

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

coder-swag | Build coder-swag: Succeeded | 6/27/17 at 4:58 PM 43% Thu 2:00 PM Mark Price Go to Dashboard

Creating a UICollectionView

Section 7, Lecture 46

The screenshot shows the Xcode interface with a storyboard project named "coder-swag". The storyboard is currently displaying the "Navigation Controller" scene. The navigation bar is selected in the object library on the right, which is titled "Navigation Controller". The navigation bar has a dark purple tint and is set to "Translucent". The storyboard preview shows a dark purple navigation bar at the top of a white content area. The object library also lists other components like "View Controller" and "Navigation Controller Scene". A video player at the bottom indicates the video is at 02:35 / 12:34.

CODERSWAG

SHOP BY CATEGORY

DevSlopes Logo Graphic T-Shirt \$25 DevSlopes Logo Graphic T-Shirt \$25

DevSlopes Logo Graphic T-Shirt \$25 DevSlopes Logo Graphic T-Shirt \$25

Navigation Controller

Navigation Bar

Translucent

Bar Tint

Shadow

Back

Back Mask

Title Font

Title Color

Title Shadow

Default Position

Content Mode

Semantic

Tag

Interaction

User Interaction Enabled

Multiple Touch

Alpha

Background

Tint

Drawing

Opaque

Hidden

Clears Graphics Context

Clip To Bounds

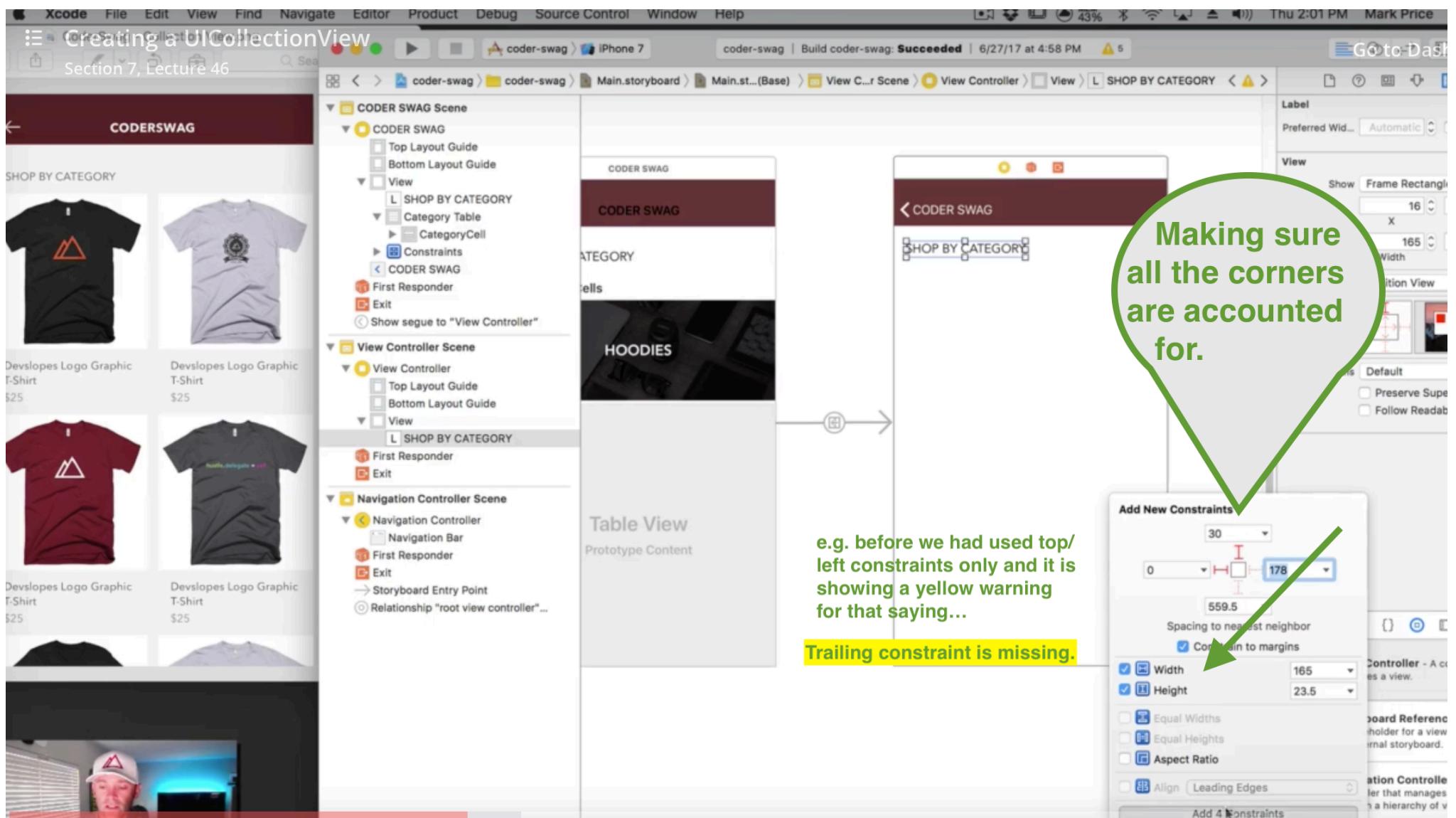
Autodesk Collaboration

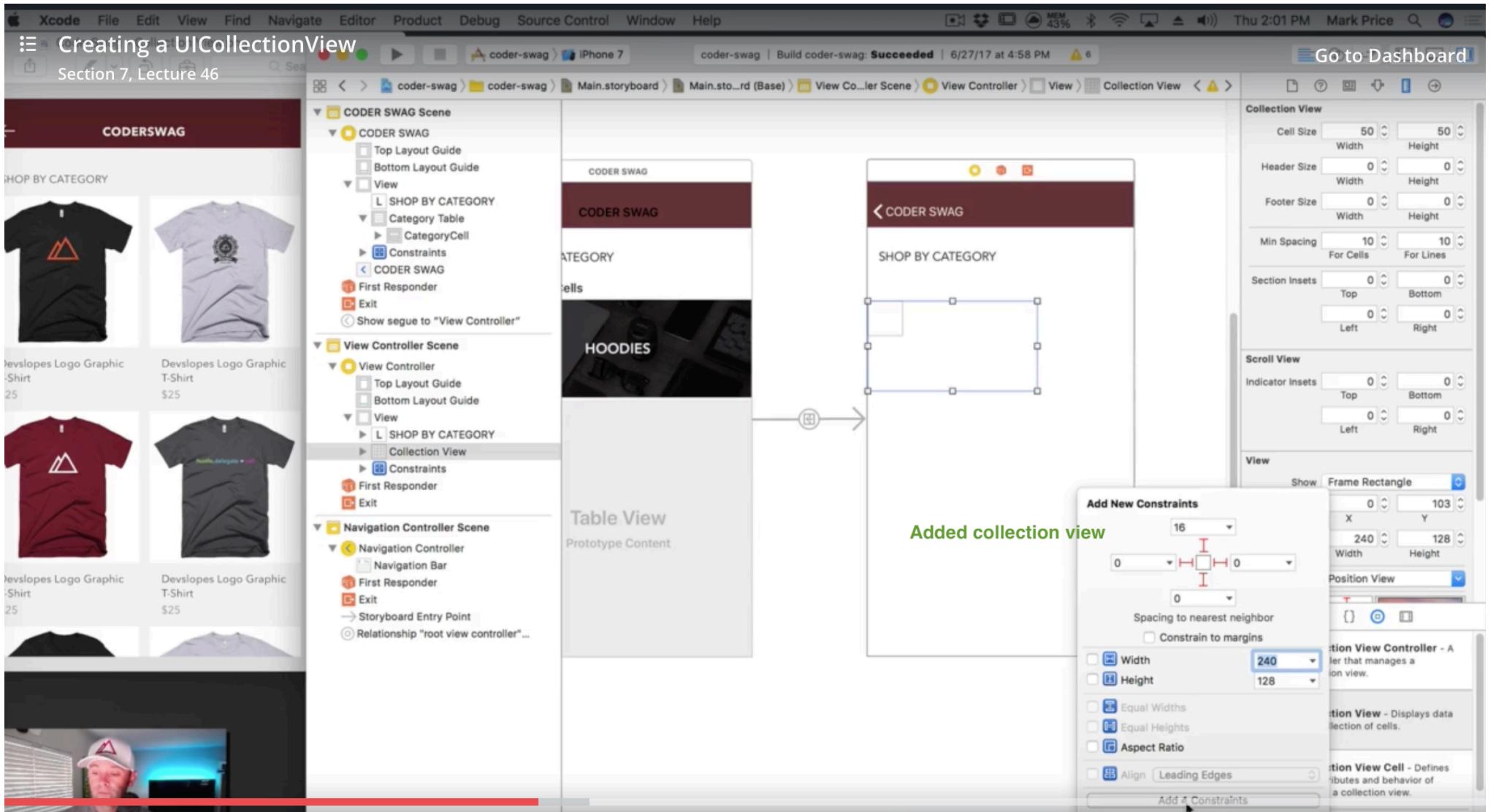
View Controller - A controller that manages a view.

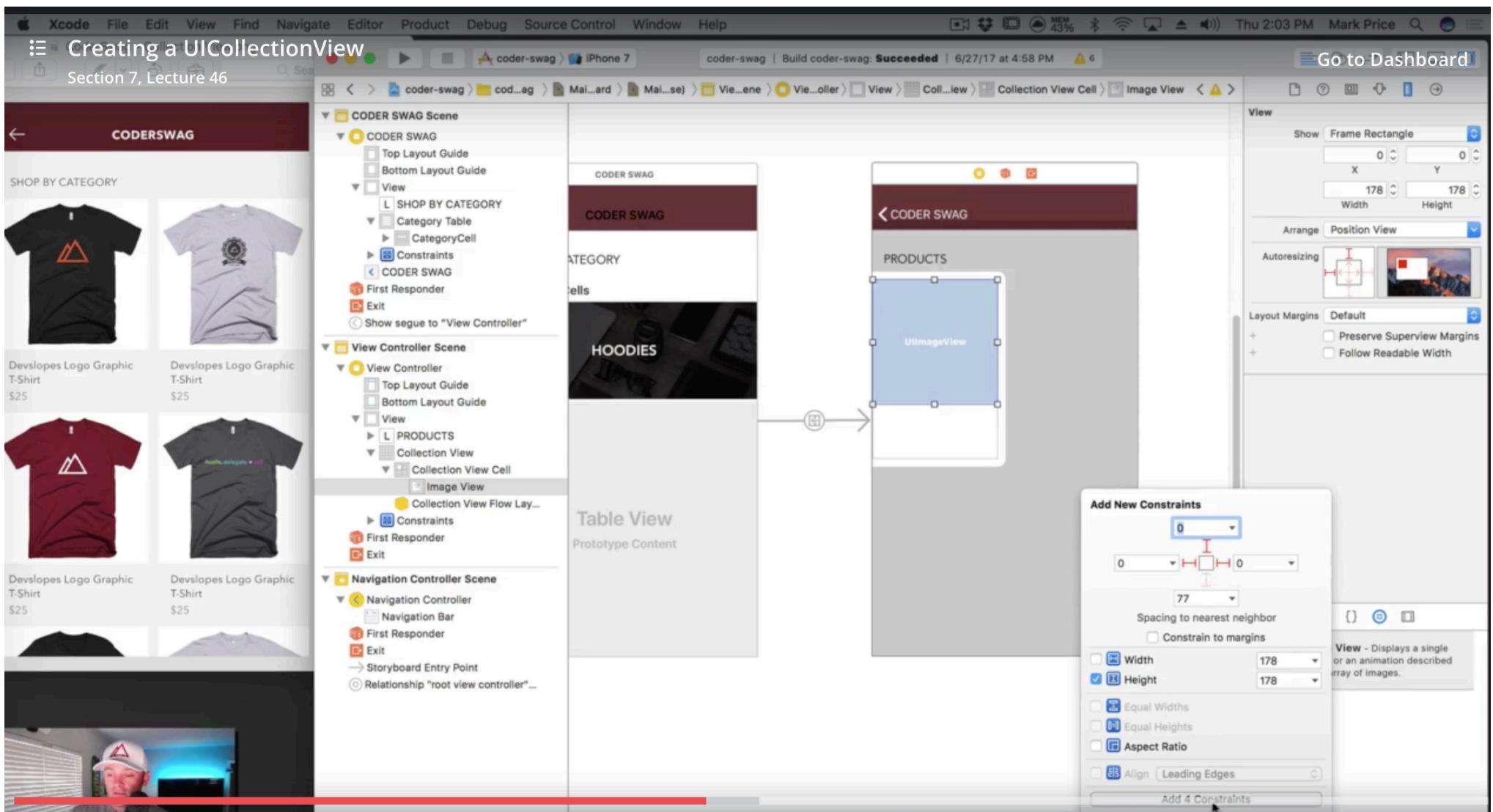
Storyboard Reference - Provides a placeholder for a view controller in an external storyboard.

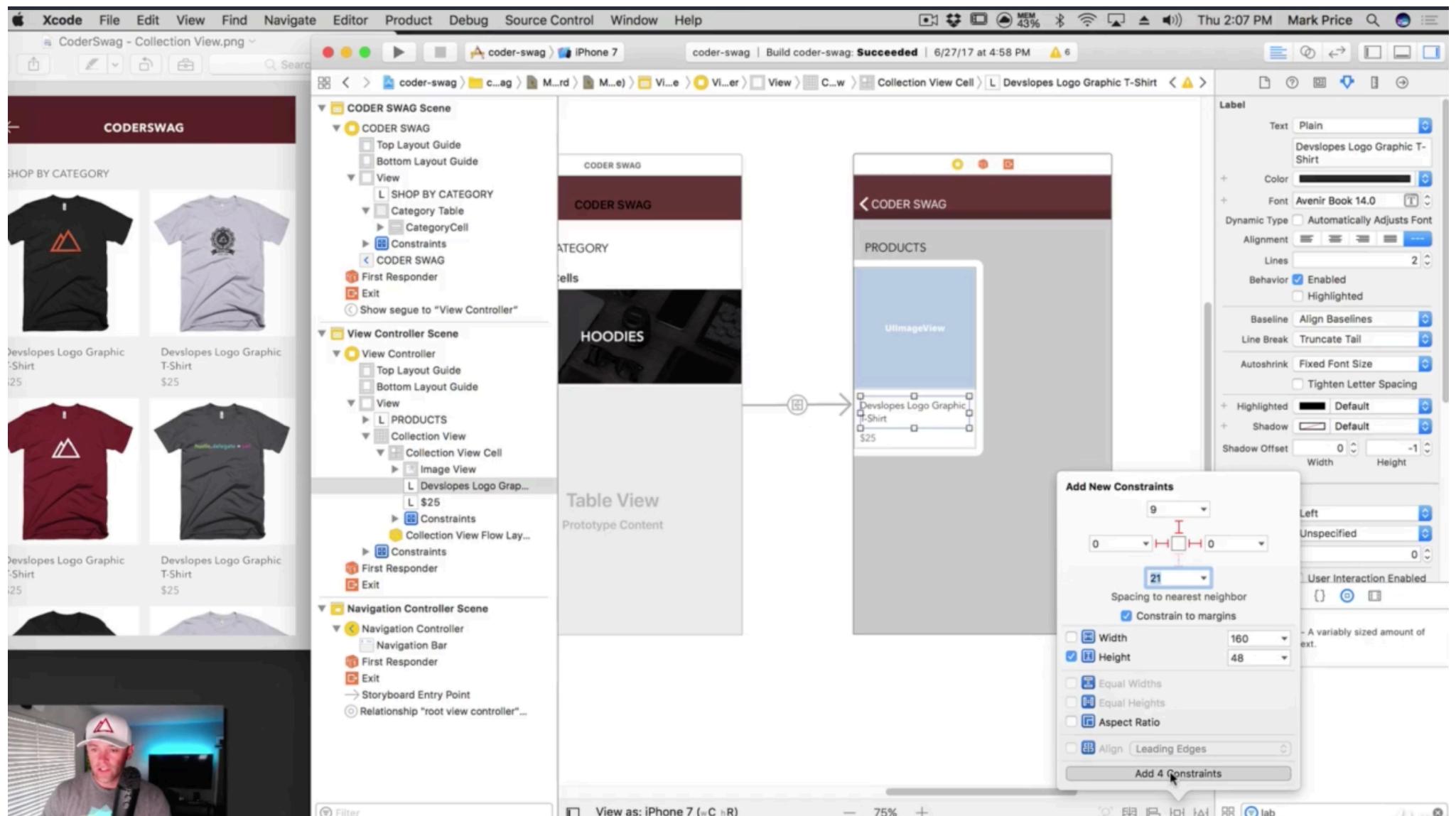
Navigation Controller - A controller that manages navigation through a hierarchy of views.

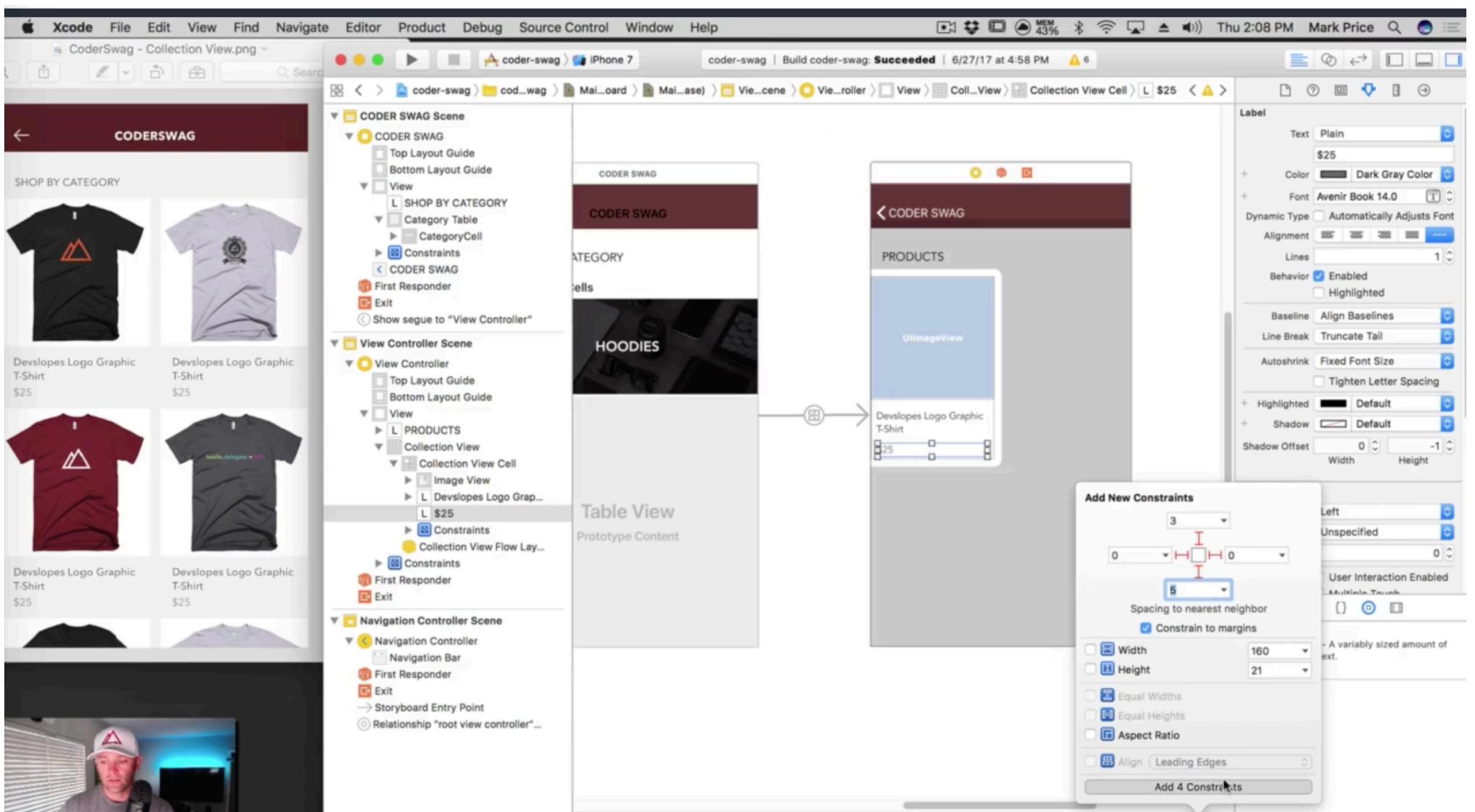
Transcript Browse Q&A Add Bookmark Continue CC

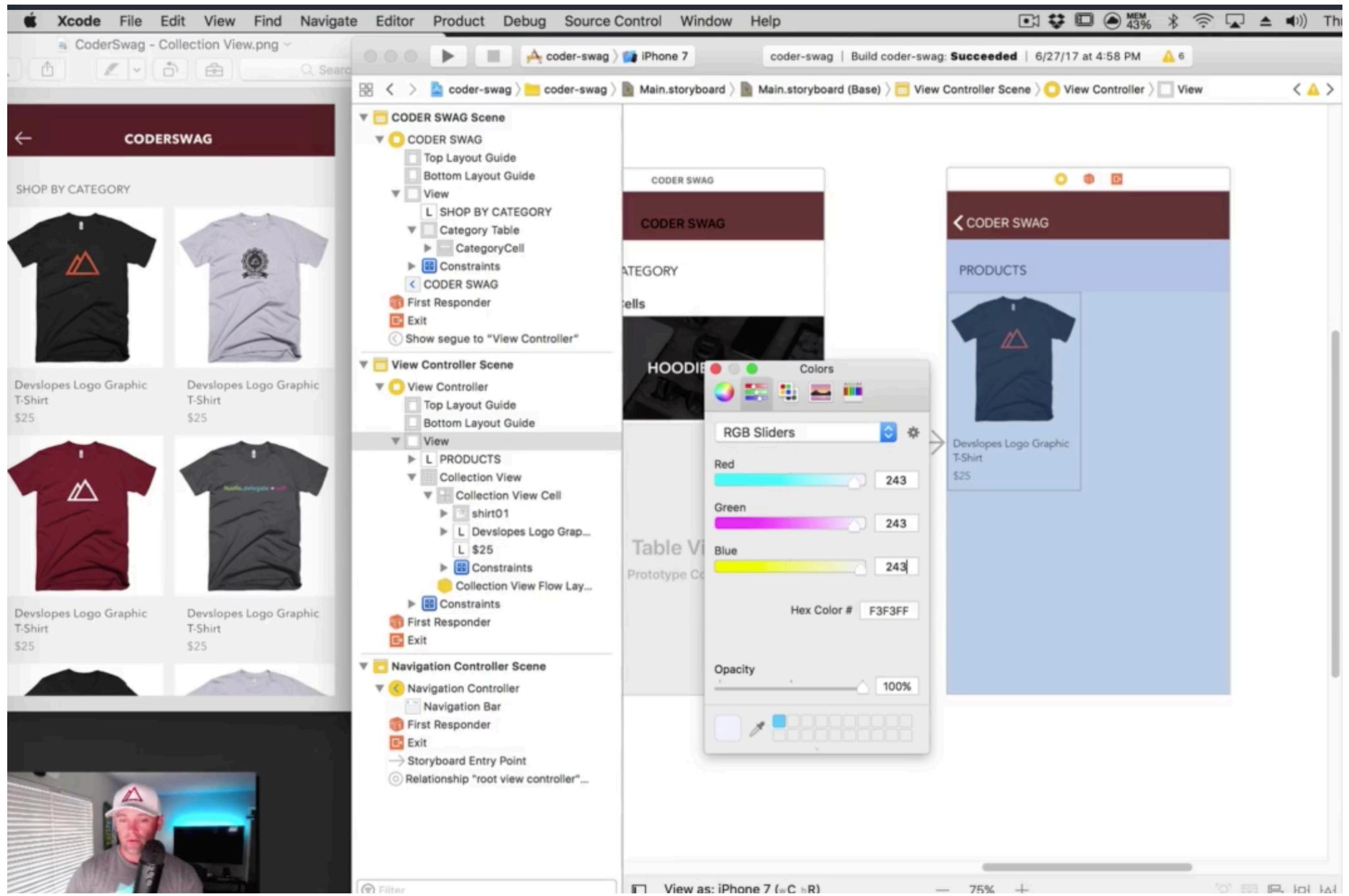


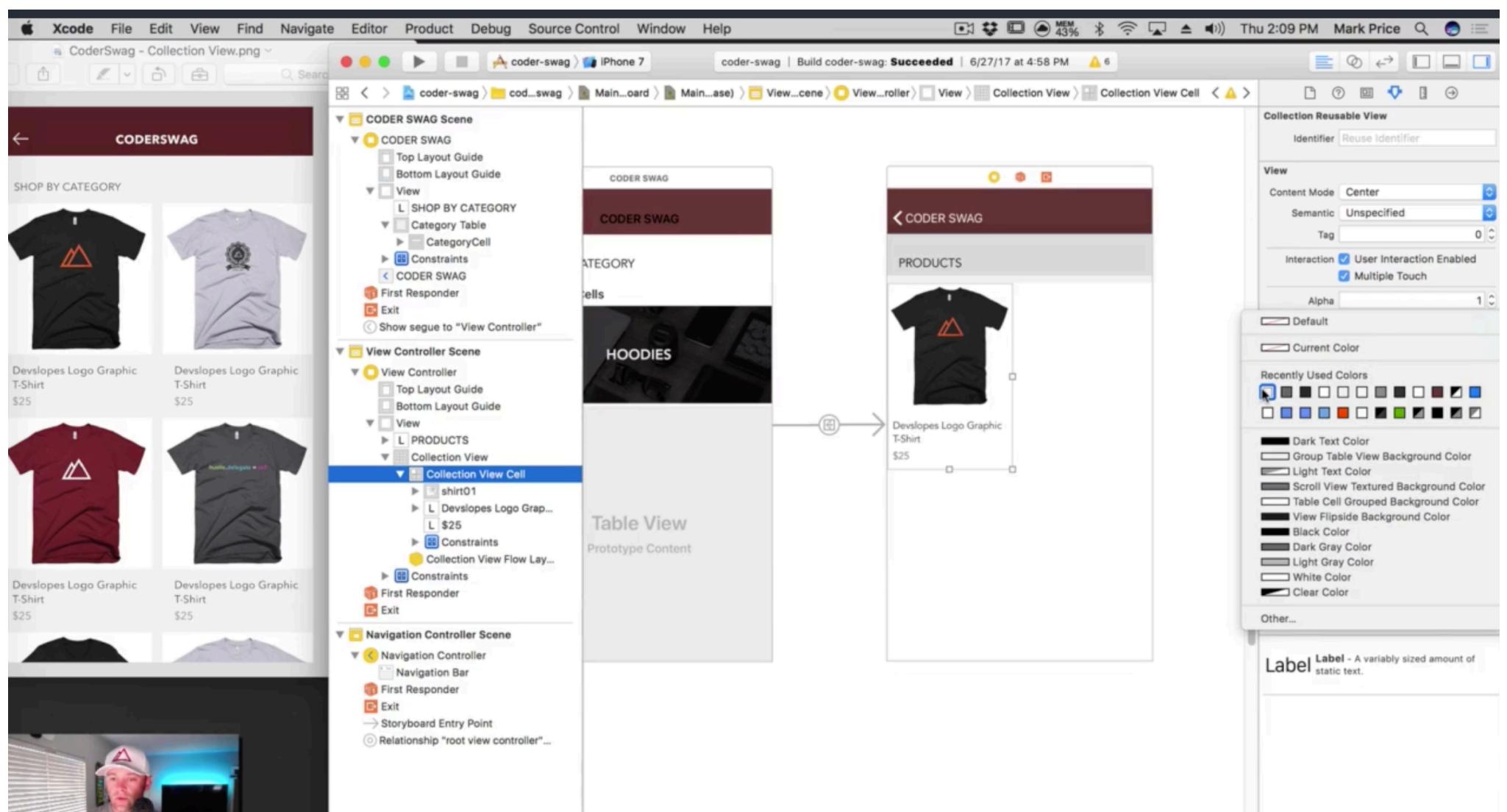


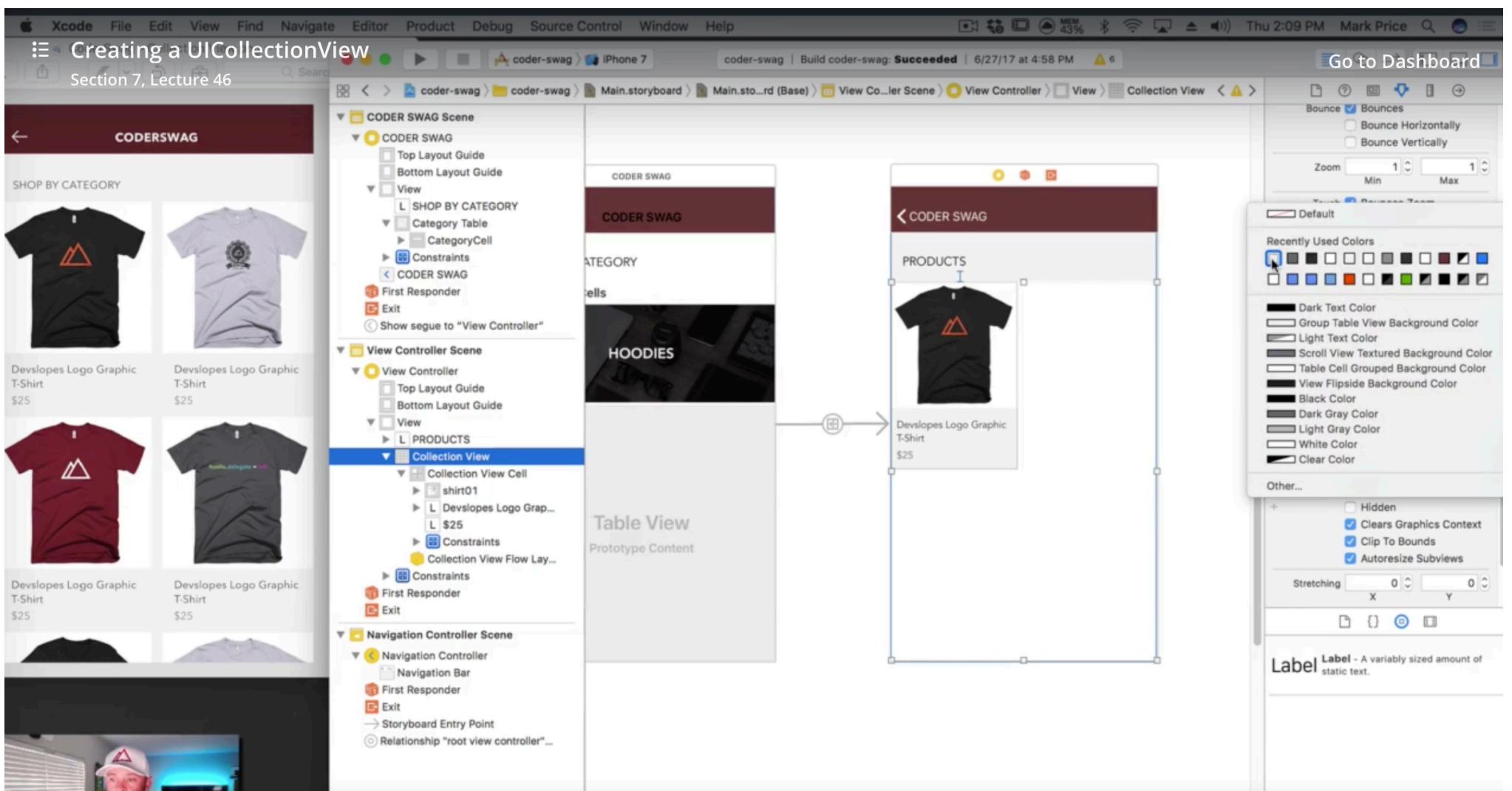


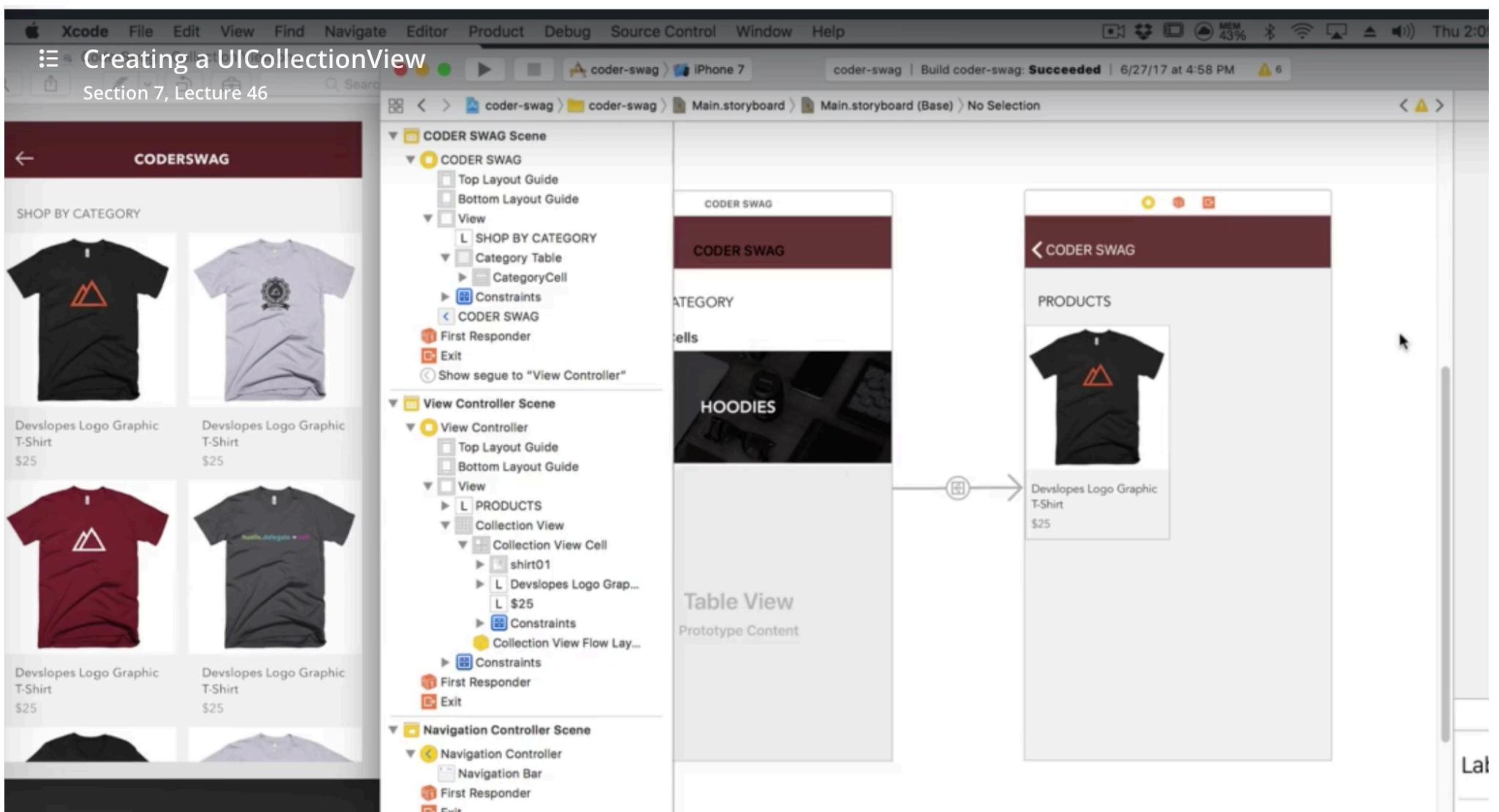


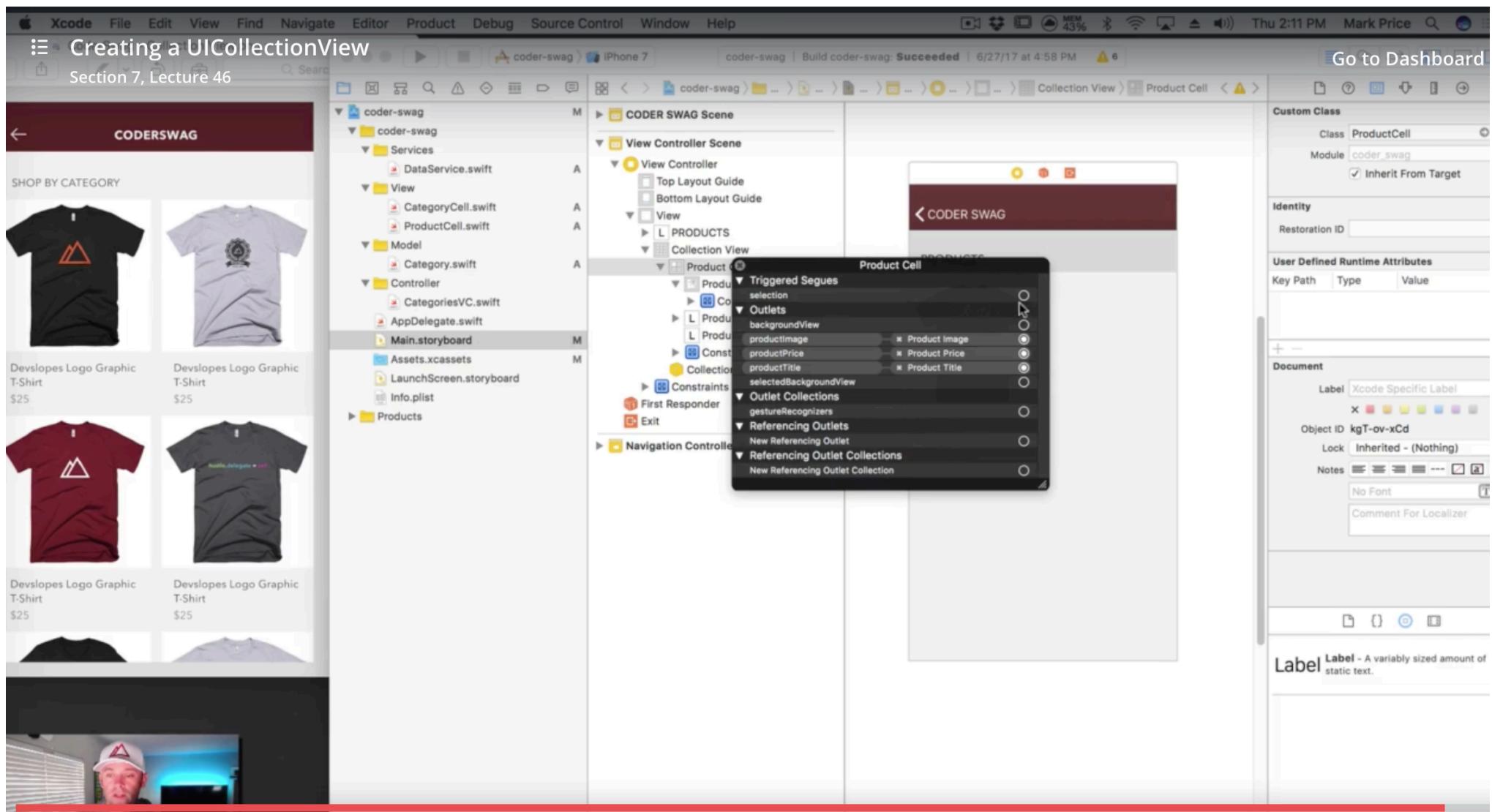












The screenshot shows the Xcode interface with the following details:

- Project Navigator:** Shows the project structure under "coder-swag". The "Model" folder contains "Category.swift" and "Product.swift", which is currently selected.
- Editor:** Displays the code for "Product.swift". The code defines a struct "Product" with properties for title, price, and imageName, and an initializer that sets these values.
- Identity and Type:** Inspector panel showing the file's name is "Product.swift", type is "Default - Swift Source", location is "Relative to Group", and full path is "/Users/markprice/Dropbox (Desktop)/Desktop/Team Folder/Courses/iOS-11-course/Section5/coder-swag/coder-swag/Model/Product.swift".
- On Demand Resource Tags:** Inspector panel showing "Only resources are taggable".
- Target Membership:** Inspector panel showing "coder-swag" is checked.
- Text Settings:** Inspector panel showing text encoding is "No Explicit Encoding", line endings are "No Explicit Line Endings", indent using is "Spaces", widths are 4, tab width is 4, and wrap lines is checked.
- Label:** A tooltip for the "Label" control in the bottom right corner, describing it as "A variably sized amount of static text".

```
//  
//  Product.swift  
//  coder-swag  
//  
//  Created by Mark Price on 6/29/17.  
//  Copyright © 2017 Devslopes. All rights reserved.  
  
import Foundation  
10 |  
11 struct Product {  
12     private(set) public var title: String  
13     private(set) public var price: String  
14     private(set) public var imageName: String  
15  
16     init(title: String, price: String, imageName: String) {  
17         self.title = title  
18         self.price = price  
19         self.imageName = imageName  
20     }  
21 }  
22
```

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

coder-swag | Build coder-swag: **Succeeded** | 6/27/17 at 4:58 PM

coder-swag | coder-swag | Services | DataService.swift | shirts

```
category(title: "HOODIES", imageName: "hoodies.png"),
Category(title: "HATS", imageName: "hats.png"),
Category(title: "DIGITAL", imageName: "digital.png")

]

private let hats = [
    Product(title: "Devslopes Logo Graphic Beanie", price: "$18", imageName:
        "hat01.png"),
    Product(title: "Devslopes Logo Hat Black", price: "$22", imageName:
        "hat02.png"),
    Product(title: "Devslopes Logo Hat White", price: "$22", imageName:
        "hat03.png"),
    Product(title: "Devslopes Logo Snapback", price: "$20", imageName:
        "hat04.png")
]

private let hoodies = [
    Product(title: "Devslopes Logo Hoodie Grey", price: "$32", imageName:
        "hoodie01.png"),
    Product(title: "Devslopes Logo Hoodie Red", price: "$32", imageName:
        "hoodie02.png"),
    Product(title: "Devslopes Hoodie Grey", price: "$32", imageName:
        "hoodie03.png"),
    Product(title: "Devslopes Hoodie Black", price: "$32", imageName:
        "hoodie04.png"),
]

private let shirts = [
    Product(title: "Devslopes Logo Shirt Black", price: "$18", imageName:
        "shirt01.png")
]
```

Identity and Type

Name: DataService.swift
Type: Default - Swift Source
Location: Relative to Group
Full Path: /Users/markprice/Dropbox (Devslopes)/Devslopes/Team Folder/Courses/iOS-11-course/Section5/coder-swag/coder-swag/Services/DataService.swift

On Demand Resource Tags

Only resources are taggable

Target Membership

coder-swag

Text Settings

Text Encoding: No Explicit Encoding
Line Endings: No Explicit Line Endings
Indent Using: Spaces
Widths: Tab 4 Indent 4
 Wrap lines

Label Label - A variably sized amount of static text.

lab



Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

coder-swag | Build coder-swag: Succeeded | Today at 2:28 PM 6

Buildtime (6) Runtime

coder-swag 6 issues

- Unsupported Configuration
 - Prototype collection view cells must have reuse identifiers Main.storyboard
 - Segues initiated directly from view controllers must have an identifier Main.storyboard
- Deprecated
 - Top layout guide is deprecated since iOS 11.0 Main.storyboard
 - Bottom layout guide is deprecated since iOS 11.0 Main.storyboard
 - Top layout guide is deprecated since iOS 11.0 Main.storyboard
 - Bottom layout guide is deprecated since iOS 11.0 Main.storyboard

```
47    }
48
49    func getProducts(forCategoryTitle title:String) -> [Product] {
50        switch title {
51            case "SHIRTS":
52                return getShirts()
53            case "HATS":
54                return getHats()
55            case "HOODIES":
56                return getHoodies()
57            case "DIGITAL":
58                return getDigitalGoods()
59            default:
60                return getShirts()
61        }
62    }
63
64    func getHats() -> [Product] {
65        return hats
66    }
67
68    func getHoodies() -> [Product] {
69        return hoodies
70
71        getShirts() -> [Product] {
72            return shirts
73
74            getDigitalGoods() -> [Product] {
75                return digitalGoods
76            }
77        }
78    }
79
80    func getDigitalGoods() -> [Product] {
81        return digitalGoods
82    }
83
84    func getShirts() -> [Product] {
85        return shirts
86    }
87
88    func getHoodies() -> [Product] {
89        return hoodies
90    }
91
92    func getHats() -> [Product] {
93        return hats
94    }
95
96    func getProducts(forCategoryTitle title:String) -> [Product] {
97        switch title {
98            case "SHIRTS":
99                return getShirts()
100           case "HATS":
```

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help 24% Thu 2:46 PM

Working with UITableViewCell

Section 7, Lecture 48

coder-swag | Build coder-swag: Succeeded | Today at 2:28 PM 6

Resources available

Services

- DataService.swift

View

Model

- Category.swift
- Product.swift

Controller

- CategoriesVC.swift
- ProductsVC.swift

AppDelegate.swift

Main.storyboard

Assets.xcassets

LaunchScreen.storyboard

Info.plist

Products

coder-swag coder-swag

ProductsVC.swift

```
1 //  
2 // ProductsVC.swift  
3 // coder-swag  
4 //  
5 // Created by Mark Price on 6/29/17.  
6 // Copyright © 2017 Devslopes. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class ProductsVC: UIViewController {  
12  
13     private(set) public var products = [Product]()  
14  
15     override func viewDidLoad() {  
16         super.viewDidLoad()  
17  
18         // Do any additional setup after loading the view.  
19     }  
20  
21     func initProducts(category: Category) {  
22         products = DataService.instance.getProducts(forCategoryTitle:  
23             category.title)|  
24     }  
25 }  
26
```

Identity and

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Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

coder-swag | Build coder-swag: Succeeded | Today at 2:48 PM 25% Thu 2:49

coder-swag > coder-swag > Controller > CategoriesVC.swift > prepare(for:sender:)

let category = DataService.instance.getCategories()[indexPath.row]
cell.updateViews(category: category)
return cell
} else {
 return CategoryCell()
}
}

func tableView(_ tableView: UITableView, didSelectRowAt indexPath: IndexPath) {
 let category = DataService.instance.getCategories()[indexPath.row]
 performSegue(withIdentifier: "ProductsVC", sender: category)
}

override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
 if let productsVC = segue.destination as? ProductsVC {
 assert(sender as? Category != nil)
 productsVC.initProducts(category: sender as! Category)
 }
}
}
}
}
}
}

The screenshot shows the Xcode interface with the following details:

- Menu Bar:** Xcode, File, Edit, View, Find, Navigate, Editor, Product, Debug, Source Control, Window, Help.
- Toolbar:** Standard Xcode icons for file operations.
- Project Navigator:** Shows the project structure for "coder-swag".
 - Root: coder-swag (M)
 - Services (M)
 - View (M)
 - DataService.swift
 - CategoryCell.swift
 - Model (M)
 - Category.swift
 - Product.swift
 - Controller (A)
 - CategoriesVC.swift
 - ProductsVC.swift
 - AppDelegate.swift
 - Main.storyboard
 - Assets.xcassets
 - LaunchScreen.storyboard
 - Info.plist
 - Products
- Editor:** Displays the code for `ProductCell.swift`. The code is as follows:

```
1 //  
2 //  ProductCell.swift  
3 //  coder-swag  
4 //  
5 //  Created by Mark Price on 6/29/17.  
6 //  Copyright © 2017 Devslopes. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class ProductCell: UICollectionViewCell {  
12     @IBOutlet weak var productImage: UIImageView!  
13     @IBOutlet weak var productTitle: UILabel!  
14     @IBOutlet weak var productPrice: UILabel!  
15  
16     func updateViews(product: Product) {  
17         productImage.image = UIImage(named: product.imageName)  
18         productTitle.text = product.title  
19         productPrice.text = product.price  
20     }  
21 }  
22
```

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

coder-swag | Build coder-swag: Succeeded | Today at 2:48 PM

coder-swag > coder-swag > Controller > ProductsVC.swift > collectionView(_:cellForItemAt:)

```
override func viewDidLoad() {
    super.viewDidLoad()

    productsCollection.dataSource = self
    productsCollection.delegate = self
}

func initProducts(category: Category) {
    products = DataService.instance.getProducts(forCategoryTitle:
        category.title)
}

func collectionView(_ collectionView: UICollectionView, numberOfItemsInSection section: Int) -> Int {
    return products.count
}

func collectionView(_ collectionView: UICollectionView, cellForItemAt indexPath: IndexPath) -> UICollectionViewCell {
    if let cell = collectionView.dequeueReusableCell(withIdentifier:
        "ProductCell", for: indexPath) as? ProductCell {
        let product = products[indexPath.row]
        cell.updateViews(product: product)
        return cell
    }
    return ProductCell()
}
```

Identity and Type

Name ProductsVC.swift
Type Default - Swift Source

Location Relative to Group
ProductsVC.swift

Full Path /Users/markprice/Dropbox (Desktops/Desktops Team Folder/Courses/iOS-11-course/Section5/coder-swag(coder-swag/coder-swag/Controller/ProductsVC.swift)

On Demand Resource Tags

Only resources are taggable

Target Membership

coder-swag

Text Settings

Text Encoding No Explicit Encoding
Line Endings No Explicit Line Endings
Indent Using Spaces
Widths 4 Tab Indent
 Wrap lines

Label Label - A variably sized amount of static text.

The screenshot shows the Xcode interface with the following details:

- Project Navigator:** On the left, it shows the project structure for "coder-swag". The "Products" folder is expanded, revealing "ProductsVC.swift" which is currently selected.
- Editor:** The main area displays the code for "ProductsVC.swift".
- Toolbar:** At the top, there are standard Xcode toolbar icons for file operations like New, Open, Save, and Print.
- Status Bar:** At the bottom, it shows "Running coder-swag on iPhone 7" and battery level indicators.

```
7 //  
8  
9 import UIKit  
10  
11 class ProductsVC: UIViewController, UICollectionViewDelegate,  
    UICollectionViewDataSource {  
12  
    @IBOutlet weak var productsCollection: UICollectionView!  
13  
    private(set) public var products = [Product]()  
14  
    override func viewDidLoad() {  
        super.viewDidLoad()  
15  
        productsCollection.dataSource = self  
        productsCollection.delegate = self  
    }  
16  
    func initProducts(category: Category) {  
        products = DataService.instance.getProducts(forCategoryTitle:  
            category.title)  
        navigationItem.title = category.title  
    }  
27 }
```

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Running coder-swag on iPhone 7 32% Thu 2:58 PM Mark Price Go to Dash

Working with UITableViewCell

Section 7, Lecture 48

Resources available

- Services
- View
- Model
- Controller
- Products

coder-swag > coder-swag > Controller > CategoriesVC.swift M prepare(for:sender:)

```
if let cell = tableView.dequeueReusableCell(withIdentifier: "CategoryCell")  
    as? CategoryCell {  
    let category = DataService.instance.getCategories()[indexPath.row]  
    cell.updateViews(category: category)  
    return cell  
} else {  
    return CategoryCell()  
}  
  
func tableView(_ tableView: UITableView, didSelectRowAt indexPath: IndexPath) {  
    let category = DataService.instance.getCategories()[indexPath.row]  
    performSegue(withIdentifier: "ProductsVC", sender: category)  
}  
  
override func prepare(for segue: UIStoryboardSegue, sender: Any?) {  
    if let productsVC = segue.destination as? ProductsVC {  
        let barBtn = UIBarButtonItem()  
        barBtn.title = ""  
        navigationItem.backBarButtonItem = barBtn  
        assert(sender as? Category != nil)  
        productsVC.initProducts(category: sender as! Category)  
    }  
}
```

Identity and Type

- Name: CategoriesVC.swift
- Type: Default - Swift
- Location: Relative to Group
- CategoriesVC.swift
- Full Path: /Users/markprice/Downloads/Dev/Team Folder/Cos/iOS-11-course/S/coder-swag/coder-swag/ConCategoriesVC.swift

On Demand Resource Tags

Only resources are taggable

Target Membership

coder-swag

Text Settings

- Text Encoding: No Explicit Encoding
- Line Endings: No Explicit Line
- Indent Using: Spaces
- Widths: 4 Tab
- Wrap lines

Label Label - A variably sized static text.

