

30개 프로젝트로 배우는 iOS 앱 개발

03. 화면 전환 개념 소개

소스코드를 통해 전환하는 방식

Storyboard를 통해 전환하는 방식

화면 전환 방법

03.

화면 전환 개념 소개

- View Controller 의 View 위에 다른 View를 가져와 바꿔치기
- View Controller에서 다른 View Controller 를 호출하여 전환하기
- Navigation Controller 를 사용하여 화면 전환하기
- 화면 전환용 객체 세그웨이(Segueway) 를 사용하여 화면 전환하기

View Controller 에서 다른 View Controller 를 호출하여 전환하기

Declaration

```
func present(_ viewControllerToPresent: UIViewController,  
            animated flag: Bool,  
            completion: (() -> Void)? = nil)
```

Parameters

viewControllerToPresent

The view controller to display over the current view controller's content.

flag

Pass true to animate the presentation; otherwise, pass false.

completion

The block to execute after the presentation finishes. This block has no return value and takes no parameters. You may specify nil for this parameter.

Declaration

```
func dismiss(animated flag: Bool,  
            completion: (() -> Void)? = nil)
```

Parameters

flag

Pass true to animate the transition.

completion

The block to execute after the view controller is dismissed. This block has no return value and takes no parameters. You may specify nil for this parameter.

Navigation Controller 를 사용하여 화면 전환하기

Declaration

```
func pushViewController(_ viewController: UIViewController,  
                      animated: Bool)
```

Parameters

viewController

The view controller to push onto the stack. This object cannot be a tab bar controller. If the view controller is already on the navigation stack, this method throws an exception.

animated

Specify `true` to animate the transition or `false` if you do not want the transition to be animated. You might specify `false` if you are setting up the navigation controller at launch time.

Declaration

```
func popViewController(animated: Bool) -> UIViewController?
```

Parameters

animated

Set this value to `true` to animate the transition. Pass `false` if you are setting up a navigation controller before its view is displayed.

Return Value

The view controller that was popped from the stack.

화면 전환용 객체 세그웨이(Segueway) 를 사용하여 화면 전환하기

Action Segueway

Manual Segueway

Action Segueway 종류

Action Segueway 종류

Show

Show Detail

Present Modally

Present As Popover

Custom

Action Segueway 종류

03. 화면 전환 개념 소개

