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import UIKit

class ViewController:
UIViewController,UITableViewDelegate,UITableViewDataSource{
    //weak弱引用 strong 强引用
    @IBOutlet weak var tableView:UITableView!
    var dataArr=NSMutableArray()
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically
from a nib.
        tableView.delegate=self
        tableView.dataSource=self

        for i in 0..<10 {
            dataArr.addObject("第\(i)行")
        }

    }
    //设置分区个数
    func numberOfSectionsInTableView(tableView: UITableView) -> Int
{
    return 2
}
    func tableView(tableView: UITableView, numberOfRowsInSectionSection: Int) -> Int {
        return dataArr.count
    }
    func tableView(tableView: UITableView, cellForRowAtIndexPath indexPath: NSIndexPath) -> UITableViewCell {

        //不同的单元格样式
        //单元格初始化
        let cellId:String!
        if (indexPath.row+1)%2==0{
            cellId="cell"
        }else{
            cellId="cell1"
        }
        var cell=tableView.dequeueReusableCellWithIdentifier(cellId)
        if cell==nil {
            cell=UITableViewCell(style: .Default,reuseIdentifier:
cellId)
        }

        let strInfo=dataArr[indexPath.row] as! String
        //强制转换自定义单元格
        if(indexPath.row+1)%2==0{
            let cell1=cell as! customCell
            cell1.updateCell(strInfo)
            return cell1
        }else{
            let cell1=cell as! customCell1

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        cell1.updateCell(strInfo)
        return cell1
    }

}

import UIKit

class customCell: UITableViewCell {
    @IBOutlet weak var titleLbl:UILabel!
    override func awakeFromNib() {
        super.awakeFromNib()
        // Initialization code
    }

    override func setSelected(selected: Bool, animated: Bool) {
        super.setSelected(selected, animated: animated)

        // Configure the view for the selected state
    }
    func updateCell(strInfo:String){
        titleLbl.text=strInfo
    }
}

import UIKit

class customCell1: UITableViewCell {
    @IBOutlet weak var titleLbl:UILabel!
    override func awakeFromNib() {
        super.awakeFromNib()
        // Initialization code
    }

    override func setSelected(selected: Bool, animated: Bool) {
        super.setSelected(selected, animated: animated)

        // Configure the view for the selected state
    }
    func updateCell(strInfo:String){

    }
}

```