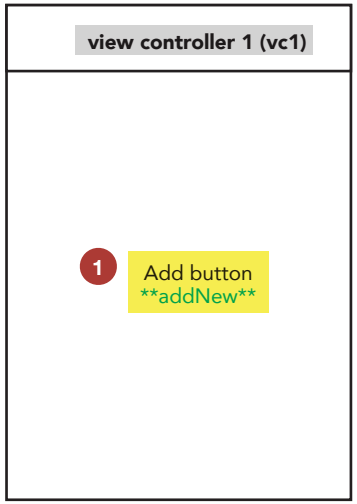
DELEGATE
(gets info)



1 Add button pressed action, set the AddViewController delegate to reference this view controller

```
@IBAction func addNew(sender: AnyObject) {
    // Identify view controller we will transition to and get information from
    let vc = self.storyboard?.instantiateViewControllerWithIdentifier("addVC") as AddViewController
    // Point the AddViewController delegate variable to the current ViewController
    vc.delegate = self
    // Switch to the AddViewController (modally in this case)
    self.presentViewController(vc, animated: true, completion: nil)
}
```

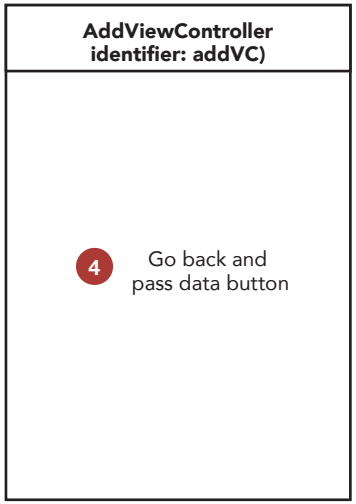
5 Add the protocol we defined in the AddViewController to our ViewController.

```
class ViewController: addVCDelegate {
```

6 Define method that the AddViewController will use to communicate with us.

```
func addVCDismissed(newItem: String) {
    // newItem is the data we passed from our other view controller.
    // We can now do anything we like with this data, like update our labels/table views.
    println(newItem)
}
```

DELEGATING OBJECT
(passes info)



2 Define the protocol the first View Controller will adhere to

```
protocol addVCDelegate {
    func addVCDismissed(newItem: String)
}

class AddViewController: UIViewController {
```

3 Define the delegate that will communicate with the first View Controller (this is what **vc.delegate** was setting in step 1)

```
class AddViewController: UIViewController {
    var delegate: addVCDelegate?
```

4 This is the final step that needs to happen as we go back to our first view controller. The delegate property lets us run the method in our first view controller passing it our desired data.

```
@IBAction func addGoBack(sender: AnyObject) {
    // Run the function in the first view controller passing "some text"
    // "Some text" can be anything: a label value, string, array, etc
    self.delegate?.addVCDismissed("some text")
    // Dismiss this view controller and go back
    self.dismissViewControllerAnimated(true, completion: nil)
}
```