Lesson 7 06242015

**Lifecycle**

loadView()-> creates a view

viewDidLoad() -> the first place you have access to customize view

viewWillAppear() -> when the view is about to be presented to users (before viewer sees something)

viewDidAppear() -> after view appeared

viewWillDisappear() -> right when you push the leave button to leave

viewDidDisappear () -> totally out of memory (clean-up) -> ex) timer – how much user spent the time on it -> as soon as user leaves the page -> no need to run the timer

Usually put everything in viewDidLoad

ex) Tabbed App Application

timer?.invalidater() –if timer is not nil, call this method (safety)

timer!.invalidate)() – dead certain I set the timer (initialized)

override???

**Switch Statement**

case

break

default

where

**Enumeration**

enum Character {

}

enum/switch (not easy to make a mistake) why???

**Identifier**