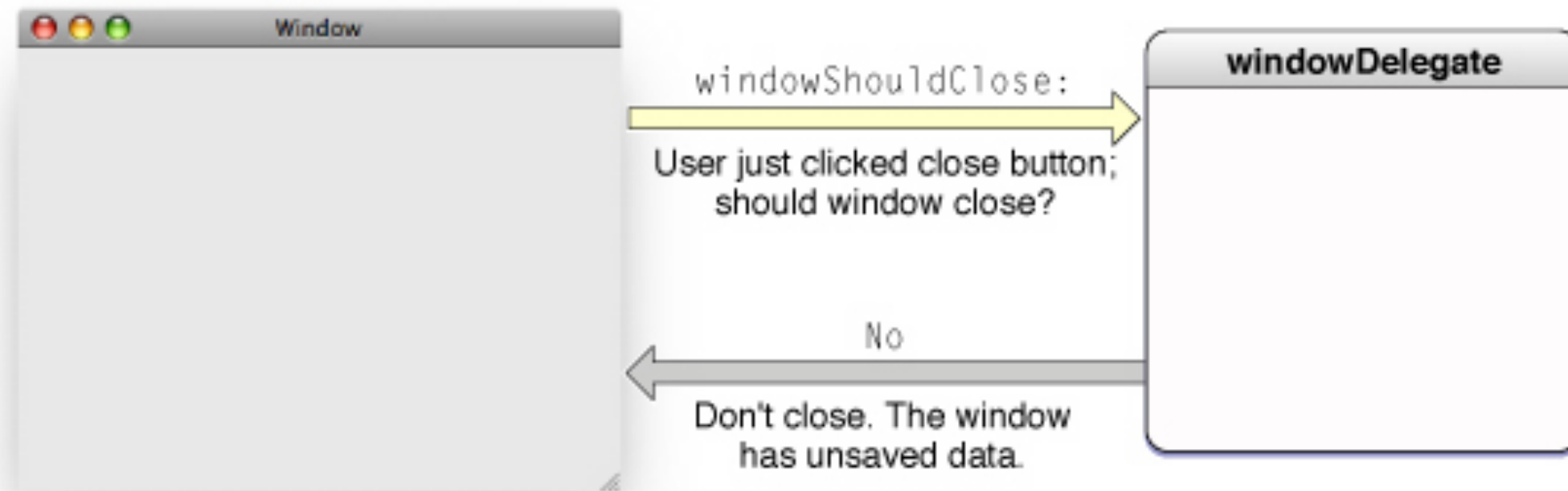


UITableView & UICollectionView

Delegates e Data Sources

- Pattern para um objeto avisar (ou perguntar) para outro sobre algum evento



Por que?

- Classes de interface podem ser genéricas

"Favor composition over inheritance"

weak

- Propriedades que fazem o papel de delegate geralmente devem ser weak
- Evitar referência cíclica

`unowned(unsafe) var delegate: UITableViewDelegate?`

Infelizmente, o UIKit não usa weak, mas sim `unowned(unsafe)`
(equivalente ao `assign` em Objective-C)

UITableView

- Lista vertical de itens em uma coluna (células)
- Células são `UITableViewCell`
- Herda de `UIScrollView`
- Índices representados por `NSIndexPath`

```
let indexPath = NSIndexPath(forRow: 2, inSection: 0)
indexPath.row    // 2
indexPath.section // 0
```

UITableViewDelegate

- Qual o tamanho da célula do índice X?
- A célula do índice X deve ser *highlighted*?
- O que deve acontecer quando uma célula for selecionada?
- ... E mais **30 métodos!**
- Felizmente, todos são optional

UITableViewDataSource

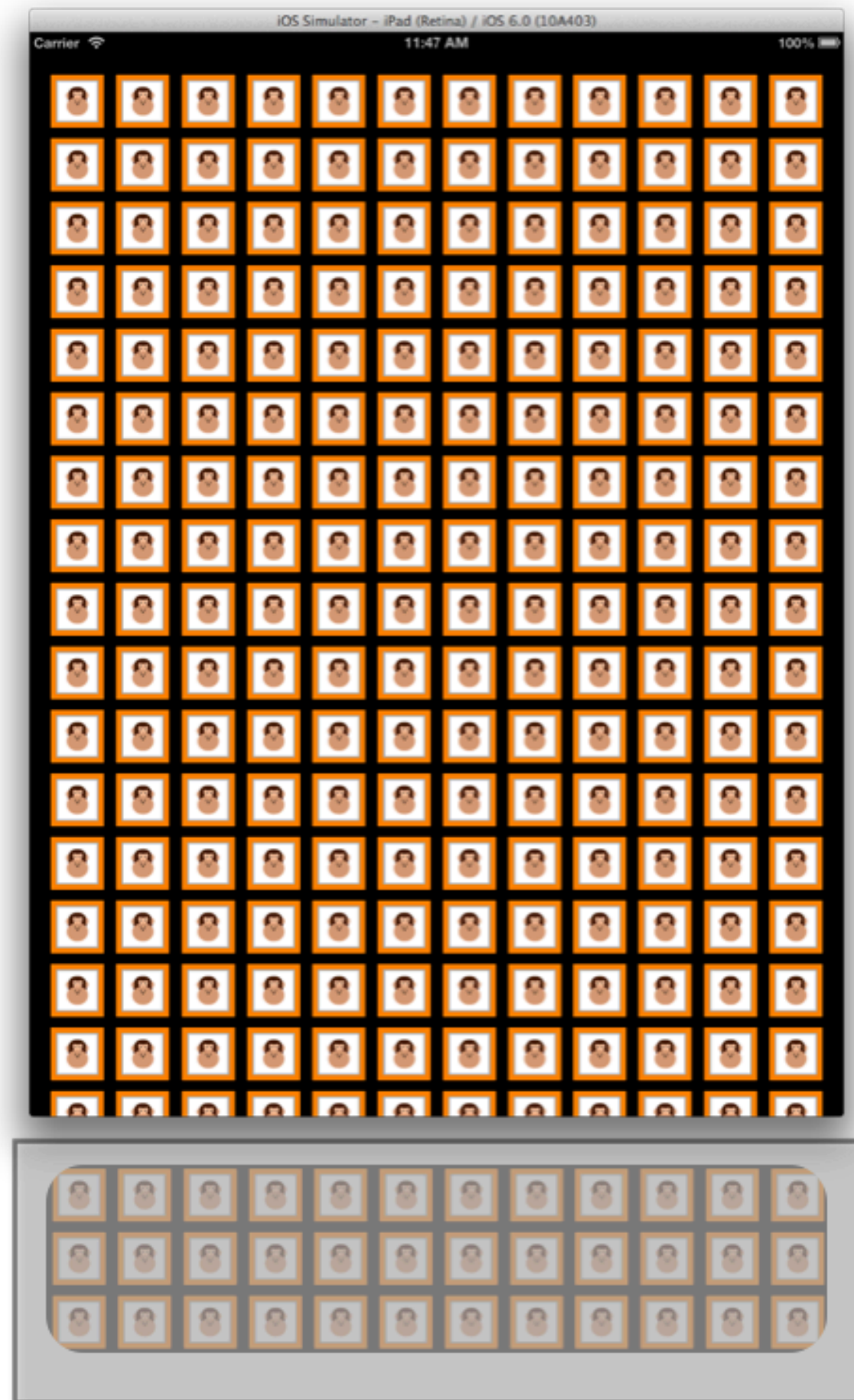
- Quantas seções têm na tabela?
- Quantas linhas tem em uma seção específica?
- Qual é a `UITableViewCell` do índice X?

```
override func tableView(tableView: UITableView, numberOfRowsInSection section: Int) -> Int {  
    return 10  
}  
  
override func tableView(tableView: UITableView, cellForRowAtIndexPath indexPath: NSIndexPath) -> UITableViewCell {  
    let cell = tableView.dequeueReusableCellWithIdentifier("Cell", forIndexPath: indexPath) as! UITableViewCell  
    cell.textLabel?.text = "\(indexPath.section) - \(indexPath.row)"  
  
    return cell  
}
```

dequeueReusableCellWithIdentifier

Reuso de células

- Conforme as células saem da tela, elas ficam em uma fila de reuso
- Ao invés de criar uma célula nova, uma antiga é desenfileirada e reusada
- Evita travadas, já que criar células novas é caro
- **Maior fonte de bugs para iniciantes!**
- Células (muito) diferentes devem ter *identifiers* diferentes



Reuse Queue

Cells that move off the screen
are placed into a reuse queue

d (Base) > View Controller Scene > View Controller > View > Table View > Table View Cell - BasicCell



Table View Cell

Style: Custom

Identifier: BasicCell

Selection: Default

Accessory: None

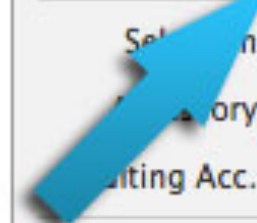
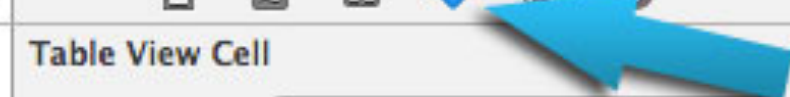
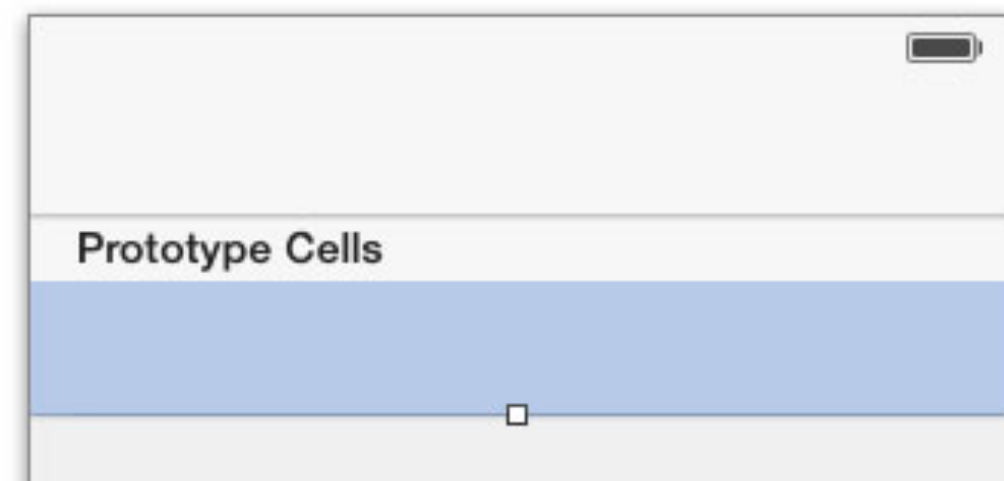
Editing Acc.: None

Indentation: 0 Level 10 Width

☒ Indent While Editing

☐ Shows Re-order Controls

Content Layout: Default



Identifiers são String-typed 🤯

Erros apenas em tempo de execução 🔥

Natalie

<https://github.com/krzyzanowski/Natalie>

Natalie

- Gerador de código relacionado ao uso de Storyboards
- Evitar o uso de Strings

```
let identifier = Reusable.Cell.identifier!  
let cell = tableView.dequeueReusableCellWithIdentifier(identifier,  
    forIndexPath: indexPath) as! UITableViewCell
```

- Storyboards.swift
- Já foi adicionado pelo liftoff! 🙌

```
brew reinstall natalie --HEAD
```

Forçar update

- A table view não consegue saber sozinha quando os dados mudam
- Deve ser avisada para recarregar os dados

```
tableView.reloadData()
```

```
let indexPaths = [NSIndexPath(forRow: 0, inSection: 0)]  
tableView.reloadRowsAtIndexPaths(indexPaths, withRowAnimation: .Automatic)
```

```
let sections = NSIndexSet(indexesInRange: NSRange(location: 0, length: 2))  
tableView.reloadSections(sections, withRowAnimation: .Automatic)
```

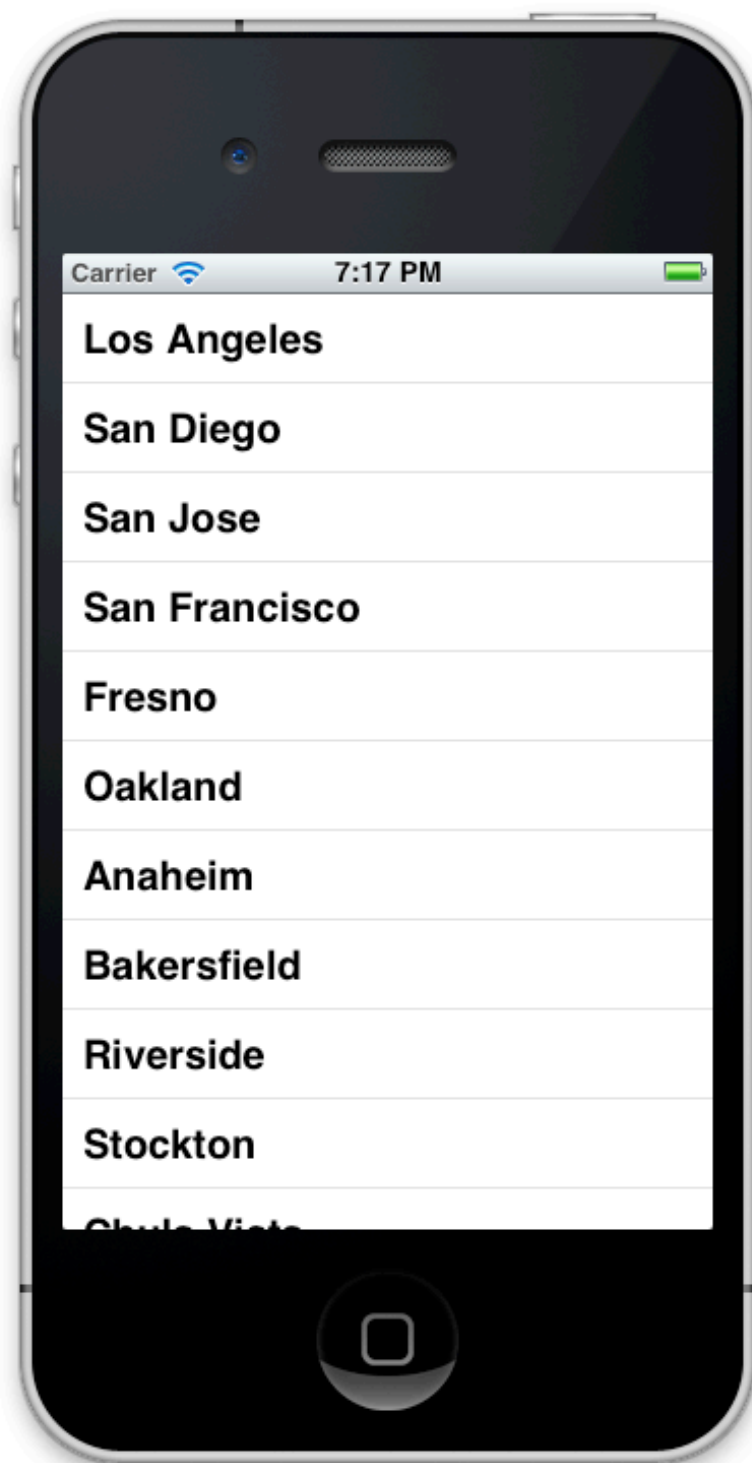

UITableViewCell

- Geralmente são feitas subclasses

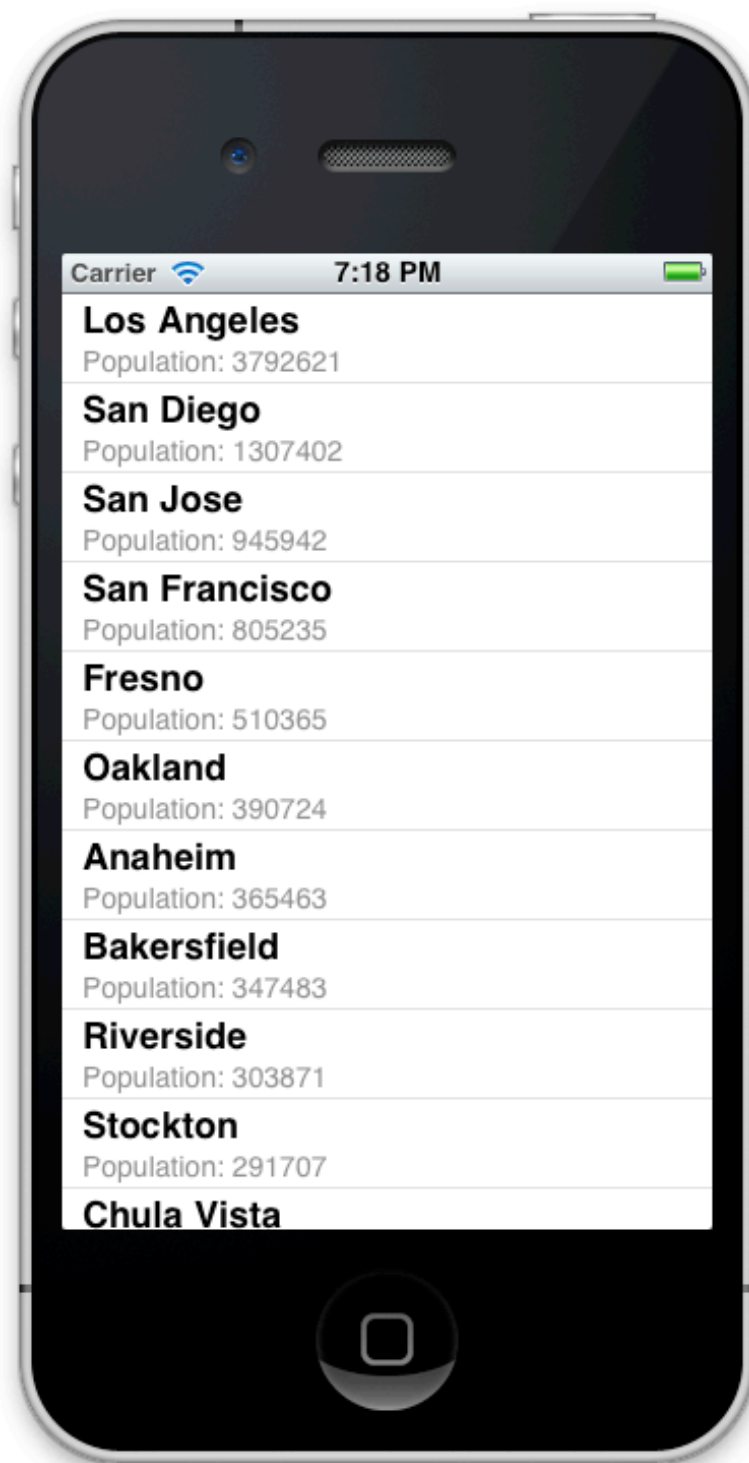
```
override func awakeFromNib() {  
    super.awakeFromNib()  
}
```

```
override func prepareForReuse() {  
    super.prepareForReuse()  
}
```

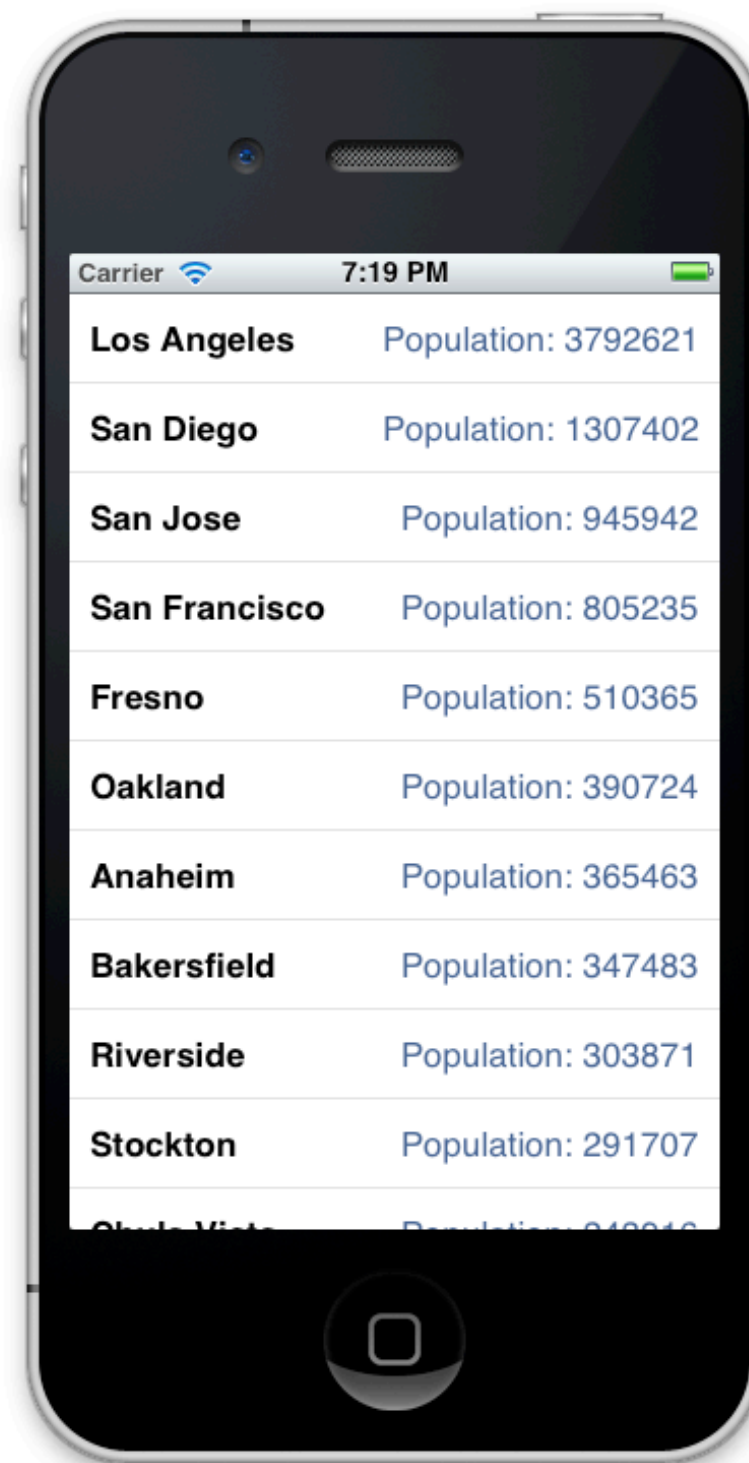
- Outlets privados, com método para "popular"



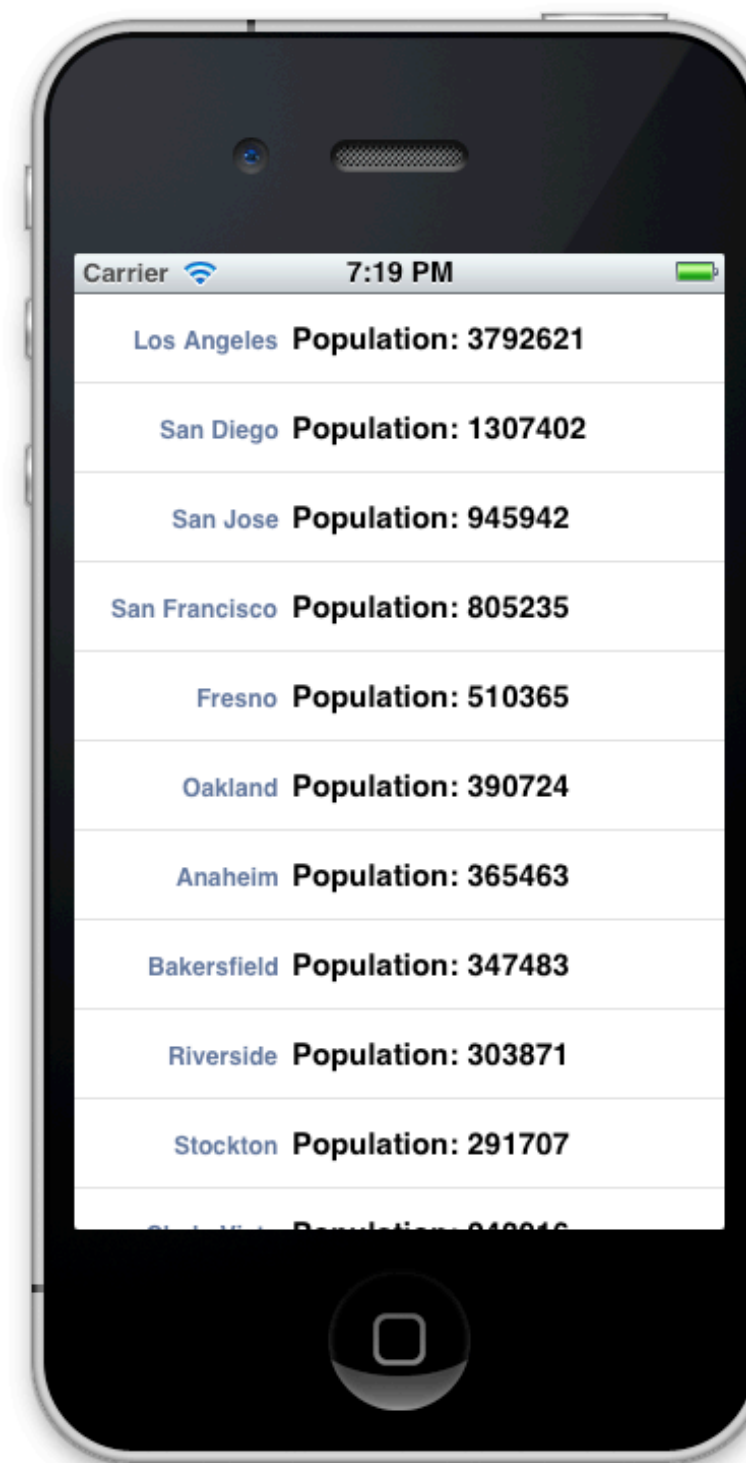
UITableViewCellStyleDefault



UITableViewCellStyleSubtitle



UITableViewCellStyleValue1



UITableViewCellStyleValue2



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100%

Back

Season 1

S01E01
Winter Is Coming

S01E02
The Kingsroad

S01E03
Lord Snow

S01E04
Cripples, Bastards, and Broke...

S01E05
The Wolf and the Lion

S01E06
A Golden Crown

S01E07
You Win or You Die

S01E08
The Pointy End

UITableViewController

- View Controller que já gerencia uma table view
- A view do View Controller já é a table view
- O View Controller é o delegate e dataSource da table view
- Pull to refresh
- **Conveniência**



View Controller - A controller that supports the fundamental view-management model in iPhone OS.

inherits from



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

manages & contains



Table View - Displays data in a list of plain, sectioned, or grouped rows.

manages & contains



Table View Cell - Defines the attributes and behavior of cells (rows) in a table view.



UITableViewDelegate - Implementing a delegate allows your class to respond to events occurring in another object. For example, in this case you can respond to a row selection in a table view.

implements



UITableViewDataSource - A datasource is very much like a delegate. However, it is delegated control of data. A table view is driven by an underlying data model and the datasource manages that relationship.

UICollectionView

- Generalização da table view
- Mais recente (iOS 6)

<https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/UIKitUICatalog/UICollectionView.html>

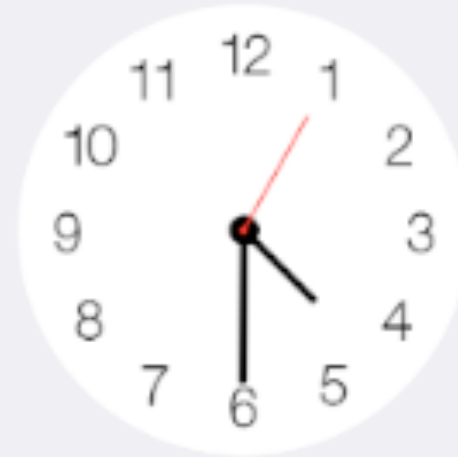
Edit

World Clock



Cupertino

Today



New York

Today, 3 hours ahead



Paris

Today, 9 hours ahead



Beijing

Tomorrow, 15 hours ahead



Tokyo

Tomorrow, 16 hours ahead

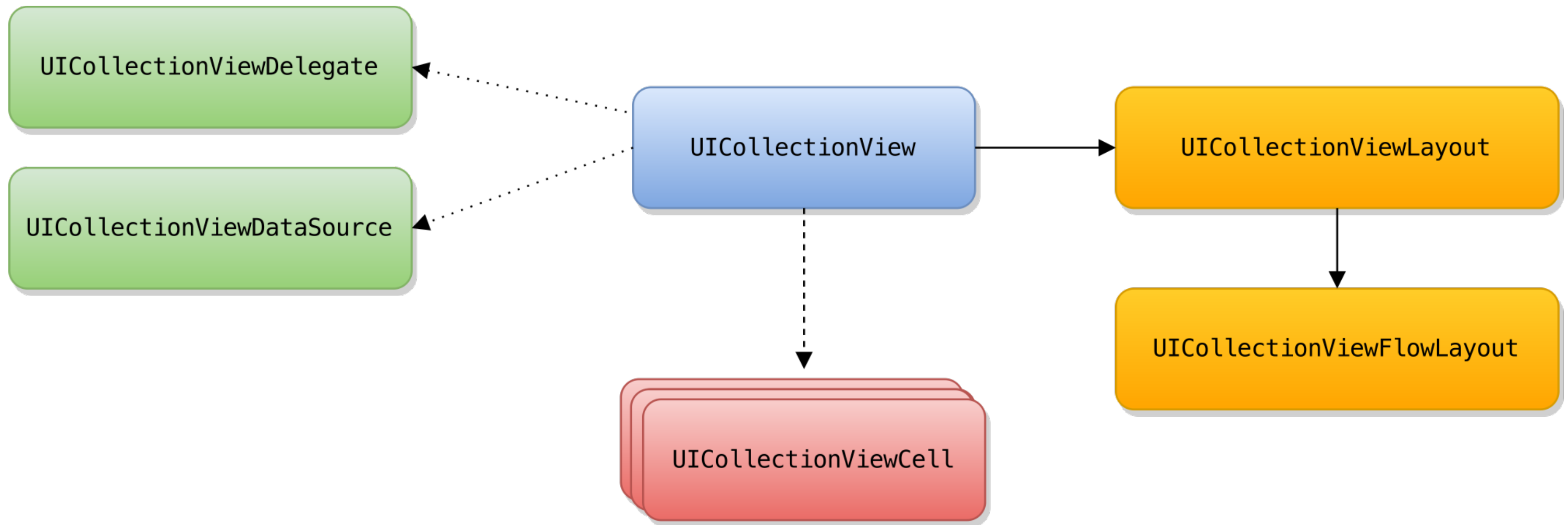


Moscow

Tomorrow, 11 hours ahead

Arquitetura

- Mesmos princípios da UITableView
- Bem mais flexível e customizável
- ... Mas faremos só o básico aqui

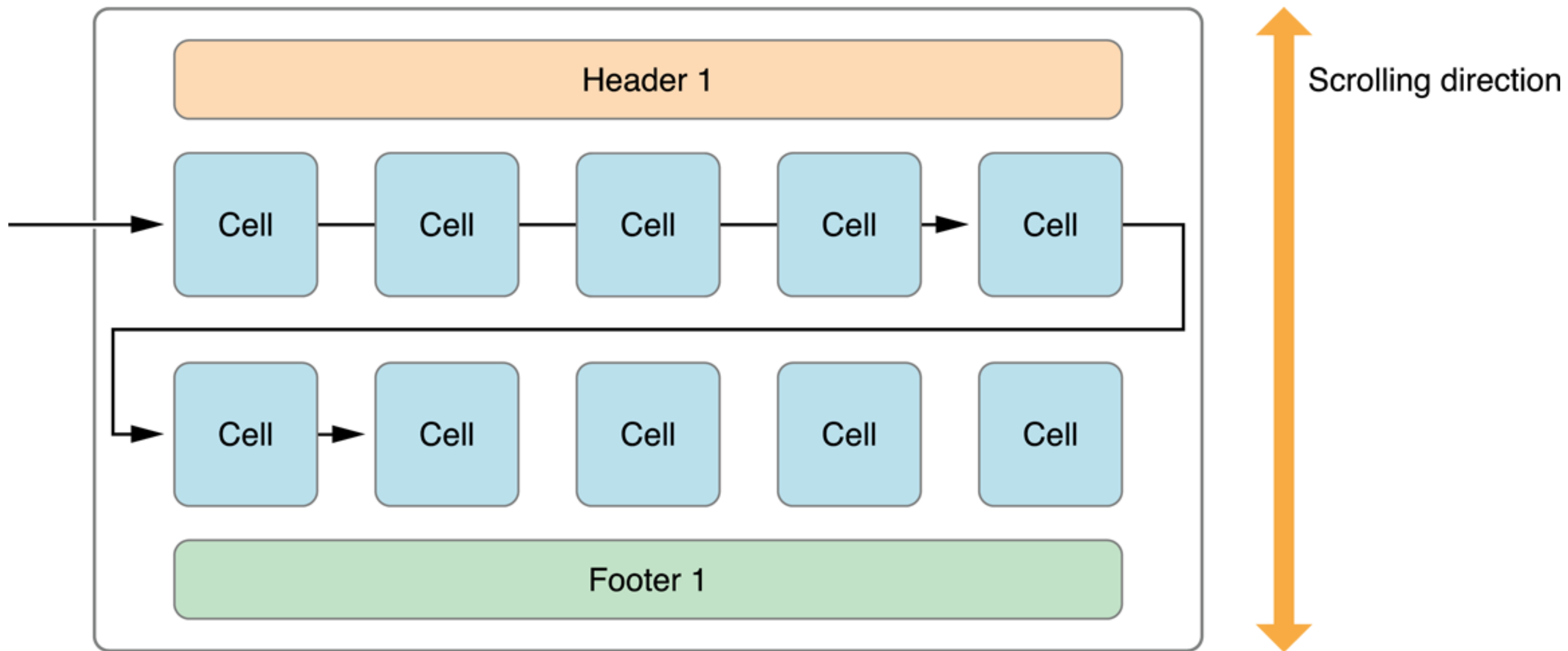


UICollectionViewLayout

- Classe abstrata
- Responsável por informar a posição e estado visual de elementos
 - Células
 - Supplementary views
 - Decoration views

UICollectionViewFlowLayout

- Implementação concreta de UICollectionViewLayout
- Bem mais simples
- Quando possível, herdar dele (ou até mesmo usar diretamente)
- Layout em grid





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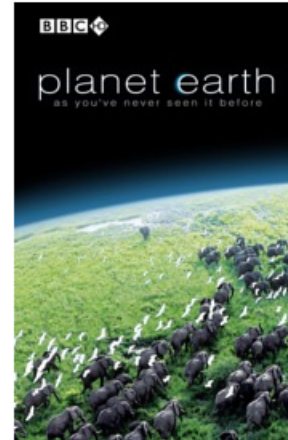
Shows

Popular

Favorites



Band of Brothers



Planet Earth



Sherlock



House of Cards



Breaking Bad



Game of Thrones



```
func collectionView(collectionView: UICollectionView,
    layout collectionViewLayout: UICollectionViewLayout,
    insetForSectionAtIndex section: Int) -> UIEdgeInsets {

    let flowLayout = collectionViewLayout as! UICollectionViewFlowLayout

    let border = flowLayout.sectionInset.left - flowLayout.sectionInset.right
    let itemSize = flowLayout.itemSize.width + flowLayout.minimumInteritemSpacing
    let maxPerRow = floor((collectionView.bounds.width - border) / itemSize)
    let usedSpace = border + itemSize * maxPerRow

    let space = floor((collectionView.bounds.width - usedSpace) / 2)
    return UIEdgeInsets(top: flowLayout.sectionInset.top, left: space,
        bottom: flowLayout.sectionInset.bottom, right: space)
}
```