

Stanford CS193p

Developing Applications for iOS

Spring 2012



Today

⌚ Tab Bar Controller

Another “Controller of Controllers”

Mostly (99%) set up graphically in storyboards

Demo

⌚ Table View

Displaying a dynamic list of data.

Or displaying a fixed table of data.

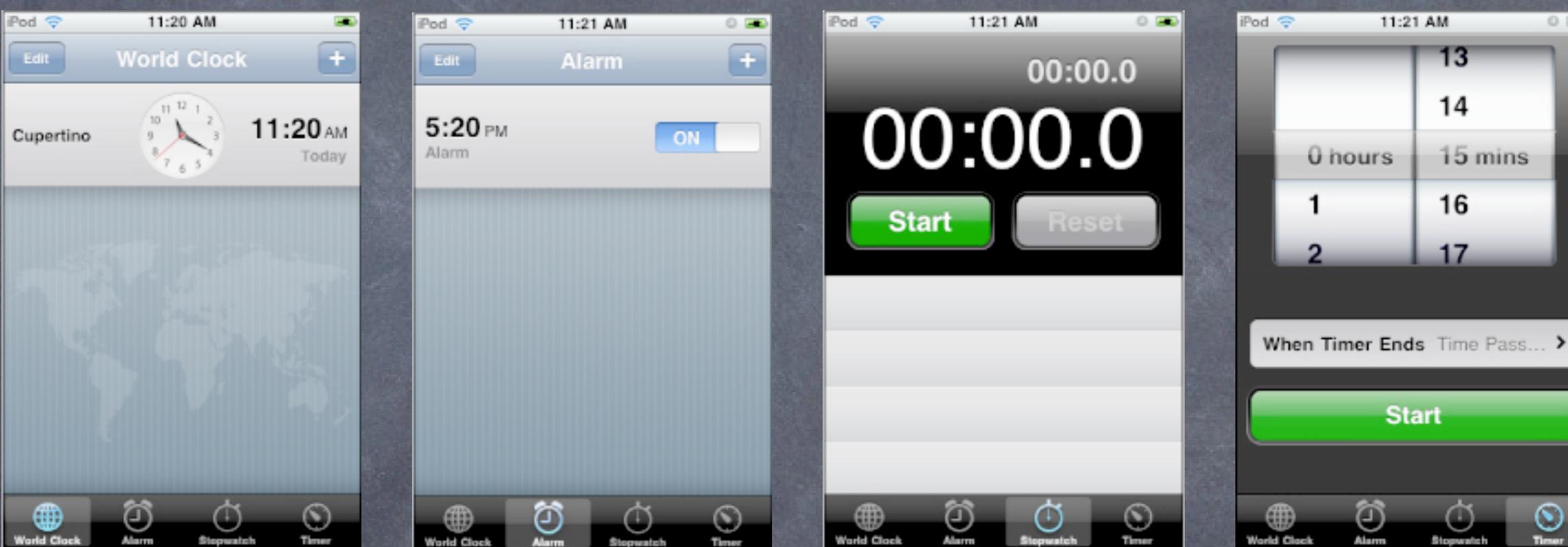
⌚ Demo

Favorite graphs feature in Calculator.

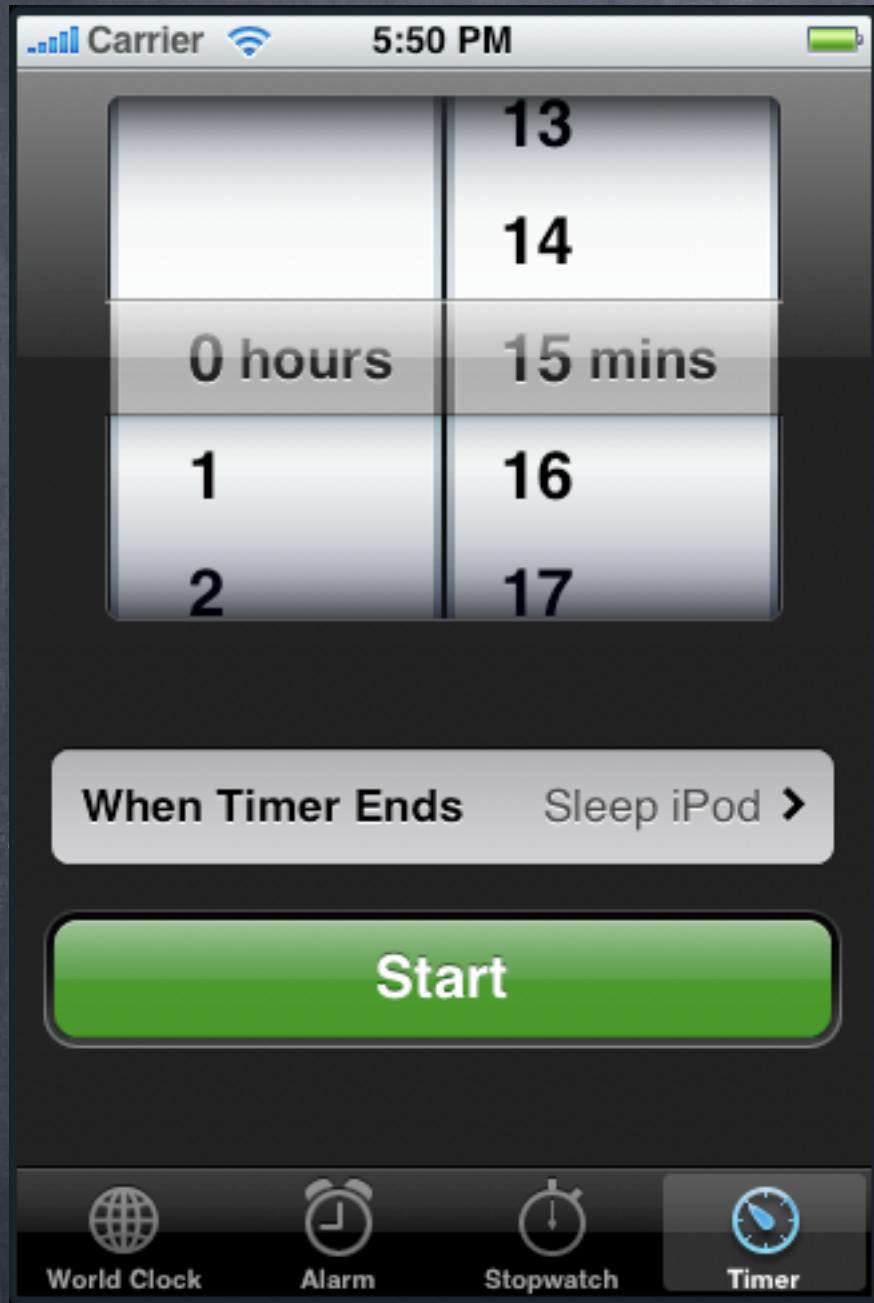
Popover with delegate call back.

Table view with dynamic list of data.

UITabBarController



UITabBarController



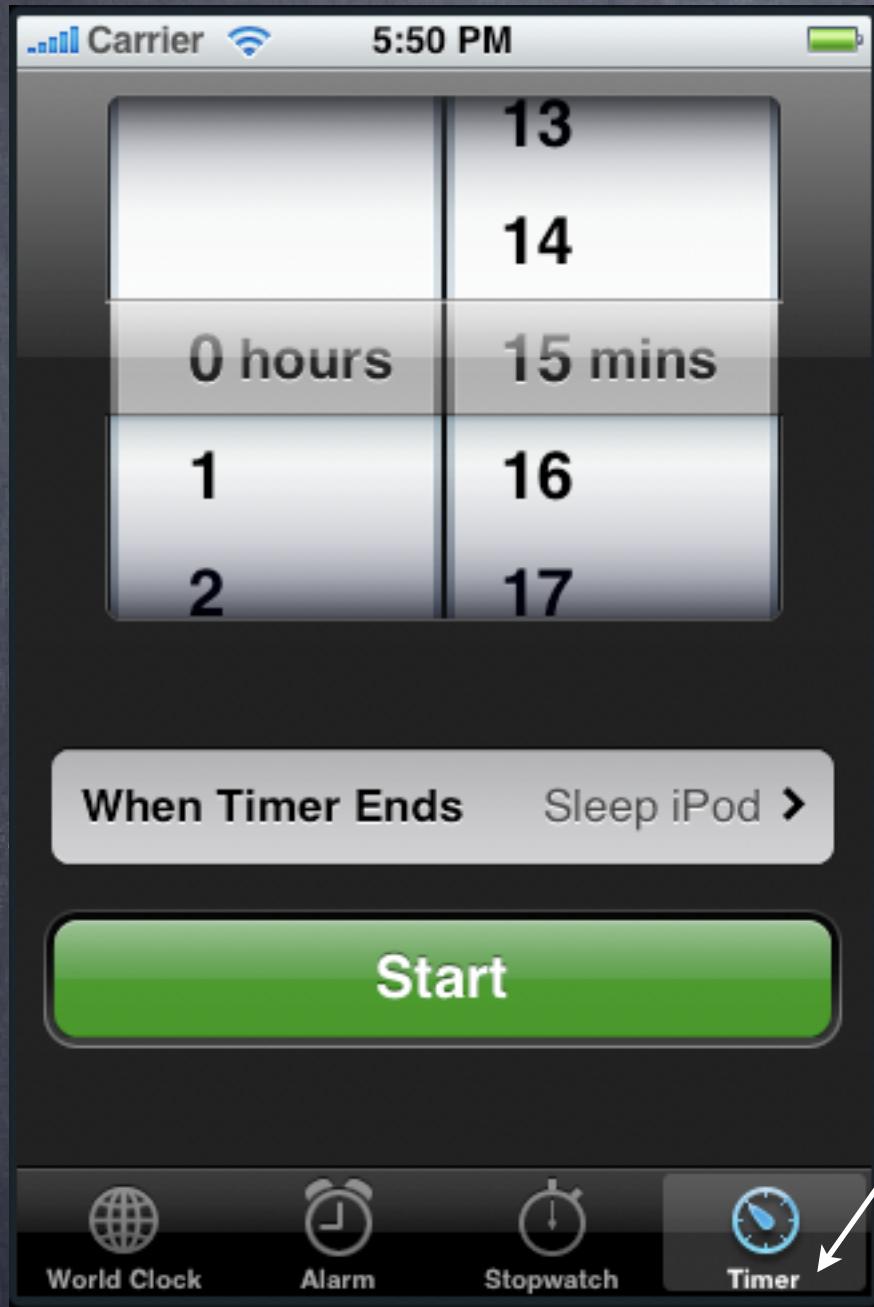
Tab Bar
Controller



You control drag to
create these
connections in Xcode.

Doing so is setting
`@property (nonatomic, strong) NSArray *viewControllers;`
inside your UITabBarController.

UITabBarController



Tab Bar
Controller

View Controller

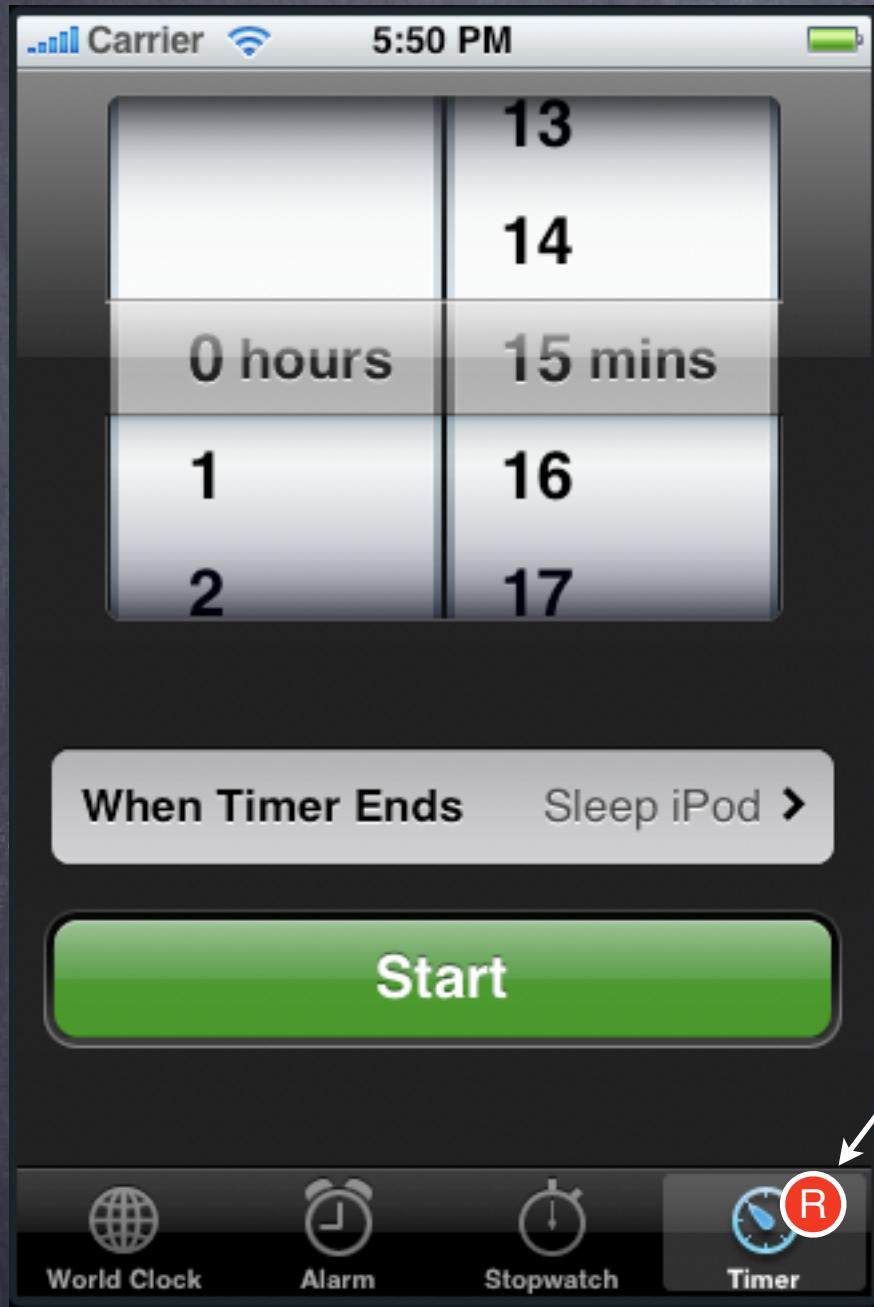
View Controller

View Controller

By default this is
the **UIViewController's**
title property
(and no image)

But usually you set
both of these in your
storyboard in Xcode.

UITabBarController



Tab Bar
Controller

View Controller

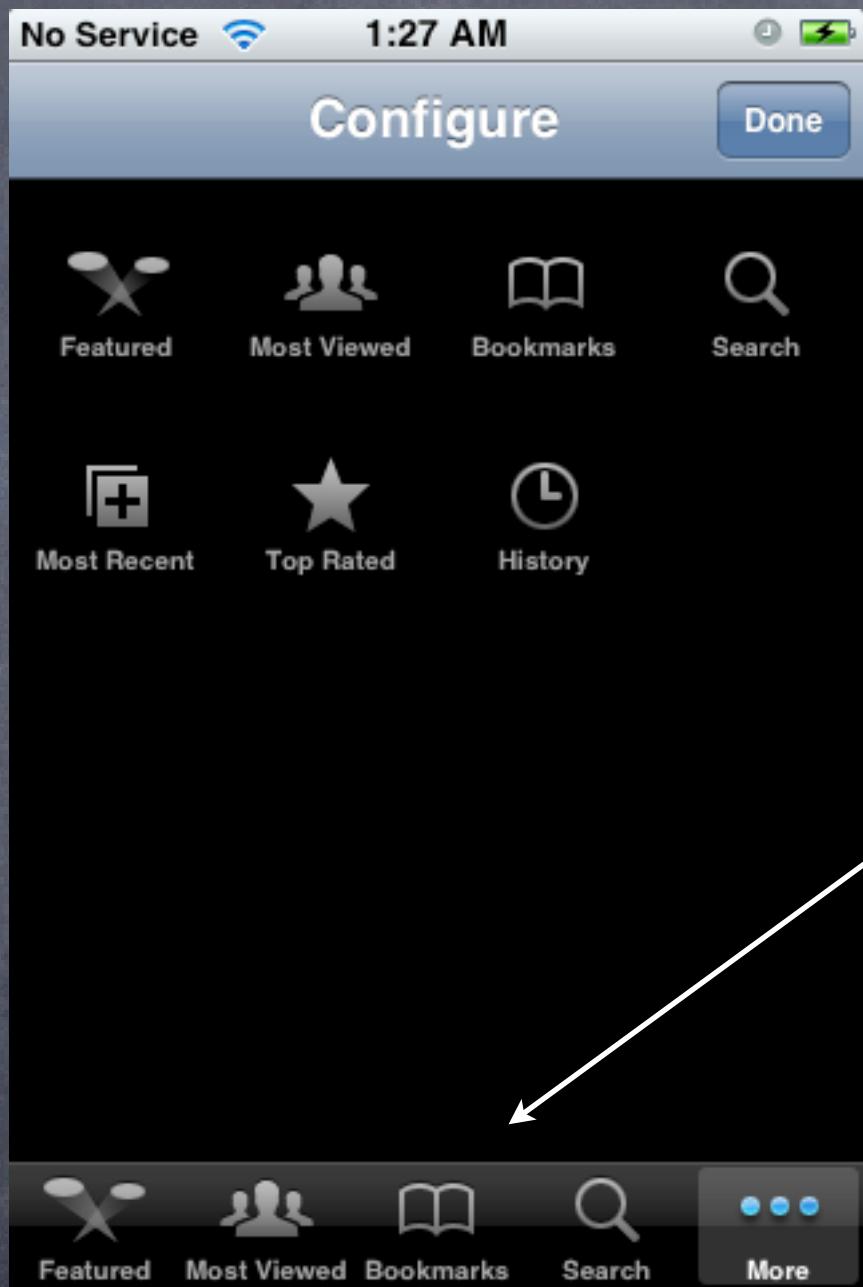
View Controller

View Controller

UIViewController's `tabBarItem` property
(not a UITabBarController property)
can be used to set attributes for that VC's tab.

```
- (void)somethingHappenedToCauseUsToShowABadgeValue
{
    self.tabBarItem.badgeValue = @“R”;
}
```

UITabBarController

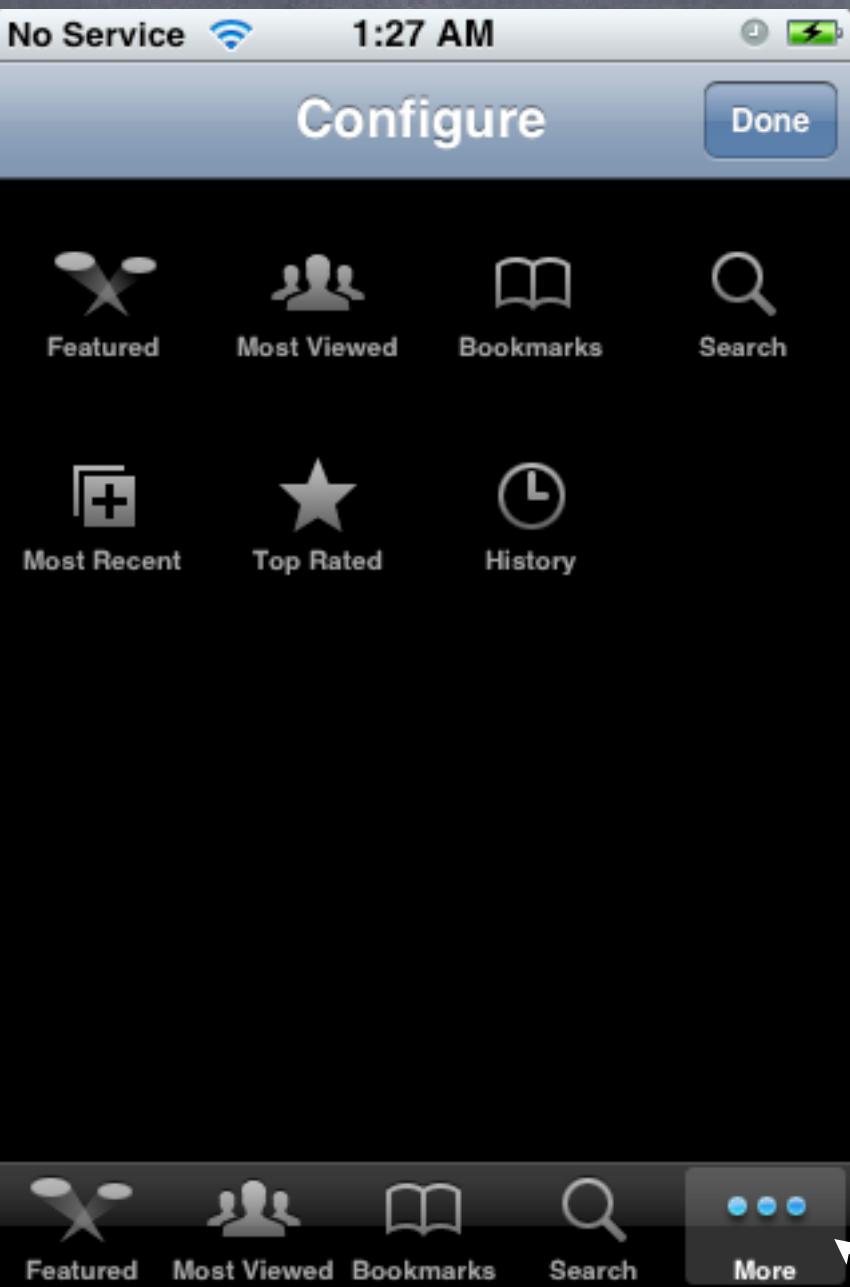


Tab Bar
Controller

What if there are
more than 4 View
Controllers?

View Controller

UITabBarController

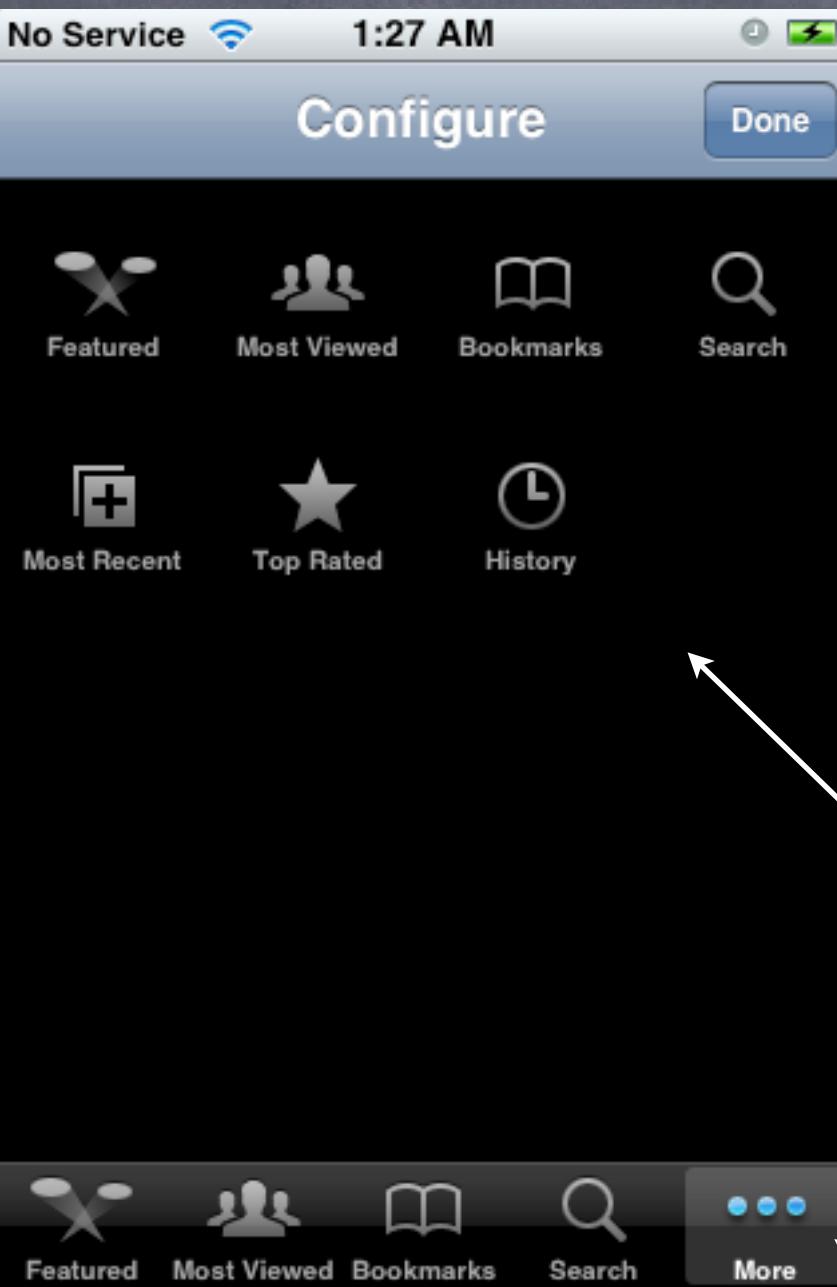


Tab Bar
Controller

View Controller

A More button appears.

UITabBarController



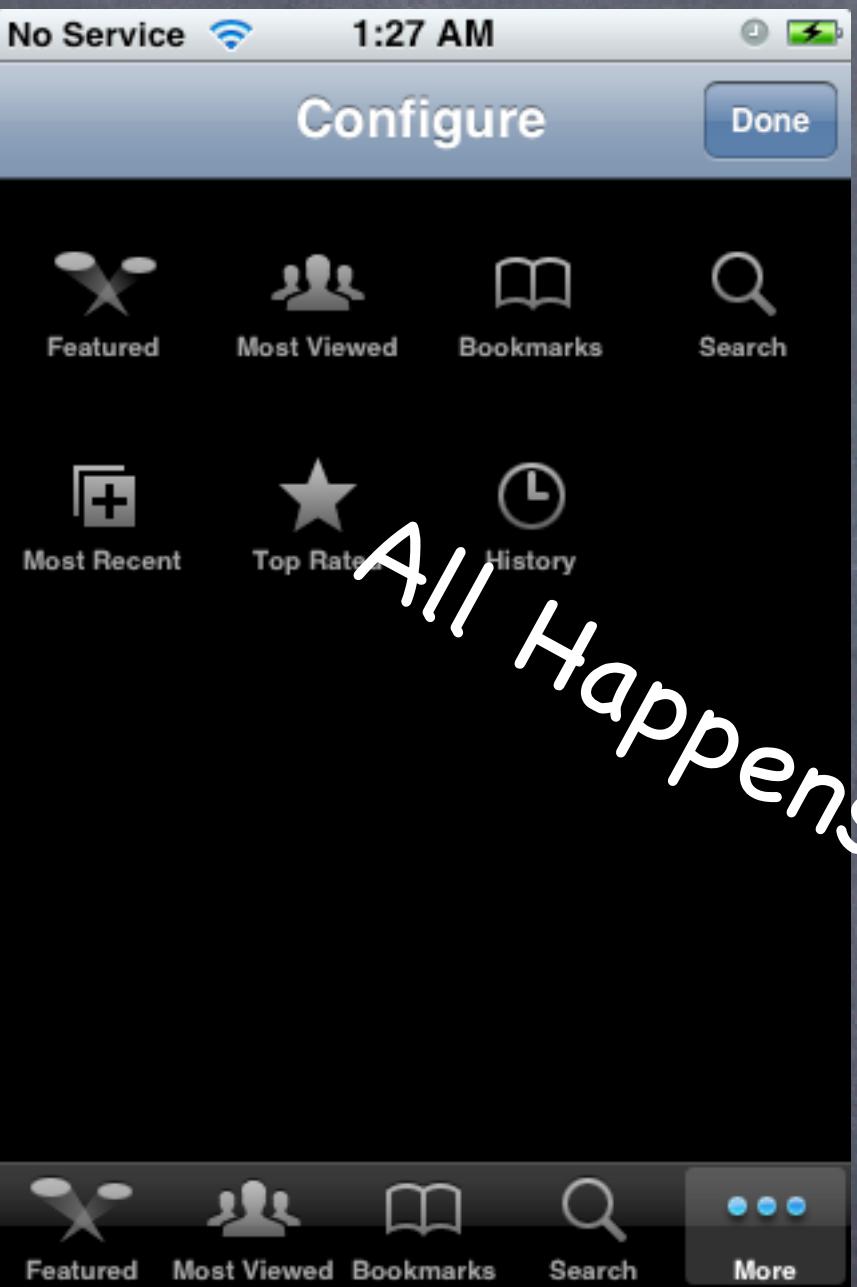
Tab Bar
Controller

View Controller

More button brings up a
UI to let the user edit
which buttons appear
on bottom row

A More button appears.

UITabBarController



All Happens Automatically

Tab Bar
Controller

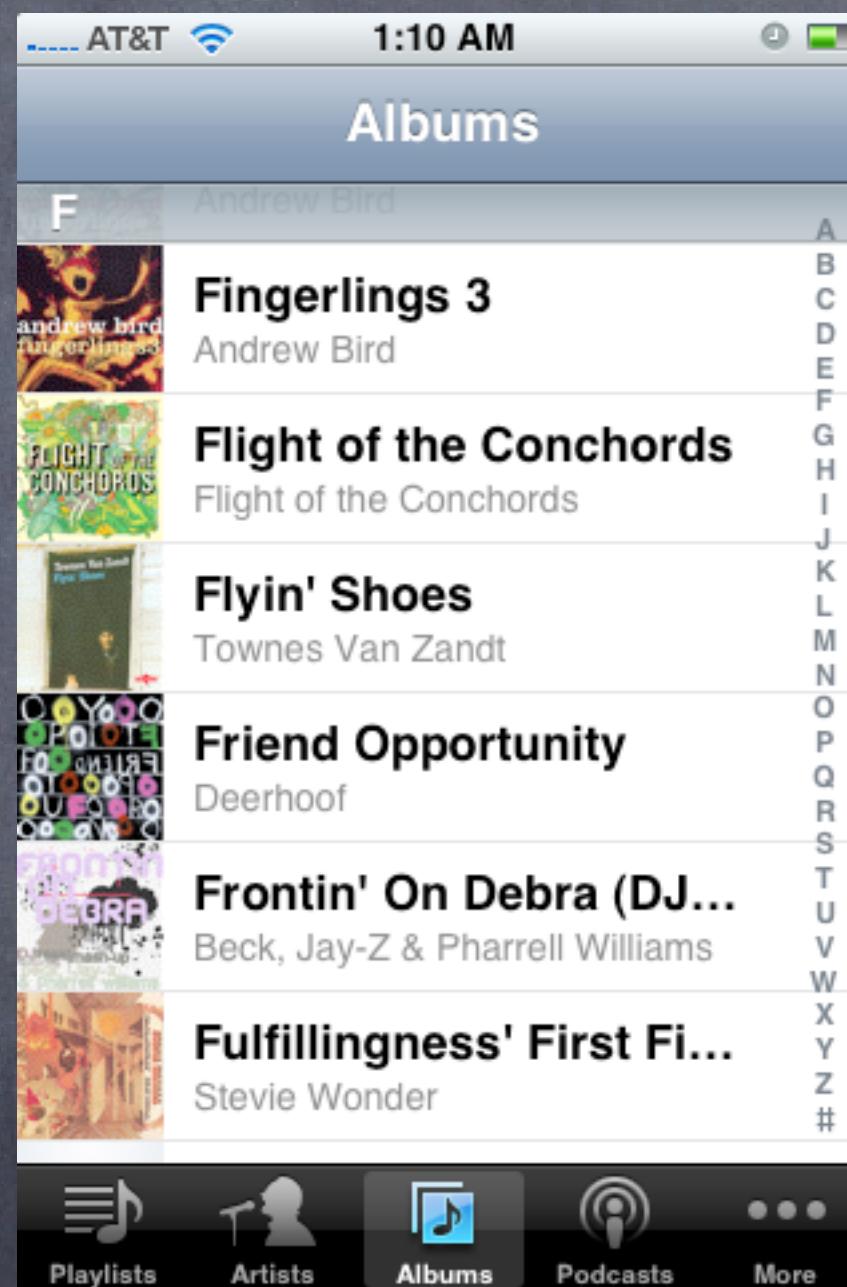
View Controller

Combine?

- Can you combine UINavigationController & UITabBarController?
 - Certainly. Quite common.
 - UINavigationController goes “inside” the UITabBarController.
 - Never the other way around.
- Can you combine UITabBarController and UISplitViewController?
 - Less common.

The UITabBarController goes inside the UISplitViewController (Master or Detail).

Combine



Demo

- ➊ ElectionResults

Create 2 new Controllers: RedHappinessViewController & BlueHappinessViewController
Wire them up in Tab Bar Controller

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 containing multiple MVC's where View is UITableView

- ⦿ Kinds of UITableViews

Plain or Grouped

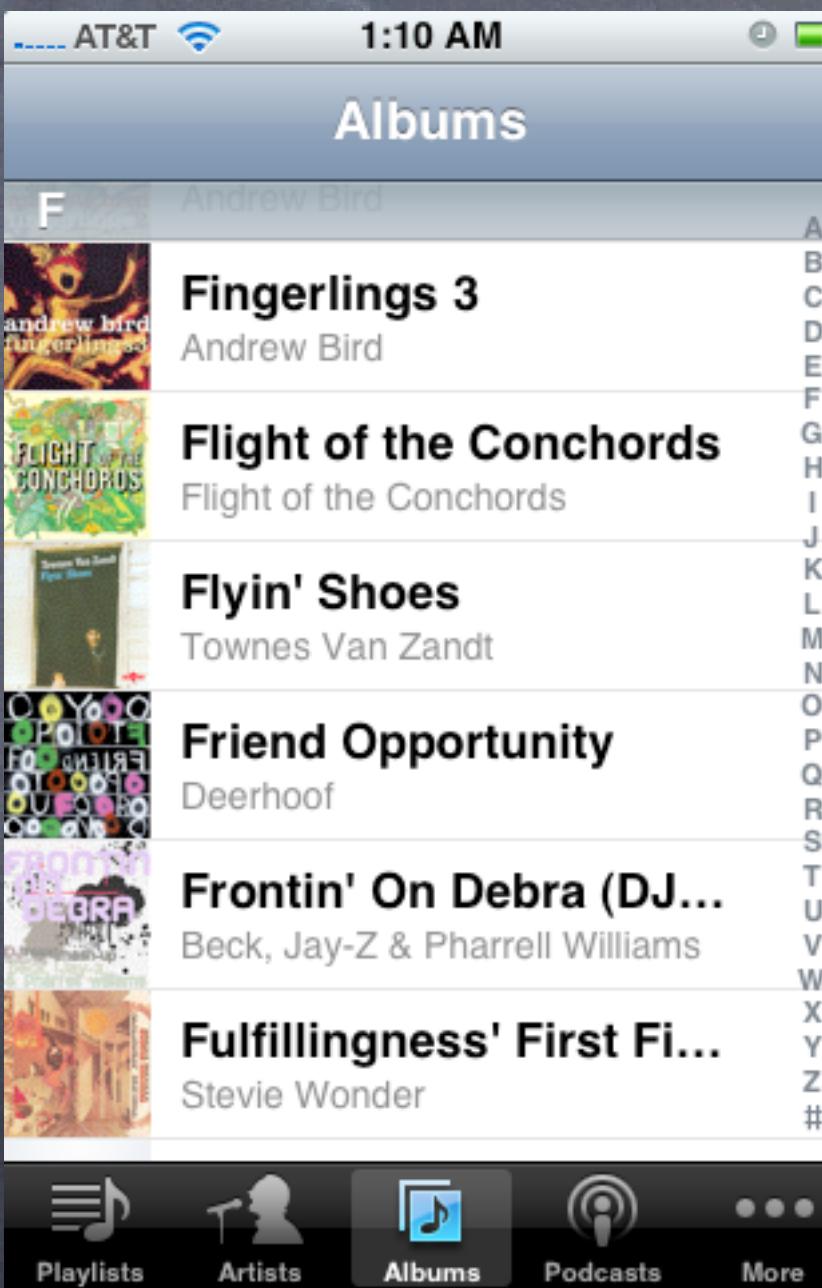
Static or Dynamic

Divided into sections or not

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

UITableView

UITableViewStylePlain



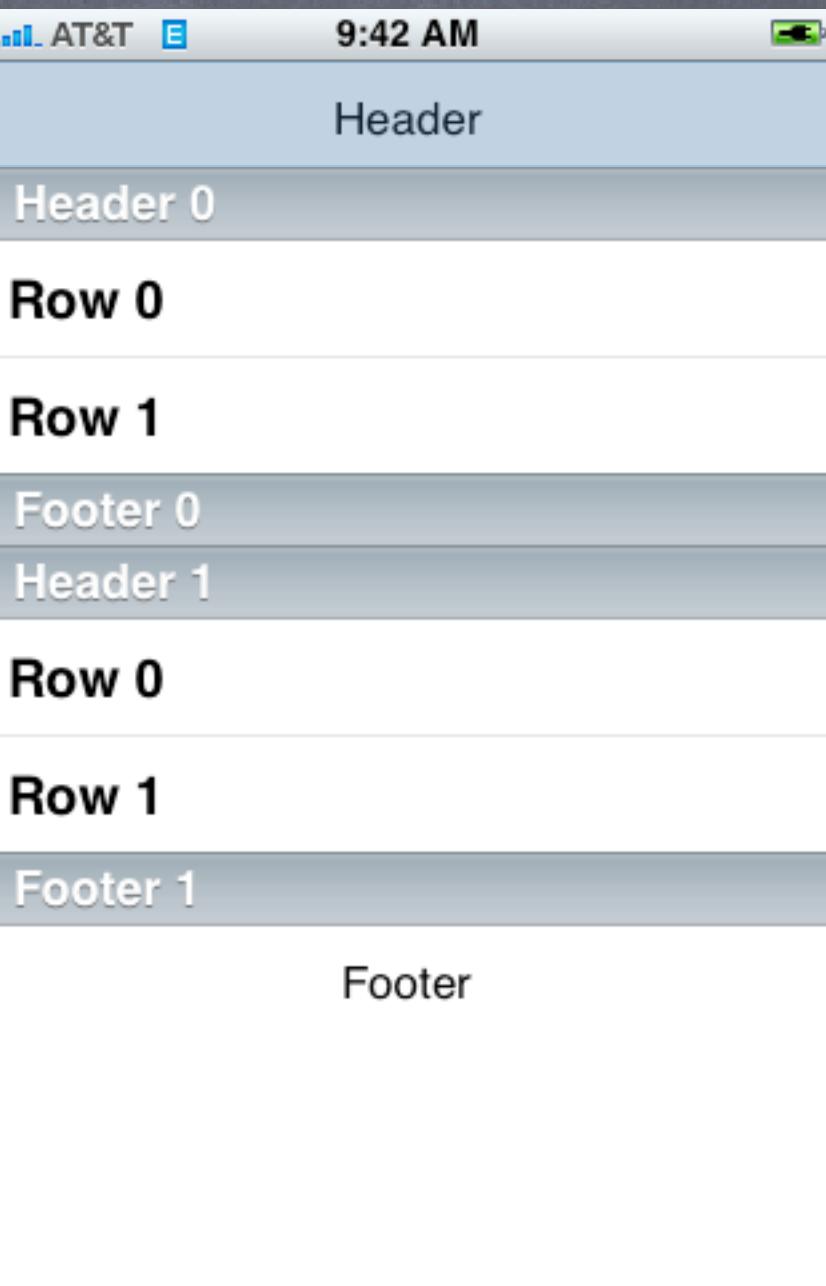
UITableViewStyleGrouped



UITableView

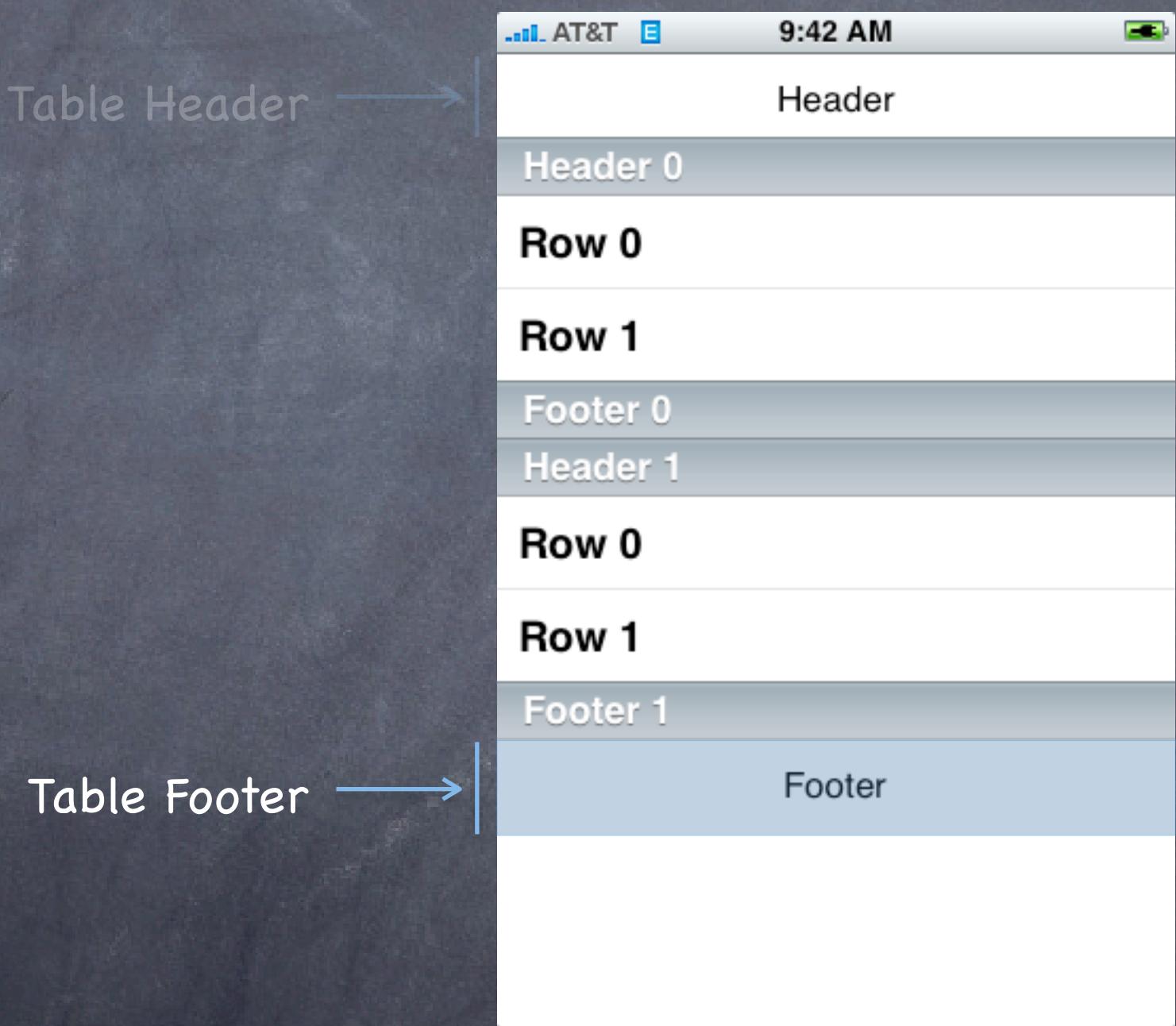
Plain Style

Table Header →



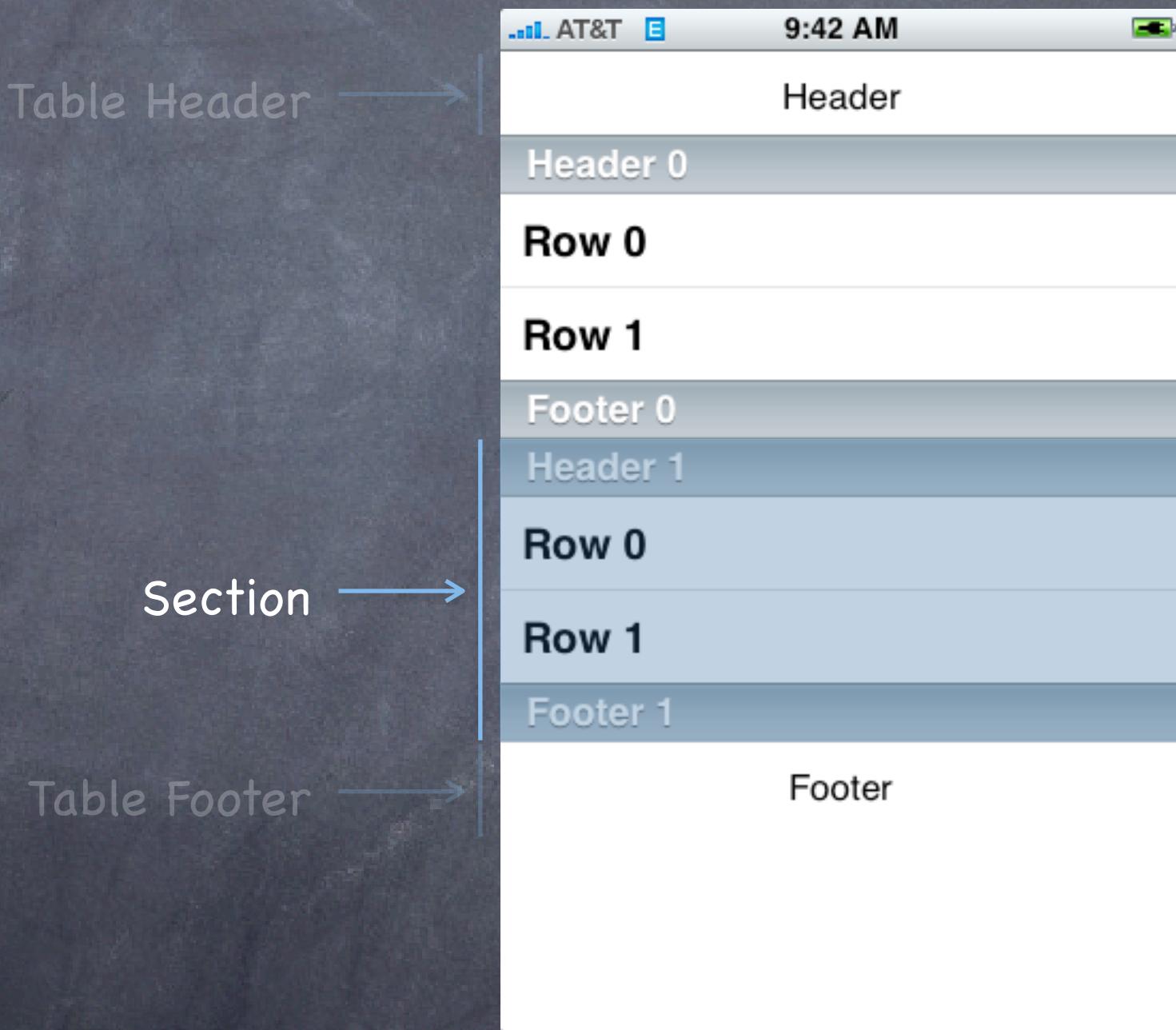
UITableView

Plain Style



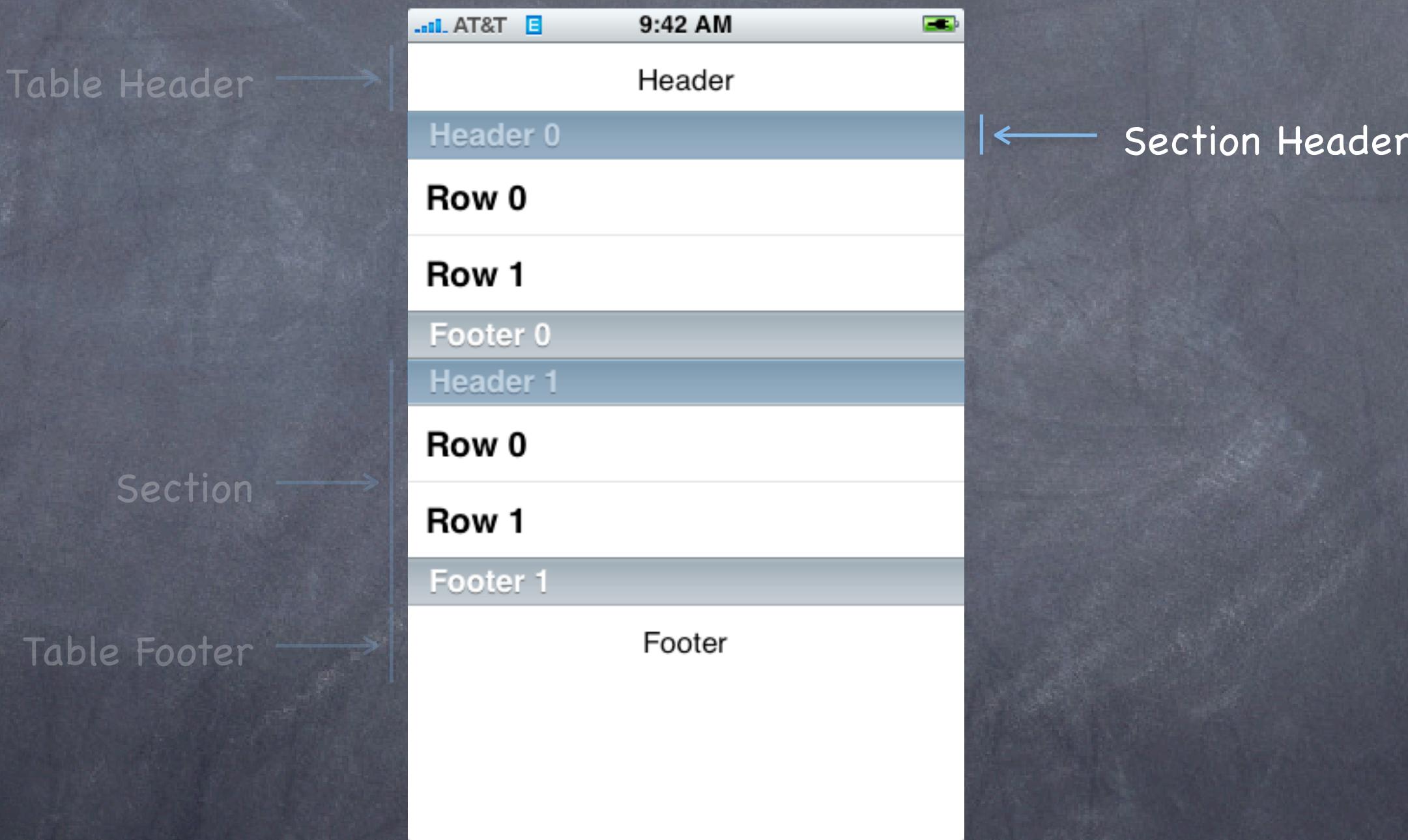
UITableView

Plain Style



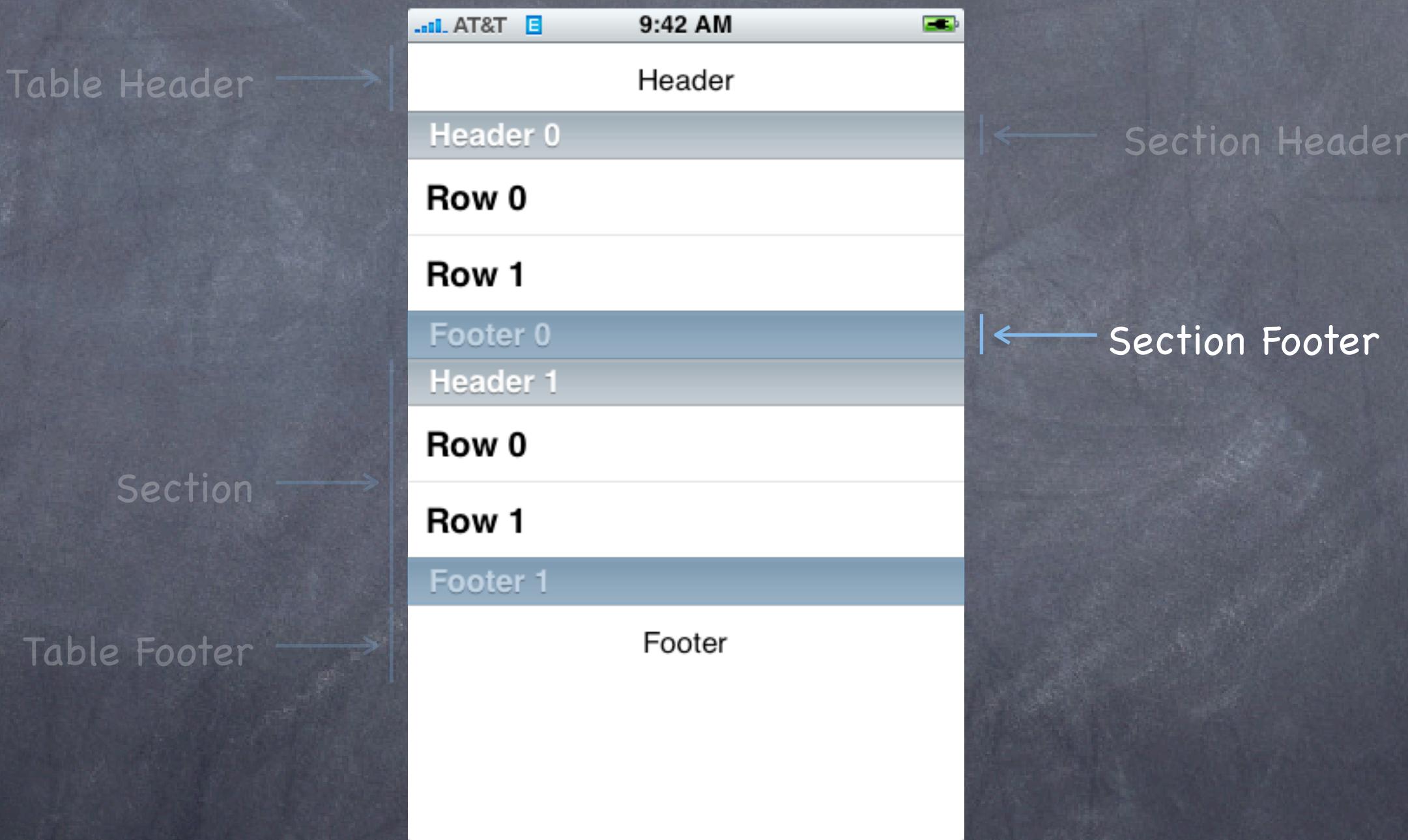
UITableView

Plain Style



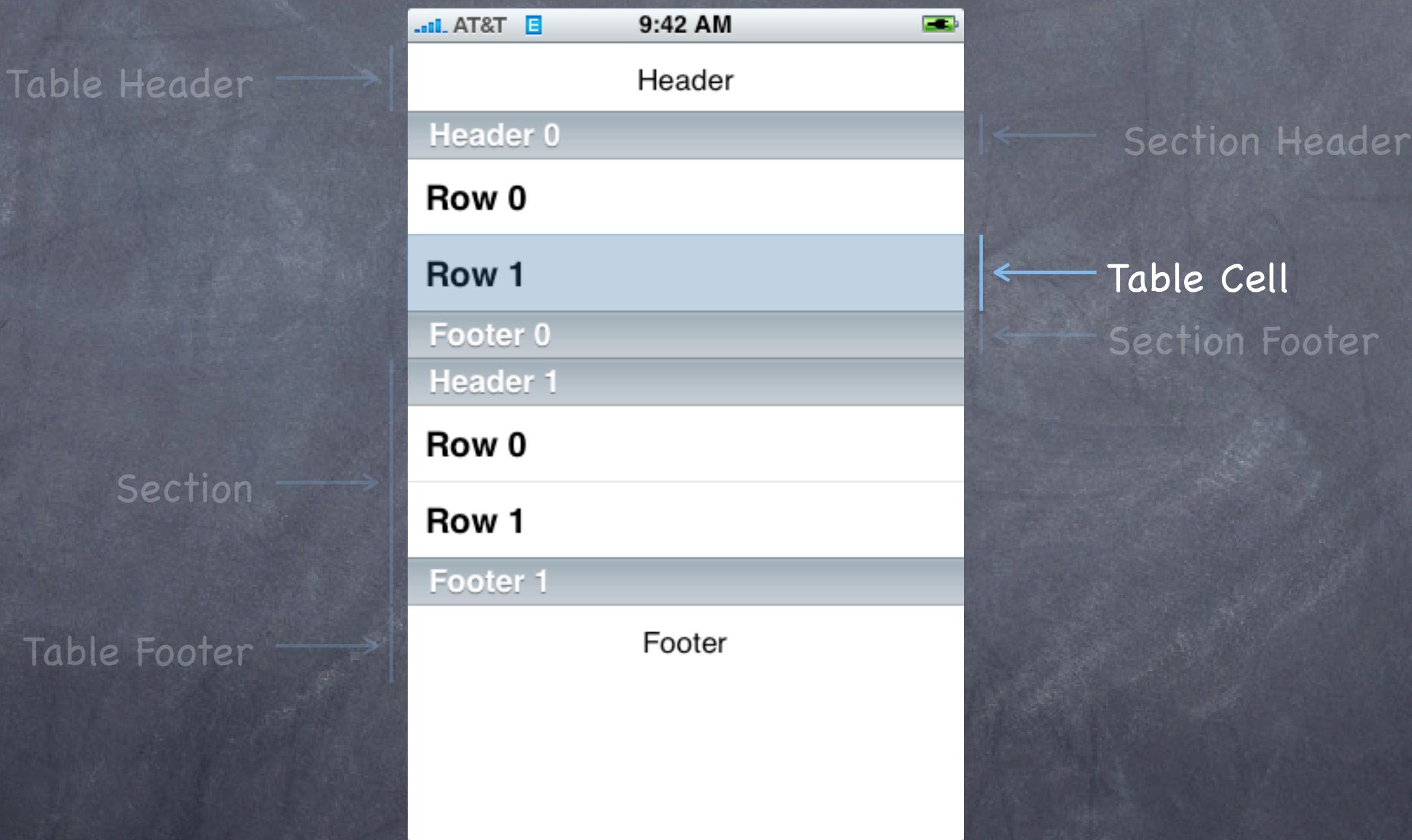
UITableView

Plain Style



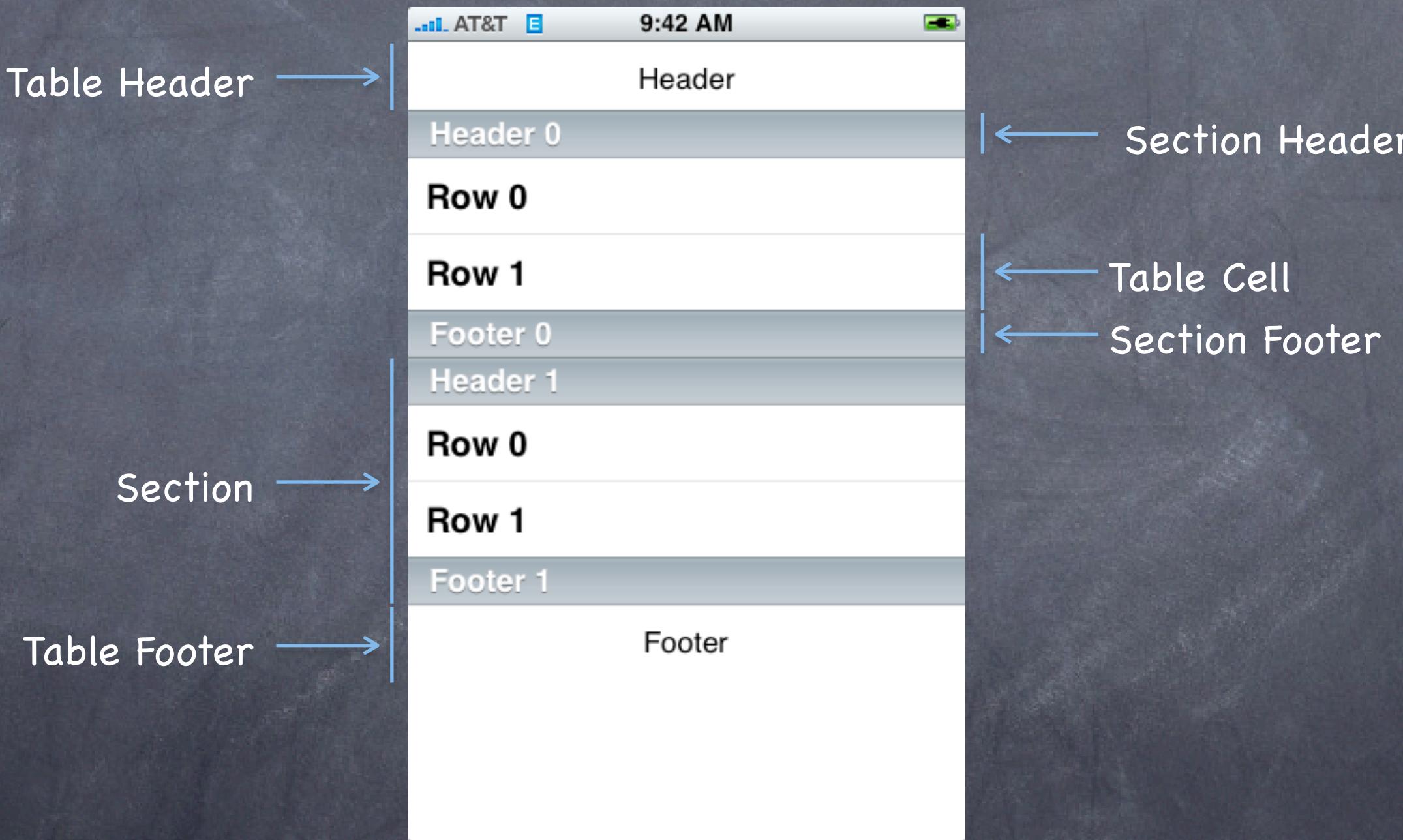
UITableView

Plain Style



UITableView

Plain Style

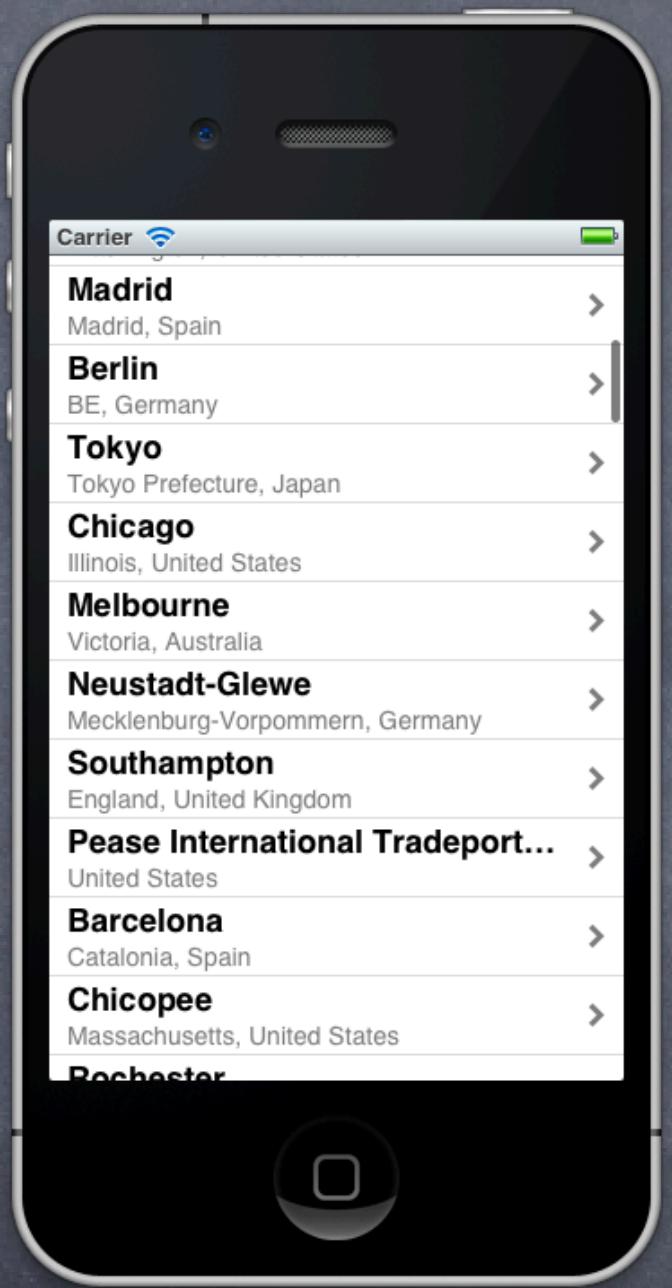


UITableView

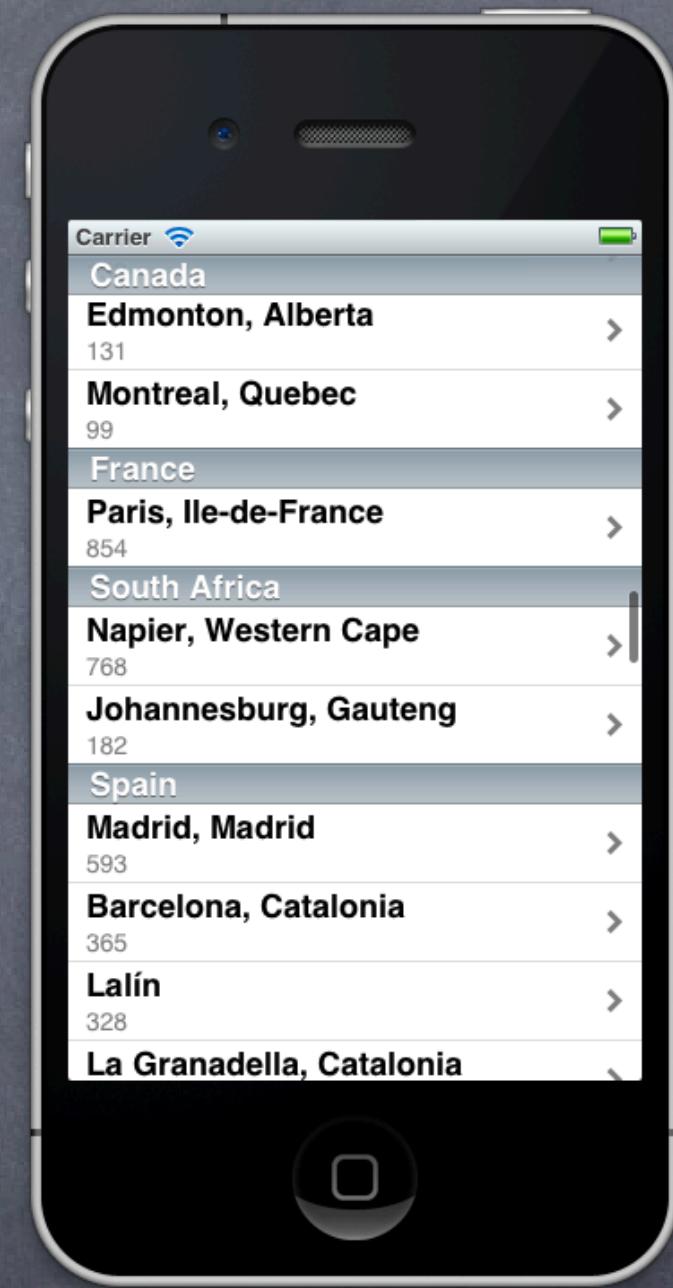
Grouped Style



Sections or Not

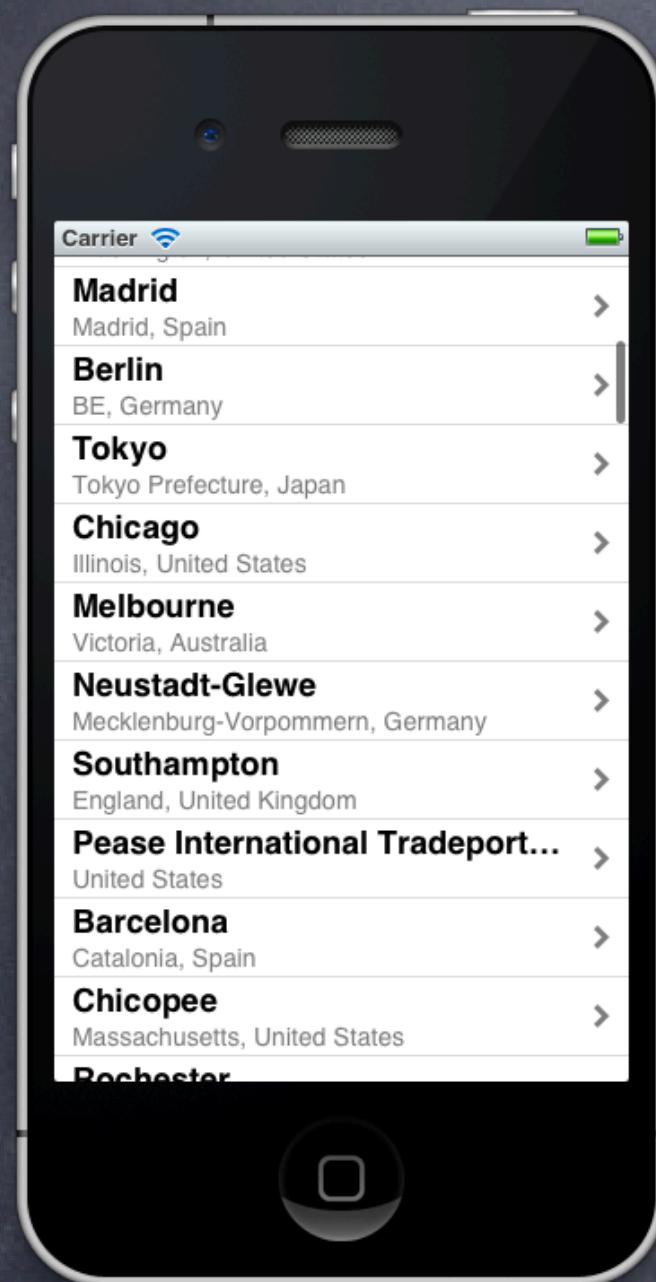


No Sections



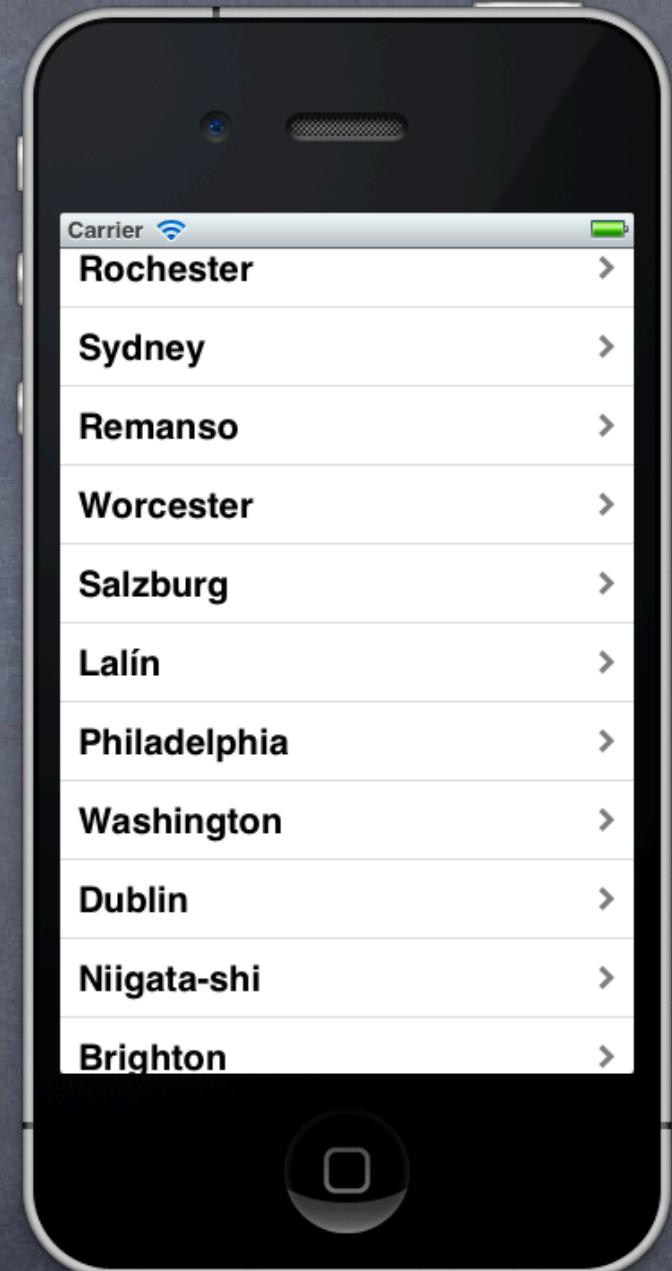
Sections

Cell Type



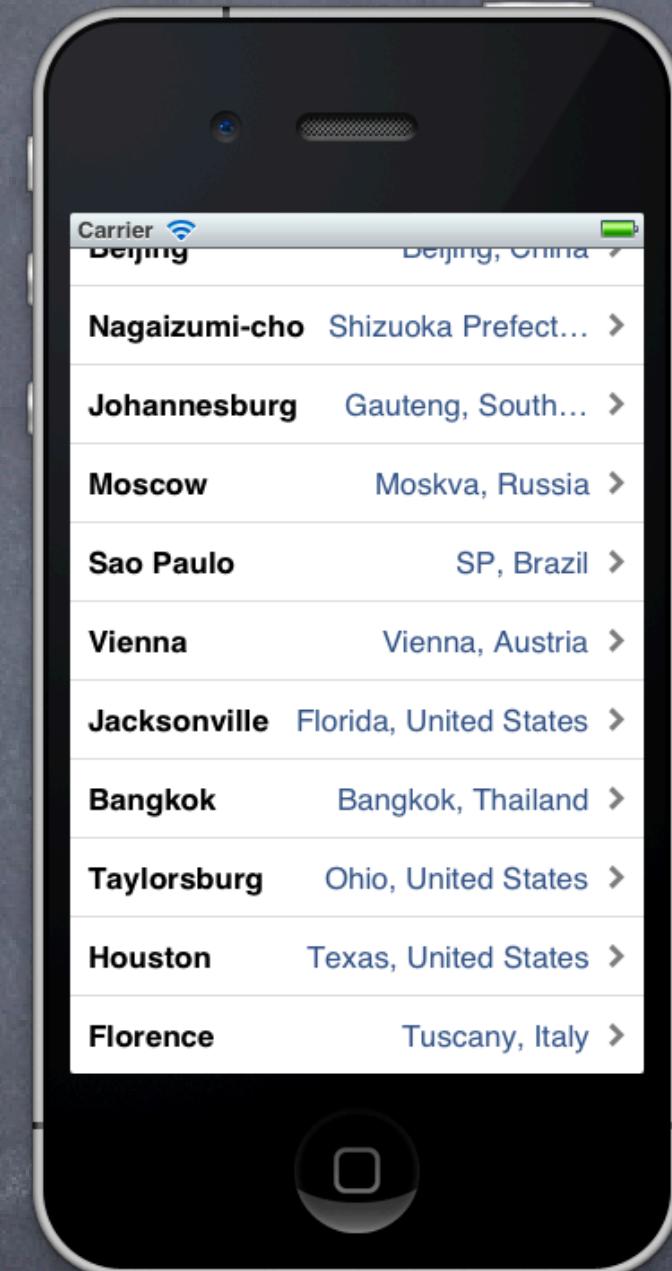
Subtitle

UITableViewCellCellStyleSubtitle



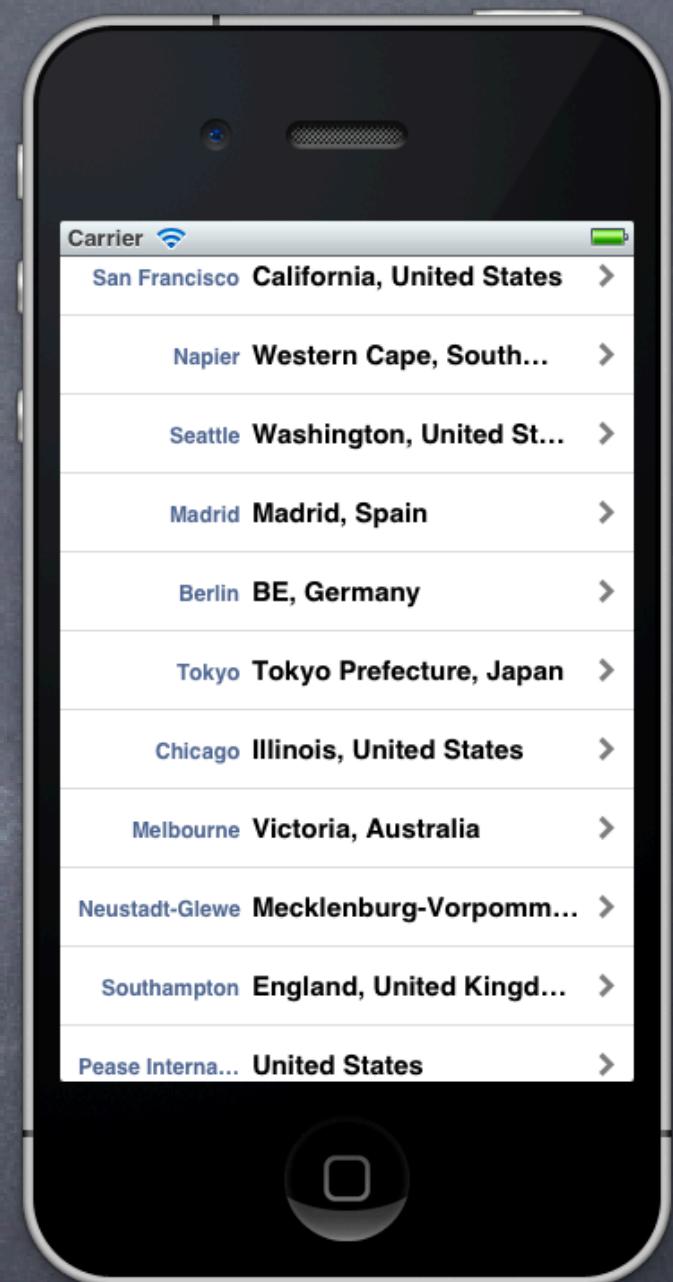
Basic

UITableViewCellCellStyleDefault



Right Detail

UITableViewCellCellStyleValue1



Left Detail

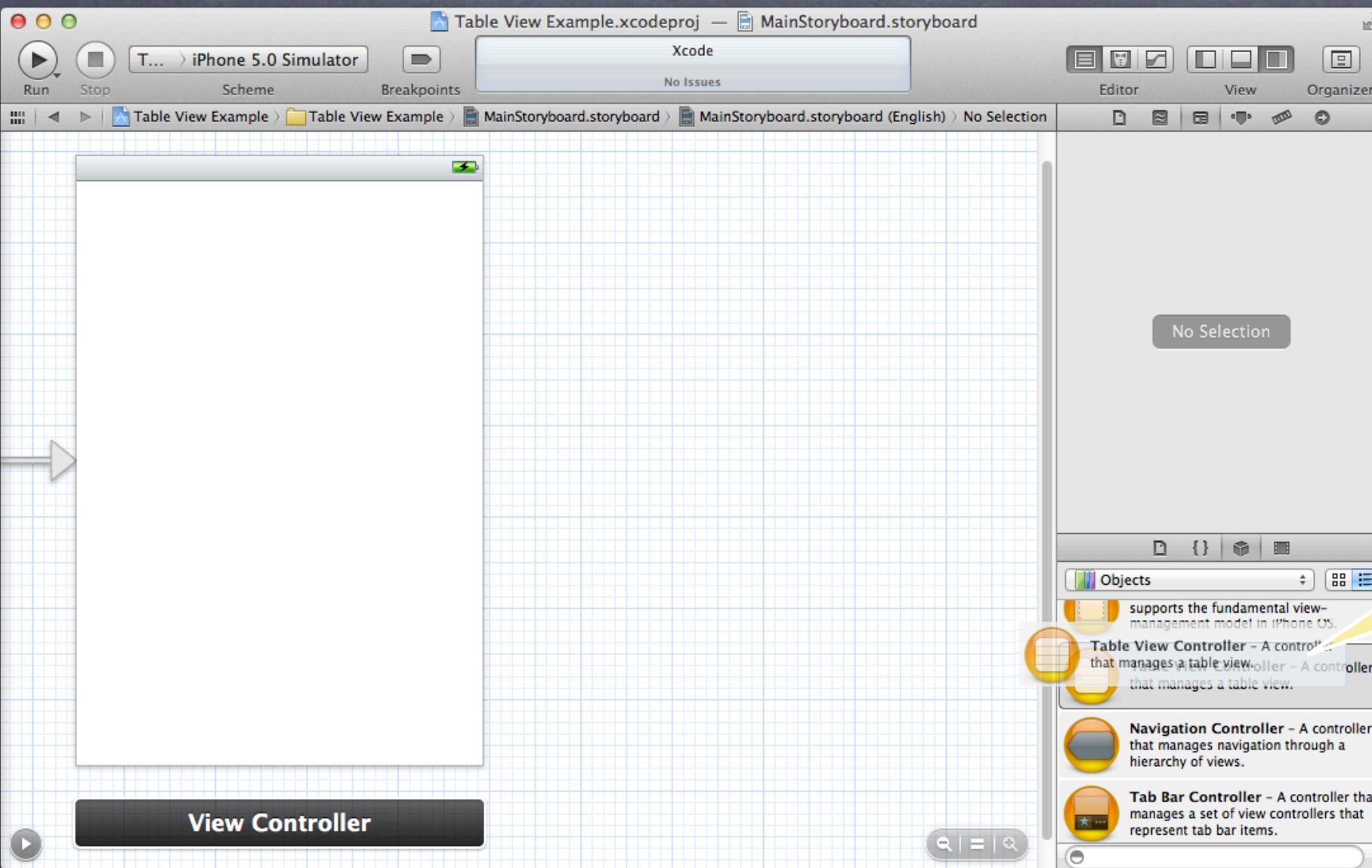
UITableViewCellCellStyleValue2
CS193p
Spring 2012

Creating Table View MVCs

• **UITableViewController**

iOS class used as the base class for MVC's that display **UITableViews**

Just drag one out in Xcode, create a subclass of it and you're on your way!

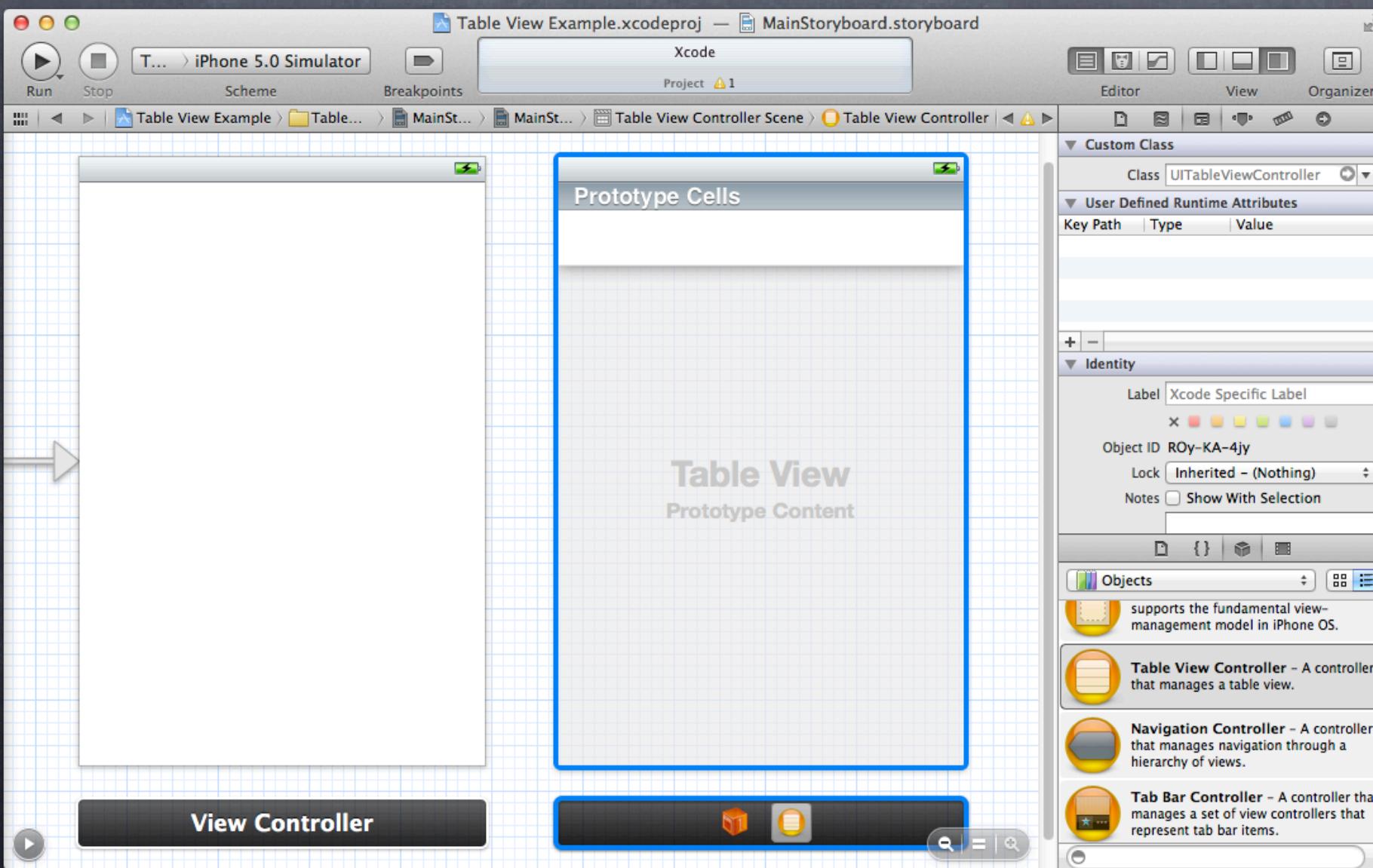


Creating Table View MVCs

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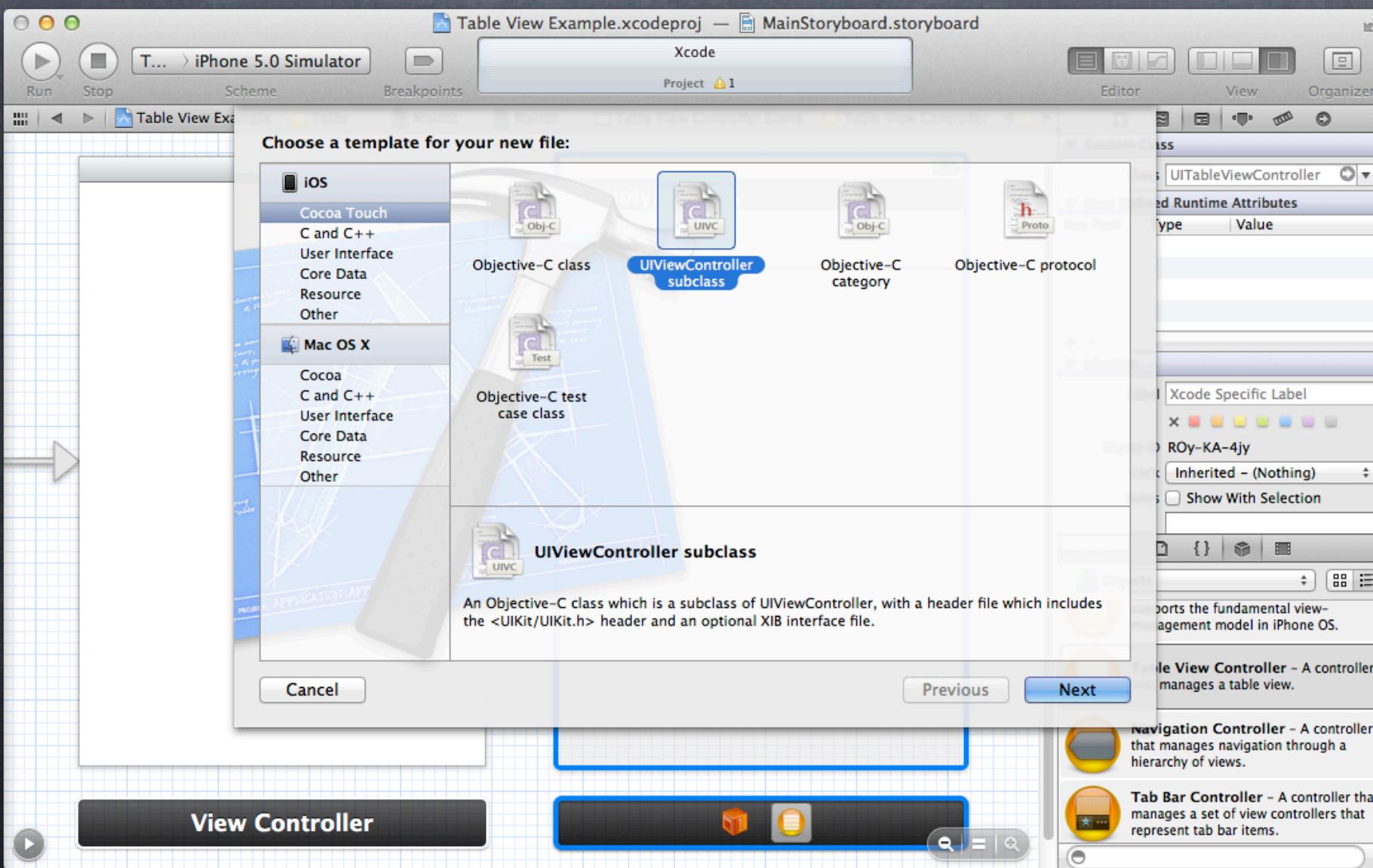


Creating Table View MVCs

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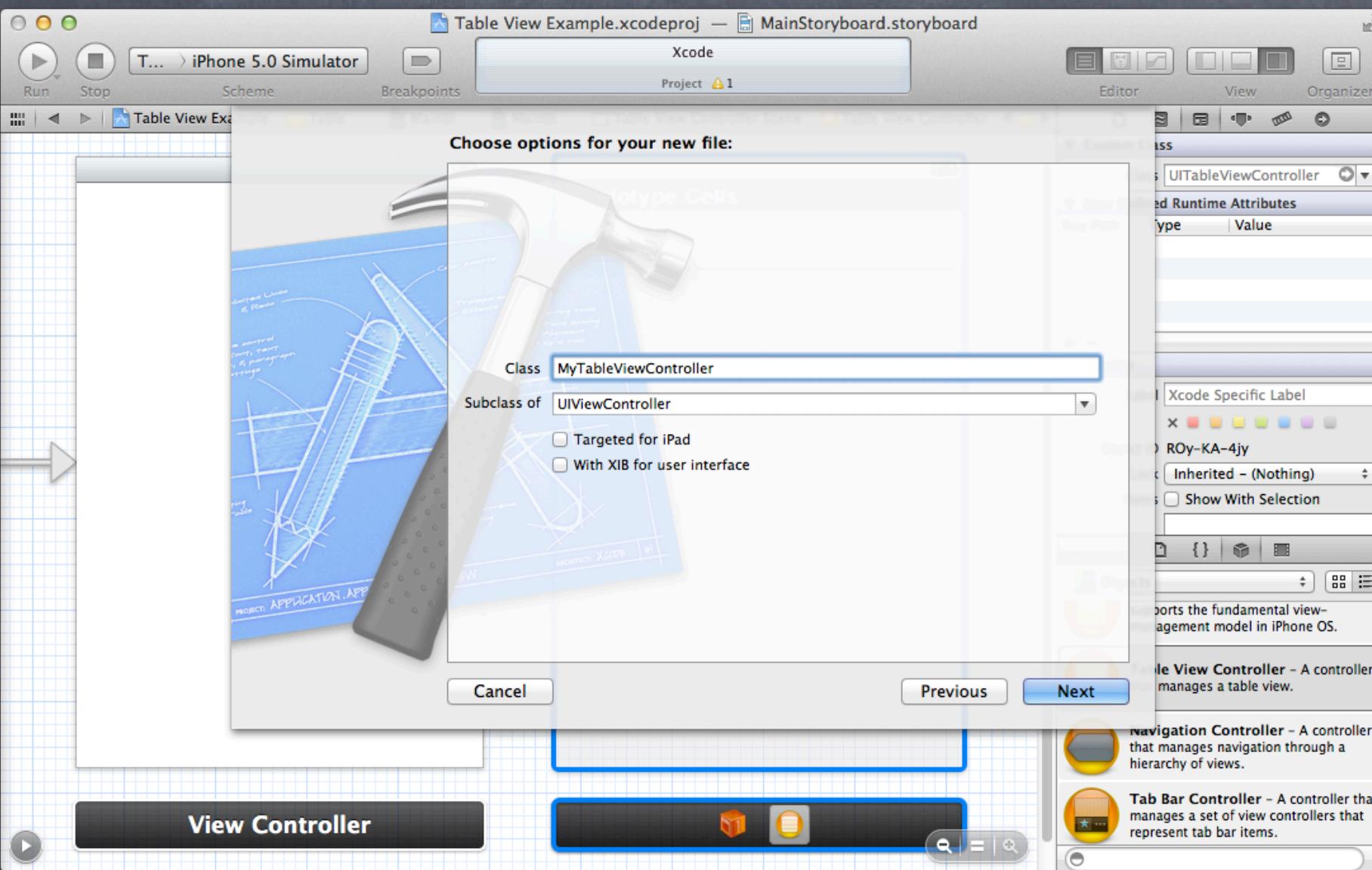
Choose New File ... from the
File menu to create a custom
subclass of
UITableViewController

Creating Table View MVCs

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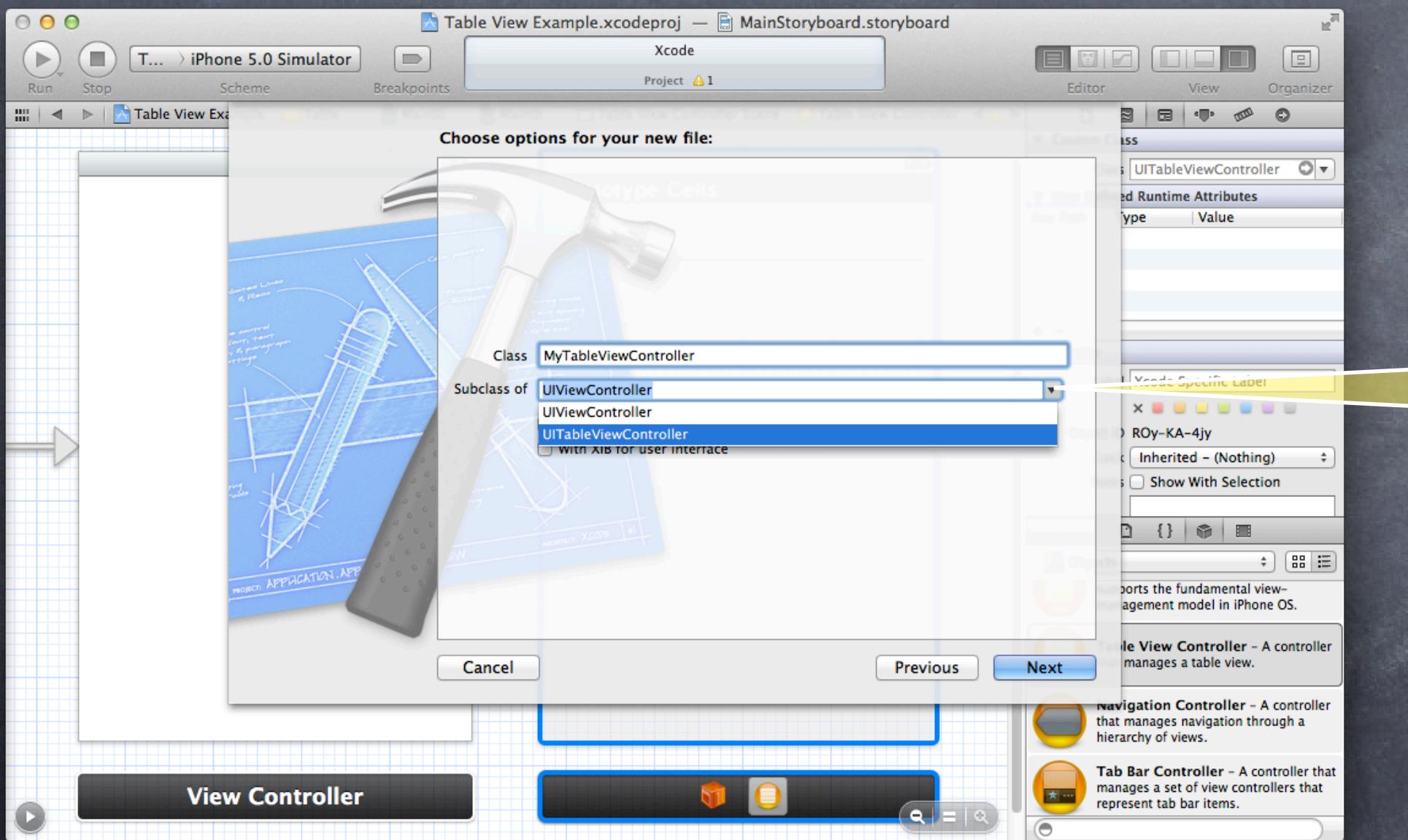
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Creating Table View MVCs

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Choose New File ... from the File menu to create a custom subclass of UITableViewController

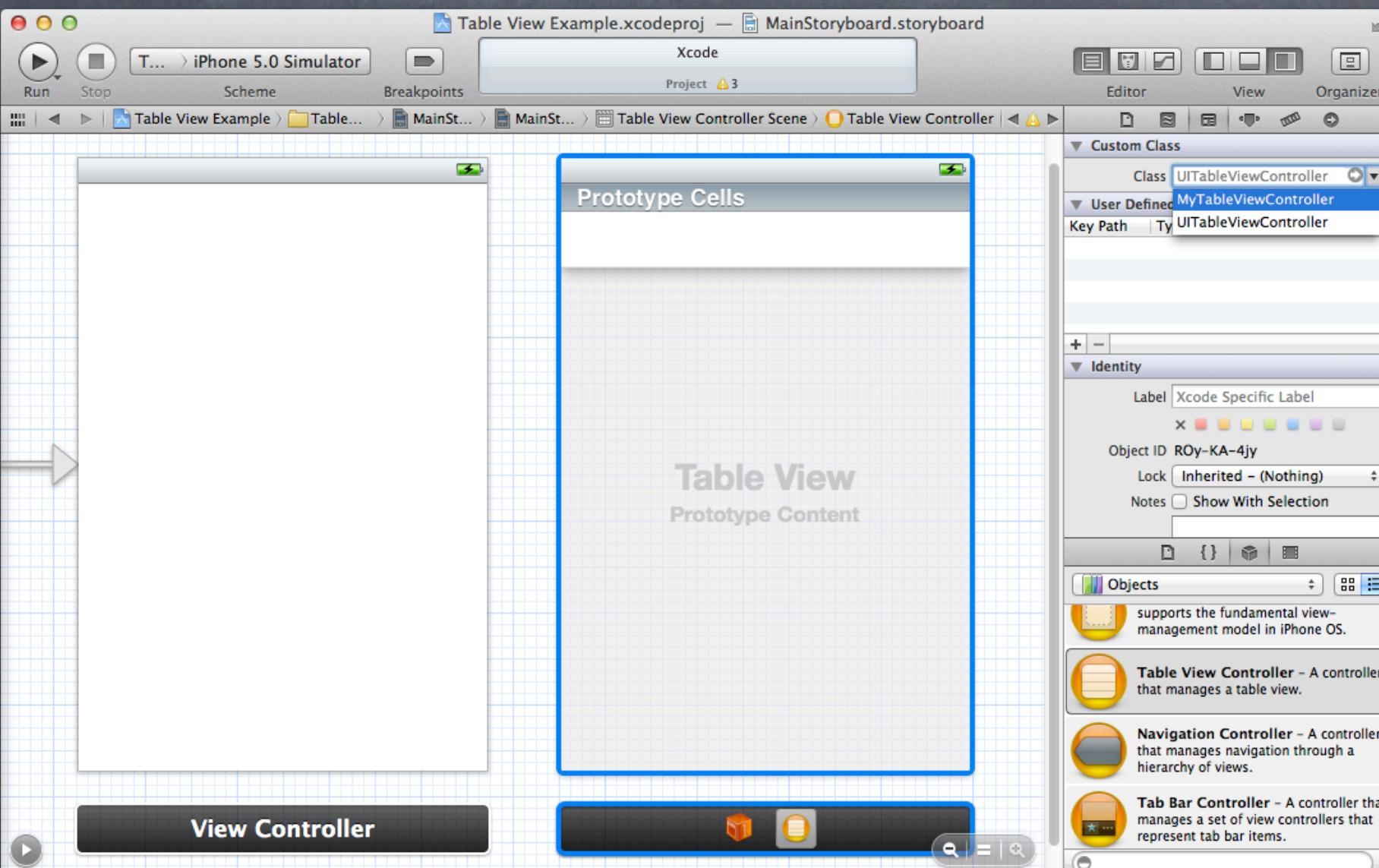
Be sure to set the superclass to UITableViewController!!

Creating Table View MVCs

• **UITableViewController**

iOS class used as the base class for MVC's that display **UITableViews**

Just drag one out in Xcode, create a subclass of it and you're on your way!



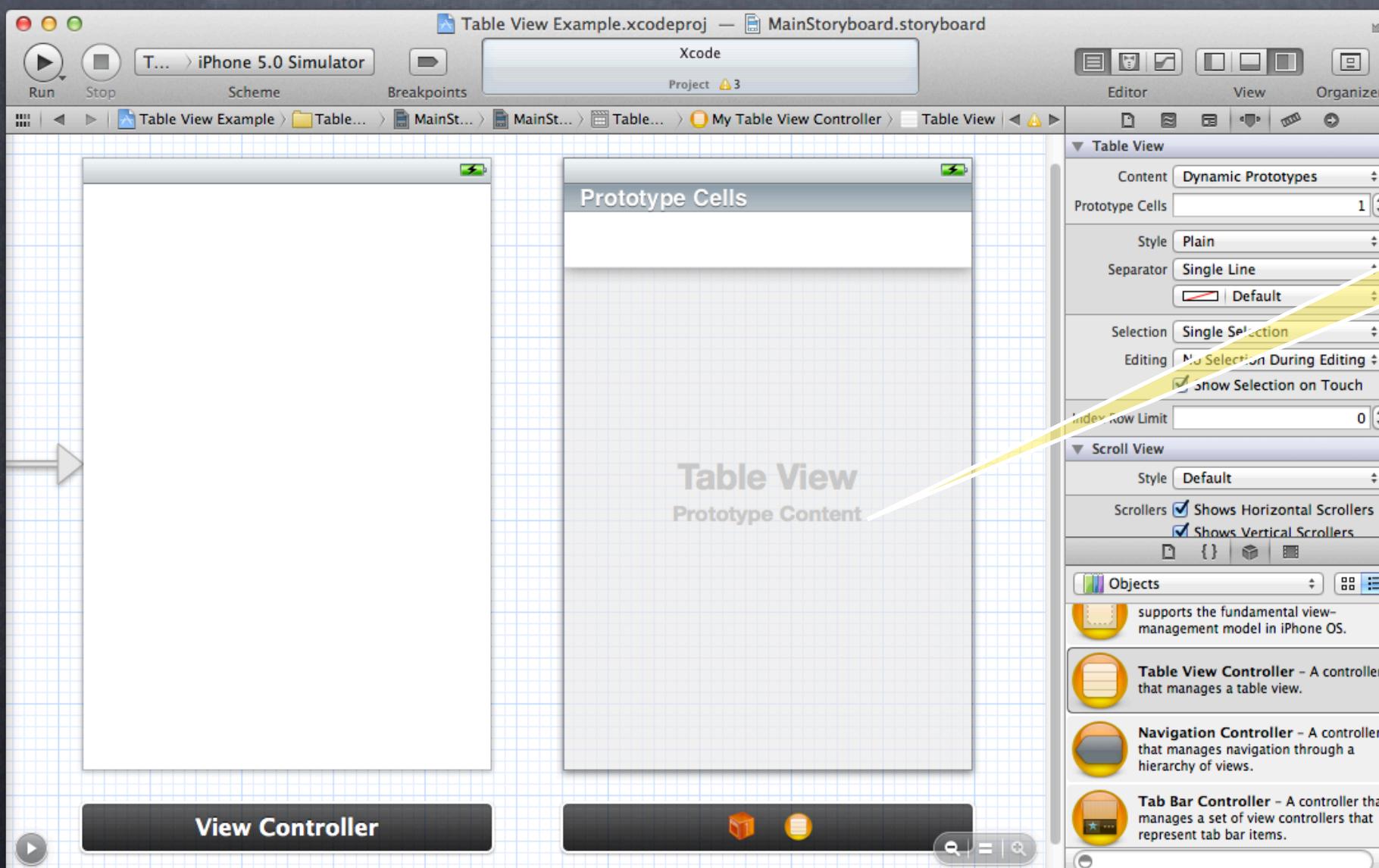
And to set it in your
storyboard too!!

Creating Table View MVCs

• UITableView

You can customize both the look of the table view and its cells from Xcode.

Click on the table view (not the table view controller) to see its properties in the Inspector.



Click here to select the UITableView inside the UITableViewControllers View.

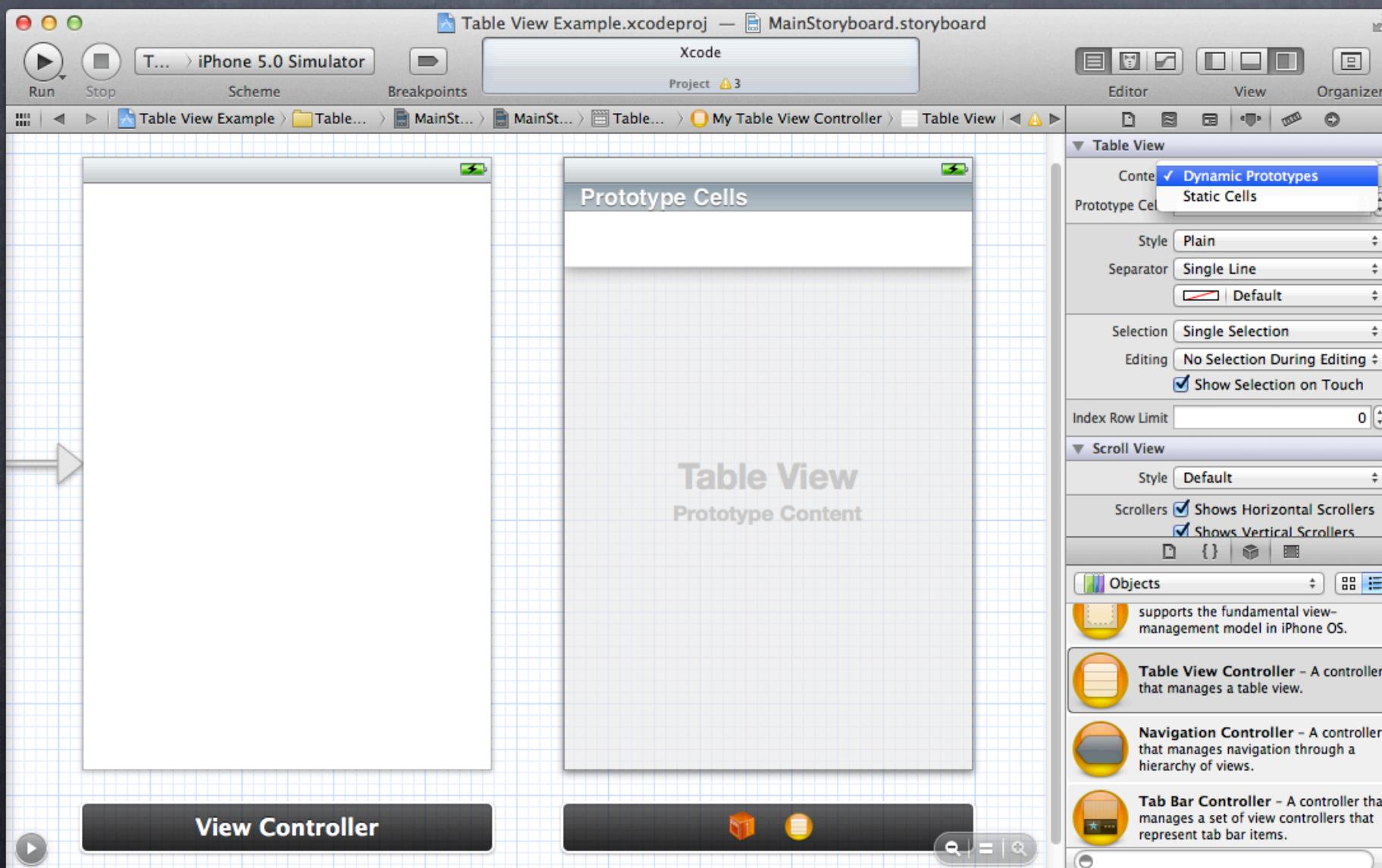
Then you should see table view properties in the Attributes Inspector.

Creating Table View MVCs

• UITableView

You can customize both the look of the table view and its cells from Xcode.

Click on the table view (not the table view controller) to see its properties in the Inspector.



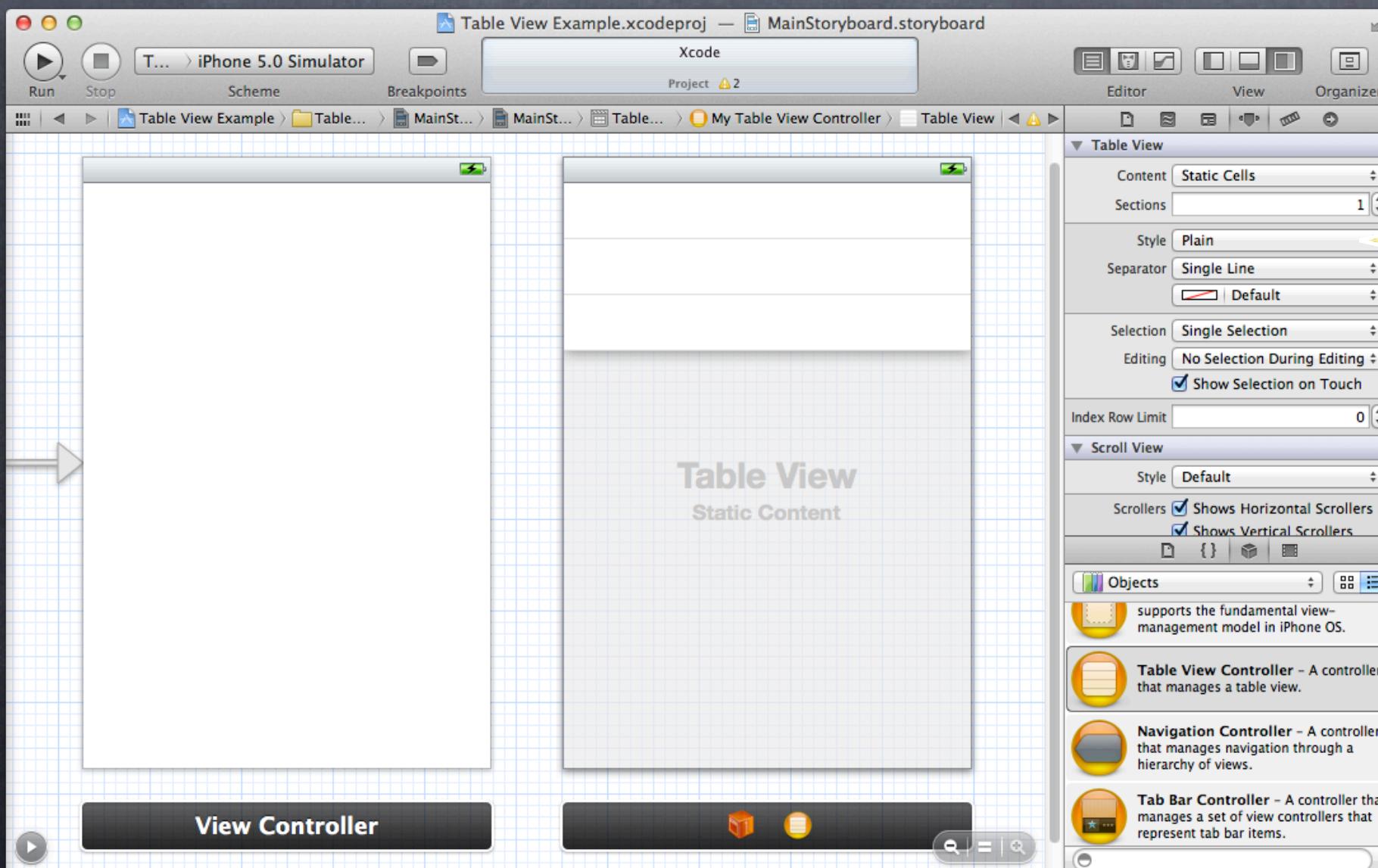
We'll talk about the prototype for a Dynamic Table View in a moment, but for now, switch to a Static Table View.

Creating Table View MVCs

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Click on the table view (not the table view controller) to see its properties in the Inspector.



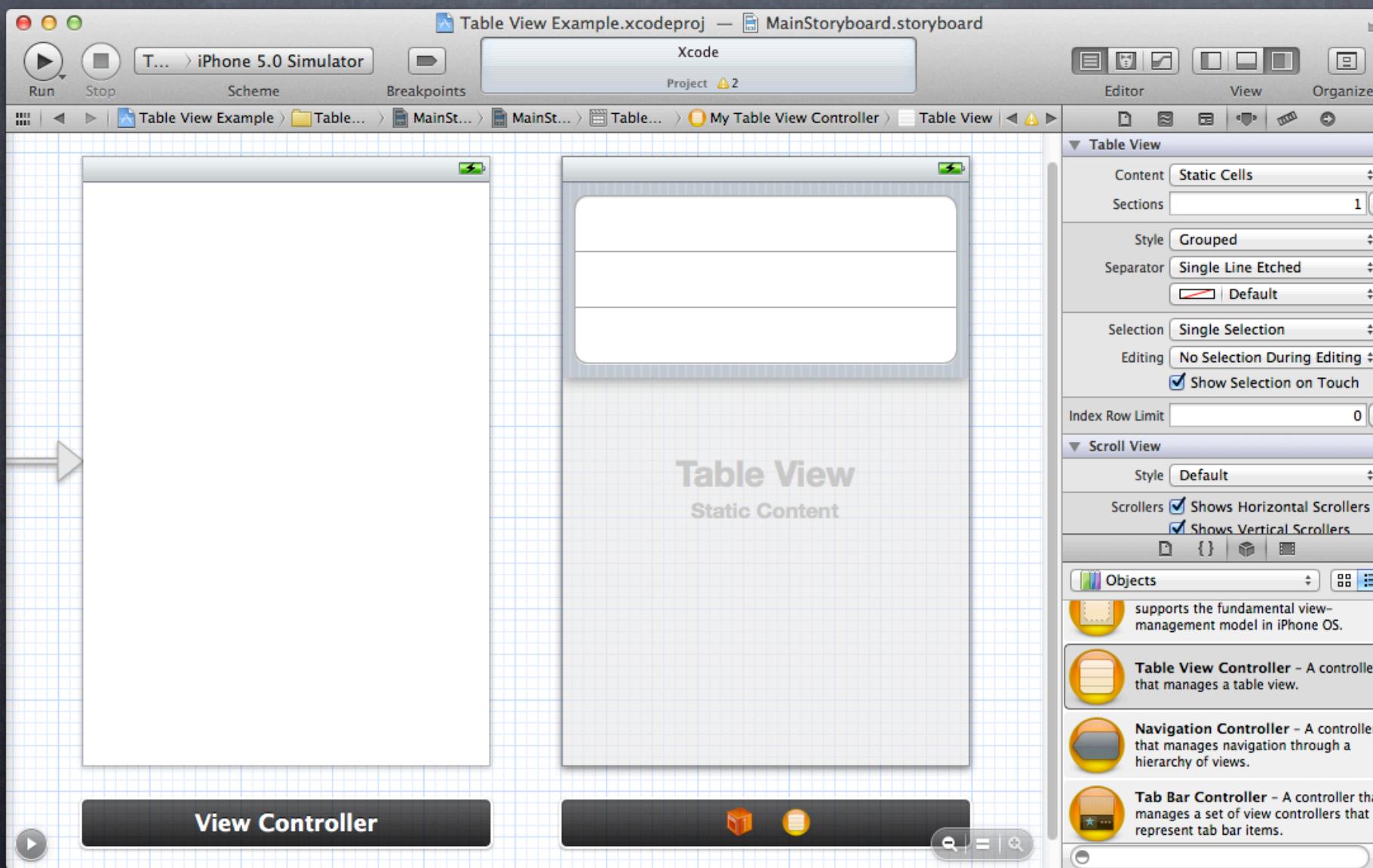
This table view has the Plain style.
Let's change it to Grouped.

Creating Table View MVCs

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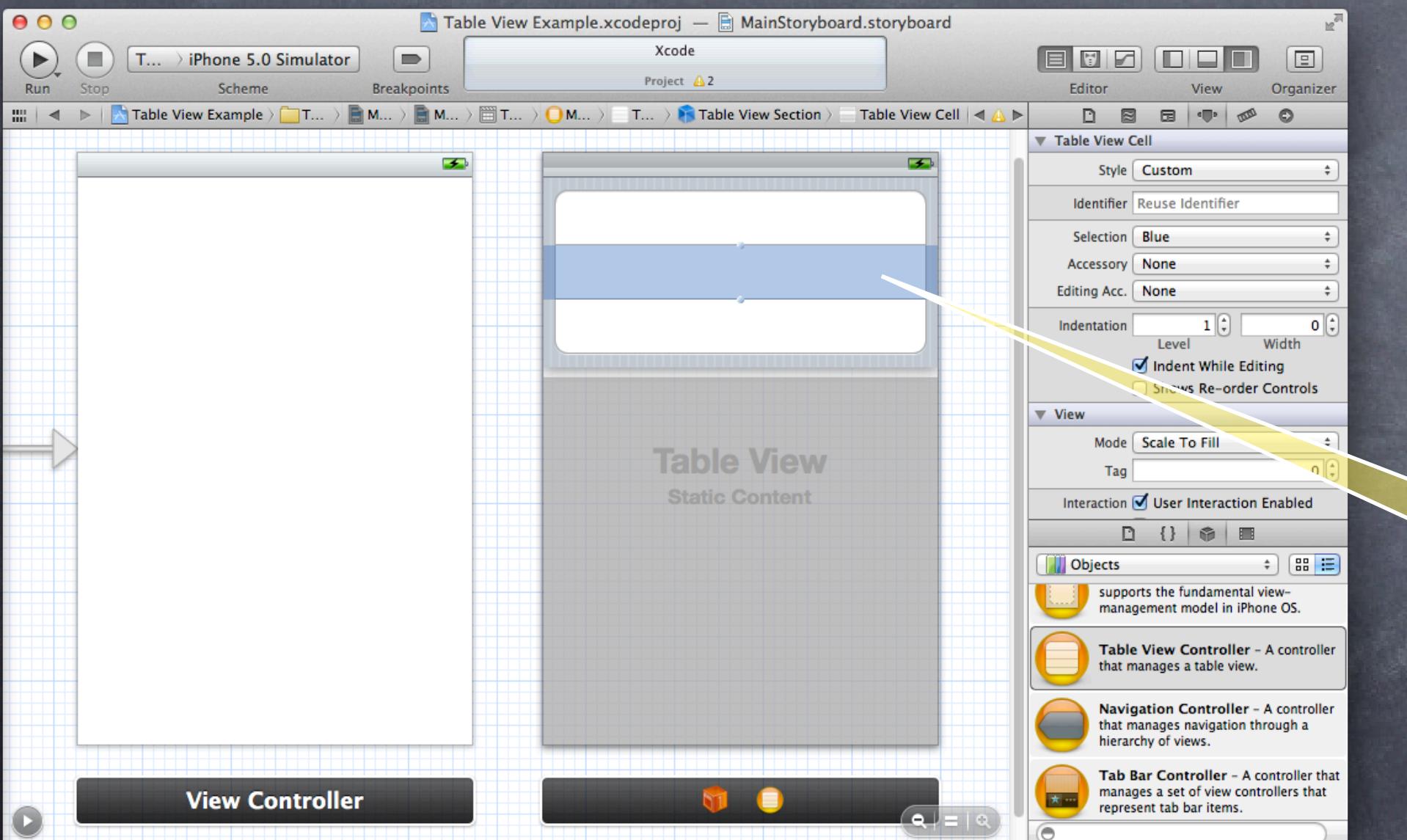


Creating Table View MVCs

• **UITableViewCell**

And you can change the look of each cell as well.

Click on a cell that you want to change and set its attributes in the Inspector.



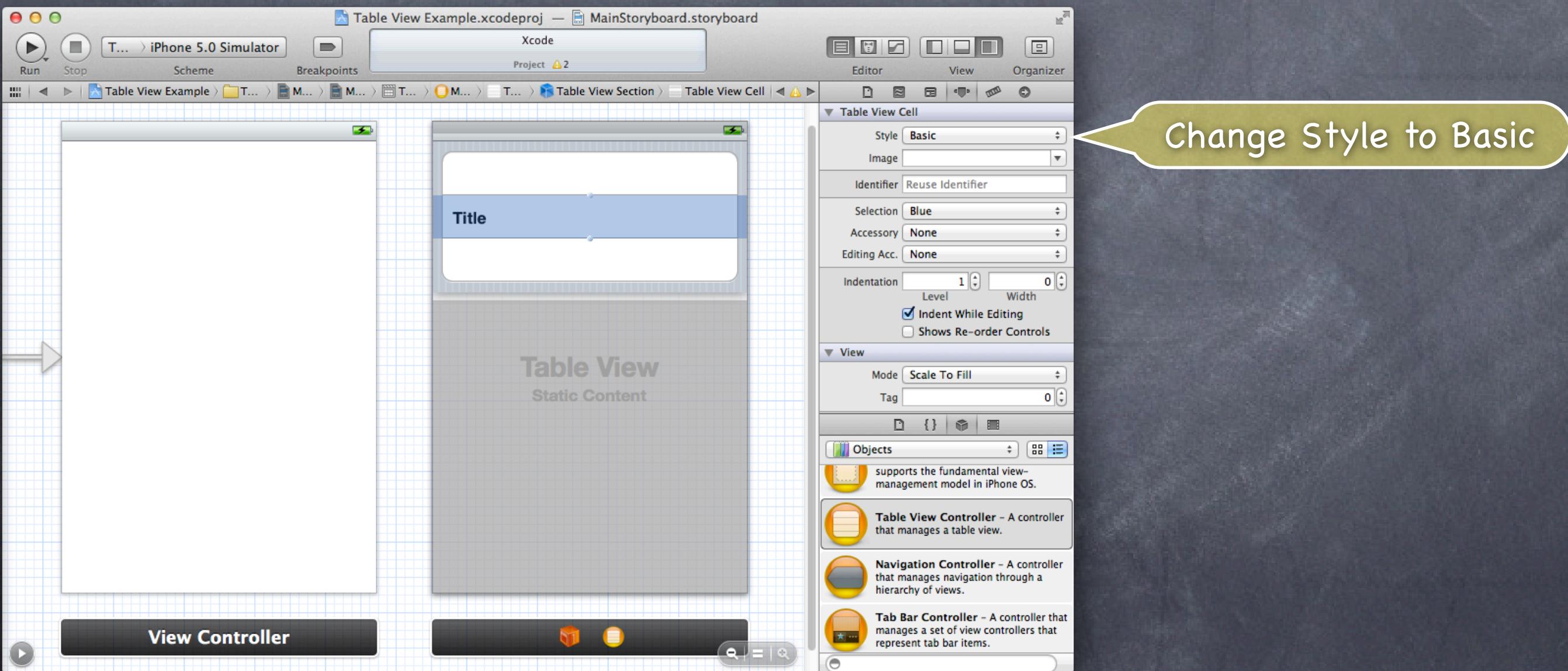
Click to select the cell whose properties we want to edit.

Creating Table View MVCs

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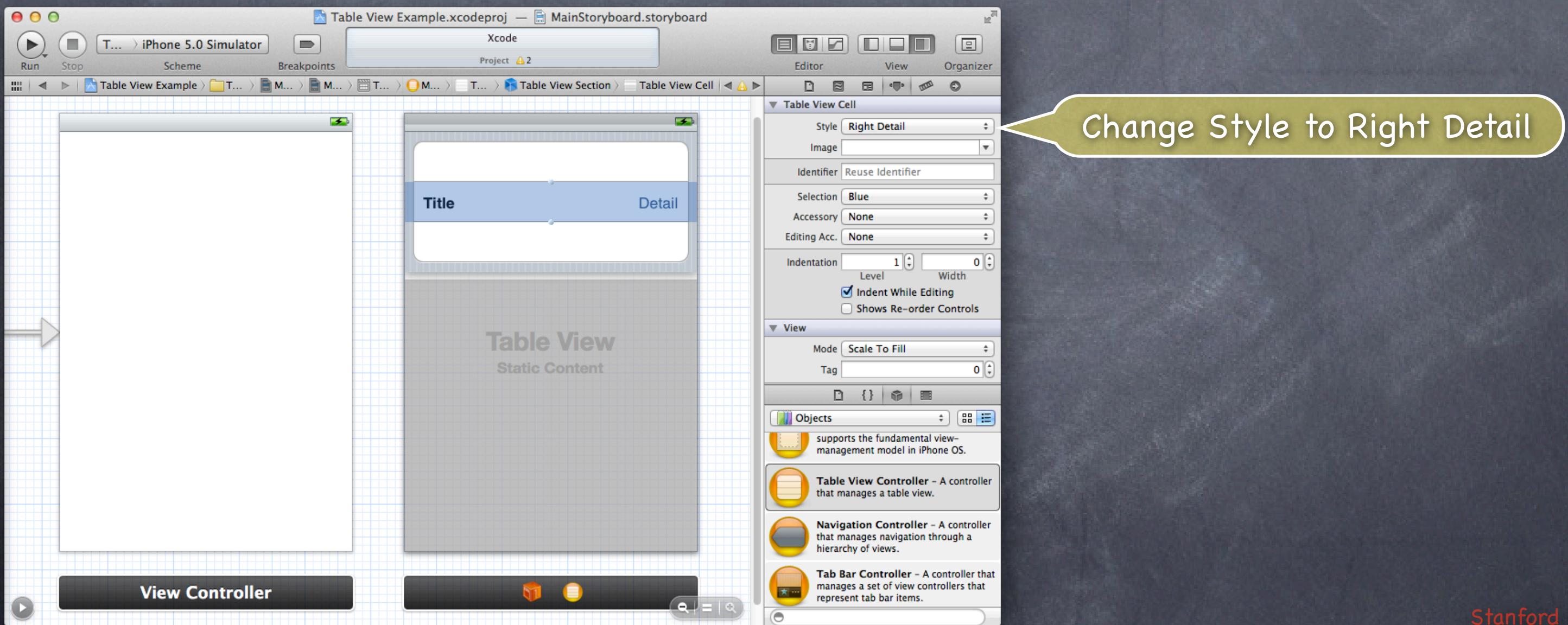


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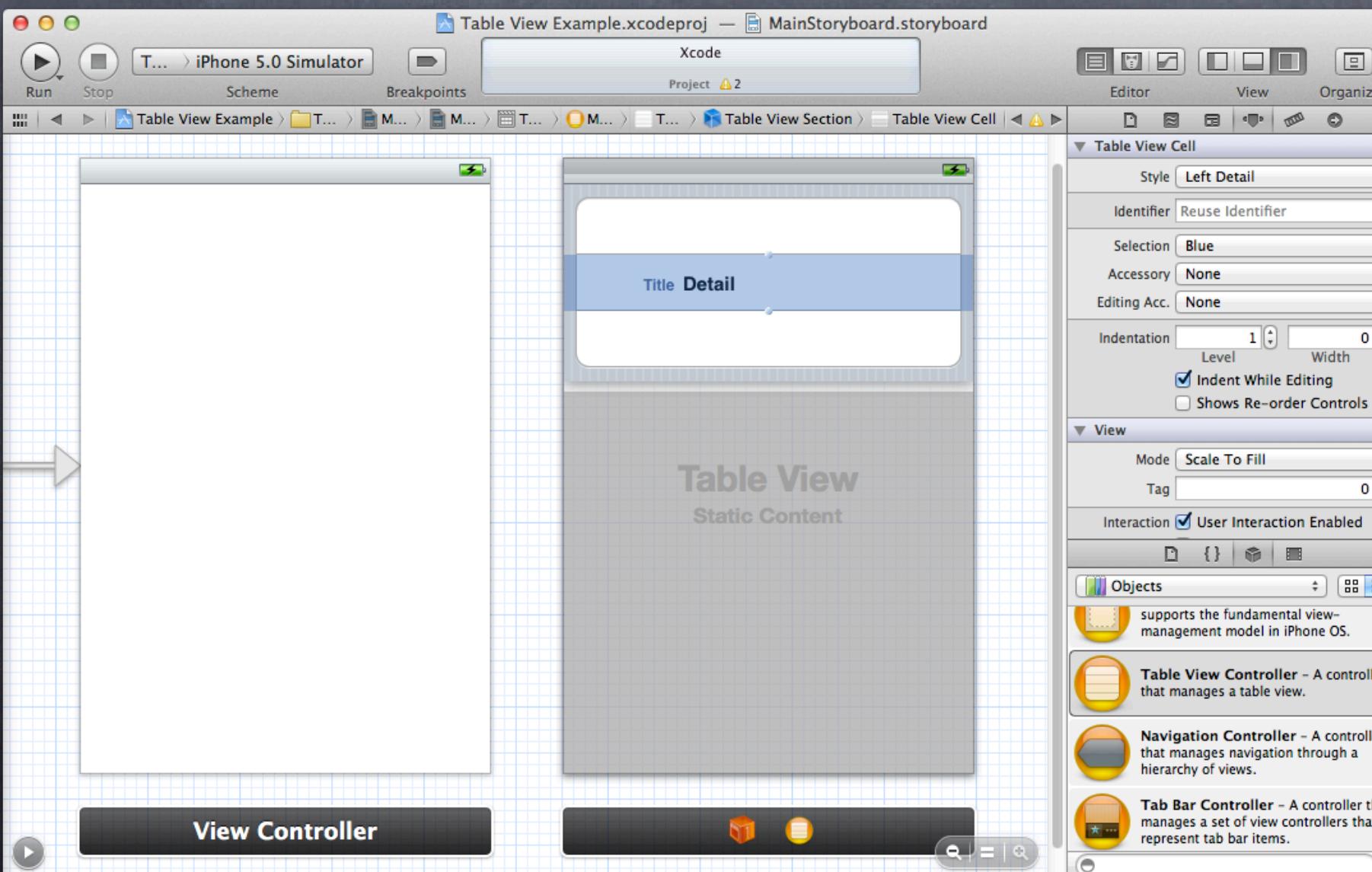


Creating Table View MVCs

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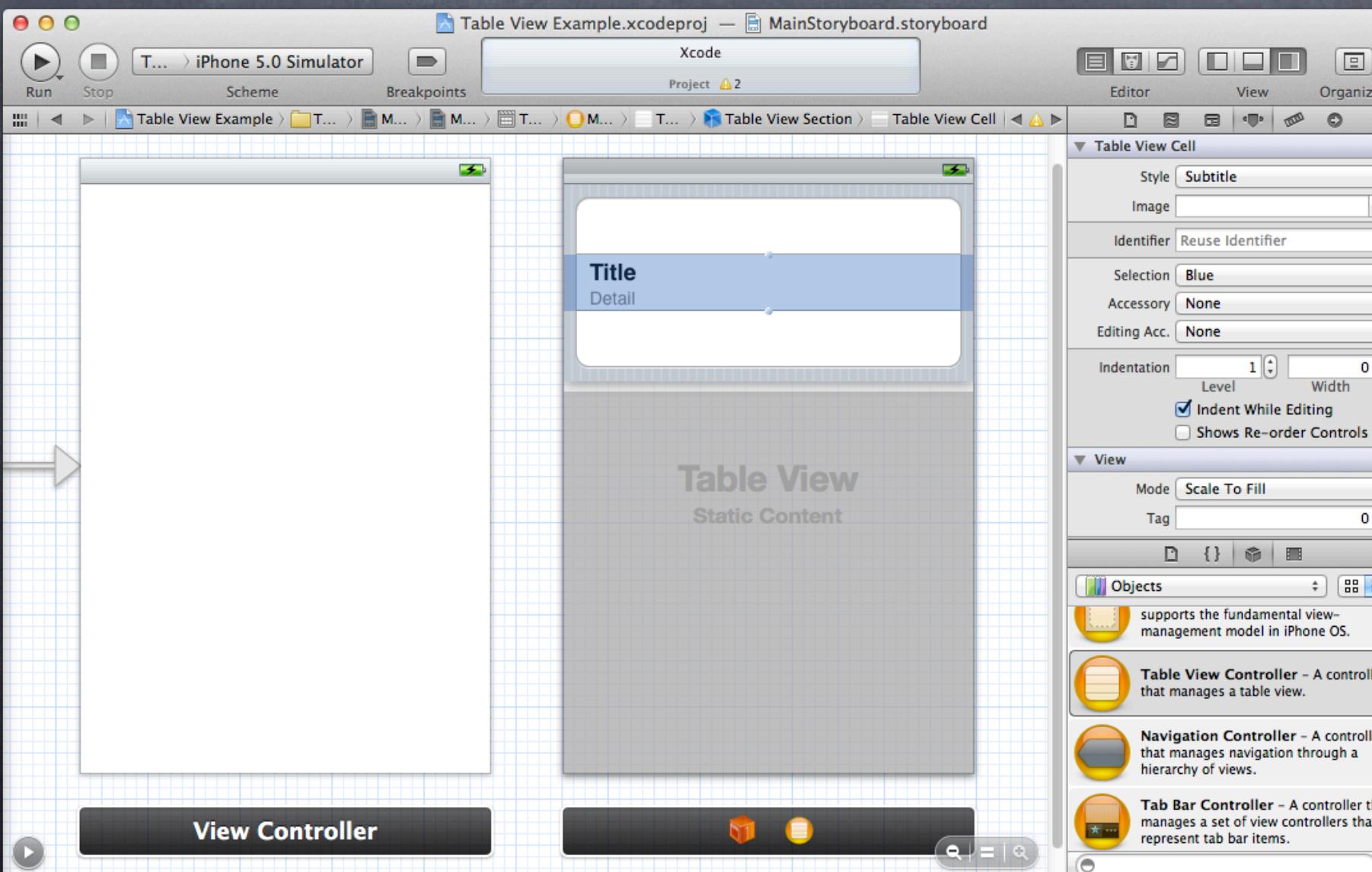
Change Style to Left Detail

Creating Table View MVCs

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Click on a cell that you want to change and set its attributes in the Inspector.



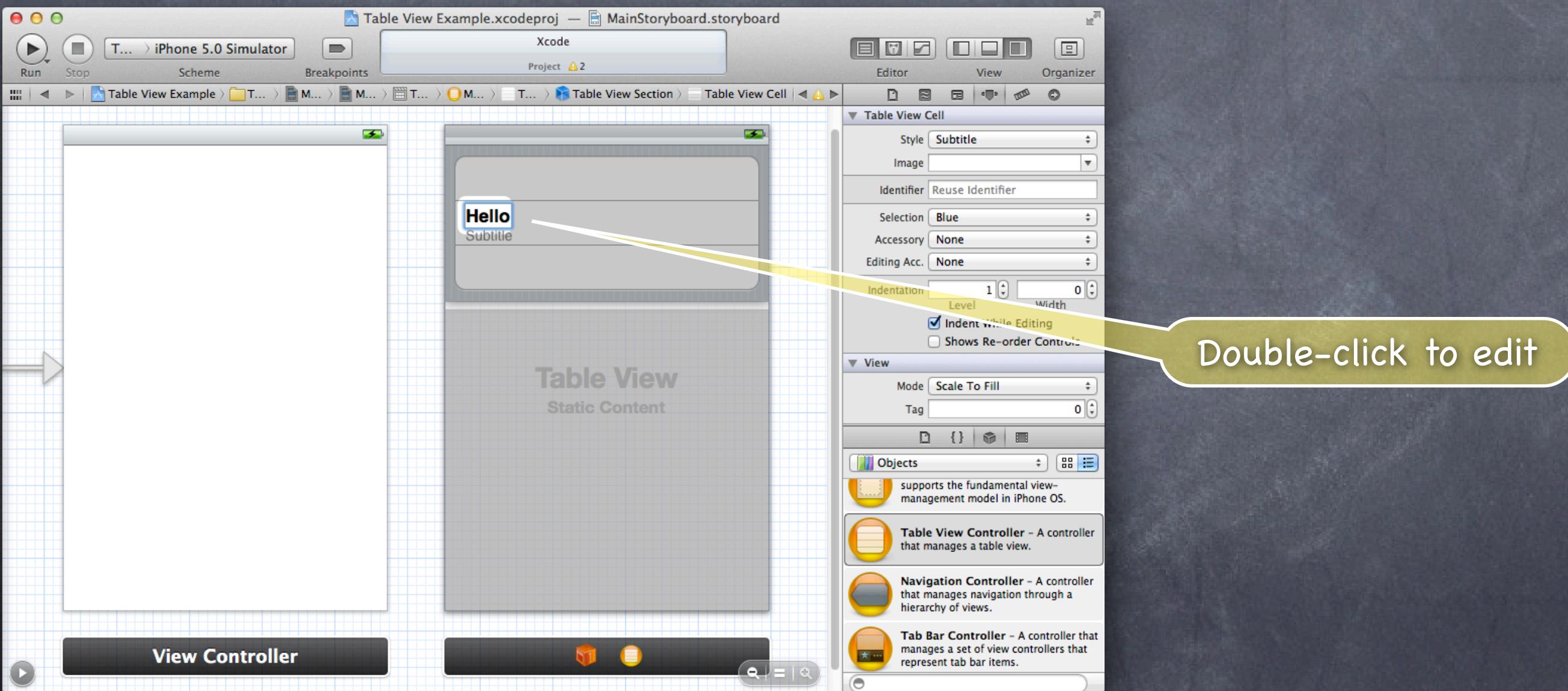
Change Style to Subtitle

Creating Table View MVCs

• **UITableViewCell**

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Click on a cell that you want to change and set its attributes in the Inspector.

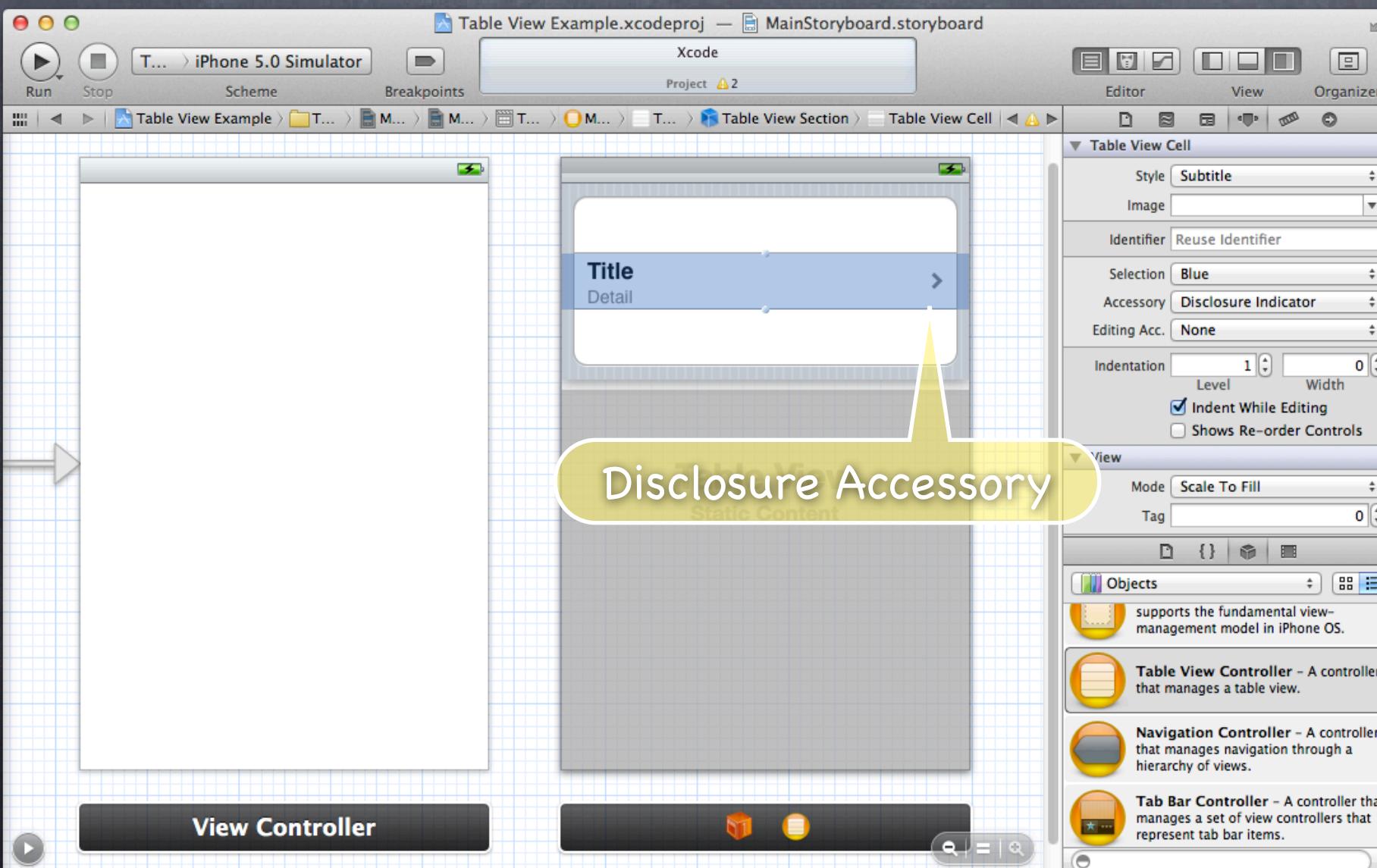


Creating Table View MVCs

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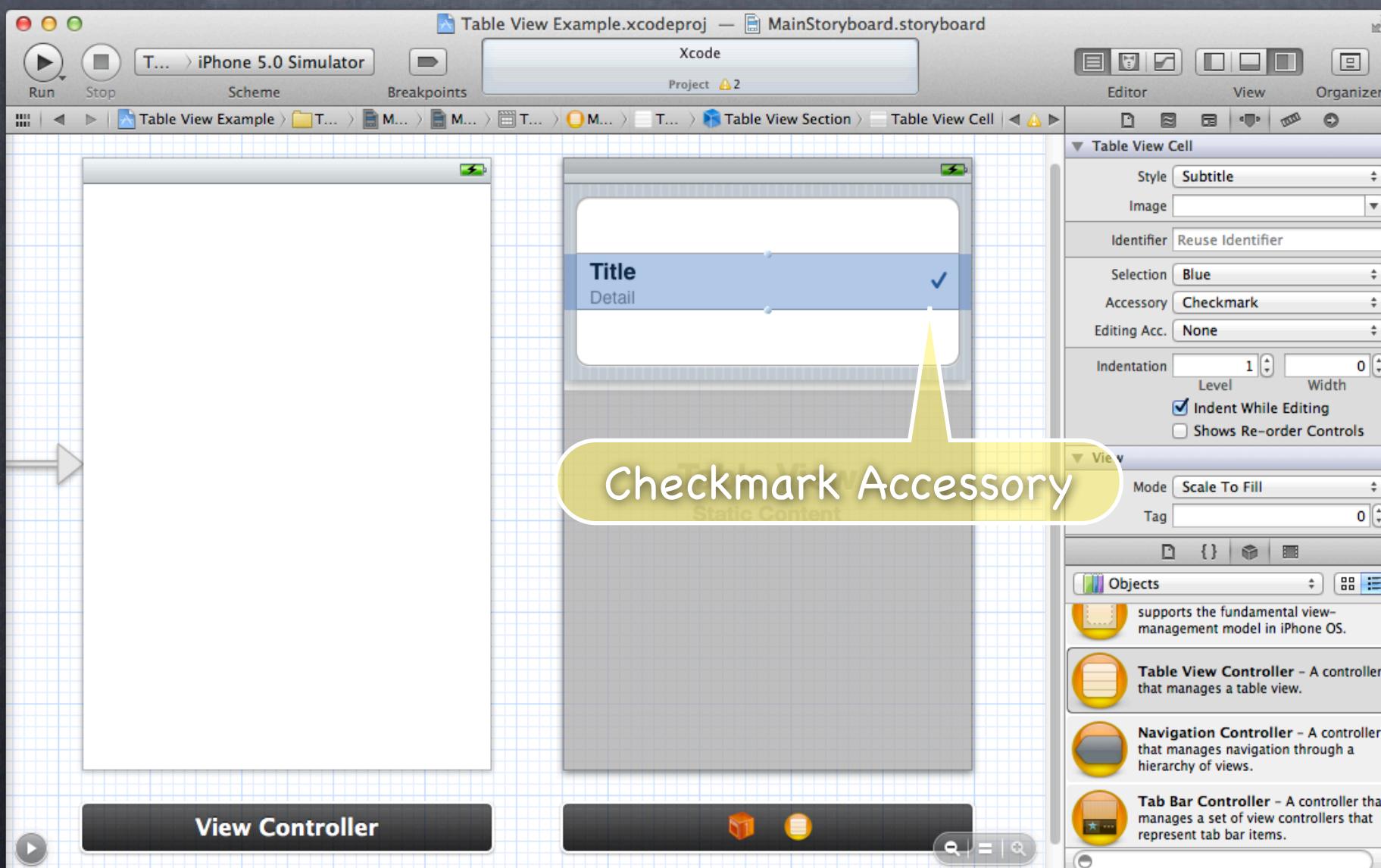
Show disclosure accessory.
This should be on whenever
clicking on a row in the table
brings up another MVC.

Creating Table View MVCs

• **UITableViewCell**

And you can change the look of each cell as well.

Click on a cell that you want to change and set its attributes in the Inspector.



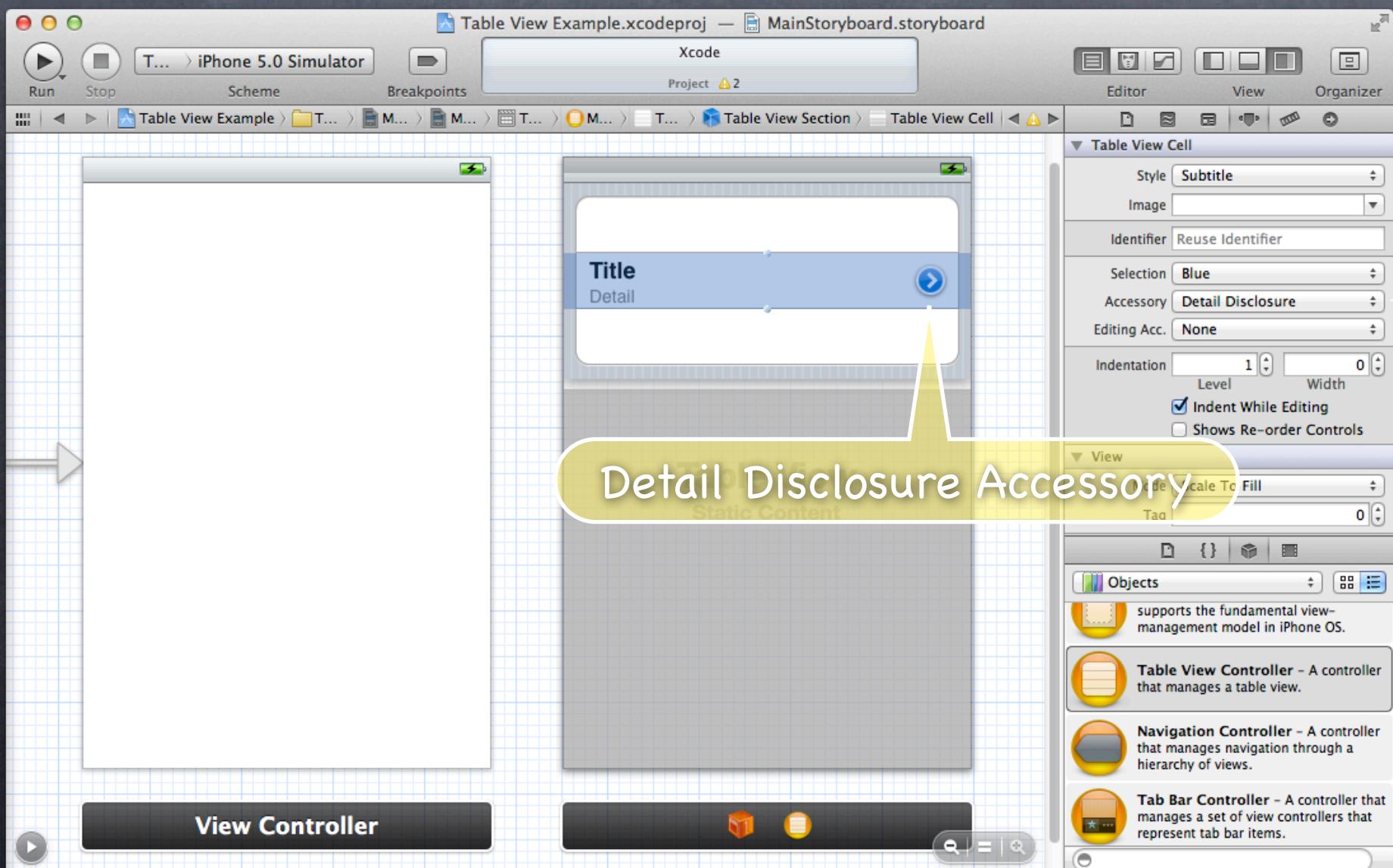
Show checkmark accessory.
This can be used to show
multiple selection in the table
(requires some other API use).

Creating Table View MVCs

• **UITableViewCell**

And you can change the look of each cell as well.

Click on a cell that you want to change and set its attributes in the Inspector.



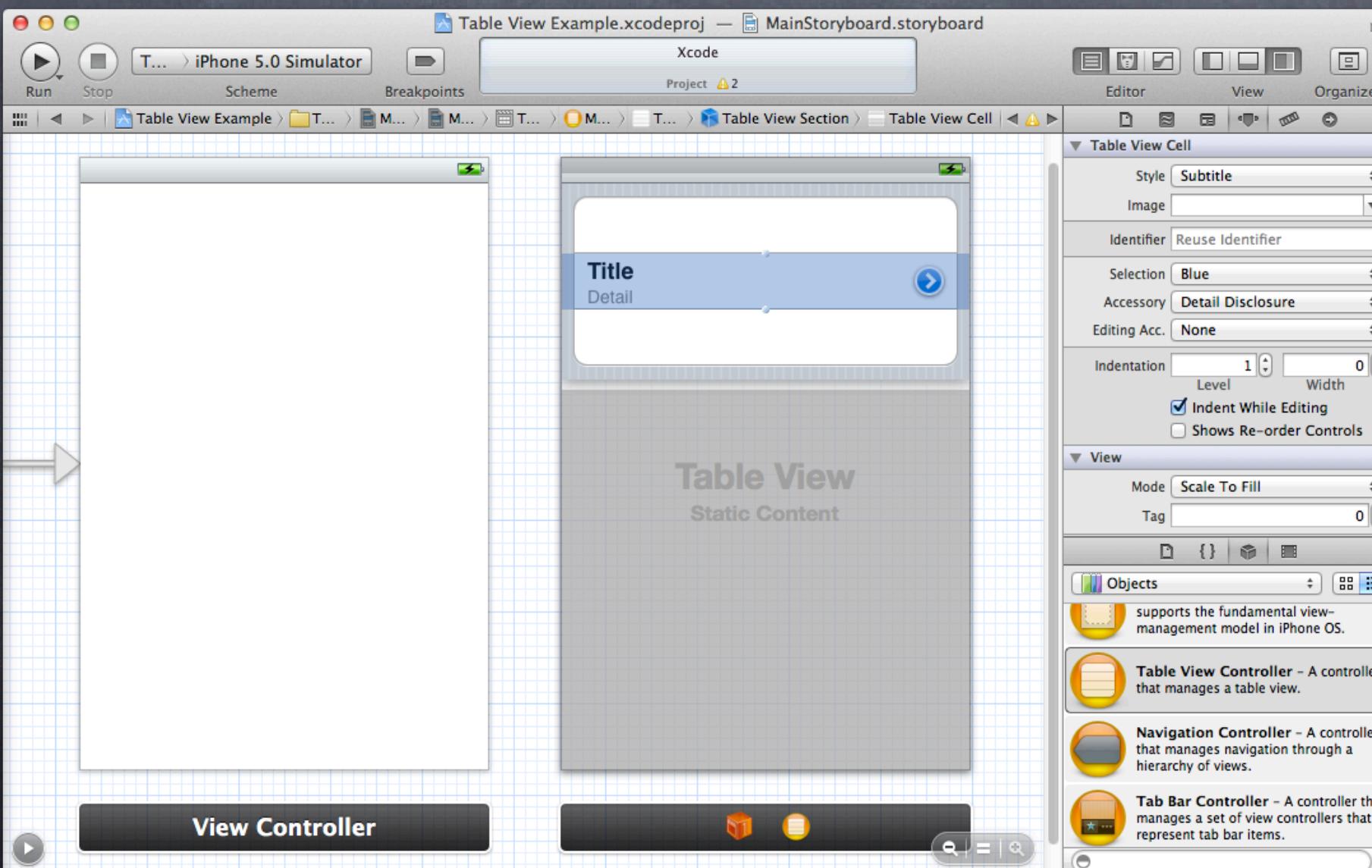
Show detail disclosure accessory.
This is an active control.
Use it to show ancillary info.
Clicking on the row should still do
the “main thing” for this row.

Creating Table View MVCs

• **UITableViewCell**

User taps on the blue detail disclosure below? This will be sent to your UITableViewController:

```
- (void)tableView:(UITableView *)tv accessoryTappedForRowAtIndexPath:(NSIndexPath *)ip;
```

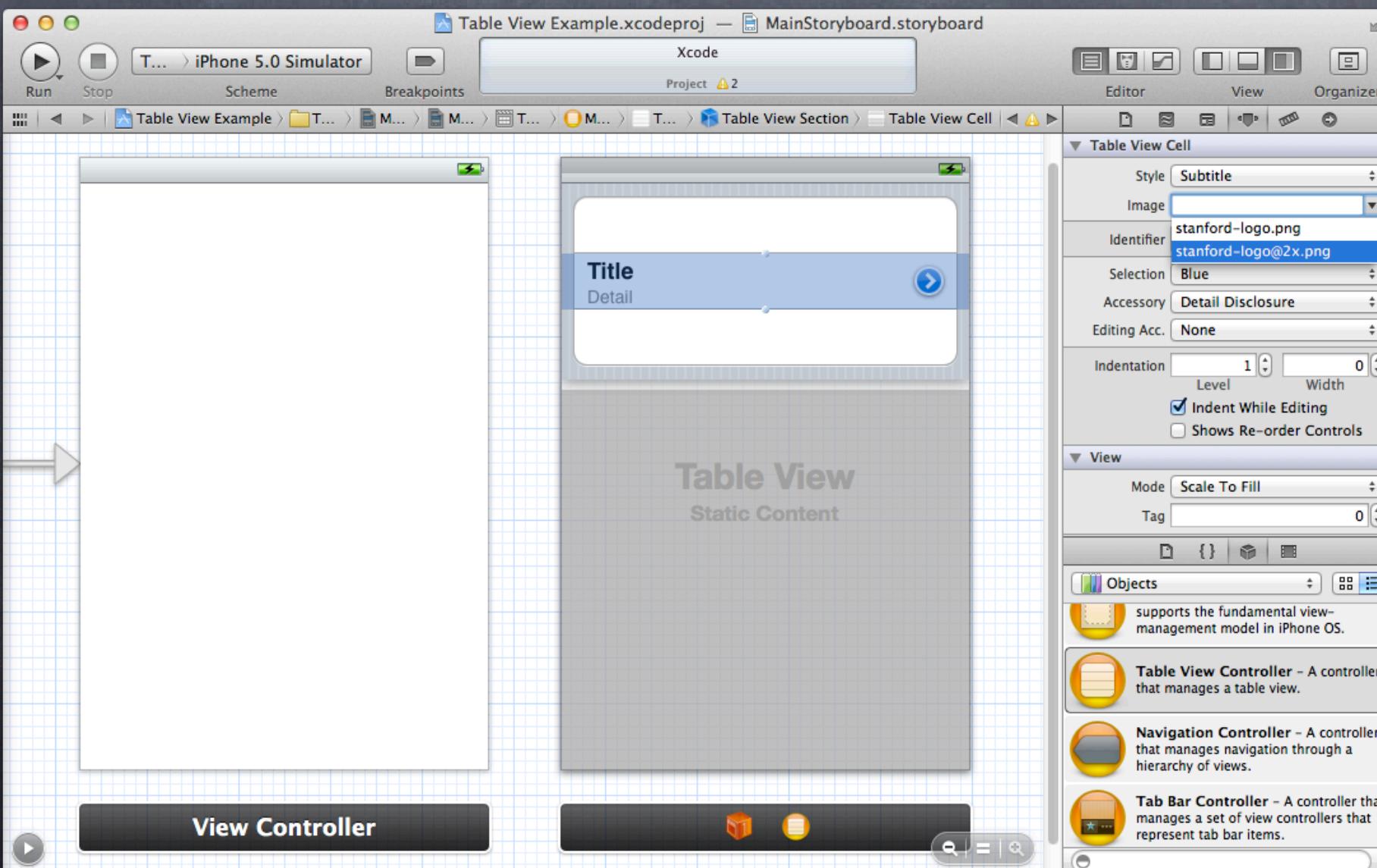


Creating Table View MVCs

• **UITableViewCell**

Notice that some cell styles can have an image.

You can set this in the code as well (more in a moment on this).

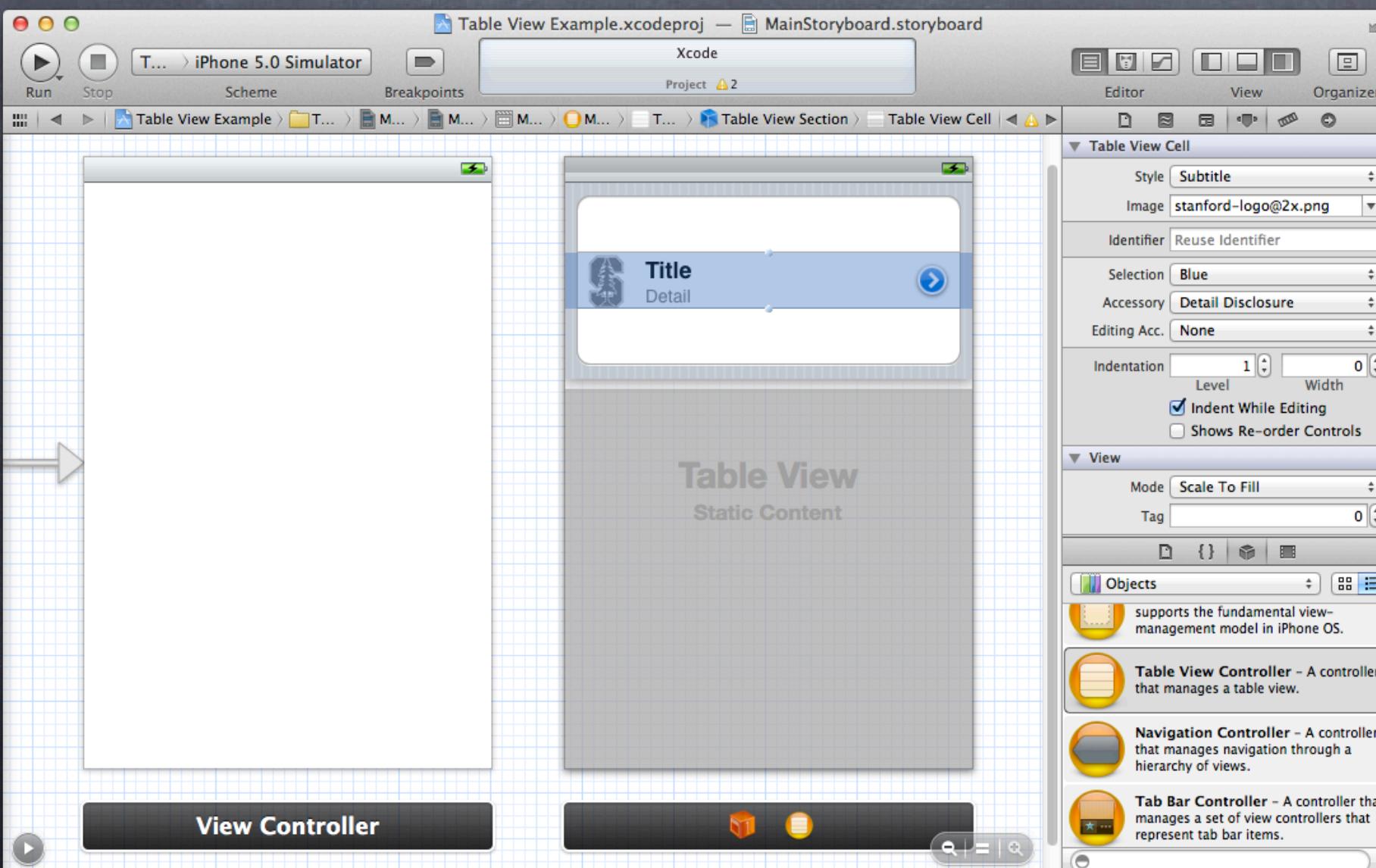


Creating Table View MVCs

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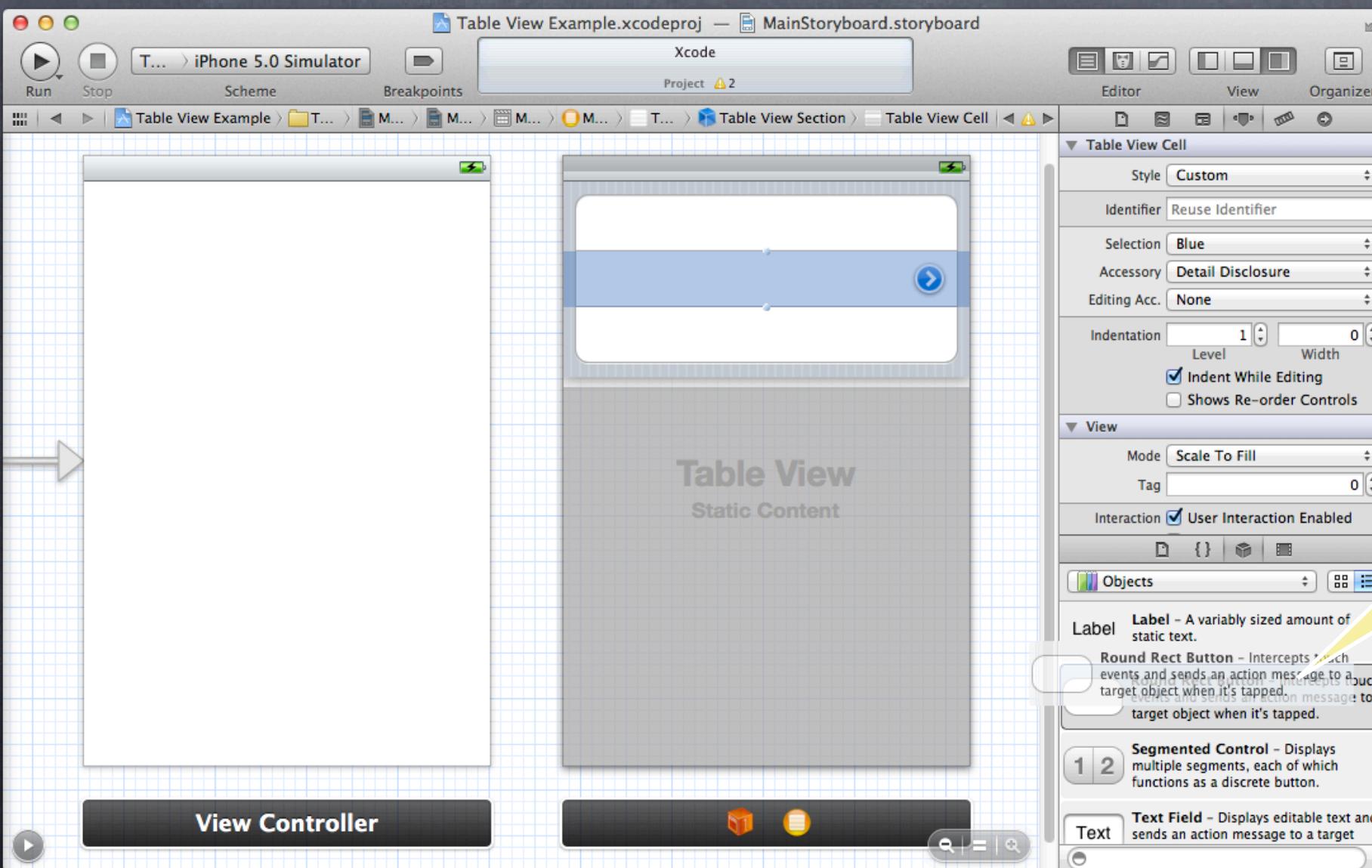
You can set this in the code as well (more in a moment on this).



Creating Table View MVCs

• **UITableViewCell**

In the *Custom* style, you can drag out views and wire them up as outlets!

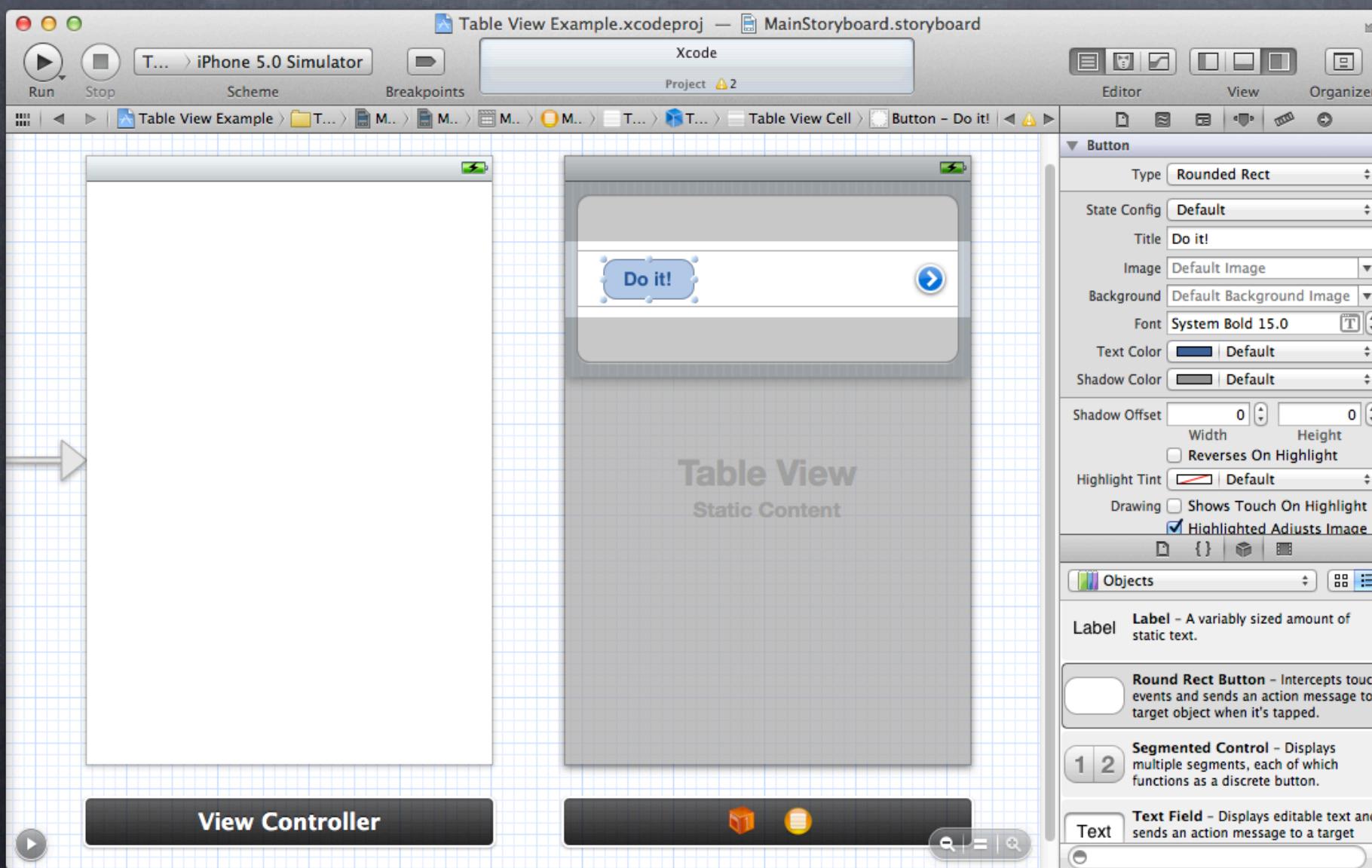


Dragging a button out

Creating Table View MVCs

• **UITableViewCell**

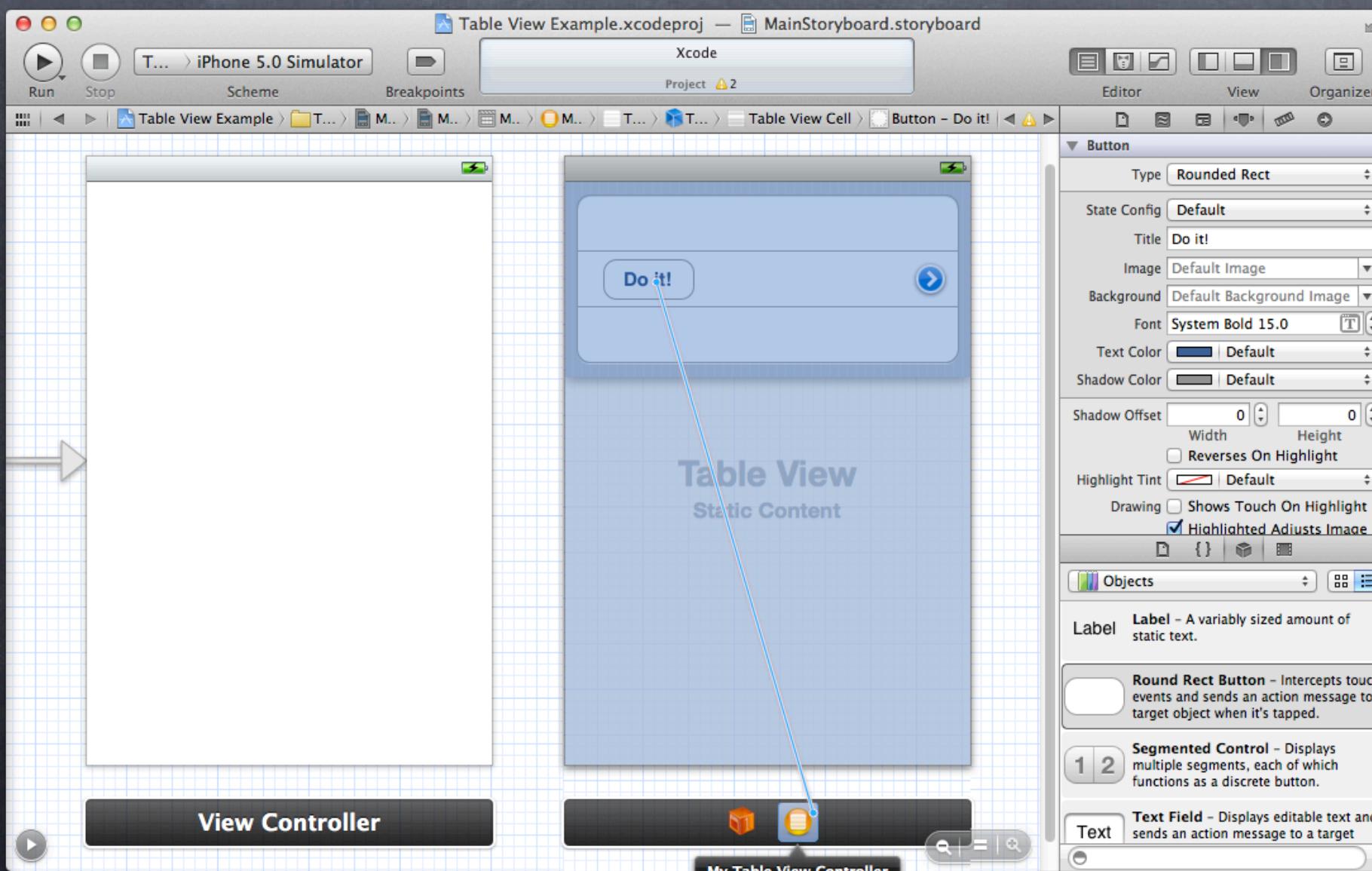
In the *Custom* style, you can drag out views and wire them up as outlets!



Creating Table View MVCs

• UITableViewCells

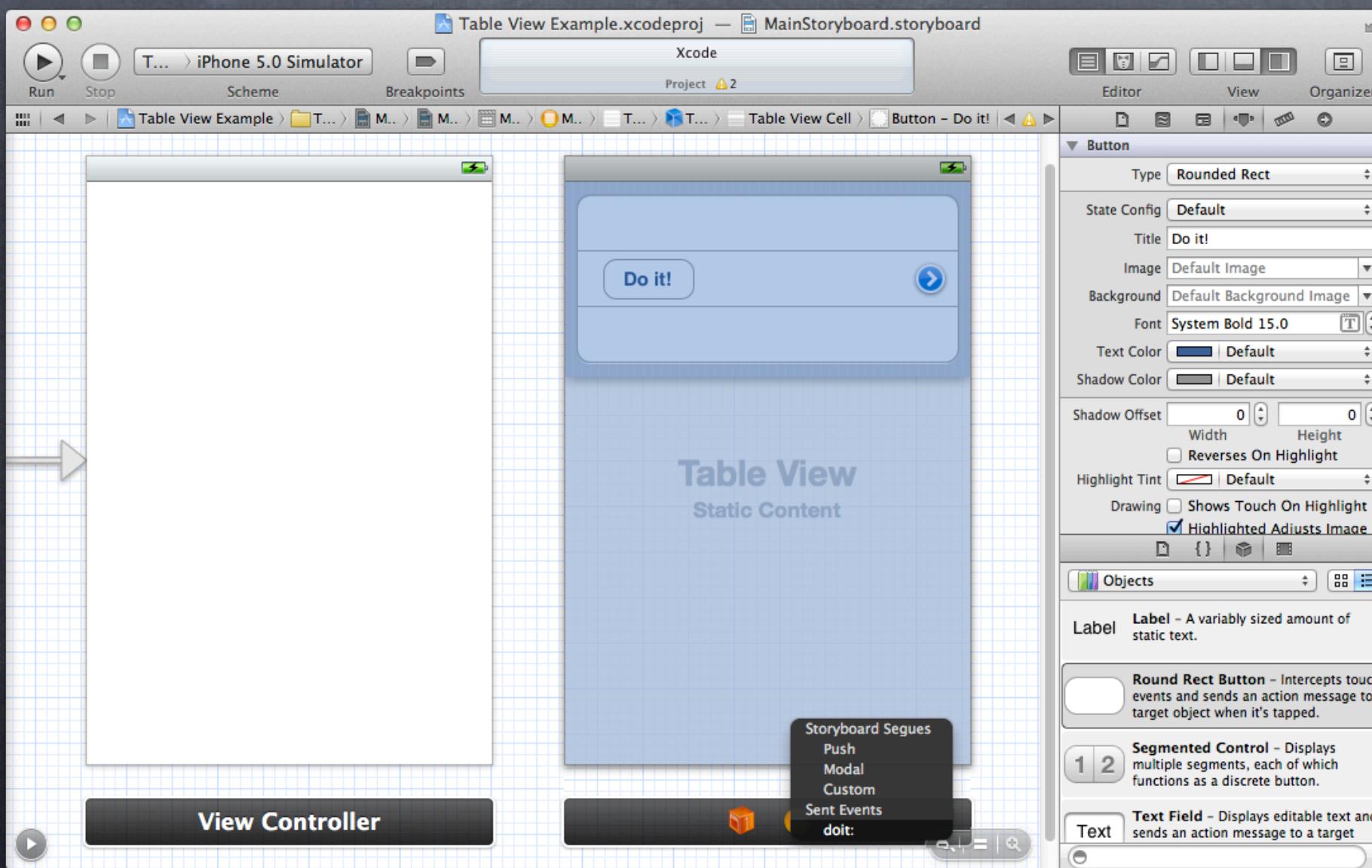
In the Custom style, you can drag out views and wire them up as outlets!



Creating Table View MVCs

• **UITableViewCell**

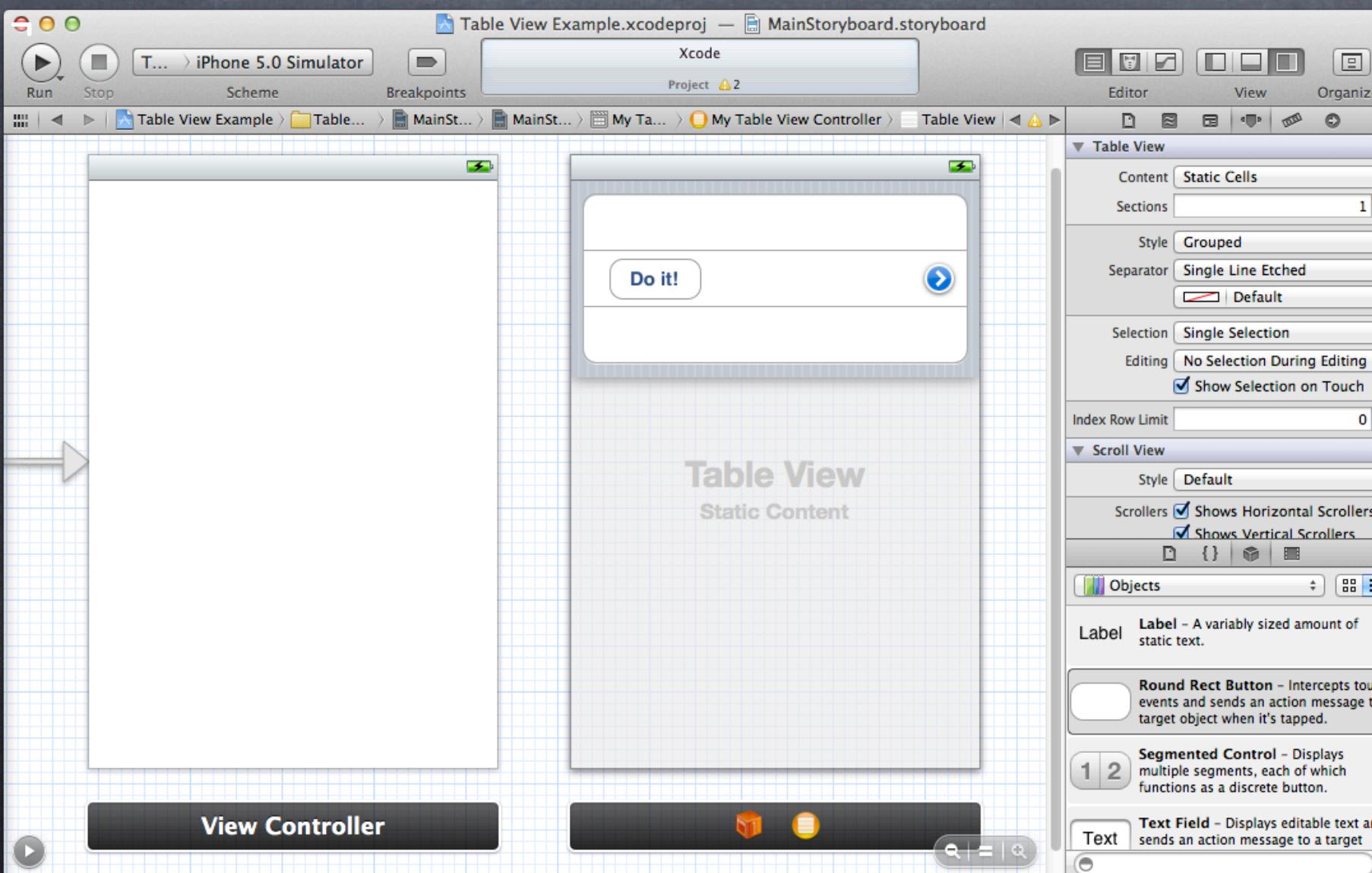
In the *Custom* style, you can drag out views and wire them up as outlets!



Creating Table View MVCs

• **UITableViewCell**

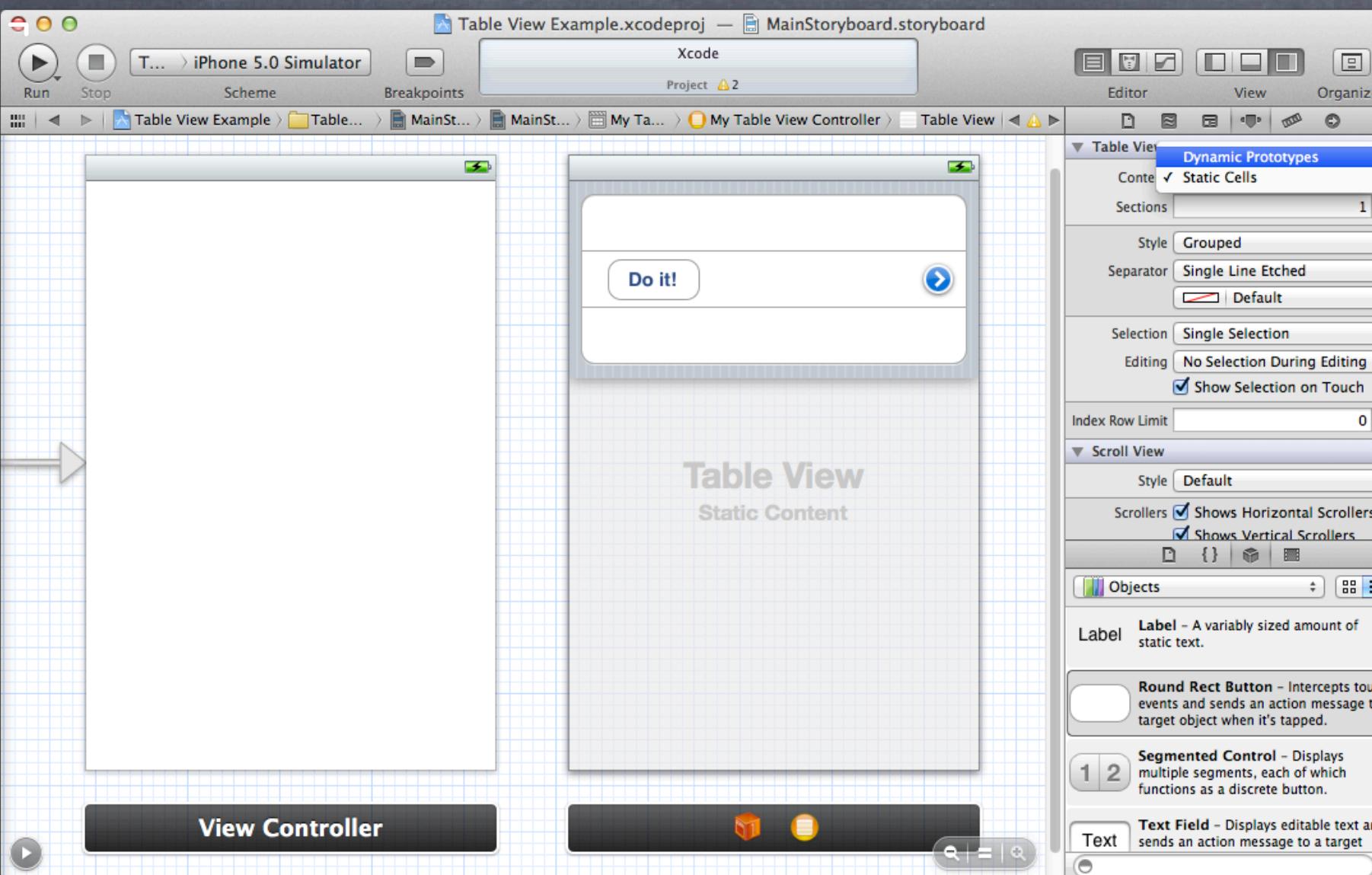
All of the above examples were “static” cells (setup in the storyboard). Not a dynamic list. If you switch to dynamic mode, then the cell you edit is a “prototype” for all cells in the list.



Creating Table View MVCs

• **UITableViewCell**

All of the above examples were “static” cells (setup in the storyboard). Not a dynamic list. If you switch to dynamic mode, then the cell you edit is a “prototype” for all cells in the list.

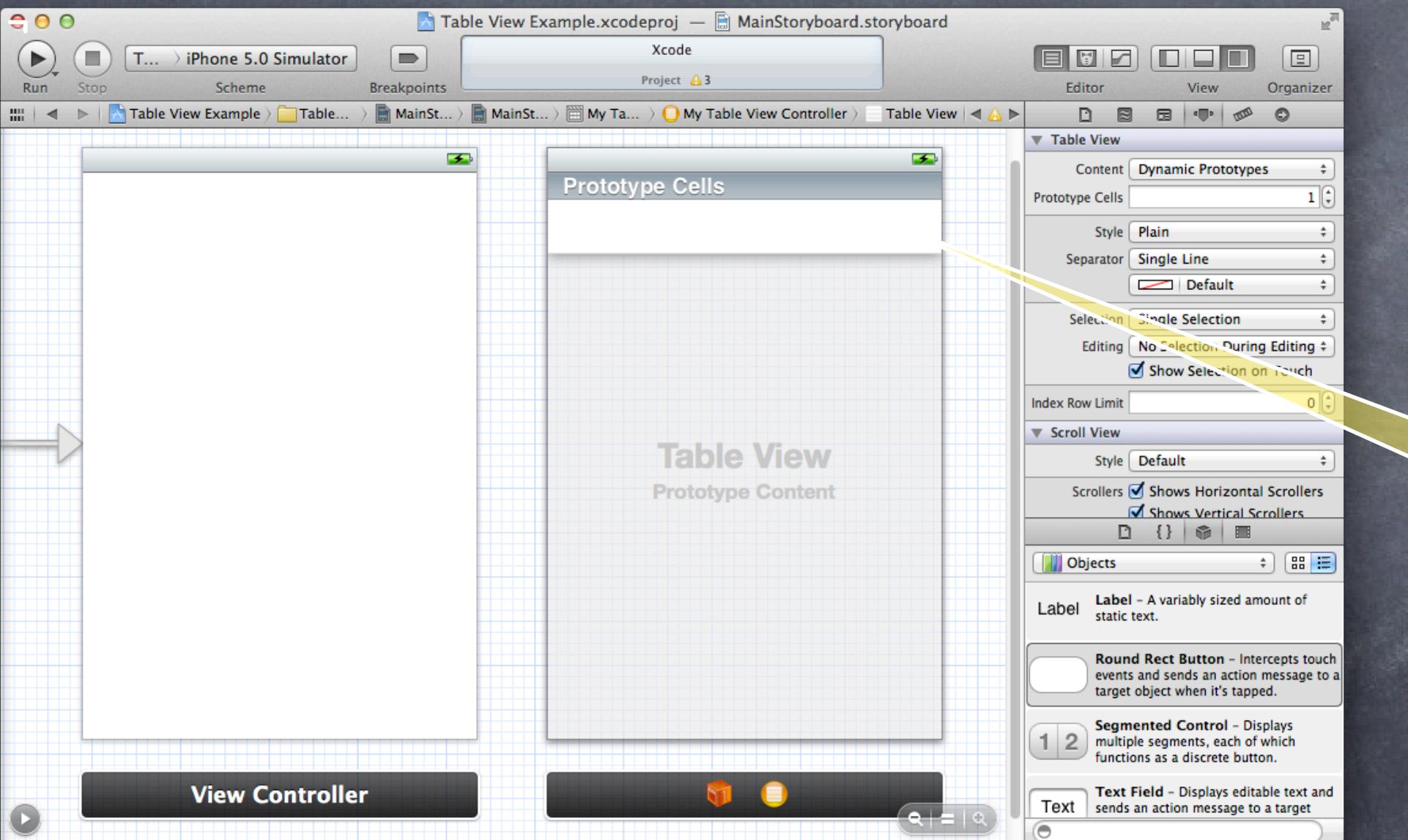


Switch to a Dynamic Table
with Prototype Cells

Creating Table View MVCs

• **UITableViewCell**

All of the above examples were “static” cells (setup in the storyboard). Not a dynamic list. If you switch to dynamic mode, then the cell you edit is a “prototype” for all cells in the list.

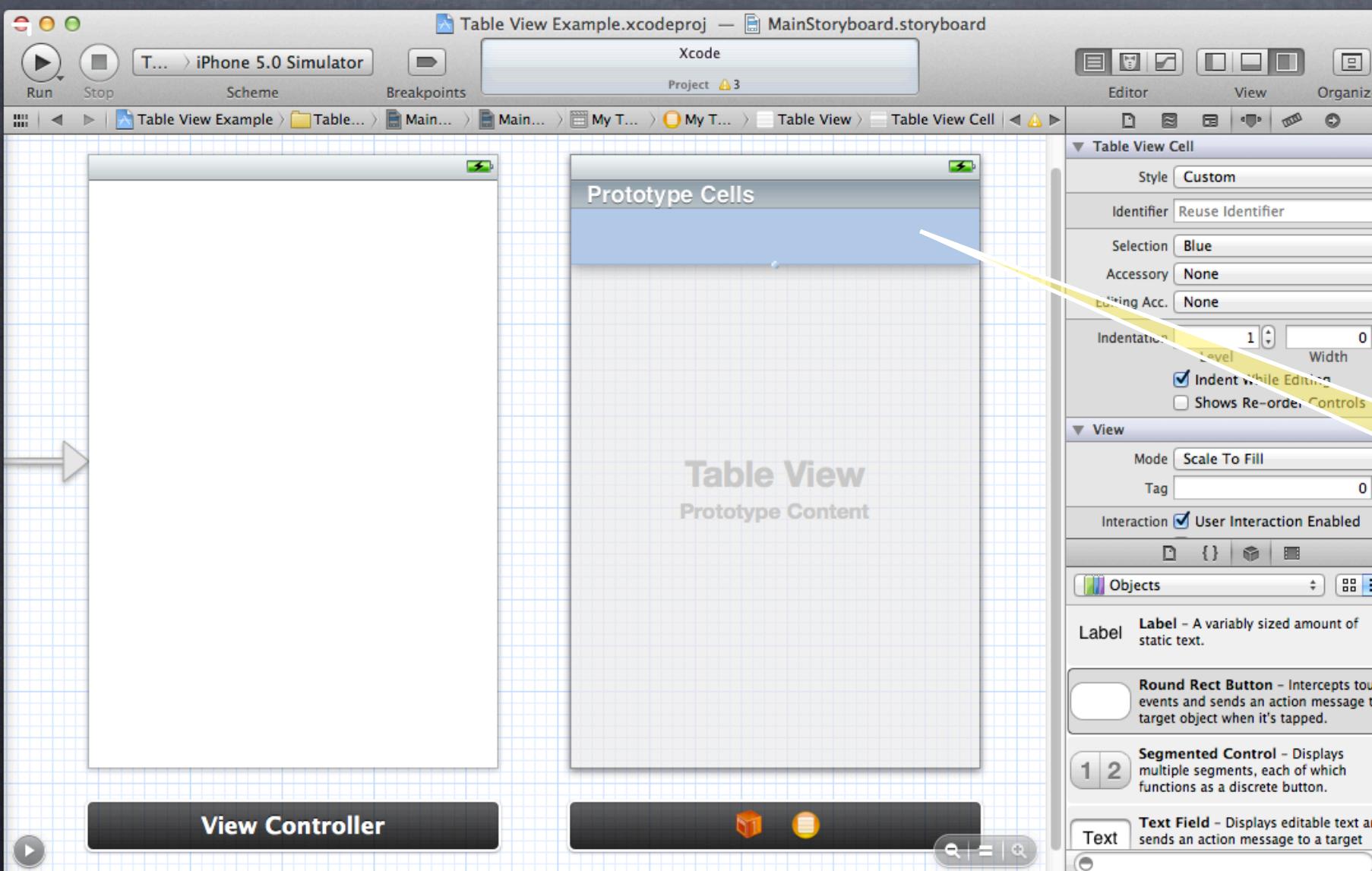


Now click on the Prototype to edit it. All cells in this table will be like this Prototype (though we'll set the contents to be different in code).

Creating Table View MVCs

• **UITableViewCell**

All of the above examples were “static” cells (setup in the storyboard). Not a dynamic list. If you switch to dynamic mode, then the cell you edit is a “prototype” for all cells in the list.



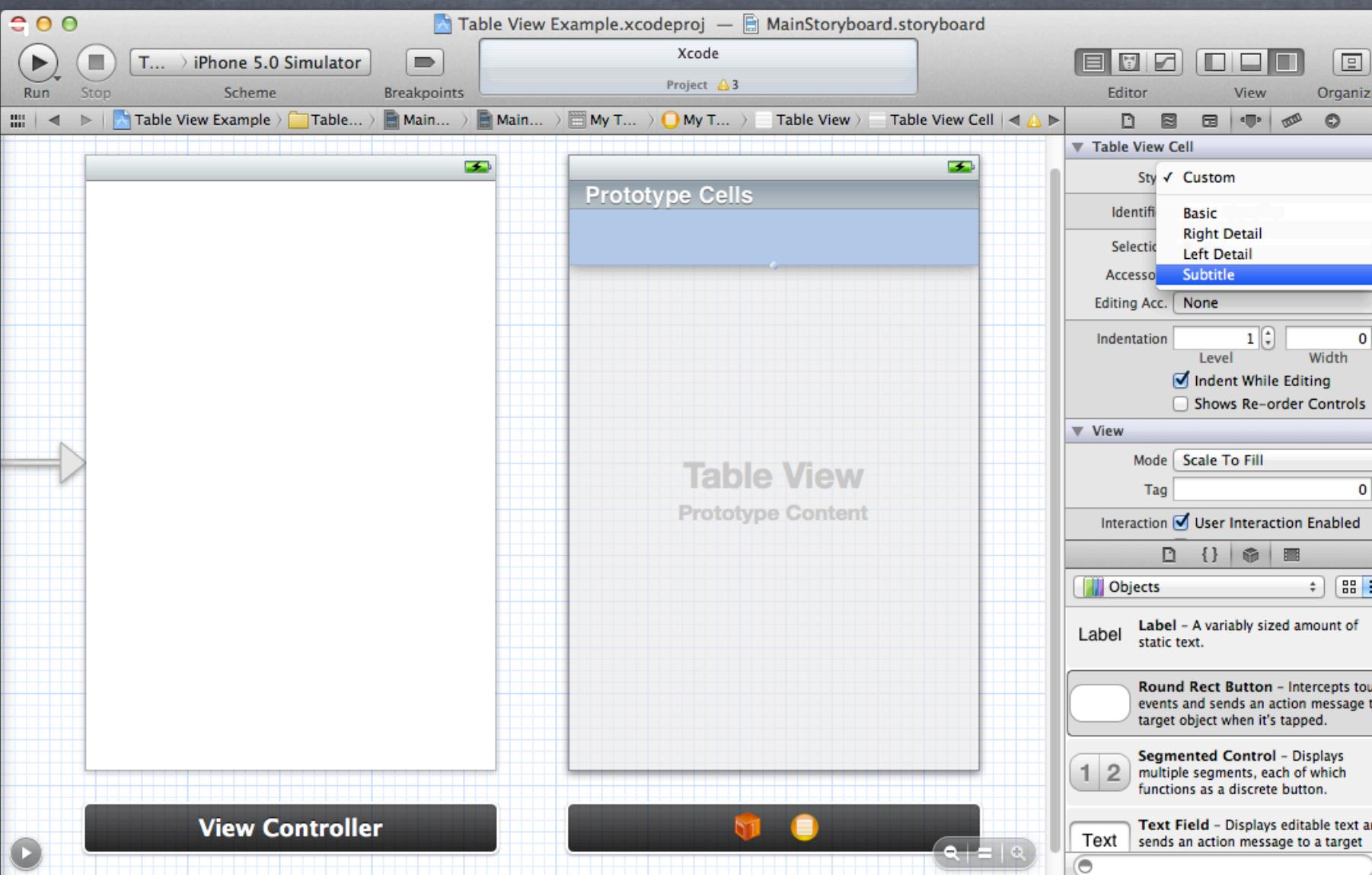
You should see Table View Cell properties appear in the Attributes Inspector.

Now click on the Prototype to edit it. All cells in this table will be like this Prototype (though we'll set the contents to be different in code).

Creating Table View MVCs

• **UITableViewCell**

All of the above examples were “static” cells (setup in the storyboard). Not a dynamic list. If you switch to dynamic mode, then the cell you edit is a “prototype” for all cells in the list.

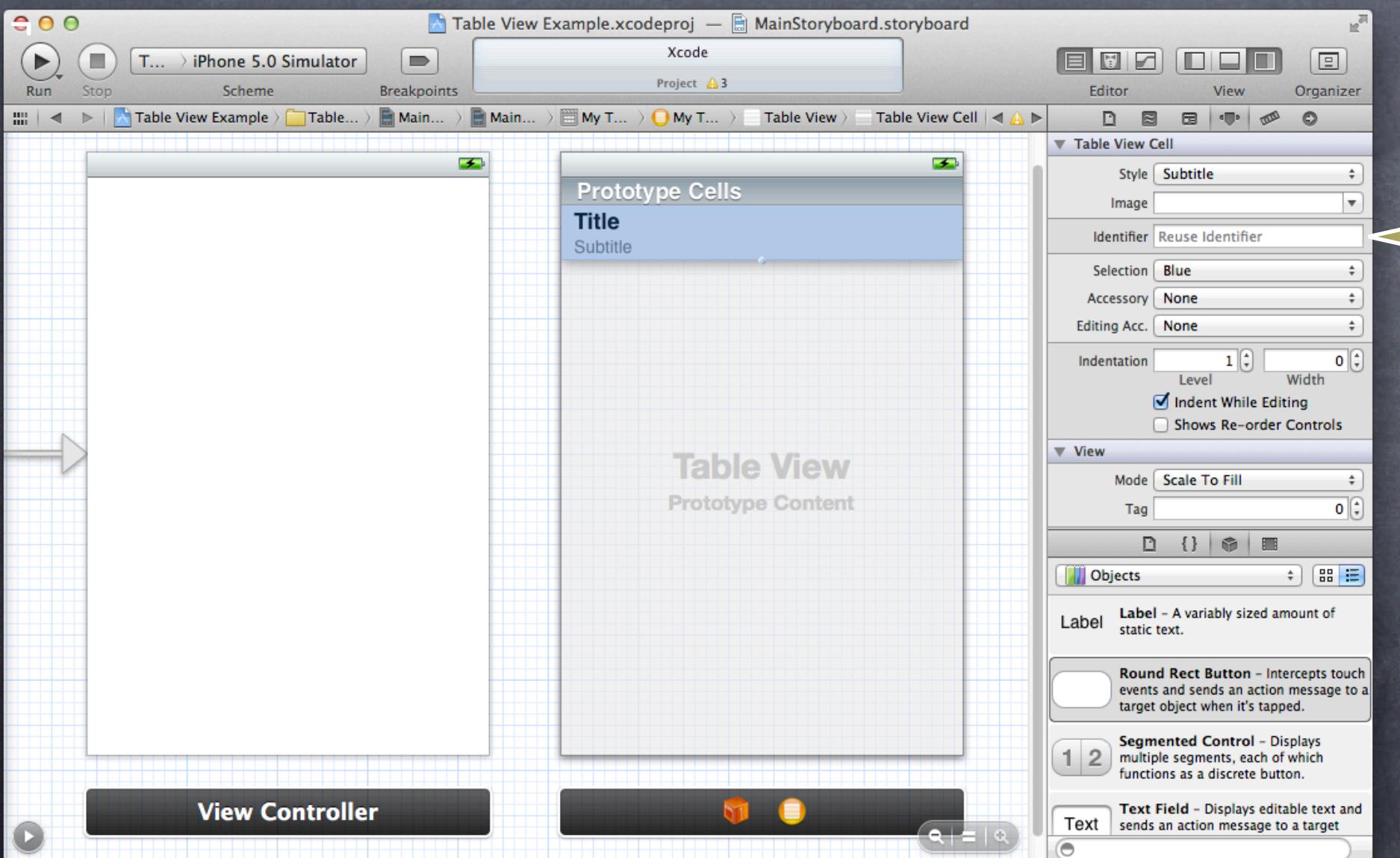


Let's change the Prototype's style to be Subtitle, for example.

Creating Table View MVCs

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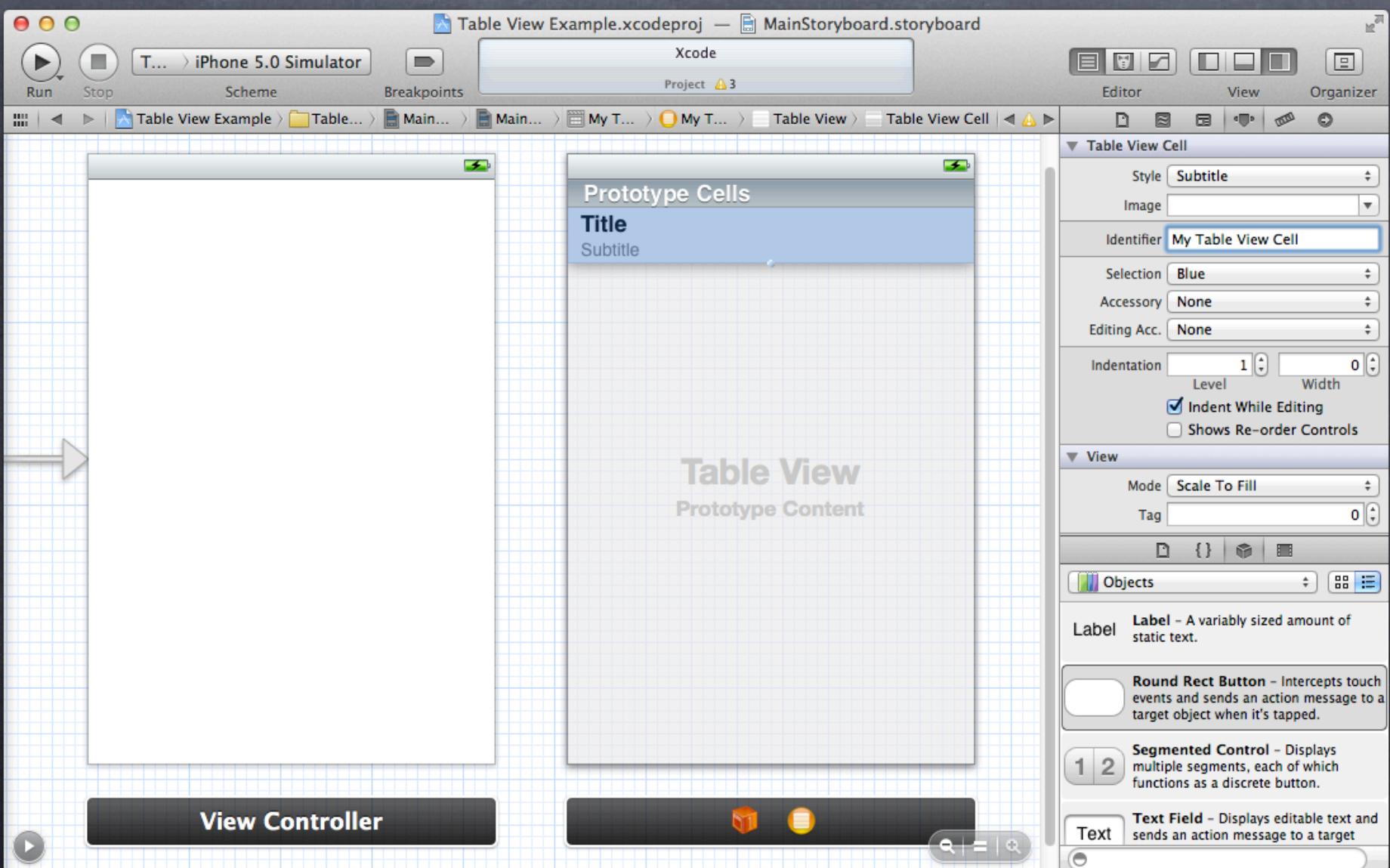


This is a very important field!
It is the name that we will
reference in our code to
identify this prototype
(more on this in a moment).

Creating Table View MVCs

• **UITableViewCell**

All of the above examples were “static” cells (setup in the storyboard). Not a dynamic list. If you switch to dynamic mode, then the cell you edit is a “prototype” for all cells in the list.



Pick a name that is meaningful.
“My Table View Cell” would probably not be that great.
Something like “Photo Description”
(if this were a list of photos)
would be better.

UITableView Protocols

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

A UITableView has two important @propertys: its delegate and its dataSource.

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

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

Your UITableViewDataSource is automatically set as the UITableView's delegate & dataSource.

Your UITableViewDelegate subclass will also have a property that points to the UITableView:
@property (nonatomic, strong) UITableView *tableView;

- ⦿ To be “dynamic,” we need to be the UITableView’s dataSource

Three important methods in this protocol:

How many sections in the table?

How many rows in each section?

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

Let's cover the last one first ...

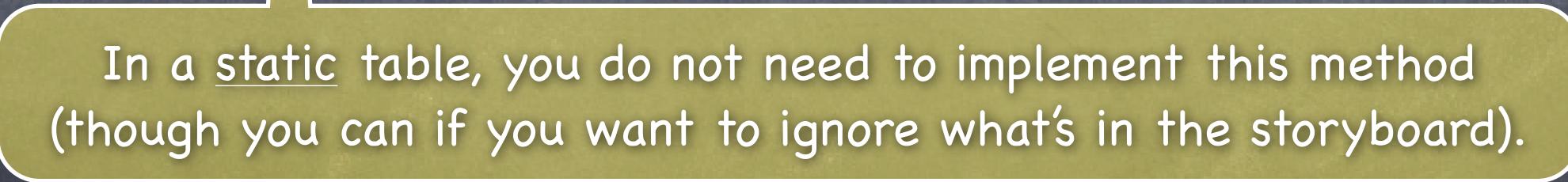
UITableViewDataSource

- 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 given 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

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{  
}
```

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

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```
- (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  
}
```

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    cellForRowAtIndexPath:(NSIndexPath *)indexPath  
{  
  
    // get a cell to use (instance of UITableViewCell)  
    UITableViewCell *cell;  
    cell = [self.tableView dequeueReusableCellWithIdentifier:@"My Table View Cell"];  
  
    // 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

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    cell = [self.tableView dequeueReusableCellWithIdentifier:@"My Table View Cell"];
```



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 (let's deal with that ...).

UITableViewDataSource

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    cellForRowAtIndexPath:(NSIndexPath *)indexPath  
{  
  
    // get a cell to use (instance of UITableViewCell)  
    UITableViewCell *cell;  
    cell = [self.tableView dequeueReusableCellWithIdentifier:@"My Table View Cell"];  
    if (!cell) {  
        cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleSubtitle  
                                     reuseIdentifier:@"My Table View Cell"];  
    }  
  
    // set @propertys on the cell to prepare it to display  
}
```

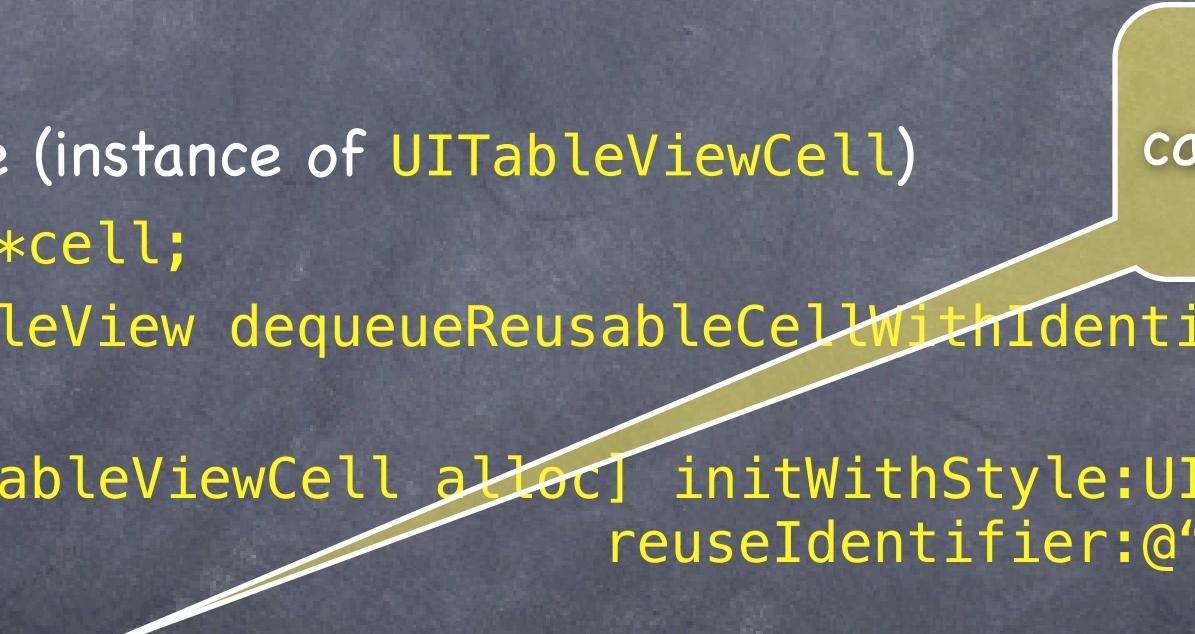
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    // get a cell to use (instance of UITableViewCell)  
    UITableViewCell *cell;  
    cell = [self.tableView dequeueReusableCellWithIdentifier:@"My Table View Cell"];  
    if (!cell) {  
        cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleSubtitle  
            reuseIdentifier:@"My Table View Cell"];  
    }  
    cell.textLabel.text = [self getMyDataForRow: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 does a dynamic table know how many rows there are?

And how many sections, too, of course?

- `(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 number of rows in a section

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 dealing with editing the table (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 (or is the entire) View.
- The delegate also lets you observe what the table view is doing
Especially responding to when the user selects a row.
We often will use segues when this happens, but we can also track it directly.

Table View “Target/Action”

- **UITableViewDelegate method sent when row is selected**

This is sort of like “table view target/action”

You might use this to update a detail view in a split view if master is a table view

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

- 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.

Copying/pasting rows.

Table View Segues

- You can segue when a row is touched, just like from a button
Segues will call `prepareForSegue:sender:` with the chosen `UITableViewCell` as sender.
You can tailor whatever data the MVC needs to whichever cell was selected.

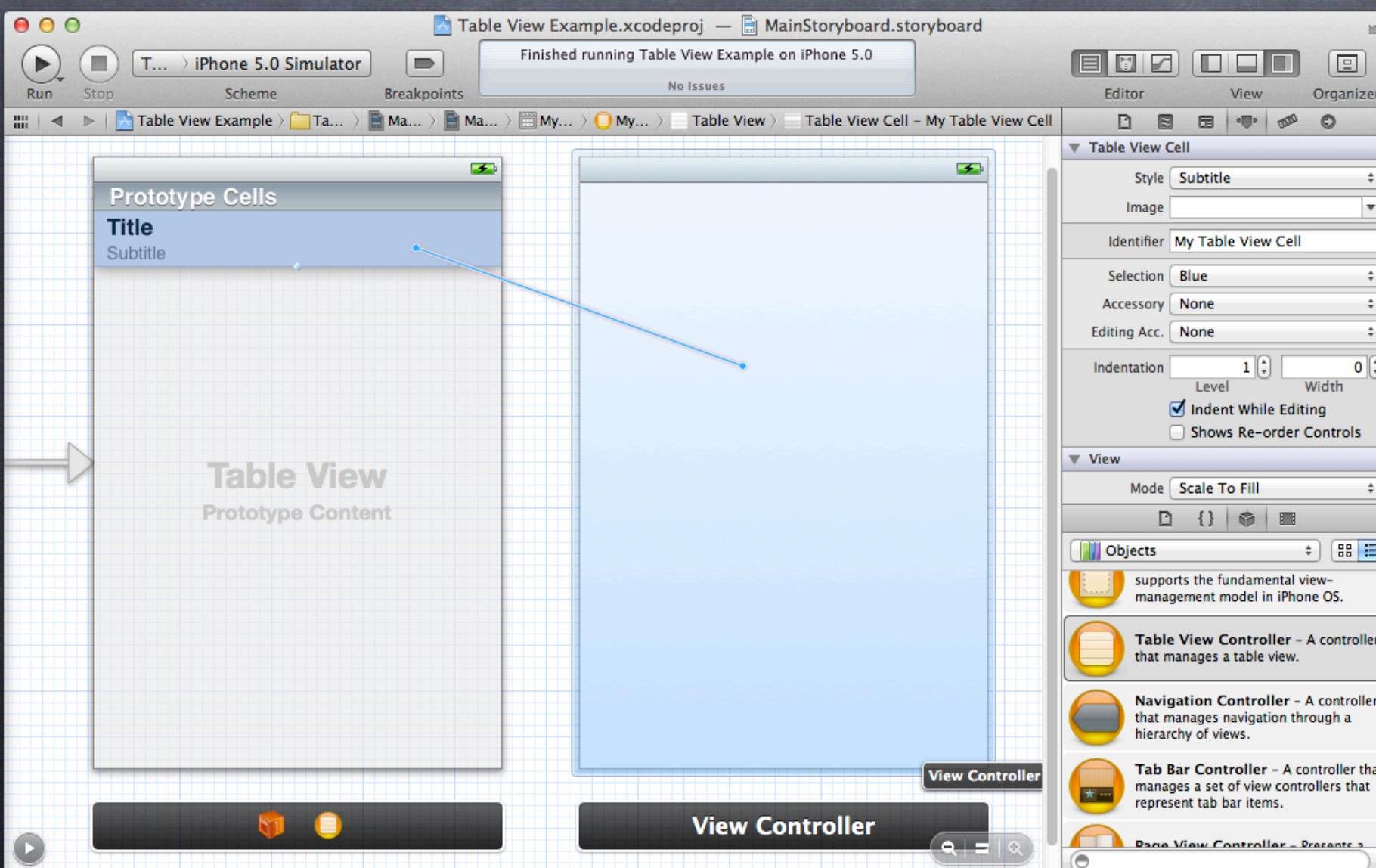


Table View Segues

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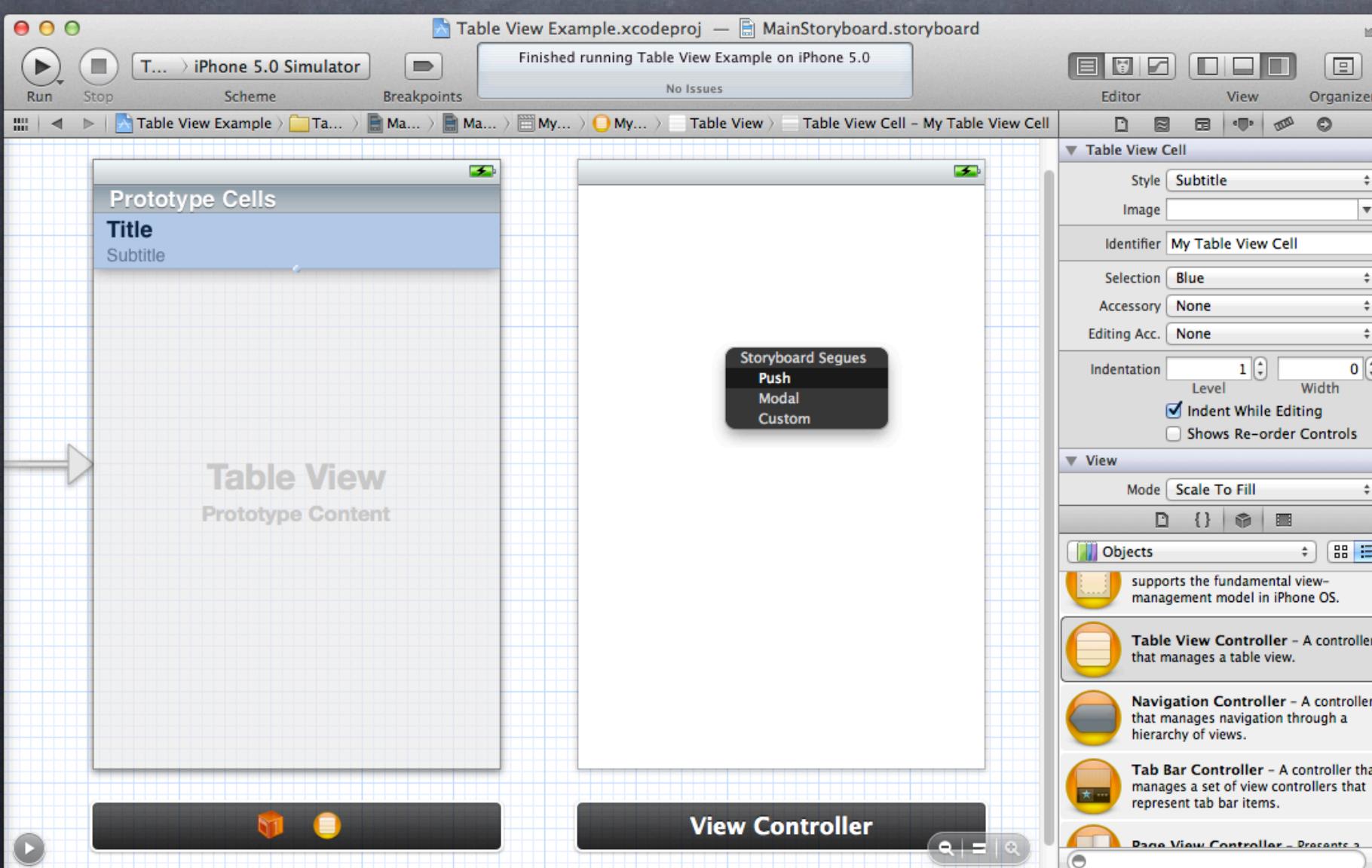


Table View Segue

- This works whether dynamic or static

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

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 obviously, 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.

Demo

⌚ Favorite Graphs

Add a feature to homework 3.

Put an “Add to Favorites” button in graph view.

Add a “Favorites” bar button which brings up a list of the favorite graphs.

⌚ Watch for ...

Deciding and advertising that an `id` parameter in a public API is a “property list”.

(we just say it is so and then be sure not to break our promise to users of our public API).

Storing a property list in `NSUserDefaults`.

Building a table-view-based view controller subclass.

Implementing the `UITableView` `dataSource` protocol to show a dynamic list of data (graphs).

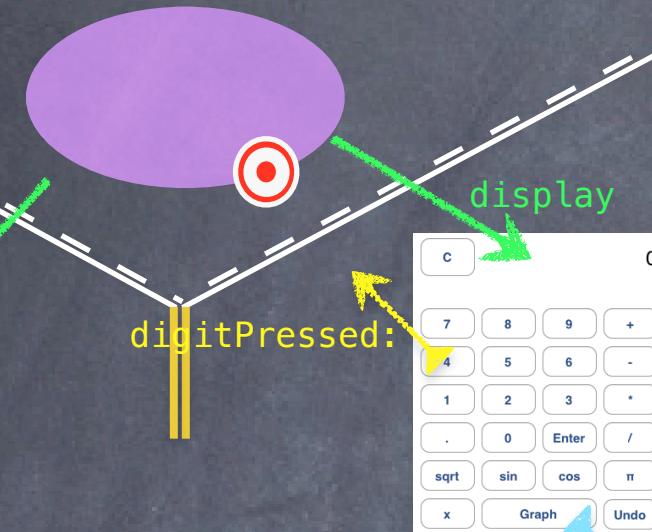
Using a delegate to report the results of a popover to the object which puts the popover up.

Calling `popViewControllerAnimated:` (and/or `dismissPopoverAnimated:`) from delegate method.

Calculator

CalculatorViewController

CalculatorBrain

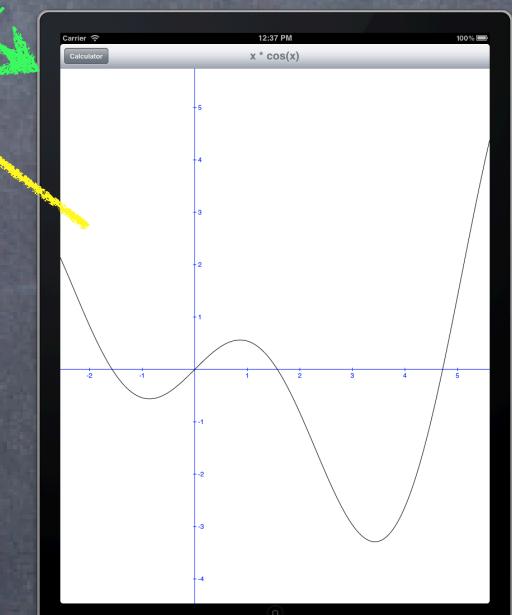


CalculatorGraphViewController

?



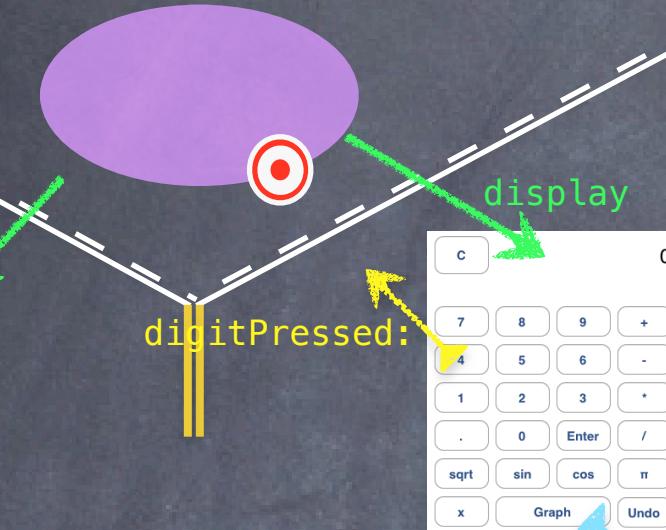
GraphView
GraphViewDataSource



Calculator

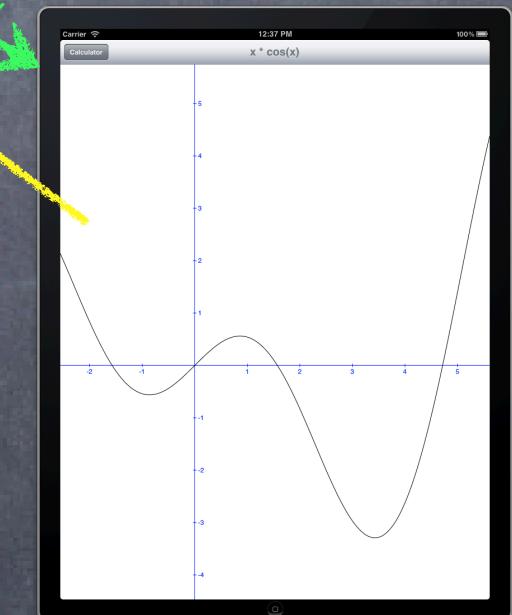
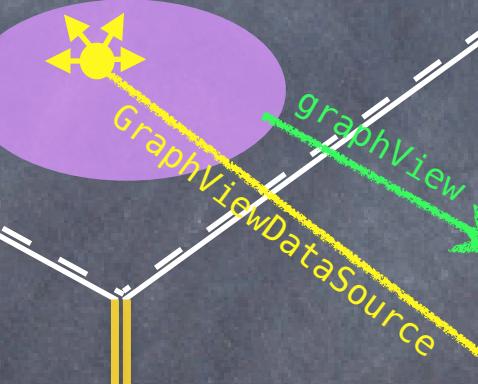
CalculatorViewController

CalculatorBrain



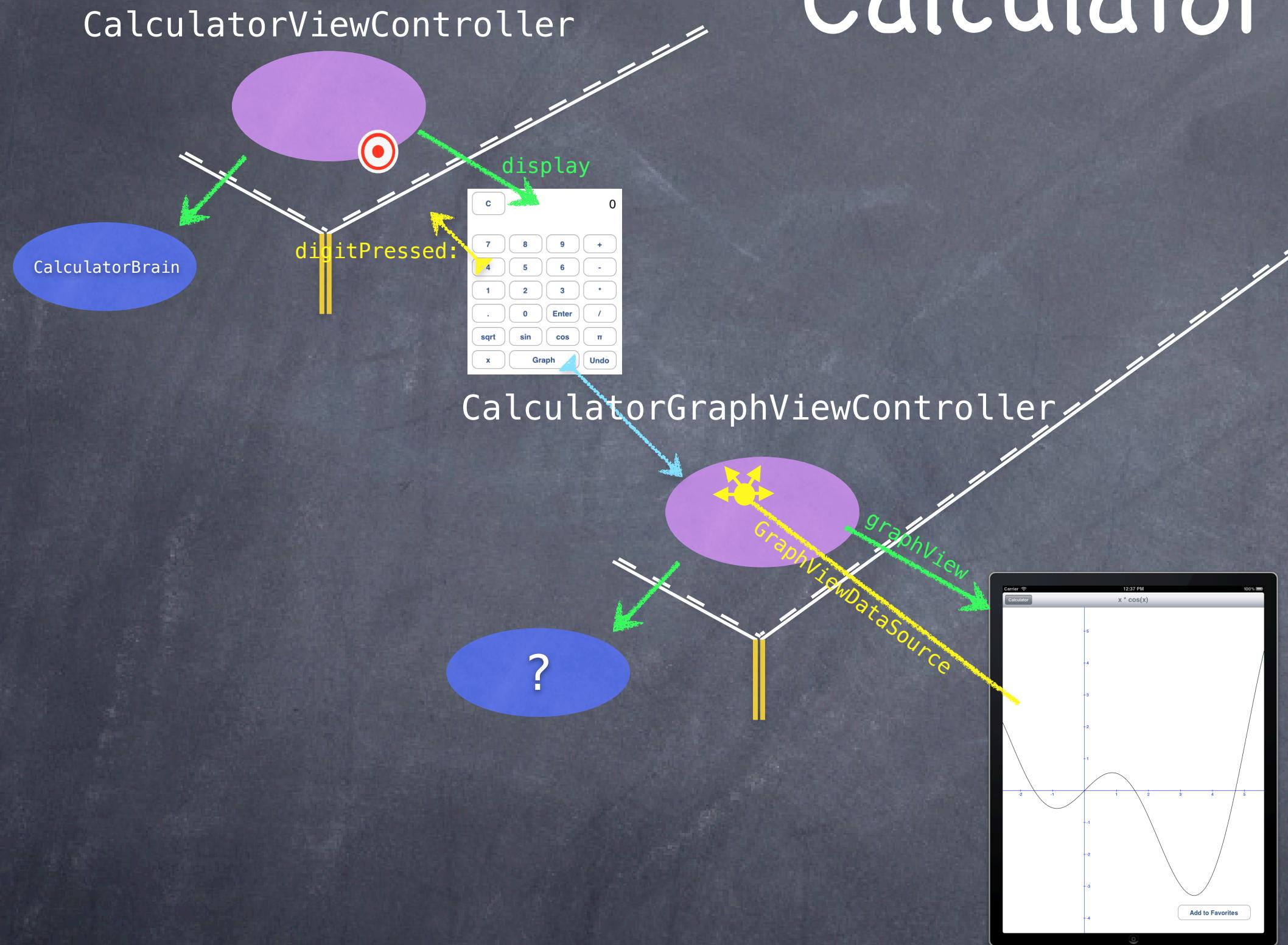
CalculatorGraphViewController

?



Add to Favorites

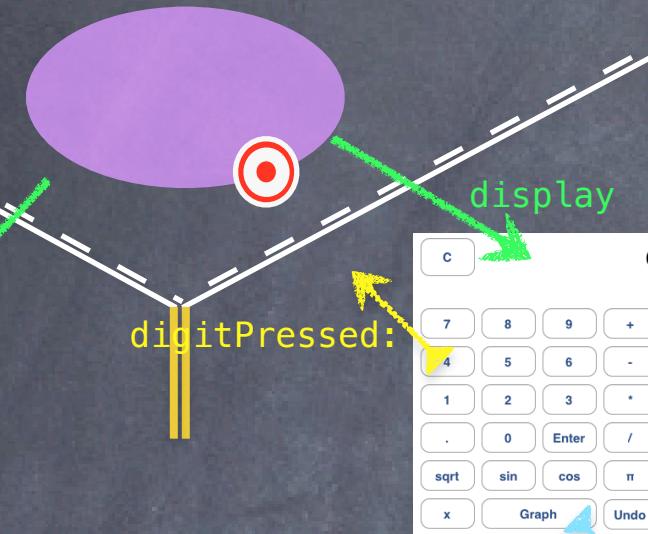
Calculator



Calculator

CalculatorViewController

CalculatorBrain

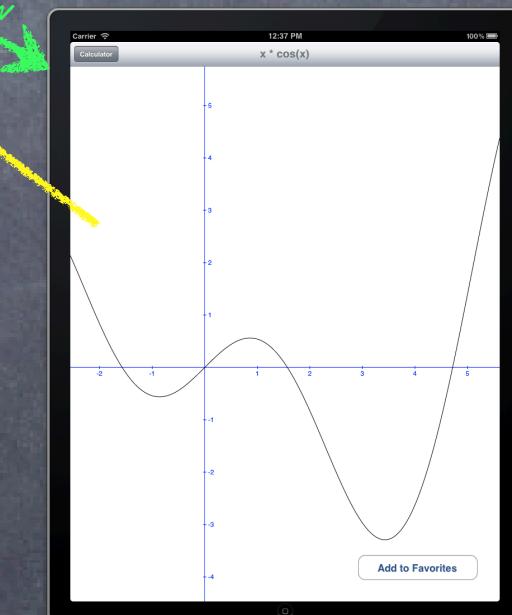


CalculatorGraphViewController

?

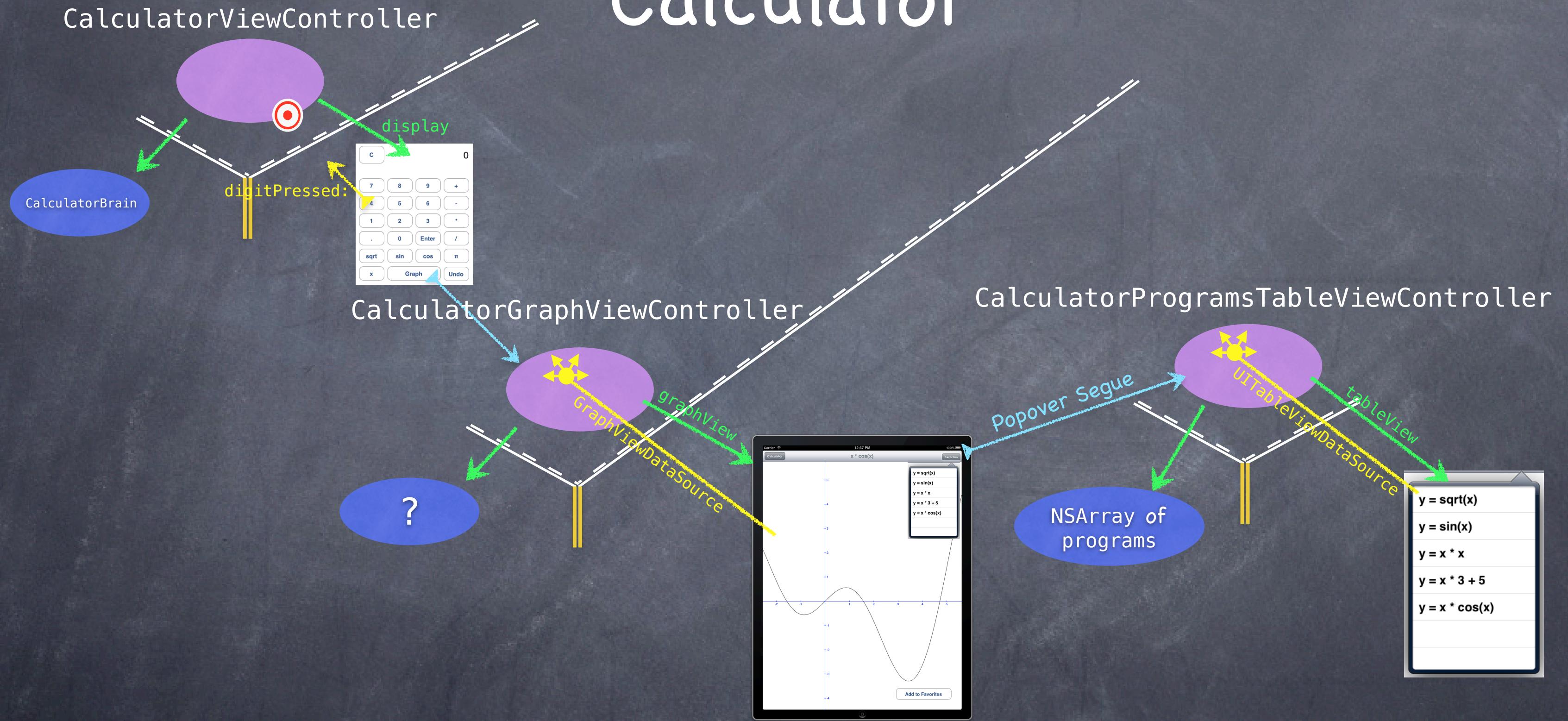


GraphView
GraphViewDataSource



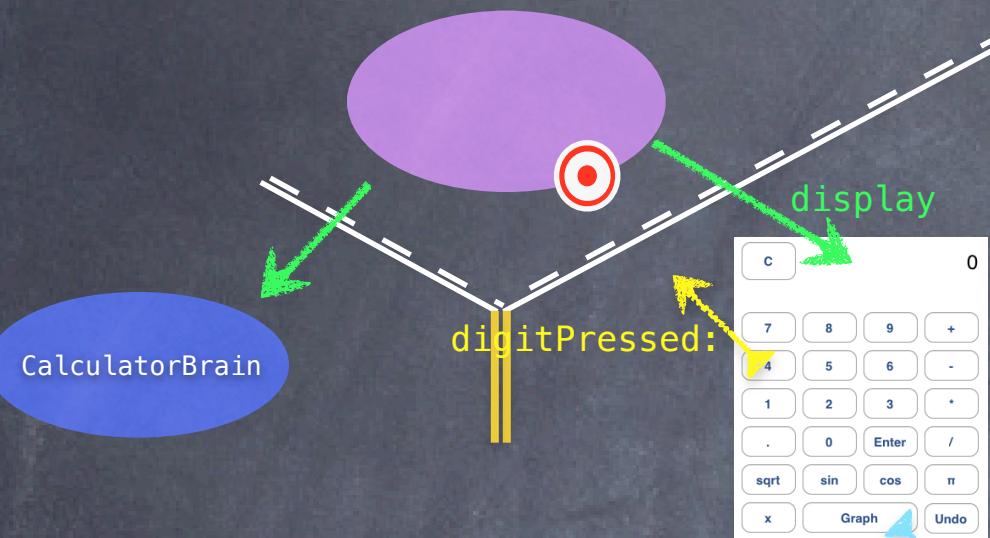
Favorites

Calculator

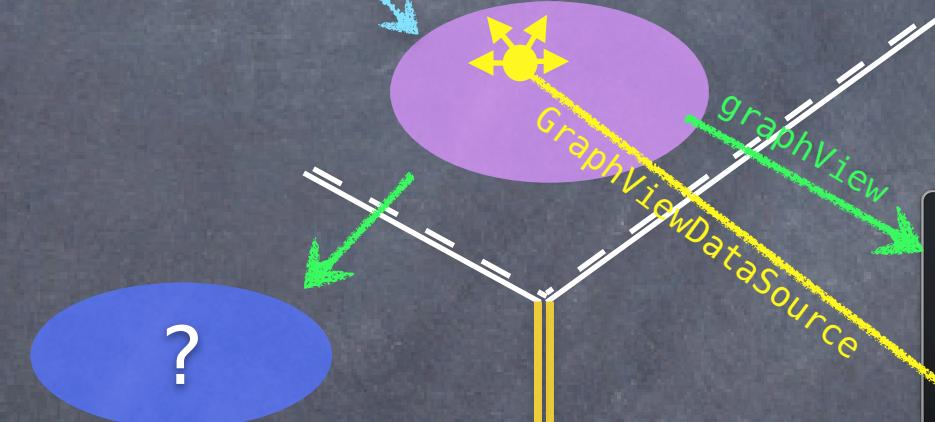


Calculator

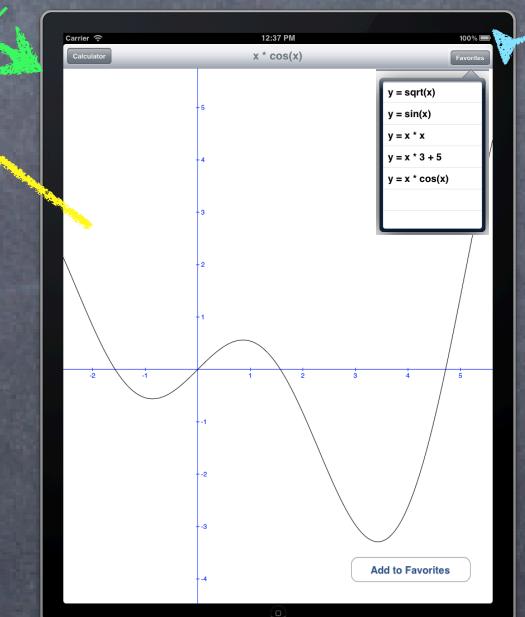
CalculatorViewController



CalculatorGraphViewController

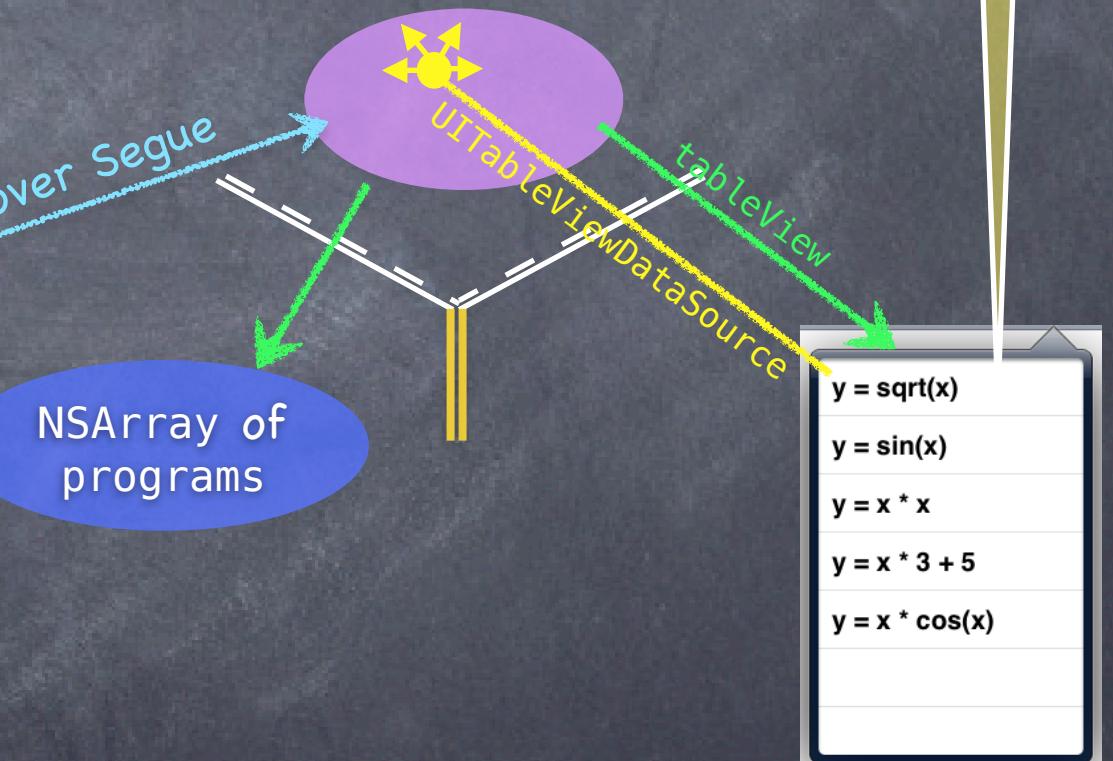


?



When someone clicks in this table,
we want to update the graph.
How can we do that?

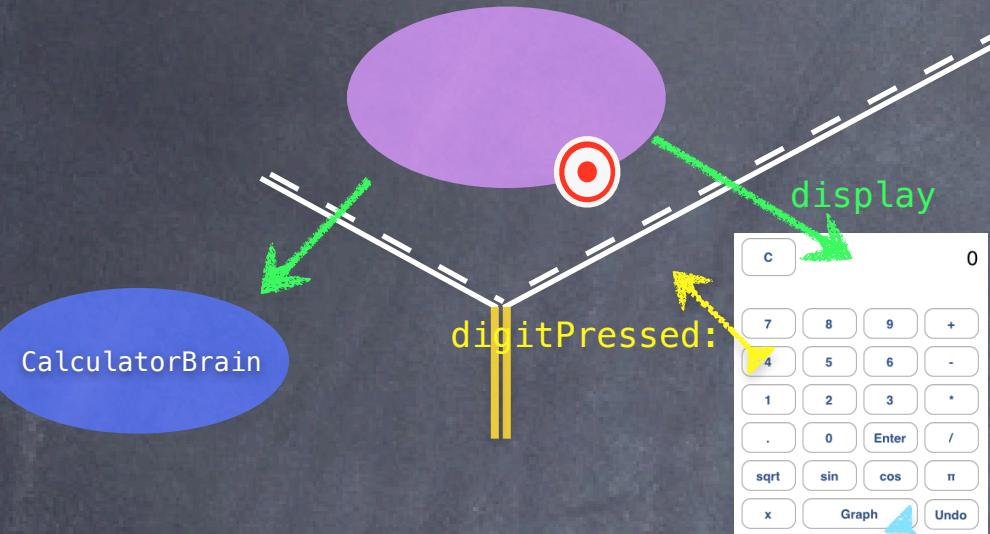
CalculatorProgramsTableViewController



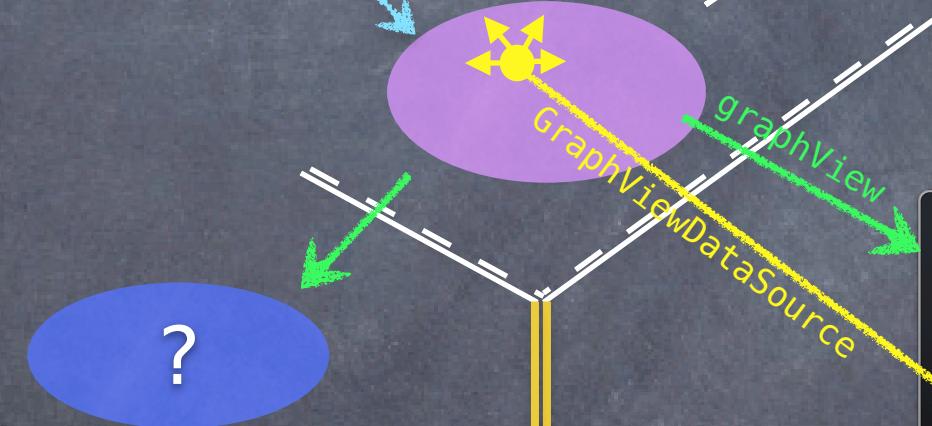
NSArray of
programs

Calculator

CalculatorViewController

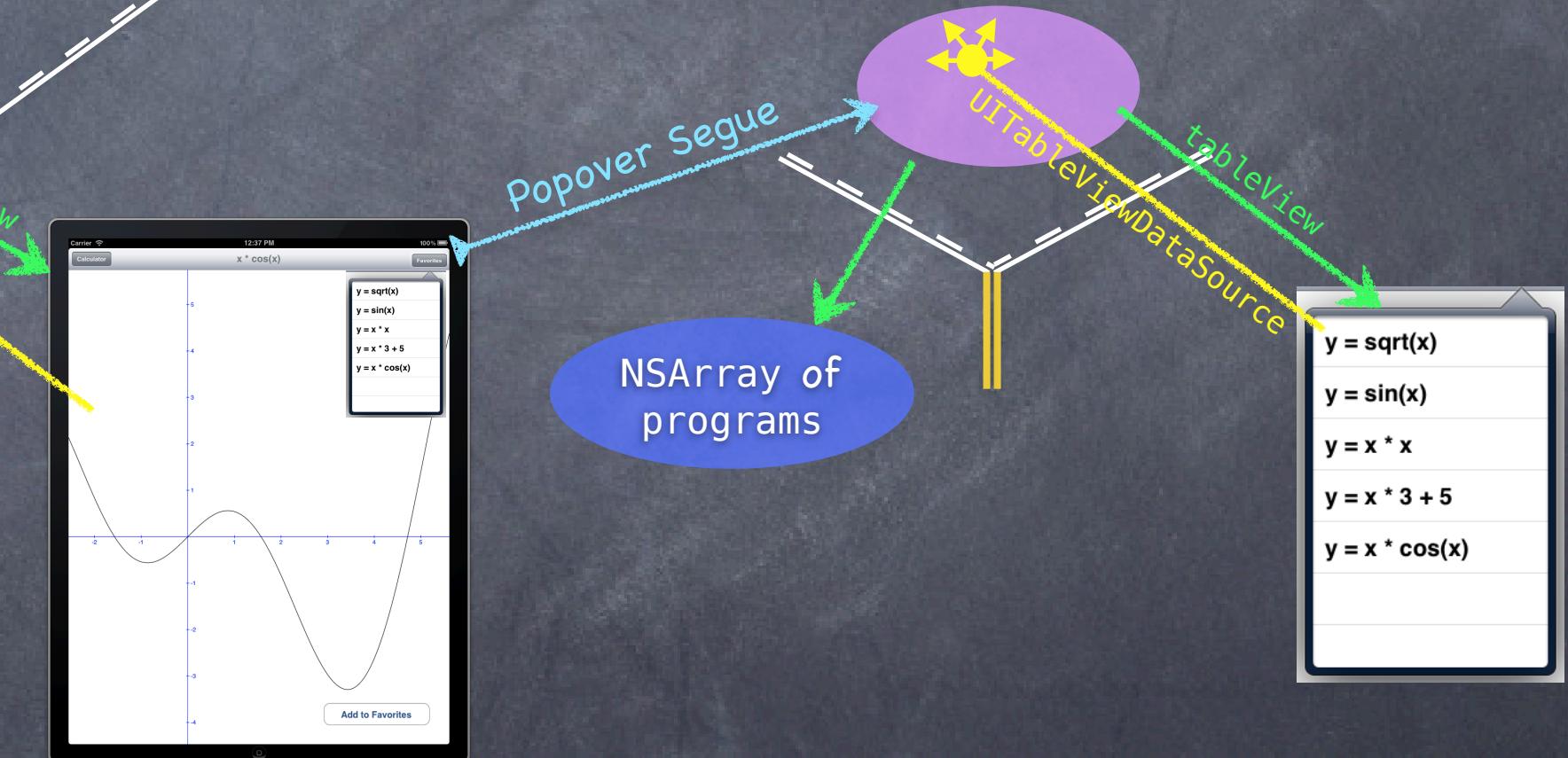


CalculatorGraphViewController



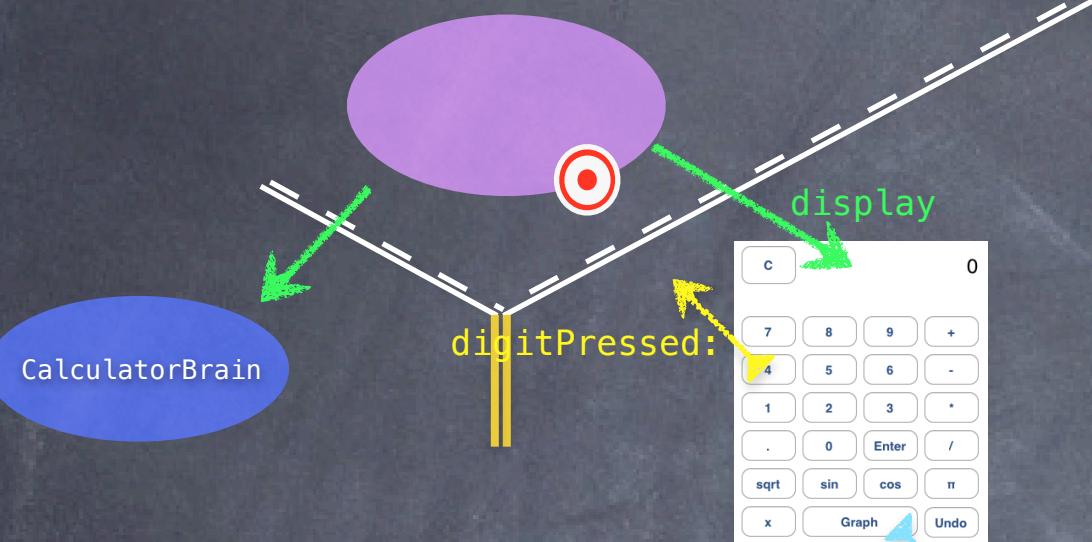
We CANNOT directly ask this Graph Controller to do it because we are (indirectly) part of that Controller's View.

CalculatorProgramsTableViewController

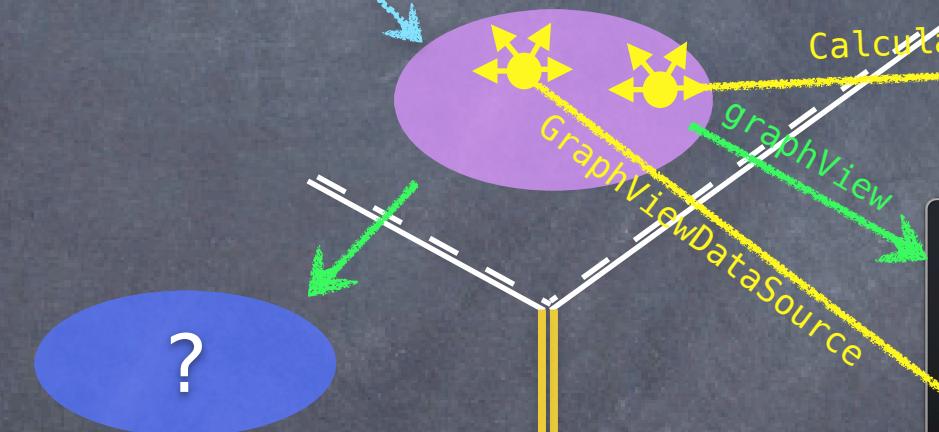


Calculator

CalculatorViewController

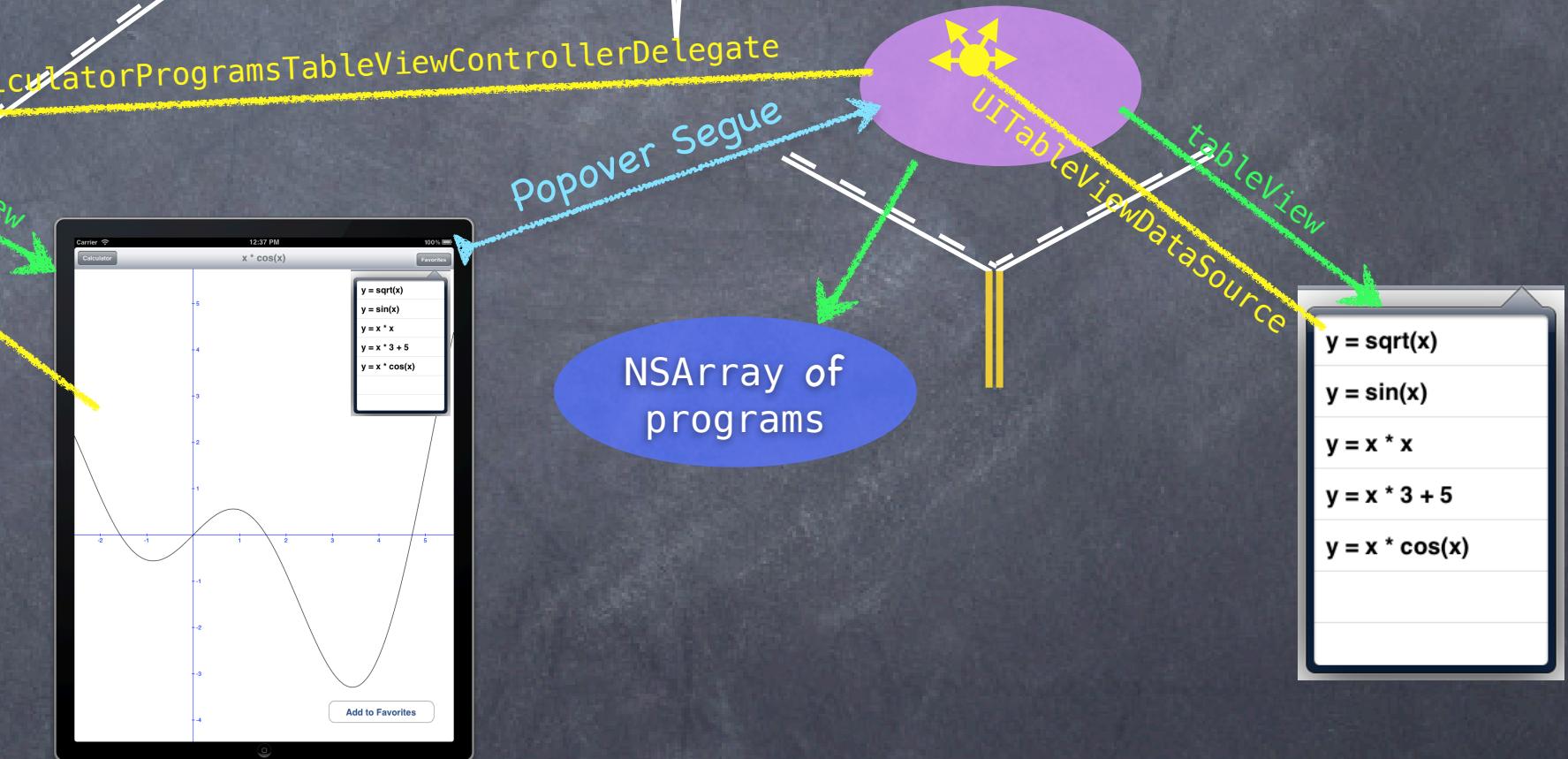


CalculatorGraphViewController



We do it in the normal way
a View can talk back to its
Controller: delegation.

CalculatorProgramsTableViewController



Steps to Delegate

⌚ 5 Steps

1. Create the @protocol
2. Add delegate @property to delegator's public @interface
3. Use delegate property inside delegator's implementation
4. Set the delegate property somewhere inside the delegate's @implementation
5. Implement the protocol's method(s) in the delegate (include <> on @interface)

Coming Up

- Next Lecture

- Threads

- Persistence

More about Popovers

- ⦿ Not a UIViewController, but displays one inside a rectangle

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

Also you can animate the changing of a popover that's already on screen with:

`- (void)setContentViewController:(UIViewController *)vc animated:(BOOL)animated;`

- ⦿ Usually the above property is ctrl-dragged in Xcode

This creates a Popover segue.

In your `prepareForSegue:sender:` method, the arg will be `isKindOfClass: UIStoryboardPopoverSegue`.

The UIStoryboardPopoverSegue has a – `(UIPopoverController *)popoverController` `@property`.

- ⦿ You can alloc/initWithContentViewController: one too

Not very common, but not a bad thing.

Segues are nicer because segues are essentially “documentation” of your UI in storyboards.

- ⦿ Visible?

You can tell whether a popover is currently visible with – `(BOOL)popoverVisible;`

Popover

- ⦿ But you can also present a popover from code

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

- `(void)presentPopoverFromRect:(CGRect)aRect or
inView:(UIView *)view
permittedArrowDirections:(UIPopoverArrowDirection)direction
animated:(BOOL)flag;`

or

- `(void)presentPopoverFromBarButtonItem:(UIBarButtonItem *)barButtonItem
permittedArrowDirections:(UIPopoverArrowDirection)direction
animated:(BOOL)flag;`

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

- `(IBAction)presentPopover {
UIPopoverController *pop = [[UIPopoverController alloc] initWithViewController:vc];
[pop presentPopoverFromBarButtonItem:item permittedArrowDirections:...];
} // BAD! no strong pointer to the popover controller! presenting it is not enough!`

Popover

⌚ Dismissing a popover automatically

Dismissed automatically if the user clicks outside of the popover.

Unless the user clicks in one of the views set by this UIPopoverController property:

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

⌚ Dismissing a popover from your code

- `(void)dismissPopoverAnimated:(BOOL)animated;`

You would call this when some interaction inside your popover's view controller results in dismissal.

For example, the user presses "OK" or otherwise chooses something.

Usually the object that put the popover up (the one that segued to it) dismisses it.

How? Delegation. The view controller inside the popover sends a delegate method when it's done.

So very often view controllers inside a popover have a settable delegate method in their API.

⌚ Popover has delegate which gets notified on dismissal

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

Only sent if the user dismisses the popover by clicking elsewhere (not programmatic dismissals).