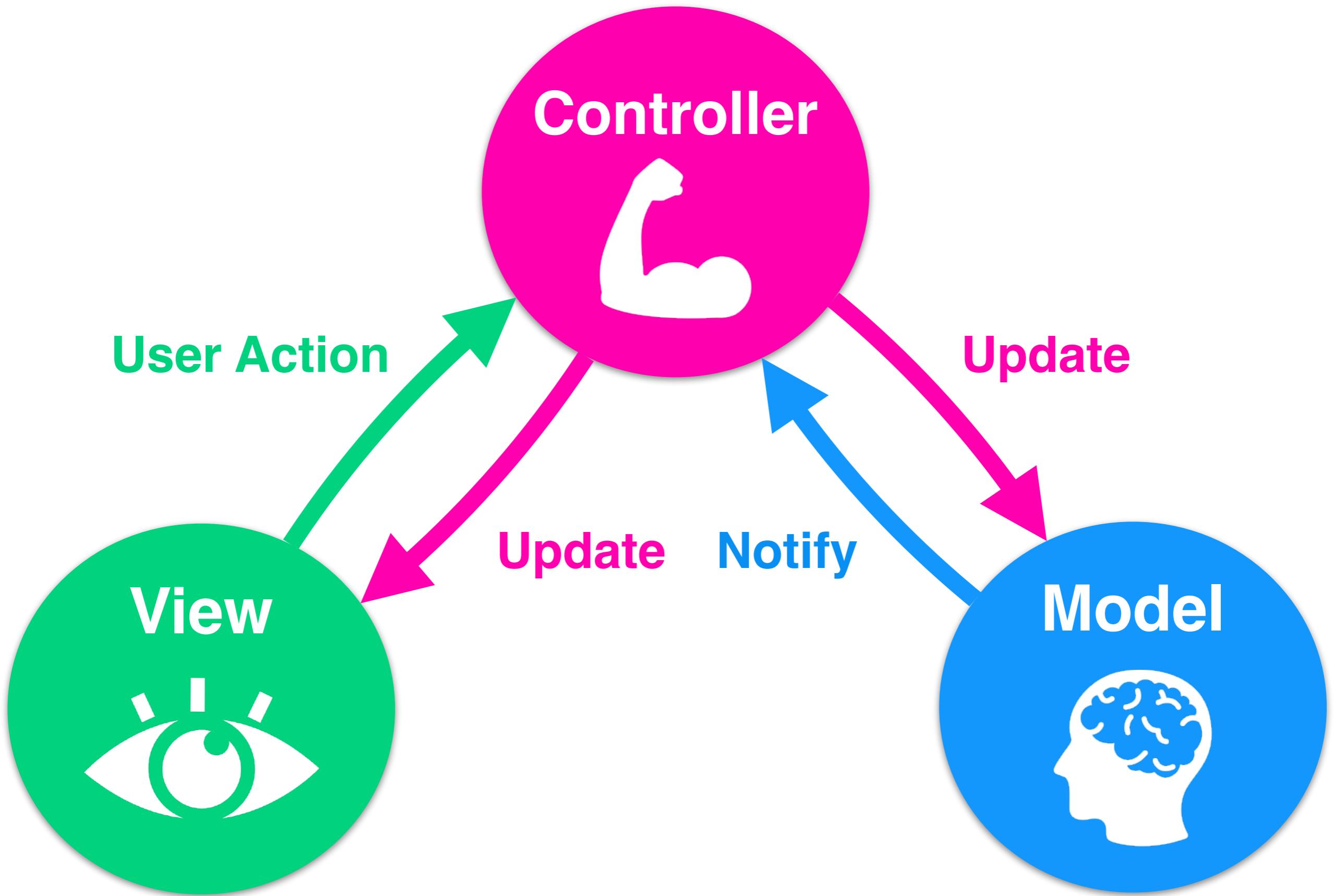
**Common Design Pattern in Cocoa Applications**

**Assigns objects in your application one of the following distinct roles:**

**Model** - encapsulates data and defines logic / computations

**View** - what the users see and interact with

**Controller** - intermediary between models and views



Model View Controller

# Example

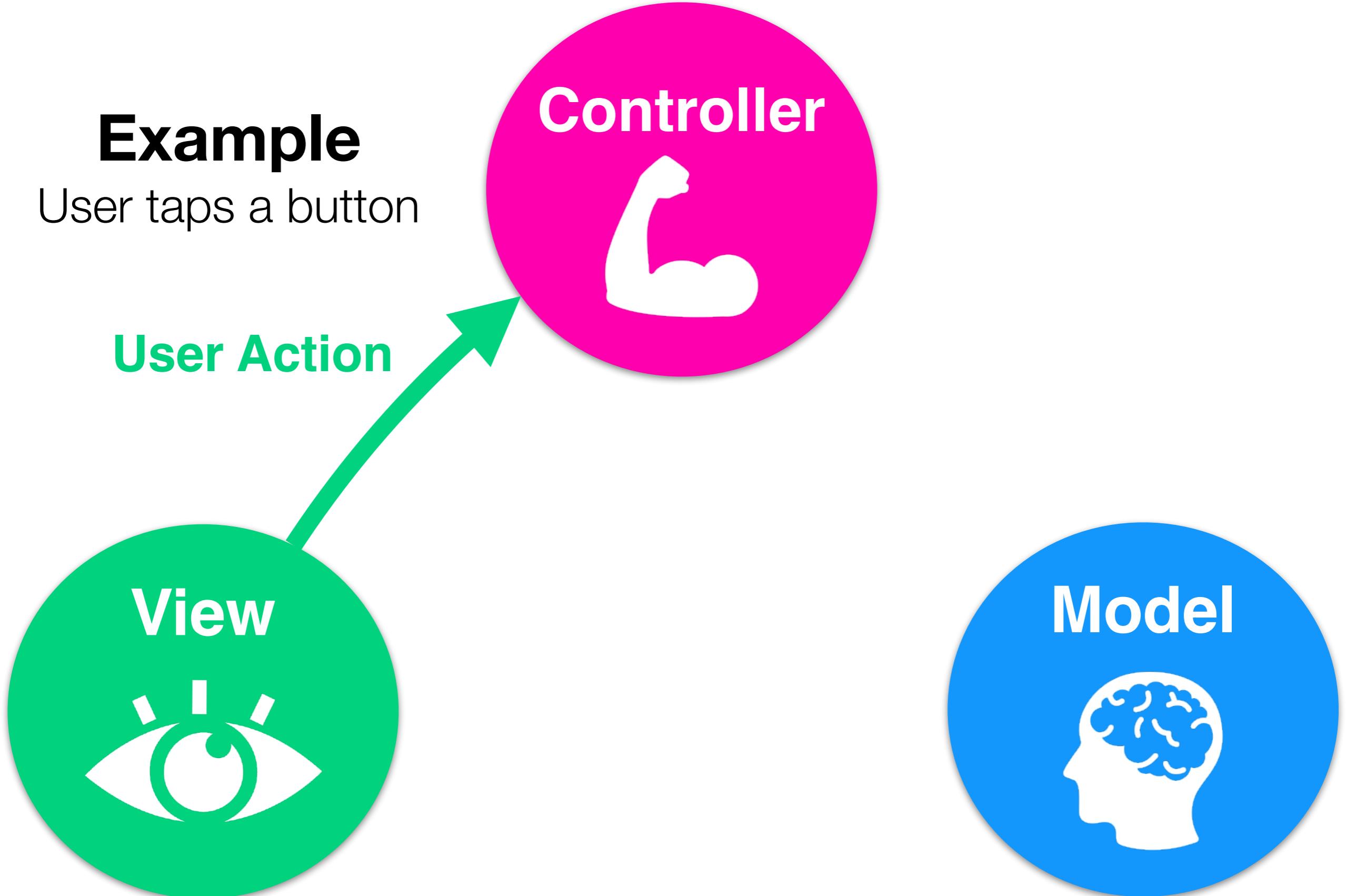
User taps a button



User interacts with **View** (eg user taps “=” button in calculator)

# Example

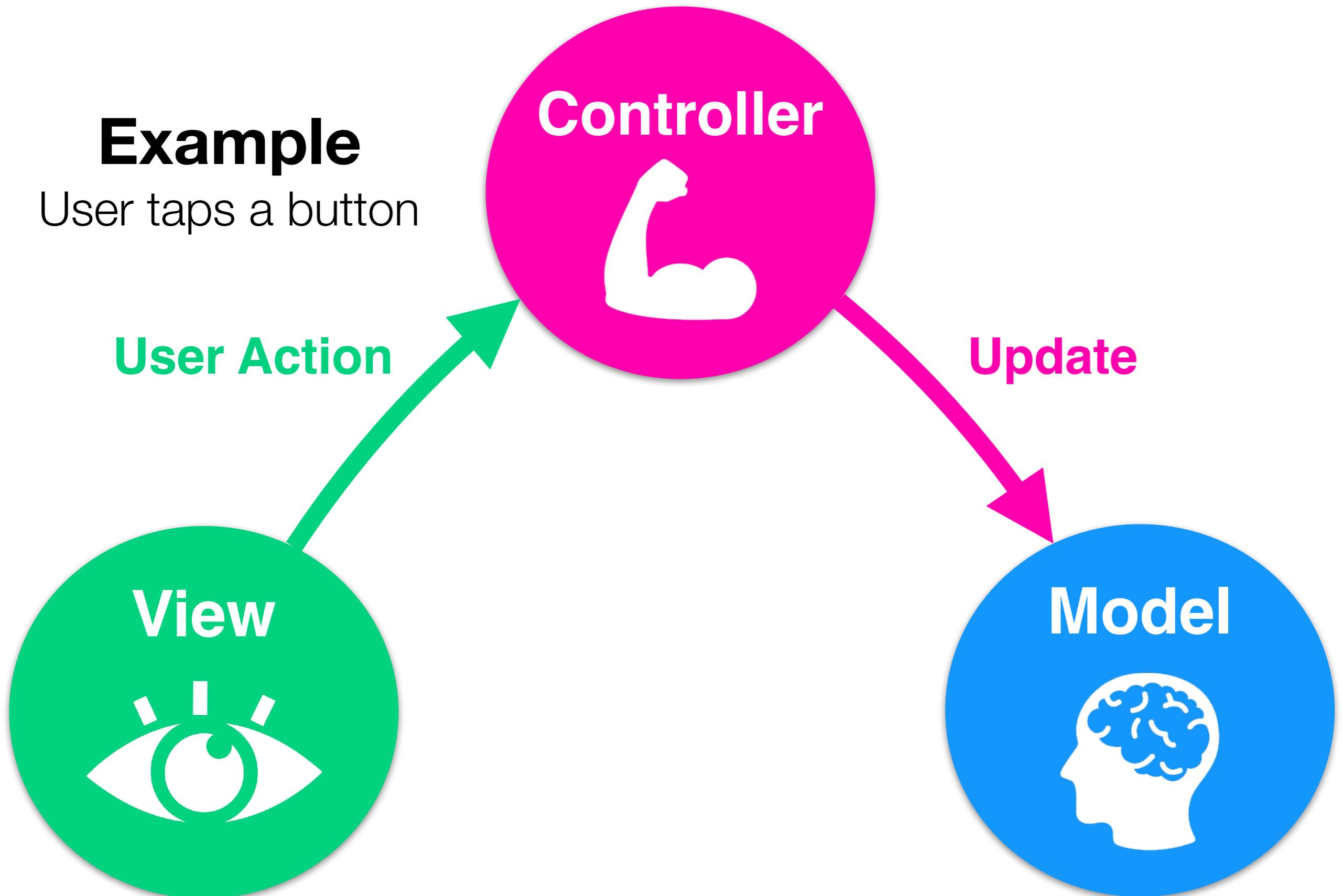
User taps a button



**Controller** is notified that the user has made an action

# Example

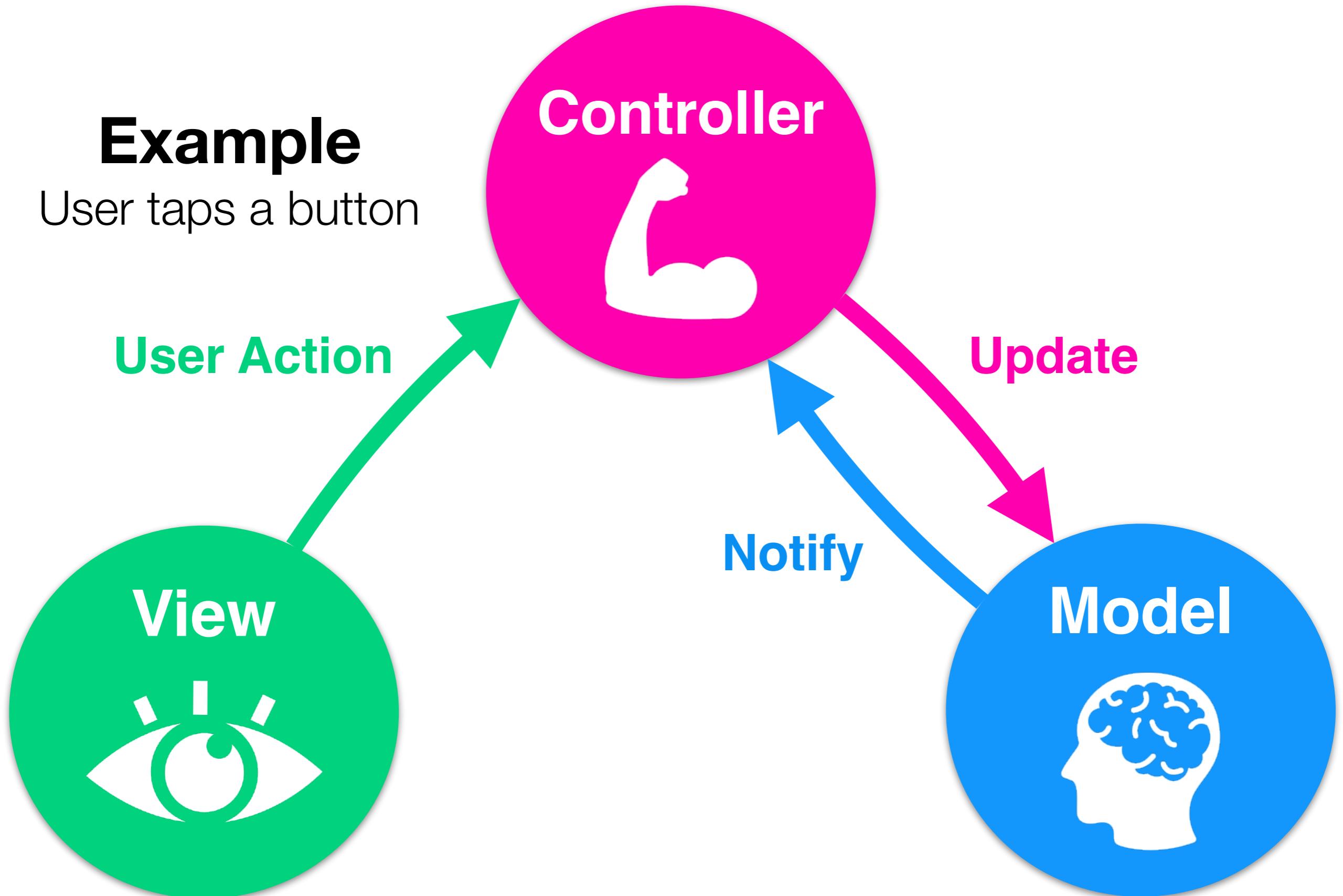
User taps a button



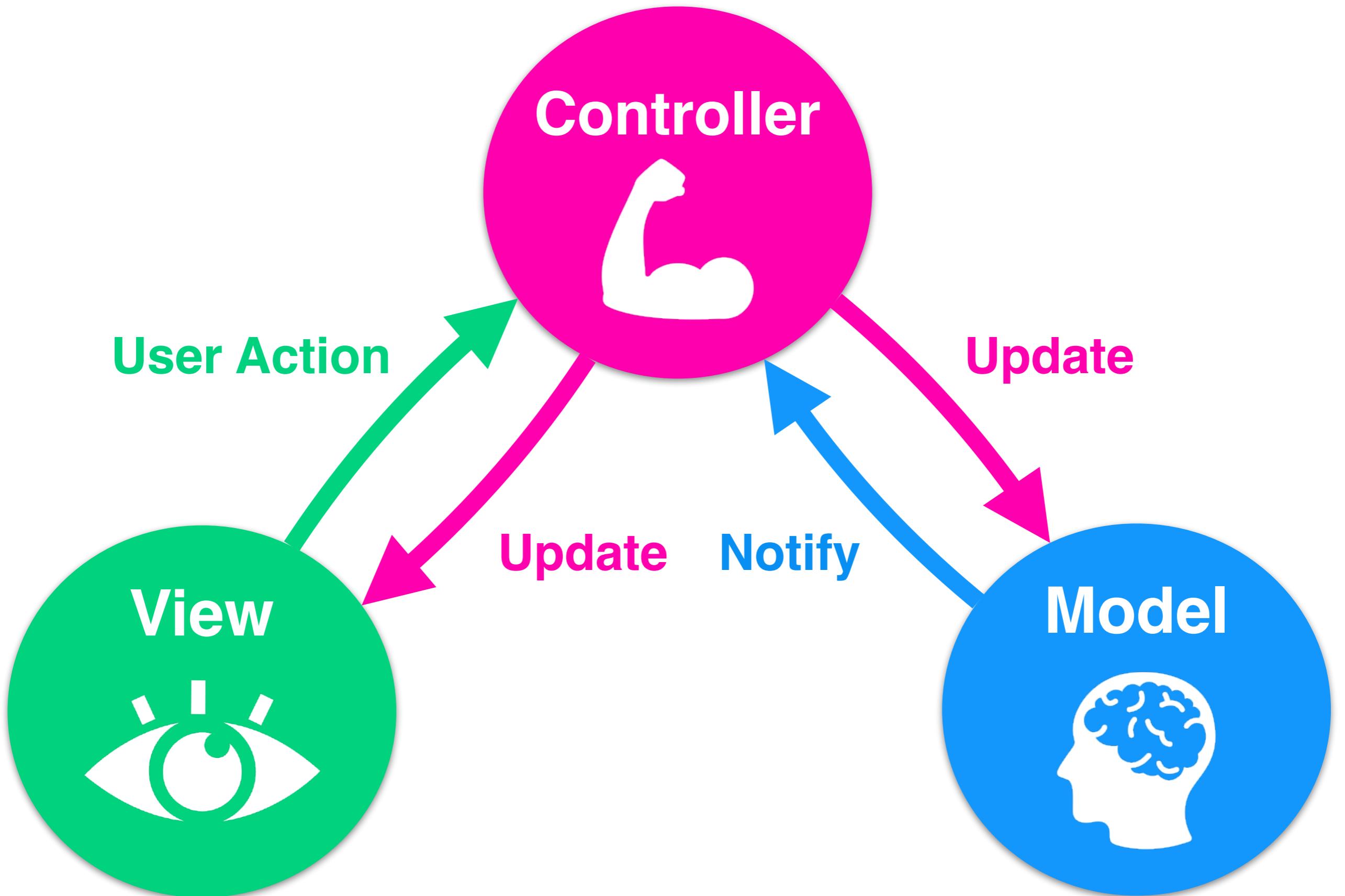
**Controller** updates the **Model** to reflect the users change

# Example

User taps a button

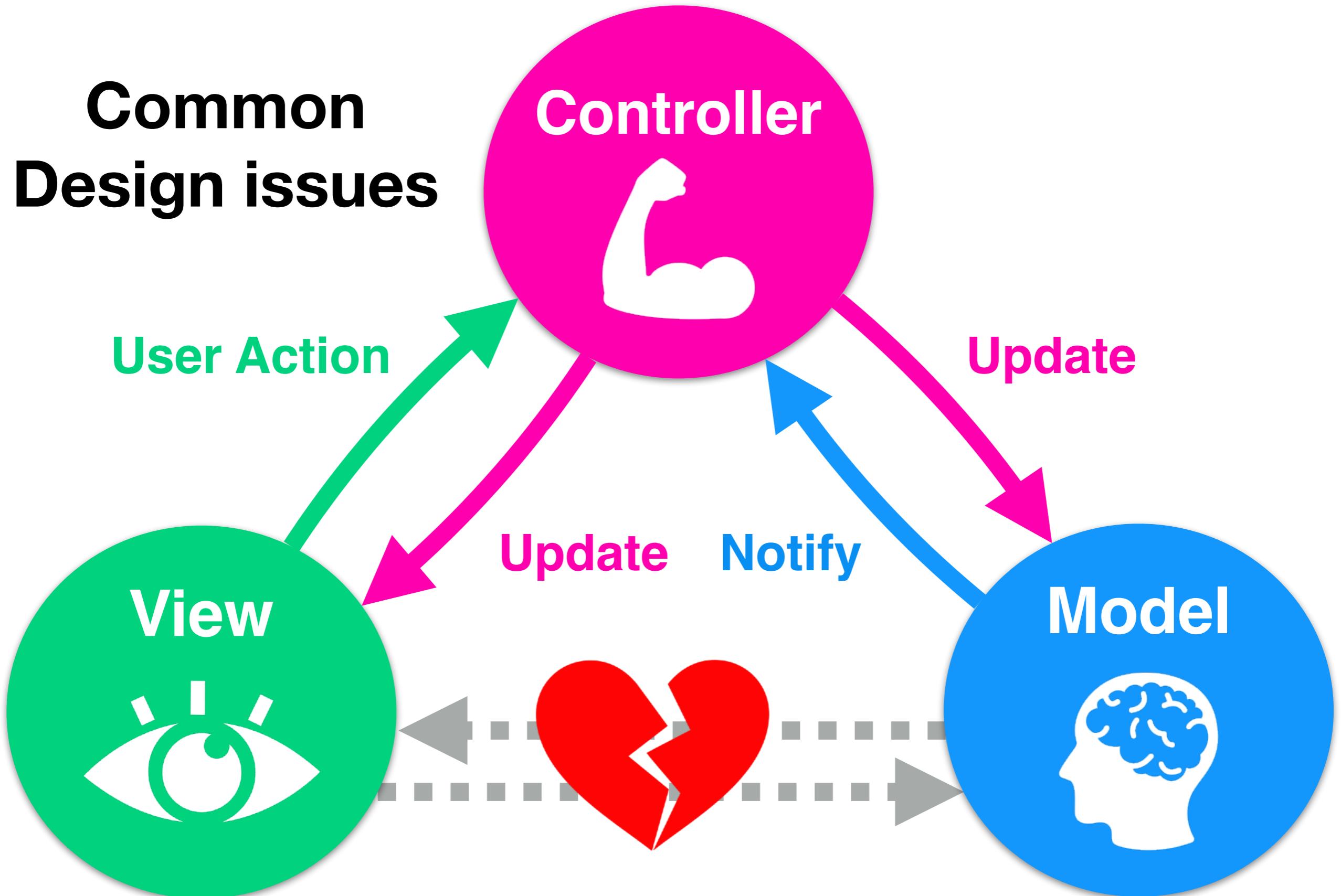


**Model** stores info / calculates then notifies controller of result



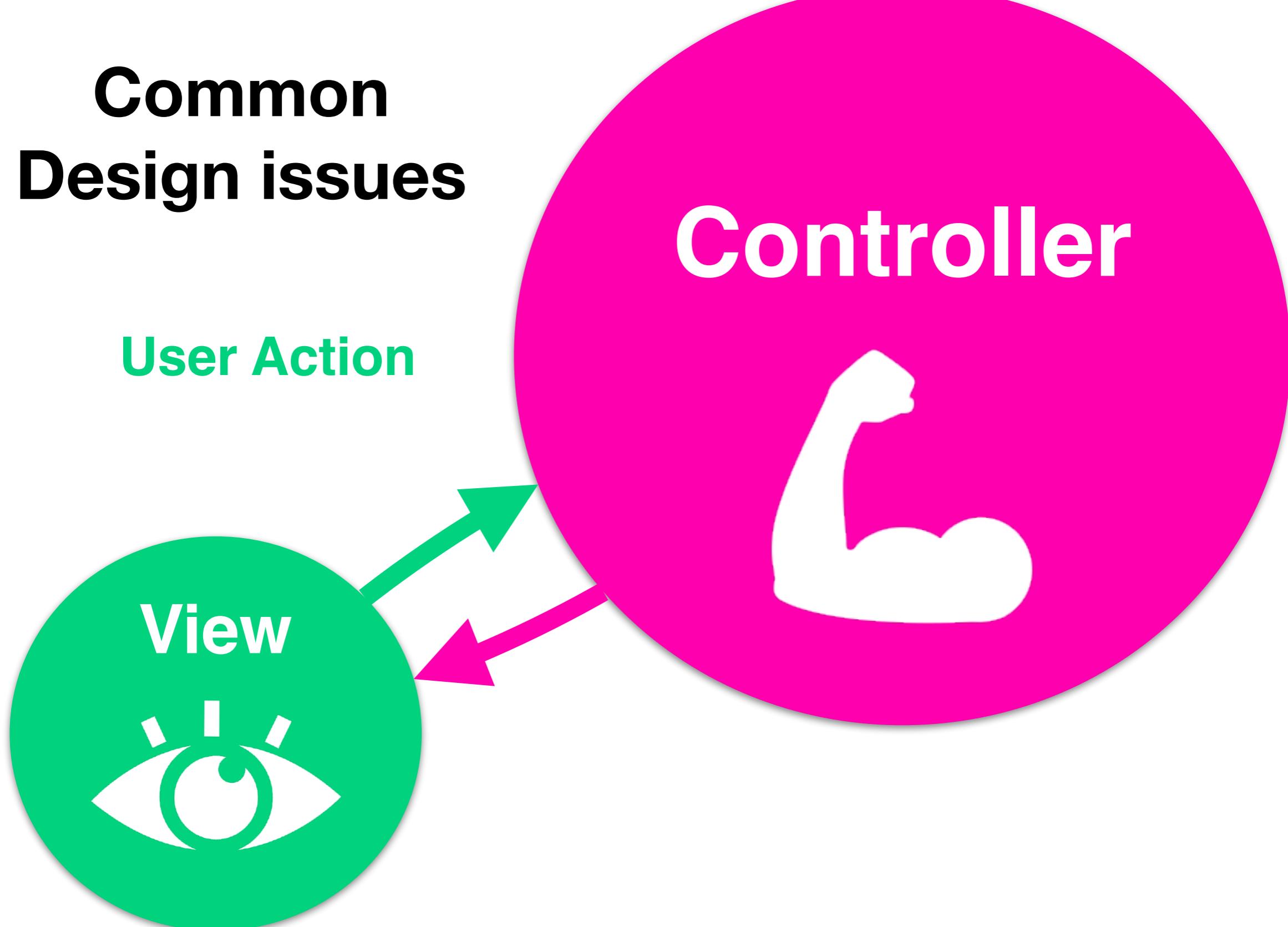
Notice how there is no direct connection from **Model** to **View**!

# Common Design issues



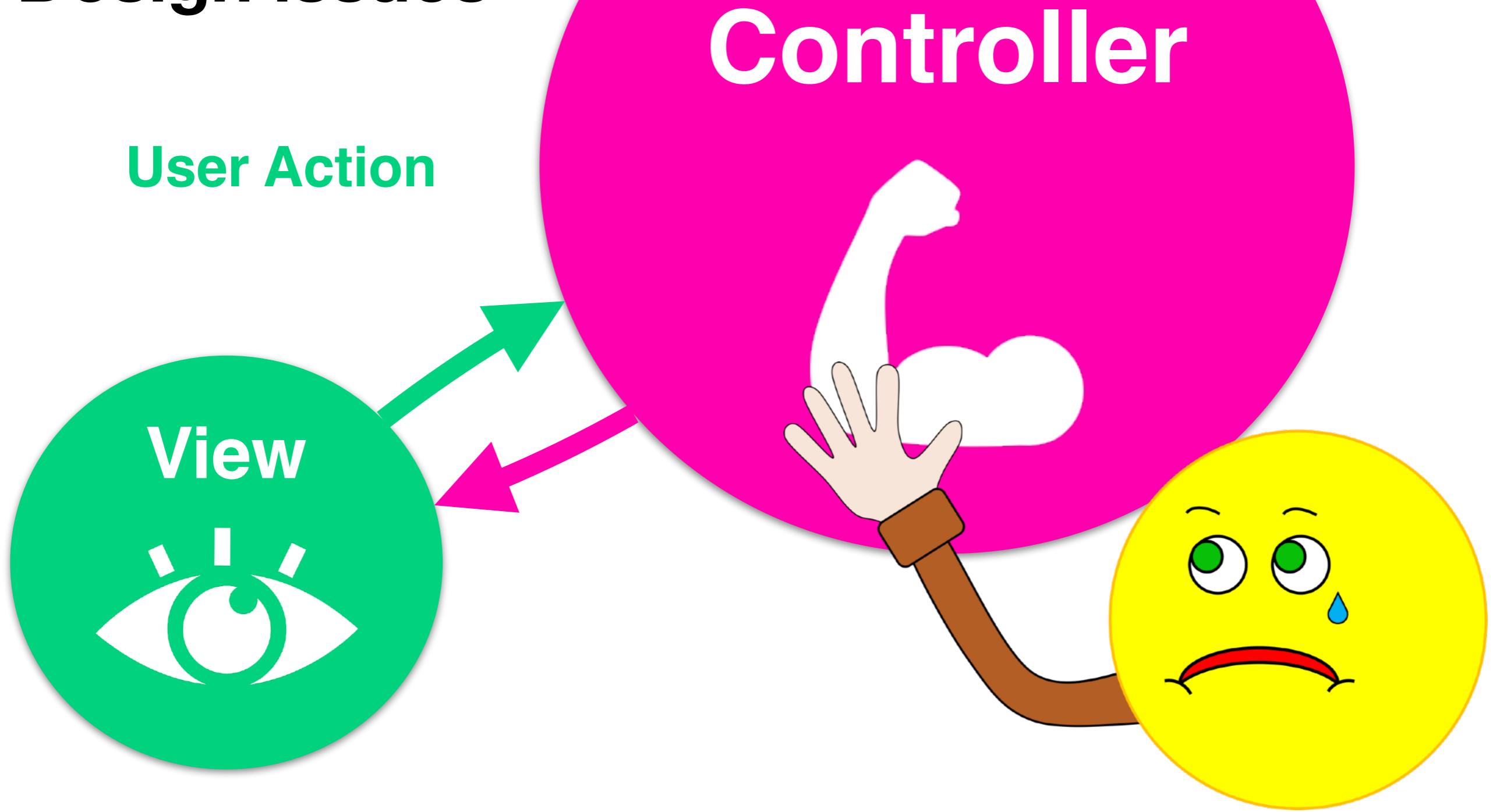
**Issue #1 :** Breaking Model / View Abstraction

# Common Design issues



**Issue #2 : Bloated Controllers**

# Common Design issues



**Issue #2 : Bloated Controllers**

# **MVC in iOS / Xcode**

# Model : data, logic, and computation

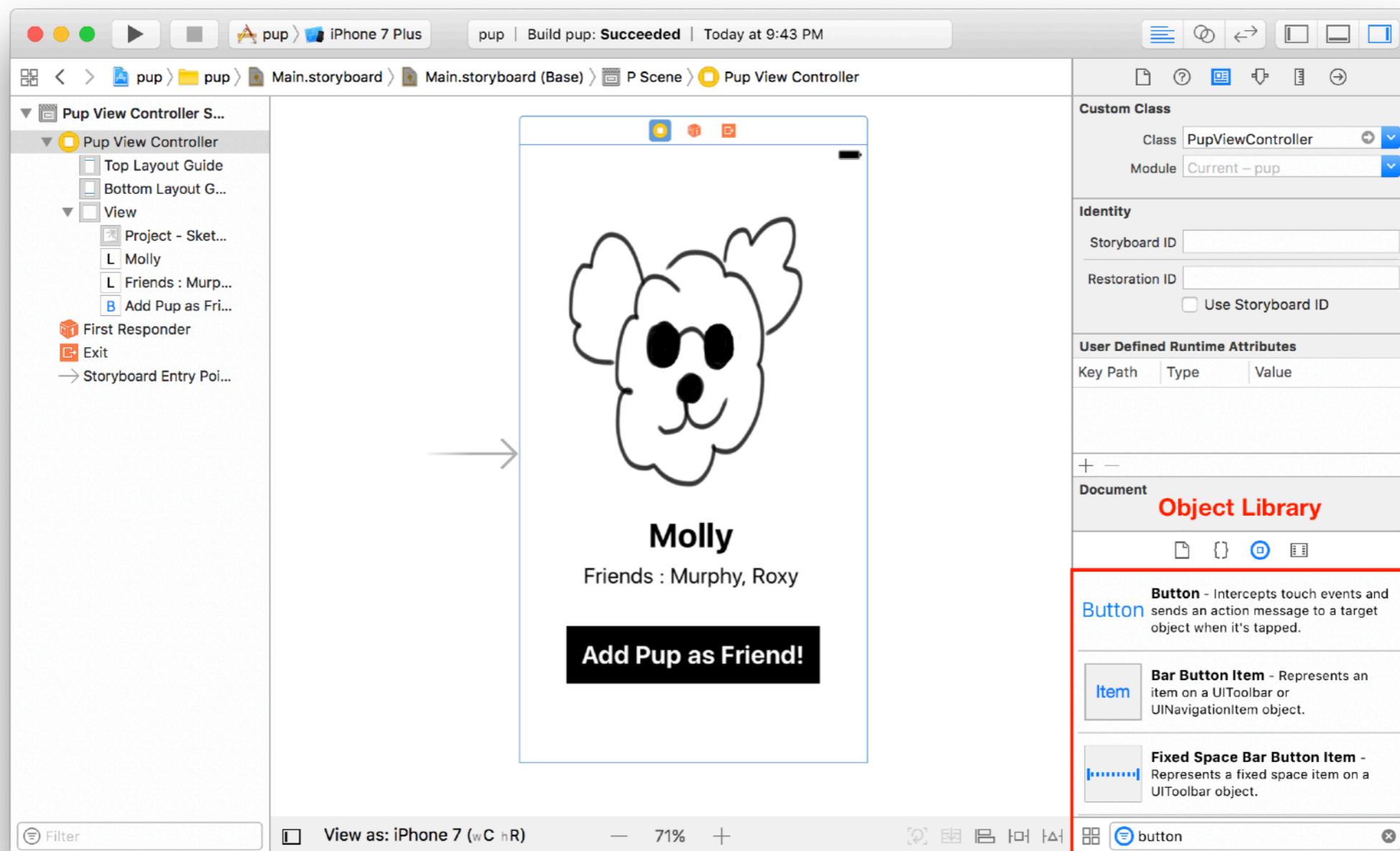
```
1 // Puppy.swift
2
3 import Foundation
4
5 /// Model Class for Pups
6 class Puppy {
7
8     var name: String
9     var friendList: [Puppy]?
10    let location: Location?
11    var superPower: SuperPower?
12
13    init(pupName: String) {
14        name = pupName
15    }
16
17    func bark(direction: Direction) {
18        // ...
19    }
20
21    func makeNewFriend(withOtherPup pup: Puppy) {
22        // ...
23    }
24
25    func activateSuperPower(superPower: SuperPower?) {
26        // ...
27    }
28
29 }
30
```



**Swift File**

**To Create**  
New > File > Swift

# View (Interface Builder) : What the user sees



In Storyboard - create views from the Object Library

# View (Programmatic) : what the users see

```
1 //  PupView.swift
2
3 import UIKit
4
5 class PupView: UIView {
6
7     struct Constants {
8         static let marginSize: CGFloat = 8
9         static let buttonText: String = "Add Pup as Friend!"
10    }
11
12    let pupView = UIImageView(image: UIImage(named: "pup"))
13    let friendsListLabel = UILabel()
14
15    var addPupFriendButton: UIButton = {
16        var button = UIButton()
17        button.setTitle(Constants.buttonText, for: .normal)
18        return button
19    }()
20
21    override init(frame: CGRect) {
22        super.init(frame: CGRect.zero)
23        addSubview(pupView)
24        addSubview(friendsListLabel)
25        addSubview(addPupFriendButton)
26        setupConstraints()
27    }
28
29    func setupConstraints() {
30        pupView.topAnchor.constraint(equalTo: topAnchor,
31                                     constant: Constants.marginSize)
32        // ...
33    }
34}
35
```

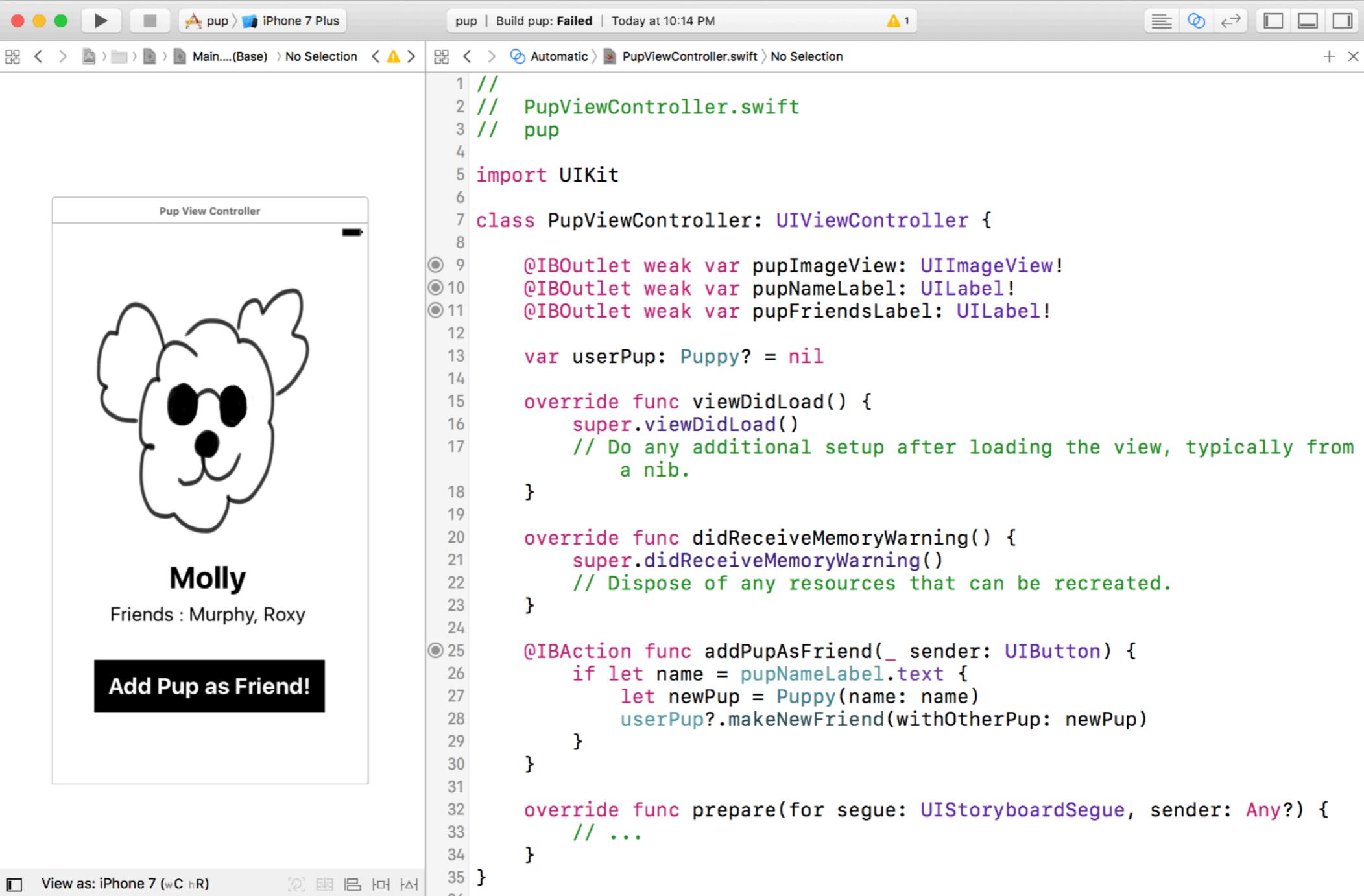


Cocoa Touch  
Class

## Creating views programmatically

New > File > Cocoa Touch  
Class. Then subclass an  
existing type of View

# Controllers in Xcode > View Controllers



The screenshot shows the Xcode interface with a storyboard and its associated Swift code.

**Storyboard Preview:** On the left, the storyboard preview shows a view controller titled "Pup View Controller". It contains a UIImageView with a dog's face, a UILabel with the name "Molly", and a UIButton with the text "Add Pup as Friend!". Below the storyboard, there are buttons for "View as: iPhone 7 (wC hR)" and other interface options.

**Swift Code:** On the right, the code editor displays the `PupViewController.swift` file. The code defines a `PupViewController` class that inherits from `UIViewController`. It includes outlets for an image view and two labels, and a variable for the user pup. The `viewDidLoad()` method performs additional setup after loading the view. The `didReceiveMemoryWarning()` method disposes of any resources that can be recreated. An `@IBAction` function handles adding a new friend pup. The `prepare(for segue: UIStoryboardSegue, sender: Any?)` method is also implemented.

```
// PupViewController.swift
// pup
// pup

import UIKit

class PupViewController: UIViewController {

    @IBOutlet weak var pupImageView: UIImageView!
    @IBOutlet weak var pupNameLabel: UILabel!
    @IBOutlet weak var pupFriendsLabel: UILabel!

    var userPup: Puppy? = nil

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from
        // a nib.
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }

    @IBAction func addPupAsFriend(_ sender: UIButton) {
        if let name = pupNameLabel.text {
            let newPup = Puppy(name: name)
            userPup?.makeNewFriend(withOtherPup: newPup)
        }
    }

    override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
        // ...
    }
}
```

# **Creating a Custom View Controller (Interface Builder)**

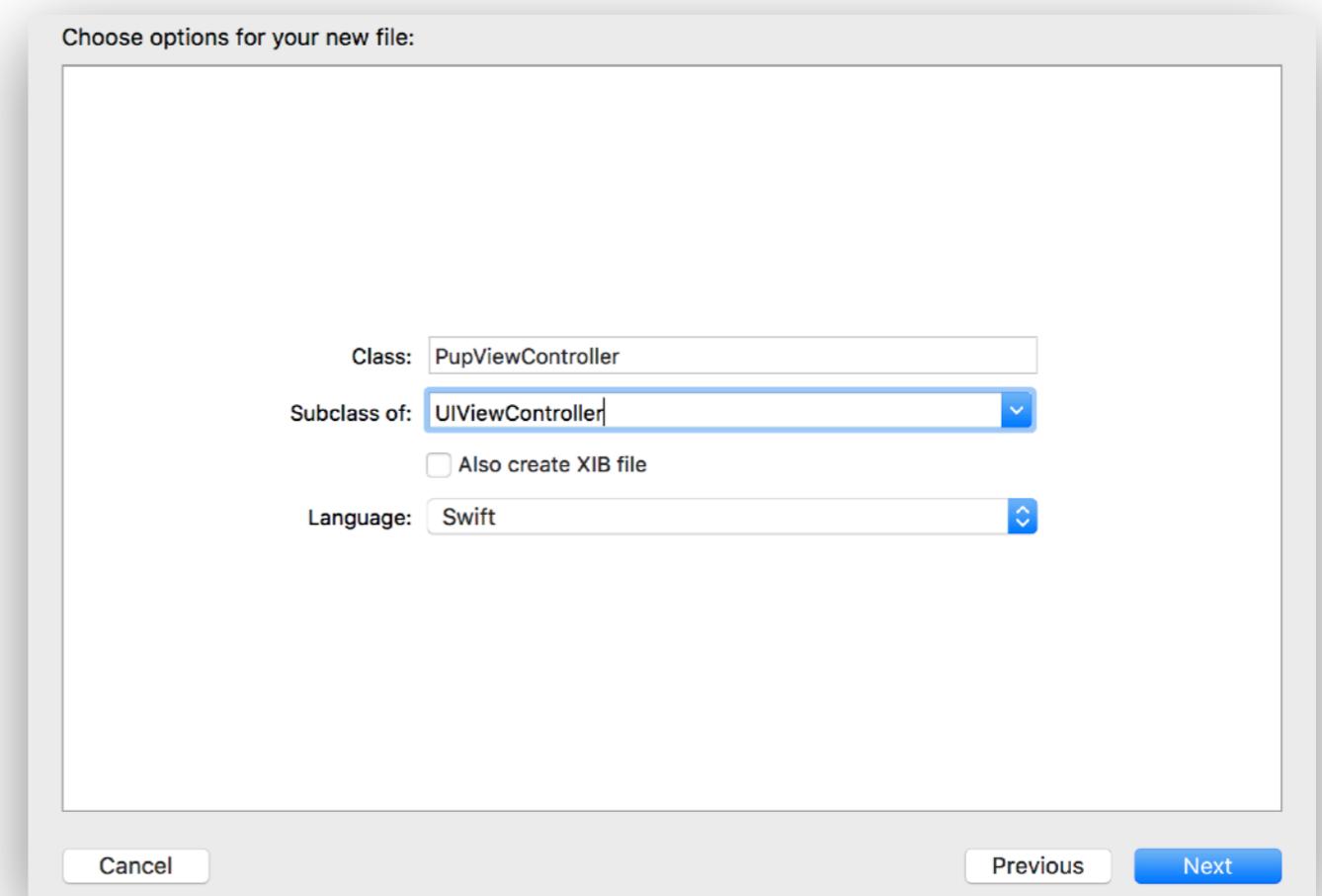
# Creating View Controllers : Step 1

Create a View Controller Class for your custom View Controller

Cocoa Touch  
Class

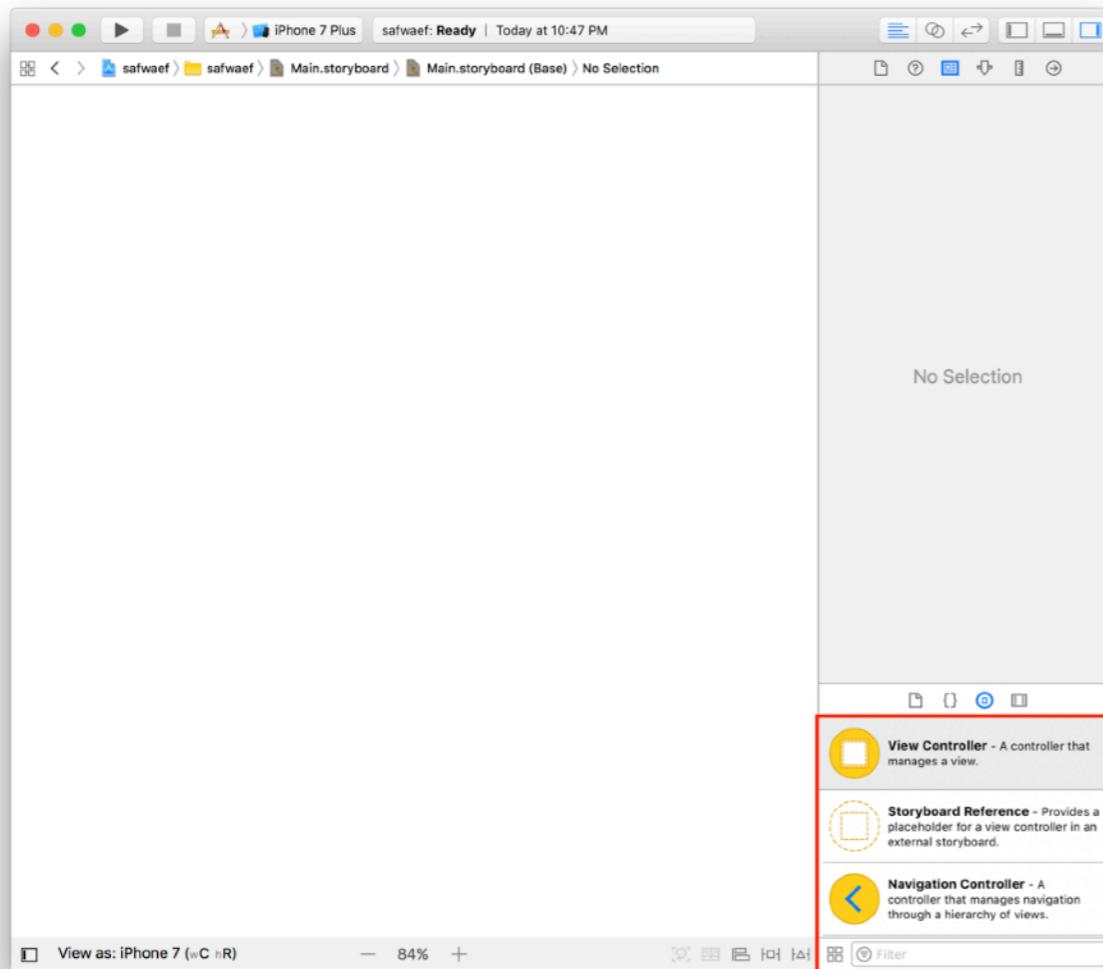
**To create**

New > File > Cocoa Touch Class. Then subclass an existing View Controller

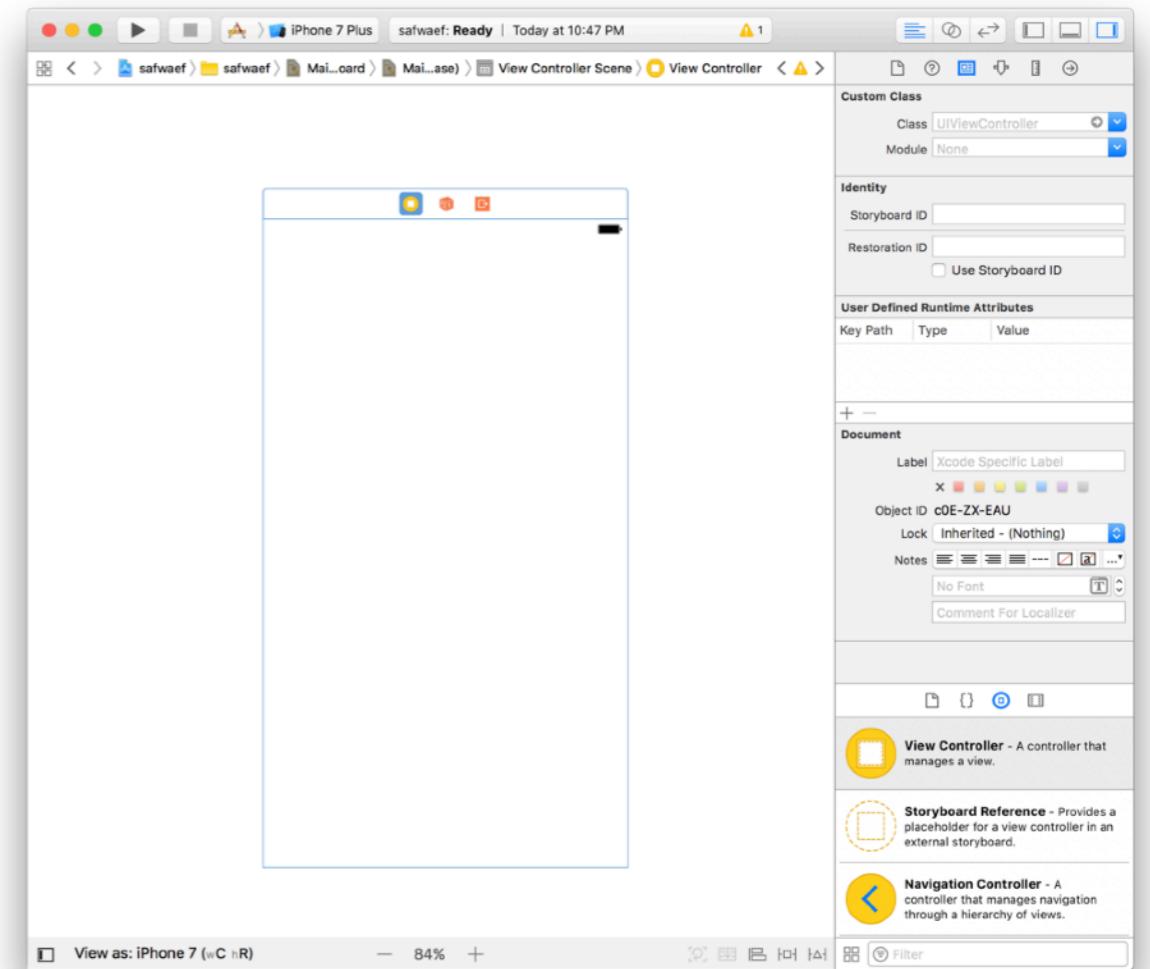


# Creating View Controllers : Step 2

Drag a View Controller from your Object Library into your Storyboard



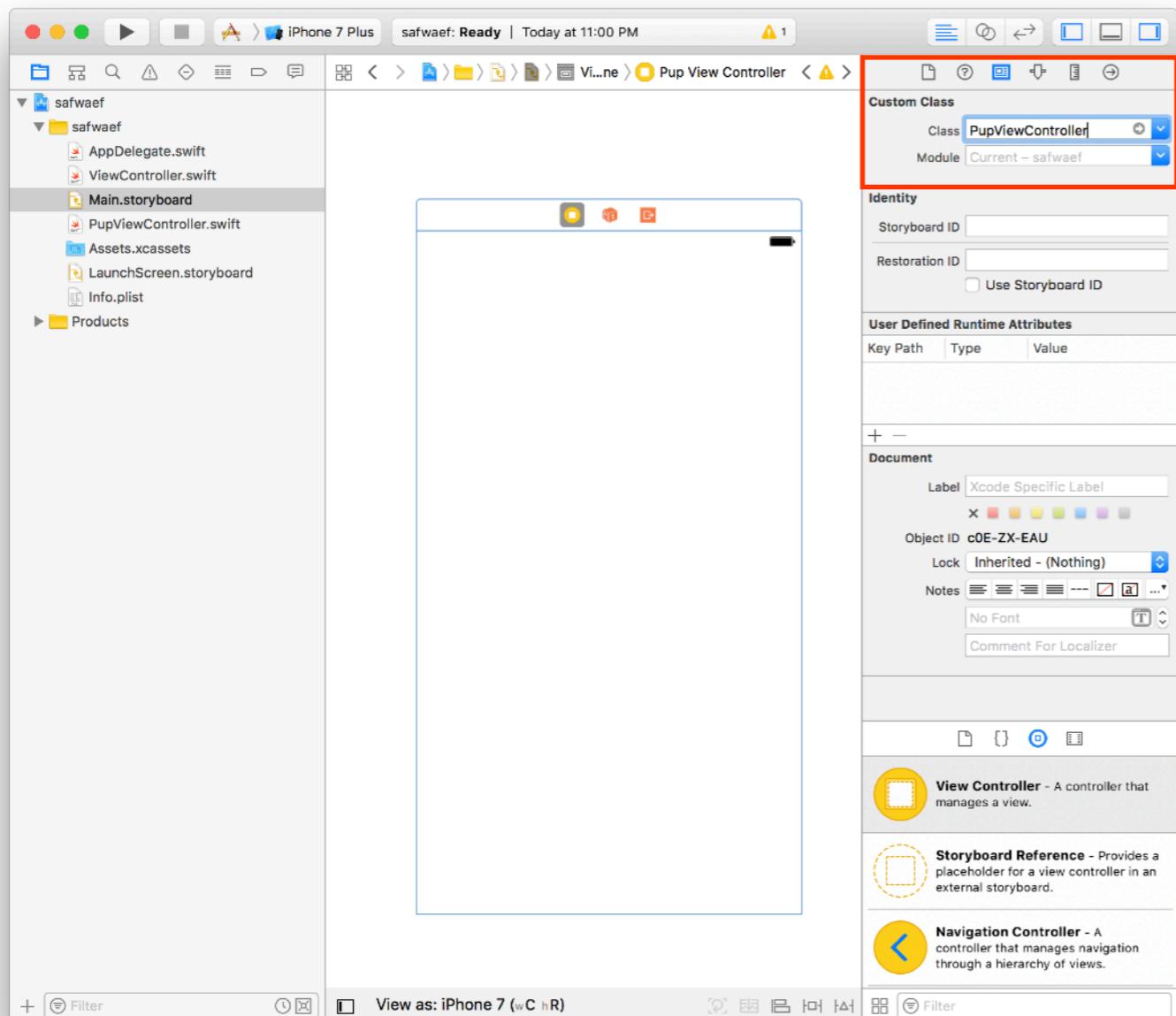
Open Main.storyboard, and navigate to the  
**Object Library**



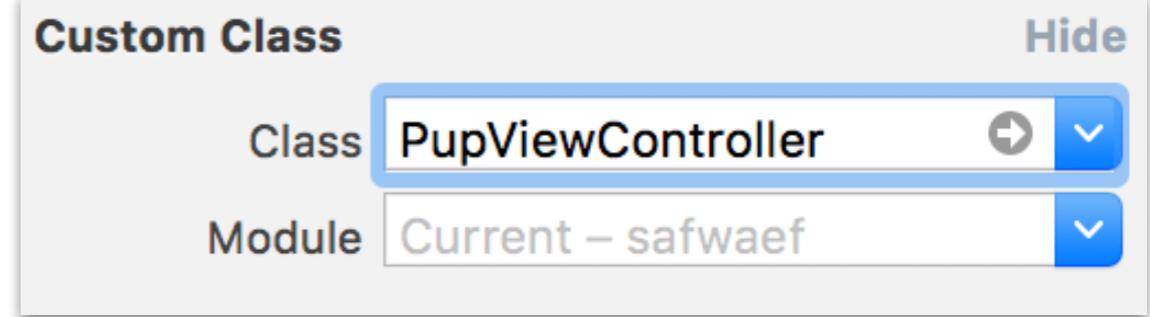
Drag a **View Controller** onto your  
Storyboard

# Creating View Controllers : Step 3

Set the View Controller's class to the custom class you created in Step 1 (don't forget this step)!



Tap on your View Controller in the Storyboard, then open the Identity Inspector



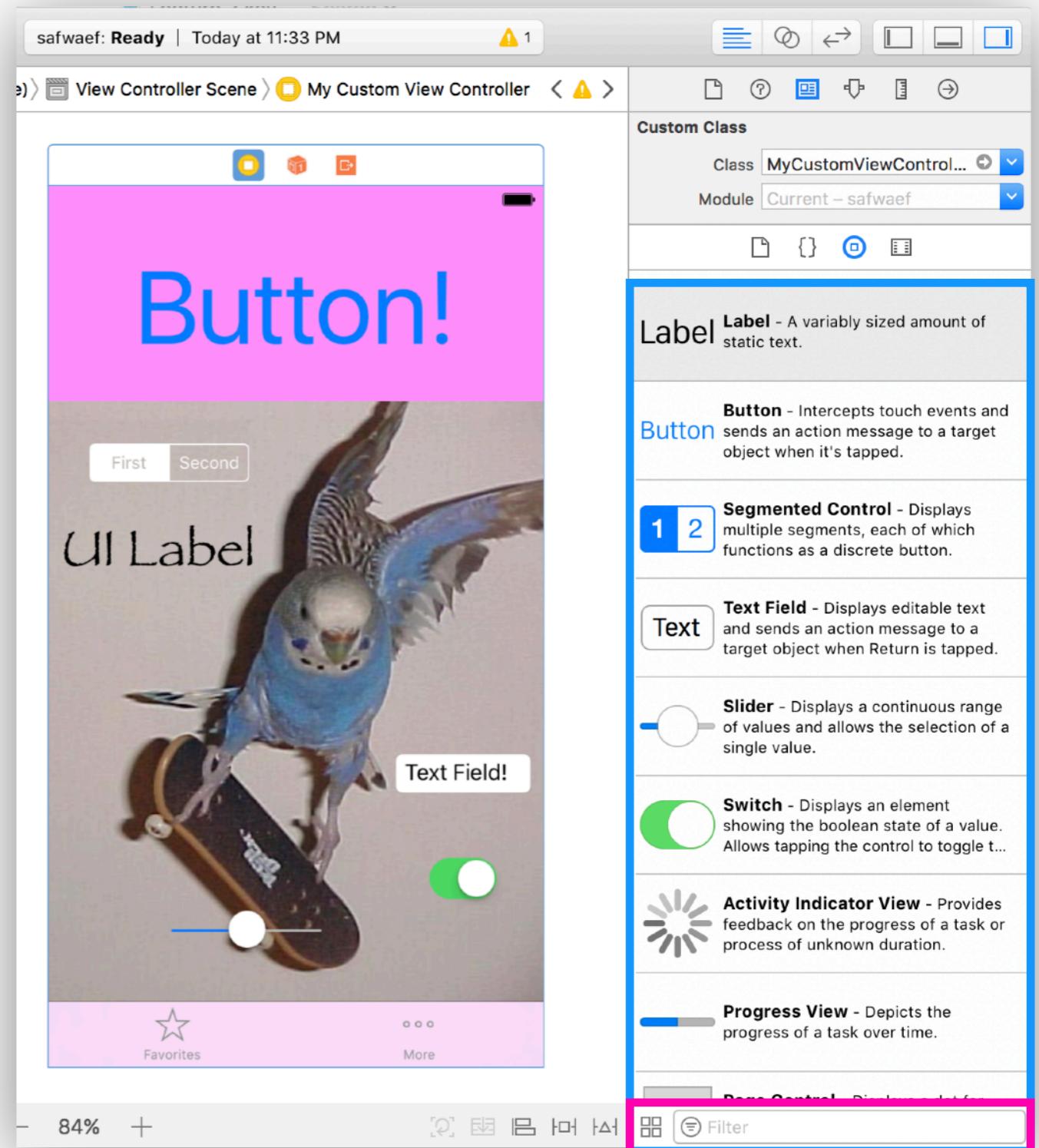
Change the Class field (found in the Identity Inspector) from **ViewController** to your custom View Controller's name

# Creating View Controllers : Step 4

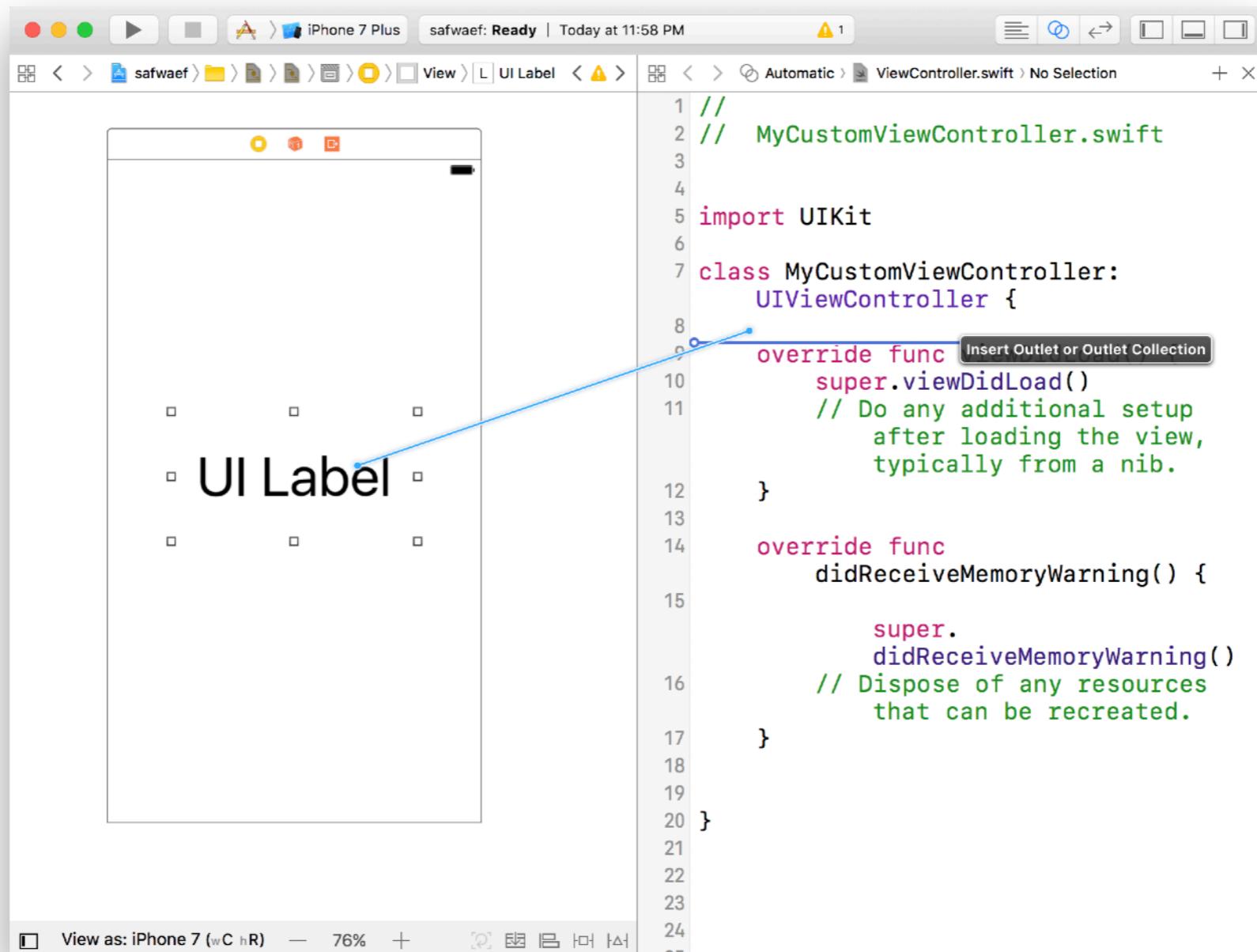
Your new View Controller is all set to go!

Now you can start adding views from the **Object Library** and customizing your View.

Search for specific objects in the **Filter Search Bar**

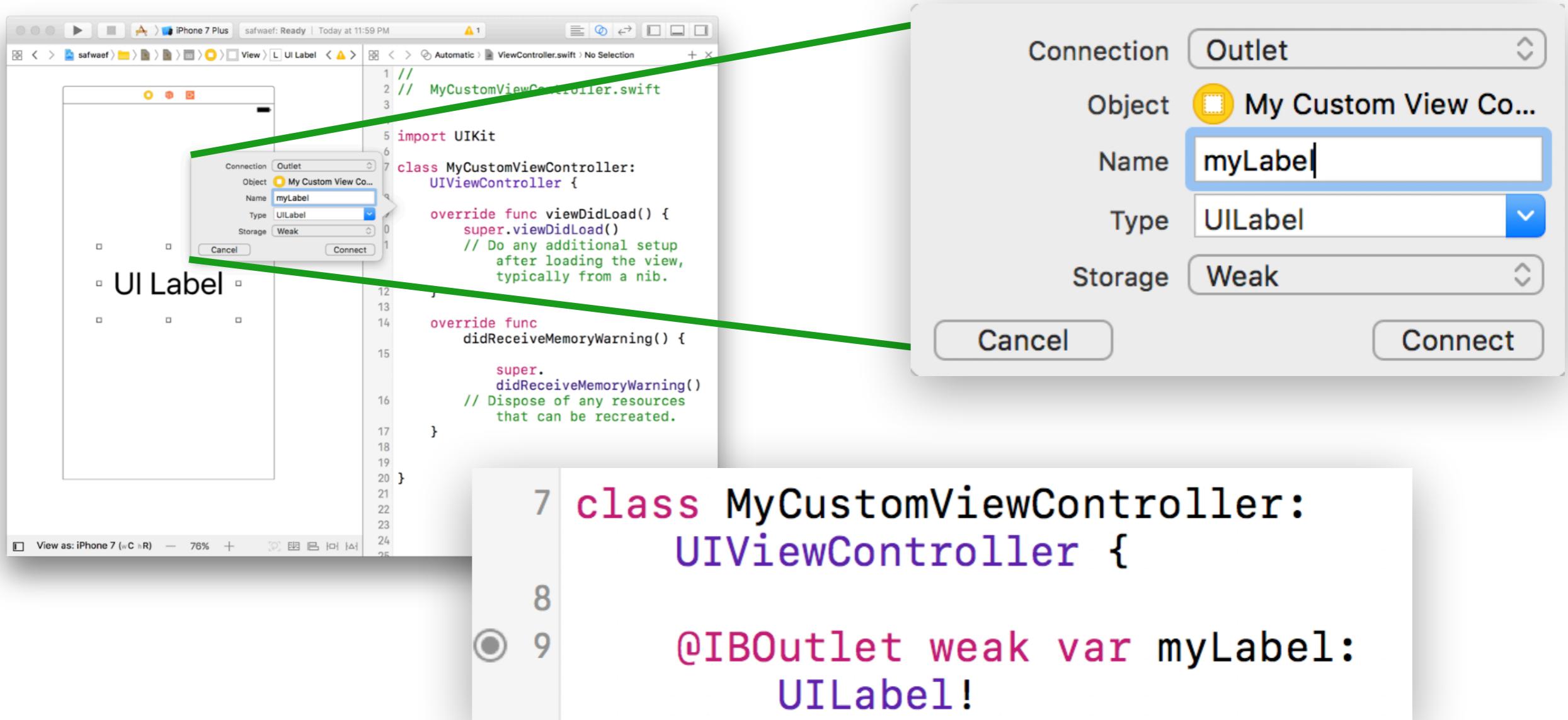


# Control Drag in Interface Builder



Control + Drag to connect UI elements in  
Storyboard to your code

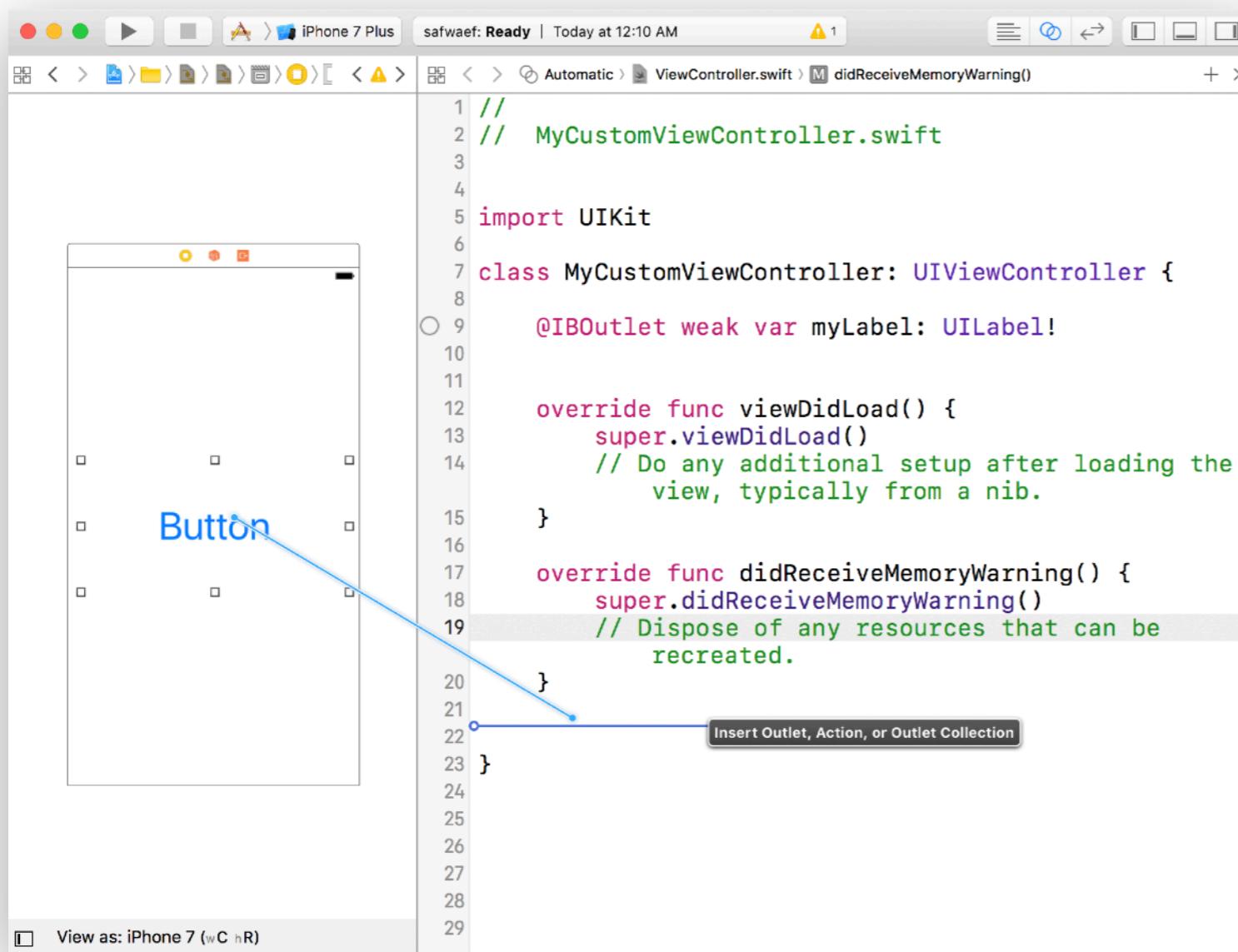
# Control Drag : Outlets



Pressing **Connect** generates an **Outlet** (linked to your storyboard)

# Control Drag : Actions

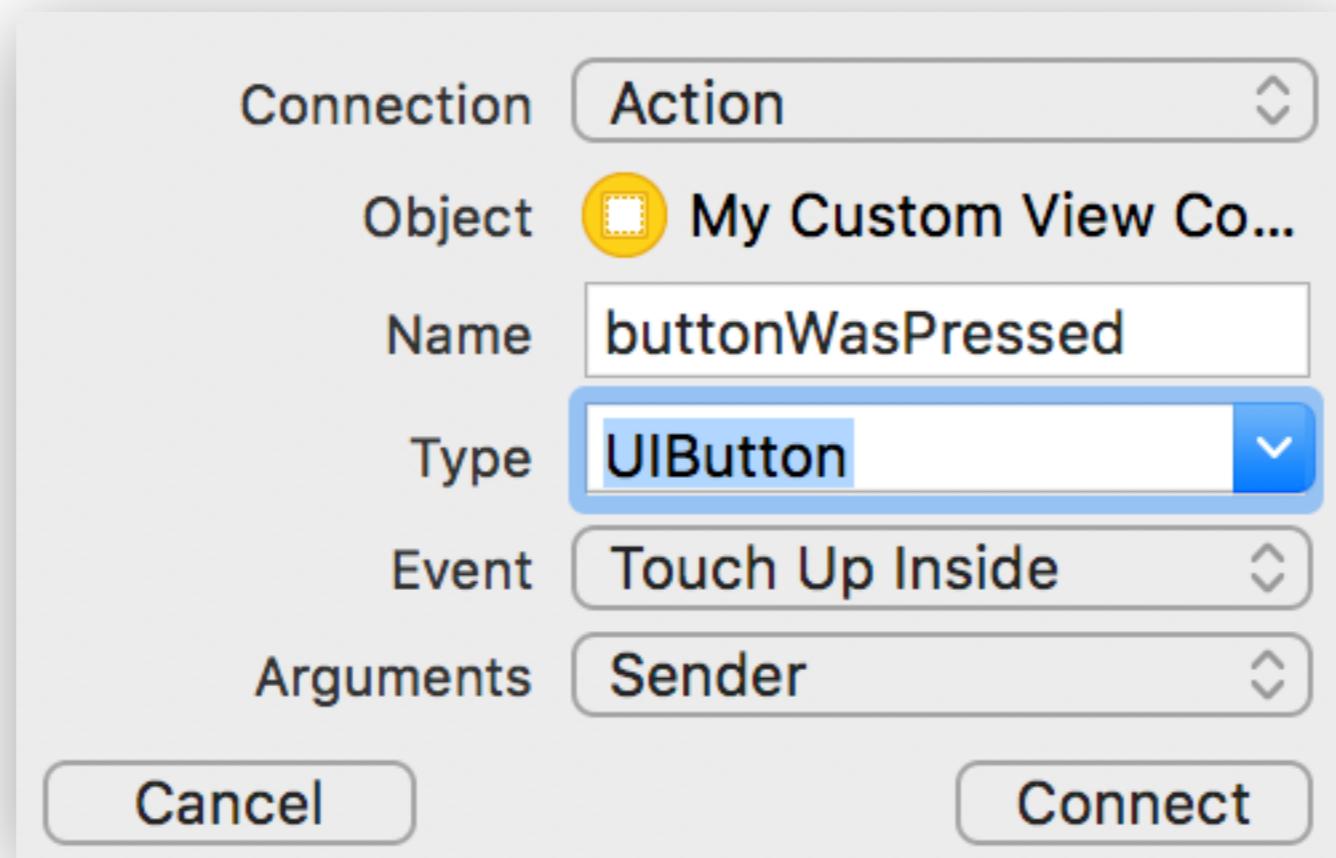
If you want your UI element to **DO** something when tapped, highlighted, changed, etc. create an **Action**



## Example: UIButton

Start by **Control + Dragging** from button  
your code (just as you would with an Outlet)

# Control Drag : Actions

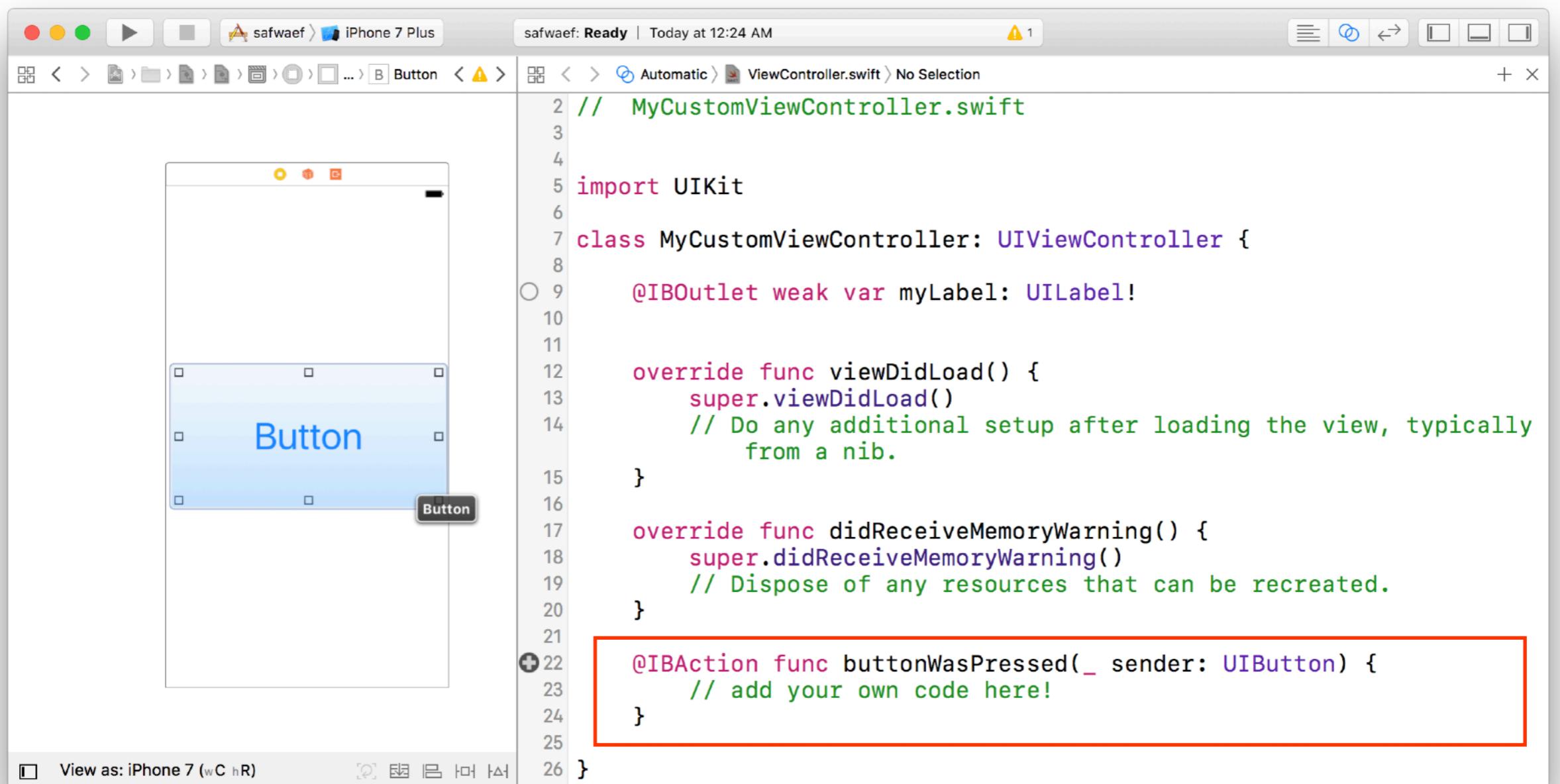


Set the Connection type to **Action** and Type (it's referring to Sender Type) to **UIButton**

Other values should default to the ones shown above.

# Control Drag : Actions

Pressing *connect* will generate a method for you in your file that will be called every time the user taps your button.



# Control Drag : Actions

Pressing *connect* will generate a method for you in your file that will be called every time the user taps your button.

You can access the button itself by modifying **sender**

```
@IBAction func buttonWasPressed(_ sender: UIButton) {  
    // add your own code here!  
}
```

# Control Drag : Actions

Pressing done will generate a method for you in your file that will be called every time the user taps your button.

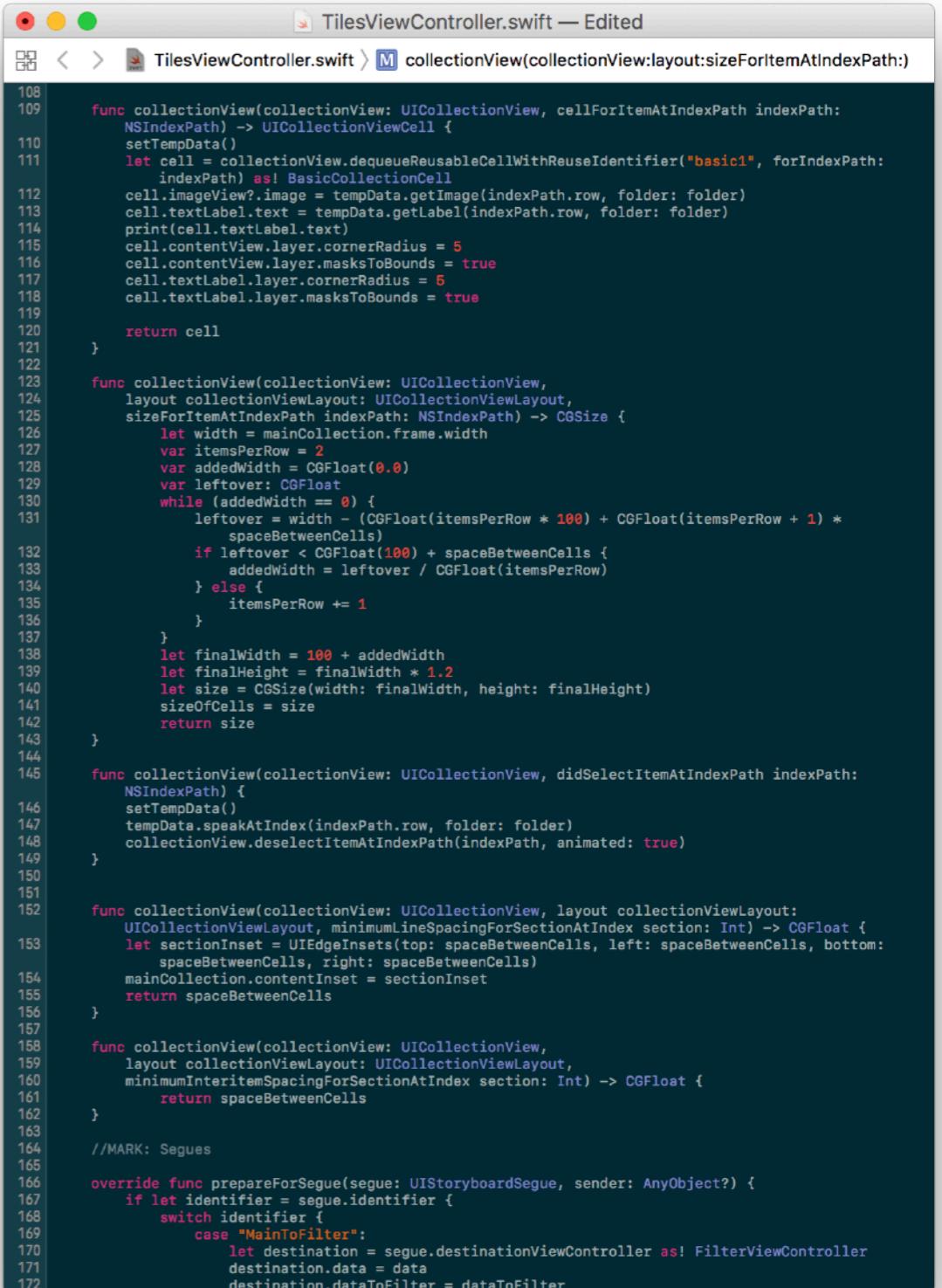
You can access the button itself by modifying `sender`

```
@IBAction func buttonWasPressed(_ sender: UIButton) {  
    // add your own code here!  
    sender.setTitle("Button was tapped!", for: .normal)  
}
```

# Avoid adding too much to View Controllers!

With more complicated UI's, you'll end up having lots of outlets, actions, and view customization code

Instead of sticking this all in your View Controller, subclass views as well (i.e. make your own CustomButton rather than doing all your UI work in your view controllers)



```
108 func collectionView(collectionView: UICollectionView, cellForItemAtIndexPath indexPath: NSIndexPath) -> UICollectionViewCell {
109     setTempData()
110     let cell = collectionView.dequeueReusableCellWithReuseIdentifier("basic1", forIndexPath: indexPath) as! BasicCollectionViewCell
111     cell.imageView?.image = tempData.getImage(indexPath.row, folder: folder)
112     cell.textLabel.text = tempData.getLabel(indexPath.row, folder: folder)
113     print(cell.textLabel.text)
114     cell.contentView.layer.cornerRadius = 5
115     cell.contentView.layer.masksToBounds = true
116     cell.textLabel.layer.cornerRadius = 5
117     cell.textLabel.layer.masksToBounds = true
118 }
119
120 return cell
121
122
123 func collectionView(collectionView: UICollectionView,
124                     layout collectionViewLayout: UICollectionViewLayout,
125                     sizeForItemAtIndexPath indexPath: NSIndexPath) -> CGSize {
126     let width = mainCollection.frame.width
127     var itemsPerRow = 2
128     var addedWidth = CGFloat(0.0)
129     var leftover: CGFloat
130     while (addedWidth == 0) {
131         leftover = width - (CGFloat(itemsPerRow * 100) + CGFloat(itemsPerRow + 1) *
132             spaceBetweenCells)
133         if leftover < CGFloat(100) + spaceBetweenCells {
134             addedWidth = leftover / CGFloat(itemsPerRow)
135         } else {
136             itemsPerRow += 1
137         }
138     }
139     let finalWidth = 100 + addedWidth
140     let finalHeight = finalWidth * 1.2
141     let size = CGSize(width: finalWidth, height: finalHeight)
142     sizeOfCells = size
143     return size
144 }
145
146 func collectionView(collectionView: UICollectionView, didSelectItemAtIndexPath indexPath: NSIndexPath) {
147     setTempData()
148     tempData.speakAtIndex(indexPath.row, folder: folder)
149     collectionView.deselectItemAtIndexPath(indexPath, animated: true)
150 }
151
152 func collectionView(collectionView: UICollectionView, layout collectionViewLayout: UICollectionViewLayout, minimumLineSpacingForSectionAtIndex section: Int) -> CGFloat {
153     let sectionInset = UIEdgeInsets(top: spaceBetweenCells, left: spaceBetweenCells, bottom: spaceBetweenCells, right: spaceBetweenCells)
154     mainCollection.contentInset = sectionInset
155     return spaceBetweenCells
156 }
157
158 func collectionView(collectionView: UICollectionView, layout collectionViewLayout: UICollectionViewLayout, minimumInteritemSpacingForSectionAtIndex section: Int) -> CGFloat {
159     return spaceBetweenCells
160 }
161
162 //MARK: Segues
163
164 override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {
165     if let identifier = segue.identifier {
166         switch identifier {
167             case "MainToFilter":
168                 let destination = segue.destinationViewController as! FilterViewController
169                 destination.data = data
170                 destination.dataToFilter = dataToFilter
171
172         }
173     }
174 }
```

# Avoid adding too much to View Controllers!

With more complicated UI's, you'll end up having lots of outlets, actions, and view customization code

Instead of sticking this all in your View Controller, subclass views as well (i.e. make your own CustomButton rather than doing all your UI work in your view controllers)



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118 }
119
120 return cell
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124                     layout collectionViewLayout: UICollectionViewLayout,
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126     let width = mainCollection.frame.width
127     var itemsPerRow = 2
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129     var leftover: CGFloat
130     while (addedWidth == 0) {
131         leftover = width - (CGFloat(itemsPerRow * 100) + CGFloat(itemsPerRow + 1) *
132             spaceBetweenCells)
133         if leftover < CGFloat(100) + spaceBetweenCells {
134             addedWidth = leftover / CGFloat(itemsPerRow)
135         } else {
136             itemsPerRow += 1
137         }
138     }
139     let finalWidth = 100 + addedWidth
140     let finalHeight = finalWidth * 1.2
141     let size = CGSize(width: finalWidth, height: finalHeight)
142     sizeOfCells = size
143     return size
144
145 func collectionView(collectionView: UICollectionView, didSelectItemAtIndexPath indexPath: NSIndexPath) {
146     setTempData()
147     tempData.speakAtIndex(indexPath.row, folder: folder)
148     collectionView deselectItemAtIndexPath(indexPath, animated: true)
149 }
150
151
152 func collectionView(collectionView: UICollectionView, layout collectionViewLayout: UICollectionViewLayout, minimumLineSpacingForSectionAtIndexPath section: NSIndexPath) -> CGFloat {
153     let insets = UIEdgeInsets(top: spaceBetweenCells, left: spaceBetweenCells,
154                             bottom: spaceBetweenCells, right: spaceBetweenCells)
155     mainCollection.insets = insets
156     return insets.left
157 }
158
159 func collectionView(collectionView: UICollectionView, layout collectionViewLayout: UICollectionViewLayout, minimumInteritemSpacingForSectionAtIndexPath section: NSIndexPath) -> CGFloat {
160     return spaceBetweenCells
161 }
162
163
164 //MARK: Segues
165
166 override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {
167     if let identifier = segue.identifier {
168         switch identifier {
169             case "MainToFilter":
170                 let destination = segue.destinationViewController as! FilterViewController
171                 destination.data = data
172                 destination.dataToFilter = dataToFilter
173             default:
174                 break
175         }
176     }
177 }
```

# **Demo**

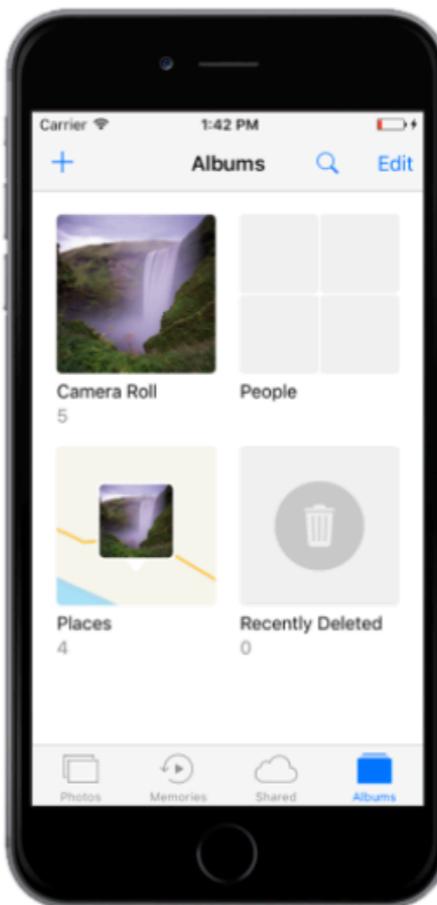
Views, View Controllers, Outlets, Actions

# **Check-in**

# **Autolayout**

# Adaptive UI

- Display your app on **different screen sizes**
- Optimize for **different resolutions**
- Internationalize your UI (**Localization**)
- Resize/layout elements for **device rotations**

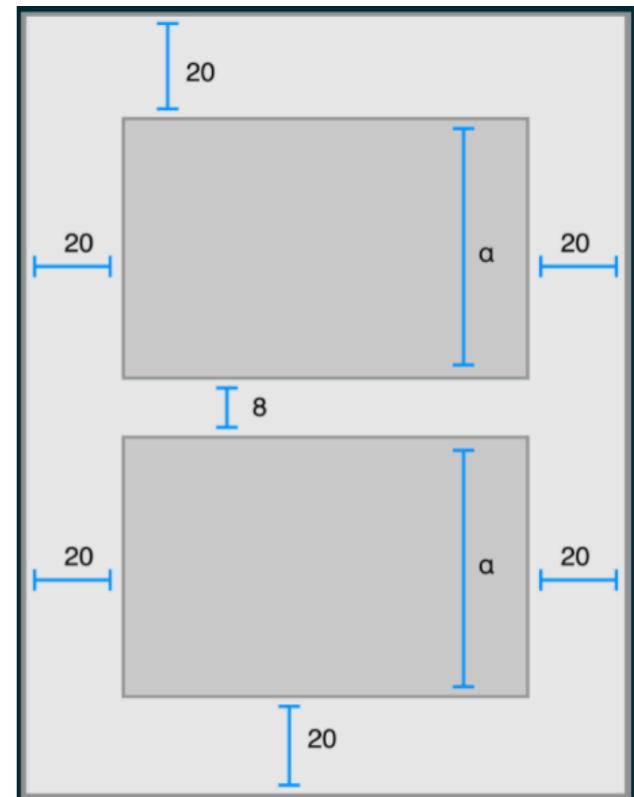


# What is Auto Layout

- Constraint based, descriptive layout system
- Creating an adaptive interface that responds to changes in screen size and device orientation

## What is a Constraint

- Linear equations that relate different objects parts with one another.



# Creating Constraints

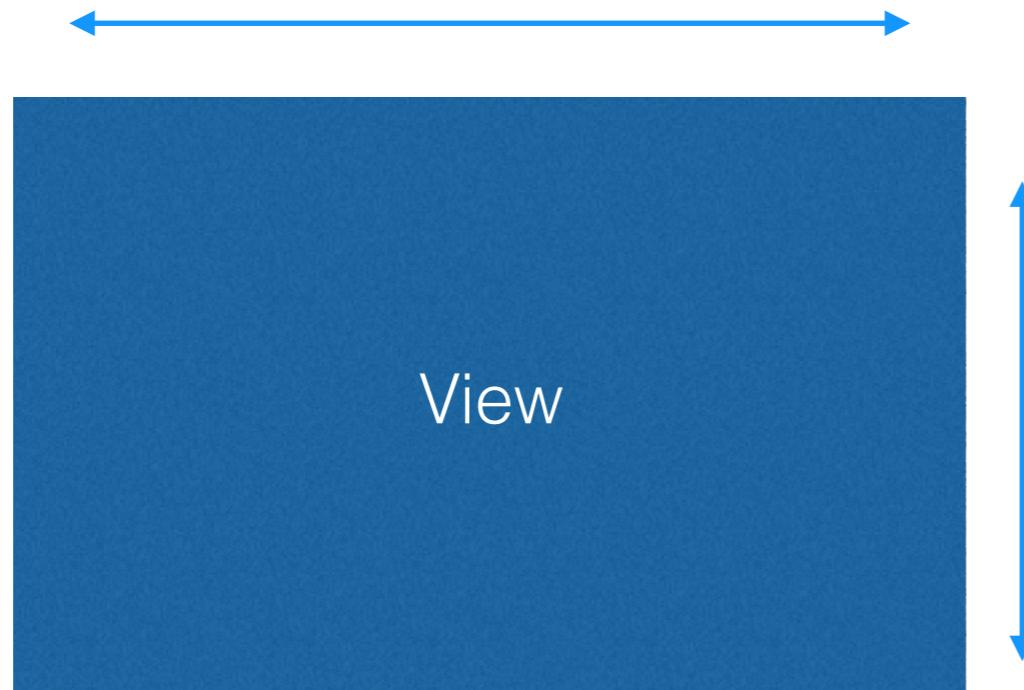
- Option + Drag from view to other view
- In Code:
  - Layout anchors:
    - NSLayoutAnchor
    - NSLayoutConstraint



```
let constraint =  
    view1.leadingAnchor.constraint(  
        equalTo: view2.trailingAnchor,  
        constant: 8)
```

```
constraint.isActive = true
```

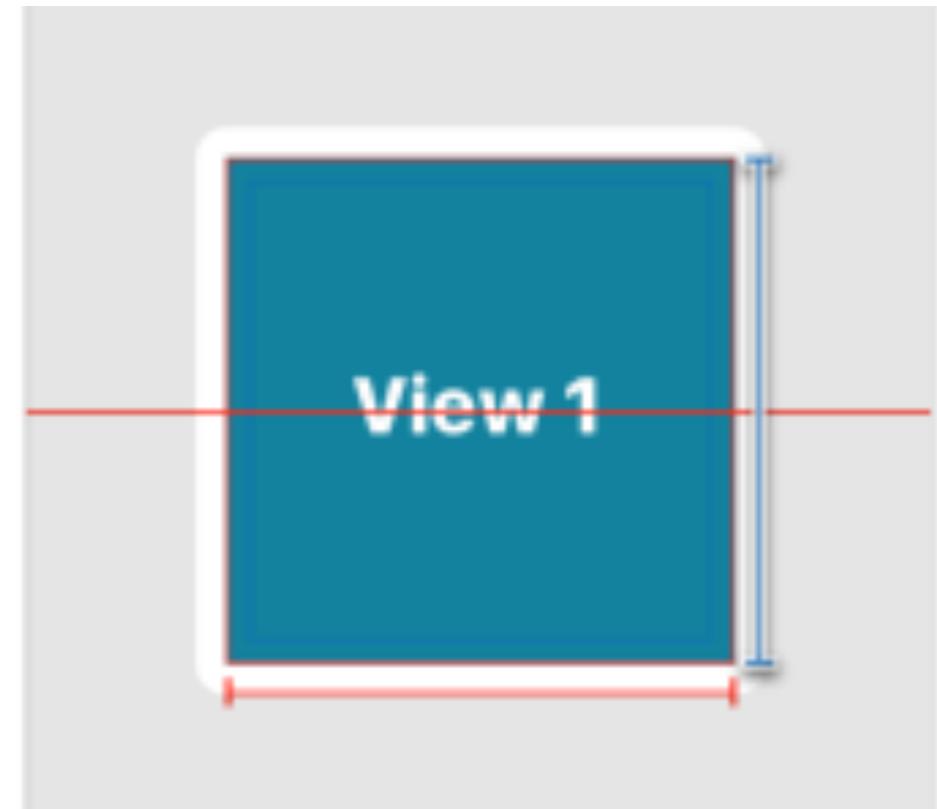
# Creating Constraints : The Philosophy



1. X Position
2. Y Position
3. Height
4. Width

# Missing Constraints

- Xcode will let you know if you're missing a constraint
- Constraints will turn red
- Preview feature let's you test your work



< Structure      View Controller

▼ Missing Constraints ●

  Image View  
  Need constraints for: X position, width

▼ Missing Constraints ●

  Image View  
  Need constraints for: height

Running iosDecal on iPhone 7 Plus ⚠ 2

iosDecal > aut...emo > Mai...oard > Mai...ase) > Vie...cene > Vie...oller > View > View1 < ⚠ >

Structure View Controller

Missing Constraints

- View2 Need constraints for: Y position
- View2 Need constraints for: X position or width

Debug Storyboard Constraint Issues Here!

(Click the red dots for suggested solutions)

Update Constraints you've made in Storyboard here ->

View as: iPhone 6s (wC hR)

Layout Margins Default

- PreserveSuperview Margins
- FollowReadableWidth

Constraints

- Align Center Y to Superview
- Leading Space to Superview
- Width Equals: 180
- Height Equals: 180

Showing 4 of 4

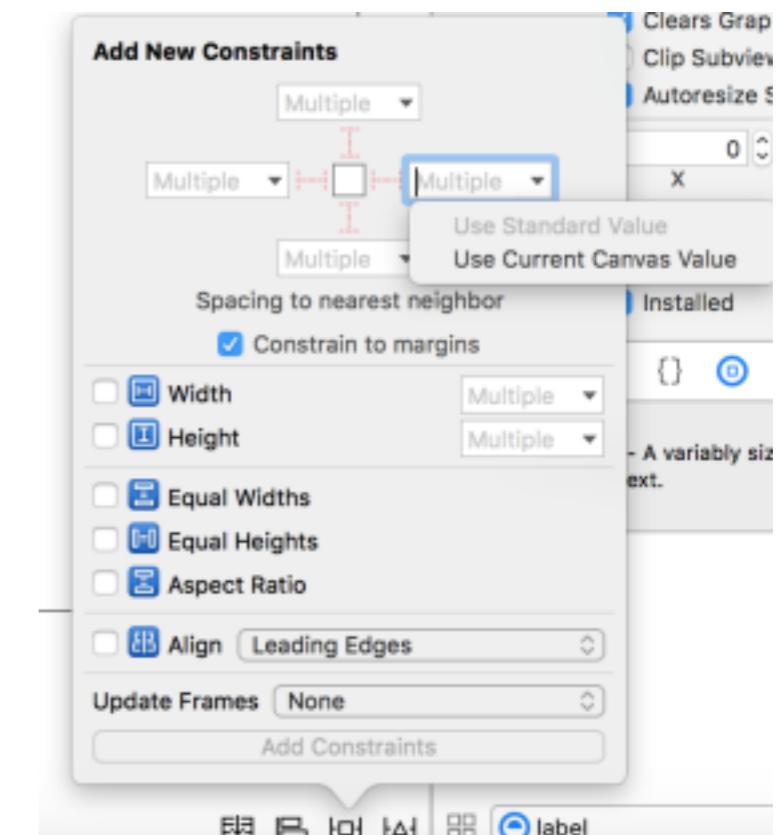
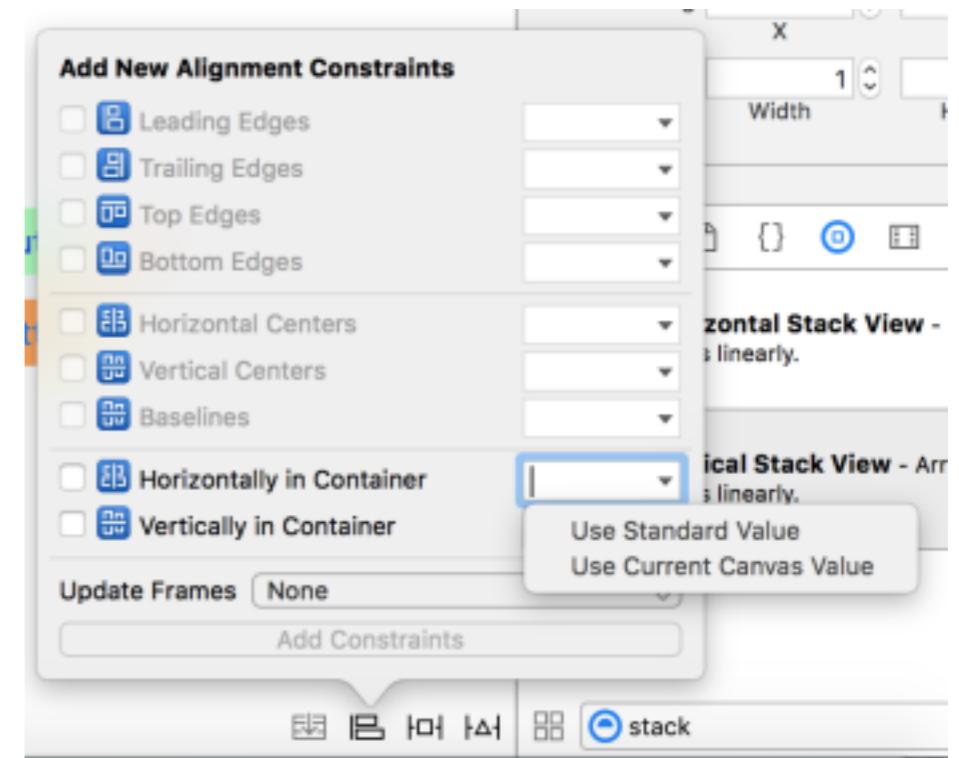
Content Hugging Priority

- Horizontal: 250
- Vertical: 250

Content Compression Resistance Priority

# Types of Constraints

- Alignment
  - Align Objects with each other
- Pin
  - Adds space to nearest neighbor (Can be a superview or itself)

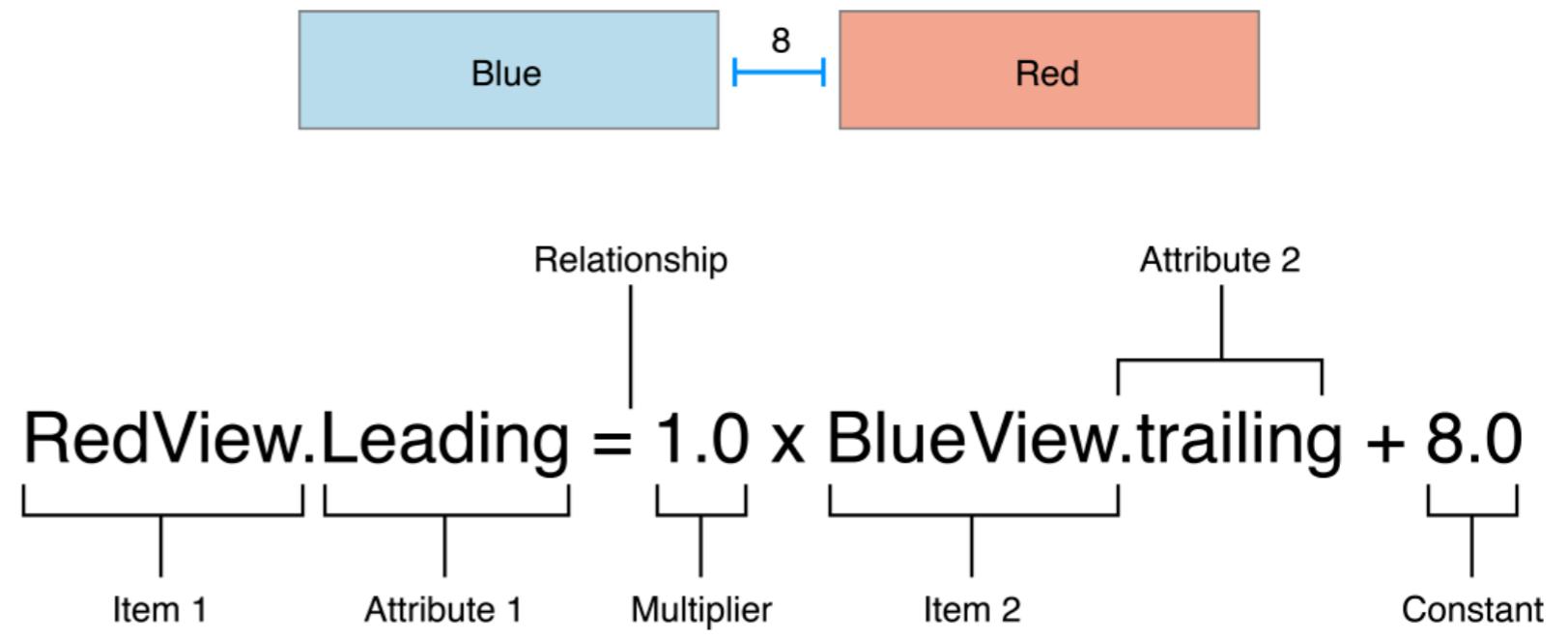


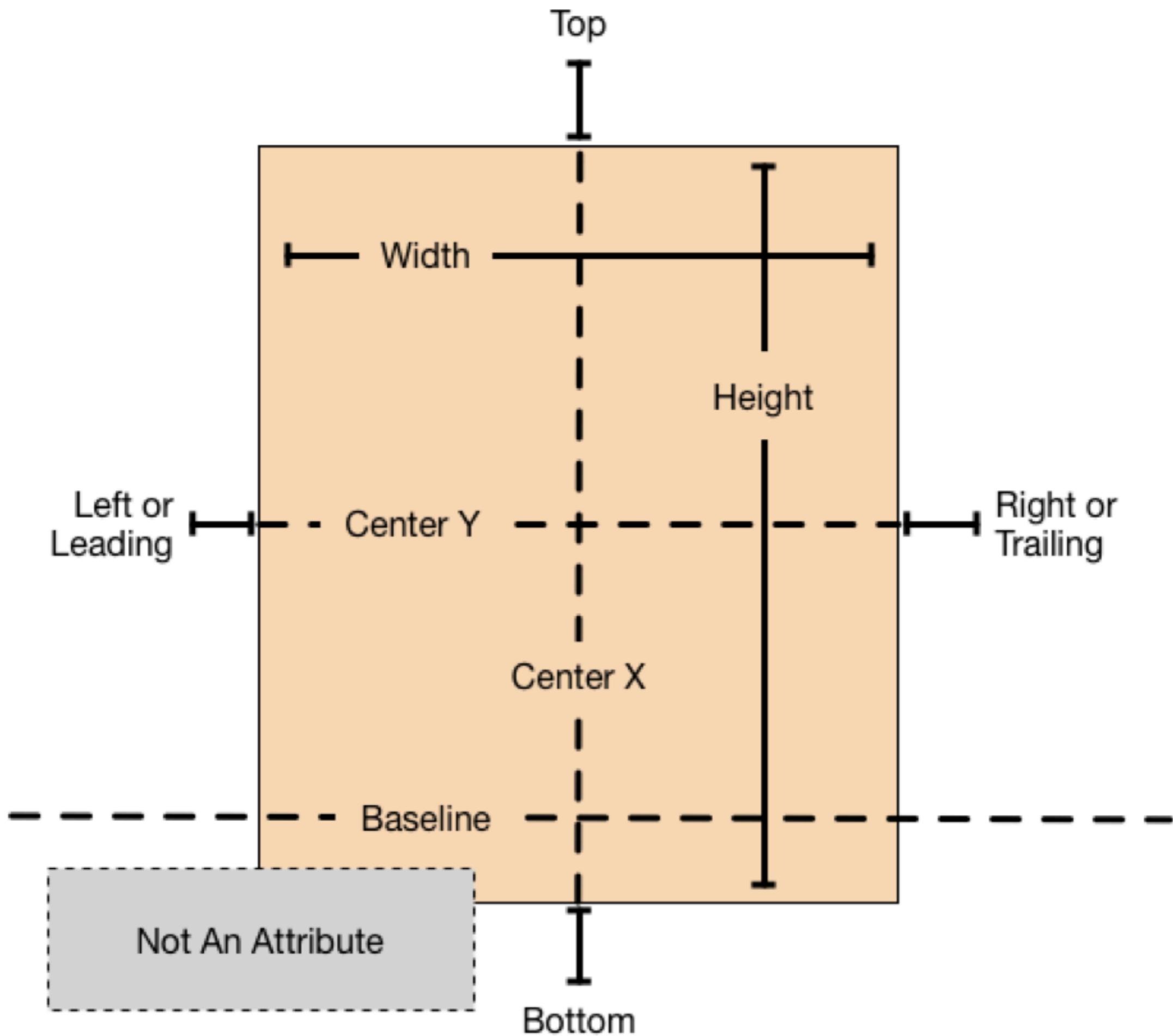
# List of Constraint Types

- **Height** - Height of View
- **Width** - Width of View
- **Top** - Vertical Spacing to Top View
- **Bottom** - Vertical Spacing to Bottom View
- **Baseline** - Align Baseline
- **Leading** - Spacing to Left View
- **Trailing** - Spacing to Right View
- **Center X** - Center Align Horizontally
- **Center Y** - Center Align Vertically

# Formal Constraint Properties

- Item 1
- Attribute 1
- Relationship
- Multiplier
- Item 2
- Attribute 2
- Constant





# **Demo**

# **Lab 1 : Xcode Tutorial**

**Due Tonight at 11:59pm if you did not  
check off during lab**

Next Lab : Auto Layout

Confused on AutoLayout? More Info [Here](#)

No Lecture next week (will have lab)