LAB - Segue overview

View Controller

// if return true perform segue

// if return true No perform segue

override func shouldPerformSegue(withIdentifier identifier: String, sender: Any?) -> Bool {

print("The segue identifier is ---> \(identifier)")

return true

}

//

override func prepare(for segue: UIStoryboardSegue, sender: Any?) {

let profileController = segue.destination as? ProfileViewController

profileController?.profileName = "A text"

}

// Profile Controller

import UIKit

class ProfileViewController: UIViewController {

@IBOutlet weak var label: UILabel!

//var name:String?;

var profileName:String?

override func viewDidLoad() {

super.viewDidLoad()

print("[Profile View Controller]The Profile Name is ---> \(profileName!)")

// Do any additional setup after loading the view.

}

override func didReceiveMemoryWarning() {

super.didReceiveMemoryWarning()

// Dispose of any resources that can be recreated.

}

/\*

// MARK: - Navigation

// In a storyboard-based application, you will often want to do a little preparation before navigation

override func prepare(for segue: UIStoryboardSegue, sender: Any?) {

// Get the new view controller using segue.destinationViewController.

// Pass the selected object to the new view controller.

}

\*/

}

// SHOW Alert

let alert = UIAlertController(title: "Alert", message: "Message", preferredStyle: UIAlertControllerStyle.alert)

alert.addAction(UIAlertAction(title: "Click", style: UIAlertActionStyle.default, handler: nil))

self.present(alert, animated: true, completion: nil)