//

// TaskDetailViewController.swift

// segueApp

//

// Created by MacStudent on 2019-11-04.

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//

import UIKit

class TaskDetailViewController: UIViewController {

@IBOutlet weak var textView: UITextView!

var textString: String?

weak var taskTable: TaskTableViewController?

override func viewDidLoad() {

super.viewDidLoad()

// Do any additional setup after loading the view.

textView.text = textString ?? ""

}

override func viewWillDisappear(\_ animated: Bool) {

taskTable?.updateText(text: textView.text)

}

/\*

// 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.destination.

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

}

\*/

}