1.
```
  func application(application: UIApplication,
didFinishLaunchingWithOptions launchOptions: [NSObject: AnyObject]?)
-> Bool {
        // Override point for customization after application
launch.
        //调用指定故事版storyboard 指定的视图控制器
        //获取指定故事版
        let storyboard=UIStoryboard(name:"SecondStoryboard",bundle:
nil)
        //获取指定视图控制器
        let
vc=storyboard.instantiateViewControllerWithIdentifier("SecondVC")
        self.window?.rootViewController=vc
        self.window?.makeKeyWindow()

        return true
    }
```

2.

```
import UIKit

class ViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically
from a nib.
    }

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

    override func prepareForSegue(segue: UIStoryboardSegue, sender:
AnyObject?) {
        //打开下一级视图控制器
        //源视图控制器：上一级视图控制器
        //目标视图控制器：即将要打开的视图控制器
        if
segue.destinationViewController.isKindOfClass(FirstViewController){
            NSLog("进入视图控制器1")

        }

    }
    @IBAction func cancelSegue(segue:UIStoryboardSegue){
        NSLog("cancelSegue")
        //下一级视图控制器返回到上一级视图控制器
```

```
        //下一级视图控制器 源视图控制器 上一级视图控制器 是目标视图控制器
        if
segue.sourceViewController.isKindOfClass(FirstViewController) {
            NSLog("返回至视图控制器1")
        }
    }

}

3.
    //调用指定故事版storyboard 指定的视图控制器
        //获取指定故事版
        let storyboard=UIStoryboard(name:"SecondStoryboard",bundle:
nil)
        //获取指定视图控制器
        let
vc=storyboard.instantiateViewControllerWithIdentifier("SecondVC")
        self.window?.rootViewController=vc
        self.window?.makeKeyWindow()

class SecondViewController: UIViewController {

    override func viewDidLoad() {
        super.viewDidLoad()

        // Do any additional setup after loading the view.
        self.view.backgroundColor=UIColor.orangeColor()
    }
```