```swift
    func application(application: UIApplication,
didFinishLaunchingWithOptions launchOptions: [NSObject: AnyObject]?)
-> Bool {
        // Override point for customization after application
launch.
        //方式1. tableView
        //let vc=RootViewController();
        //方式2 tableViewController
        //let vc=RootTableViewController();
        //方式3 故事版中的tableview 加载不同的单元格样式
        //let storyboard=UIStoryboard(name: "Main", bundle:nil)
        //let
vc=storyboard.instantiateViewControllerWithIdentifier("rootViewContr
oller")
        //方式4 xib 加载关联视图控制器
        let vc=RootViewViewController_Xib1(nibName:
"RootViewController_Xib", bundle: nil)

        let nav=UINavigationController(rootViewController:vc);
        self.window?.rootViewController=nav;
        self.window?.makeKeyWindow();
        return true
    }


import UIKit

class RootViewController:
UIViewController,UITableViewDelegate,UITableViewDataSource{
    var _dataArr=NSMutableArray();
    var _tableView:UITableView?;
    override func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
        for i in 0..<10 {
            _dataArr.addObject("第\(i)行");
        }
        self.view.backgroundColor=UIColor .whiteColor();
        _tableView=UITableView(frame: CGRect(x: 0,y: 0,width:
self.view.bounds.width,height: self.view.bounds.height));
        _tableView!.dataSource=self;
        _tableView!.delegate=self;
        self.view.addSubview(_tableView!);

    }
    //分区个数
    func numberOfSectionsInTableView(tableView: UITableView) -> Int
{
        return 2
    }

    //每个分区的行数
```

```swift
    func tableView(tableView: UITableView, numberOfRowsInSection
section: Int) -> Int{
        return _dataArr.count;
    }
    //加载单元格
    func tableView(tableView: UITableView, cellForRowAtIndexPath
indexPath: NSIndexPath) -> UITableViewCell{
        //单元格初始化
        let cellId="cell";
        var
cell=tableView.dequeueReusableCellWithIdentifier(cellId);
        if (cell==nil) {
            cell=UITableViewCell(style: .Default,reuseIdentifier:
cellId);
        }
        //
        let strInfo=_dataArr[indexPath.row] as! String;
        cell?.textLabel?.text=String(indexPath.section)+"分区  \
(strInfo)";
        return cell!;
    }
    //设置单元格的高度
    func tableView(tableView: UITableView, heightForRowAtIndexPath
indexPath: NSIndexPath) -> CGFloat {
        return 64;
    }
    //选中单元格
    func tableView(tableView: UITableView, didSelectRowAtIndexPath
indexPath: NSIndexPath) {
        print("选择\(indexPath.row)");
    }

    override func didReceiveMemoryWarning() {
        super.didReceiveMemoryWarning()
        // Dispose of any resources that can be recreated.
    }


    /*
    // MARK: - Navigation

    // In a storyboard-based application, you will often want to do
a little preparation before navigation
    override func prepareForSegue(segue: UIStoryboardSegue, sender:
AnyObject?) {
        // Get the new view controller using
segue.destinationViewController.
        // Pass the selected object to the new view controller.
    }
    */

}
```