

ITM103 iOS Application Development

Topic 5: Table View Controller



Objectives

- By the end of the lesson, you will be able to:
 - Understand table view delegates and datasource
 - Bind data to table view
 - Manage table view events
 - Create customised table view cell
 - Self sizing cells and Dynamic Type in iOS 8
 - Edit UlTableView –Adding Rows, Delete Rows, Moving Rows



Table View Controller

What is a Table View?



Table Views

- What is a Table View?
 - Allow users to navigate through hierarchically structured data
 - Present an indexed list of items
 - Display detail information and controls in visually distinct groupings
 - Present a selectable list of options

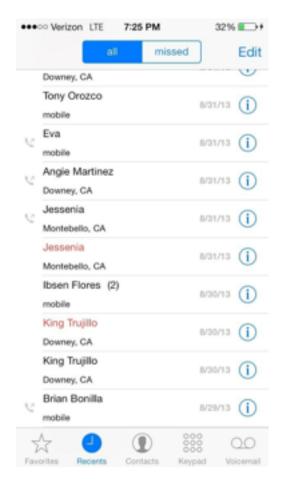


Table View Controller

Table View Styles



Table Views of Various Kinds





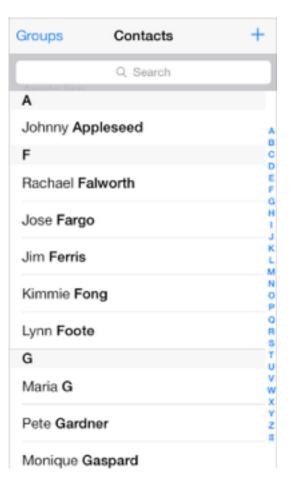




Table View Styles

This header floats as you scroll up

Section 0	
Text Label 2	
Text Label 3	
Text Label 4	
Section 1	
Text Label 5	
Text Label 6	
Text Label 7	
Text Label 8	
Text Label 9	
Section 2	
Text Label 10	
Text Label 11	
Tout Lobol 10	

Plain (UlTableViewStyle.plain)

A plain table view. Any section headers or footers are displayed as inline separators and float when the table view is scrolled.

SECTION 0
Text Label 0
Text Label 1
Text Label 2
Text Label 3
Text Label 4
SECTION 1
Text Label 5
Text Label 6
Text Label 7
Text Label 8
Text Label 9

Grouped (UlTableViewStyle.grouped)

A table view whose sections present distinct groups of rows. The section headers and footers do not float.



Table View Styles

In XCode, after selecting a Table View, change the Table View Style here.

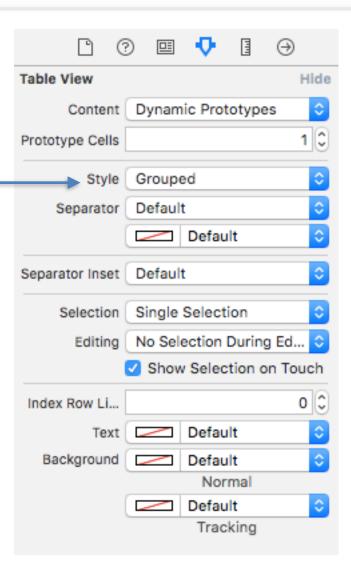




Table View Cell Styles

SECTION 0	
Text Label 0	
Text Label 1	
Text Label 2	
Text Label 3	
Text Label 4	
SECTION 1	
Text Label 5	
Text Label 6	
Text Label 7	
Text Label 8	
Text Label 9	

SECTION 0	
Text Label 0 Detail Text label 0	
Text Label 1 Detail Text label 1	
Text Label 2 Detail Text label 2	
Text Label 3 Detail Text label 3	
Text Label 4 Detail Text label 4	
SECTION 1	
Text Label 5 Detail Text label 5	
Text Label 6 Detail Text label 6	
Text Label 7 Detail Text label 7	
Text Label 8 Detail Text label 8	

SECTION 0
Text Label 0 Detail Text label 0
Text Label 1 Detail Text label 1
Text Label 2 Detail Text label 2
Text Label 3 Detail Text label 3
Text Label 4 Detail Text label 4
SECTION 1
Text Label 5 Detail Text label 5
Text Label 6 Detail Text label 6
Text Label 7 Detail Text label 7
Text Label 8 Detail Text label 8
Text Label 9 Detail Text label 9

SECTION 0	
Text Label 0	Detail Text label 0
Text Label 1	Detail Text label 1
Text Label 2	Detail Text label 2
Text Label 3	Detail Text label 3
Text Label 4	Detail Text label 4
SECTION 1	
Text Label 5	Detail Text label 5
Text Label 6	Detail Text label 6
Text Label 7	Detail Text label 7
Text Label 8	Detail Text label 8
Text Label 9	Detail Text label 9

Basic

UITableViewCellStyle .default

Subtitle

UITableViewCellStyle .subtitle

Left Detail

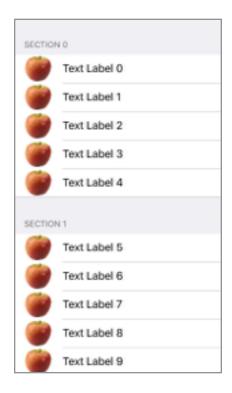
UITableViewCellStyle .value2

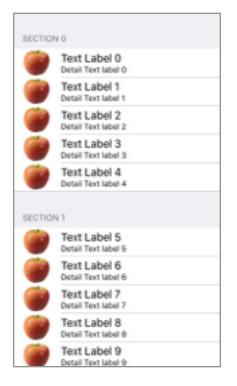
Right Detail

UITableViewCellStyle .value1

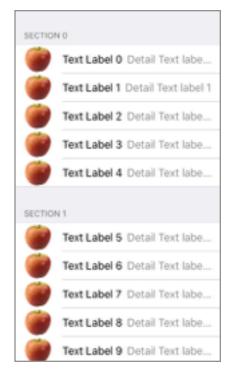


Table View Cell Styles (With Images)









Basic

UITableViewCellStyle .default

Subtitle

UITableViewCellStyle .subtitle

Left Detail

UITableViewCellStyle .value2



Left Detail style does **not** display images.

Right Detail

UITableViewCellStyle .value1



Table View Cell Style

In XCode, after selecting a Table View Cell, change the Table View Cell Style here.

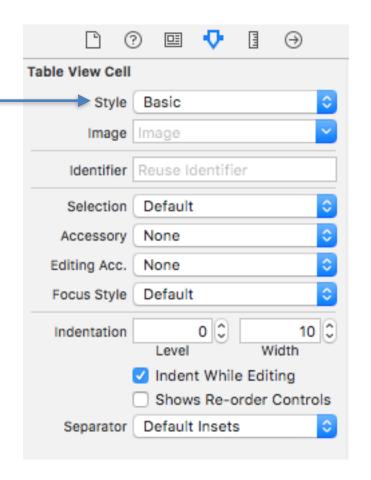
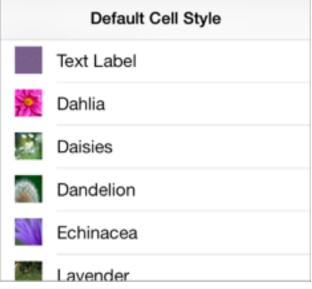




Table View Cell Styles - Realistic Examples

UITableViewCellStyle.default
 Default style with label on the left.

UITableViewCellStyle.subtitle
 Label on the left, and a blue label on the right.



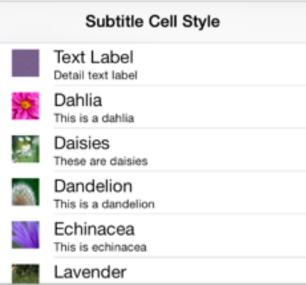
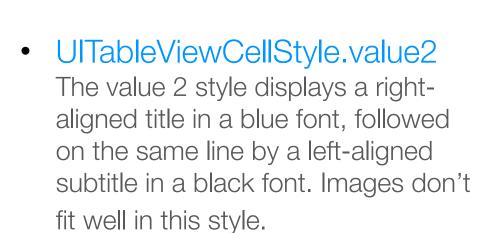




Table View Cell Styles - Realistic Examples

UlTableViewCellStyle.value1
 The value 1 style displays a left-aligned title with, on the same line, a right-aligned subtitle in a lighter font.



Value 1 Cell Style		
	Text Label	Detail text label
流	Dahlia	This is a dahlia
	Daisies	These are daisies
	Dandelion	This is a dandelion
20	Echinacea	This is echinacea
	Lavender T	his is a field of lav

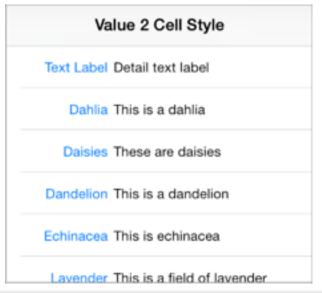


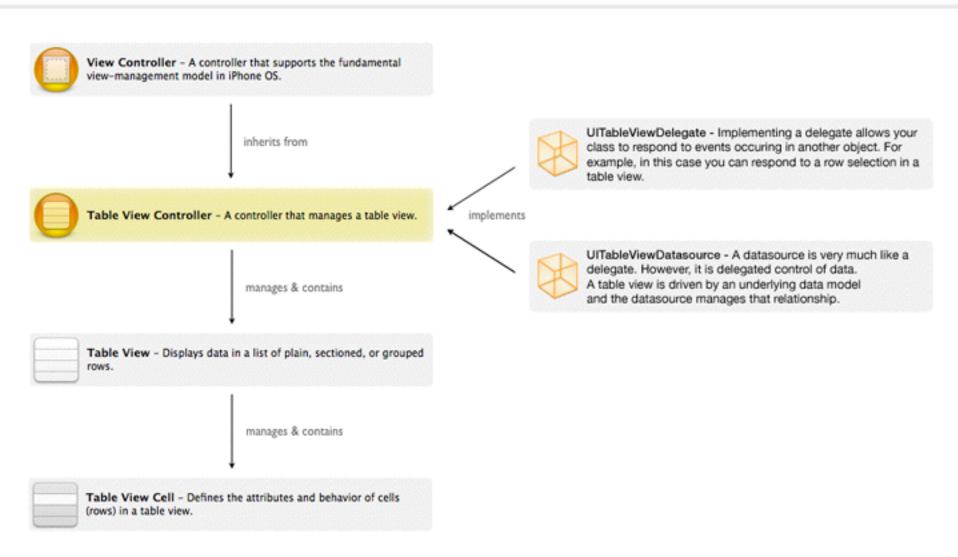


Table View Controller

UITableViewDataSource Protocol



UITableViewController



Reference: http://blog.teamtreehouse.com/introduction-to-the-ios-uitableviewcontroller



UlTableViewDataSource Protocol

UlTableViewDataSource (2 required methods):

```
func tableView(_ tableView: UITableView,
    numberOfRowsInSection section: Int) -> Int
```

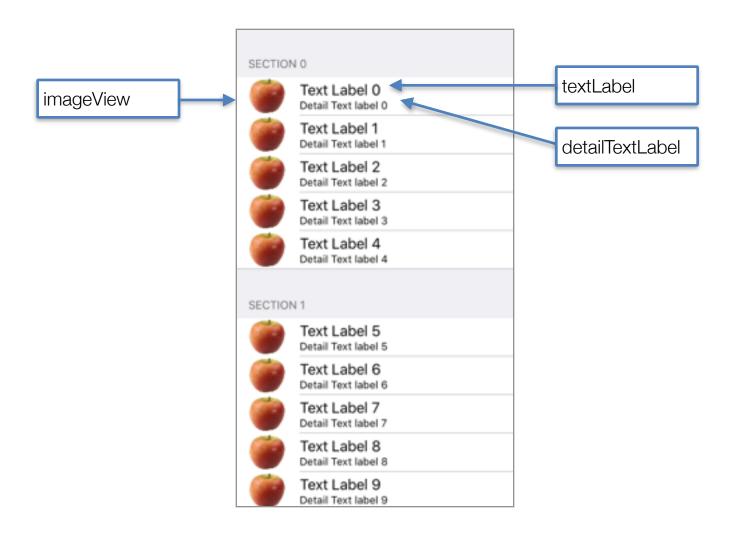
Tells the table view how many rows to display in each section

```
func tableView(_ tableView: UITableView,
    cellForRowAt indexPath: IndexPath) -> UITableViewCell
```

Creates and provides the cell to display the contents for each row in the table



UlTableViewDataSource Views





UITableViewDataSource

```
func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath)
   -> UITableViewCell
{
```

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UITableViewDataSource

```
func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath)
   -> UITableViewCell

{
    // Dequeues a cell marked for re-use if available. If not,
    // iOS will create a new cell for you.
    //
    let cell: UITableViewCell! = tableView.dequeueReusableCell(
        withIdentifier: "cell", for: indexPath)
Gets the dequeued cell and reuses it.
```

}



UITableViewDataSource

```
func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath)
   -> UITableViewCell
                                                                    Gets the dequeued cell and
    // Dequeues a cell marked for re-use if available. If not,
                                                                    reuses it.
    // iOS will create a new cell for you.
    //
    let cell : UITableViewCell! = tableView.dequeueReusableCell(
        withIdentifier: "cell", for: indexPath)
    // Using the re-used cell, or the newly created
    // cell, we update the text label's text property.
    //
    let movie = movieList[indexPath.row]
    cell.textLabel?.text = "\(movie.MovieName) \(movie.Length)
        mins"
                                                                    Update the cell to display our
                                                                    contents.
    return cell
                                                                    Using the default cells, you can
                                                                    use its:

    textLabel

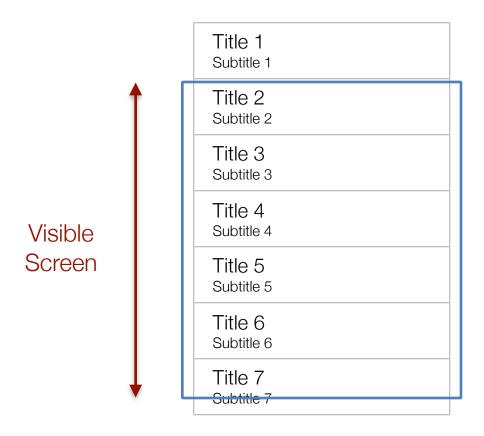
    detailTextLabel

                                                                      - imageView
```

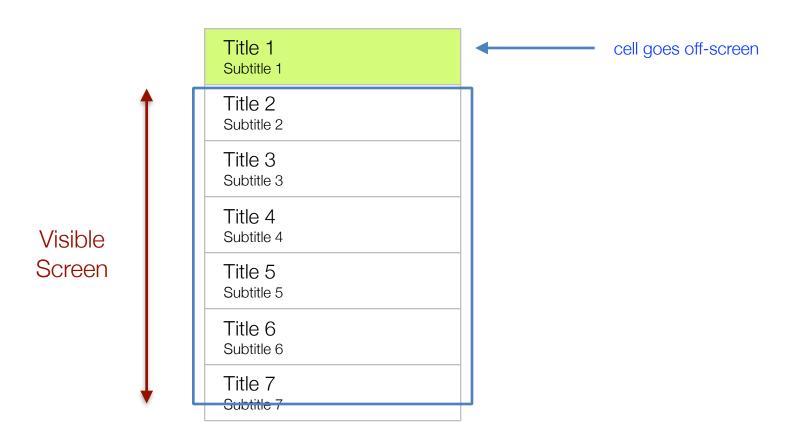


Title 1 Subtitle 1 Title 2 Subtitle 2 Title 3 Visible Subtitle 3 Screen Title 4 Subtitle 4 Title 5 Subtitle 5 Title 6 Subtitle 6 Title 7 Subtitle 7

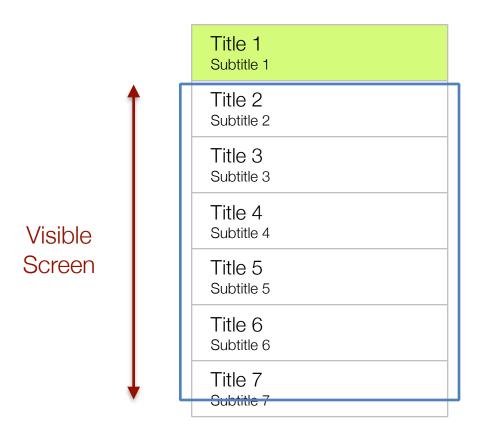




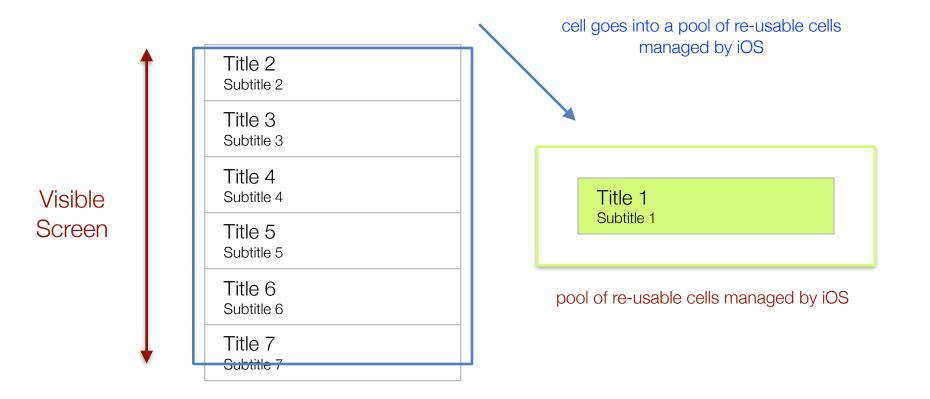






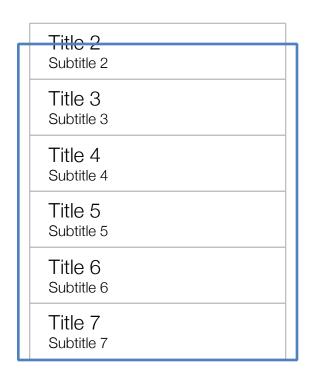








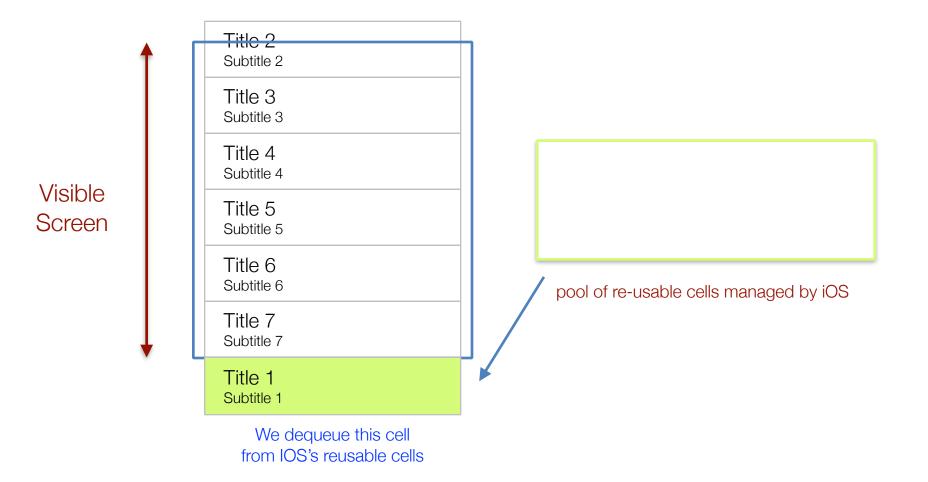
Visible Screen



As we slide up, the 8th cell is about to appear

Title 1 Subtitle 1

pool of re-usable cells managed by iOS



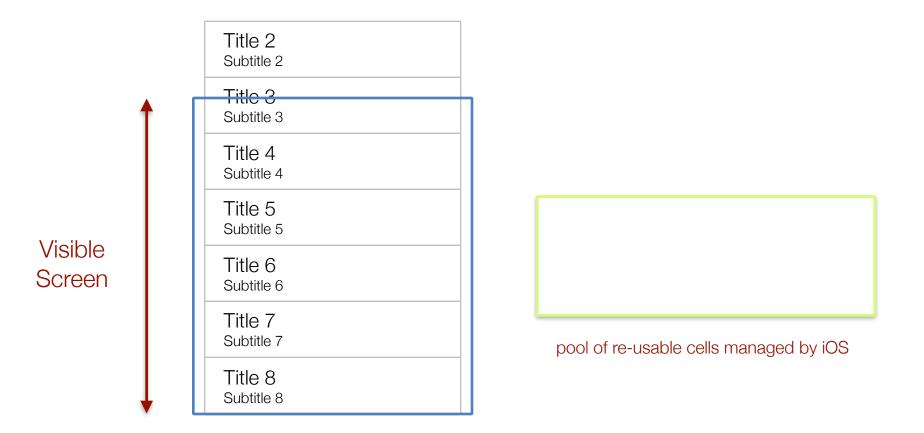


Title 2 Subtitle 2 Title 3 Subtitle 3 Title 4 Subtitle 4 Visible Title 5 Screen Subtitle 5 Title 6 Subtitle 6 Title 7 Subtitle 7 Title 8 Subtitle 8

pool of re-usable cells managed by iOS

And we set its contents to what the user expects to see in the 8th cell





Then the 8th cell scrolls into view



UlTableViewCells - What You See

Title 1
Subtitle 1

Title 2
Subtitle 2

Title 3
Subtitle 3

Title 4
Subtitle 4

Title 5
Subtitle 5

Title 6



UlTableViewCells - What You See

Subtitle 3

Title 4
Subtitle 4

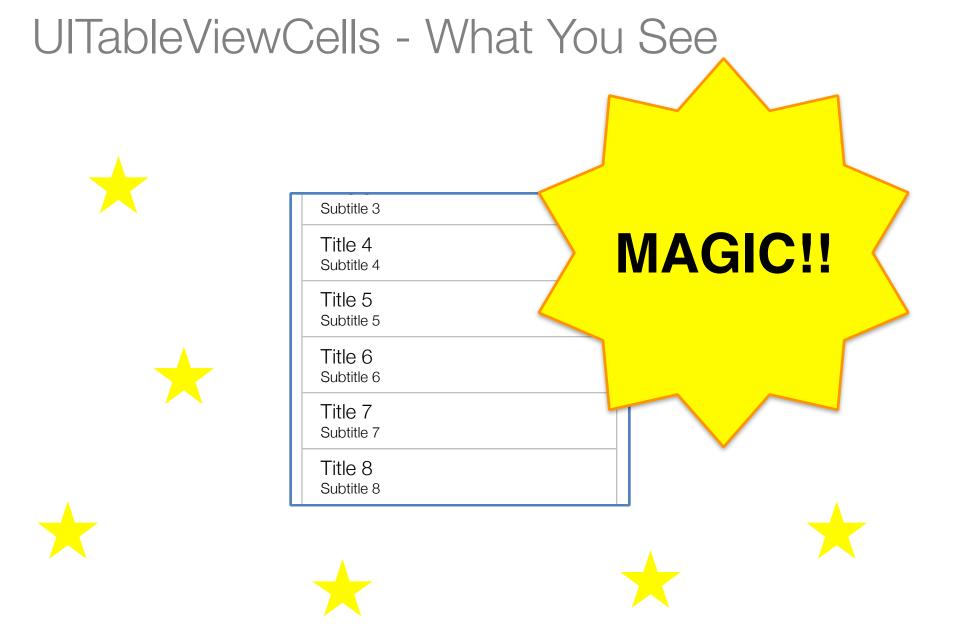
Title 5
Subtitle 5

Title 6
Subtitle 6

Title 7
Subtitle 7

Title 8
Subtitle 8







UlTableViewDataSource Protocol

- Other optional methods that allow you to:
 - configure multiple sections,
 - provide headers and/or footers,
 - support removing and reordering rows in the table



UlTableViewDataSource Protocol

- More on UlTableViewDataSource:
 - https://developer.apple.com/library/ios/documentation/UIKit/ Reference/UITableViewDataSource Protocol/



Table View Controller

UITableViewDelegate Protocol

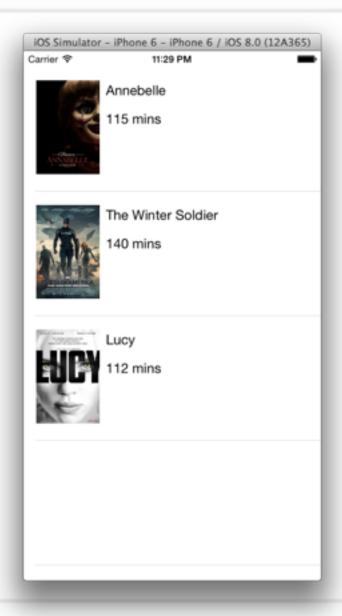


UlTableViewDelegate Protocol

- It has no required methods.
- It declares methods that allow the delegate to modify visible aspects of the table view, manage selections, support an accessory view and support edit of individual rows in a table.



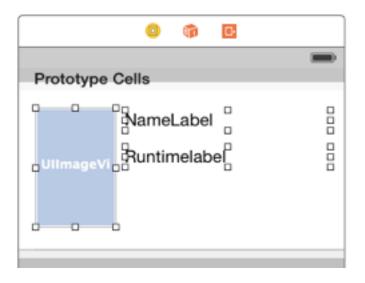
Customizing a Table View





Creating a UlTableViewCell

 Create a prototype cell and hook up the views to the IBOutlets.



```
class MovieCell: UITableViewCell {
    @IBOutlet weak var nameLabel : UILabel!
    @IBOutlet weak var runTimeLabel : UILabel!
    @IBOutlet weak var movieImageView: UIImageView!
}
```



UITableViewDataSource

```
func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath)
   -> UITableViewCell
    // Dequeues a cell marked for re-use if available. If not,
    // iOS will create a new cell for you.
    //
    let cell : UITableViewCell! = tableView.degueueReusableCell(
        withIdentifier: "cell", for: indexPath)
    // Using the re-used cell, or the newly created
    // cell, we update the text label's text property.
    //
    let movie = movieList[indexPath.row]
    cell.label?.text = "\(movie.MovieName) \(movie.Length)
        mins"
    return cell
                                                                  Similar to the code as you would
                                                                  write for a non-custom cell.
```



Self Sizing Cells

iOS 7 (left) vs iOS 8 (right)



The best map app ever

I would give this app 5 stars but this latest update is getting on my nerves!

What is up with not following right behind the triangle anymore.... Like half the time it seems upside down to

me. And when I spin the map with my fingers it takes me out of navigation mode. Please fix this so I can give it 5stars.

Still hard to believe its free... BUT: It would be 1000 times better if you

would be 1000 times better if you could SAVE FAVORITE LOCATIONS IN THE CLOUD FOR LATER RETRIEVAL FROM DIFFERENT DEVICES... please?

Maps works well other than a couple of minor quirks but they got rid of the navigator app that went with it. Can't use maps as a simple follow along gps without having a route



Self Sizing Cells

- Self Sizing Cell provides a solution for displaying dynamic content.
 - Define auto layout constraints for your prototype cell
 - Specify the estimatedRowHeight of your table view
 - Set the rowHeight of your table view to UITableViewAutomaticDimension

```
tableView.estimatedRowHeight = 80;
tableView.rowHeight = UITableViewAutomaticDimension
tableView.reloadData()
```



Editing Mode – Insert Row

UlTableView:

```
func insertRows(at: [IndexPath], with: UITableViewRowAnimation)
```

Call this function on a UITableView instance to insert a row into the table at the specified indexPath.



Editing Mode – Insert Row

Calling this triggers the TableViewDataSource functions to create the respective cells



Editing Mode – Swipe-to-Delete

UITableViewDelegate:

```
func tableView(UITableView, commit: UITableViewCellEditingStyle,
forRowAt: IndexPath)
```

Triggered when the user swipes-to-delete. Your application then needs to handle what happen when the user deletes the record in the table.

NOTE: You must implement this method if you want swipe-to-delete.



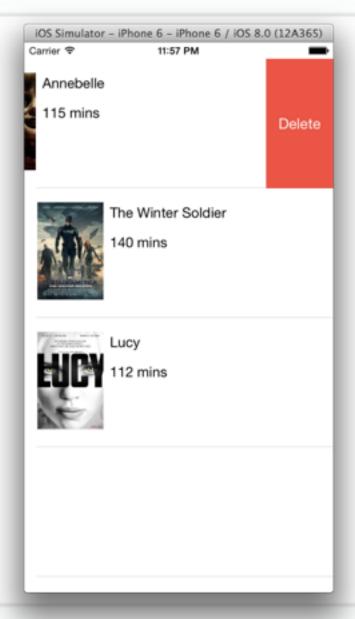
Editing Mode – Swipe-to-Delete

```
func tableView(_ tableView: UITableView,
    commit editingStyle: UITableViewCellEditingStyle,
    forRowAt indexPath: IndexPath)
{
    if editingStyle == .delete
    {
        movieList.remove(at: indexPath.row)
        tableView.deleteRows(at: [indexPath], with: .automatic)
    }
}
```

when you implement this, the rows in the table becomes deletable (with left-swipe gesture)



Editing Mode – Delete Row





Editing Mode – Switching In/Out

UlTableView:

```
func setEditing(Bool, animated: Bool)
```

Call this function on a UlTableView instance to switch the table view in and out of edit mode.



Editing Mode – Re-order Row

UlTableViewDelegate:

```
func tableView(UITableView,
    moveFromRowAt sourceIndexPath: IndexPath,
    to destinationIndexPath: IndexPath)
```

Triggered when the user reorders the row.

NOTE: You must implement this function if you want to display the reorder icons.



Managing the Reordering of Rows

```
@IBAction func editButtonPressed(sender: AnyObject) {
    if !self.tableView.isEditing
    {
        sender.setTitle("Done", for: .normal)
            tableView.setEditing(true, animated: true)
    }
    else
    {
        sender.setTitle("Edit", for: .normal)
            tableView.setEditing(false, animated: true)
    }
}
```

changes the TableView's mode into edit mode, where the user can delete / reorder rows

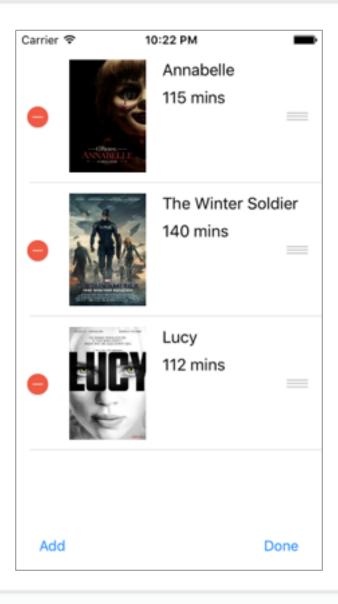
```
func tableView(_ tableView: UITableView,
    moveRowAt sourceIndexPath: IndexPath,
    to destinationIndexPath: IndexPath)
{
    let m = data[sourceIndexPath.row]
    data.remove(at: sourceIndexPath.row)
    data.insert(m, at: destinationIndexPath.row)
}
```

once you implement this method, the row will display a 'move handle' on the right side in edit mode.

once the rows are re-ordered, the UITableView-DataSource methods will be called to update the cells

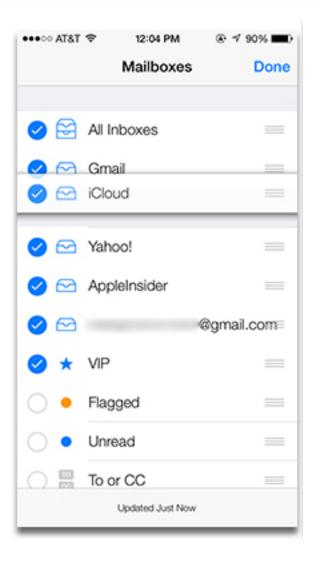


Managing the Reordering of Rows





Managing the Reordering of Rows





UlTableViewDelegate Protocol

- More on UlTableViewDelegate:
 - https://developer.apple.com/library/ios/documentation/UlKit/ Reference/UlTableViewDelegate_Protocol/



Summary

- Table View Delegates and Data Source
- Bind data to table view
- Manage table view events
- Understand the difference type of Table View Cell Style
- Create customized table view cell
- Self sizing cells and Dynamic Type in iOS 8
- Edit UlTableView Editing Mode, Adding Rows,
 Delete Rows, Moving Rows

