class HierarchyTableViewController:

• Type: UITableViewController

viewDidLoad():

• Type: Function

• Action: called when View is rendered, creates list of stages

returnHome():

• Type: Function

• Action: called when user clicks top right button in navigation menu and navigates to home page

insert() (currently inactive)

• **Type:** Function

• Action: allows user to add stages to hierarchy, will create up to 10 stages at the moment

tableView(_tableView: UITableView, commit editingStyle:

UITableViewCellEditingStyle, forRowAt indexPath: IndexPath): (currently inactive)

• **Type:** Function

• Action: Deletes a cell, currently not functioning

didReceiveMemoryWarning()

• **Type**: Function

• **Action**: notifies if function receives memory

numberOfSections(in tableView: UITableView)

• **Type**: Function, return int

• Action: Returns number of sections (in our app it is 1)

tableView(tableView: UITableView, numberOfRowsInSection section: Int):

• **Type**: Function

• Action: Returns amount of stages that should be displayed

tableView(tableView: UITableView, cellForRowAt indexPath: IndexPath):

• **Type:** Function

• Action: displays table cells with title

tableView(tableView: UITableView, didSelectRowAt indexPath: IndexPath)

• **Type:** Function

• Action: navigates to stage based on cell option

Programmers:

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Revisions:



- -Cannot yet add more stages
- -Deletion Not yet ready
- -Was flowing always to stage 1 but is now corrected
- -Return Home button implemented