

View Controllers

# The Role of View Controllers

View controllers play an important role in your app, they manage a portion of your app's user interface.

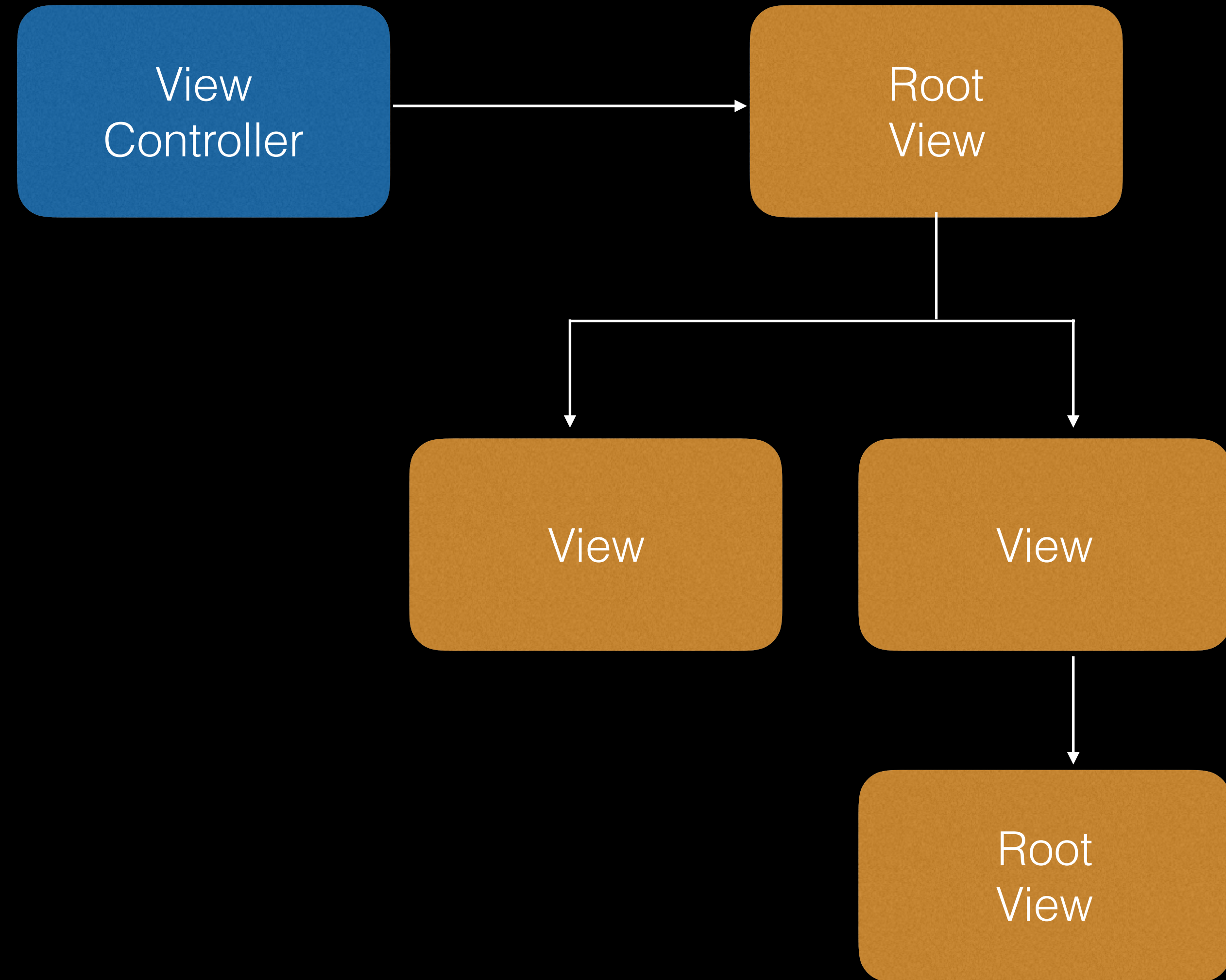
# The Role of View Controllers

There are two types of controllers:

- Content view controllers manage a discrete piece of your app's content and are the main type of view controller that you create.
- Container view controllers collect information from other view controllers.

# Content View Controller

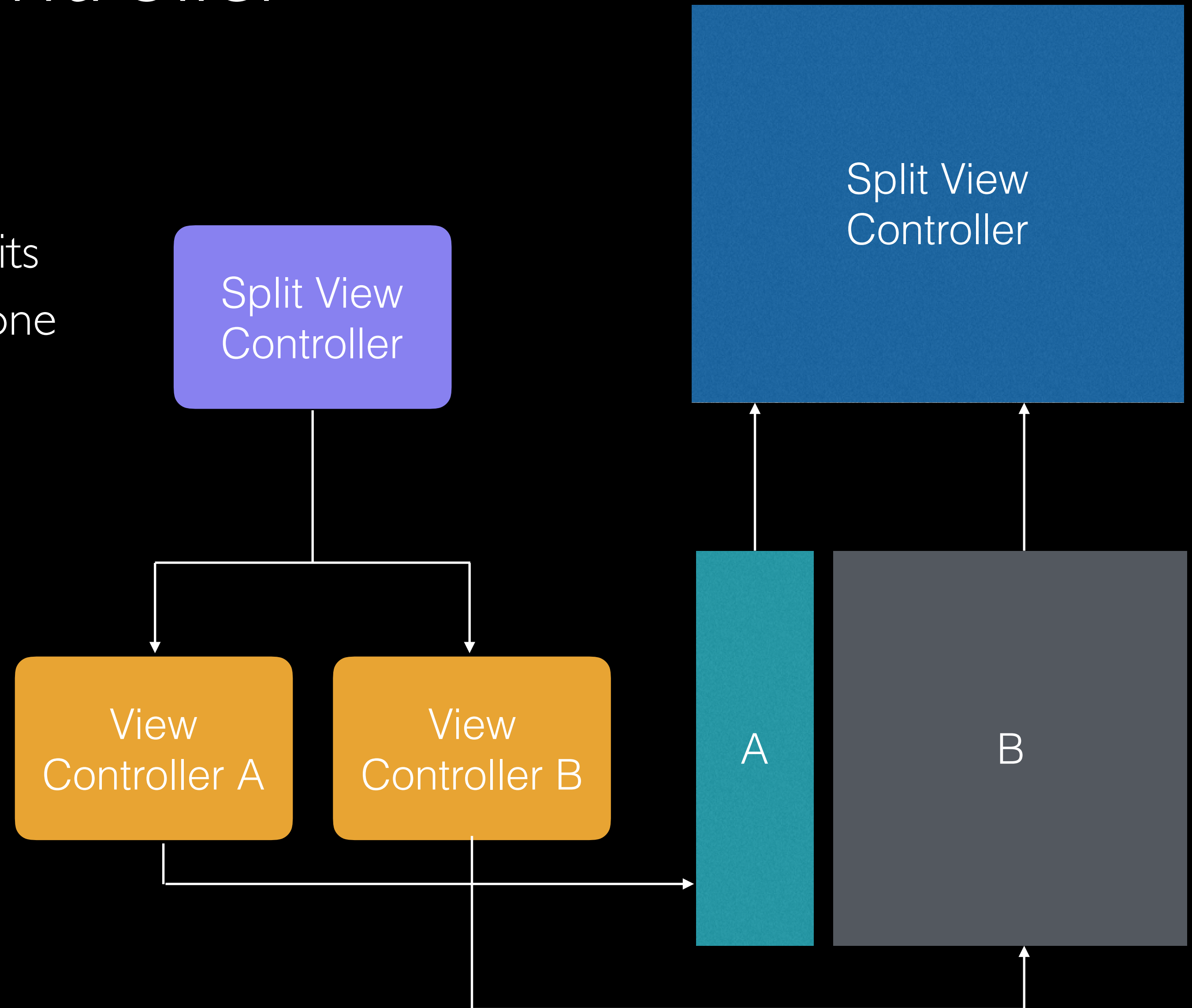
Every view controller has a single root view that encloses all of the view controller's content.



# Container View Controller

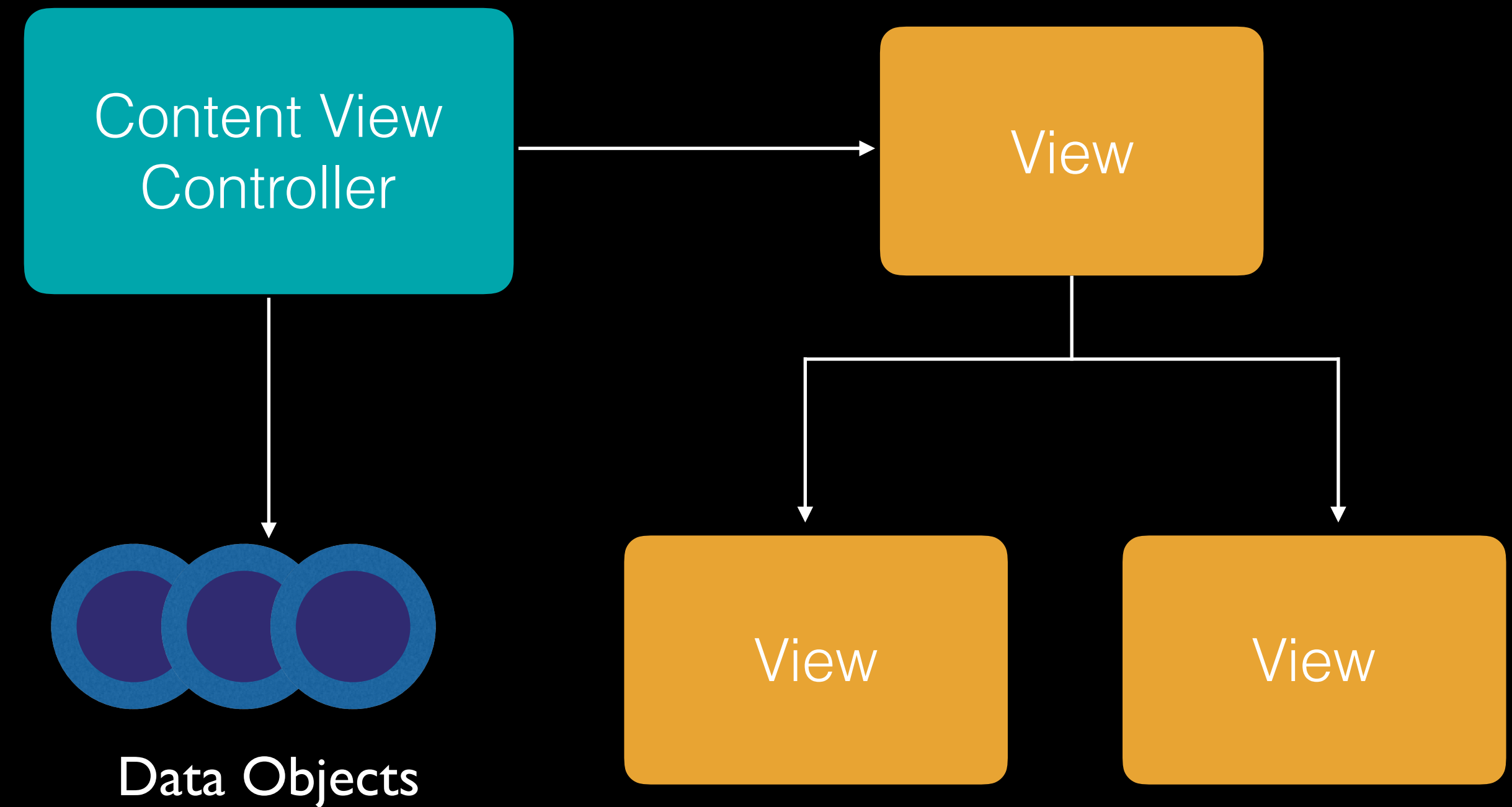
A container view controller manages its own views plus the root views from one or more of its child view controllers.

The container does not manage the content of its children



# Data Marshaling

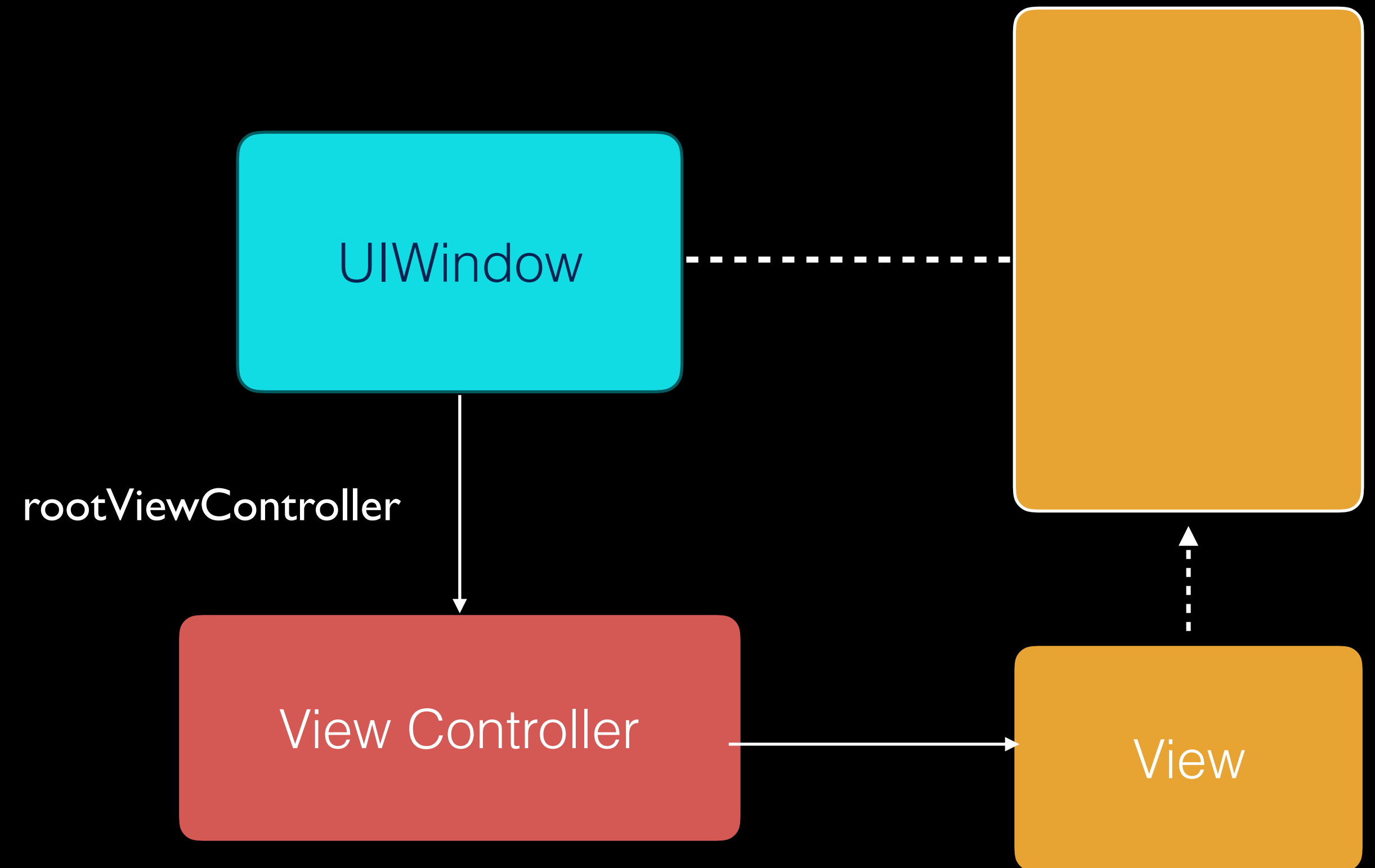
A view controller acts as an intermediary between the views it manages and the data of your app.



# Root View Controller

Every window has exactly one root view controller whose content fills that window.

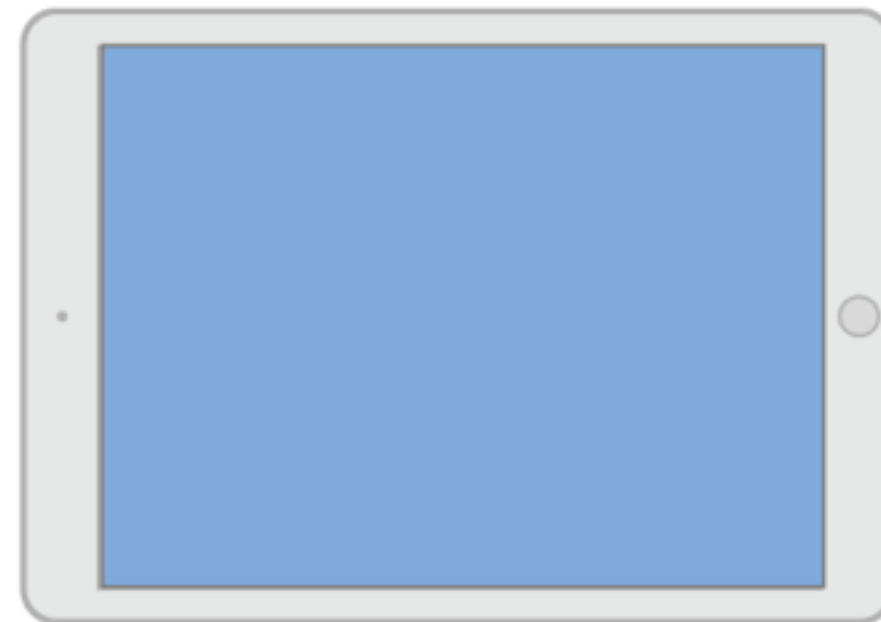
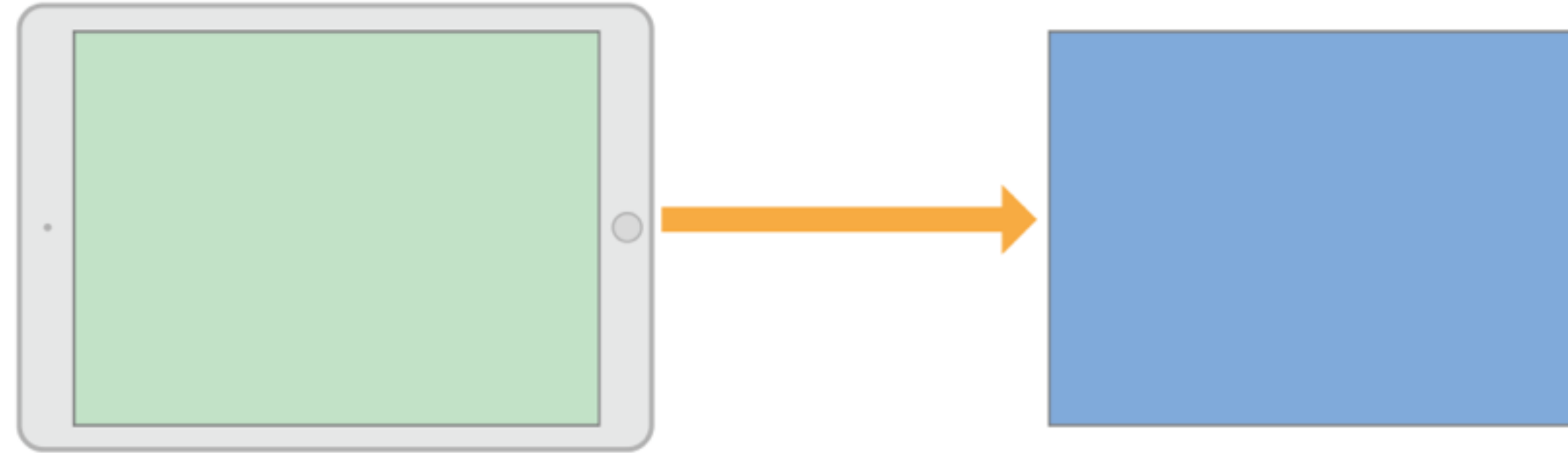
The root view controller defines the initial content seen by the user.



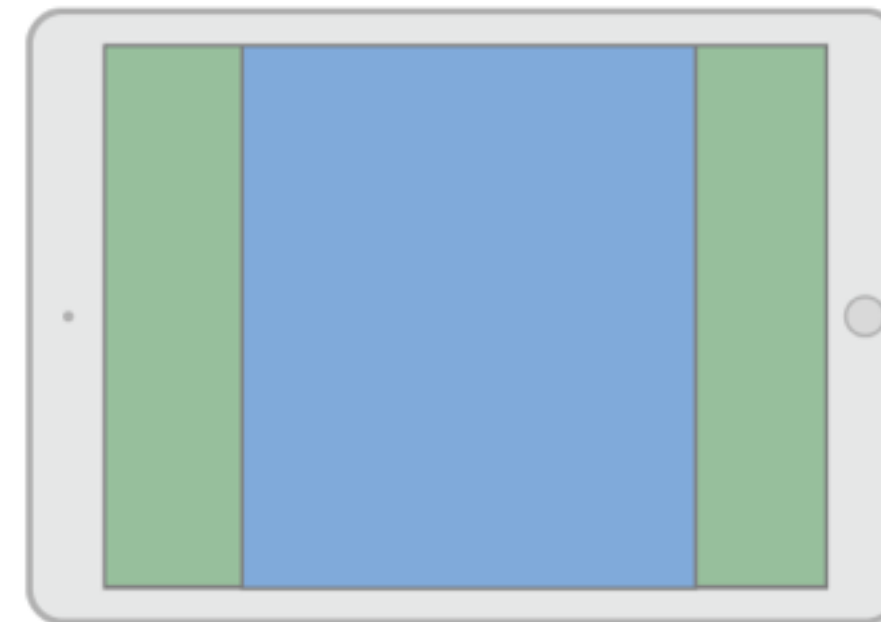
# Presenting View Controllers



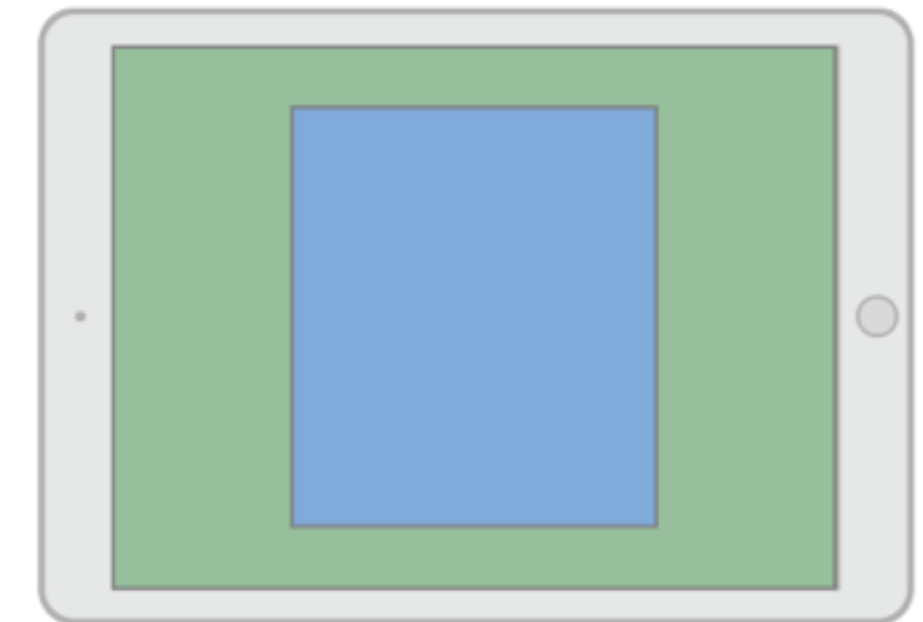
# Presentation Styles



`UIModalPresentationFullscreen`



`UIModalPresentationPageSheet`



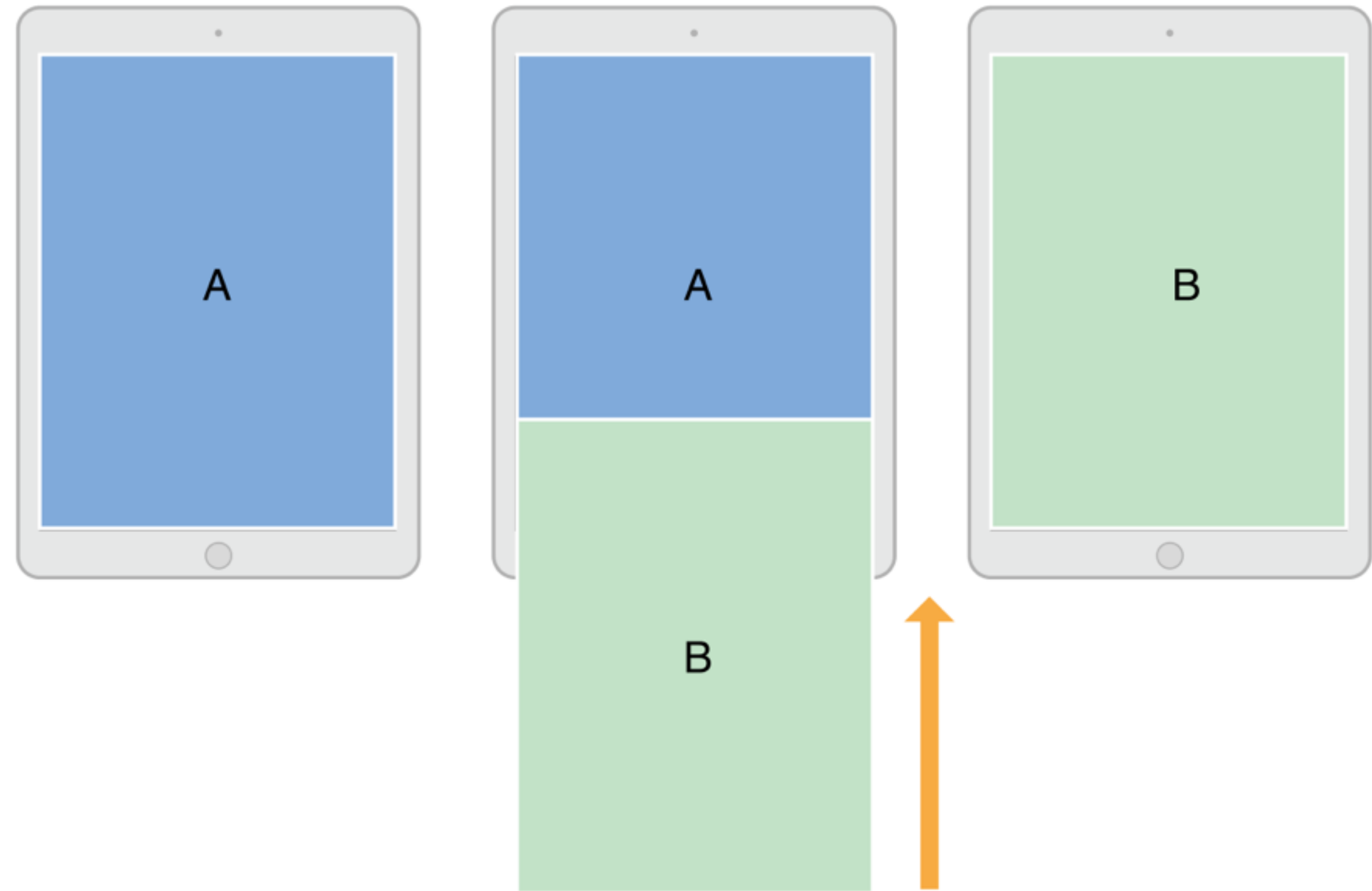
`UIModalPresentationFormSheet`

# The Popover Styles



The `UIModalPresentationPopover` style displays the view controller in a popover view.

# Transition Styles

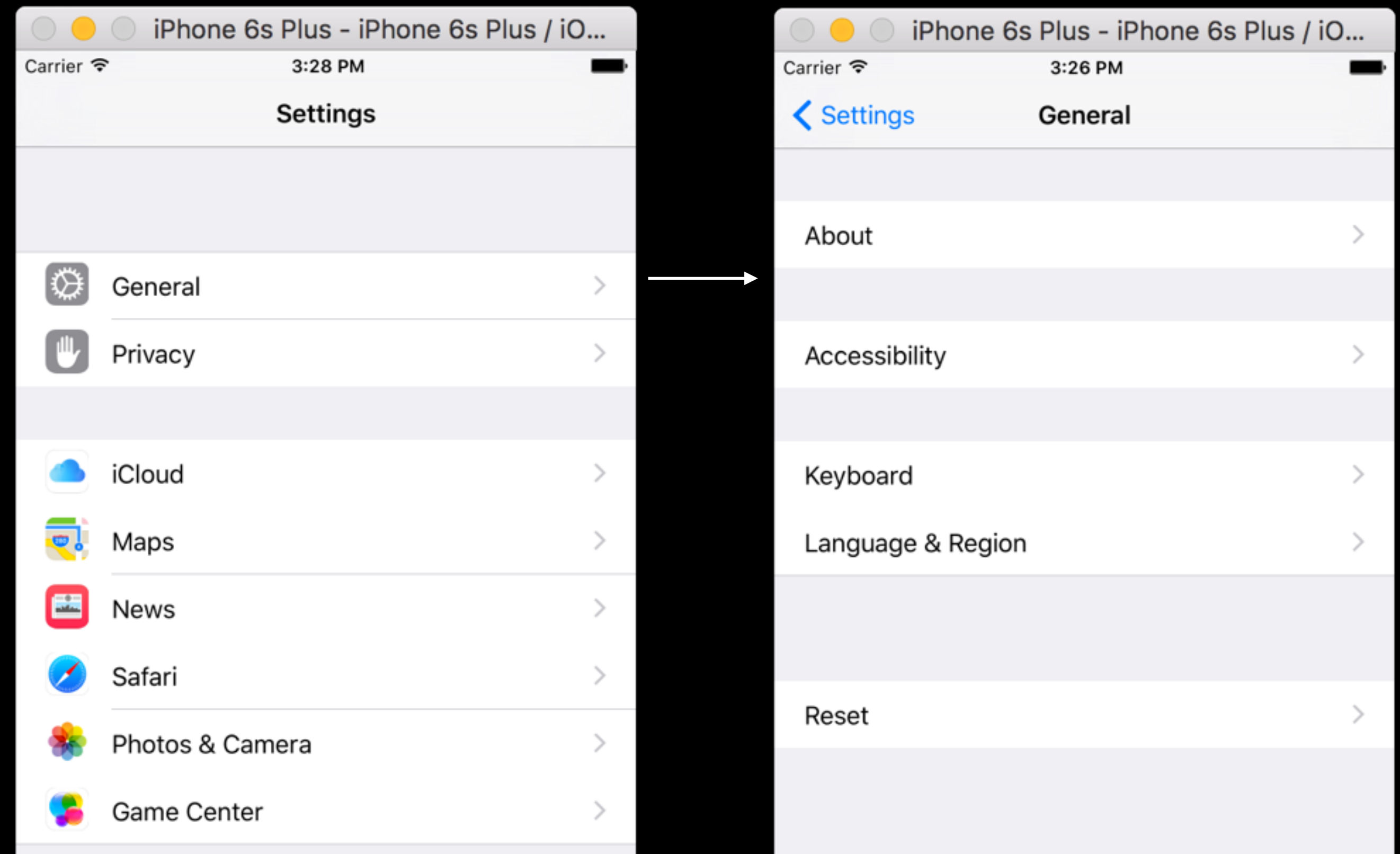


Transition styles determine the type of animations used to display a presented view controller.

# Navigation Controllers

# Navigation Controllers

Navigation controller is a UI Element very common in IOS apps. It manages a stack of view controllers known as the navigation stack.



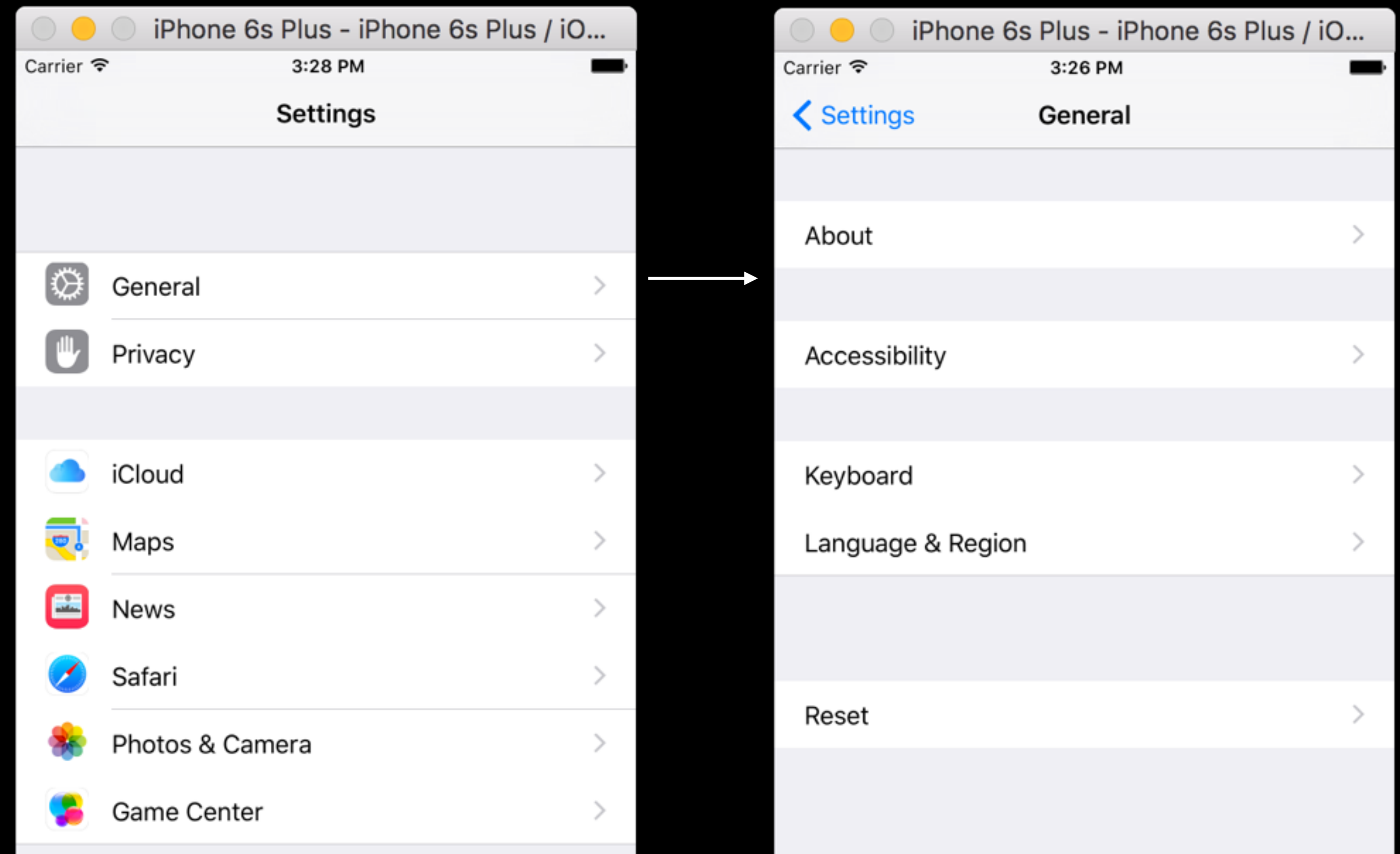
# Navigation Controllers

The navigation stack is structured like an array of view controllers, and the first view controller in the array is called root view controller.



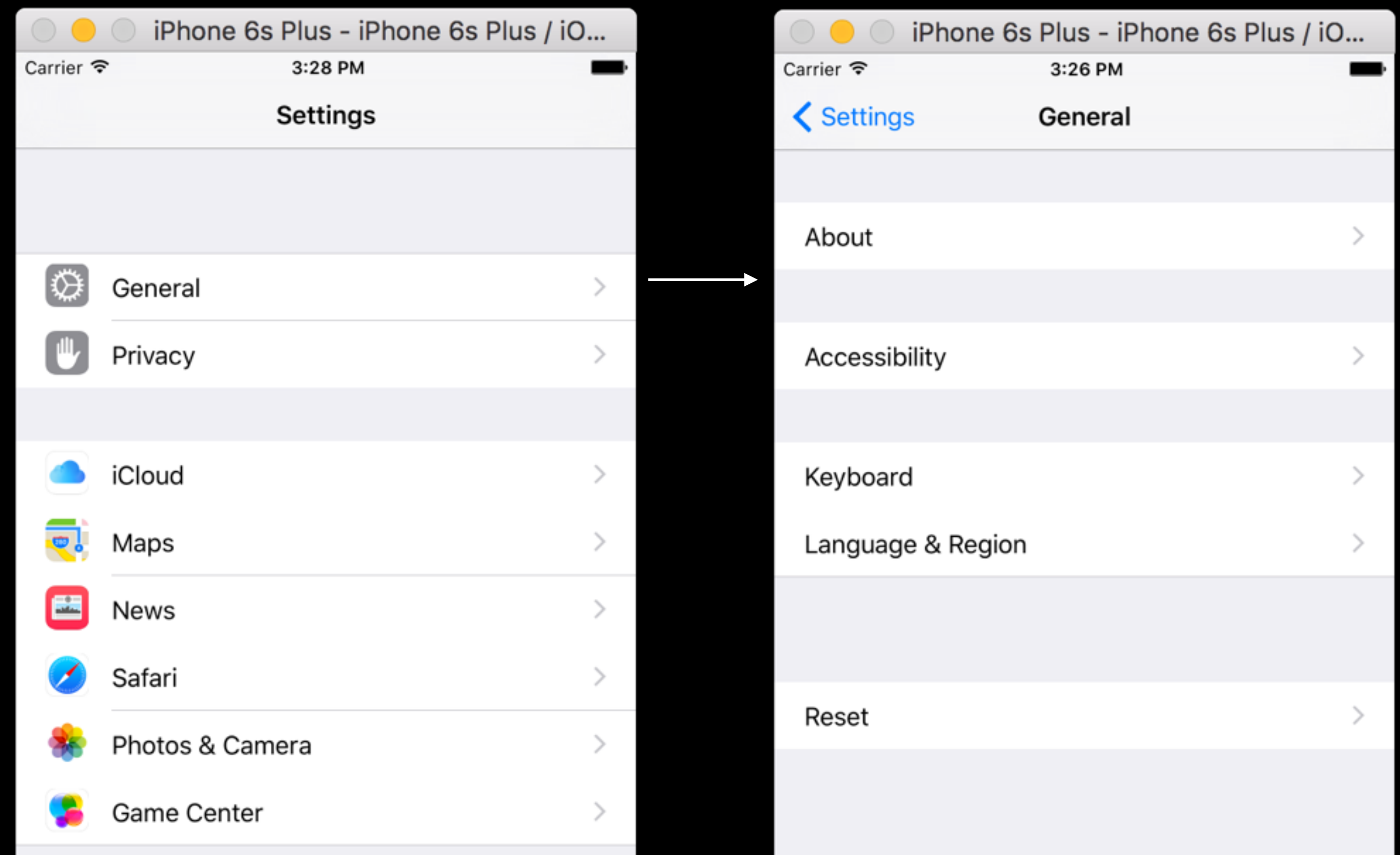
# Navigation Controllers

You can add or remove view controllers using segues or using methods from UINavigationController.



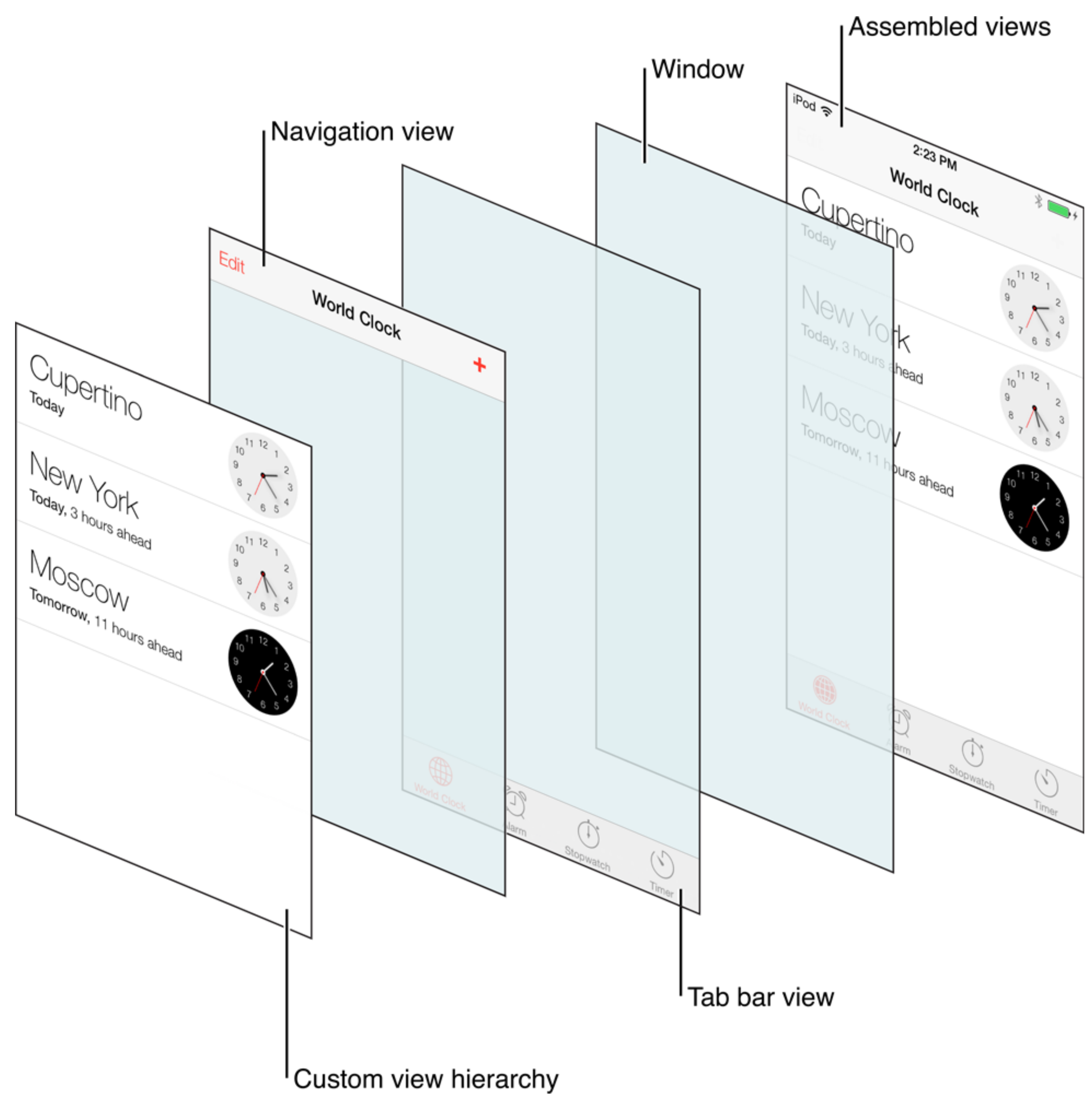
# Navigation Controllers

The user can remove the topmost view tapping in the back button in the navigation bar.

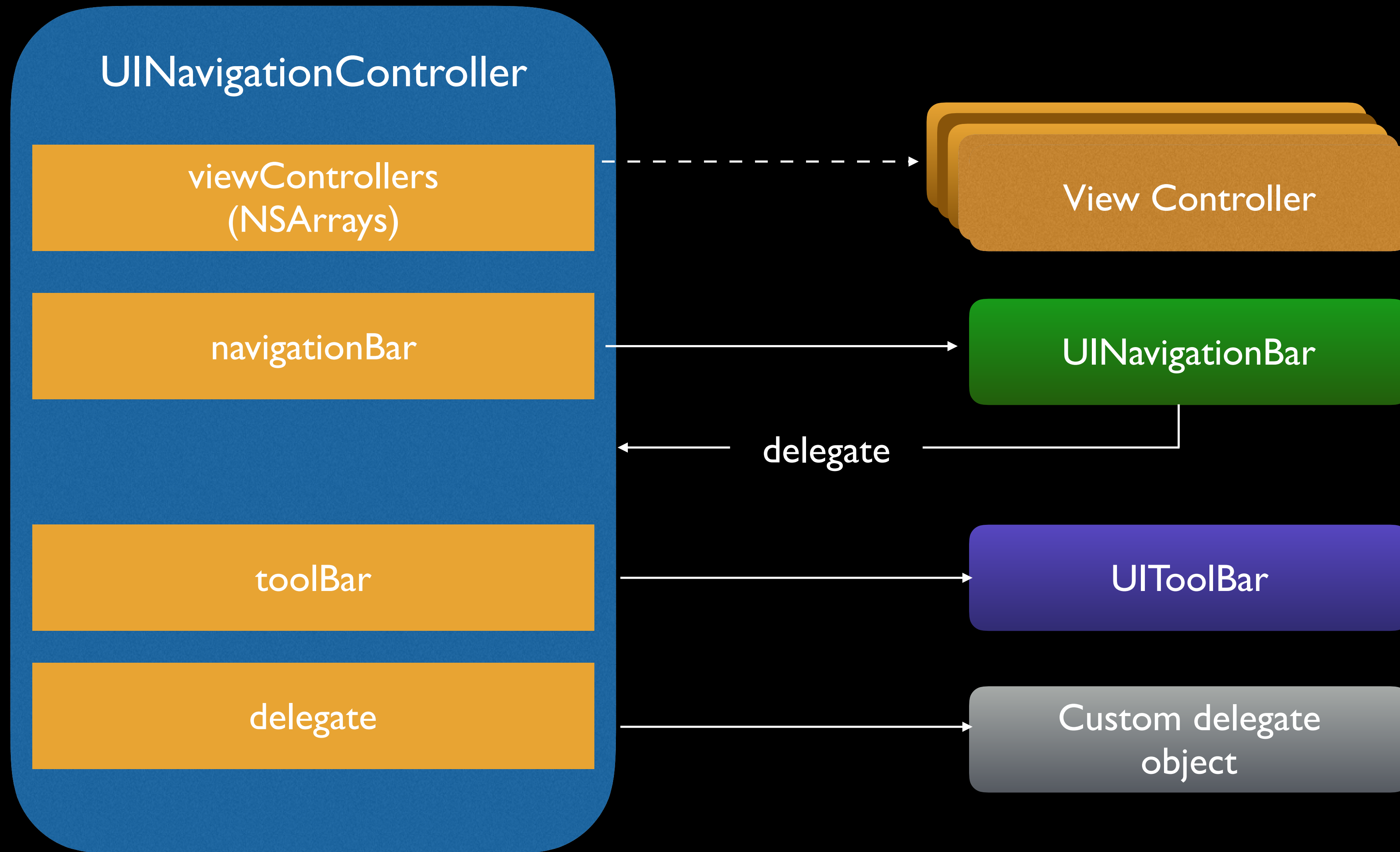




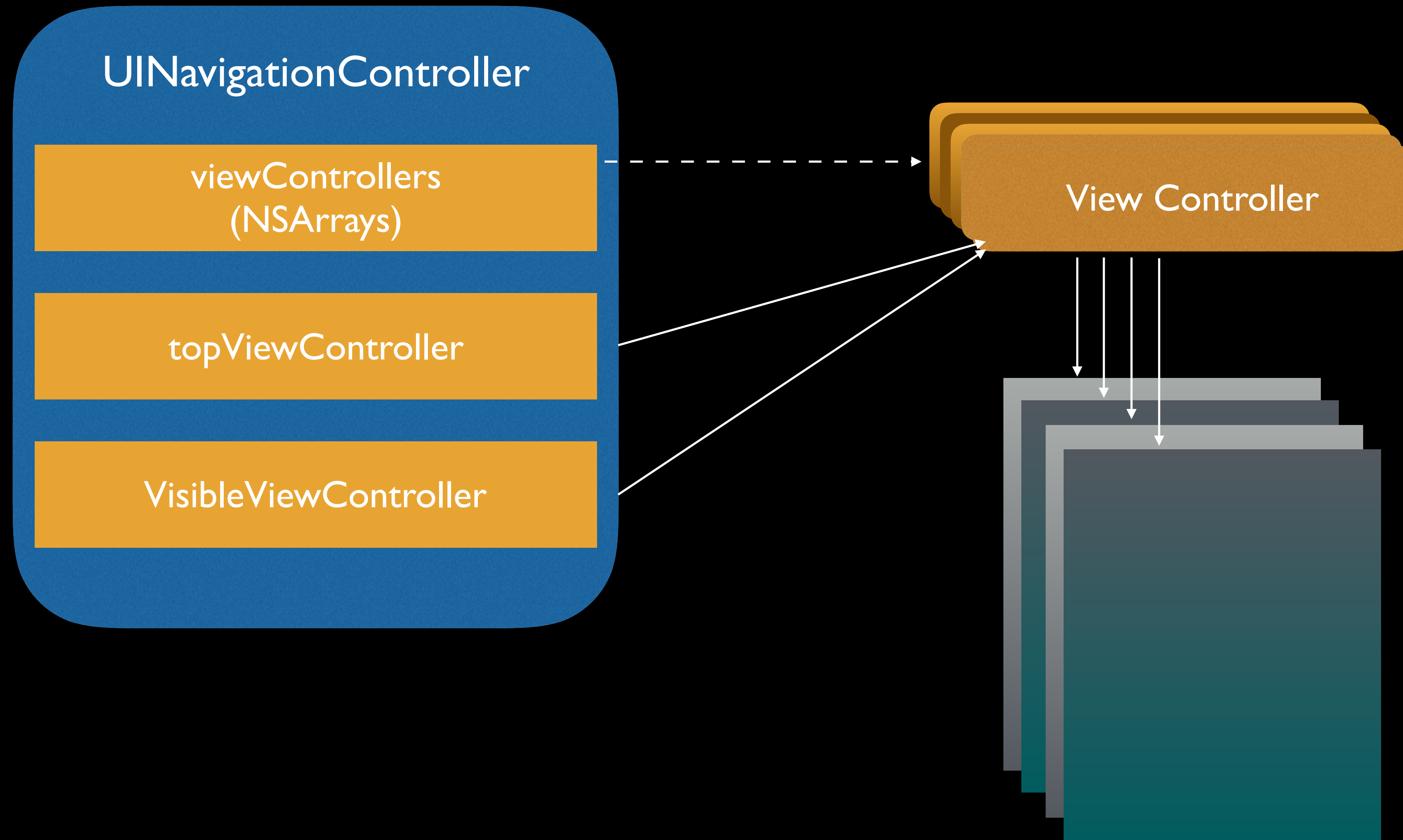
# Anatomy of a Navigation Interface



# The Objects of a Navigation Interface



# The Navigation Stack



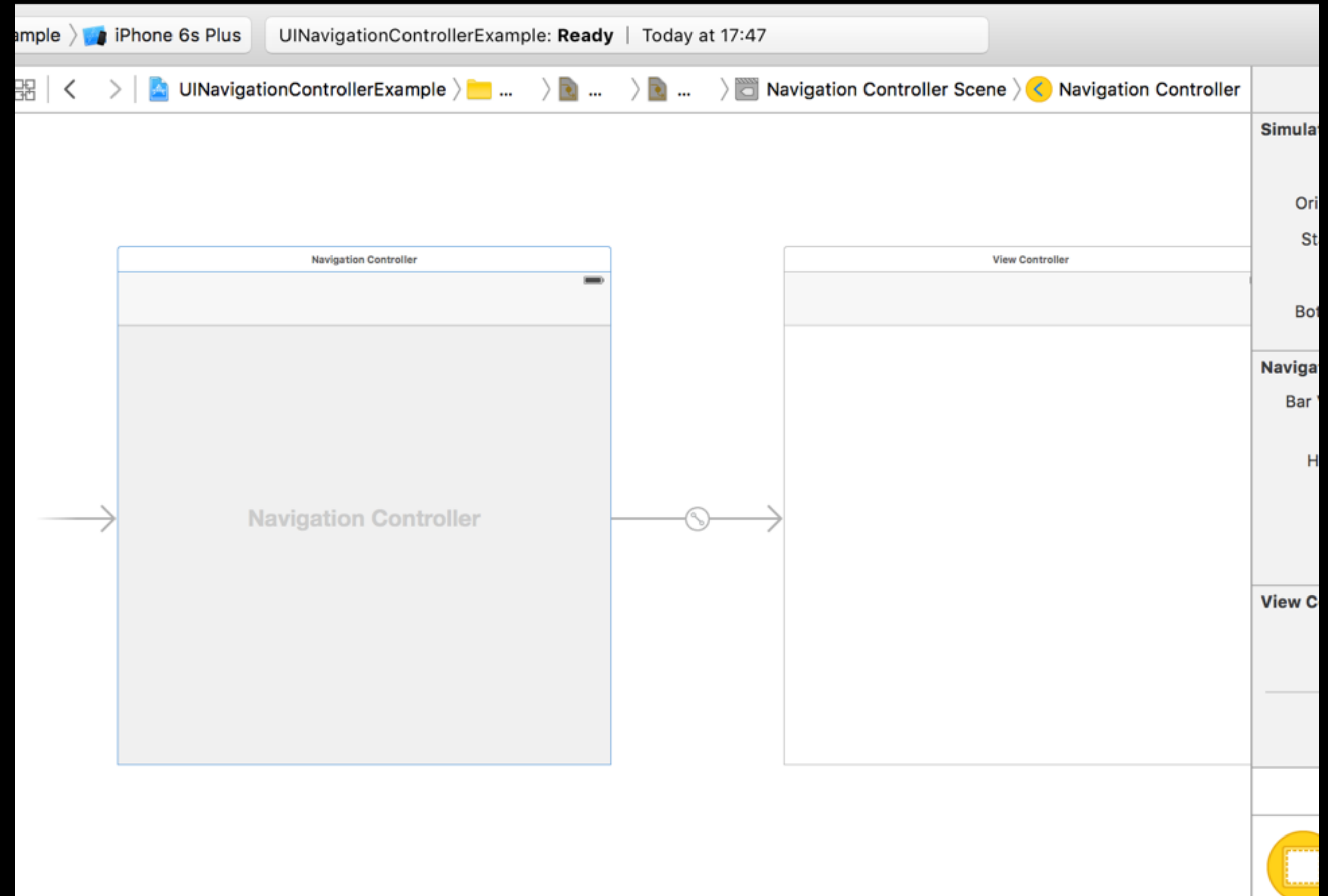
# Using Segues

# Navigation Controller

To setup navigationController, select the initial view controller in storyboard and select

**Editor > Embed in > Navigation Controller**

The component Navigation Controller will appear in the storyboard.

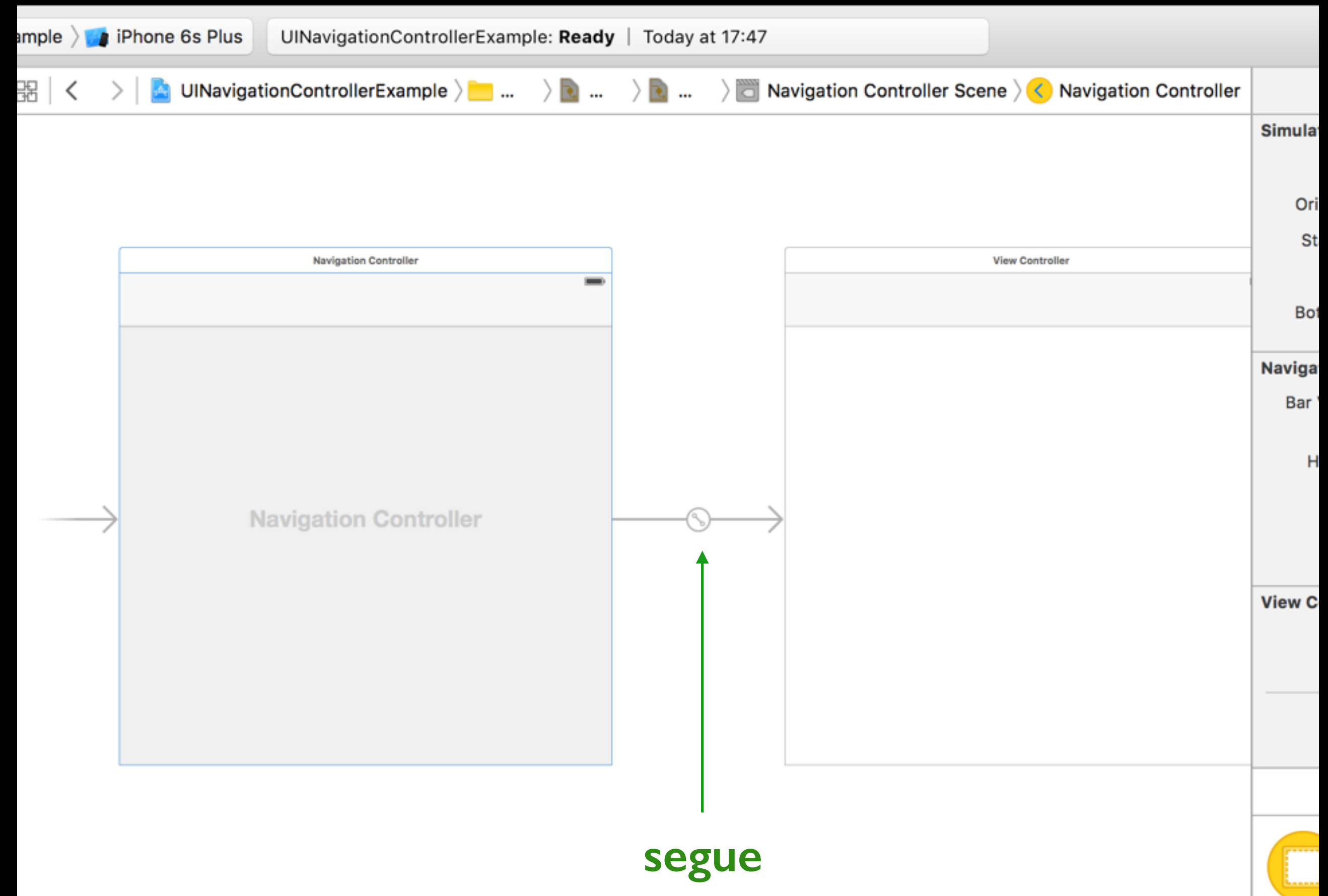




# Segues

## UIStoryboardSegue

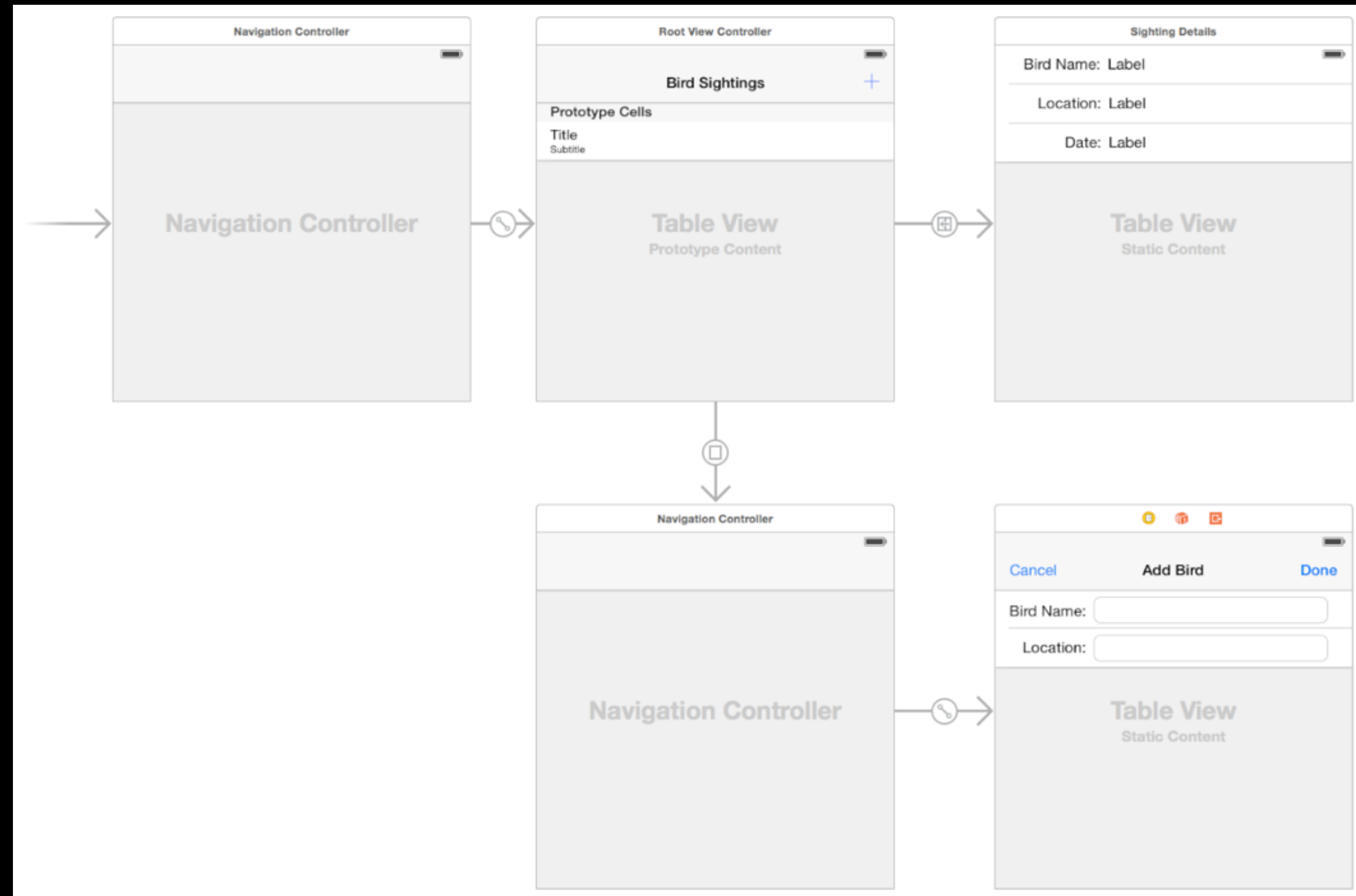
Segue is a connection that provides mechanism to perform a transition between two view controllers/scene.



# Types of Segues

There are many kinds of segues:

1. Show/Push
2. Show Detail
3. Present Modally
4. Popover presentation
5. Custom





# Types of Segues

## Show/Push

This segue pushes the view controller onto the navigation stack.

The user can tap back button in the navigation bar to return to the previous screen.



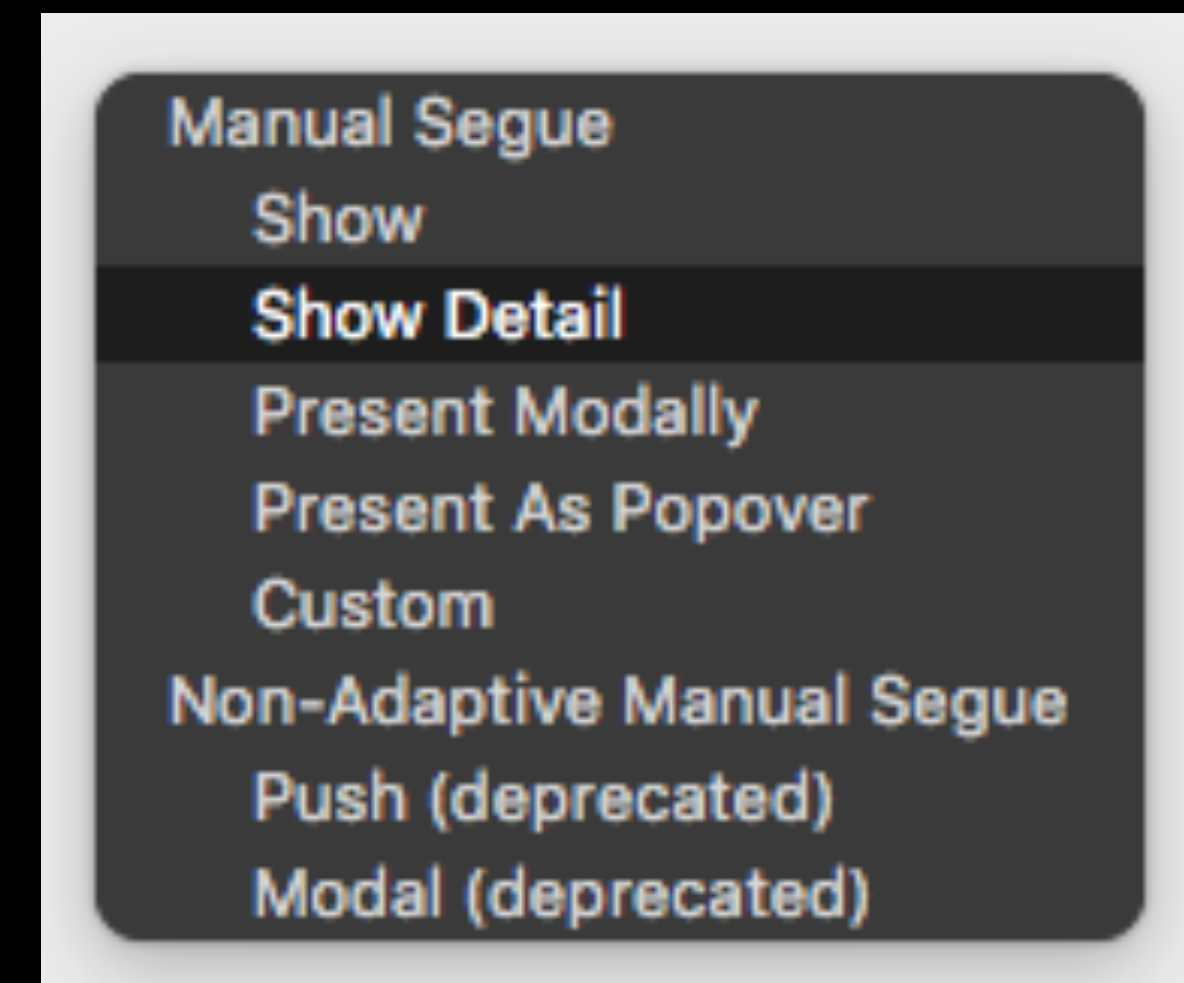


# Types of Segues

## Show Detail

This kind of segue is used when you have a master detail screen (UISplitViewController). The next view controller will be presented in the detail area.

In cases that your app is not master detail type, the current content will be replaced with the new view controller.





# Types of Segues

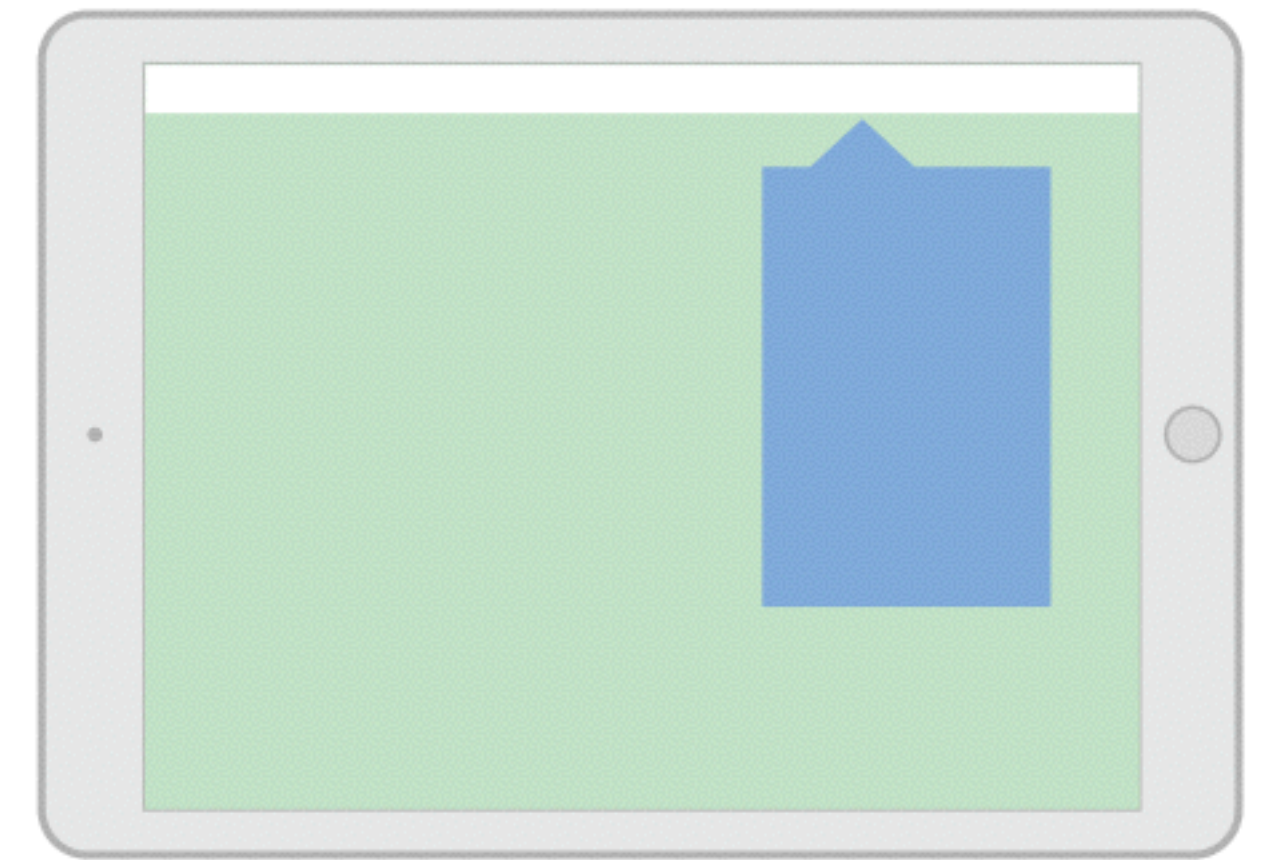
## Present Modally

Present content as modal dialog.

# Types of Segues

## Popover presentation

Present the content as a popover anchored to an existing view.



# Types of Segues

## Custom

Create your own behaviors by using a custom segue.

# Segues

## UIStoryboardSegue

To pass data from one ViewController to another use `prepareForSegue` method.

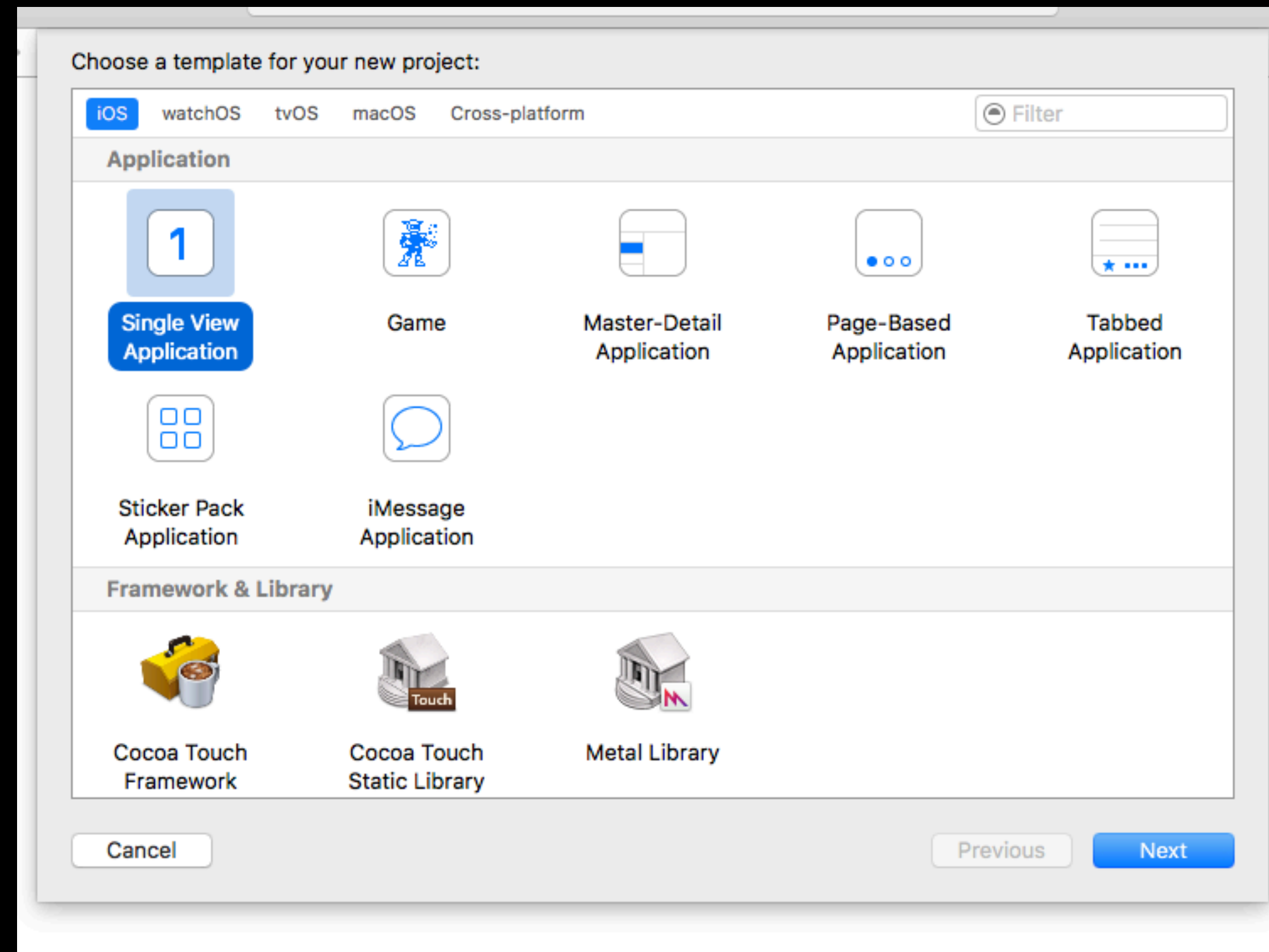
Unwind

# Unwind

Let's create an example.

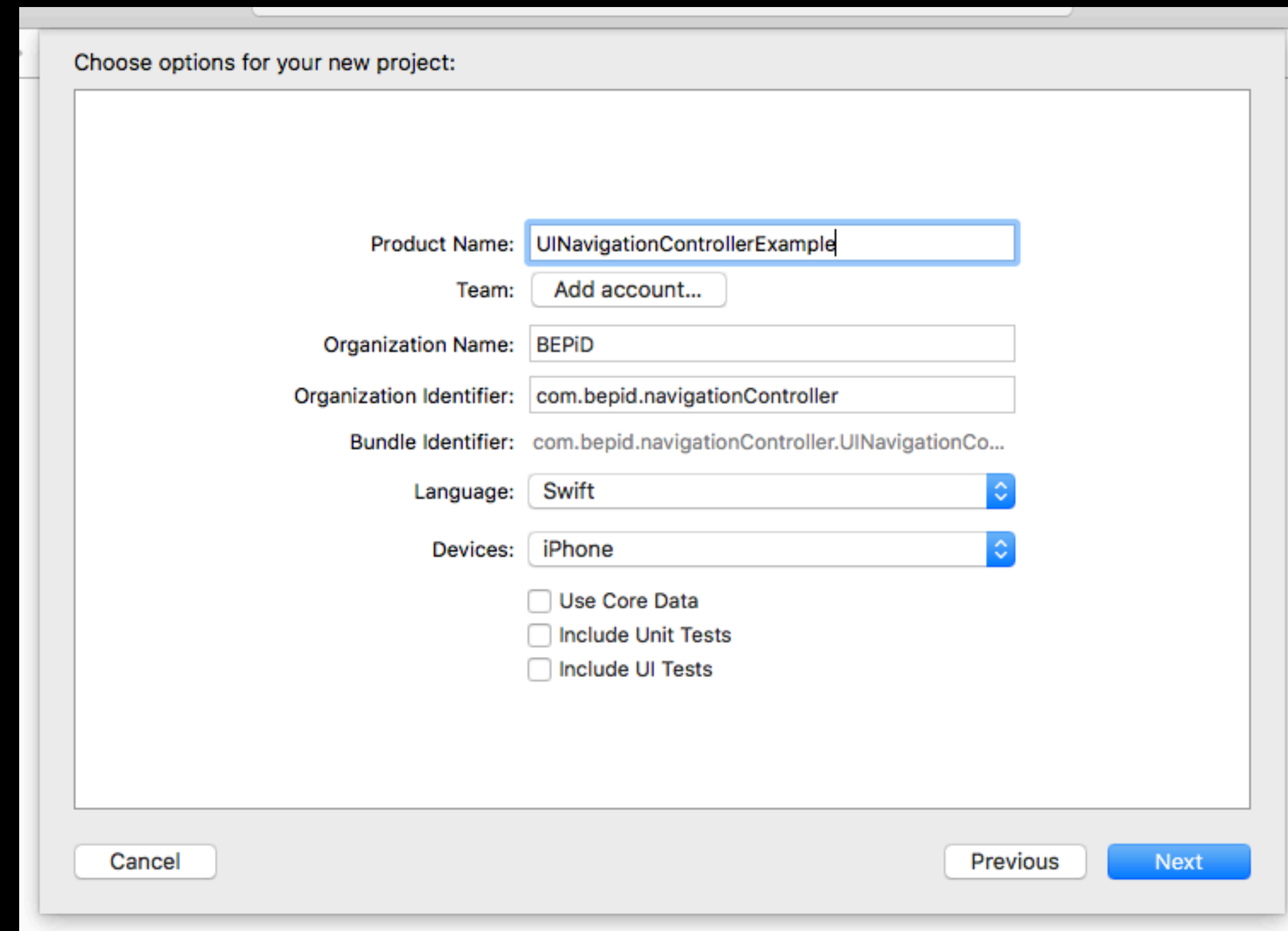
Here, we are selecting “Single View Application” from iOS project.

Select “Next” to proceed.



# Unwind

We will create an example named UINavigationControllerExample in Swift for iPhone.



The image shows the 'Choose options for your new project' dialog in Xcode. The dialog is titled 'Choose options for your new project:' and contains the following fields and options:

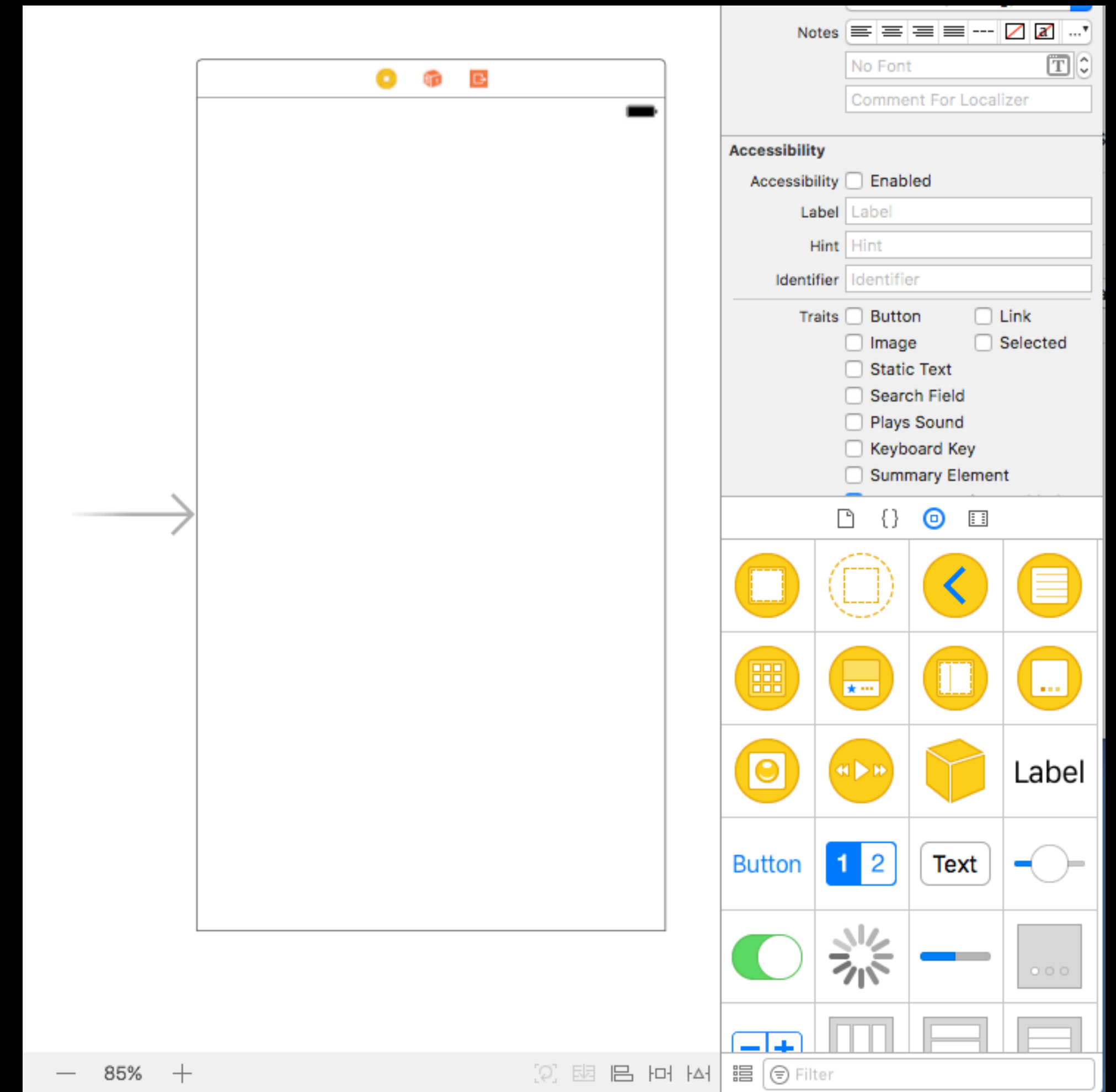
- Product Name: UINavigationControllerExample
- Team: Add account...
- Organization Name: BEPiD
- Organization Identifier: com.bepid.navigationController
- Bundle Identifier: com.bepid.navigationController.UINavigationController...
- Language: Swift
- Devices: iPhone
- ☐ Use Core Data
- ☐ Include Unit Tests
- ☐ Include UI Tests

At the bottom of the dialog, there are three buttons: 'Cancel', 'Previous', and 'Next'.



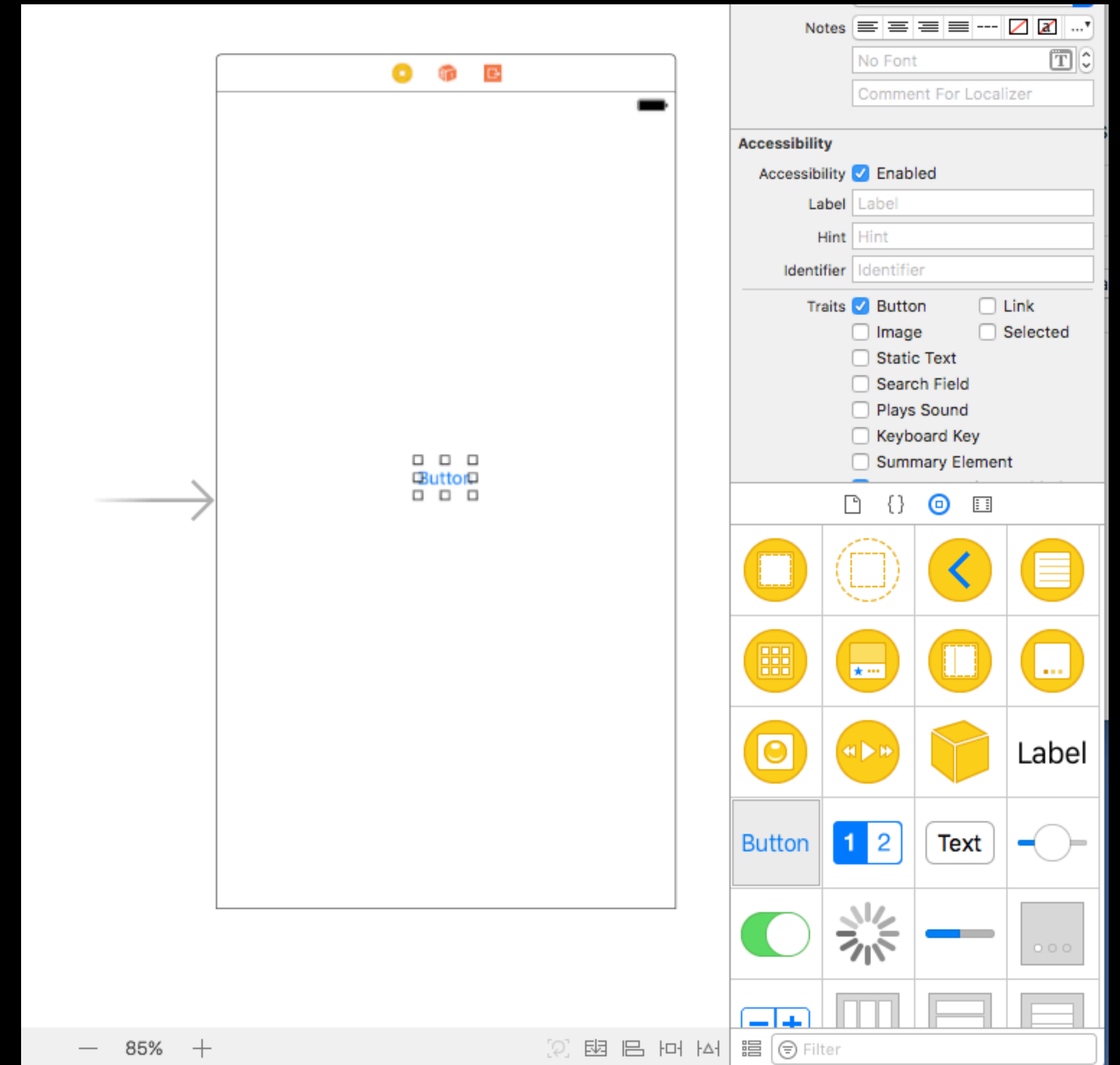
# Unwind

I. Select Main.storyboard



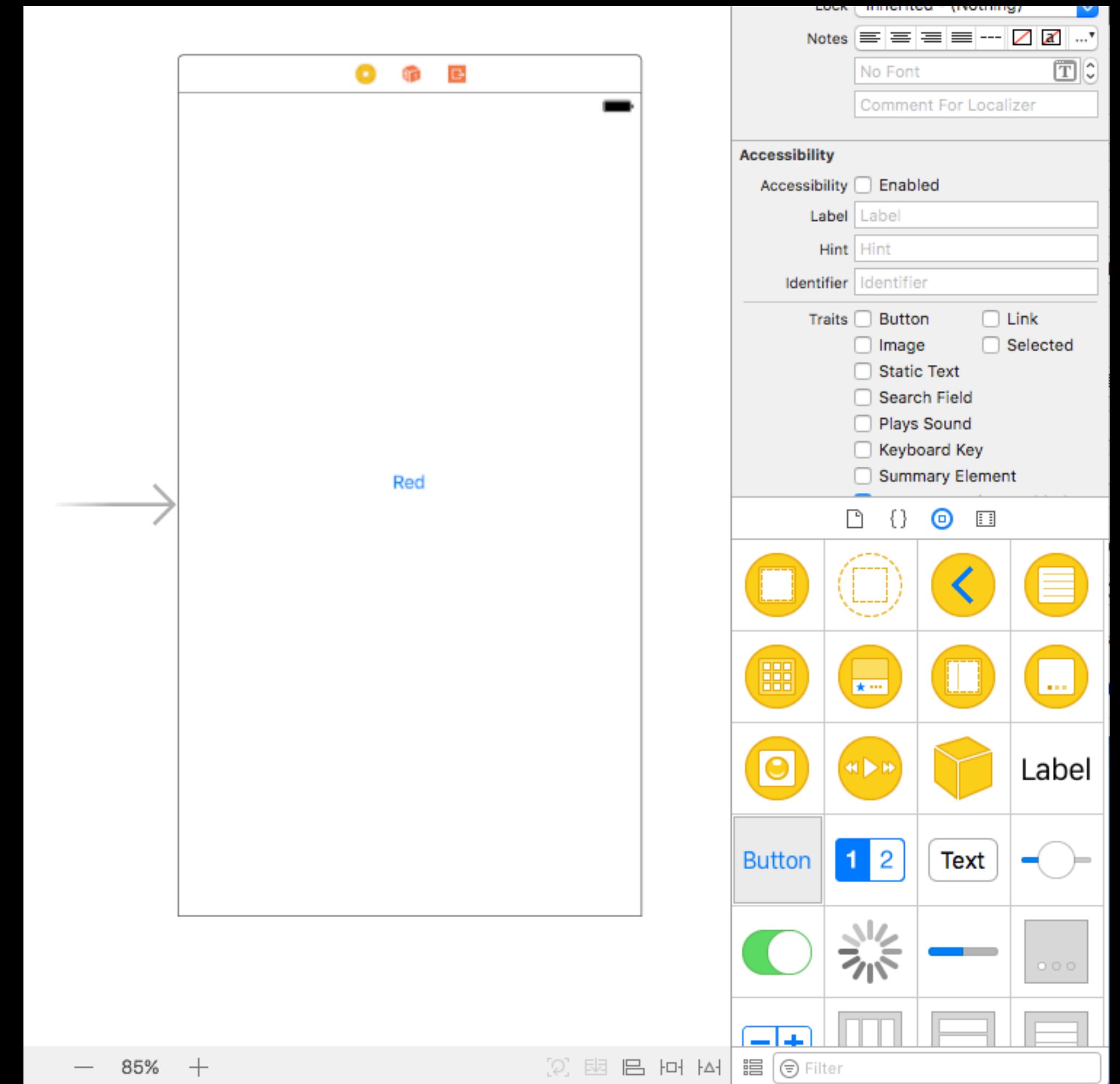
# Unwind

1. Select Main.storyboard
2. On the ViewController add a button



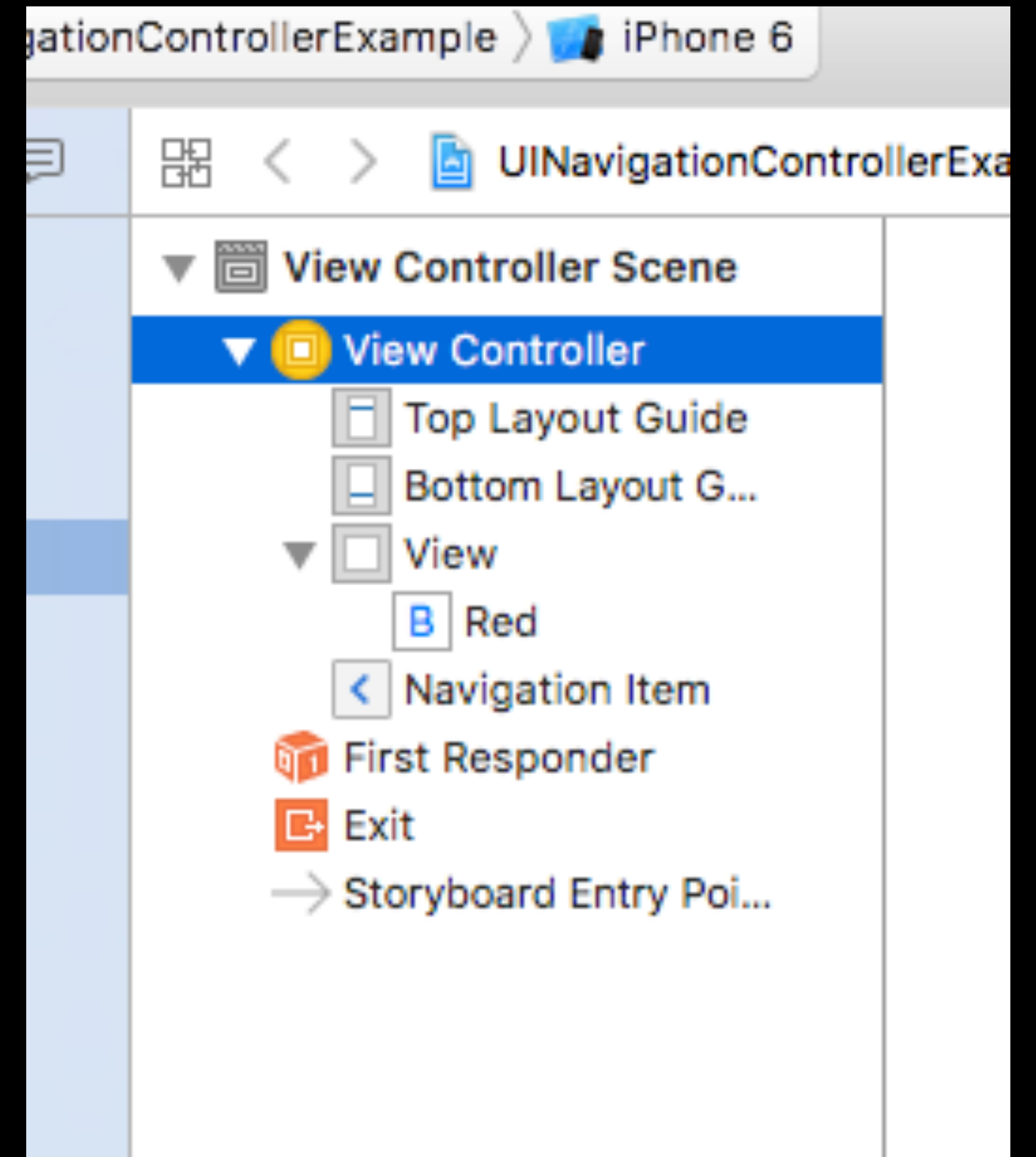
# Unwind

1. Select Main.storyboard
2. On the ViewController add a button
3. Set some title



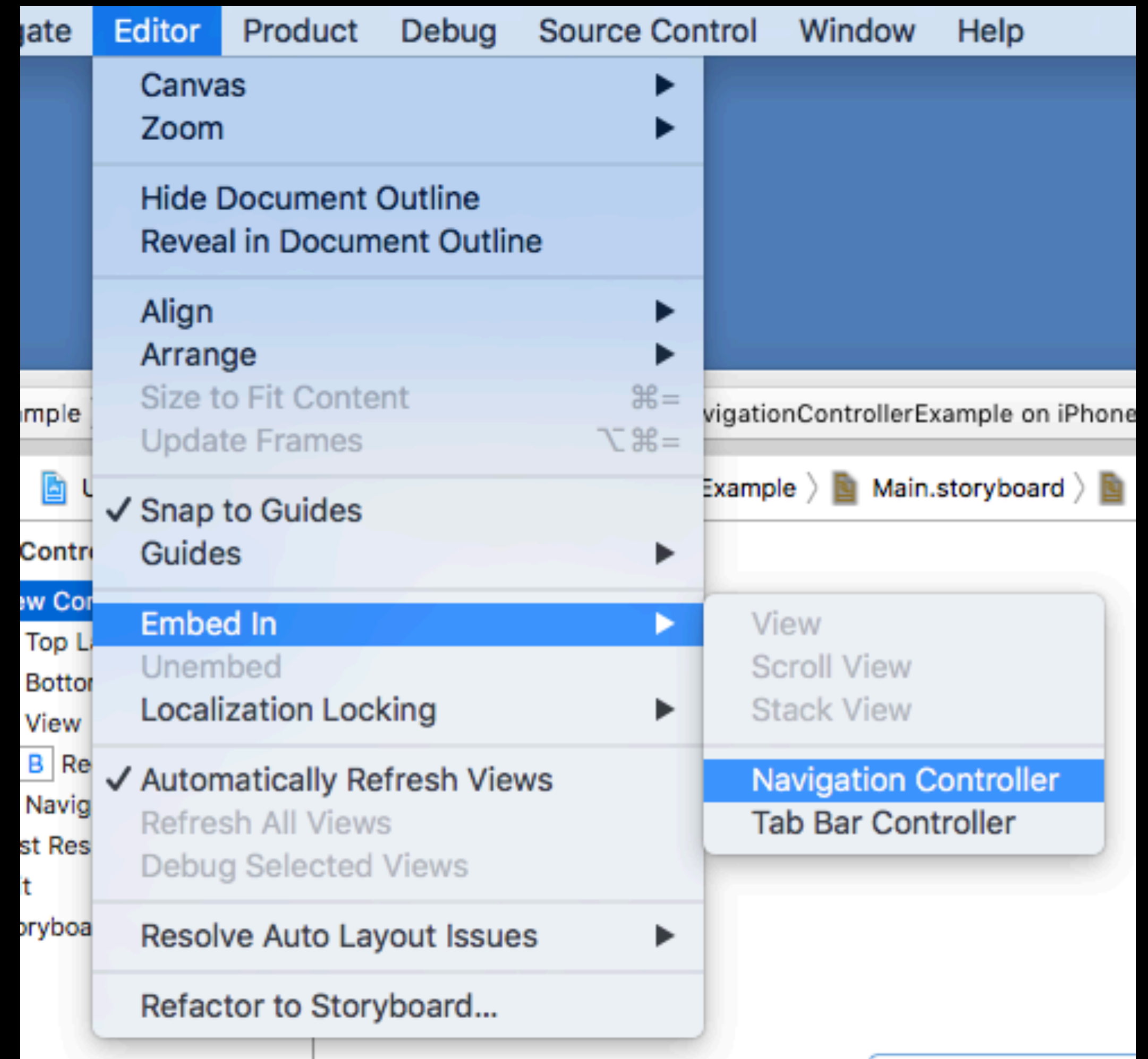
# Unwind

1. Select Main.storyboard
2. On the ViewController add a button
3. Set some title
4. In the navigator area, select View Controller item



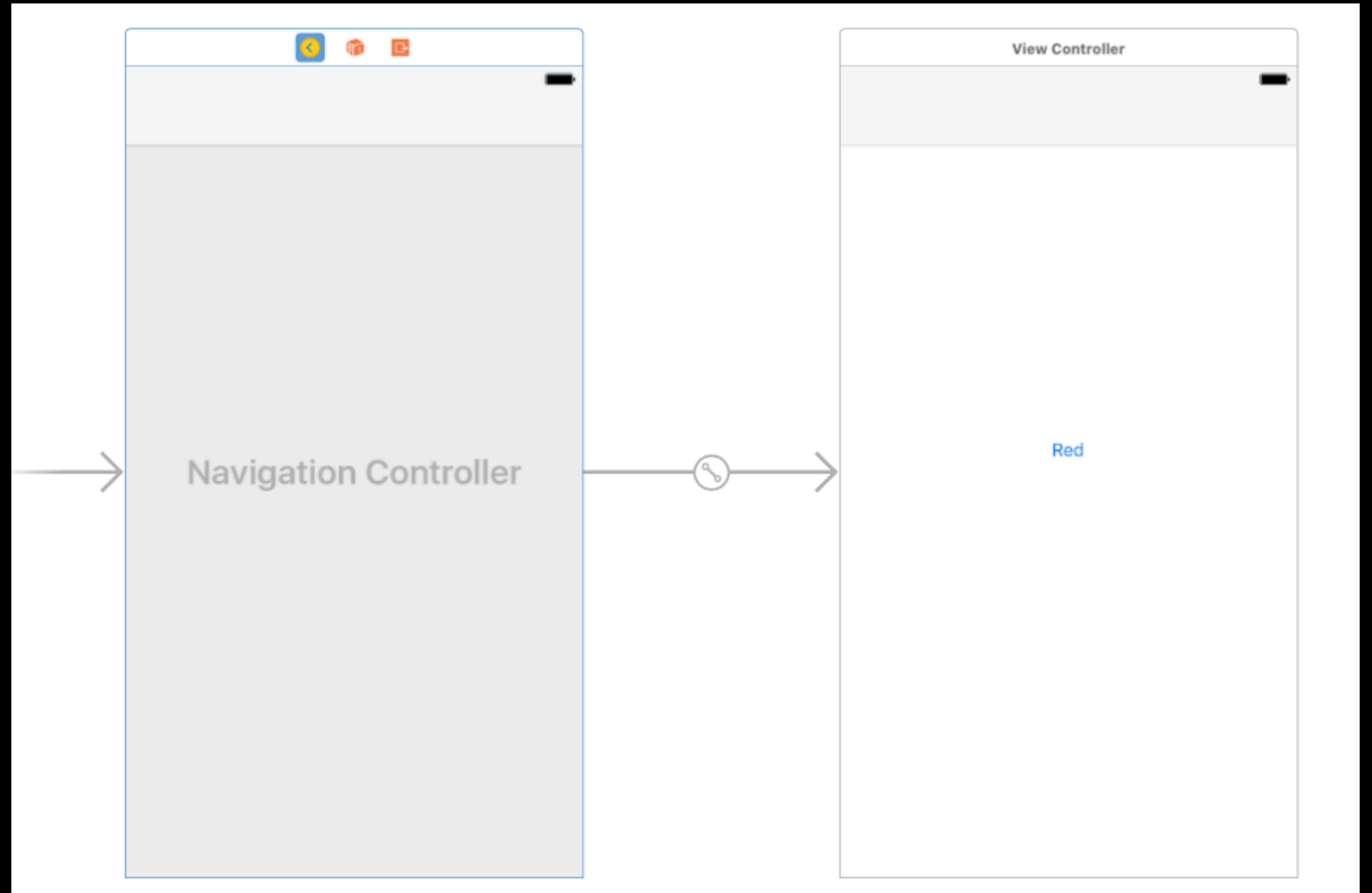
# Unwind

1. Select Main.storyboard
2. On the ViewController add a button
3. Set some title
4. In the navigator area, select View Controller item
5. Select menu Editor>Embed In>Navigation Controller



# Unwind

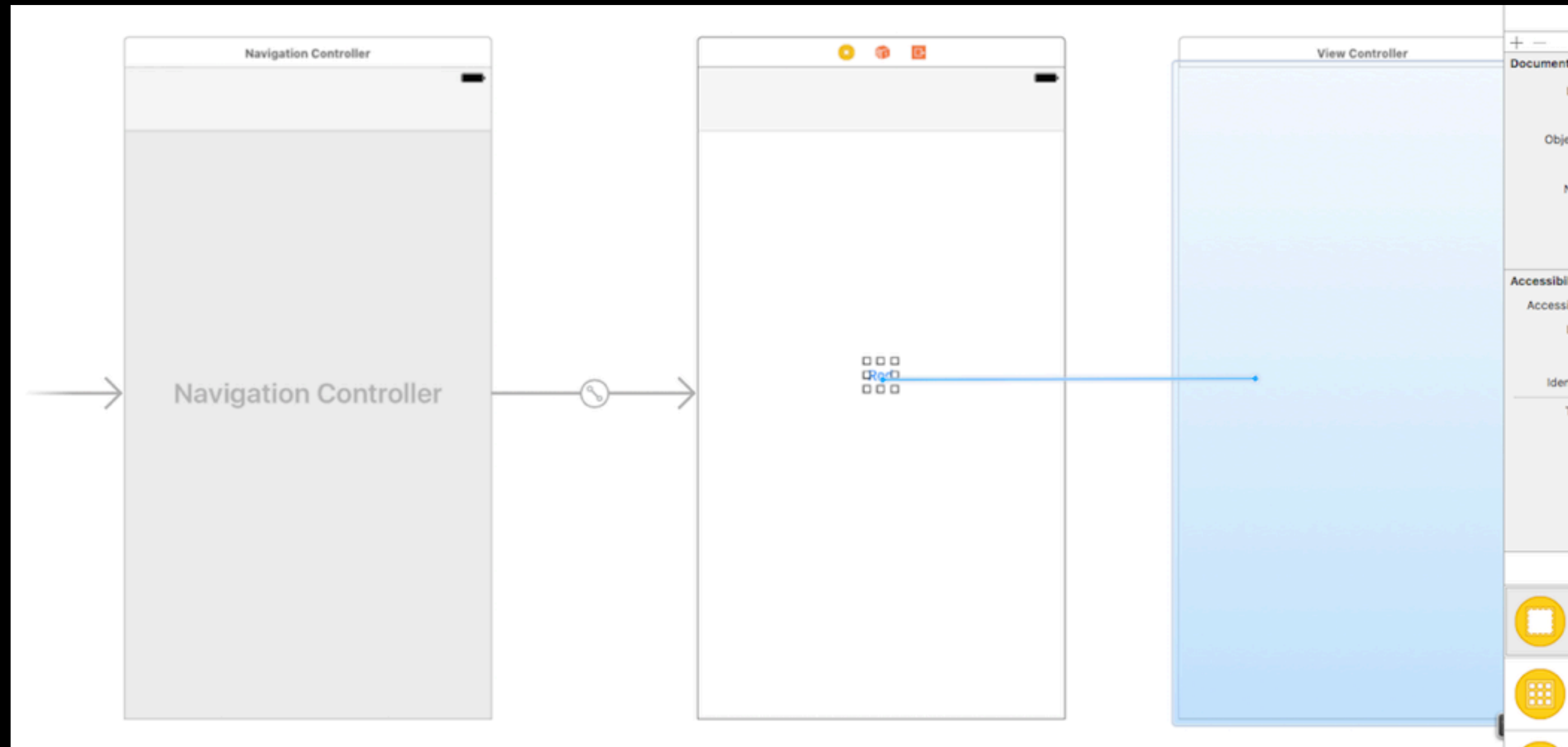
1. Select Main.storyboard
2. On the ViewController add a button
3. Set some title
4. In the navigator area, select View Controller item
5. Select menu Editor>Embed In>Navigation Controller
6. Verify the Navigation Controller at Storyboard





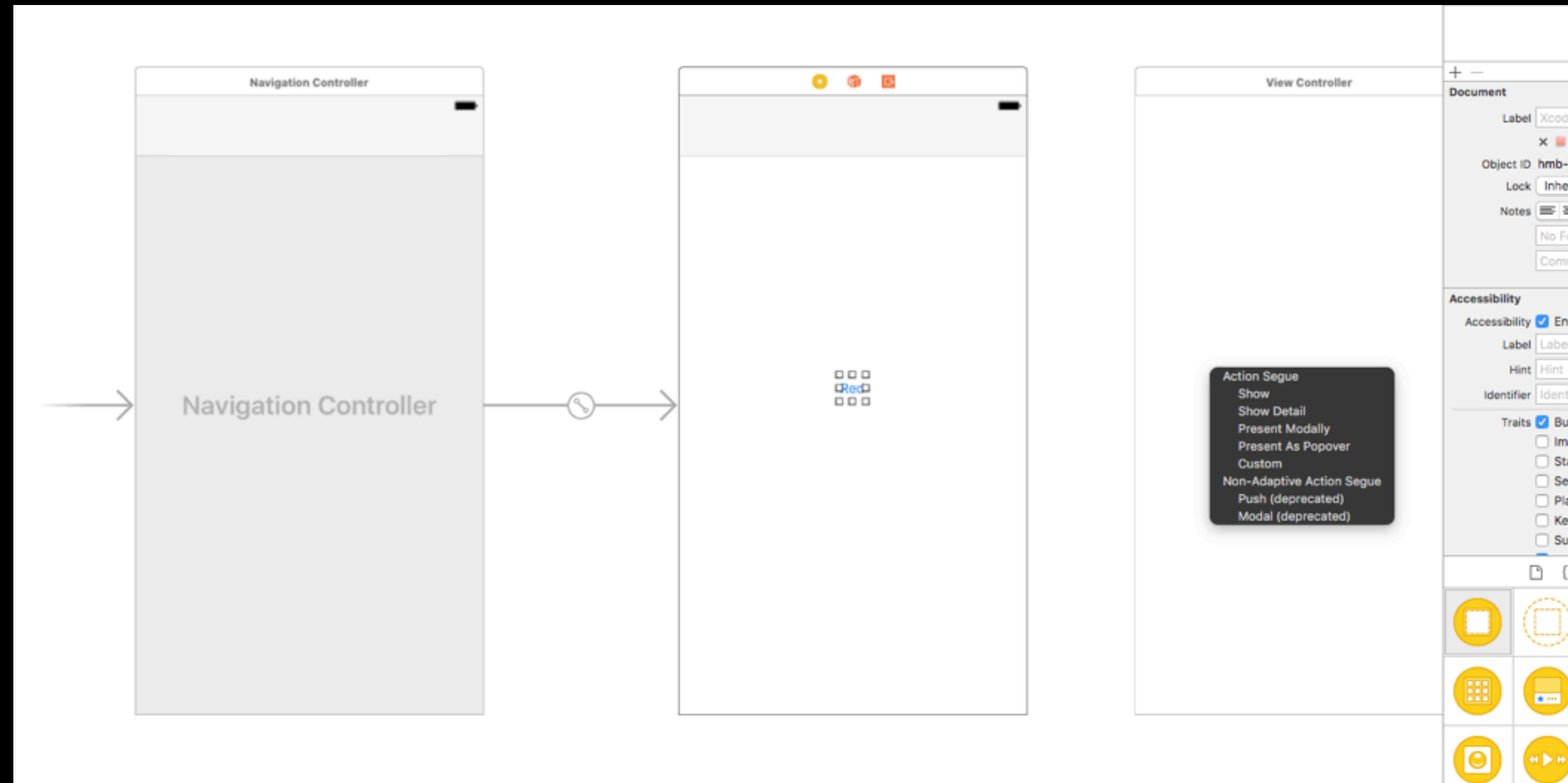
# Unwind

7. Include other viewController at StoryBoard
8. Press control key and link button to the new viewController



# Unwind

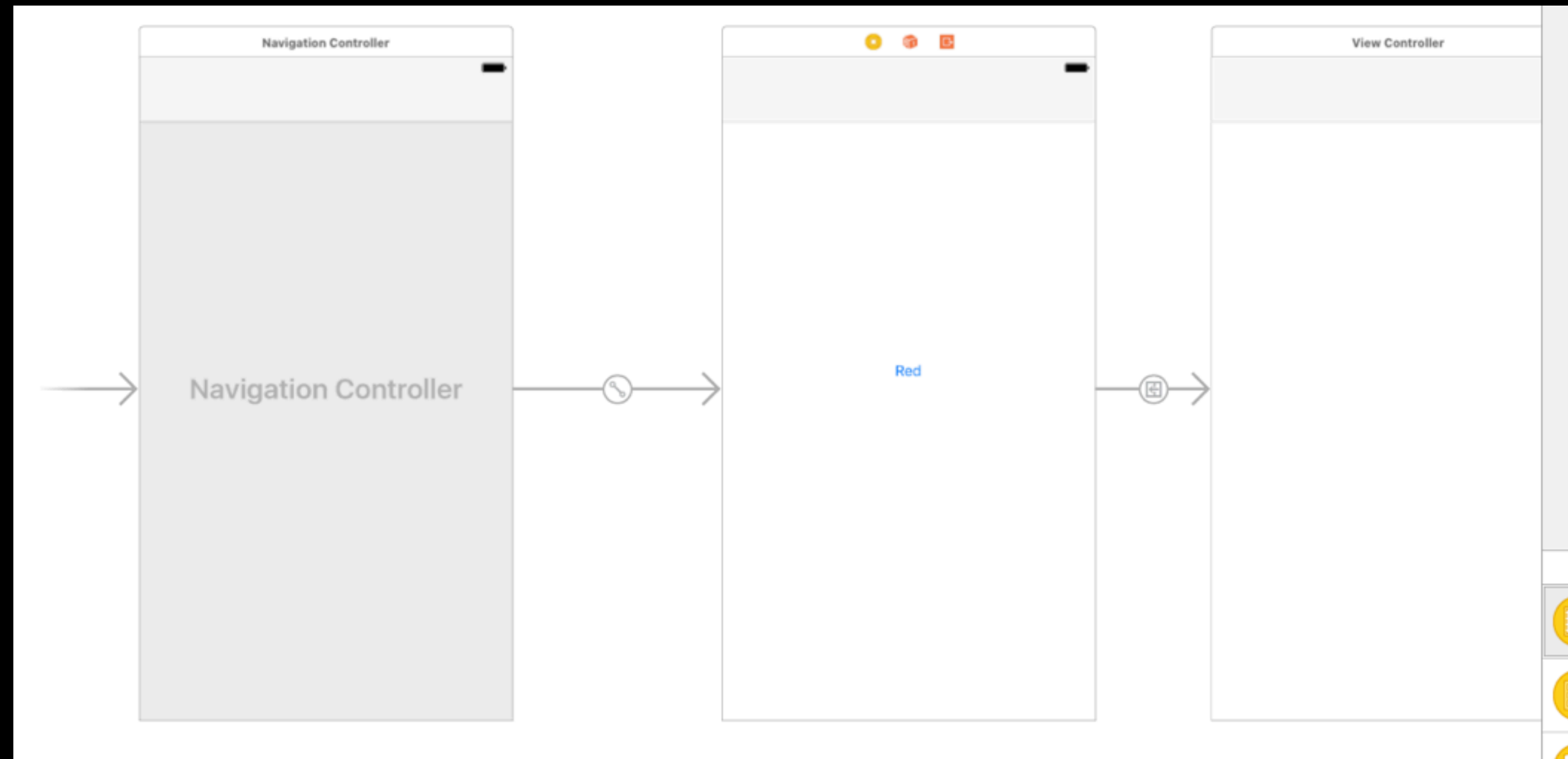
7. Include other viewController at StoryBoard
8. Press control key and link button to the new viewController
9. Select Show action segue.





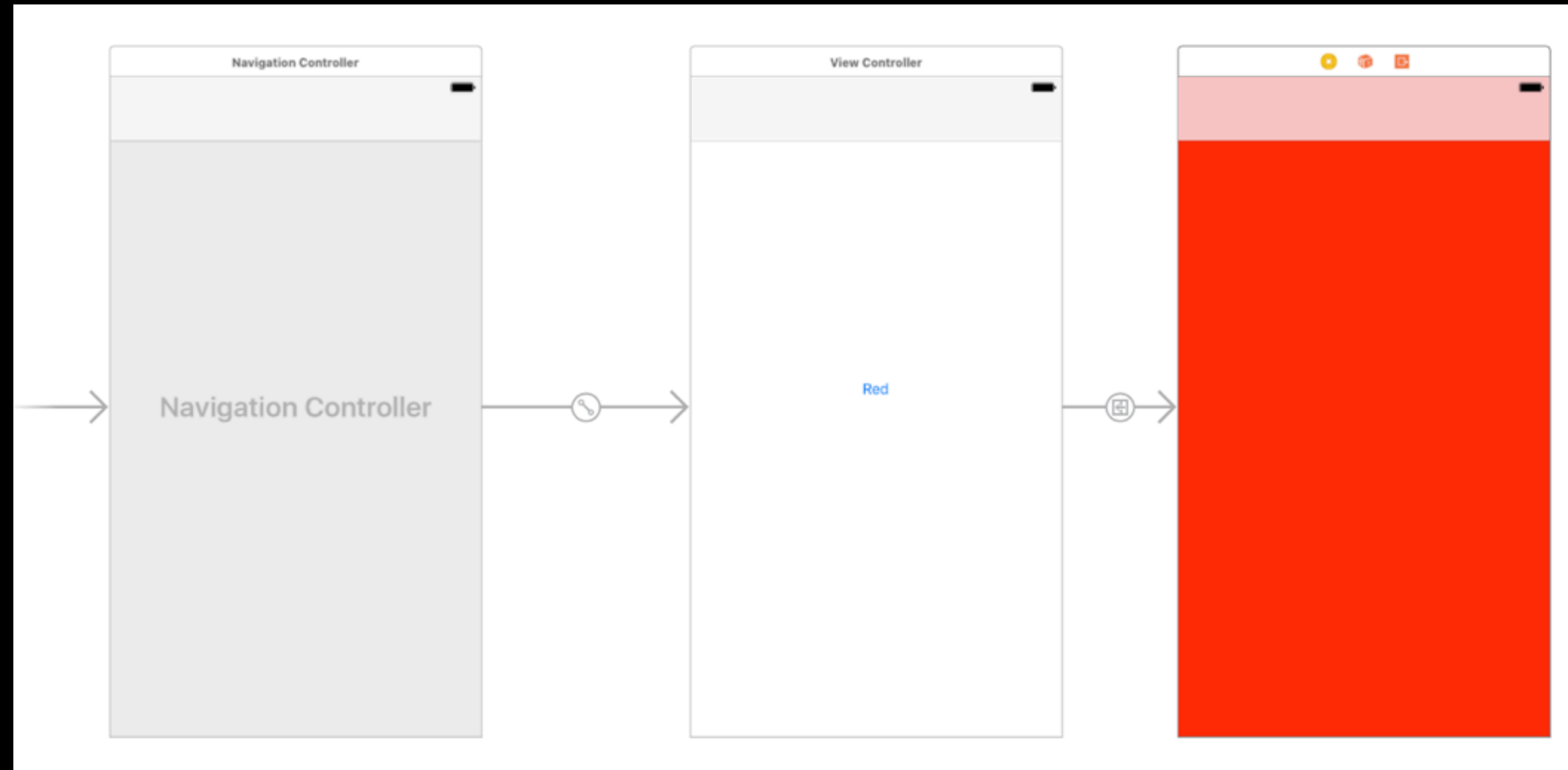
# Unwind

7. Include other viewController at StoryBoard
8. Press control key and link button to the new viewController
9. Select Show action segue.
10. Change the color of new viewController



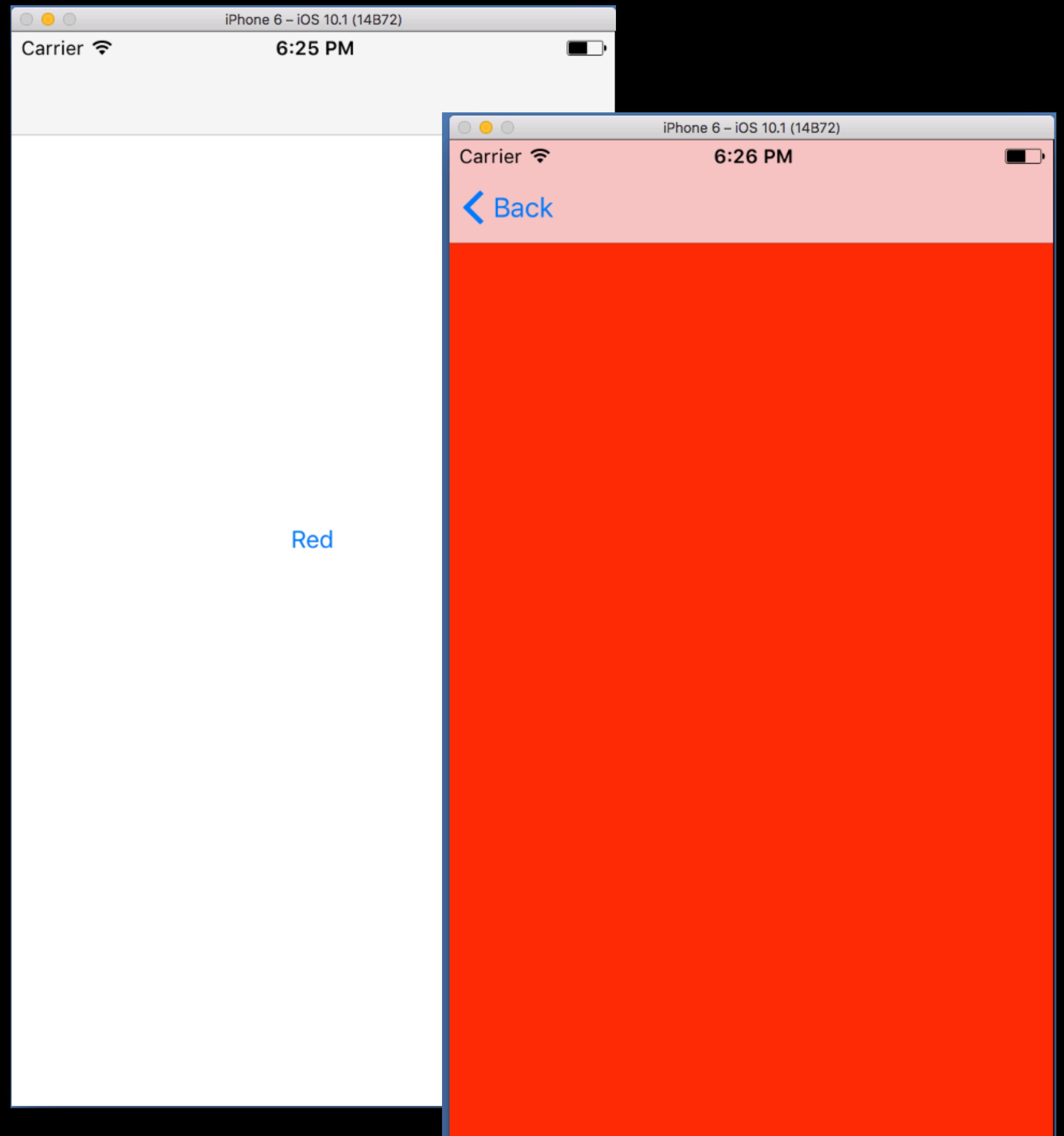
# Unwind

7. Include other viewController at StoryBoard
8. Press control key and link button to the new viewController
9. Select Show action segue.
10. Change the color of new viewController
11. Build and execute.



# Unwind

7. Include other viewController at StoryBoard
8. Press control key and link button to the new viewController
9. Select Show action segue.
10. Change the color of new viewController
11. Build and execute.



UITabBarController

# UITabBarController

The UITabBarController class is a kind of view controller that manage an array of view controllers that have no relation with each other.



# Delegates

Delegation is an approach to treat callbacks events. It defines a set of functions called every time an event occurs.

# Delegates

Delegation is a design pattern that allows a class to hand off (or delegate) some activities to an object of another class.

This is made by some protocols that defines delegates responsibilities.

# Delegates

For instance, UITextFieldDelegate protocols defines methods that you use to manage the editing and validation of UITextField content.



# Data source

A data source represent your app's data model and handles the creation and configuration of objects to display your data.

# Data source

For instance, UITableViewDataSource protocol is used to mediate the data model for a UITableView object.

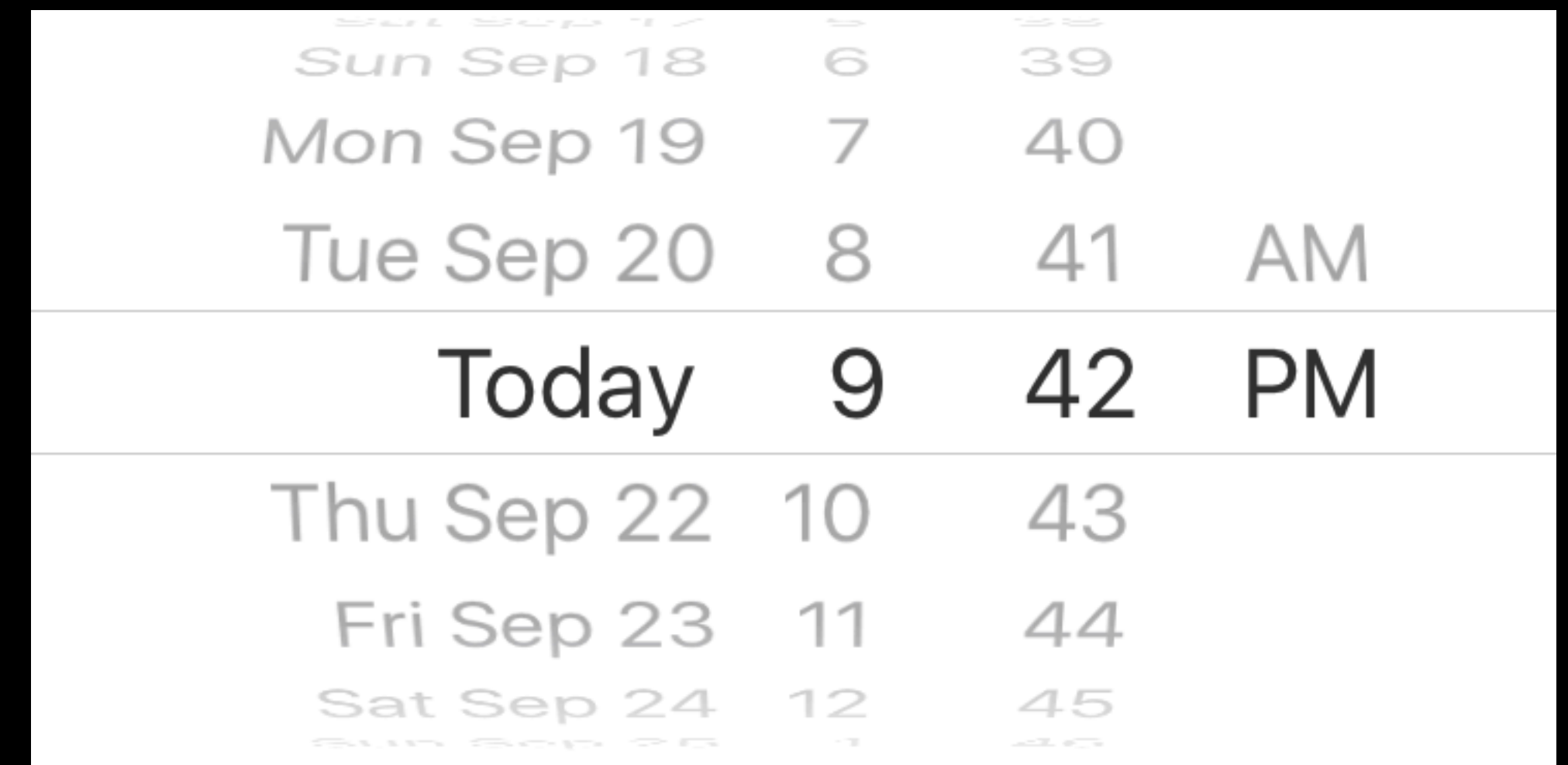
PickerView

# Picker View

Allows quickly choose between a set of distinct options by spinning a wheel on the screen.

It is good for choose things that have a limited number of options, like dates and times.

Picker views are implemented in the UIPickerView class.



Sun Sep 18	6	39	
Mon Sep 19	7	40	
Tue Sep 20	8	41	AM
<b>Today</b>	<b>9</b>	<b>42</b>	<b>PM</b>
Thu Sep 22	10	43	
Fri Sep 23	11	44	
Sat Sep 24	12	45	
Sun Sep 25	1	46	

*An example of Picker View*

UITableView

# Table View

A table view allows users to view an indexed list of items and interact with them.

The information may be presented in groups and the navigation is hierarchical.

Table views are implemented in the UITableView.



*The iOS Screen settings uses Table View*

# Table View

## Appearance



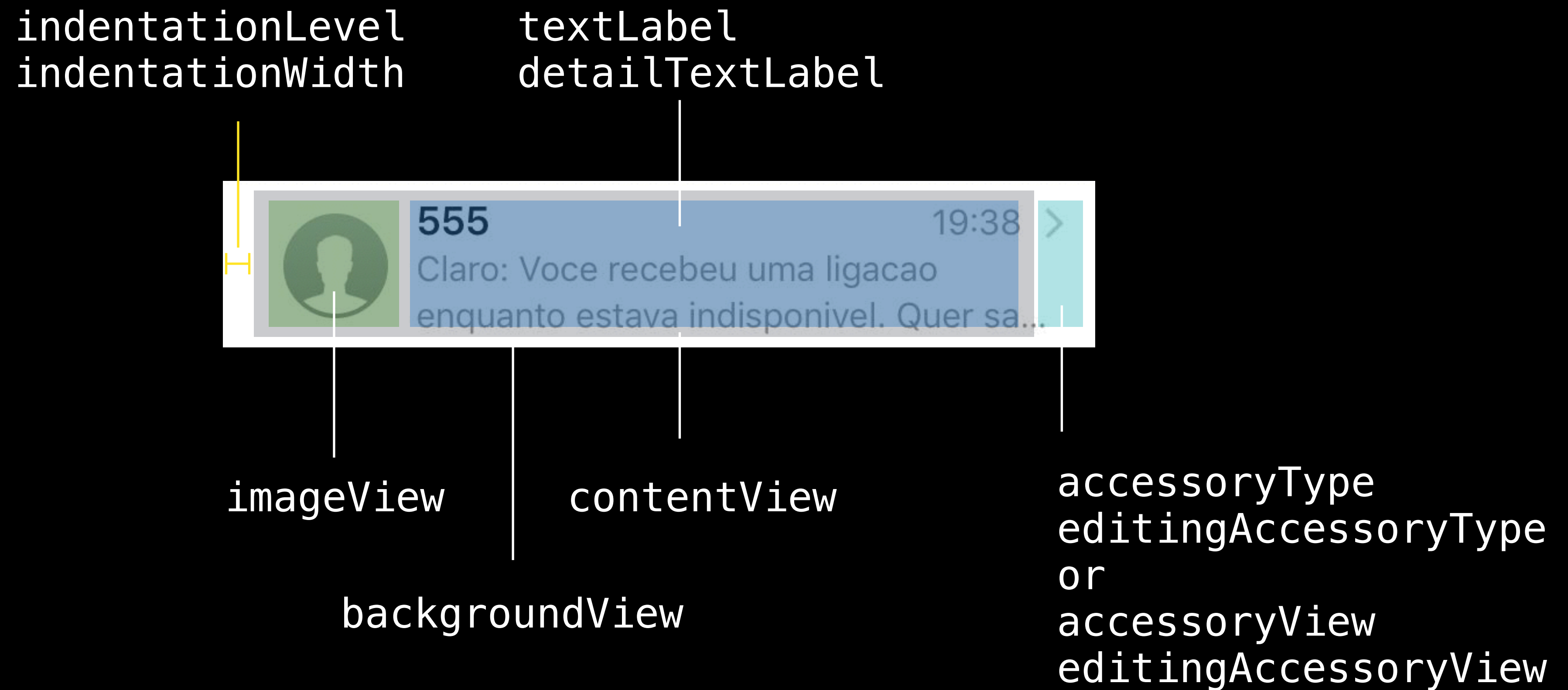
backgroundView

UITableViewCell

separatorColor  
separatorStyle

# Table View

## UITableViewCell Structure





UIScrollView

# Scroll View

Scroll view allow user to visualize content that is greater than the portion presented on the screen. The vertical and horizontal scroll bars can be used to navigate in that screen.



UICollectionView

# Collection View

Collection Views are used to present a collection of information. These data can be displayed in standard or custom layout.

