

MOBILE DEVELOPMENT

STORYBOARDS & XIB

INTRO TO SWIFT

Tedi Konda

Executive Director, Technology, Unison

INTRO TO SWIFT

LEARNING OBJECTIVES

- › Define and implement nibs
- › Add multiple View Controllers to storyboard and link them together with segues
- › Use Navigation Controller and Tab Bar Controller to link scenes
- › Differentiate between storyboards and nibs

GETTING STARTED

INTRO TO NIBS

INTRO TO NIBS/STORYBOARD

INTRO TO NIBS

- Old file format was .nib, new file format is .xib, but the pronunciation persisted
- Like storyboards, NIBs let you create and manipulate user interfaces graphically
- Each NIB file corresponds to a single view

INTRO TO NIBS/STORYBOARD

XCODE DEMO: NIBS

INTRO TO NIBS/STORYBOARD

NIBS RECAP

PROS

- Backwards compatible
- Easier to version control than storyboards
- Reusability: views become more modular
- Nibs don't stay loaded in memory unless they're being used

CONS

- Lack of a way to represent graphical relationships between screens
- Takes longer to load than story boards

INTRO TO NIBS/STORYBOARD

WHEN TO USE NIBS

- Pop up windows
- Side menus
- Reusable templates
- Settings screens









GETTING STARTED

STORYBOARD MULTIPLE SCENES

INTRO TO NIBS/STORYBOARD

STORYBOARDS

- Link multiple scenes together
- Transition between scenes. These transitions are represented by segues

Name	Interface Builder Symbol	Description
Show		Present the content in the detail or master area depending on the content of the screen. If the app is displaying a master and detail view, the content is pushed onto the detail area. If the app is only displaying the master or the detail, the content is pushed on top of the current view controller stack.
Show Detail		Present the content in the detail area. If the app is displaying a master and detail view, the new content replaces the current detail. If the app is only displaying the master or the detail, the content replaces the top of the current view controller stack.
Present Modally		Present the content modally. There are options to choose a presentation style (<code>UIModalPresentationStyle</code>) and a transition style (<code>UIModalTransitionStyle</code>).
Present as Popover		Present the content as a popover anchored to an existing view. There is an option to specify the possible directions of the arrow shown on one edge of the popover view (<code>UIPopoverArrowDirection</code>). There is also an option to specify the anchor view.
Custom		A custom segue enabling you to write your own behaviors.
Push (Deprecated)		Present the content by pushing it onto the current stack of view controllers.
Modal (Deprecated)		Present the content modally on top of the existing screen. The options are the same as Present Modally.
Popover (Deprecated)		Present the content as a popover. The options are the same as Present as Popover.

INTRO TO NIBS/STORYBOARD

XCODE DEMO: STORYBOARDS

ACTIVITY



EXERCISE

KEY OBJECTIVE(S)

Link multiple scenes together.

TIMING

15 min 1. A volunteer who has travelled recently

5 min 2. Debrief

DELIVERABLE

- Pair up and build an app with four scenes linking to each other in the form of book pages.
- Add UI Elements and appropriately link them to other slides.

INTRO TO NIBS/STORYBOARD

STORYBOARDS RECAP

PROS

- Performance
- Simplify the prototyping process

CONS

- Reusability
- Data flow between scenes

INTRO TO NIBS/STORYBOARD

WHEN TO USE STORYBOARDS

- Multi step flows
- Index and detail views
- A grouped set of views (ex: registration)

GETTING STARTED

Q&A

- Compare nibs and storyboards again. Highlight benefits of each.
- The benefit of storyboards is the ability to gauge relationships between views and feasibility of implementation.
- Storyboard cons: more difficult to collaborate because it's one file, not modular like nibs, they can get messy if architecture is not accounted for correctly.
- It's not one or the other, both are useful tools. You can have multiple storyboards to organize your scenes, but we will cover that at a later time.
- Discuss examples from real life apps for nibs and storyboards.