

Stanford CS193p

Developing Applications for iOS

Fall 2013-14



Today

- ⌚ UITableView

Data source-driven vertical list of views.

- ⌚ iPad

Device-specific UI idioms.

- ⌚ Demo

Shutterbug

UITableView

- ⌚ Very important class for displaying data in a table

- One-dimensional table.

- It's a subclass of UIScrollView.

- Table can be static or dynamic (i.e. a list of items).

- Lots and lots of customization via a dataSource protocol and a delegate protocol.

- Very efficient even with very large sets of data.

- ⌚ Displaying multi-dimensional tables ...

- Usually done via a UINavigationController with multiple MVC's where View is UITableView

- ⌚ Kinds of UITableViews

- Plain or Grouped

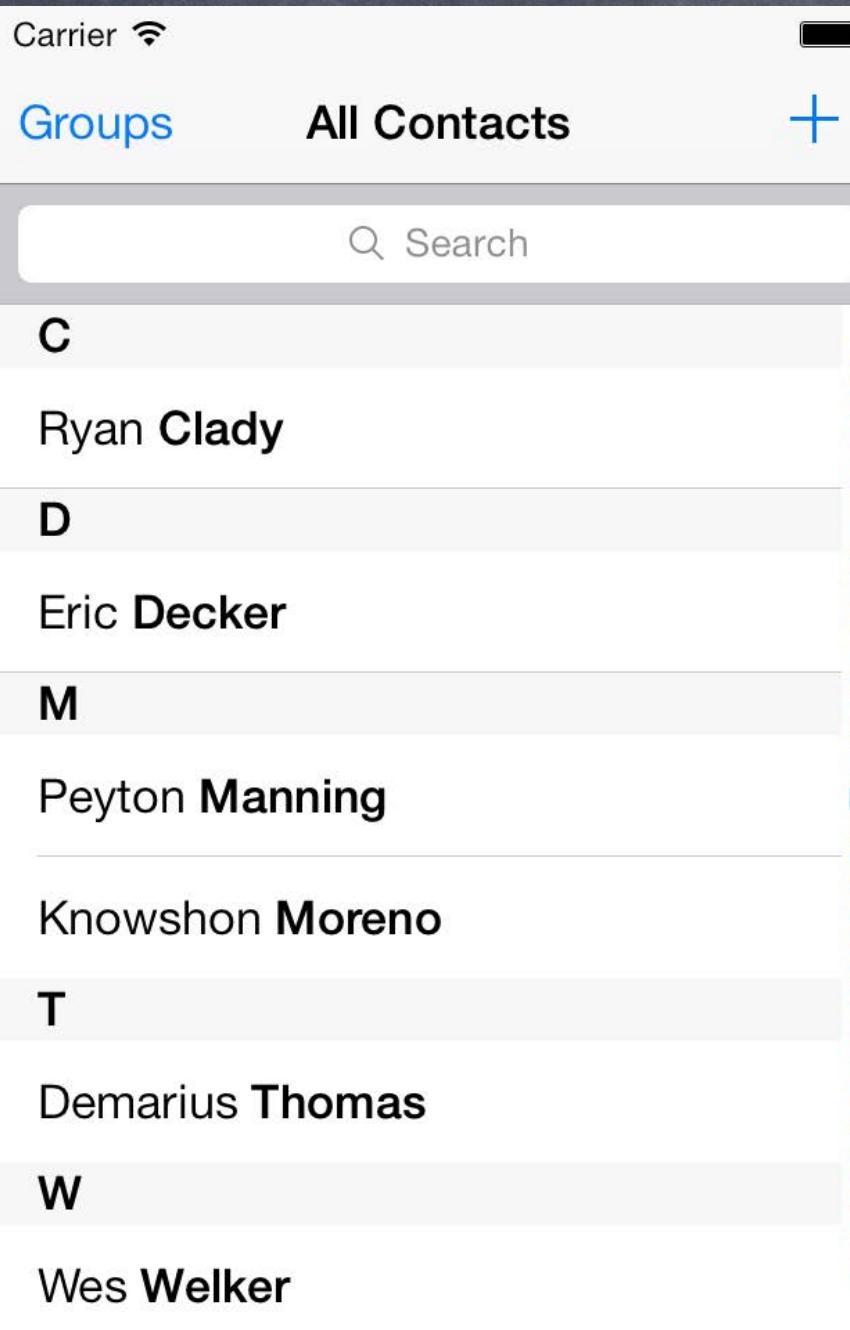
- Static or Dynamic

- Divided into sections or not

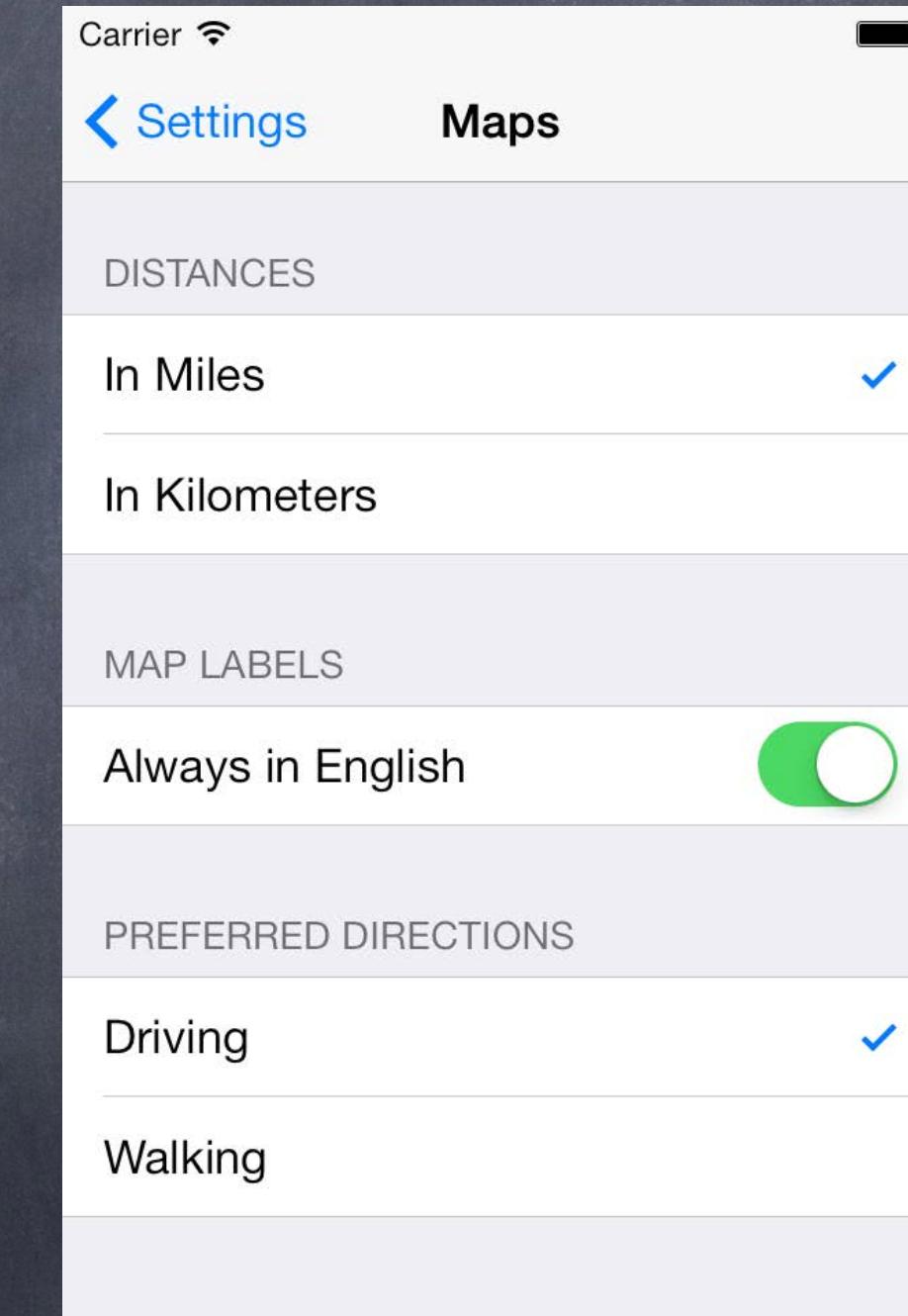
- Different formats for each row in the table (including completely customized)

UITableView

UITableViewStylePlain



UITableViewStyleGrouped



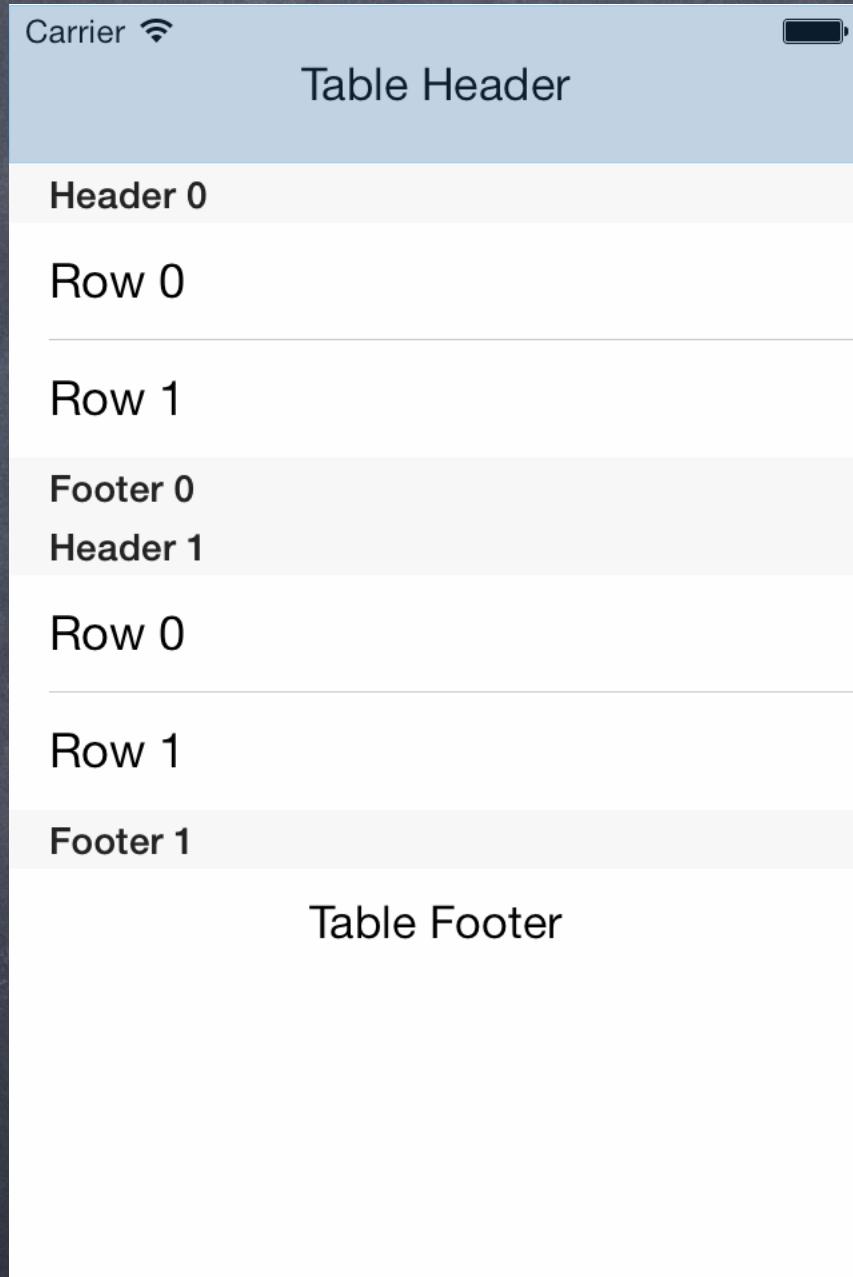
Dynamic (List)
& Plain
(ungrouped)

Static
& Grouped

UITableView

Plain Style

Table Header

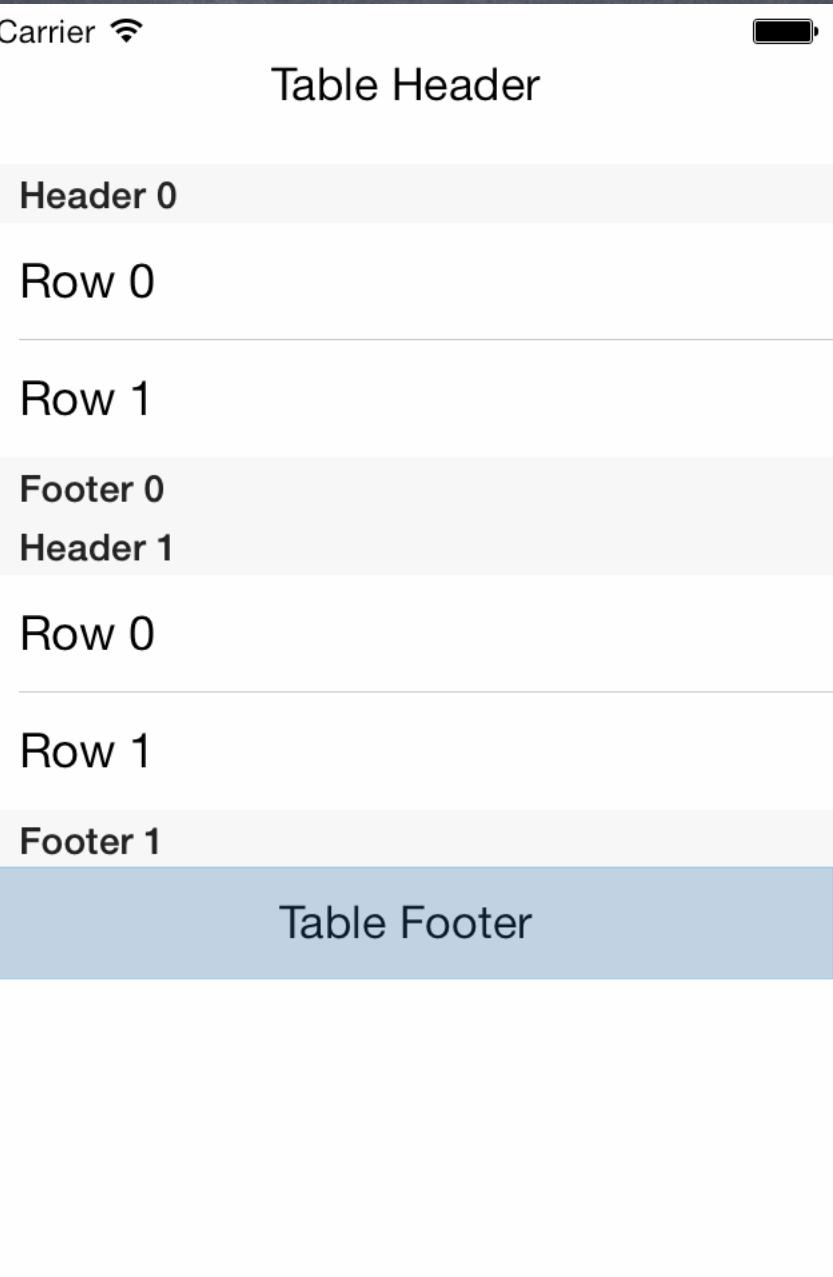


```
@property UIView *tableHeaderView;
```

UITableView

Plain Style

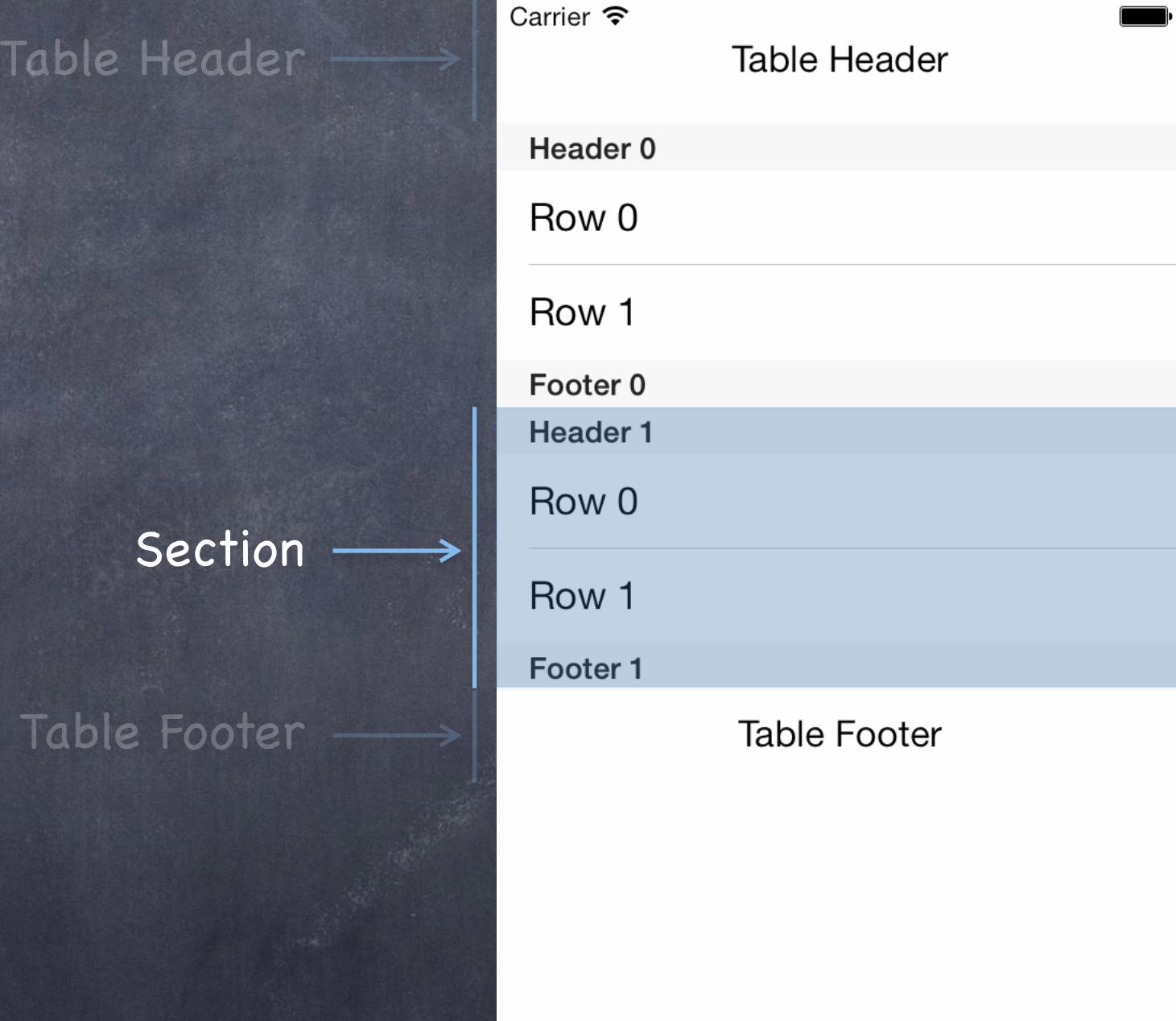
Table Header →



@property UIView *tableFooterView;

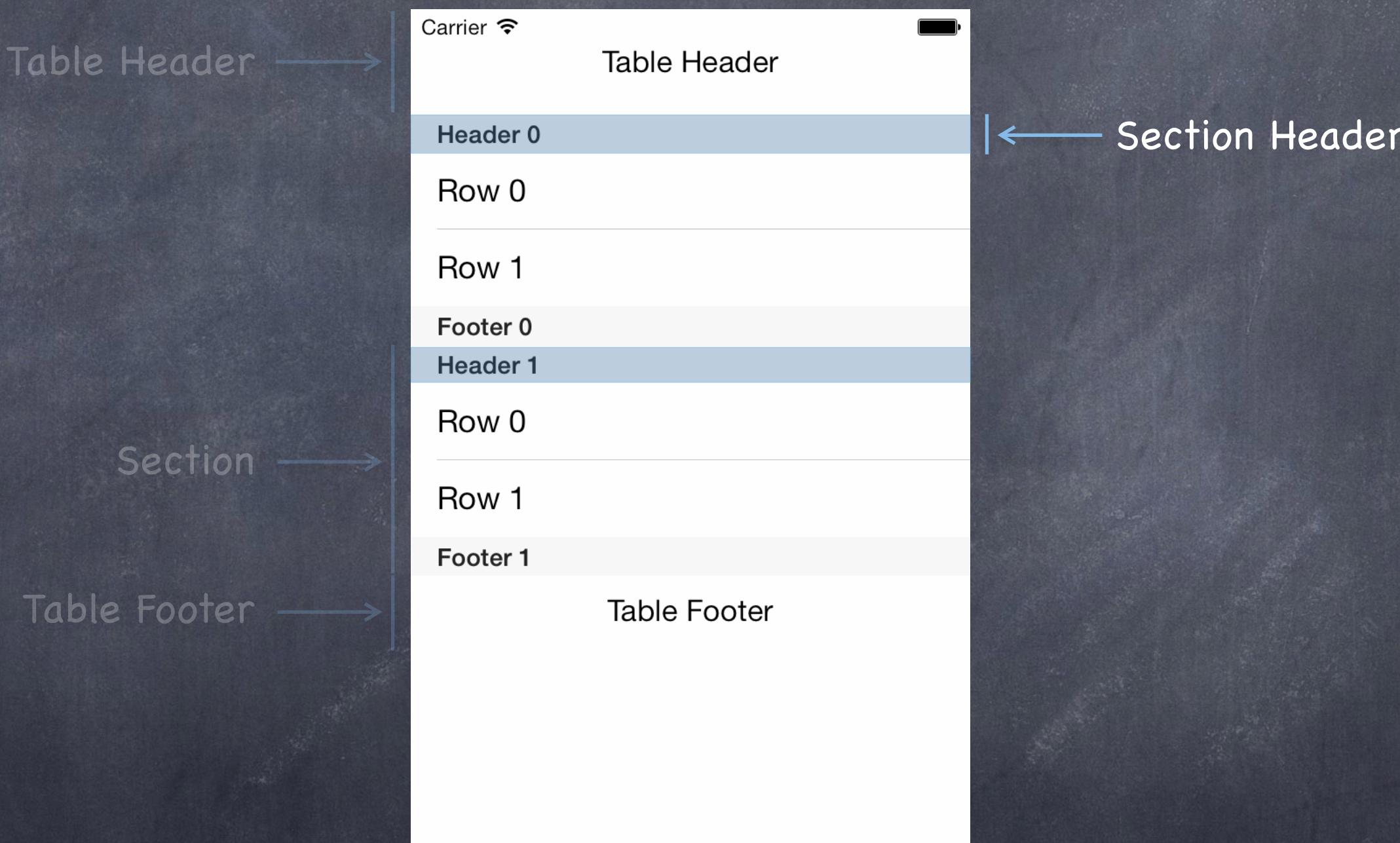
UITableView

Plain Style



UITableView

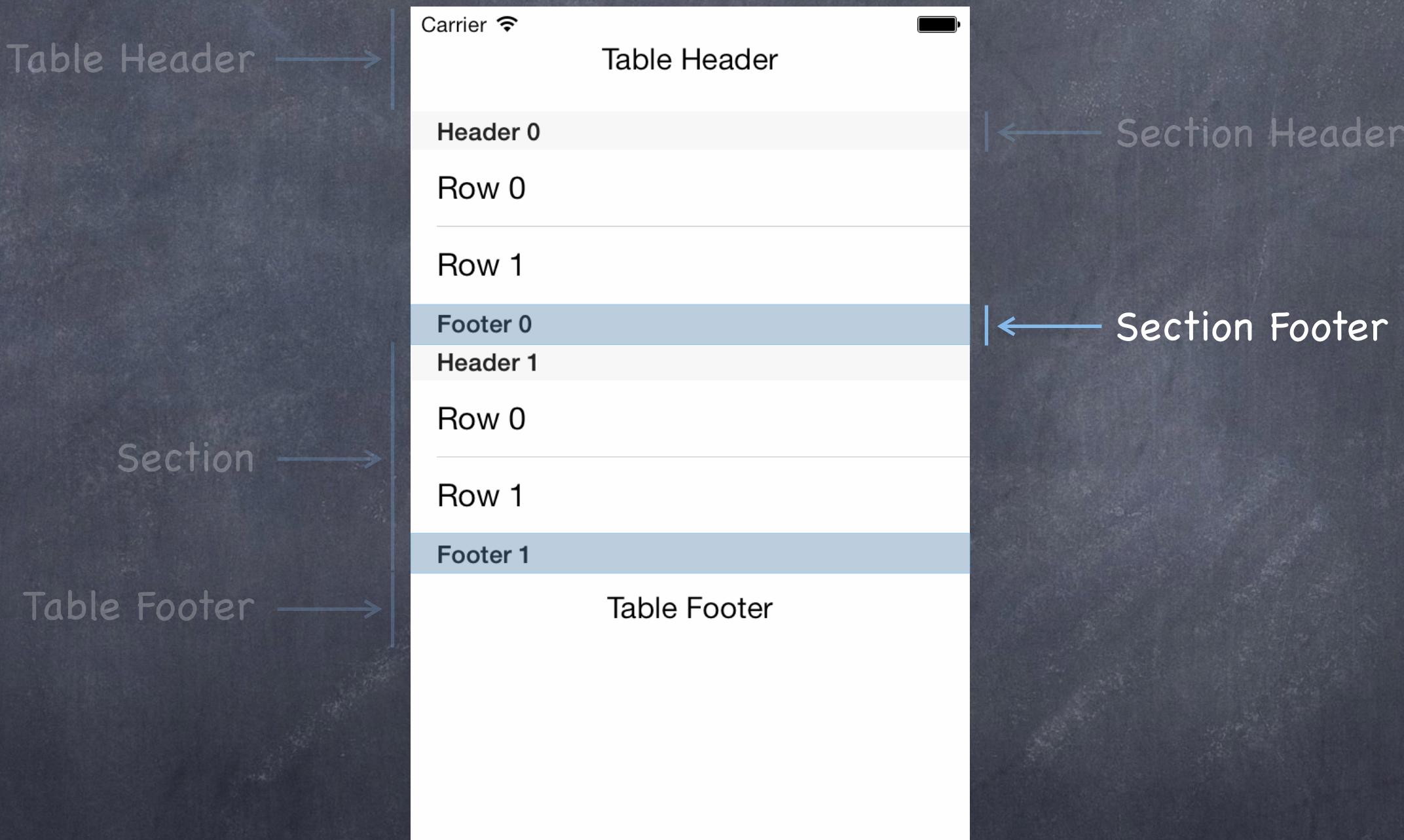
Plain Style



UITableViewDataSource's `tableView:titleForHeaderInSection:`

UITableView

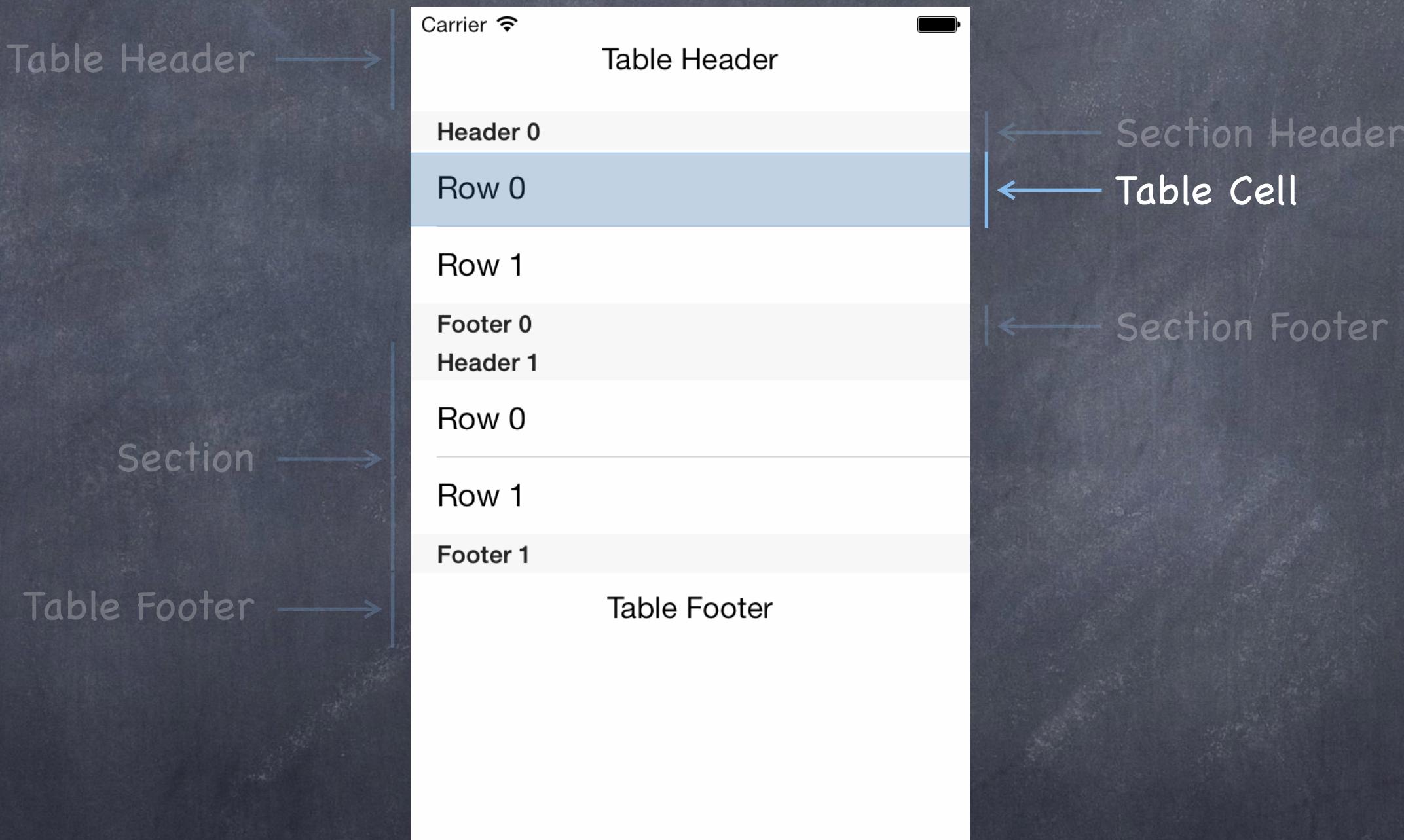
Plain Style



UITableViewDataSource's `tableView:titleForFooterInSection:`

UITableView

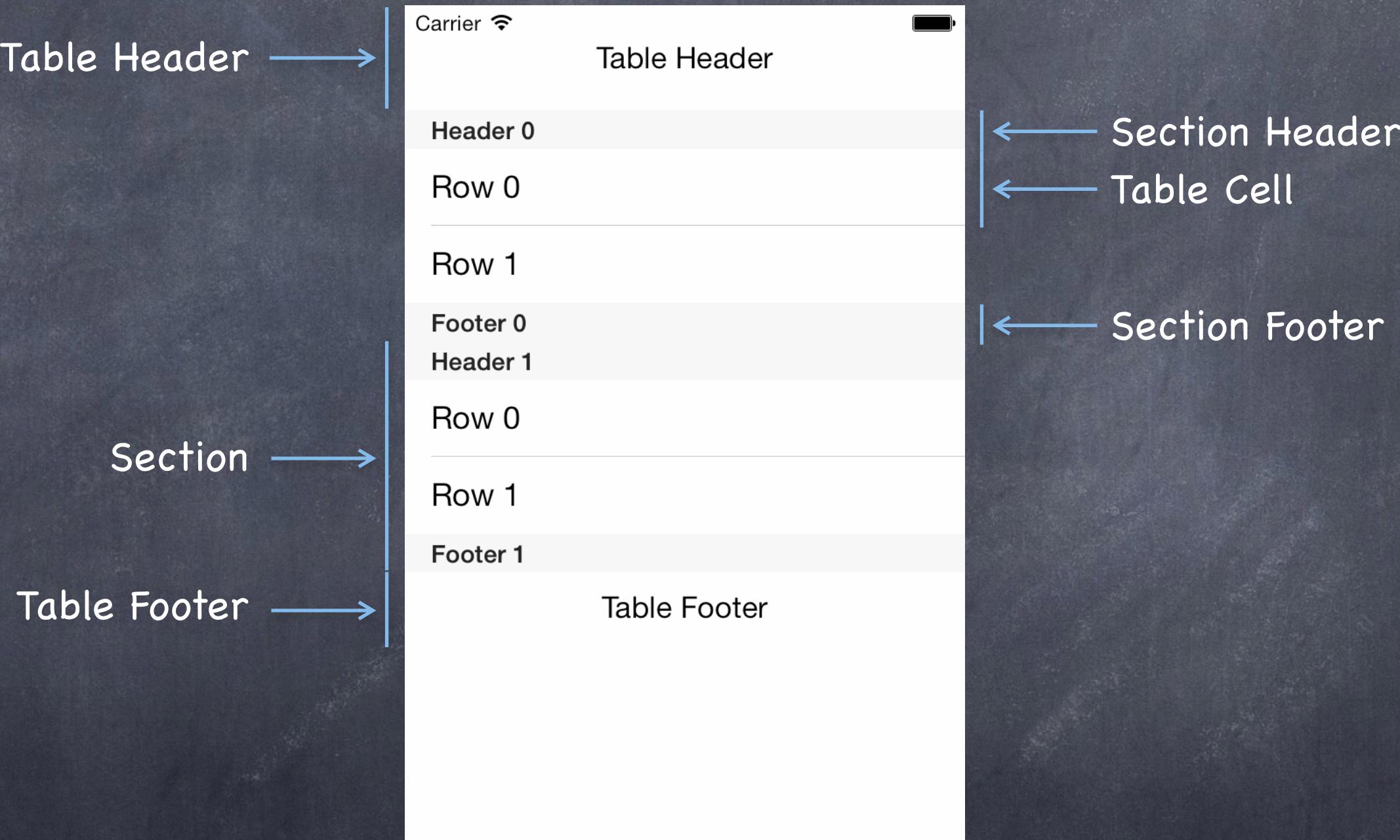
Plain Style



UITableViewDataSource's `tableView:cellForRowAtIndexPath:`:

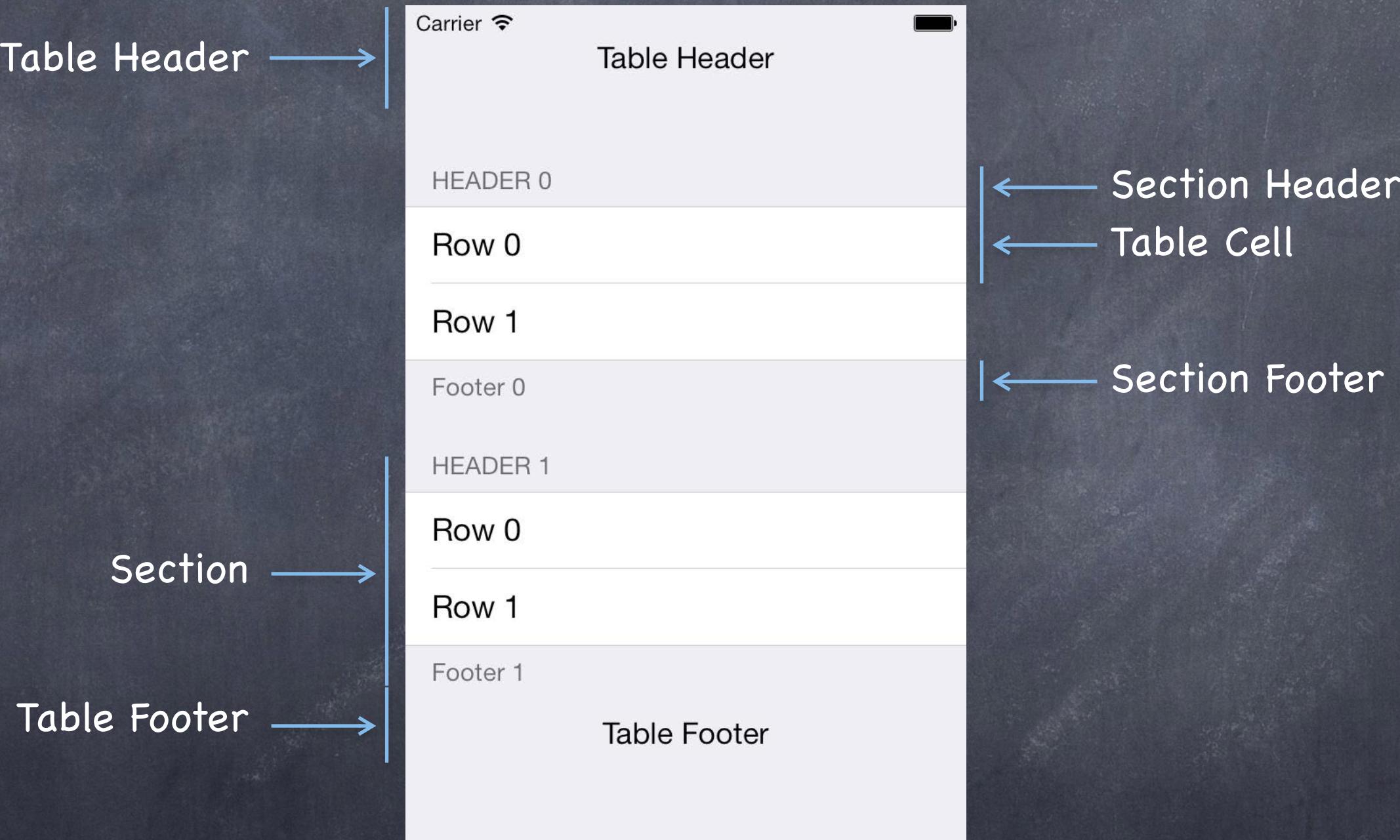
UITableView

Plain Style

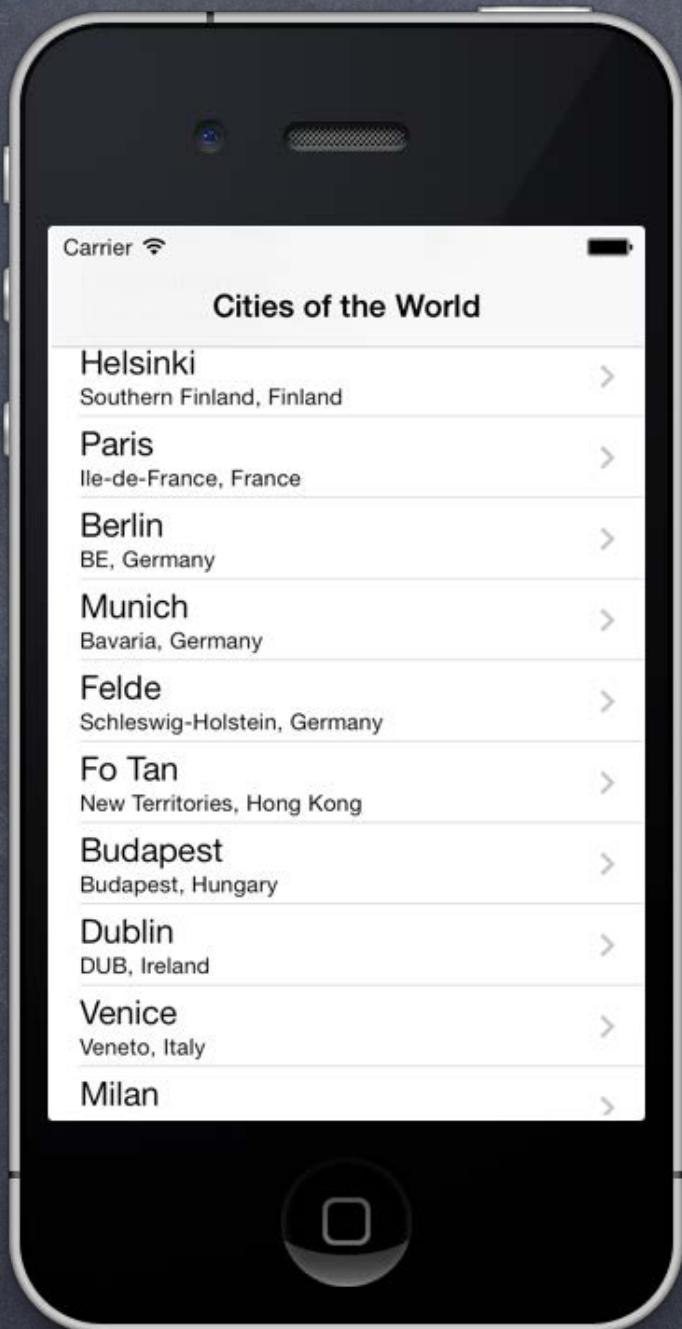


UITableView

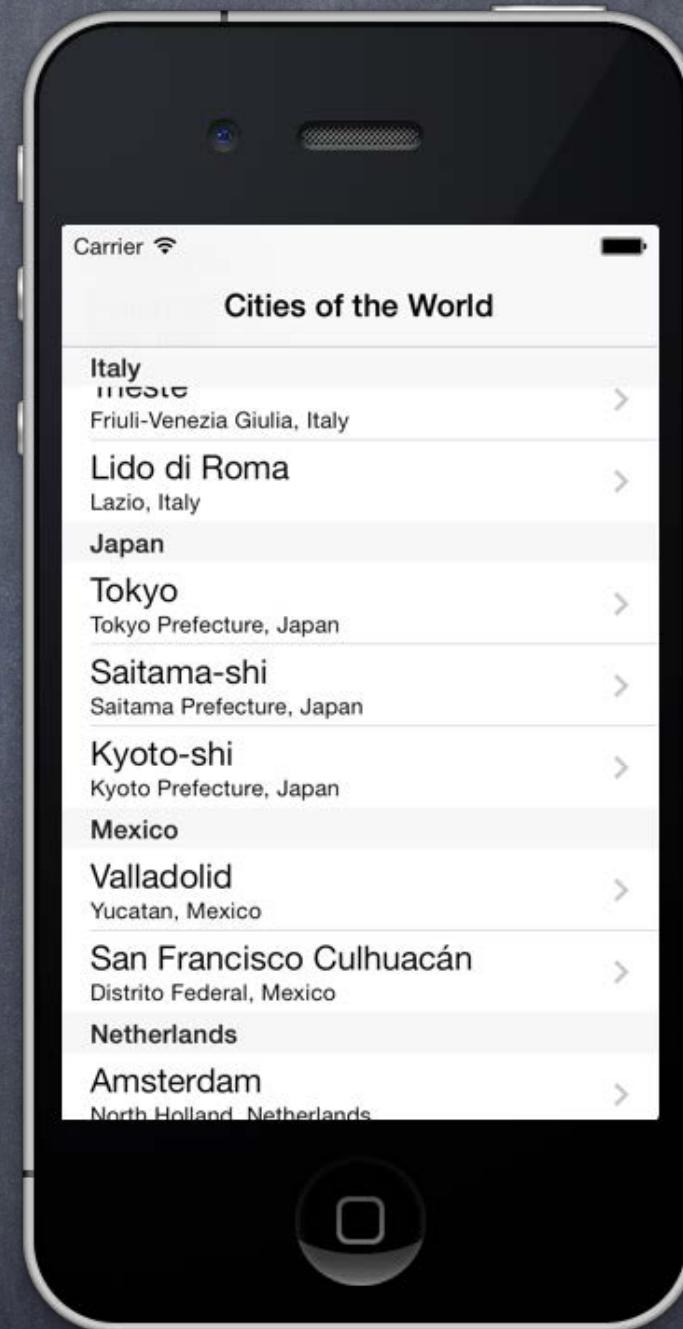
Grouped Style



Sections or Not

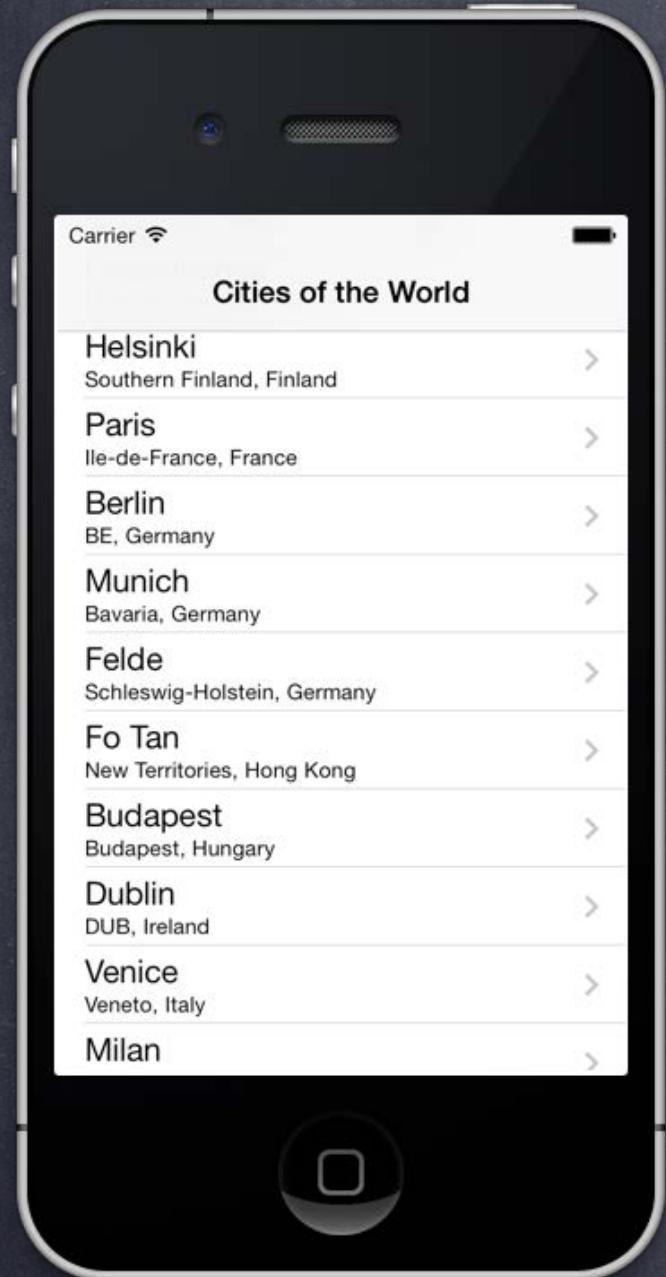


No Sections



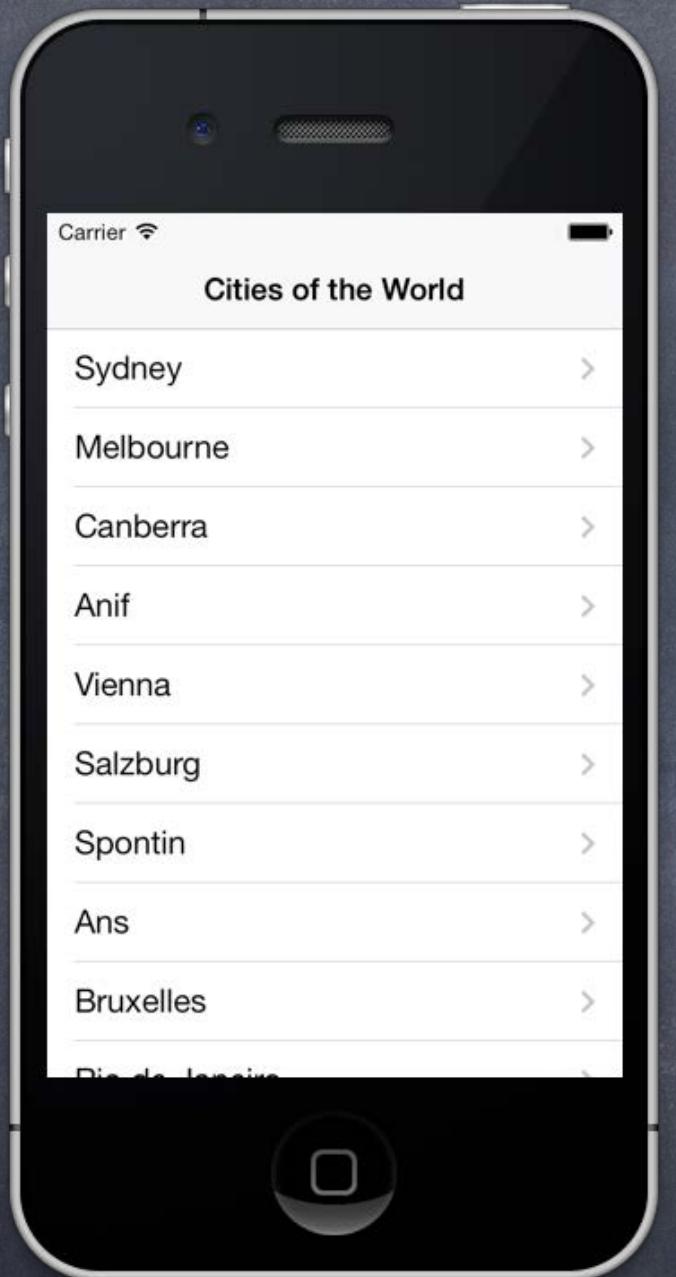
Sections

Cell Type



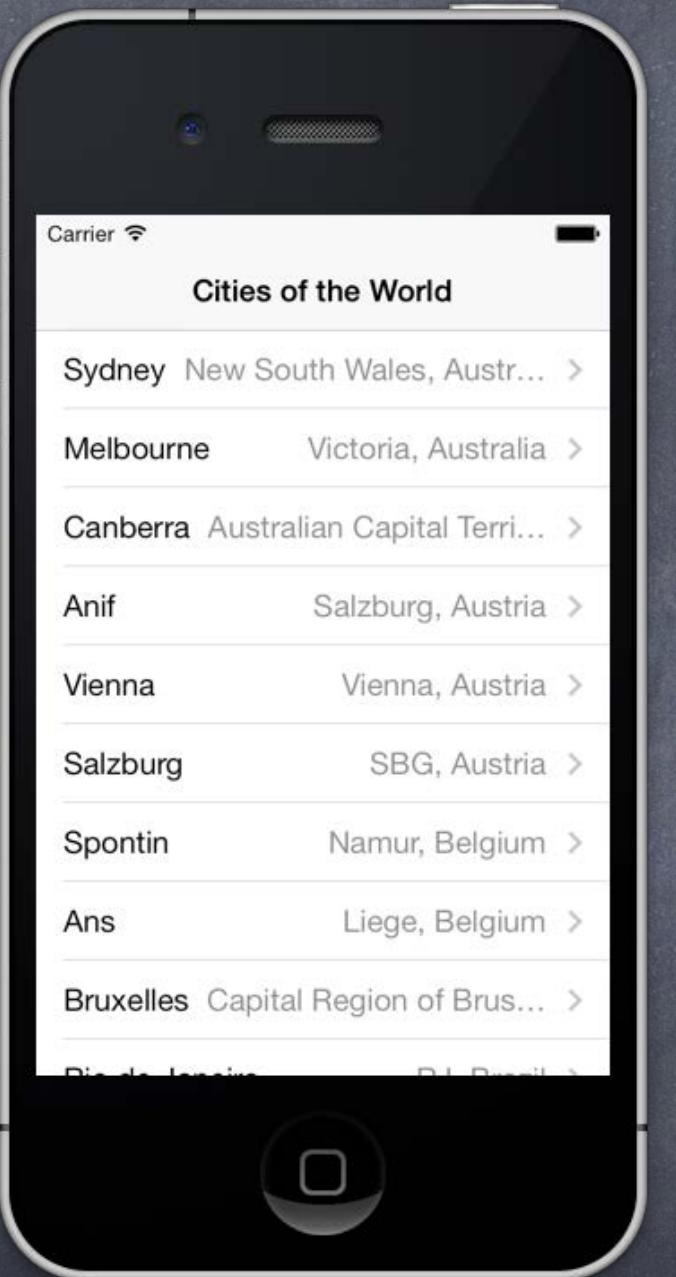
Subtitle

UITableViewCellCellStyleSubtitle



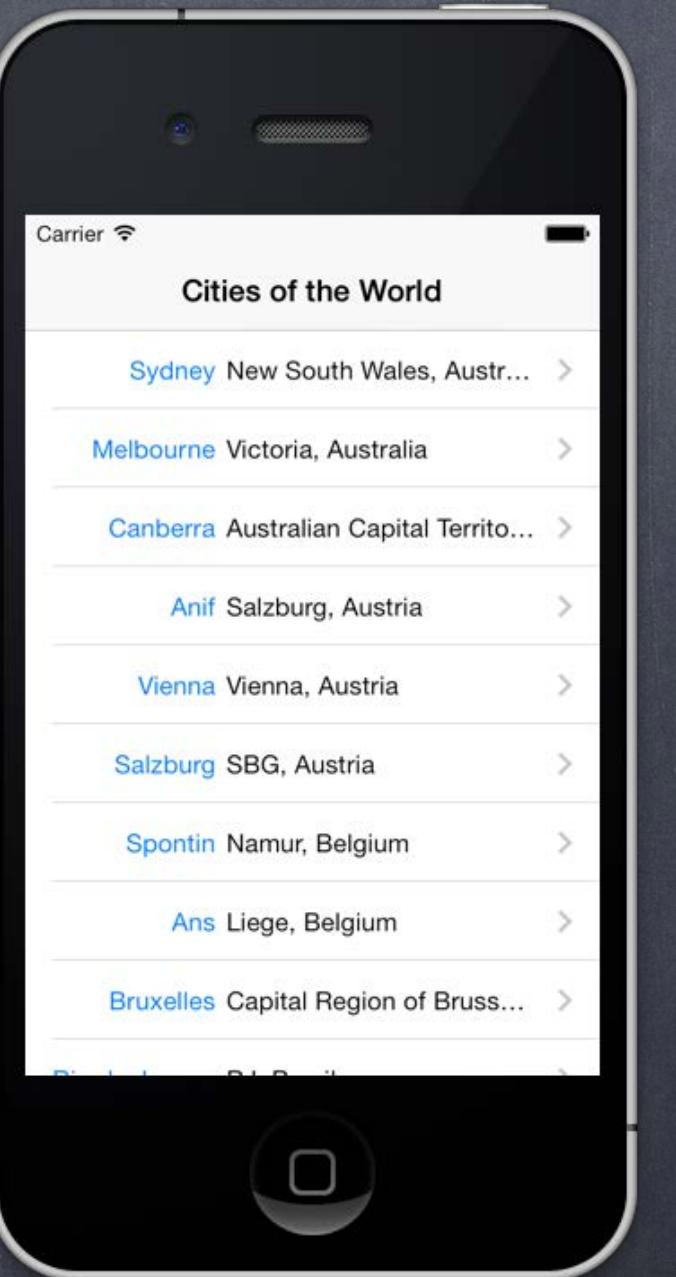
Basic

UITableViewCellCellStyleDefault



Right Detail

UITableViewCellCellStyleValue1



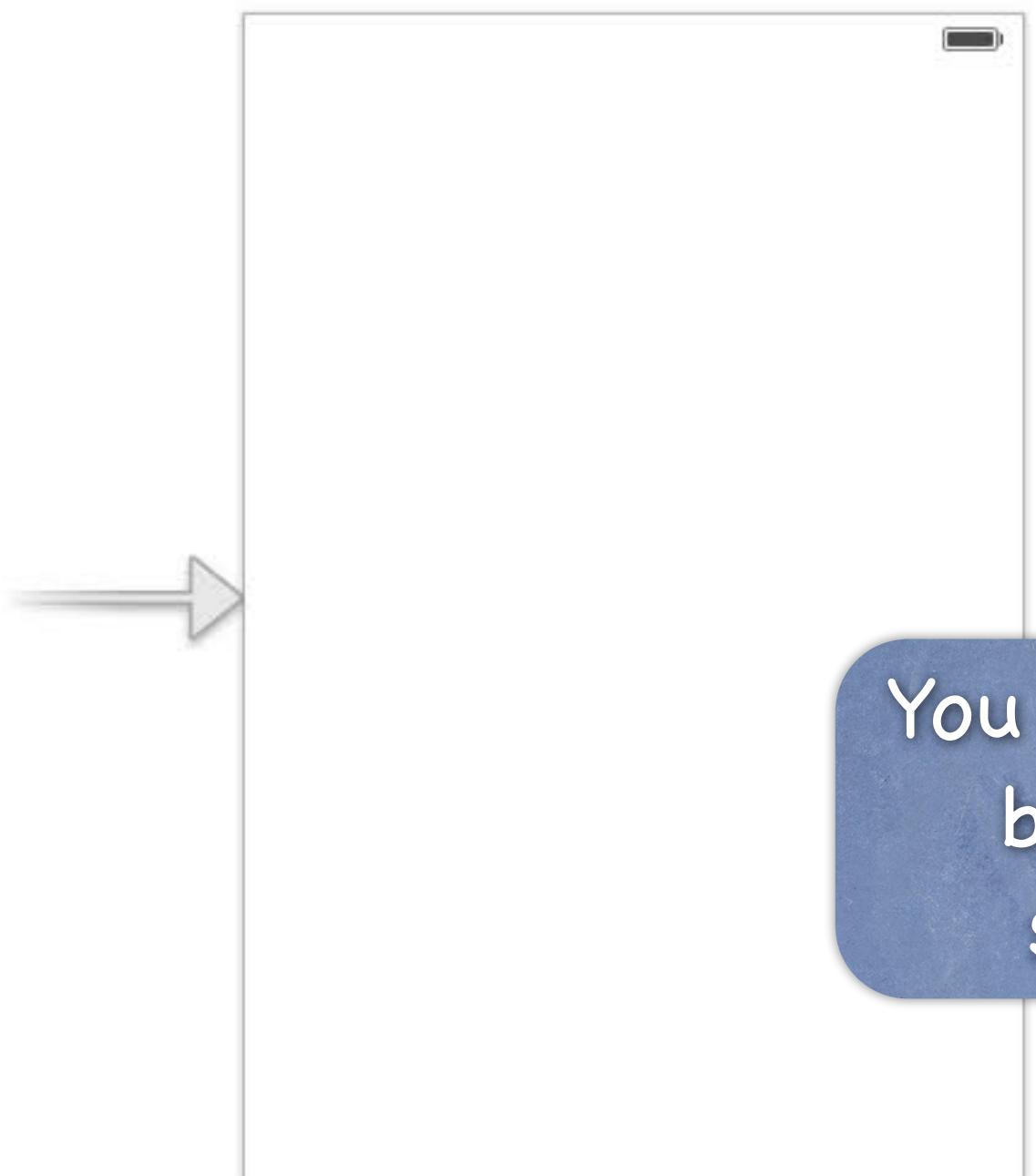
Left Detail

UITableViewCellCellStyleValue2
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The class `UITableViewController` provides a convenient packaging of a `UITableView` in an MVC.

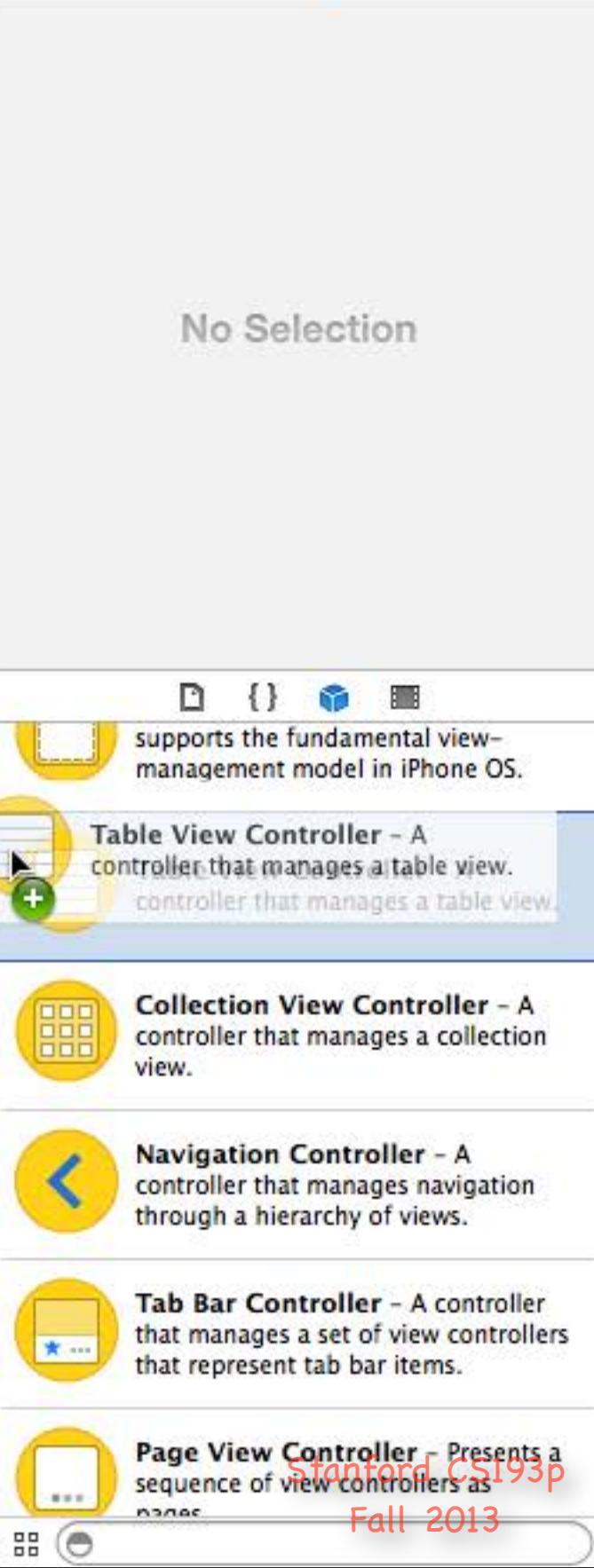
It's mostly useful when the `UITableView` is going to fill all of `self.view` (in fact `self.view` in a `UITableViewController` is the `UITableView`).

View Controller



You can add an MVC like this by dragging it into your storyboard from here.

View Controller



Controller: UITableViewController (subclass of)
View: UITableView



View Controller

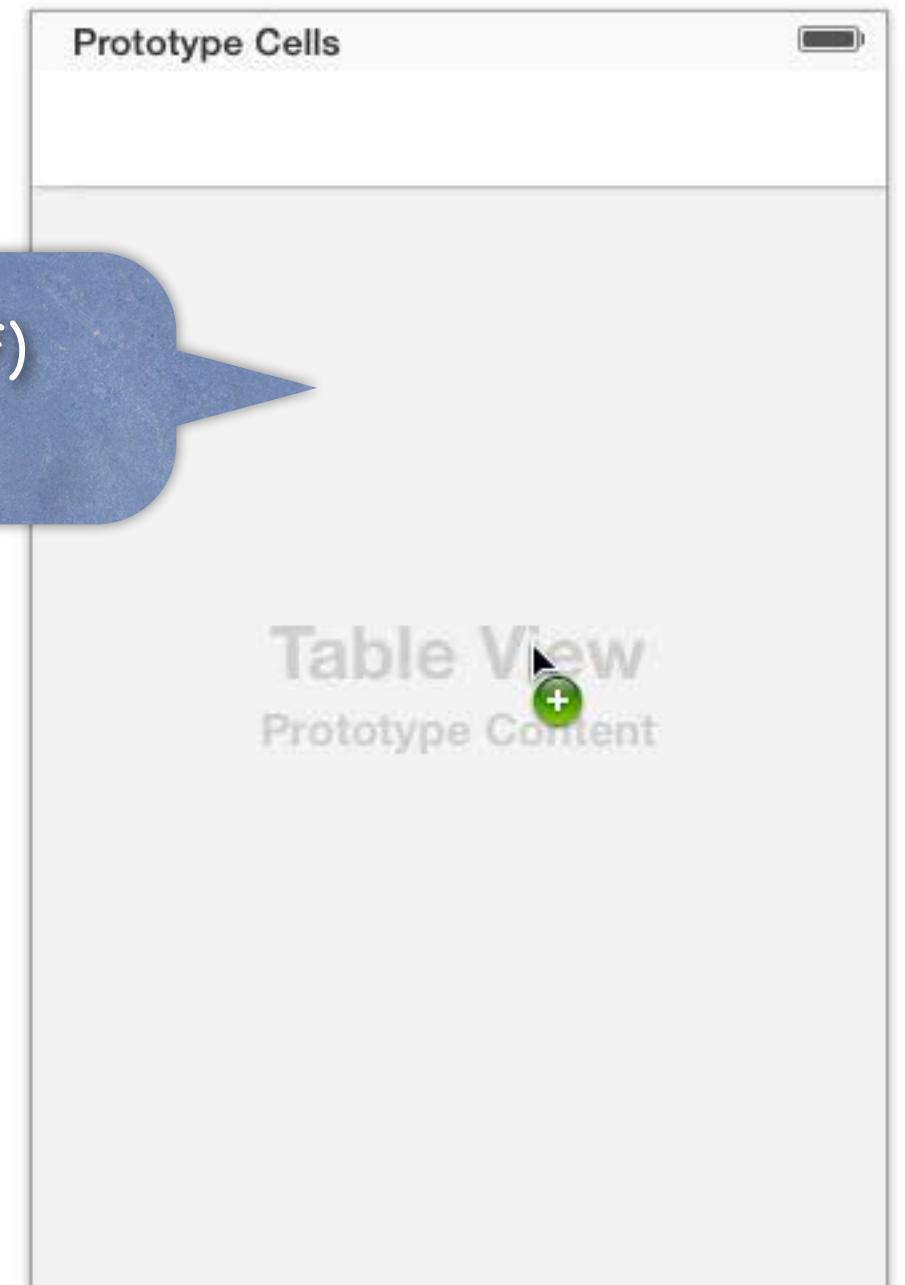
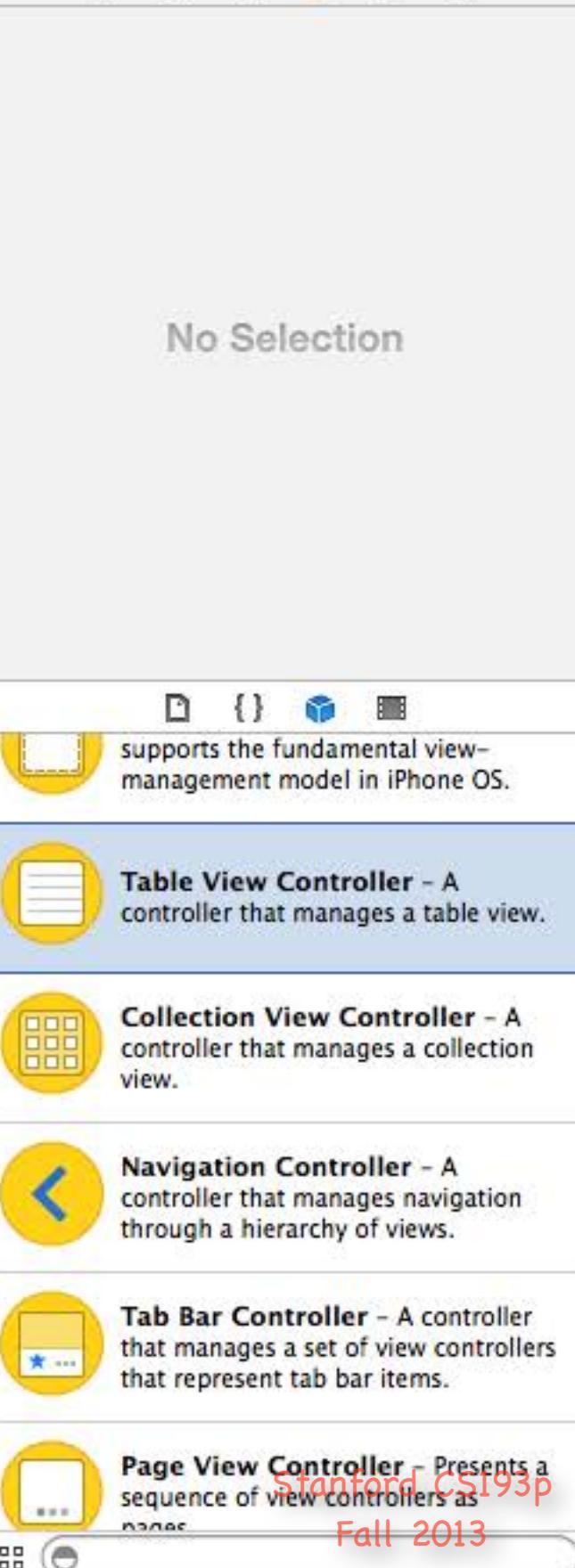


Table View Controller





Custom Class

Class ▾

Identity

Storyboard ID Restoration ID Use Storyboard ID

User Defined Runtime Attributes

Key Path Type Value +

Document



supports the fundamental view-management model in iPhone OS.



Table View Controller - A controller that manages a table view.



Collection View Controller - A controller that manages a collection view.



Navigation Controller - A controller that manages navigation through a hierarchy of views.



Tab Bar Controller - A controller that manages a set of view controllers that represent tab bar items.



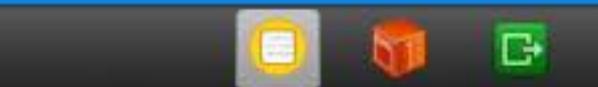
Page View Controller - Presents a sequence of view controllers as pages

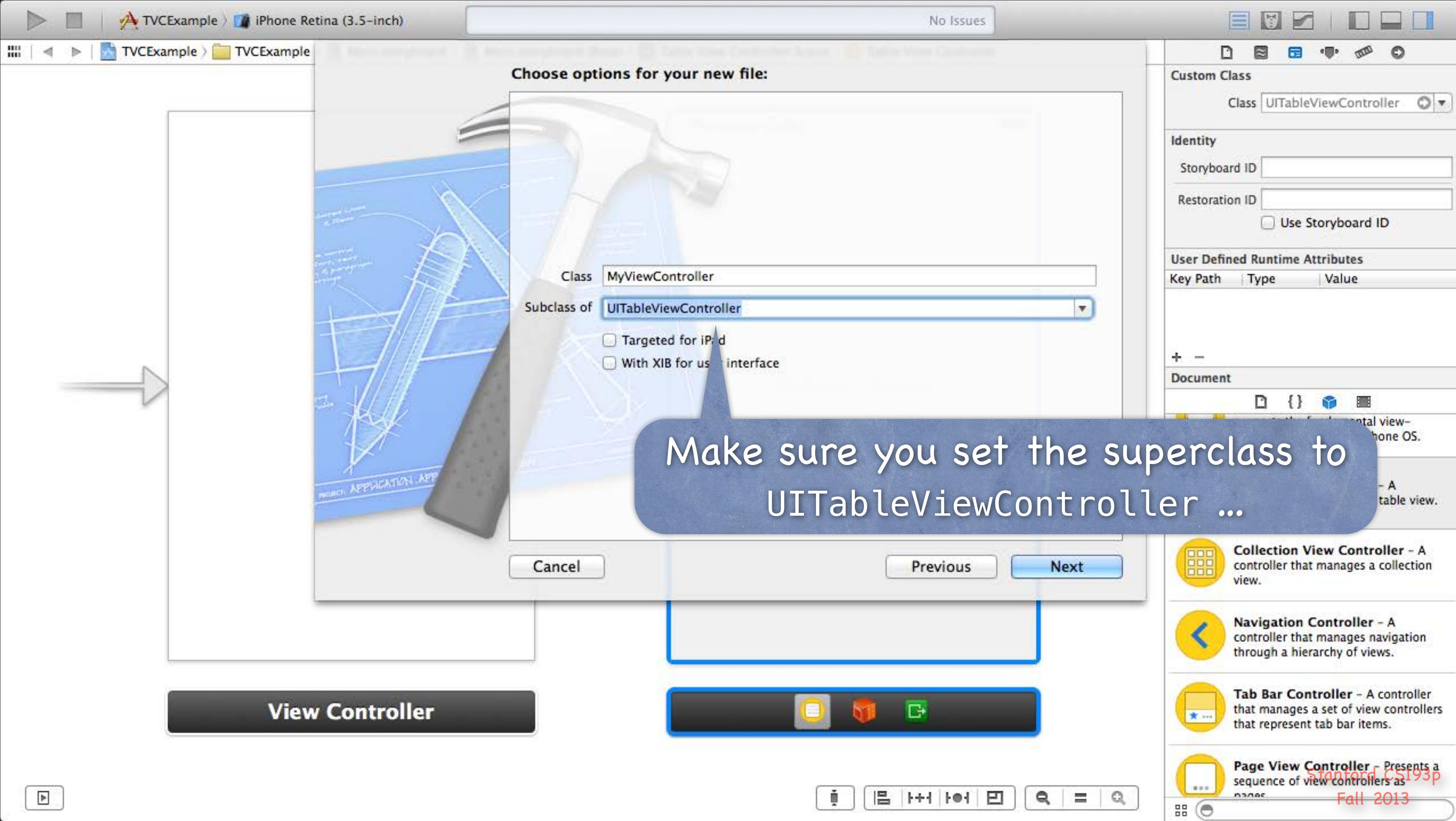
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Like any other View Controller,
you'll want to set its class.

View Controller







Custom Class

Class **UITableViewController**

MyTableViewController

UITableViewController

Identity

Storyboard ID

Registration ID

 Use Storyboard ID

User Defined Runtime Attributes

Key Path | Type | Value

+ -

Document



{ }



supports the fundamental view-management model in iPhone OS.

**Table View Controller** – A controller that manages a table view.**Collection View Controller** – A controller that manages a collection view.**Navigation Controller** – A controller that manages navigation through a hierarchy of views.**Tab Bar Controller** – A controller that manages a set of view controllers that represent tab bar items.**Page View Controller** – Presents a sequence of view controllers as pages

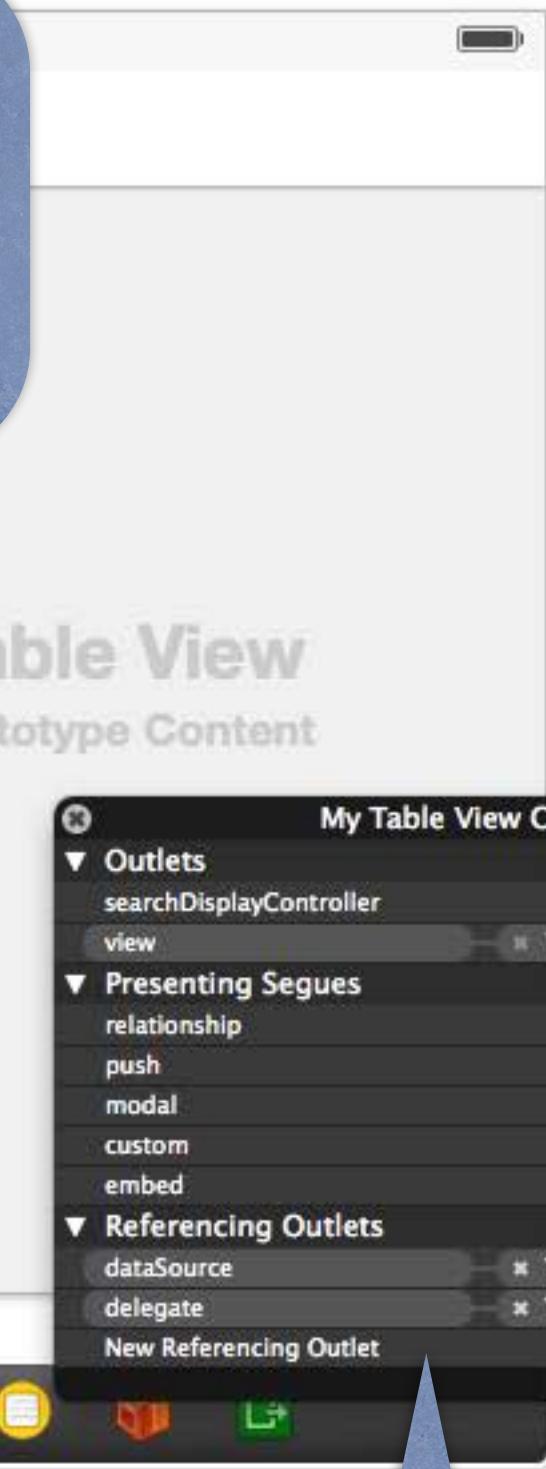
... otherwise it won't make sense to set it as the class here.

View Controller

Your UITableViewController subclass will also serve as the UITableView's dataSource and delegate (more on this in a moment).

You can see that if you right-click the Controller here.

If you use UITableView without UITableViewController, you'll have to wire these up yourself.



dataSource and delegate @propertys

Navigation Controller - A controller that manages navigation through a hierarchy of views.

Tab Bar Controller - A controller that manages a set of view controllers that represent tab bar items.

View Controller - Presents a sequence of view controllers as pages

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You can edit attributes of the UITableView by inspecting it.

Prototype Cells

One important attribute is the Plain vs. Grouped style ...

Table View

Content Dynamic Prototypes

Prototype Cells 1

Plain

Grouped

Separator Default

Separator Insets Default

Selection Single Selection

Editing No Selection During Editing

Show Selection on Touch

Index Row Limit 0

Text Color Default

Background Default

ScrollView

View

Mode Scale To Fill

Tag 0

Interaction User Interaction Enabled

Multiple Touch

Alpha 1

Background Default

Tint Default

Drawing Opaque Hidden

Clears Graphics Context

Clip Subviews

AutoresizeSubviews

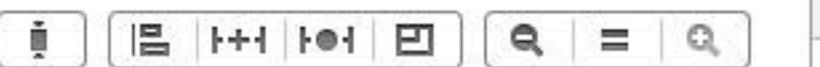
Stretching 0 0 0

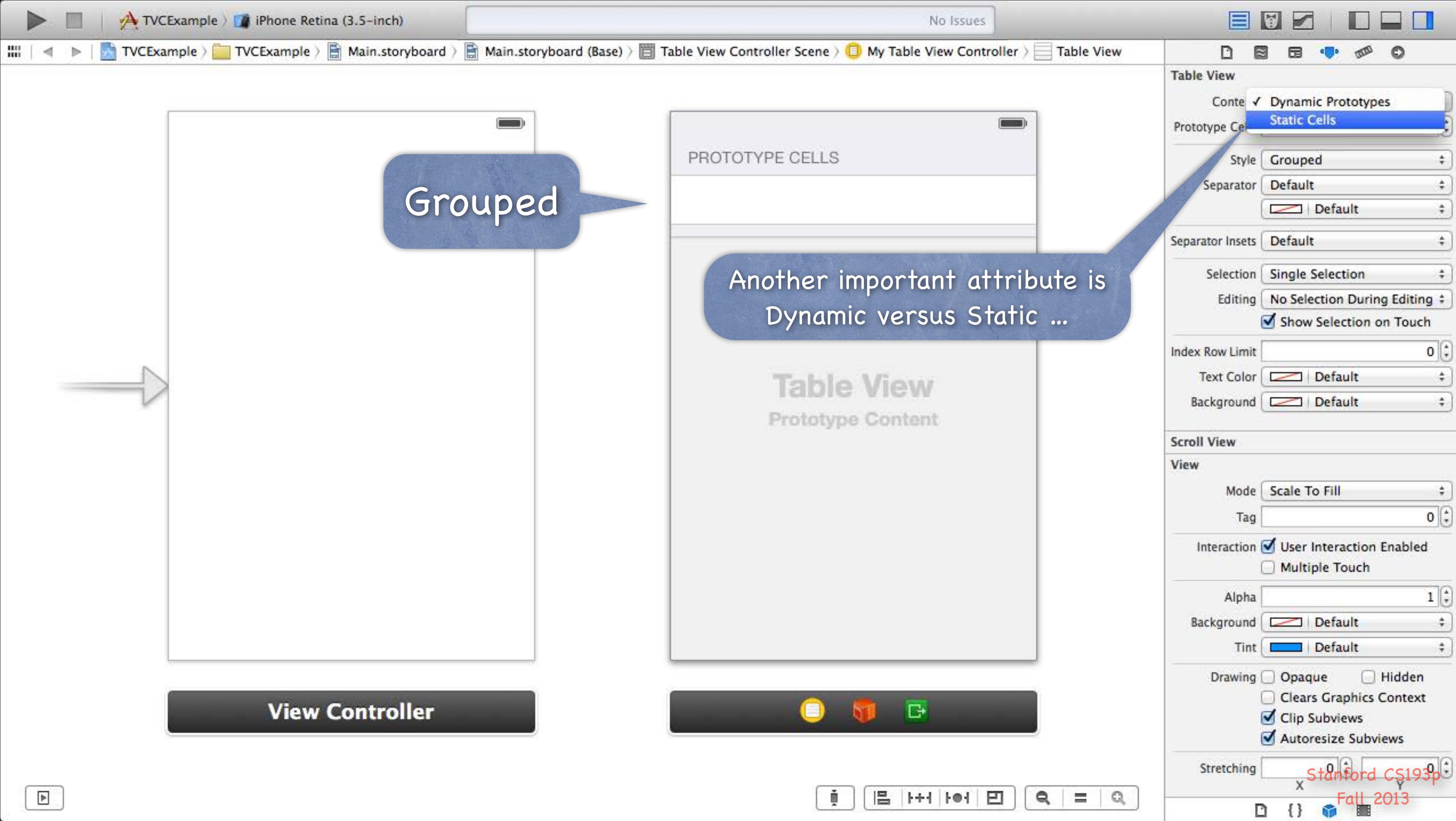
X Y

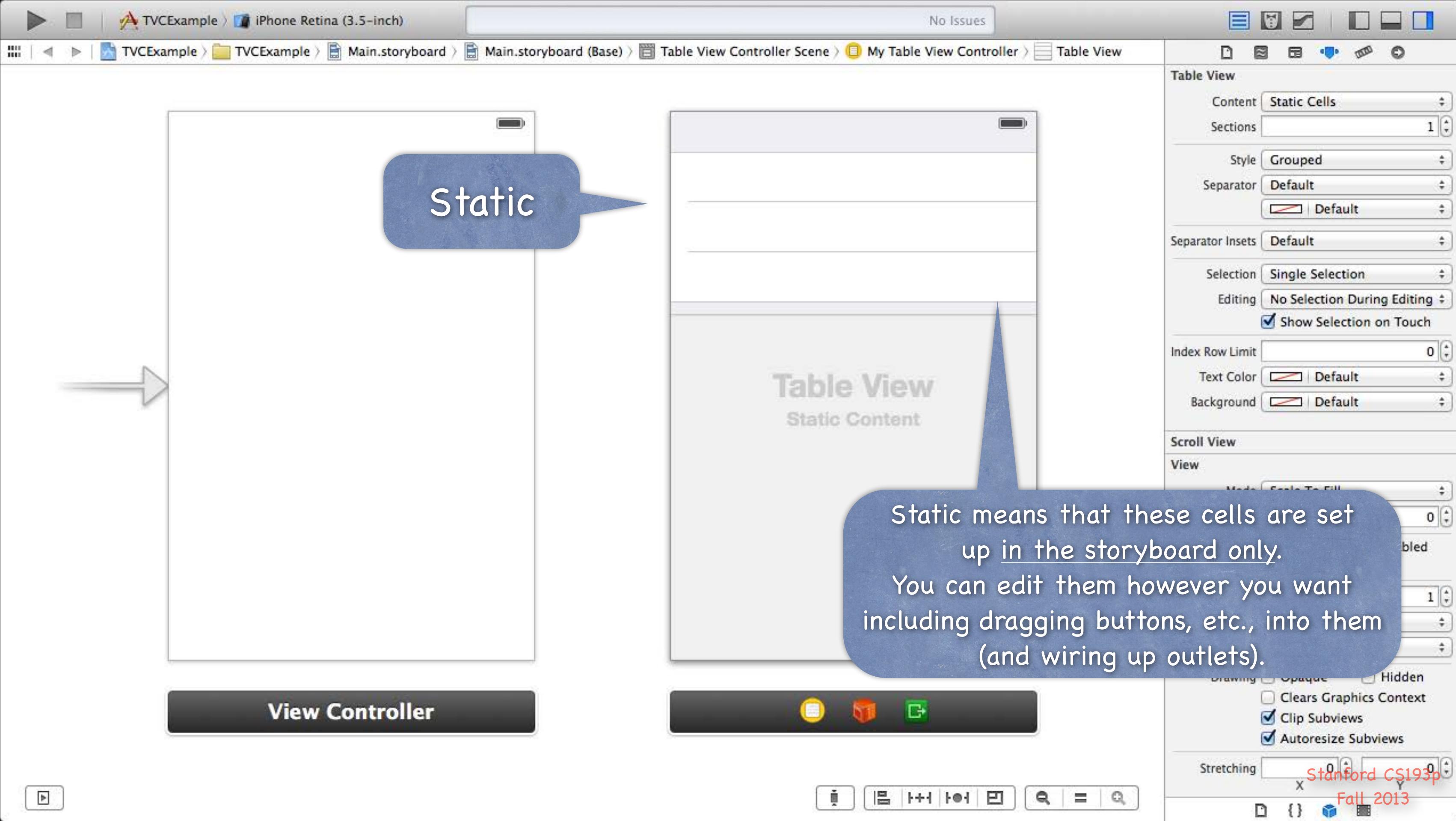
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View Controller

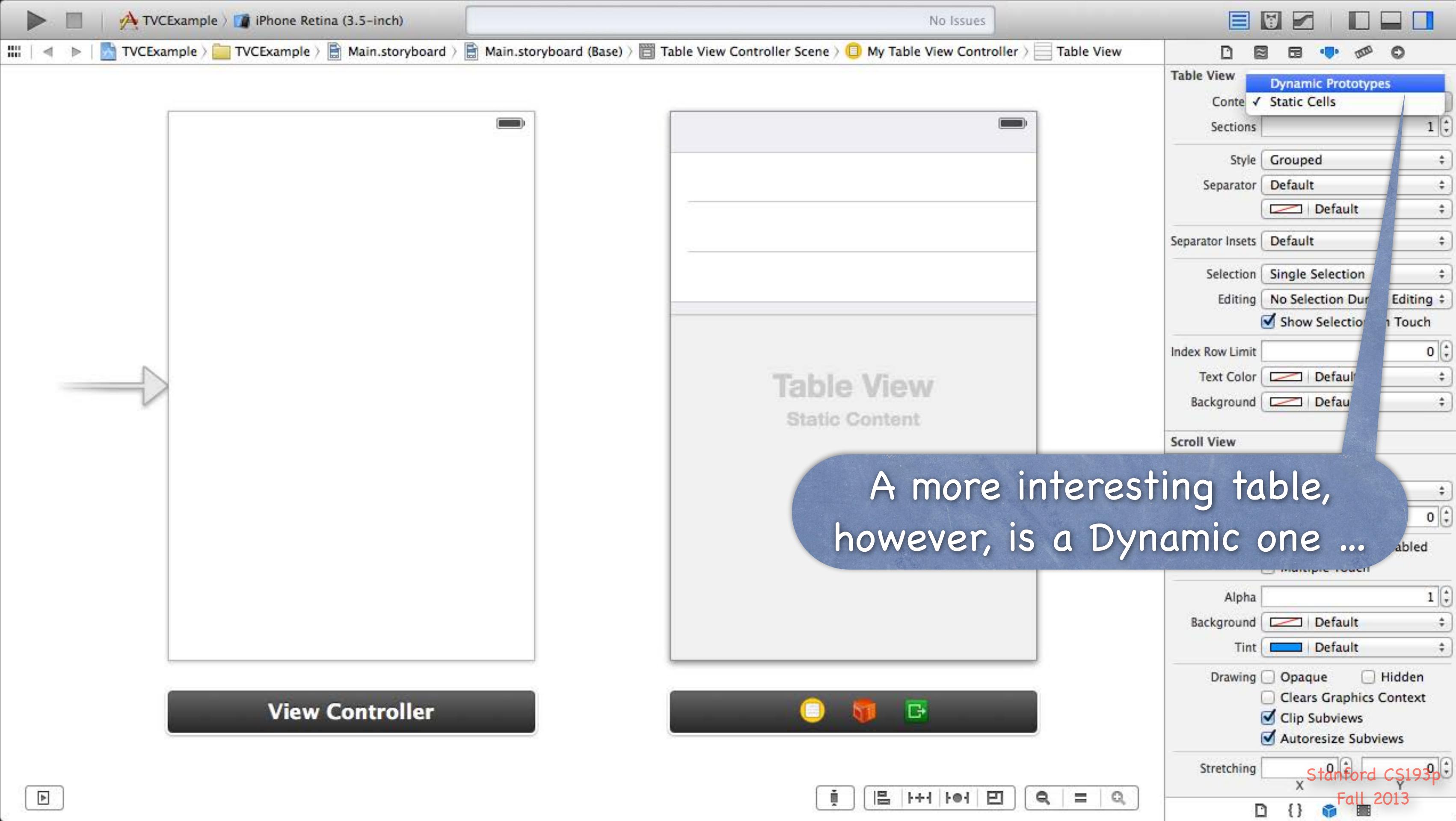


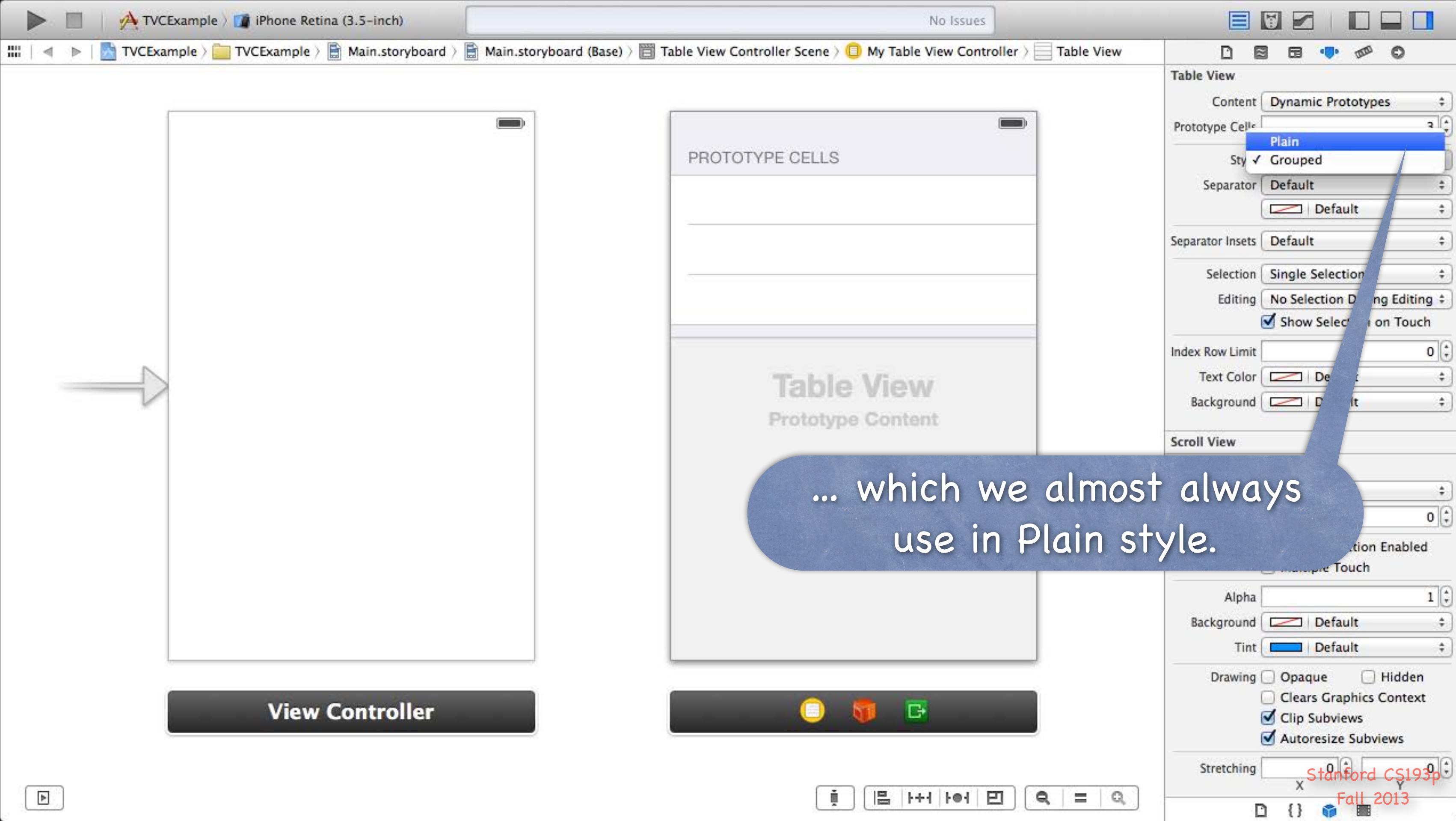




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... which we almost always
use in Plain style.

TVCEExample > iPhone Retina (3.5-inch)

No Issues

TVCEExample > TVCEExample > Main.storyboard > Main.storyboard (Base) > Table View Controller Scene > My Table View Controller > Table View

Table View

Content Dynamic Prototypes

Prototype Cells 3

Style Plain

Separator Default

Separator Insets Default

Selection Single Selection

Editing No Selection During Editing

Show Selection on Touch

Index Row Limit

Text Color Default

Background Default

ScrollView

View

Mode Scale To Fill

Tag

Interaction User Interaction Enabled
 Multiple Touch

Alpha

Background Default

Stretching 0 0 0 0

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These cells are now templates which will be repeated for however many rows are needed to display the data in MVC's Model.

We are allowed to have multiple, different prototype cells, but usually we only have one.



Each of these rows is a UIView.
A subclass of UITableViewCell to be exact.



View Controller

If you wanted to create an outlet to something you drag into one of these prototypes, you'd have to subclass UITableViewCell, set its class in the Identity Inspector, and wire up to that.
That's a little bit advanced for us right now!

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TVCEExample > iPhone Retina (3.5-inch)

No Issues

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Table View

Content Dynamic Prototypes

Prototype Cells 1

Style Plain

Separator Default

Separator Insets Default

Selection Single Selection

Editing No Selection During Editing

Show Selection on Touch

Index Row Limit 0

Text Color Default

Background Default

ScrollView

View

Mode Scale To Fill

Tag 0

User Interaction Enabled

Multiple Touch

Alpha 1

Background Default

Tint Default

Drawing Opaque

Hidden

Clears Graphics Context

Clip Subviews

Autoresize Subviews

Stretching 0 0 0

X Y

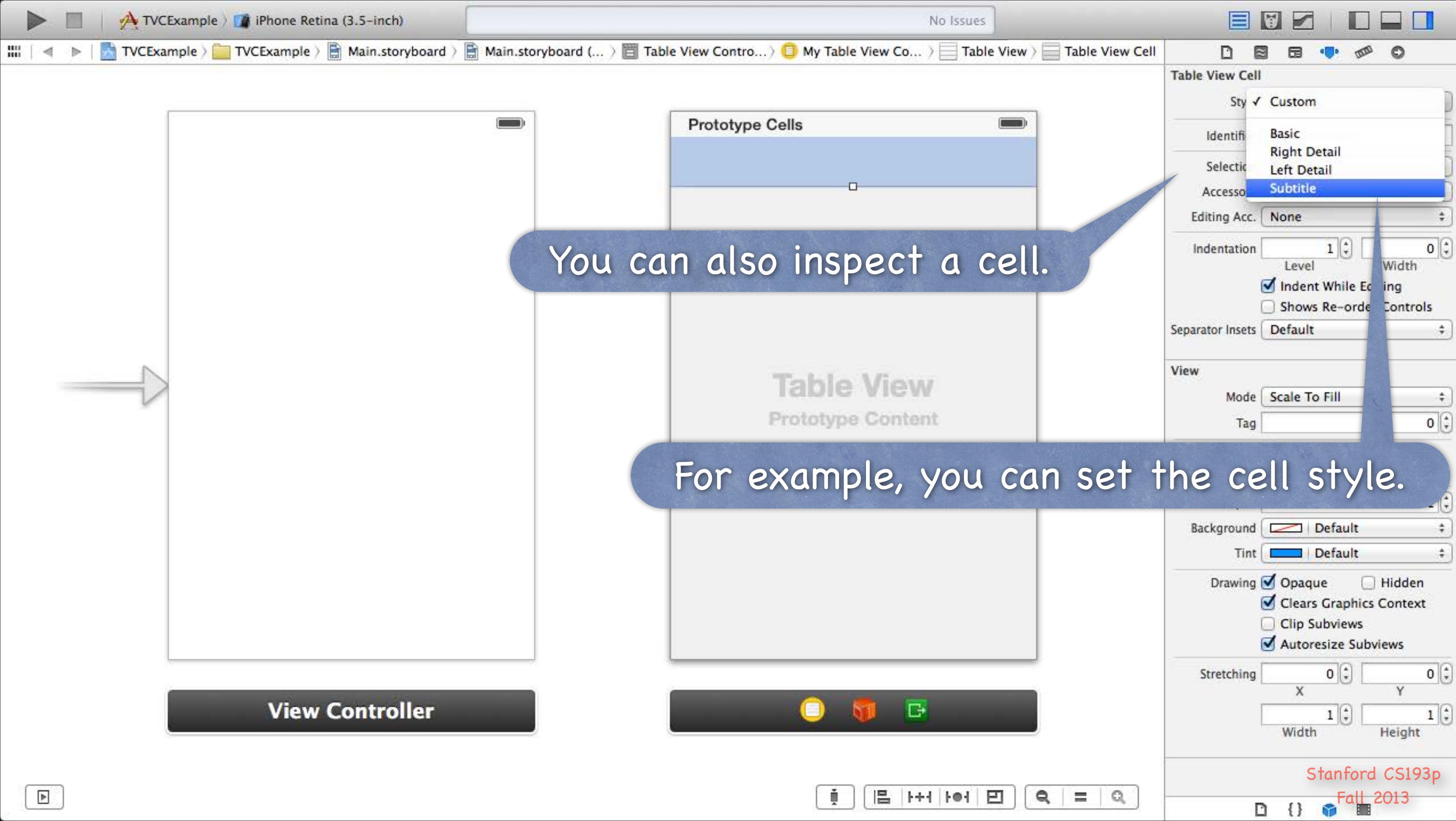
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View Controller

Prototype Cells

Table View
Prototype Content

You can ctrl-drag from a prototype to create a segue.
That segue will happen when any cell in the table is clicked on.
We'll see how to tell which cell was clicked in `prepareForSegue:sender:` later.

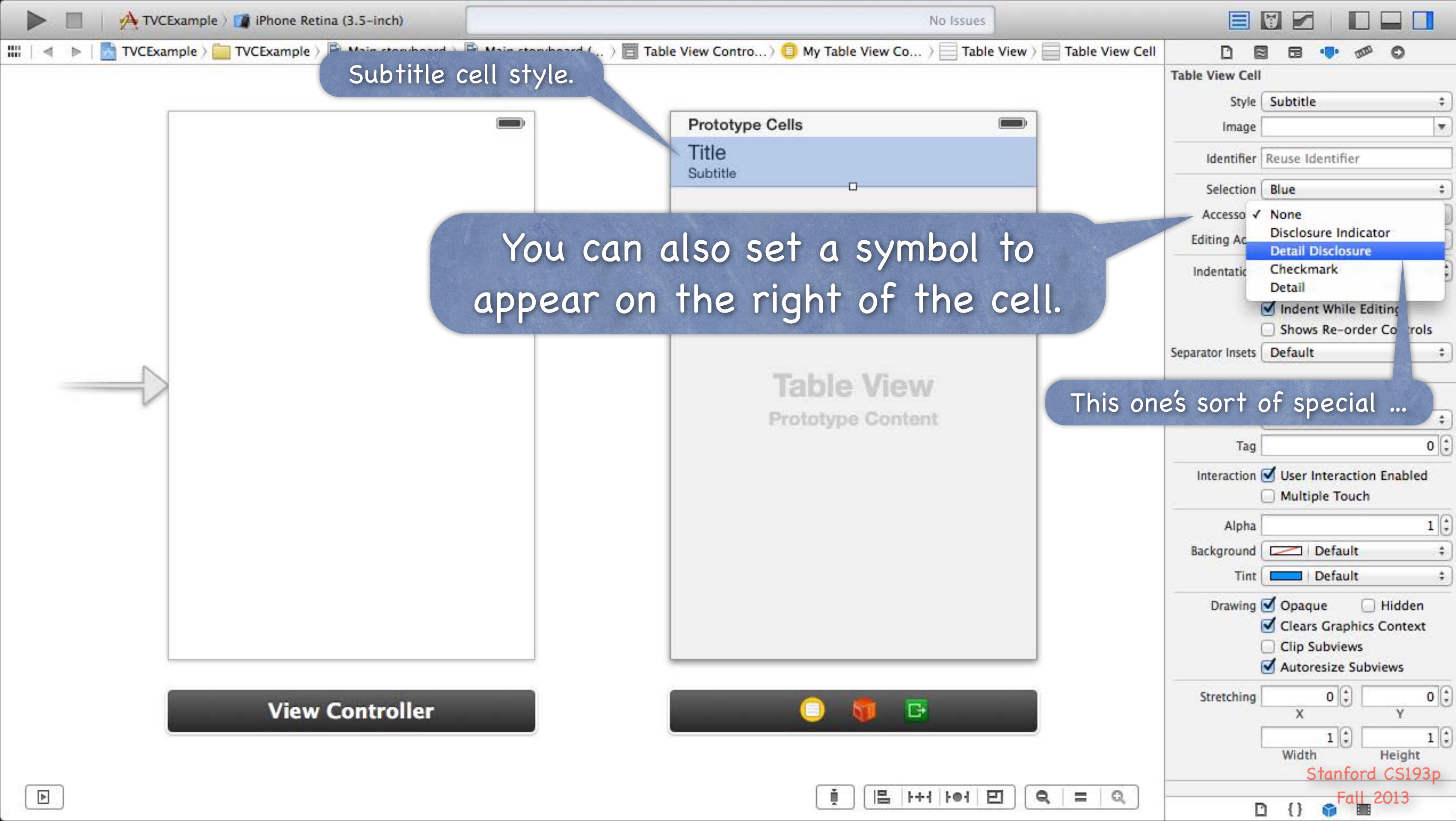


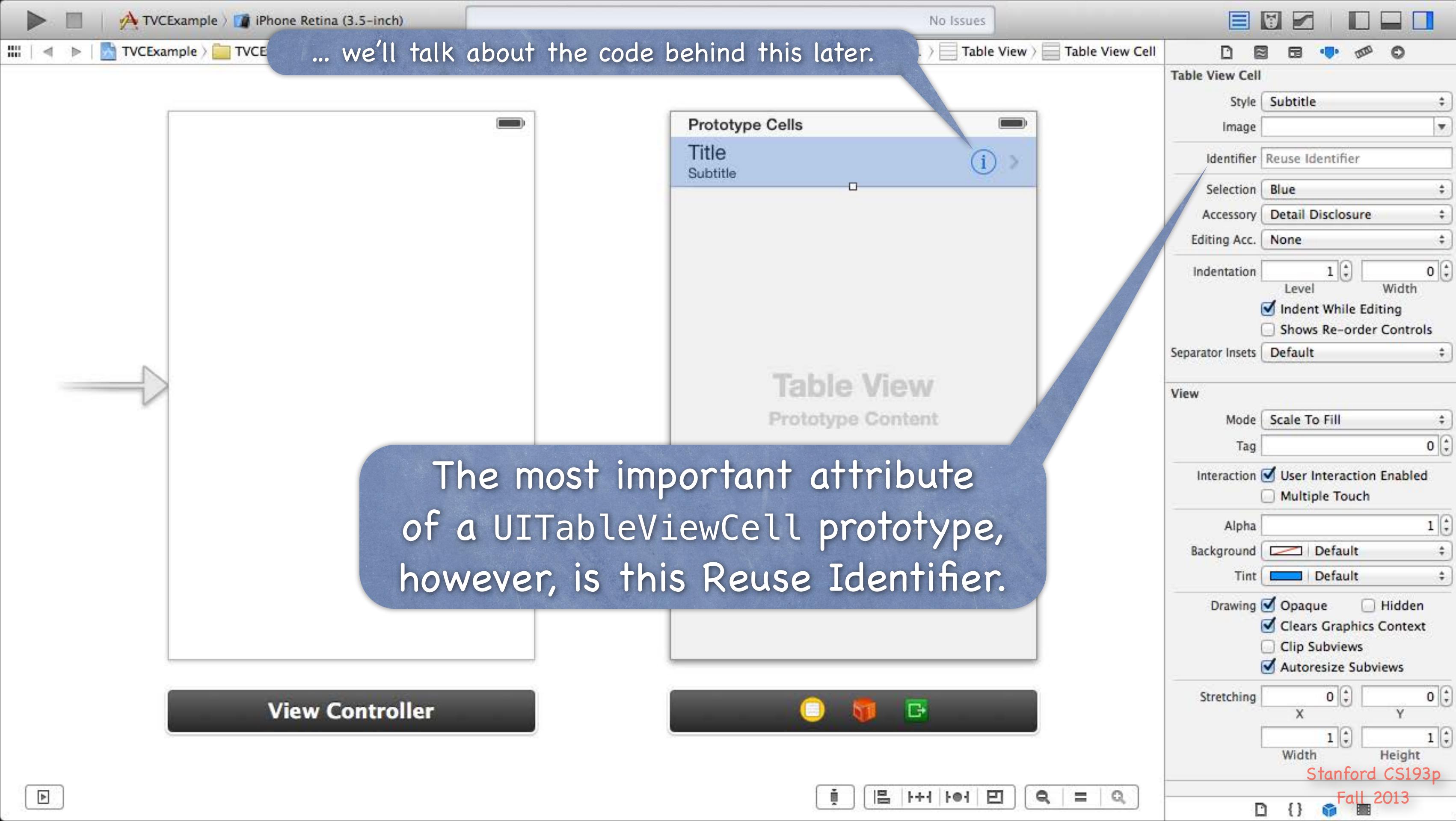
You can also inspect a cell.

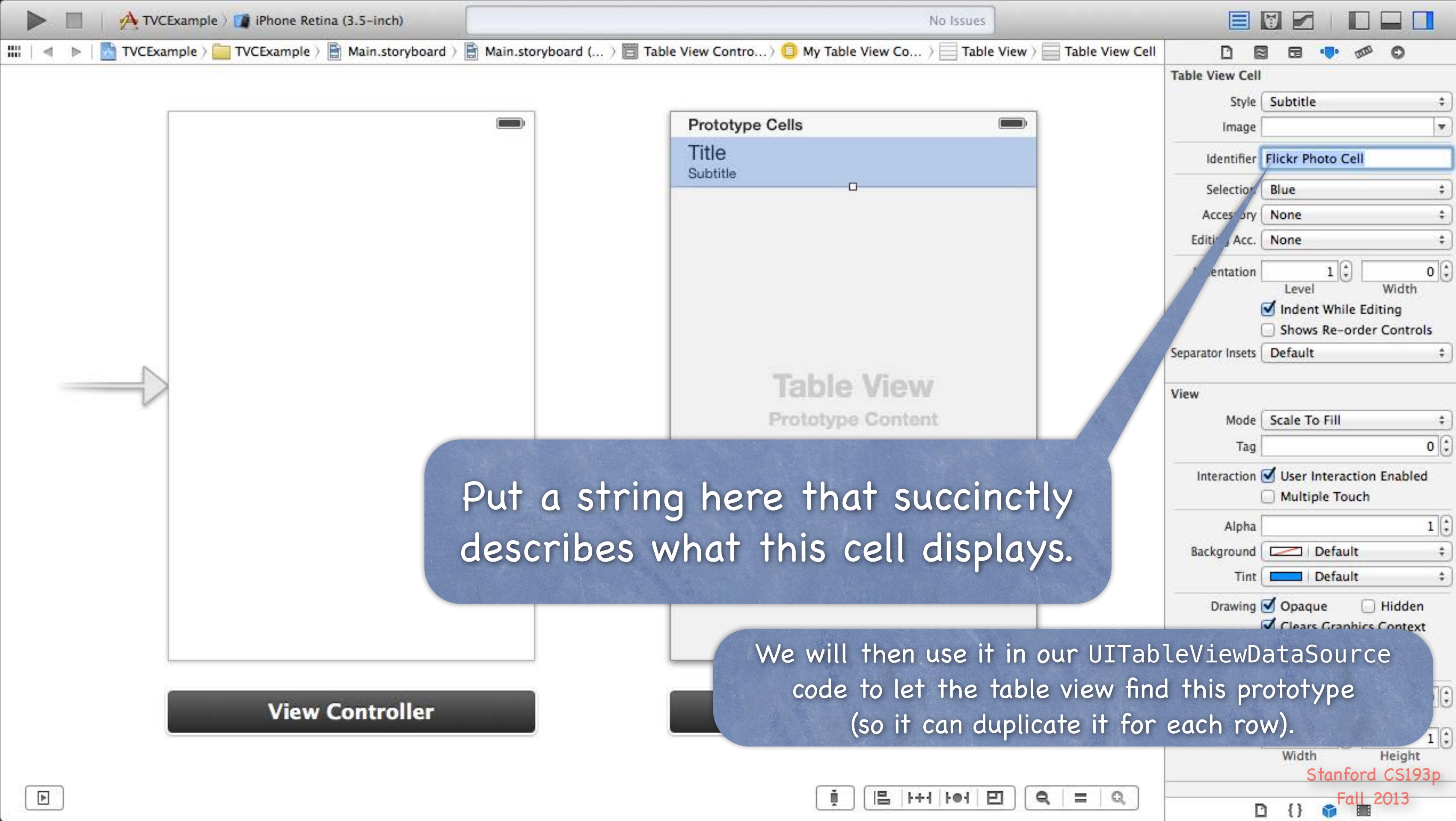
For example, you can set the cell style.

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UITableView Protocols

⌚ How do we connect to all this stuff in our code?

Via the UITableView's dataSource and delegate.

The delegate is used to control how the table is displayed.

The dataSource provides the data what is displayed inside the cells.

⌚ UITableViewController

Automatically sets itself as its UITableView's delegate & dataSource.

Also has a property pointing to its UITableView:

```
@property (nonatomic, strong) UITableView *tableView;
```

(this property is actually == self.view in UITableViewController!)

UITableViewDataSource

⌚ Important `dataSource` methods

We have to implement these 3 to be a “dynamic” (arbitrary number of rows) table ...

How many `sections` in the table?

How many `rows` in each section?

Give me a `UITableViewCell` to use to draw each cell at a given row in a given section.

Let's cover the last one first (since the first two are very straightforward) ...

UITableViewDataSource

⌚ How do we control what is drawn in each cell in a dynamic table?

Each row is drawn by its own instance of **UITableViewCell** (a **UIView** subclass).

Here is the **UITableViewDataSource** method to get that cell for a given row in a section ...

```
- (UITableViewCell *)tableView:(UITableView *)sender  
    cellForRowAtIndexPath:(NSIndexPath *)indexPath
```

```
{
```

```
}
```



In a static table, you do not need to implement this method
(though you can if you want to ignore what's in the storyboard).

UITableViewDataSource

- How do we control what is drawn in each cell in a dynamic table?

Each row is drawn by its own instance of `UITableViewCell` (a `UIView` subclass).

Here is the `UITableViewDataSource` method to get that cell for a given row in a section ...

```
- (UITableViewCell *)tableView:(UITableView *)sender  
    cellForRowAtIndexPath:(NSIndexPath *)indexPath  
{  
}
```

NSIndexPath is just an object with two important properties for use with UITableView: row and section.

UITableViewDataSource

- How do we control what is drawn in each cell in a dynamic table?

Each row is drawn by its own instance of **UITableViewCell** (a **UIView** subclass).

Here is the **UITableViewDataSource** method to get that cell for a given row in a section ...

```
- (UITableViewCell *)tableView:(UITableView *)sender  
    cellForRowAtIndexPath:(NSIndexPath *)indexPath  
  
{  
    // get a cell to use (instance of UITableViewCell)  
    // set @propertys on the cell to prepare it to display  
}
```

UITableViewDataSource

- How do we control what is drawn in each cell in a dynamic table?

Each row is drawn by its own instance of `UITableViewCell` (a `UIView` subclass).

Here is the `UITableViewDataSource` method to get that cell for a given row in a section ...

```
- (UITableViewCell *)tableView:(UITableView *)sender  
    cellForRowAtIndexPath:(NSIndexPath *)indexPath  
  
{  
    UITableViewCell *cell;  
    cell = [self.tableView dequeueReusableCellWithIdentifier:@"Flickr Photo Cell"  
                           forIndexPath:indexPath];  
    // set @propertys on the cell to prepare it to display  
  
}
```

This MUST match what is in your storyboard if you want to use the prototype you defined there!

UITableViewDataSource

- How do we control what is drawn in each cell in a dynamic table?

Each row is drawn by its own instance of `UITableViewCell` (a `UIView` subclass).

Here is the `UITableViewDataSource` method to get that cell for a given row in a section ...

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{  
    UITableViewCell *cell;  
    cell = [self.tableView dequeueReusableCellWithIdentifier:@"Flickr Photo Cell"  
                                              forIndexPath:indexPath];  
    // set @propertys on the cell to prepare it to display  
}
```

The cells in the table are actually reused.

When one goes off-screen, it gets put into a “reuse pool.”

The next time a cell is needed, one is grabbed from the reuse pool if available.

If none is available, one will be put into the reuse pool if there's a prototype in the storyboard.

Otherwise this dequeue method will return nil.

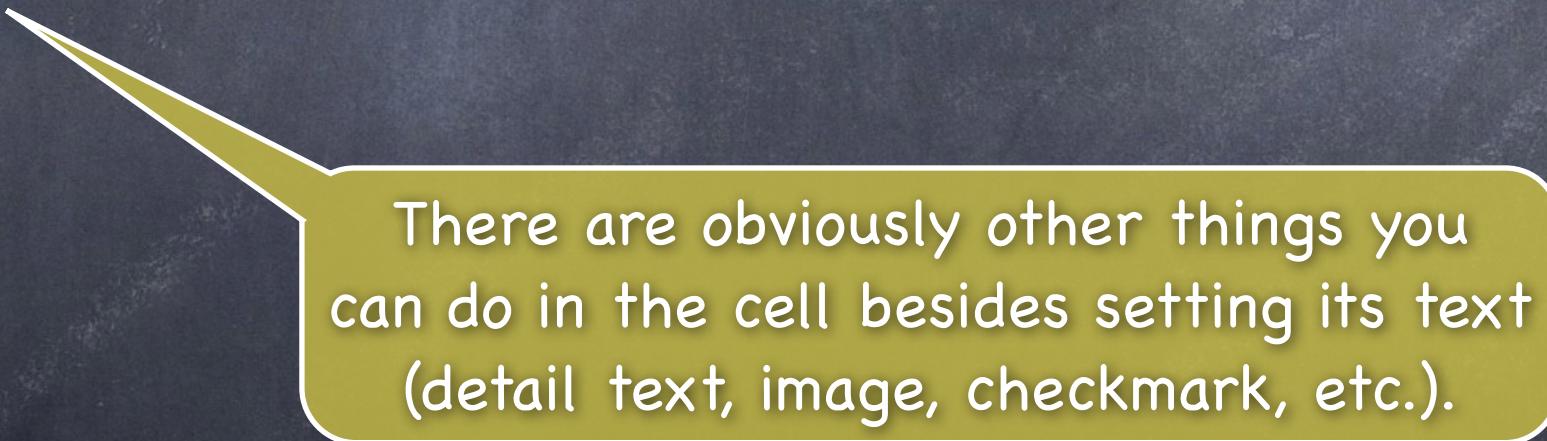
UITableViewDataSource

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    cellForRowAtIndexPath:(NSIndexPath *)indexPath  
{  
    UITableViewCell *cell;  
    cell = [self.tableView dequeueReusableCellWithIdentifier:@"Flickr Photo Cell"  
                                              forIndexPath:indexPath];  
    cell.textLabel.text = [self getMyTitleForRow:indexPath.row inSection:indexPath.section];  
    return cell;  
}
```



There are obviously other things you can do in the cell besides setting its text (detail text, image, checkmark, etc.).

UITableViewDataSource

⌚ How do we control what is drawn in each cell in a dynamic table?

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Here is the `UITableViewDataSource` method to get that cell for a given row in a section ...

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- (UITableViewCell *)tableView:(UITableView *)sender  
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{  
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                           forIndexPath:indexPath];  
    cell.textLabel.text = [self getMyTitleForRow:indexPath.row inSection:indexPath.section];  
    return cell;  
}
```

See how we are using `indexPath.section` and `indexPath.row`
to get Model information to set up this cell.

UITableViewDataSource

- ⦿ How does a dynamic table know how many rows there are?

And how many sections, too, of course?

Via these two UITableViewDataSource methods ...

- `(NSInteger)numberOfSectionsInTableView:(UITableView *)sender;`
- `(NSInteger)tableView:(UITableView *)sender numberOfRowsInSection:(NSInteger)section;`

- ⦿ Number of sections is 1 by default

In other words, if you don't implement `numberOfSectionsInTableView:`, it will be 1.

- ⦿ No default for `tableView:numberOfRowsInSection:`

This is a required method in this protocol (as is `tableView:cellForRowAtIndexPath:`).

- ⦿ What about a static table?

Do not implement these dataSource methods for a static table.

UITableViewController will take care of that for you.

UITableViewDataSource

- ⌚ There are a number of other methods in this protocol
 - But we're not going to cover them today.
 - They are mostly about getting the headers and footers for sections.
 - And about keeping the Model in sync with table edits (moving/deleting/inserting rows).

UITableViewDelegate

- ⦿ All of the above was the UITableView's dataSource
But UITableView has another protocol-driven delegate called its delegate.
- ⦿ The delegate controls how the UITableView is displayed
Not what it displays (that's the dataSource's job).
- ⦿ Common for dataSource and delegate to be the same object
Usually the Controller of the MVC in which the UITableView is part of the View.
This is the way UITableViewcontroller sets it up for you.
- ⦿ The delegate also lets you observe what the table view is doing
The classic "will/did" sorts of things.
An important one is "user did select a row."
Usually we don't need this because we simply segue when a row is touched.
But there are some occasions where it will be useful ...

UITableView “Target/Action”

- ⌚ UITableViewDelegate method sent when row is selected

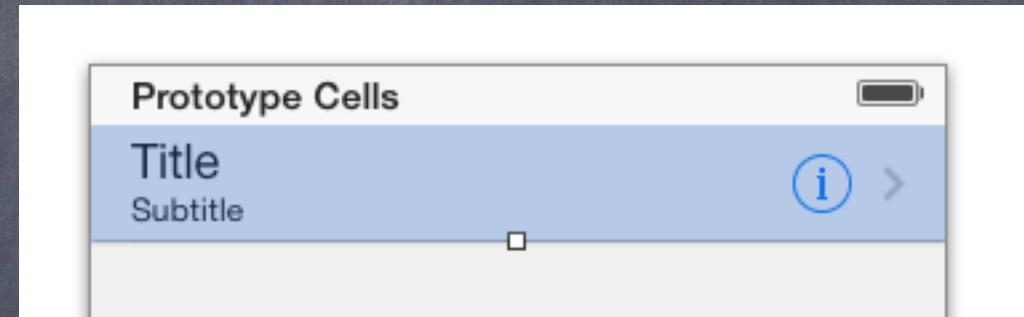
This is sort of like “table view target/action” (only needed if you’re not segueing, of course).

On the iPad, where the table might be on screen with what it updates, you might need this.

```
- (void)tableView:(UITableView *)sender didSelectRowAtIndexPath:(NSIndexPath *)path
{
    // go do something based on information about my Model
    // corresponding to indexPath.row in indexPath.section
}
```

UITableView Detail Disclosure

- Remember the little circled i?
Clicking on this will not segue.

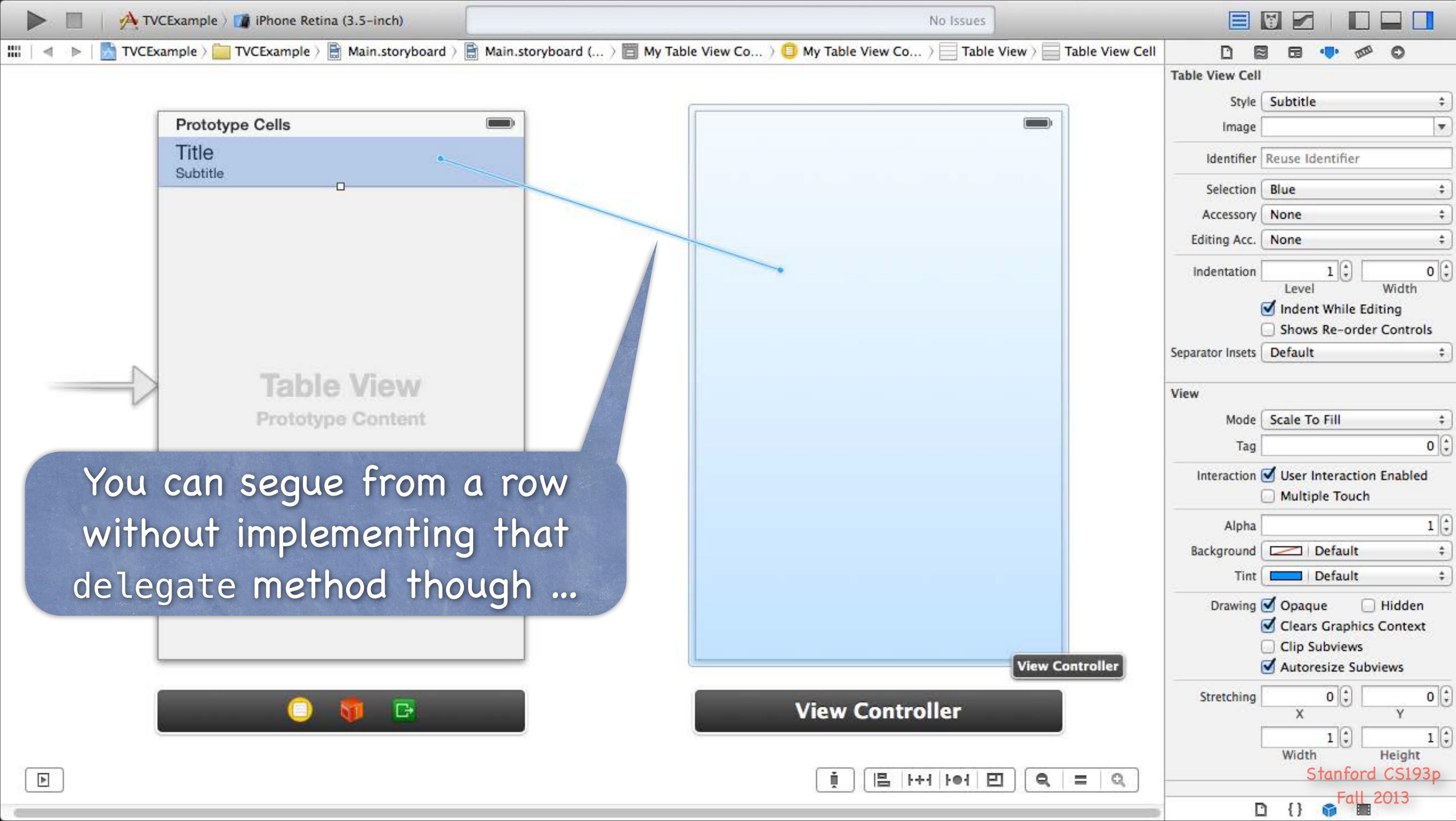


Instead it will invoke this method in the UITableViewDelegate protocol ...

```
- (void)tableView:(UITableView *)sender  
    accessoryButtonTappedForRowWithIndexPath:(NSIndexPath *)indexPath  
{  
    // Do something related to the row at indexPath,  
    // but not the primary action associated with touching the row  
}
```

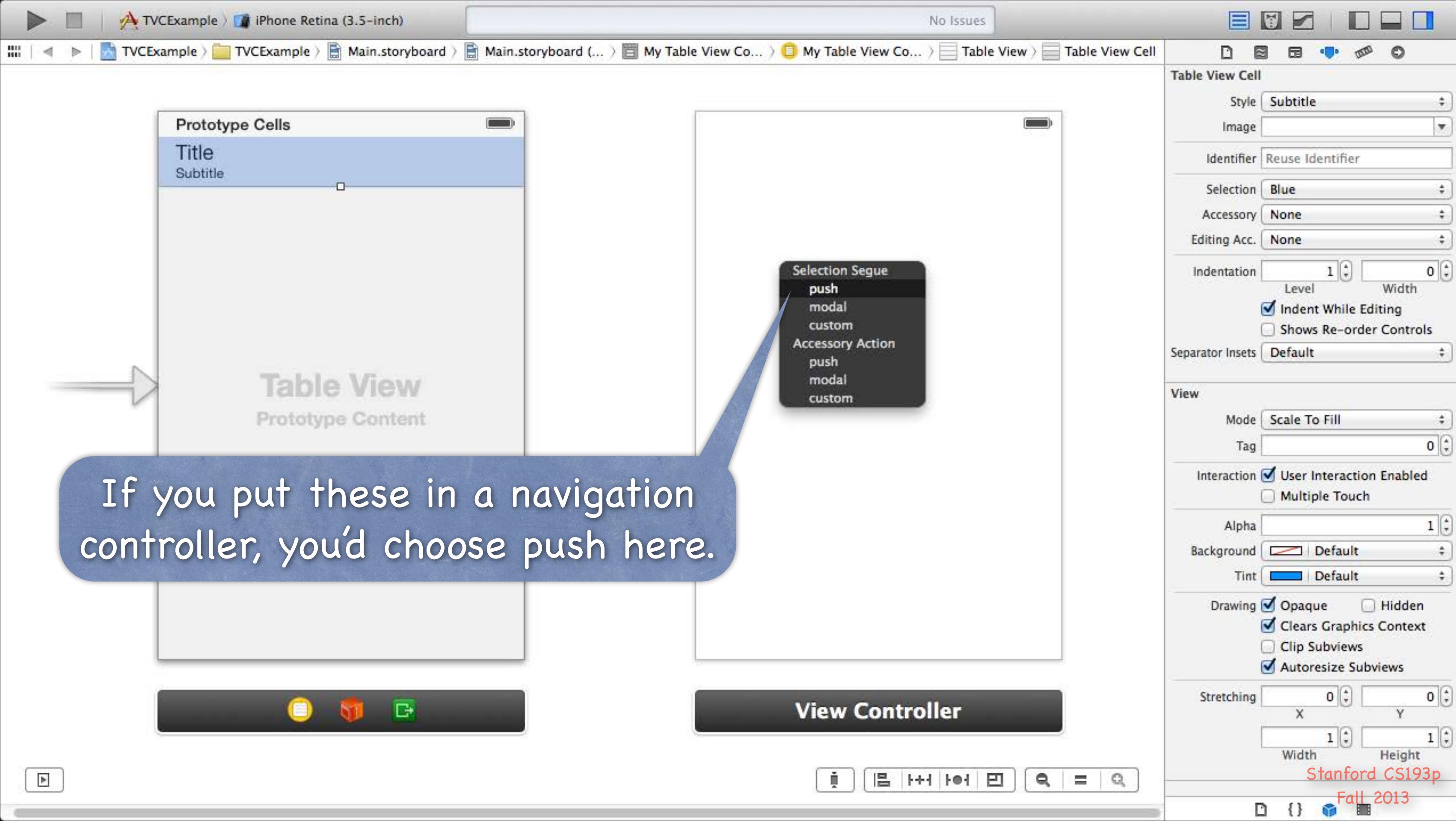
UITableViewDelegate

- ⌚ Lots and lots of other **delegate** methods
 - will/did** methods for both selecting and deselecting rows.
 - Providing **UIView** objects to draw **section headers** and **footers**.
 - Handling **editing** rows (moving them around with touch gestures).
 - willBegin/didEnd** notifications for **editing** (i.e. removing/moving) rows.
 - Copying/pasting rows.



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If you put these in a navigation controller, you'd choose push here.

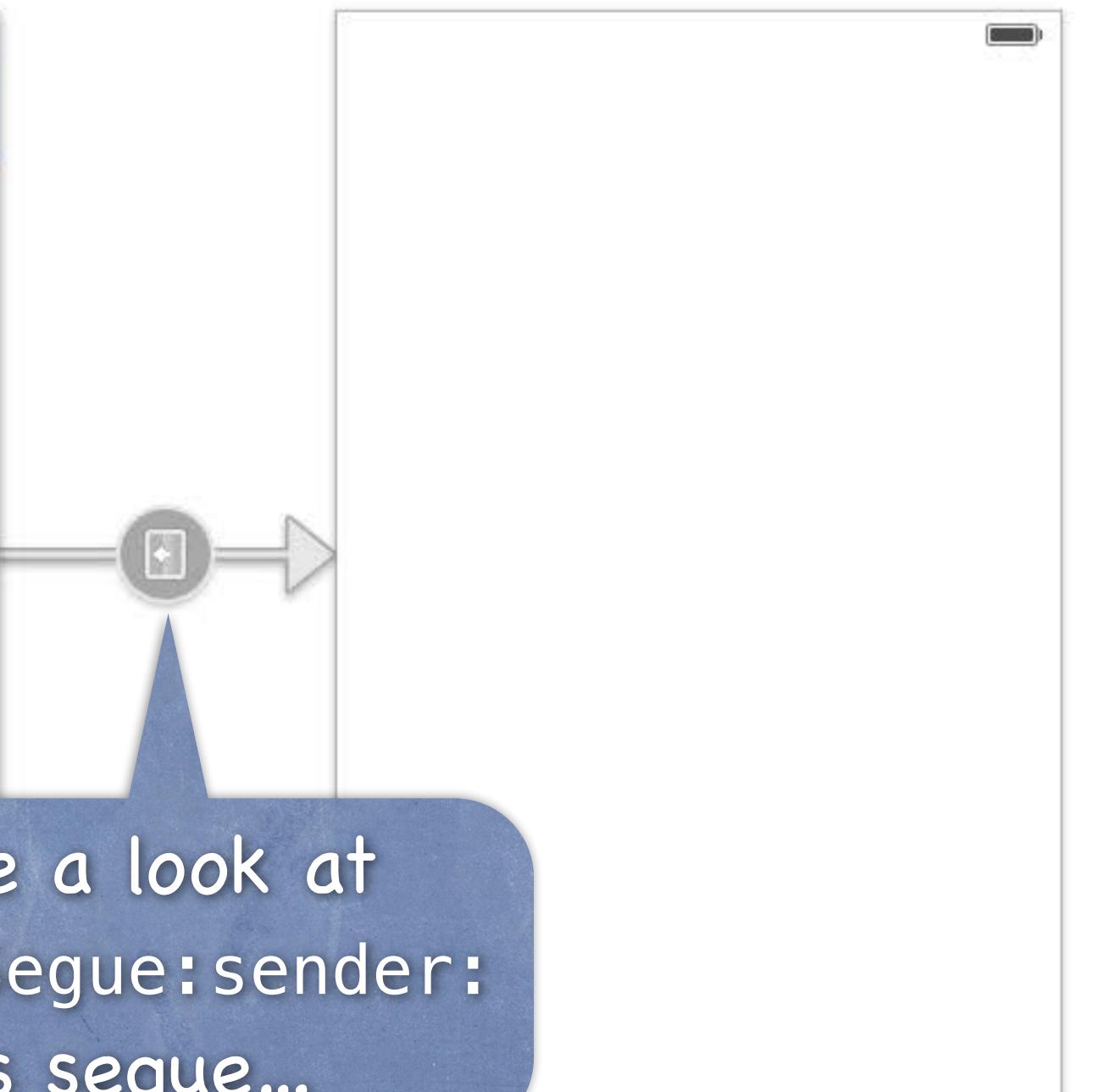
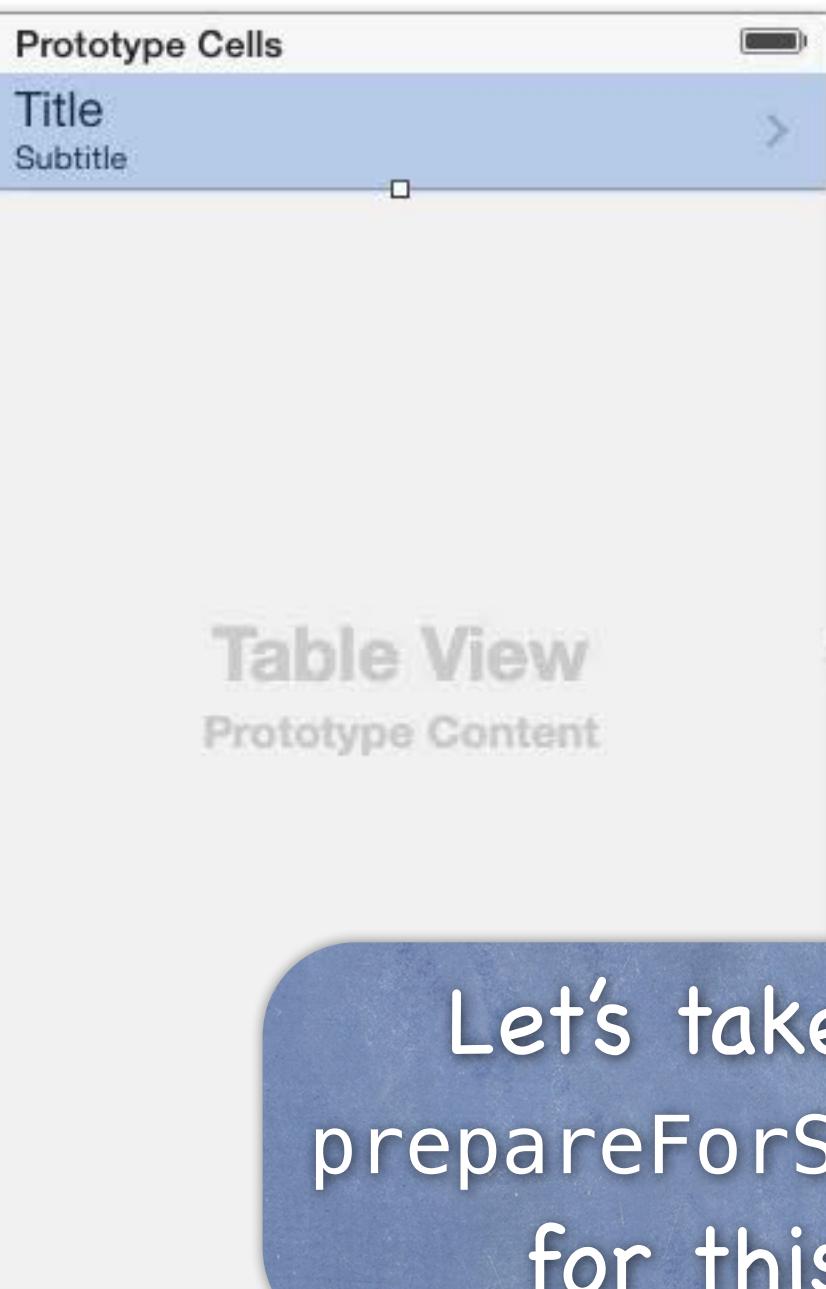


Table View Cell	
Style	Subtitle
Image	
Identifier	Reuse Identifier
Selection	Blue
Accessory	Disclosure Indicator
Editing Acc.	None
Indentation	1 Level 0 Width <input checked="" type="checkbox"/> Indent While Editing <input type="checkbox"/> Shows Re-order Controls
Separator Insets	Default
View	
Mode	Scale To Fill
Tag	0
Interaction	<input checked="" type="checkbox"/> User Interaction Enabled <input type="checkbox"/> Multiple Touch
Alpha	1
Background	Default
Tint	Default
Drawing	<input checked="" type="checkbox"/> Opaque <input type="checkbox"/> Hidden <input checked="" type="checkbox"/> Clears Graphics Context <input type="checkbox"/> Clip Subviews <input checked="" type="checkbox"/> Autoresizes Subviews
Stretching	0 X 0 Y 1 Width 1 Height

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UITableView Segue

- The sender of `prepareForSegue:sender:` is the `UITableViewCell`.
Use the important method `indexPathForCell:` to find out the `indexPath` of the row that's segueing.

```
- (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender
{
    NSIndexPath *indexPath = [self.tableView indexPathForCell:sender];
    // prepare segue.destinationController to display based on information
    // about my Model corresponding to indexPath.row in indexPath.section
}
```

UITableView Spinner

- UITableViewController has an “activity indicator” built in

You get it via this property in UITableViewController ...

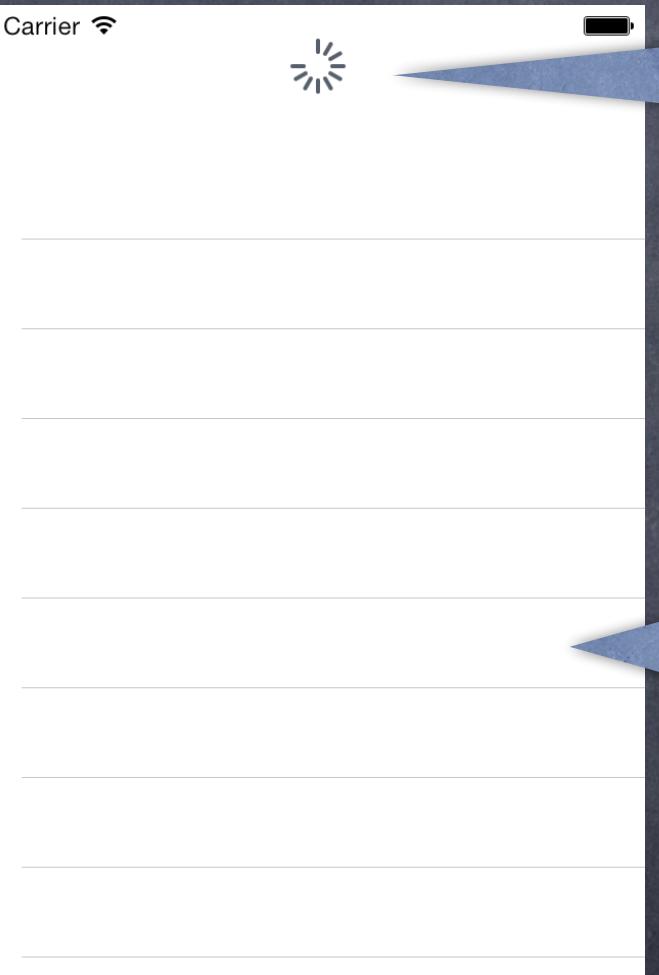
```
@property (strong) UIRefreshControl *refreshControl;
```

Start it with ...

- (void)beginRefreshing;

Stop it with ...

- (void)endRefreshing;



It appears here at the top
of the table view.

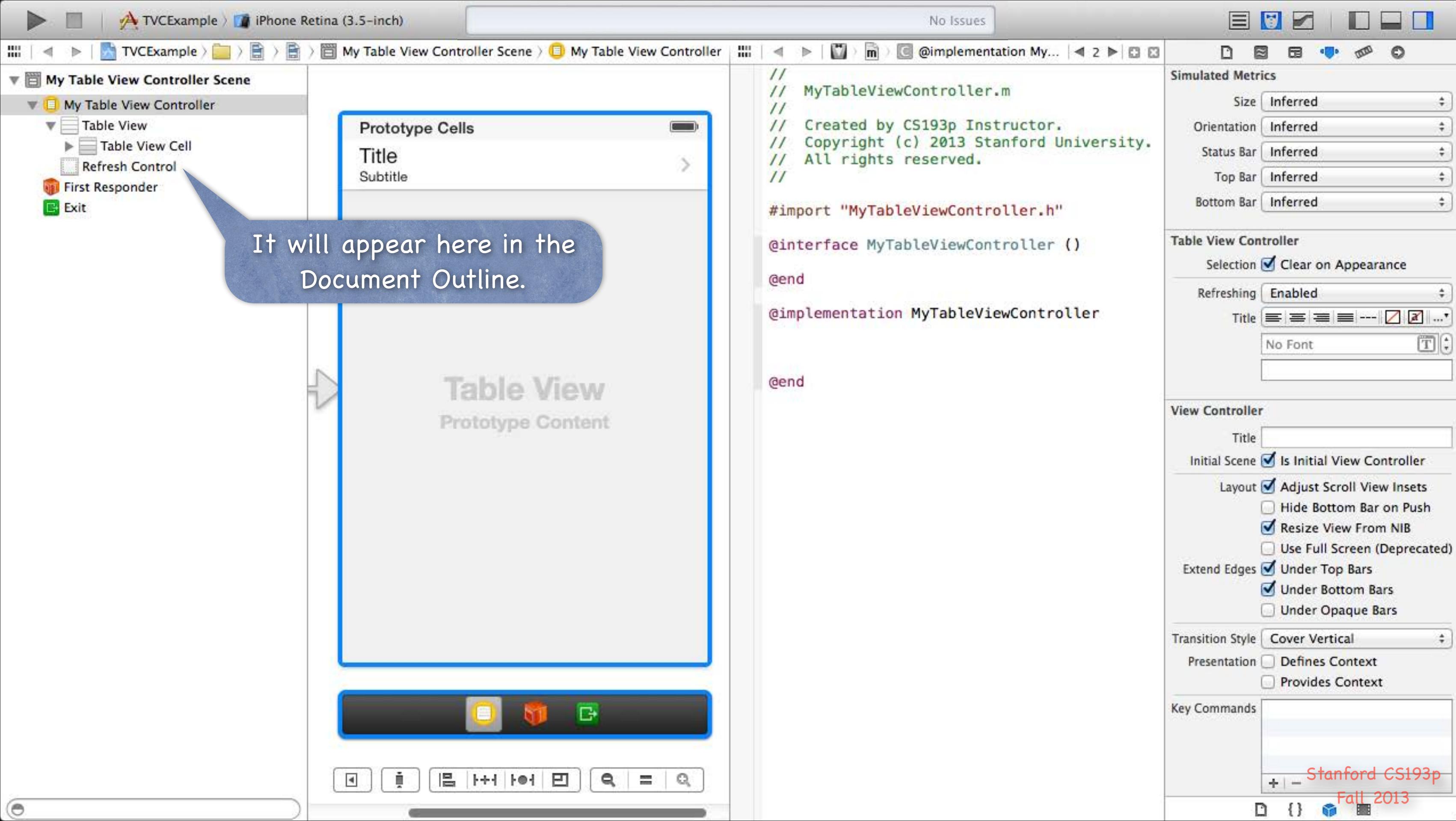
Also, users can “pull down” on the
table view and the refresh control will
send its action to its target.

The screenshot shows the Xcode interface with the following components:

- Project Navigator:** Shows the project structure: TVCExample > iPhone Retina (3.5-inch) > My Table View Controller Scene > My Table View Controller.
- Document Outline:** Shows the hierarchy: My Table View Controller Scene > My Table View Controller > Table View > Table View Cell.
- Table View Editor:** Displays a prototype cell with "Title" and "Subtitle" sections. A blue callout bubble points from this area to the text "Turn it on here in the Attributes Inspector while inspecting a UITableViewController.".
- Code Editor:** Shows the implementation file (MyTableViewController.m). It includes comments about the file being created by CS193p Instructor and copyright information, followed by the import statement "#import "MyTableViewController.h"" and the @interface and @implementation blocks for the MyTableViewController class.
- Attributes Inspector:** On the right, it shows the "Table View Controller" section where the "Enabled" checkbox is selected (highlighted in blue).
- Simulated Metrics:** Options for Size (Inferred), Orientation (Inferred), Status Bar (Inferred), Top Bar (Inferred), and Bottom Bar (Inferred).
- View Controller:** Options include Title (empty), Initial Scene (Is Initial View Controller checked), Layout (Adjust Scroll View Insets checked, Hide Bottom Bar on Push unchecked, Resize View From NIB checked, Use Full Screen (Deprecated) unchecked), Extend Edges (Under Top Bars checked, Under Bottom Bars checked, Under Opaque Bars unchecked), Transition Style (Cover Vertical), Presentation (Defines Context unchecked, Provides Context unchecked), and Key Commands.

A large blue callout bubble points from the prototype cell towards the "Enabled" checkbox in the Attributes Inspector, containing the text:

Turn it on here in the Attributes Inspector while inspecting a UITableViewController.



TVCEExample > iPhone Retina (3.5-inch)

No Issues

TVCExample > My Table View Controller Scene > My Table View Controller

My Table View Controller Scene

My Table View Controller

- Table View
- Table View Cell
- Refresh Control
- First Responder
- Exit

Prototype Cells

Title
Subtitle

Table View

Prototype Content

If you want to let users “pull down” to refresh the table, ctrl-drag to your code ...

```
// MyTableViewController.m
//
// Created by CS193p Instructor.
// Copyright (c) 2013 Stanford University.
// All rights reserved.

#import "MyTableViewController.h"

@interface MyTableViewController : UIViewController

@end

@implementation MyTableViewController

@end
```

Simulated Metrics

- Size Inferred
- Orientation Inferred
- Status Bar Inferred
- Top Bar Inferred
- Bottom Bar Inferred

Table View Controller

- Selection Clear on Appearance
- Refreshing Enabled
- Title No Font

View Controller

- Title
- Initial Scene Is Initial View Controller
- Layout Adjust Scroll View Insets
 - Hide Bottom Bar on Push
 - Resize View From NIB
 - Use Full Screen (Deprecated)
- Extend Edges Under Top Bars
 - Under Bottom Bars
 - Under Opaque Bars
- Transition Style
- Presentation
 - Defines Context
 - Provides Context

Key Commands

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TVCEExample > iPhone Retina (3.5-inch)

No Issues

TVCExample > My Table View Controller Scene > My Table View Controller

Automatic > MyTableViewController.m > -refresh

My Table View Controller Scene

My Table View Controller

- Table View
- Table View Cell
- Refresh Control
- First Responder
- Exit

Prototype Cells

Title
Subtitle

Table View
Prototype Content

```
// MyTableViewController.m
// Created by CS193p Instructor.
// Copyright (c) 2013 Stanford University.
// All rights reserved.

#import "MyTableViewController.h"

@interface MyTableViewController : UITableViewController

@end

@implementation MyTableViewController

- (IBAction)refresh
{
    [self.refreshControl beginRefreshing];
    dispatch_queue_t otherQ = dispatch_queue_create("Q", NULL);
    dispatch_async(otherQ, ^{
        // do something in another thread
        dispatch_async(dispatch_get_main_queue(), ^{
            [self.refreshControl endRefreshing];
        });
    });
}

@end
```

... beginRefreshing, do something in another thread, then endRefreshing when complete.

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UITableView

⌚ What if your Model changes?

- `(void)reloadData;`

Causes the table view to call `numberOfSectionsInTableView:` and `numberOfRowsInSection:` all over again and then `cellForRowAtIndexPath:` on each visible cell.

Relatively heavyweight, but if your entire data structure changes, that's what you need.

If only part of your Model changes, there are lighter-weight reloaders, for example ...

- `(void)reloadRowsAtIndexPaths:(NSArray *)indexPaths
withRowAnimation:(UITableViewRowAnimation)animationStyle;`

⌚ There are dozens of other methods in UITableView

Setting headers and footers for the entire table.

Controlling the look (separator style and color, default row height, etc.).

Getting cell information (cell for index path, index path for cell, visible cells, etc.).

Scrolling to a row.

Selection management (allows multiple selection, getting the selected row, etc.).

Moving, inserting and deleting rows, etc.

Universal Applications

- ⦿ A “Universal” Application will run on both iPhone and iPad

- It might look different on each.

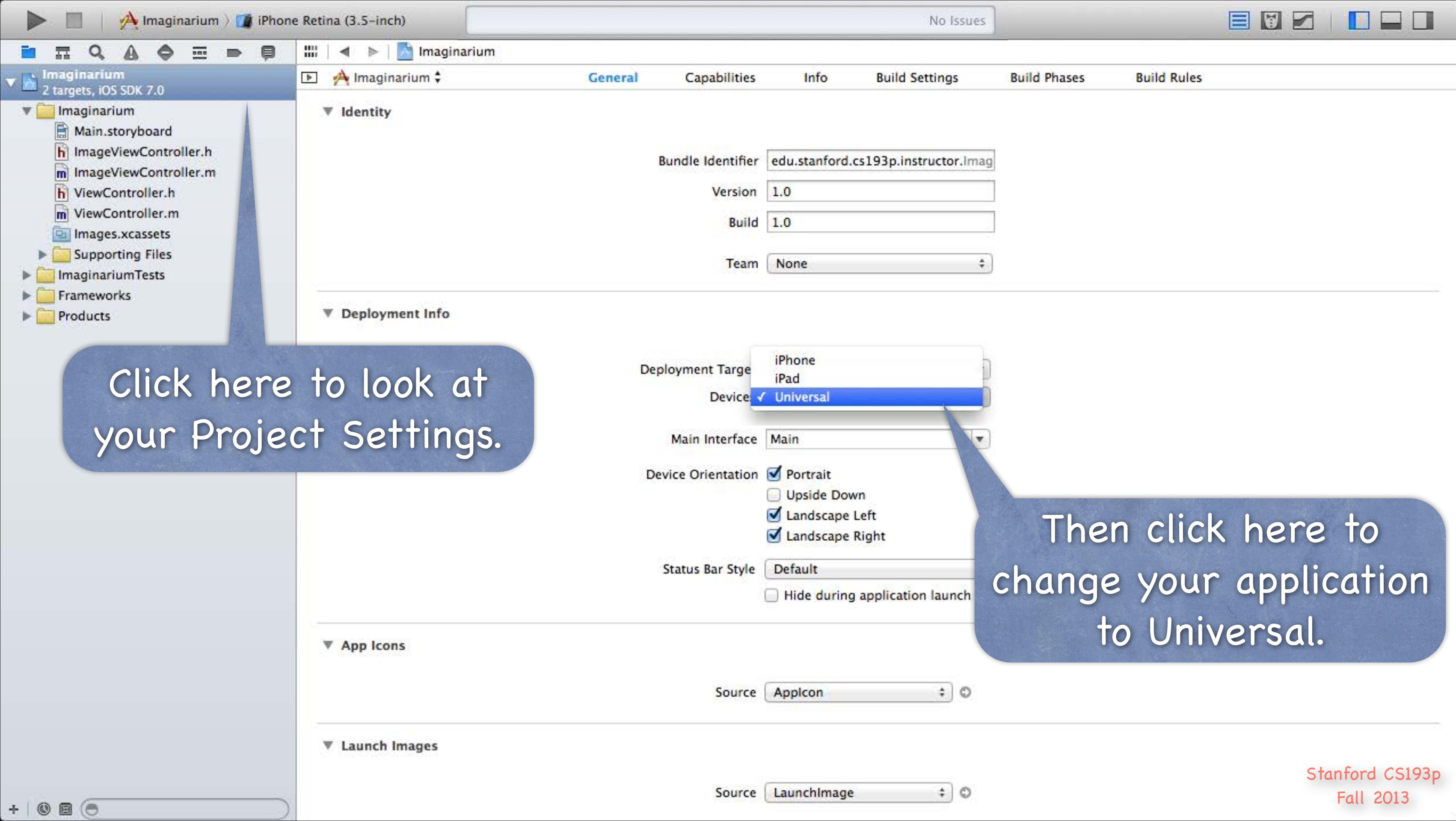
- But it’s a single binary image (i.e. it’s one app, not two).

- Two different storyboards.

- ⦿ How to create one

- When you create the project, pick Universal instead of iPhone or iPad.

- If you have an existing iPhone- or iPad-only project, you must edit your Project Settings ...



Imaginarium > iPhone Retina (3.5-inch) No Issues

Build Phases Build Rules

Imaginarium 2 targets, iOS SDK 7.0

Main.storyboard ImageViewController.h ImageViewController.m ViewController.h ViewController.m Images.xcassets Supporting Files ImaginariumTests Frameworks Products

Identity

Copy 'Main' to use as main iPad interface
Choose Copy to create 'Main-iPad', based on 'Main'. Choose Don't Copy to leave main iPad interface unspecified.

Don't Copy Copy

Build 1.0 Team None

Deployment Info Deployment Target 7.0 Devices Universal

iPhone iPad

Main Interface Main

Device Orientation Portrait Upside Down Landscape Left Landscape Right

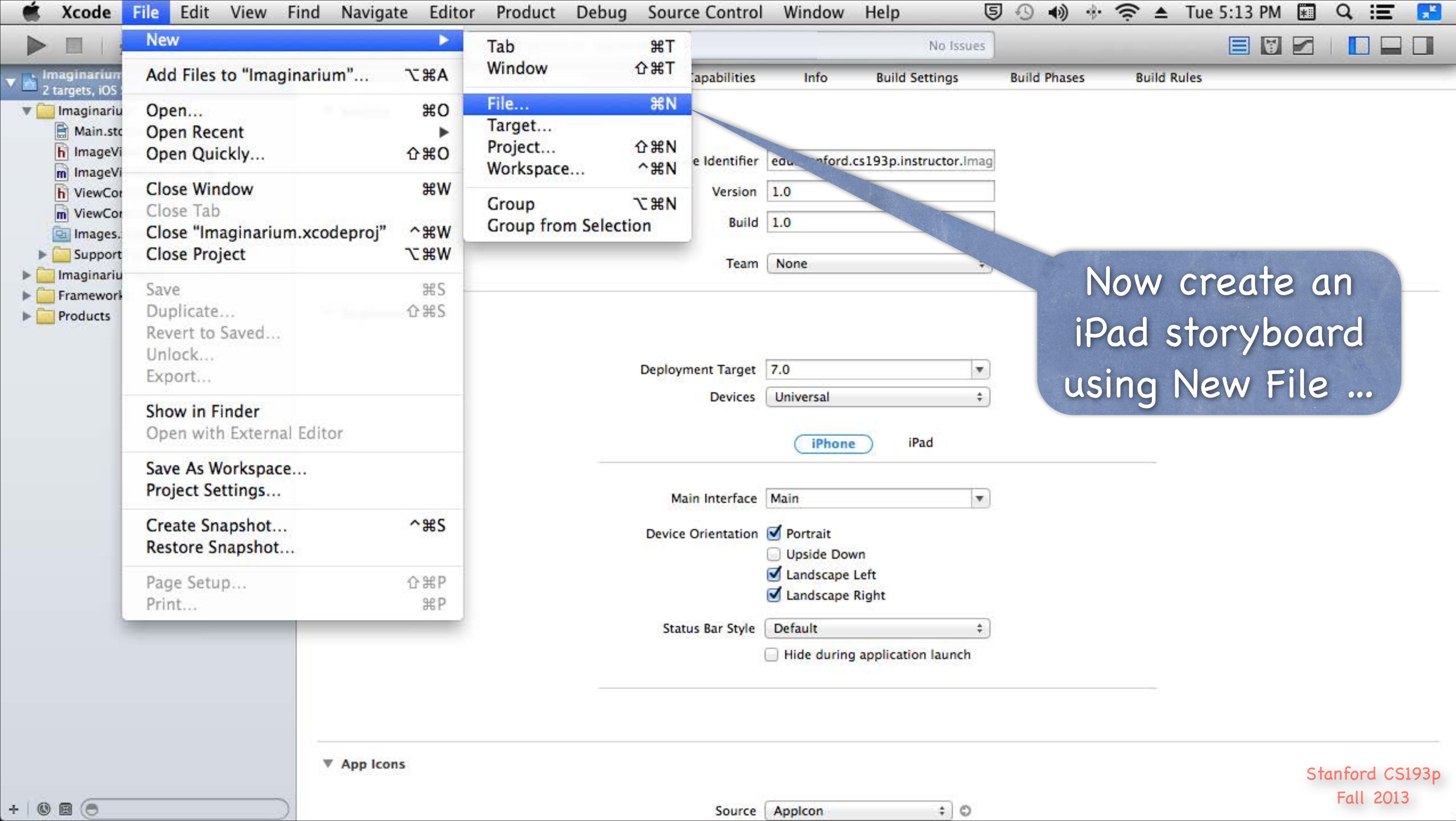
Status Bar Style Default Hide during application launch

App Icons

Source AppIcon

Generally recommend choosing “Don’t Copy” here.

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Now create an
iPad storyboard
using New File ...



Imaginarium
2 targets, iOS SDK 7.0

- Imaginarium
 - Main.storyboard
 - ImageViewController.h
 - ImageViewController.m
 - ViewController.h
 - ViewController.m
 - Images.xcassets
 - Supporting Files
- ImaginariumTests
- Frameworks
- Products

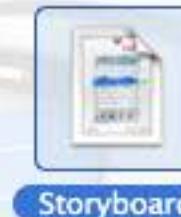
Choose a template for your new file:

iOS

- Cocoa Touch
- C and C++
- User Interface
- Core Data
- Resource
- Other

OS X

- Cocoa
- C and C++
- User Interface
- Core Data
- Resource
- Other



Storyboard



View



Empty



Window



Application



Storyboard

An empty Interface Builder Storyboard document for an iOS interface.

Cancel

Previous

Next

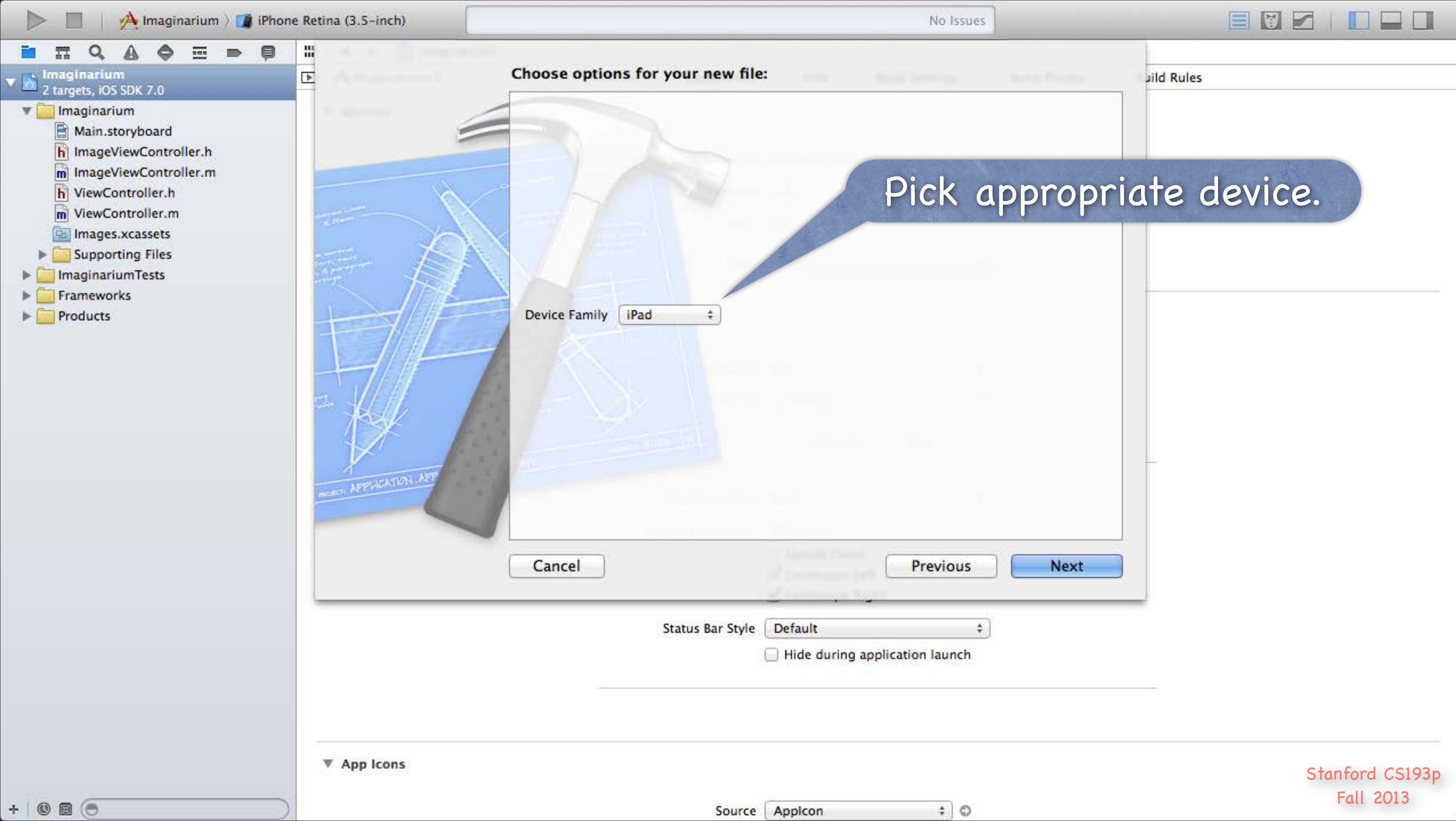
Status Bar Style

Default

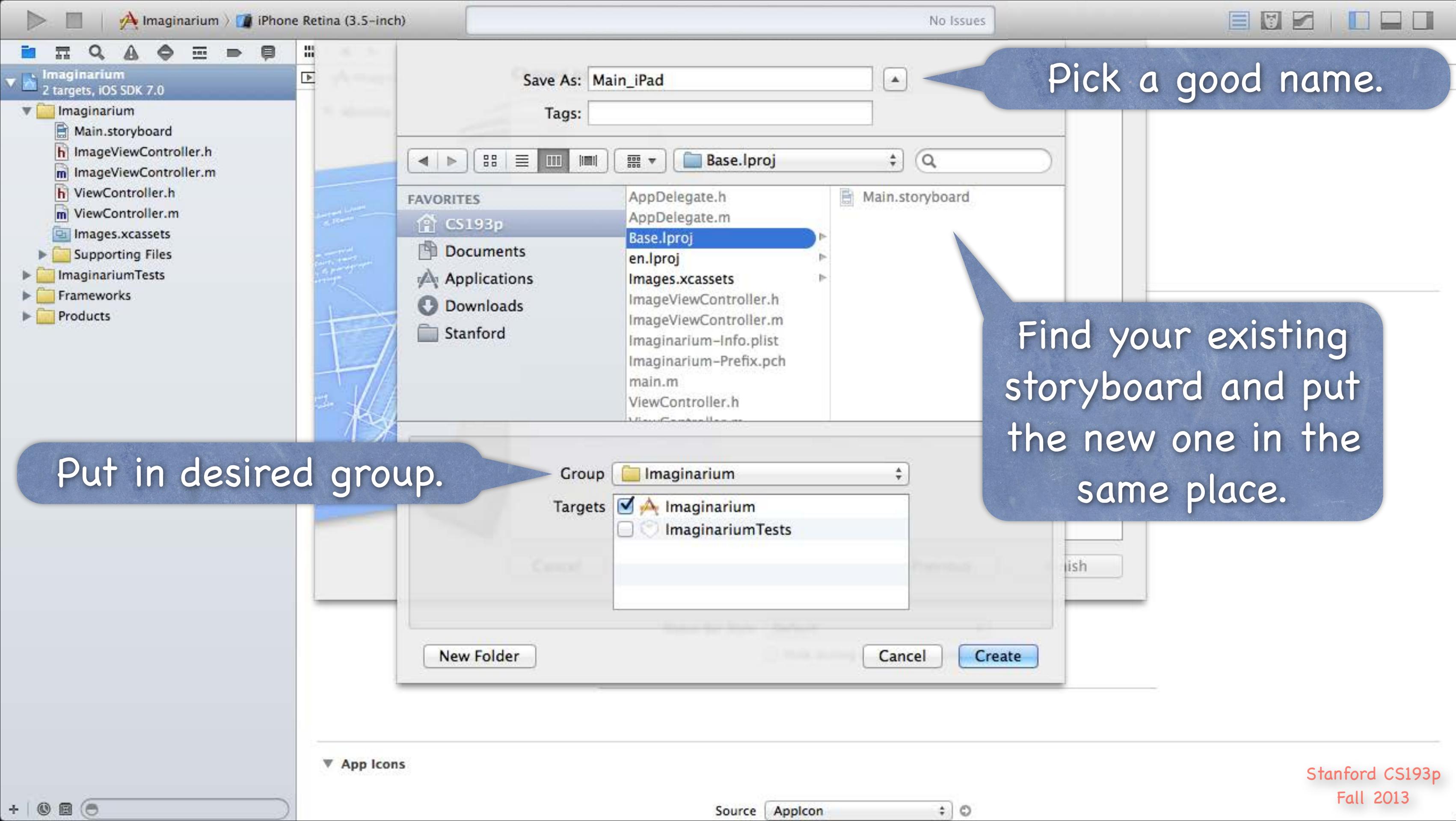
Hide during application launch

▼ App Icons

Source AppIcon



Pick appropriate device.



Imaginarium > iPhone Retina (3.5-inch) No Issues

Imaginarium

General Capabilities Info Build Settings Build Phases Build Rules

Imaginarium 2 targets, iOS SDK 7.0

Main_iPad.storyboard Main.storyboard ImageViewController.h ImageViewController.m ViewController.h ViewController.m Images.xcassets Supporting Files ImaginariumTests Frameworks Products

Here's your iPad storyboard.

Bundle Identifier: edu.stanford.cs193p.instructor.imag
Version: 1.0
Build: 1.0
Team: None

Deployment Info

Deployment Target: 7.0
Devices: Universal

iPhone iPad

Main Interface: Main

Device Orientation: Portrait
 Upside Down
 Landscape Left
 Landscape Right

Status Bar Style: Default
 Hide during application launch

App Icons

Source AppIcon

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Imaginarium > iPhone Retina (3.5-inch) No Issues

Imaginarium

General Capabilities Info Build Settings Build Phases Build Rules

Imaginarium 2 targets, iOS SDK 7.0

Main_iPad.storyboard Main.storyboard ImageViewController.h ImageViewController.m ViewController.h ViewController.m Images.xcassets Supporting Files ImaginariumTests Frameworks Products

Here's your iPad storyboard.

To set it as the storyboard to use on iPad, click on iPad here.

Bundle Identifier: edu.stanford.cs193p.instructor.Imag
Version: 1.0
Build: 1.0
Team: None

Deployment Info

Deployment Target: 7.0
Devices: Universal

iPhone iPad

Main Interface: Main

Device Orientation: Portrait
 Upside Down
 Landscape Left
 Landscape Right

Status Bar Style: Hide during application launch

App Icons

Source AppIcon

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Here's your iPad storyboard.

Imaginarium
2 targets, iOS SDK 7.0

- Main_iPad.storyboard
- Main.storyboard
- ImageViewController.h
- ImageViewController.m
- ViewController.h
- ViewController.m
- Images.xcassets
- Supporting Files
- ImaginariumTests
- Frameworks
- Products

General Capabilities Info Build Settings Build Phases Build Rules

Bundle Identifier edu.stanford.cs193p.instructor.Imag
Version 1.0
Build 1.0
Team None

Deployment Info Deployment Target 7.0
Devices Universal

iPhone iPad

Main Interface Main_iPad
Device Orientation Portrait
 Upside Down
 Landscape Left
 Landscape Right
Status Bar Style Hide during application launch

Then choose your newly-created iPad storyboard.

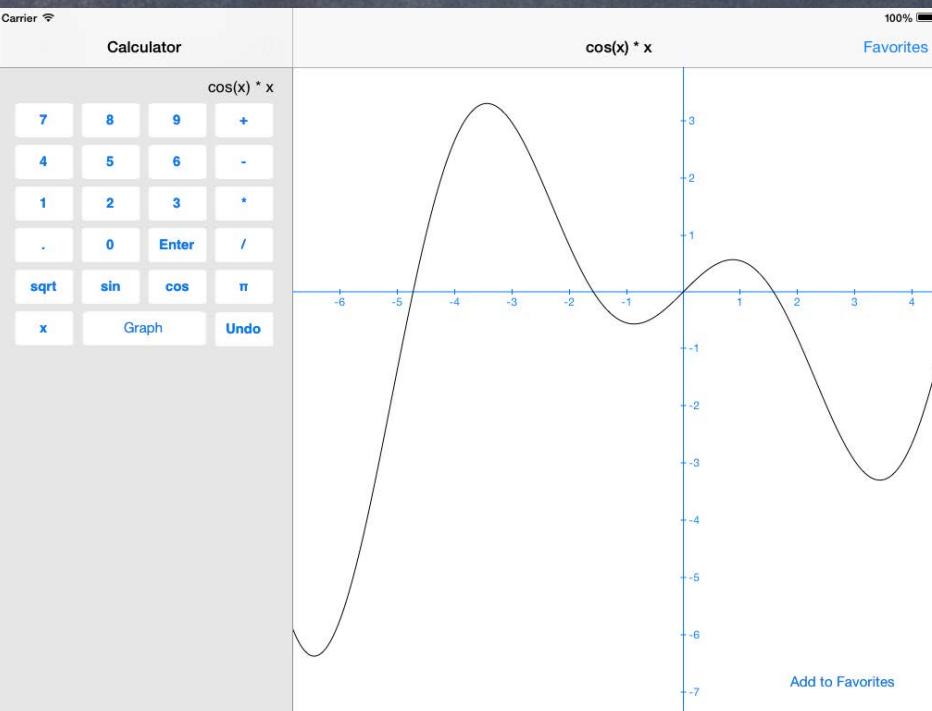
App Icons

Universal Applications

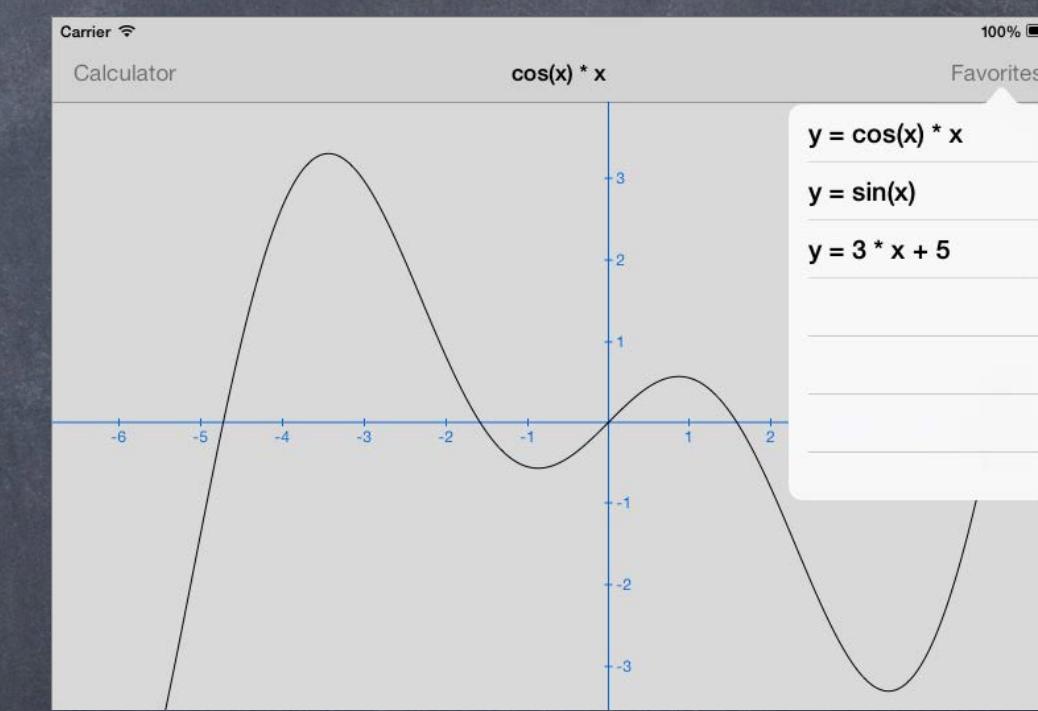
⌚ iPad user-interface idioms

The iPad has more screen real estate, so it can present MVCs in a couple of other ways.

Split View



Popover



Universal Applications

- ⌚ How do I figure out “am I on an iPad?”

```
BOOL iPad = ([UIDevice currentDevice] userInterfaceIdiom] == UIUserInterfaceIdiomPad);
```

Use this sparingly!

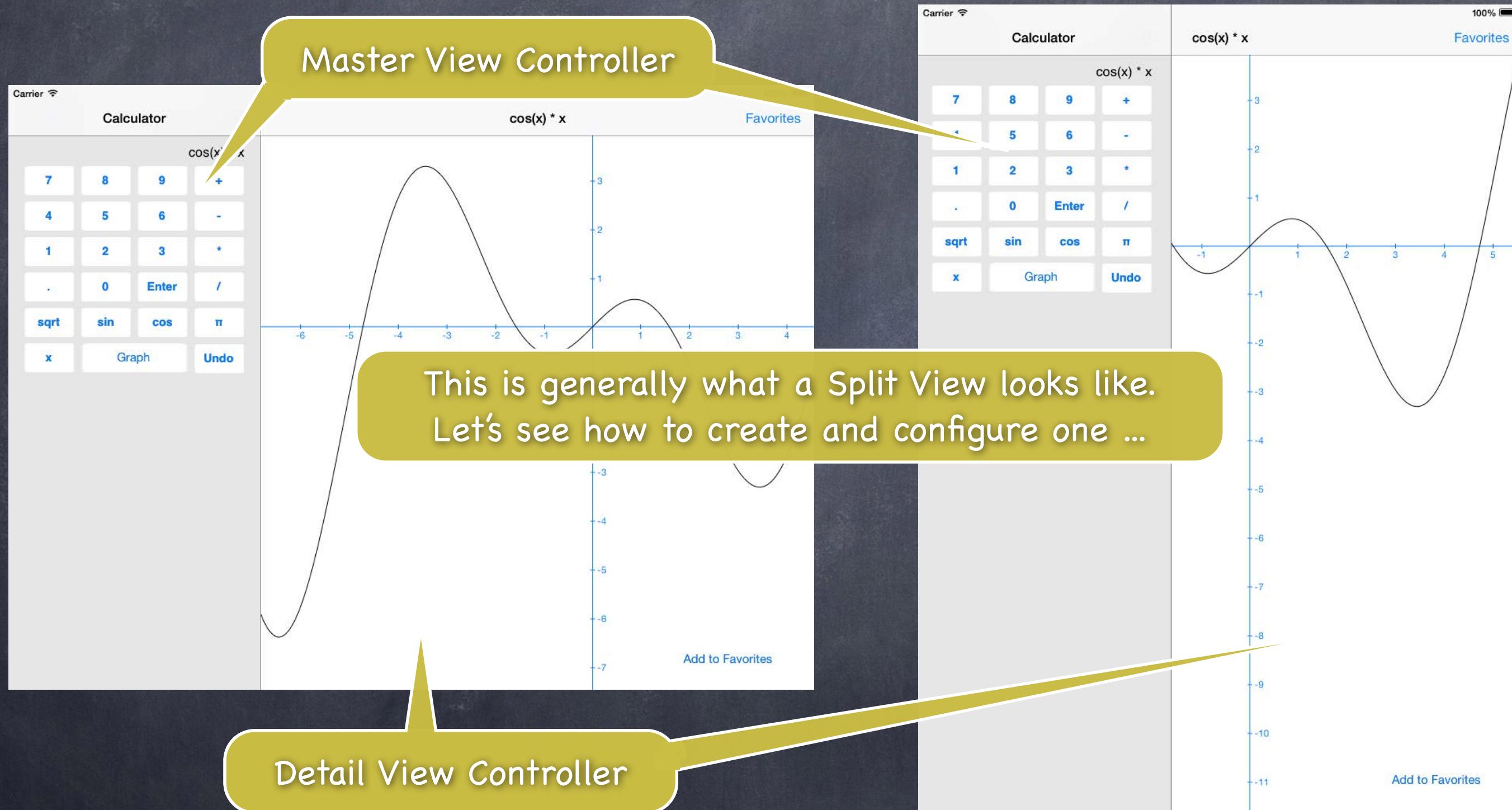
Checking other things (like whether you are in a split view or popover) might be better design.

Or maybe check to see if your MVC or another MVC are “on screen” now

(because with more screen real estate, iPad can often have multiple MVCs showing at once).

Remember this? `if (self.view.window == nil) { /* I am not on screen right now */ }`

UISplitViewController



UISplitViewController

- ⦿ **Designed to be at the top-level of your storyboard**

Don't try to put it inside a tab bar controller or navigation controller!

But you can put either of those inside either side of the split view.

- ⦿ **Simple to add to your storyboard**

Just drag it out (and usually delete the "free" Master and Detail it gives you).

If you don't see a Split View in your Object Palette, then you're not editing an iPad storyboard.

Then ctrl-drag to each of the two sides (Master and Detail) of the split view.

UISplitViewController

⌚ Accessing the Master and Detail MVCs from code

All UIViewControllers know the UISplitViewController they are contained in (if in one):

```
@property (strong) UISplitViewController *splitViewController;
```

```
e.g. if (self.splitViewController) { /* I am in a UISplitViewController */ }
```

The UISplitViewController has a property which is an array containing Master and Detail:

```
@property (copy) NSArray *viewControllers; // index 0 is Master, 1 is Detail
```

This property is not readonly, so you can change the Master & Detail of a Split View.

The array is immutable though, so you must set both Master & Detail together at once.

Usually you set this by ctrl-dragging in your storyboard though, not in code.

e.g. A Master VC wants to get ahold of the Detail VC of the Split View both are in ...

```
UIViewController *detailVC = self.splitViewController.viewControllers[1];
```

If the Master VC is not in a Split View, this would nicely return nil.

UISplitViewControllerDelegate

- ⦿ UISplitViewController requires its delegate to be set

Or, at least, if you don't set it, then in portrait mode, the Master will be inaccessible.

```
@property (assign) id <UISplitViewControllerDelegate> delegate;
```

By the way, "assign" above is like "weak" except it doesn't set to nil when it leaves the heap!

Seems dangerous (and it can be), except that a Controller is almost always the delegate.

And a Controller is unlikely to leave the heap before elements of the View do.

- ⦿ You must set this delegate very early!

Probably in `awakeFromNib`.

e.g., UISplitViewController starts sending its delegate methods way before `viewDidLoad`.

And then, unfortunately, when its delegate methods get sent to you, your outlets aren't set yet!

This can make being a UISplitViewController's delegate a real pain.

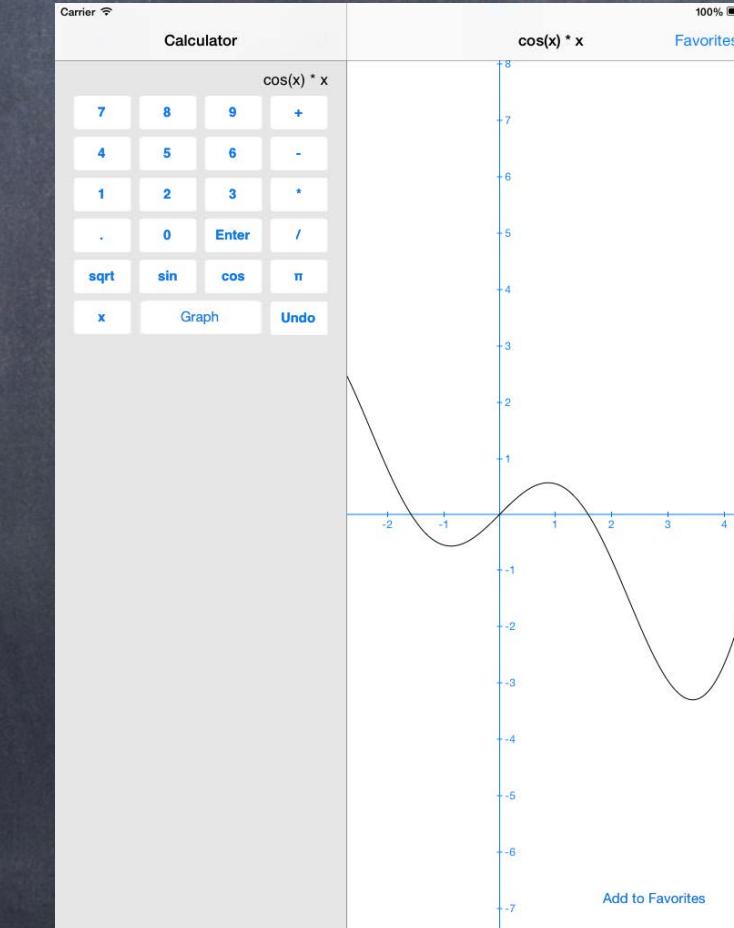
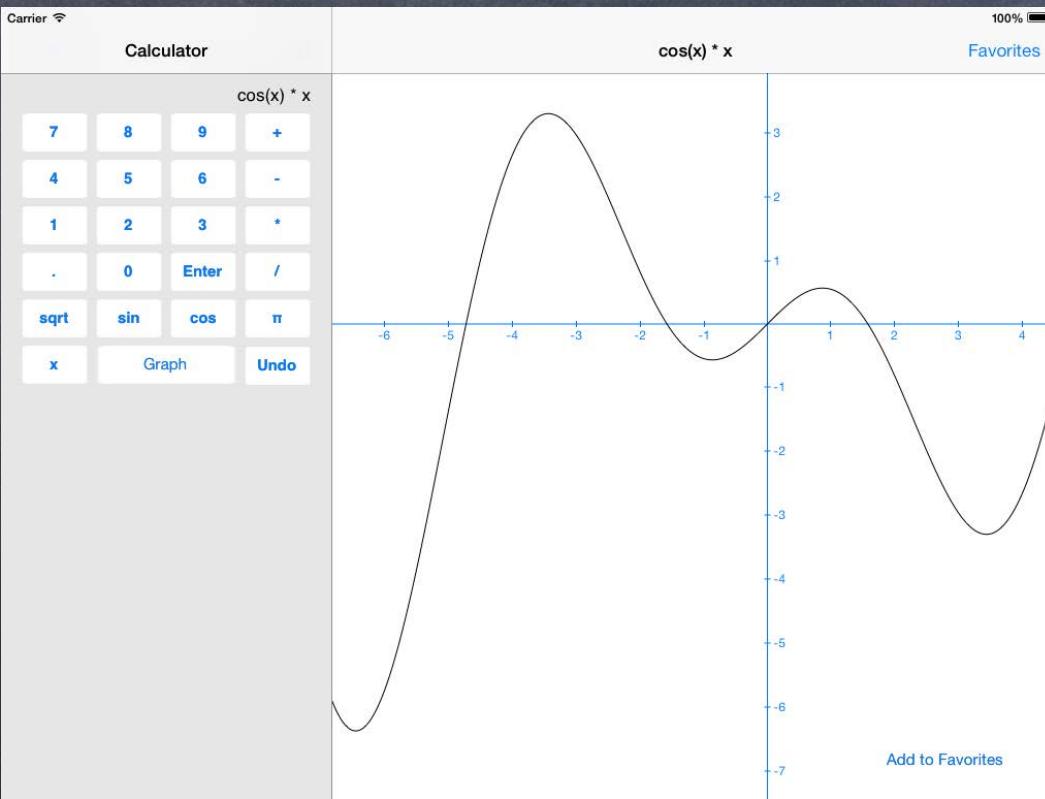
- ⦿ What is the delegate's responsibility?

To control how the Master and Detail are presented when device rotation occurs ...

UISplitViewControllerDelegate

- Never hide the left side (Master) behind a bar button

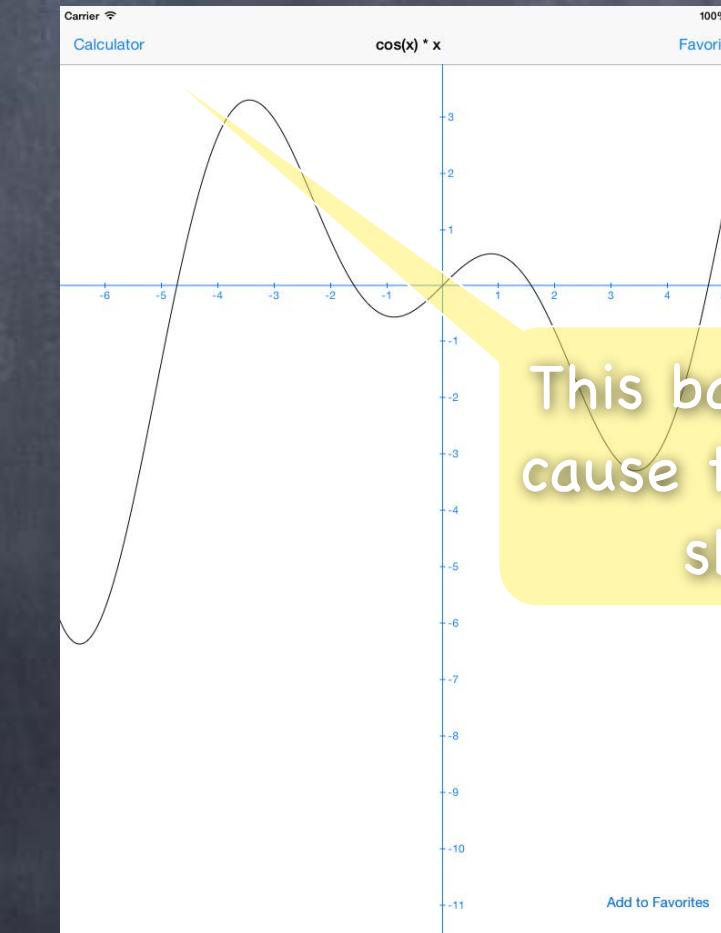
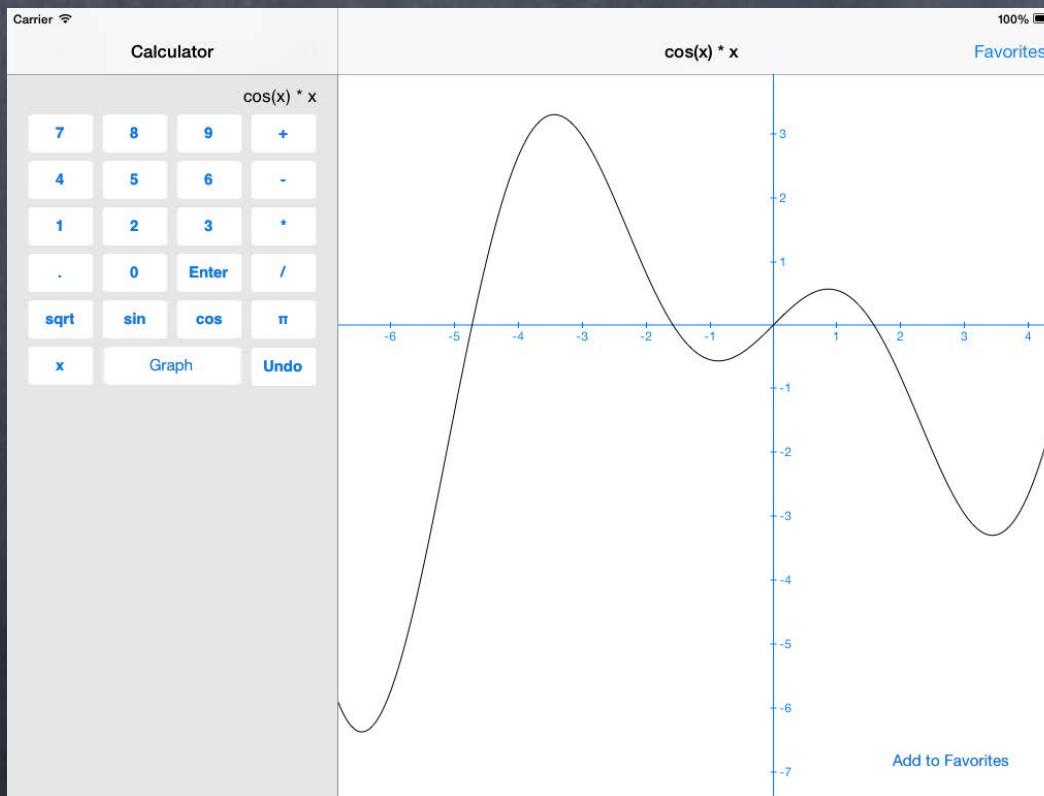
```
- (BOOL)splitViewController:(UISplitViewController *)sender  
shouldHideViewController:(UIViewController *)master  
inOrientation:(UIInterfaceOrientation)orientation  
  
{  
    return NO; // never hide it  
}
```



UISplitViewControllerDelegate

- Hide Master in portrait orientation only (the default)

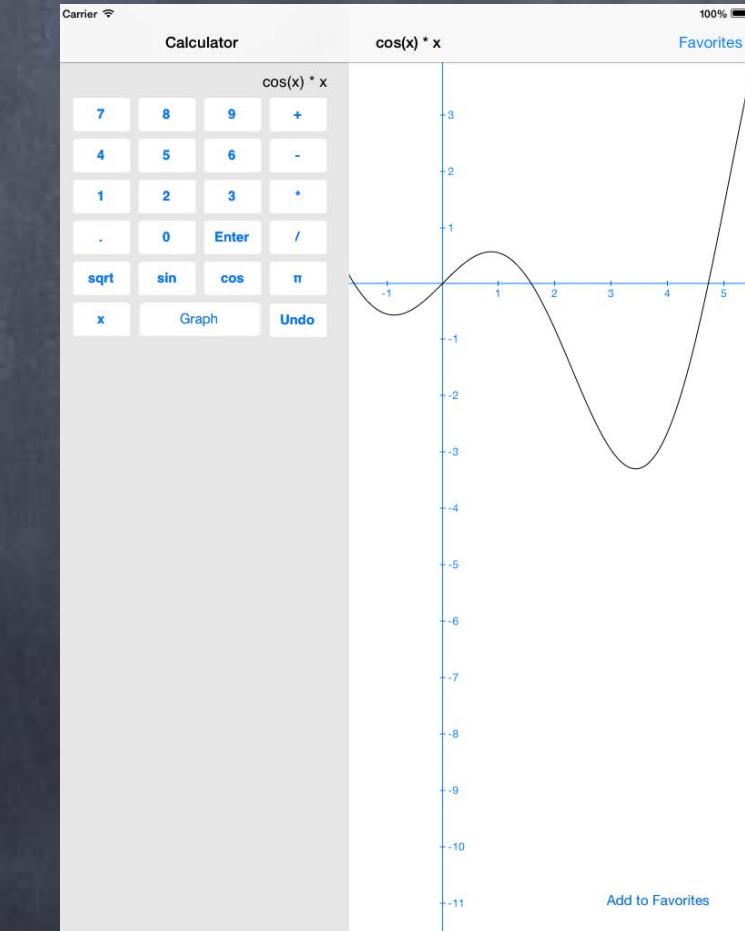
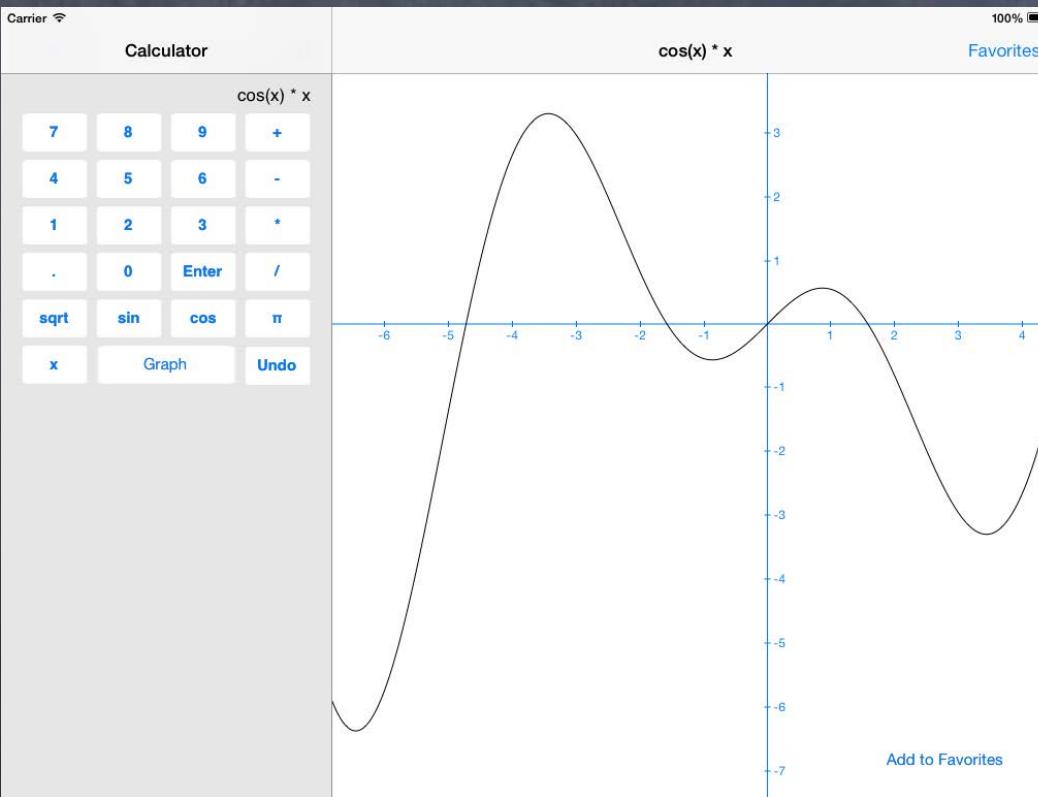
```
- (BOOL)splitViewController:(UISplitViewController *)sender  
shouldHideViewController:(UIViewController *)master  
inOrientation:(UIInterfaceOrientation)orientation  
{  
    return UIInterfaceOrientationIsPortrait(orientation);  
}
```



UISplitViewControllerDelegate

- Hide Master in portrait orientation only (the default)

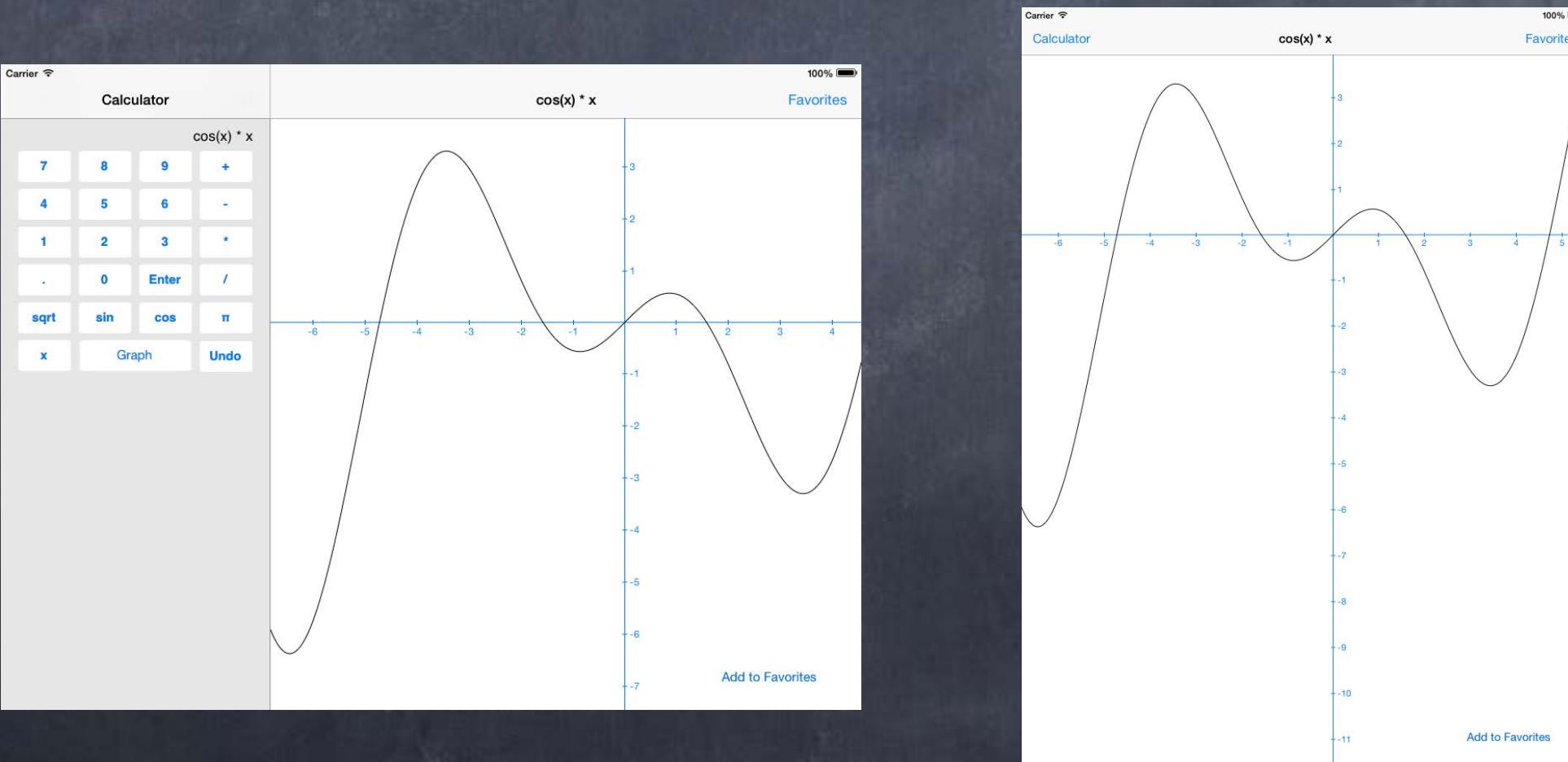
```
- (BOOL)splitViewController:(UISplitViewController *)sender  
shouldHideViewController:(UIViewController *)master  
inOrientation:(UIInterfaceOrientation)orientation  
{  
    return UIInterfaceOrientationIsPortrait(orientation);  
}
```



UISplitViewControllerDelegate

- Hide Master in portrait orientation only (the default)

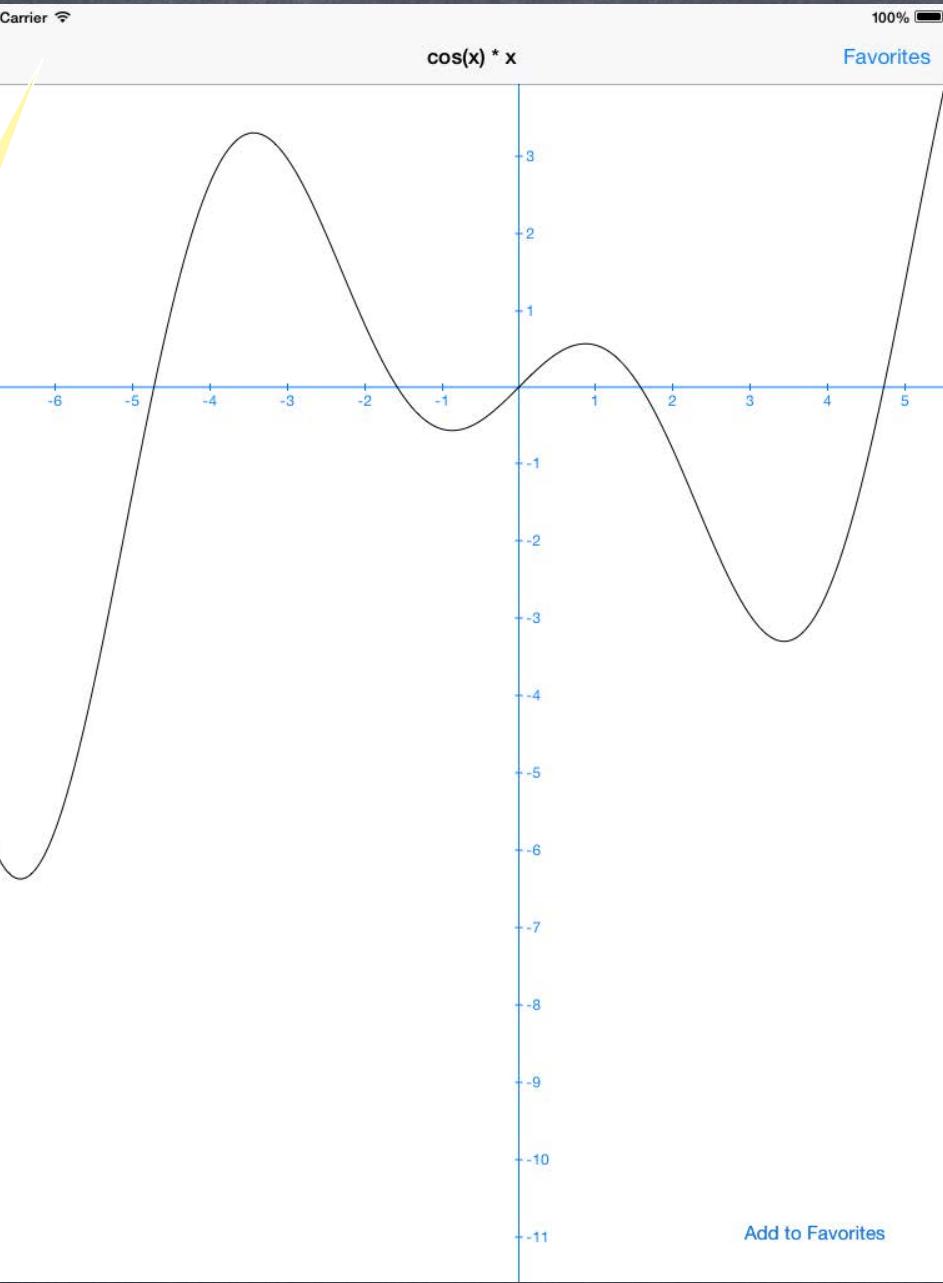
```
- (BOOL)splitViewController:(UISplitViewController *)sender  
shouldHideViewController:(UIViewController *)master  
inOrientation:(UIInterfaceOrientation)orientation  
{  
    return UIInterfaceOrientationIsPortrait(orientation);  
}
```



UISplitViewControllerDelegate

- ⌚ If you forget to set the delegate, you'll get this ...

No button to slide the Master on screen!



UISplitViewControllerDelegate

- ⦿ Split View helps you by providing that bar button

This gets called in your delegate when the master gets hidden ...

```
- (void)splitViewController:(UISplitViewController *)sender  
willHideViewController:(UIViewController *)master  
withBarButtonItem:(UIBarButtonItem *)barButtonItem  
forPopoverController:(UIPopoverController *)popover  
{  
    barButtonItem.title = master.title;  
    // this next line would only work in the Detail  
    // and only if it was in a UINavigationController  
    self.navigationItem.leftBarButtonItem = barButtonItem;  
}
```

See? You are being provided
the bar button item.
You just need to put it on
screen somewhere.

UISplitViewControllerDelegate

- ⦿ When it's time for the bar button to go away ...

This gets called in your delegate when the master reappears ...

```
- (void)splitViewController:(UISplitViewController *)sender  
    willShowViewController:(UIViewController *)master  
    invalidatingBarButtonItem:(UIBarButtonItem *)barButtonItem  
{  
    // this next line would only work in the Detail  
    // and only if it was in a UINavigationController  
    self.navigationItem.leftBarButtonItem = nil;  
}
```

UISplitViewController

⌚ Updating the Detail when the Master is touched?

There are 2 choices for how to do this: Target/Action or Replace Segue

⌚ Target/Action

Example (code in the Master view controller) ...

```
- (IBAction)doit
{
    id detailViewController = self.splitViewController.viewControllers[1];
    [detailViewController setSomeProperty:...]; // might want some Introspection first
}
```

⌚ Replace Segue (entirely replaces the Detail view controller)

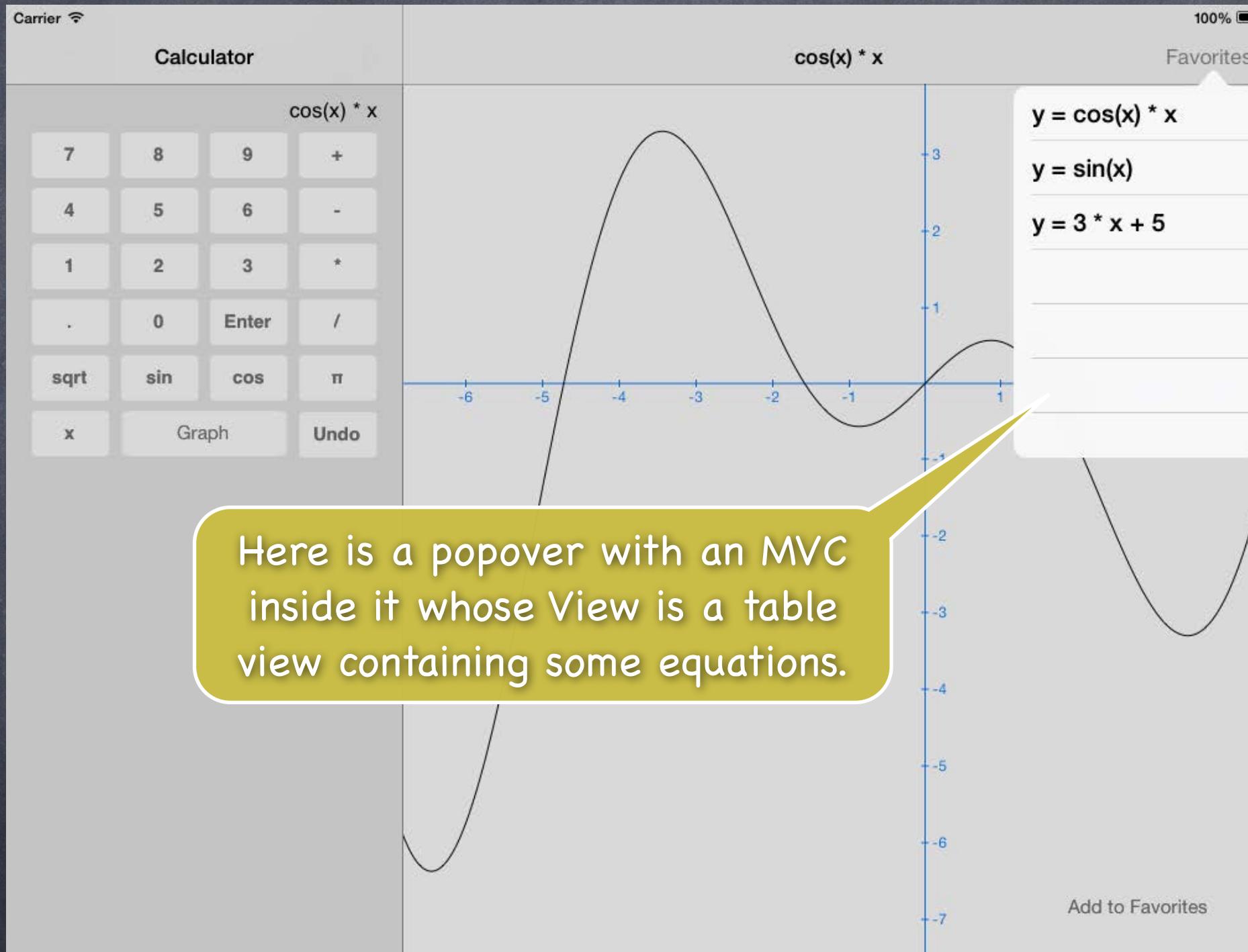
Remember, segues always instantiate a view controller (split view stops pointing to old one).

Can Replace either side, but much more common to replace the right side (since it's the "detail").

Be careful! You might lose the UIBarButtonItem used for revealing the hidden Master!

(you'd need to be sure to put it back into the newly instantiated view controller)

Popovers



Popovers

- **UIPopoverController** is not, itself, a **UIViewController**

Instead it has a @property that holds the UIViewController that is inside it ...

```
@property (nonatomic, strong) UIViewController *contentViewController;
```

This is usually wired up in a storyboard ...

Popovers

Creating a Popover Segue in your Storyboard

Just drag from the UI element you want to cause the popover to the scene you want to pop up.

In your `prepareForSegue:sender:`, the argument will be `isKindOfClass: UIStoryboardPopoverSegue`. And `UIStoryboardPopoverSegue` has a @property you can use to get the `UIPopoverController`:

- `(UIPopoverController *)popoverController;`

Example:

```
- (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender
{
    if ([segue isKindOfClass:[UIStoryboardSeguePopoverSegue class]]) {
        UIPopoverController *popoverController =
            ((UIStoryboardSeguePopoverSegue *)segue).popoverController;
        ...
    }
}
```

Popover

- ⦿ You can also present a popover from code

Popover has a little arrow that points to what (rectangle or button) brought it up.

You can specify which directions it is valid to point (and thus where the popover will pop up).

```
UIPopoverController *popover =  
    [[UIPopoverController alloc] initWithContentViewController:myPoppedUpVC];  
[popover presentPopoverFromRect:(CGRect)aRect // little arrow points to aRect in view's coords  
    inView:(UIView *)view  
    permittedArrowDirections:(UIPopoverArrowDirection)direction  
    animated:(BOOL)flag];  
... or (points to a bar button item) ...  
[popover presentPopoverFromBarButtonItem:(UIBarButtonItem *)barButtonItem  
    permittedArrowDirections:(UIPopoverArrowDirection)direction  
    animated:(BOOL)flag];
```

* the “casts” on the arguments above are only for educational purposes, they are not required

Popover

- ⌚ But don't forget to keep a strong pointer to the popover controller!

Example: a target/action method attached to a UIBarButtonItem that presents a popover ...

```
- (IBAction)presentPopover:(UIBarButtonItem *)item
```

```
{
```

```
    UIPopoverController *pop = [[UIPopoverController alloc] initWithViewController:vc];
```

```
[pop presentPopoverFromBarButtonItem:item ...];
```

```
}
```

The above is bad because there is no strong pointer kept to the UIPopoverController!

Popover

- ⦿ But don't forget to keep a strong pointer to the popover controller!

Example: a target/action method attached to a UIBarButtonItem that presents a popover ...

```
- (IBAction)presentPopover:(UIBarButtonItem *)item  
{  
    if (!self.popover) {  
        self.popover = [[UIPopoverController alloc] initWithViewController:vc];  
        [self.popover presentPopoverFromBarButtonItem:item ...];  
    }  
}
```

// then set self.popover to nil when the popover is dismissed at a later time

Speaking of which ... how do we dismiss a popover (or find out that the user has dismissed it)?

Popover

- ⦿ The user dismisses a popover by touching outside of it

Unless the user touches in one of the views in this array property in UIPopoverController:

```
@property (copy) NSArray *passthroughViews;
```

- ⦿ Dismissing a popover from code

UIPopoverController method:

- (void)dismissPopoverAnimated:(BOOL)animated;

- ⦿ Finding out that the user dismissed the popover

UIPopoverController has a delegate too and it will be sent this message:

- (void)popoverControllerDidDismissPopover:(UIPopoverController *)sender;

This is only sent if the user dismisses the popover.

Demo

⌚ Shutterbug

UITableView

Flickr

Universal Application

UISplitViewController

UIRefreshControl

GCD

No Popover, sorry, but you will not be asked to do that in your homework assignment.