

# CS193P - Lecture 7

## iPhone Application Development

### Navigation & Tab Bar Controllers

# Announcements

- Assignment 3 was due last night at 11:59 PM
- Presence 1 is due on Tuesday 4/28

# Announcements

- Next Monday, 4/27
  - Table Views, Scroll Views and Presence 2
  - Guest speaker: Jason Beaver, UIKit Engineer

# Announcements

- This Friday: “Preparing Your App for the App Store”
- Next Friday: Loren Brichter of Tweetie (<http://www.atebits.com>)



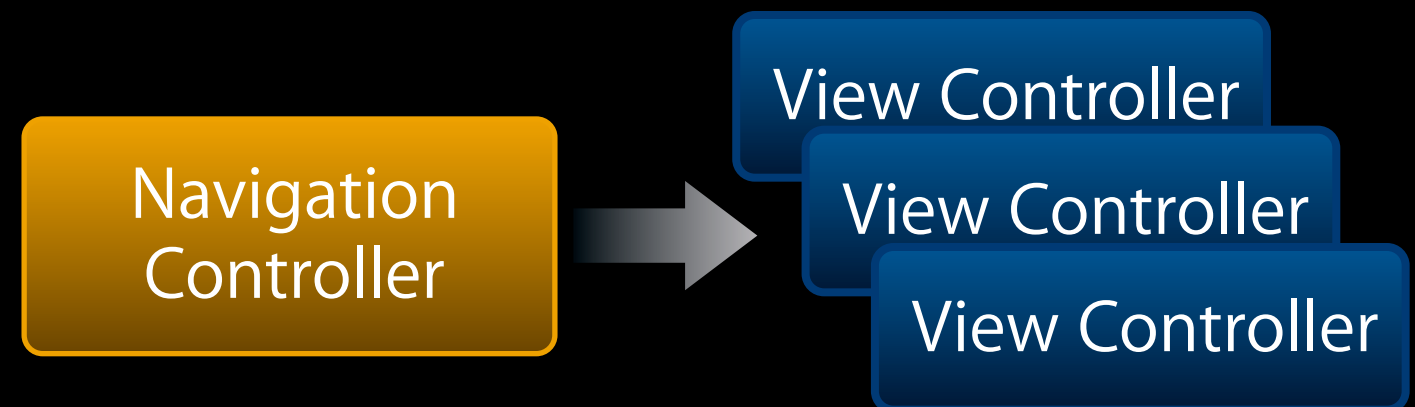
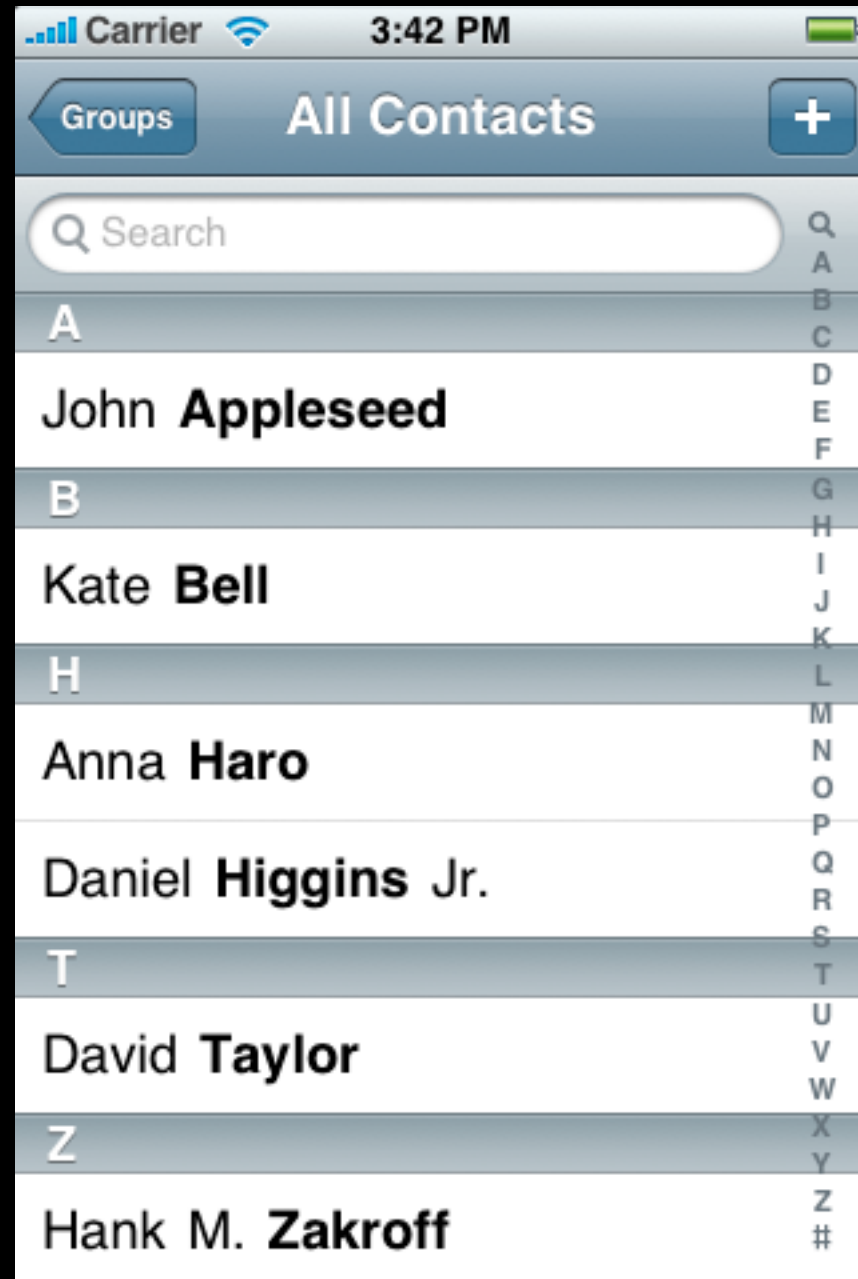
# Today's Topics

- Navigation Controllers
- Application Data Flow
- Customizing Navigation
- Tab Bar Controllers
- Combining Approaches

# Navigation Controllers

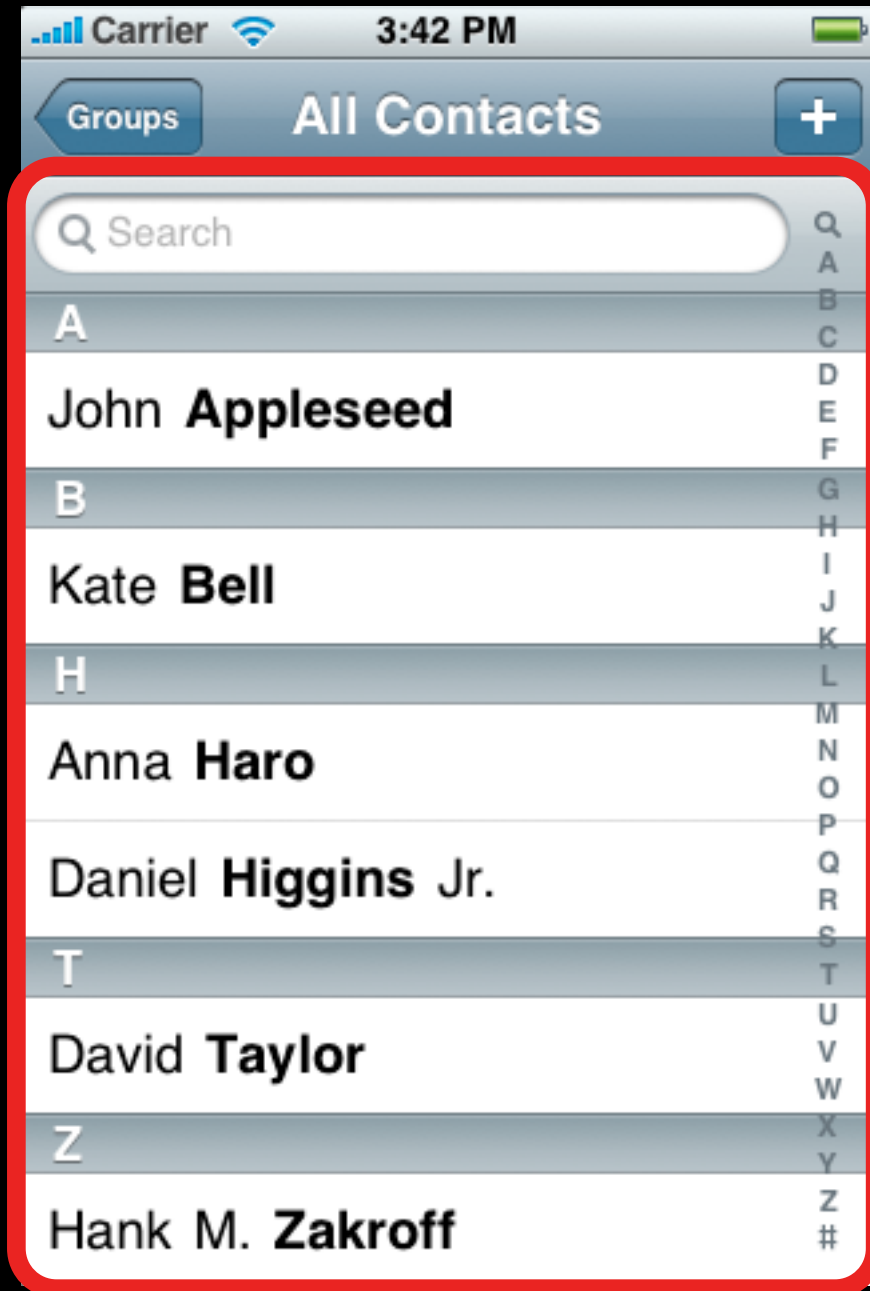
# UINavigationController

- Stack of view controllers
- Navigation bar



# How It Fits Together

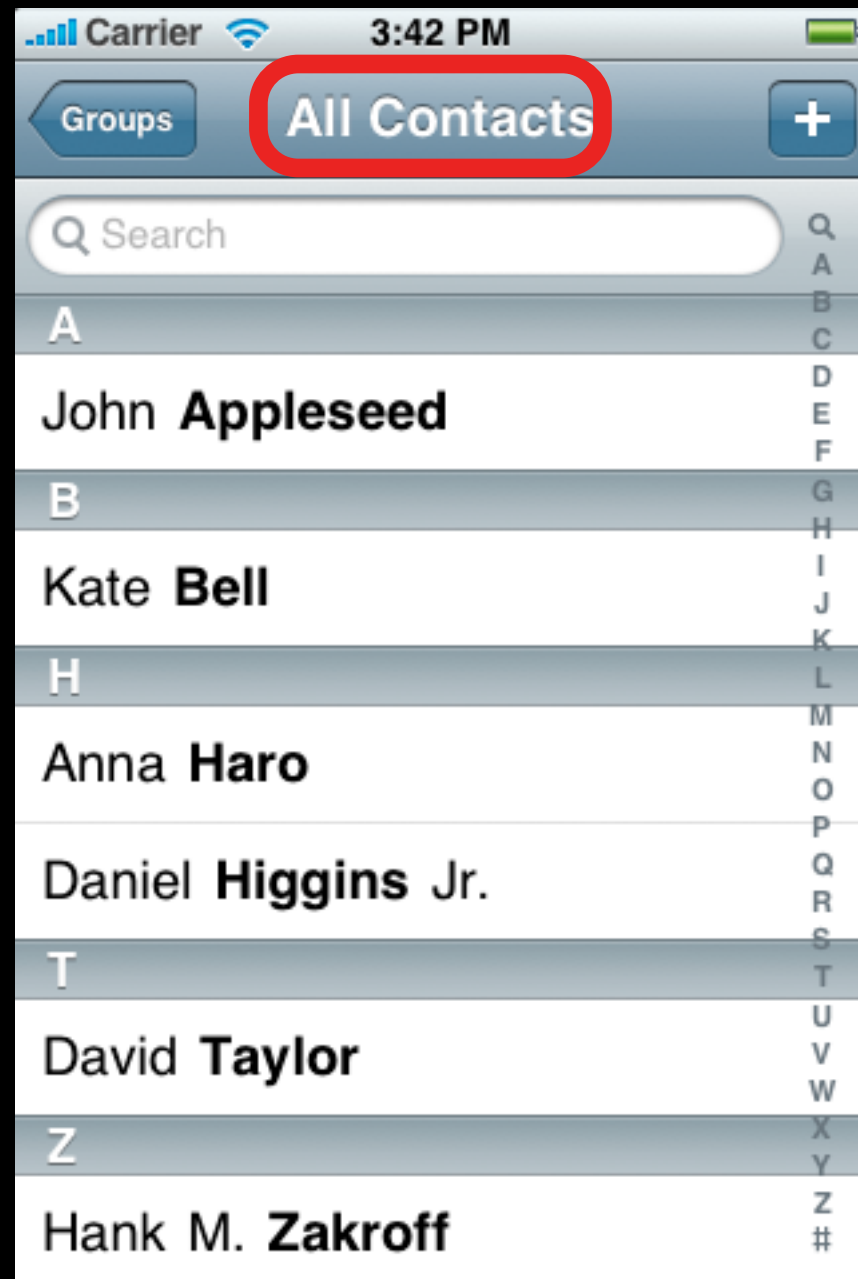
- Top view controller's view



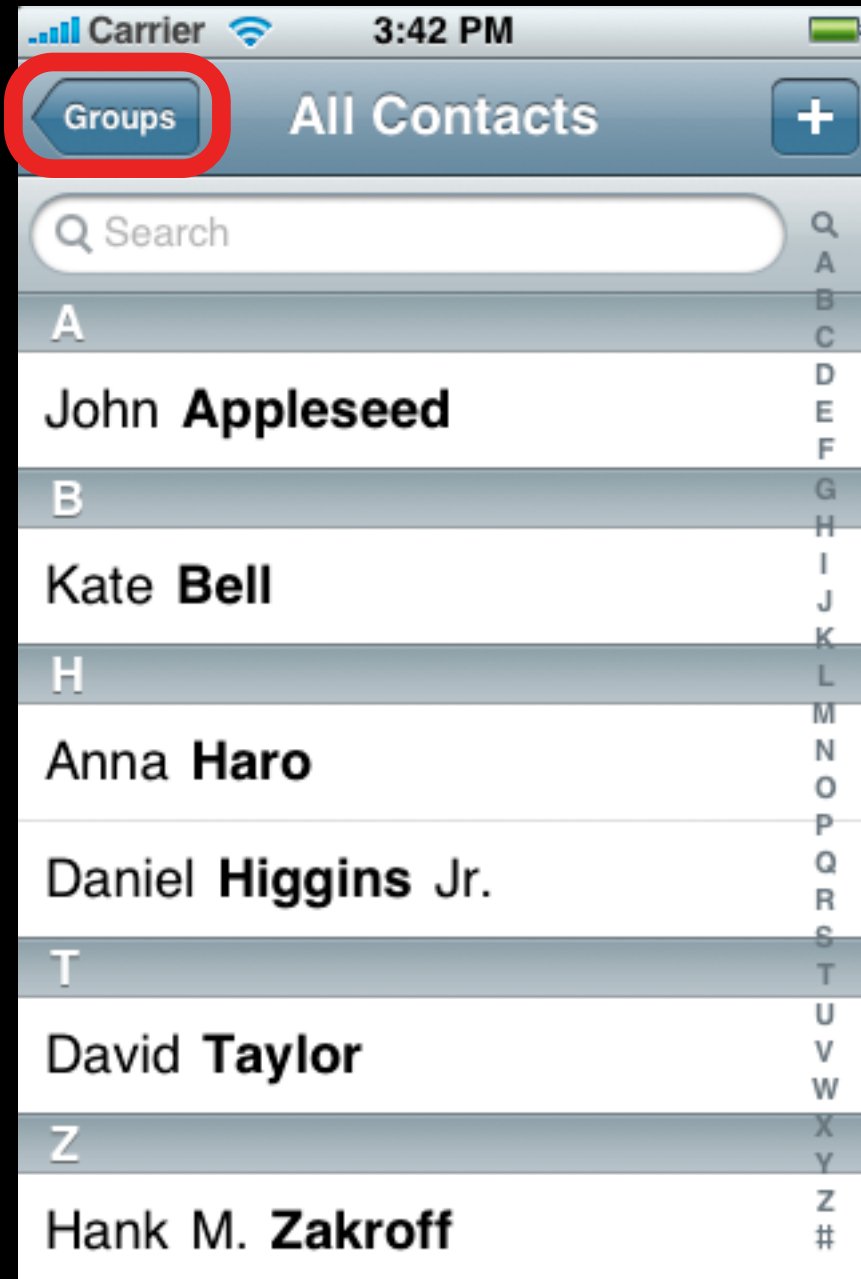


# How It Fits Together

- Top view controller's view
- Top view controller's title



# How It Fits Together



- Top view controller's view
- Top view controller's title
- Previous view controller's title

# Modifying the Navigation Stack

- **Push** to add a view controller
  - (void)**pushViewController**:(UIViewController \*)viewController  
**animated**:(BOOL)animated;
- **Pop** to remove a view controller
  - (void)**popViewControllerAnimated**:(BOOL)animated;

# Pushing Your First View Controller

```
- (void)applicationDidFinishLaunching
// Create a navigation controller
navController = [[UINavigationController alloc] init];

// Push the first view controller on the stack
[navController pushViewController:firstViewController
                        animated:NO];

// Add the navigation controller's view to the window
[window addSubview:navController.view];
}
```

# In Response to User Actions

- Push from within a view controller on the stack

```
- (void)someAction:(id)sender
{
    // Potentially create another view controller
    UIViewController *viewController = ...;

    [self.navigationController pushViewController:viewController
                                     animated:YES];
}
```

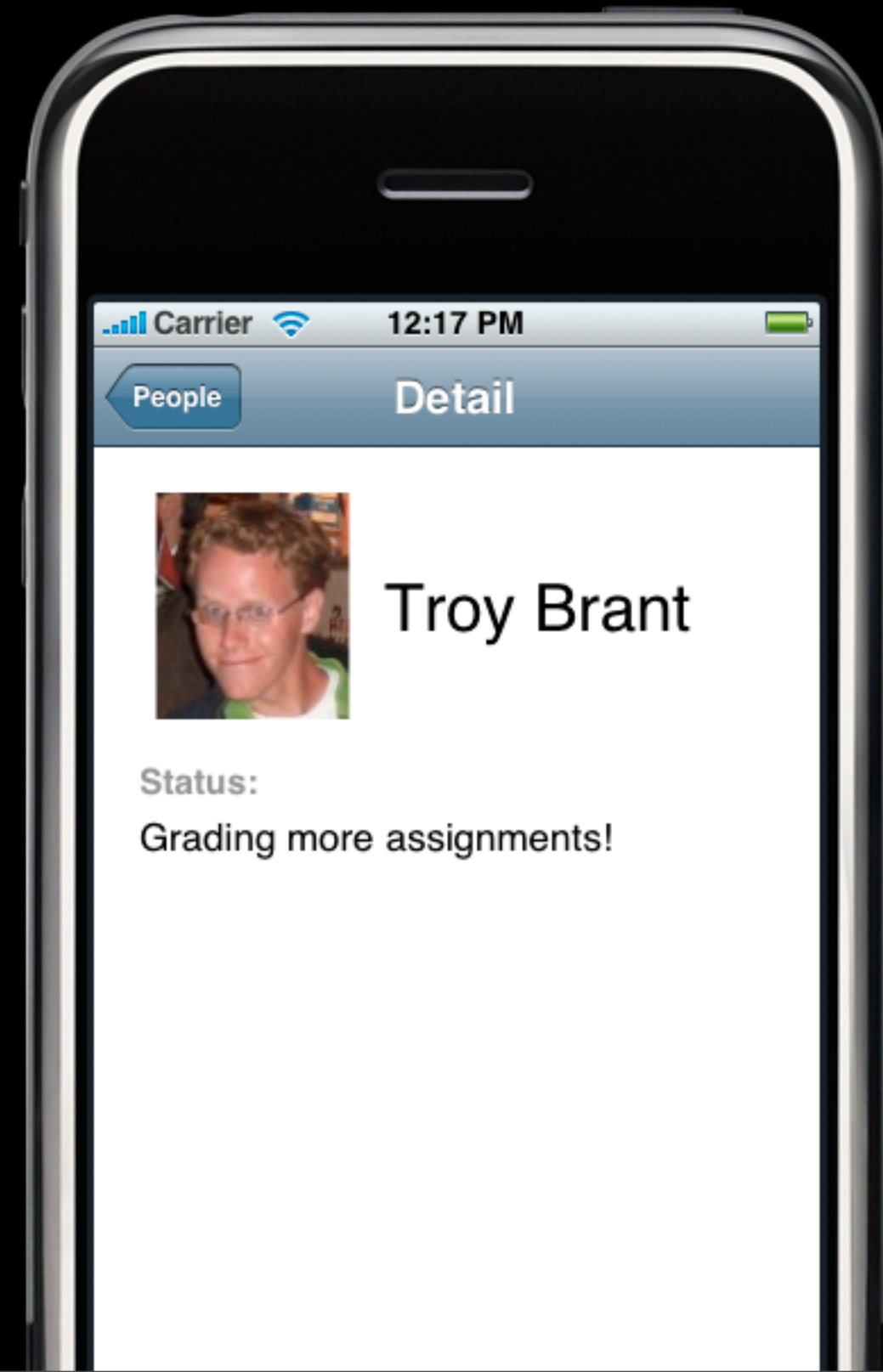
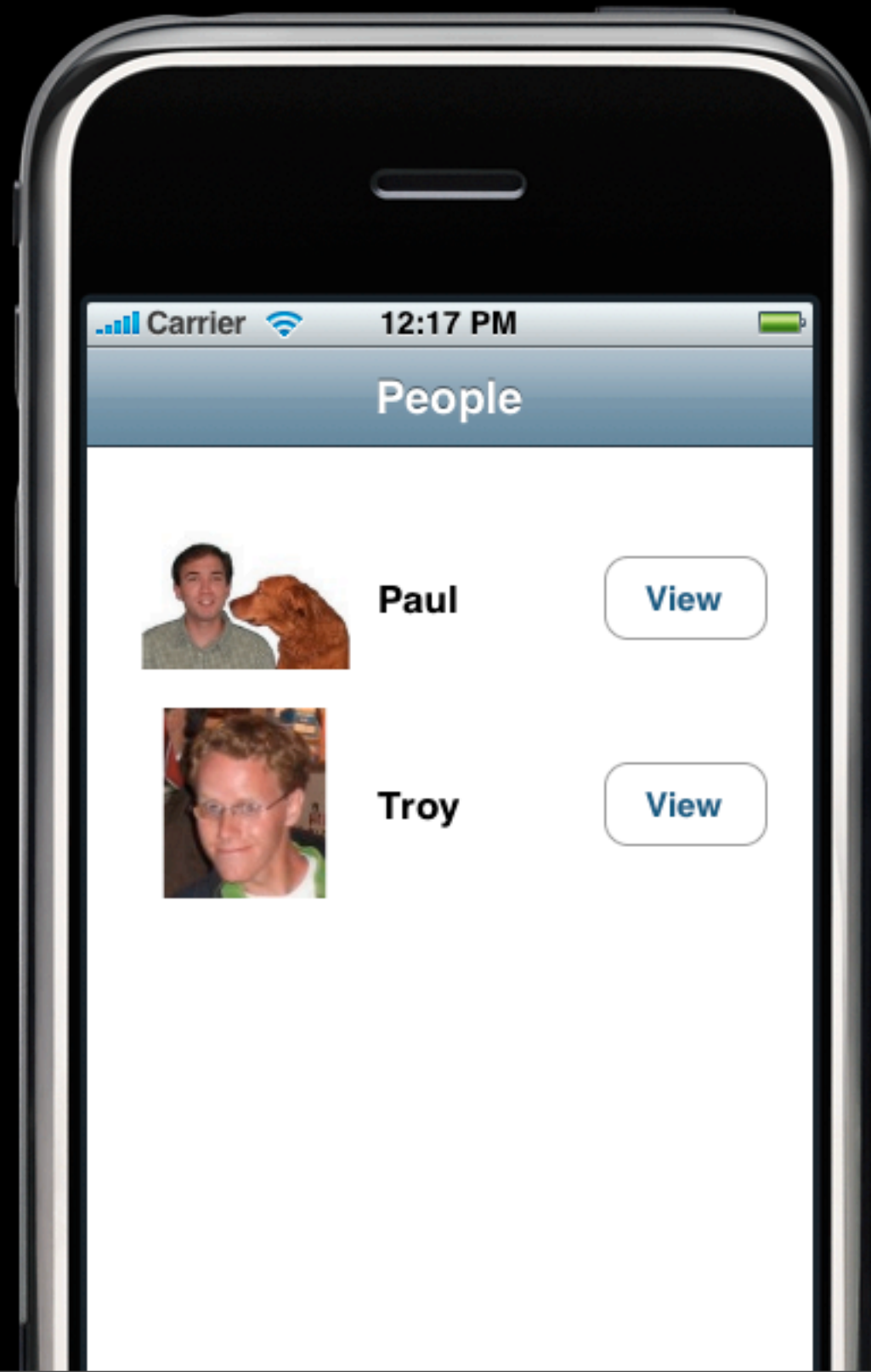
- Almost **never** call pop directly!
  - Automatically invoked by the back button

# Demo:

# Pushing & Popping

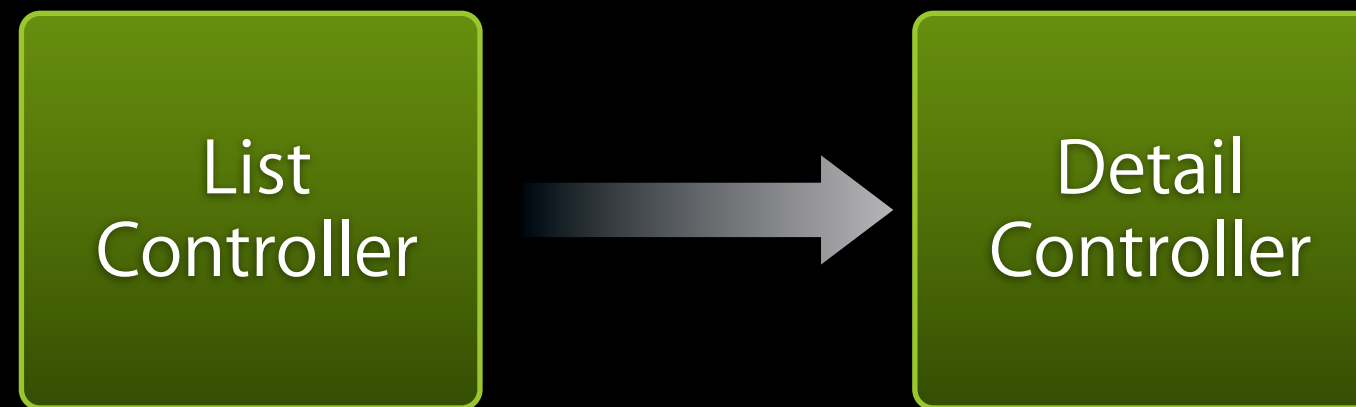
# Application Data Flow

# Presence





# A Controller for Each Screen

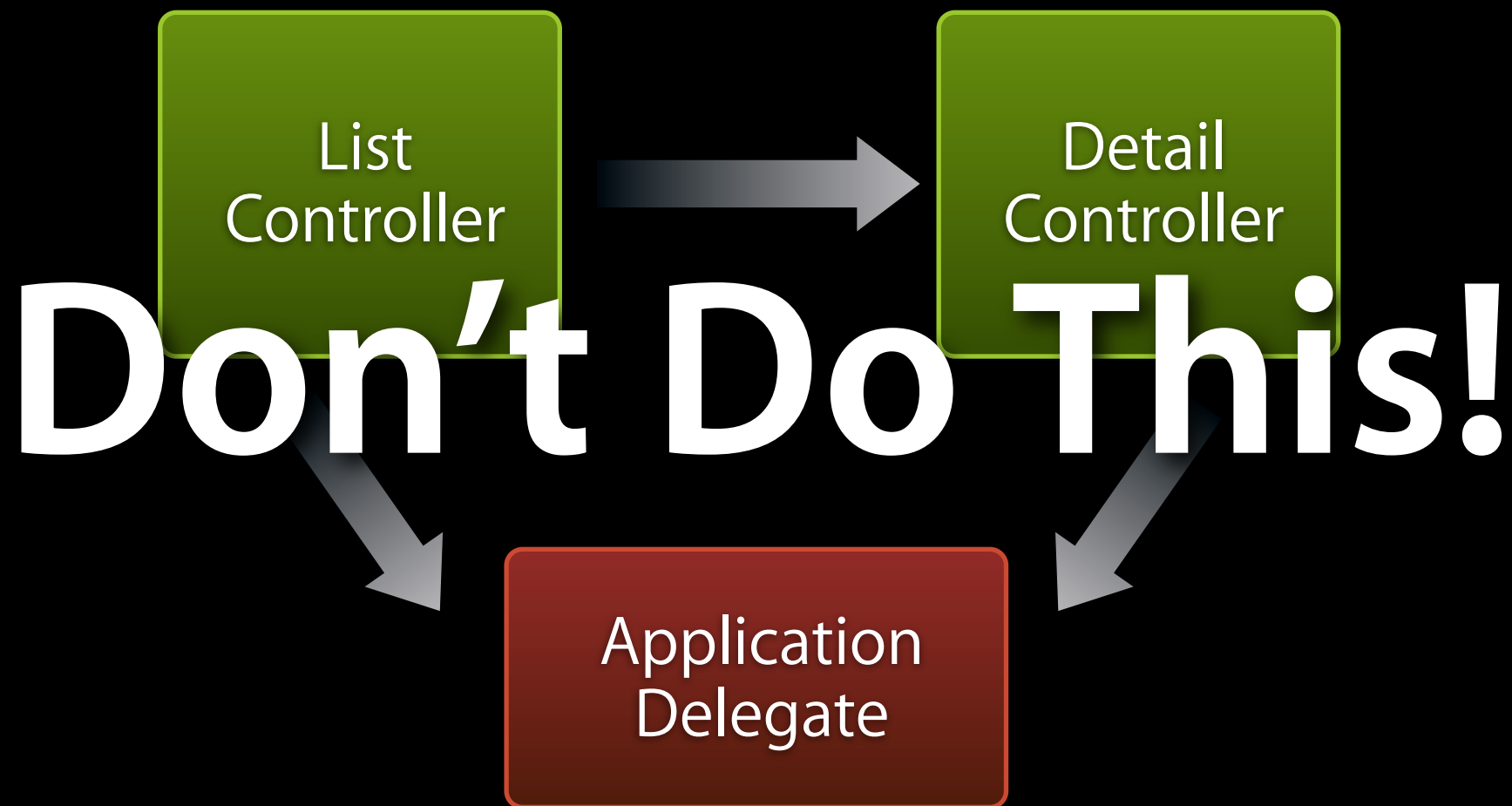


# Connecting View Controllers

- Multiple view controllers may need to **share data**
- One may need to know about what another is doing
  - Watch for added, removed or edited data
  - Other interesting events

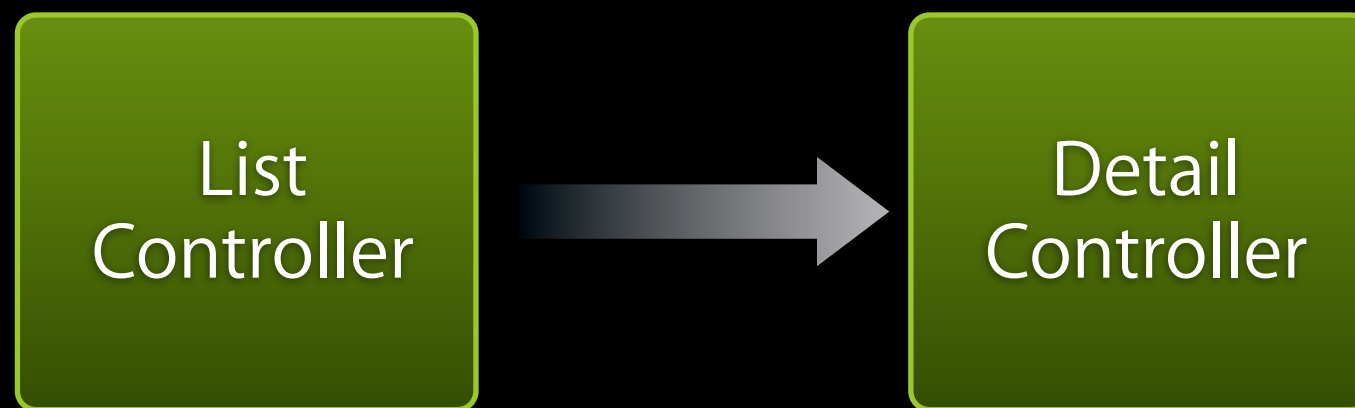
# How Not To Share Data

- Global variables or singletons
  - This includes your **application delegate**!
- Direct dependencies make your code less reusable
  - And more difficult to debug & test



# Best Practices for Data Flow

- Figure out **exactly** what needs to be communicated
- **Define input parameters** for your view controller
- For communicating back up the hierarchy, **use loose coupling**
  - Define a generic interface for observers (like delegation)



Example:  
UIImagePickerController

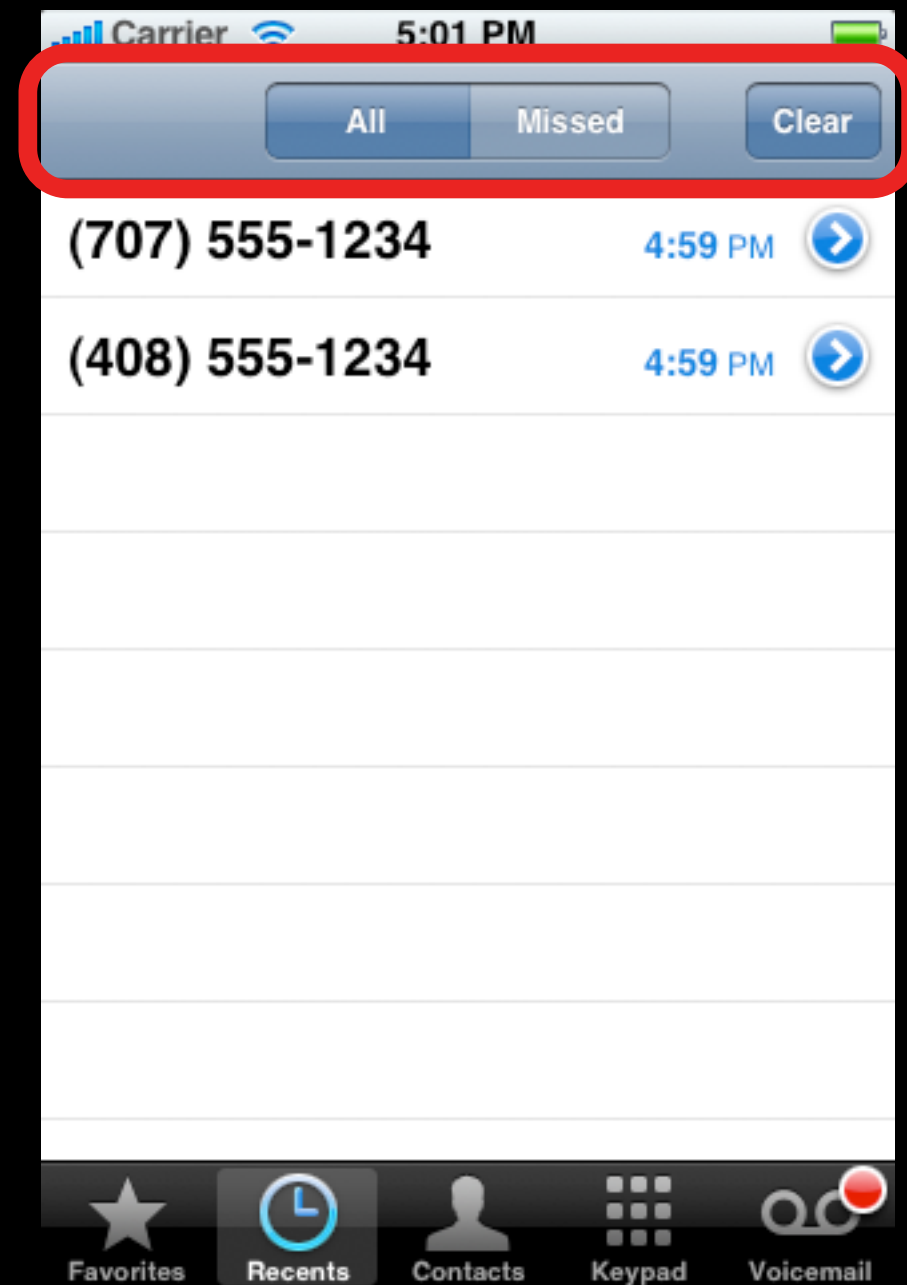
# Demo:

# Passing Data Along

# Customizing Navigation

# Customizing Navigation

- Buttons or custom controls
- Interact with the entire screen

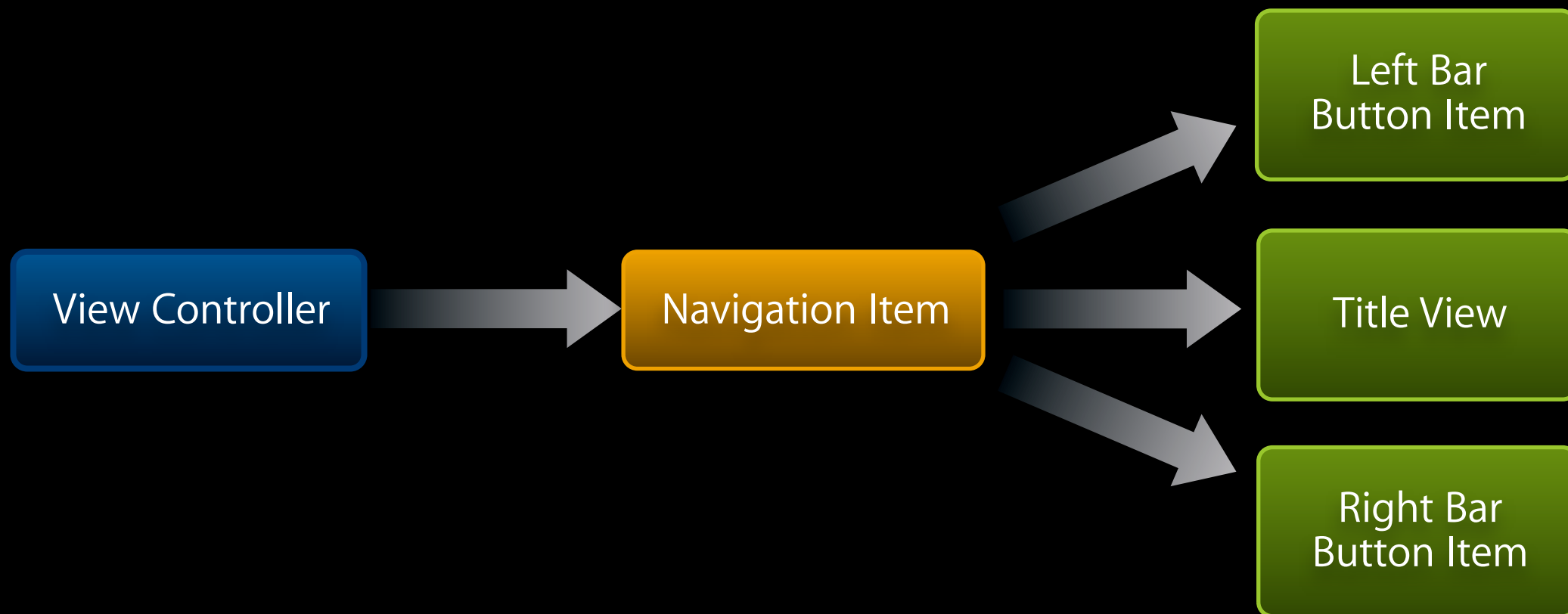




# UINavigationController

- Describes appearance of the navigation bar
  - Title string or custom title view
  - Left & right bar buttons
  - More properties defined in UINavigationController.h
- **Every view controller has a navigation item** for customizing
  - Displayed when view controller is on **top of the stack**

# Navigation Item Ownership



# Displaying a Title

- UINavigationController already has a title property
  - `@property(nonatomic,copy) NSString *title;`
- Navigation item inherits automatically
  - Previous view controller's title is displayed in back button



```
viewController.title = @"Detail";
```

# Left & Right Buttons

- UIBarButtonItem
  - Special object, defines appearance & behavior for items in navigation bars and toolbars
- Display a string, image or predefined system item
- Target + action (like a regular button)

# Text Bar Button Item



```
- (void)viewDidLoad
{
    UIBarButtonItem *fooButton = [[UIBarButtonItem alloc]
        initWithTitle:@"Foo"
        style:UIBarButtonItemStyleBordered
        target:self
        action:@selector(foo:)];

    self.navigationItem.leftBarButtonItem = fooButton;

    [fooButton release];
}
```

# System Bar Button Item



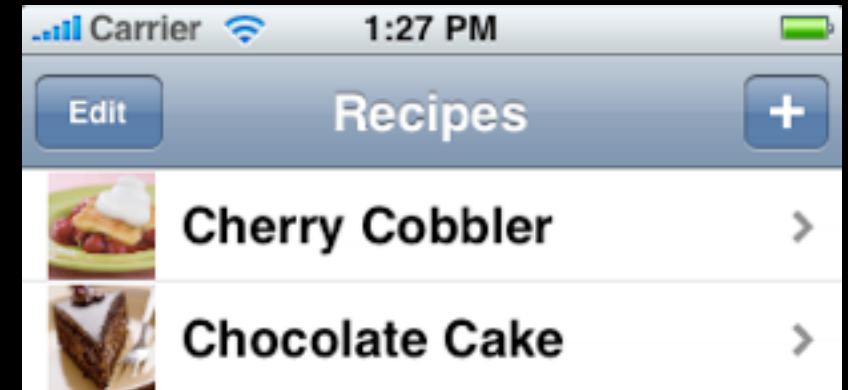
```
- (void)viewDidLoad
{
    UIBarButtonItem *addButton = [[UIBarButtonItem alloc]
        initWithBarButtonSystemItem:UIBarButtonSystemItemAdd
        style:UIBarButtonItemStyleBordered
        target:self
        action:@selector(add:)];

    self.navigationItem.rightBarButtonItem = addButton;

    [addButton release];
}
```

# Edit/Done Button

- Very common pattern
- Every view controller has one available
  - Target/action already set up



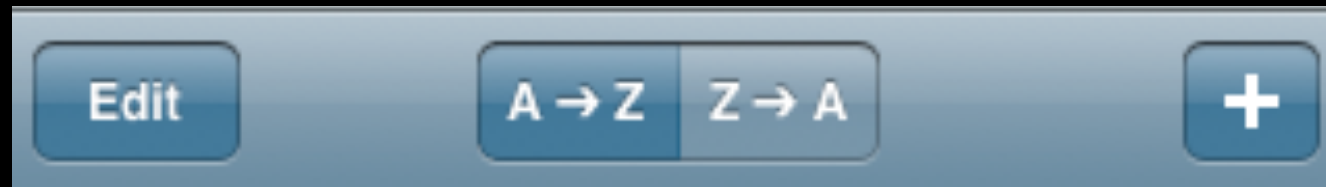
```
self.navigationItem.leftBarButtonItem = self.editButtonItem;
```

```
// Called when the user toggles the edit/done button
```

```
- (void)setEditing:(BOOL)editing animated:(BOOL)animated
{
    // Update appearance of views
}
```

# Custom Title View

- Arbitrary view in place of the title



```
UISegmentedControl *segmentedControl = ...  
self.navigationItem.titleView = segmentedControl;  
[segmentedControl release];
```



# Back Button

- Sometimes a shorter back button is needed



```
self.title = @"Hello there, CS193P!";
```

# Back Button

- Sometimes a shorter back button is needed



```
self.title = @"Hello there, CS193P!";
```

```
UIBarButtonItem *heyButton = [[UIBarButtonItem alloc]  
                               initWithTitle:@"Hey!"  
                               ...];
```

```
self.navigationItem.backButtonItem = heyButton;
```

```
[heyButton release];
```

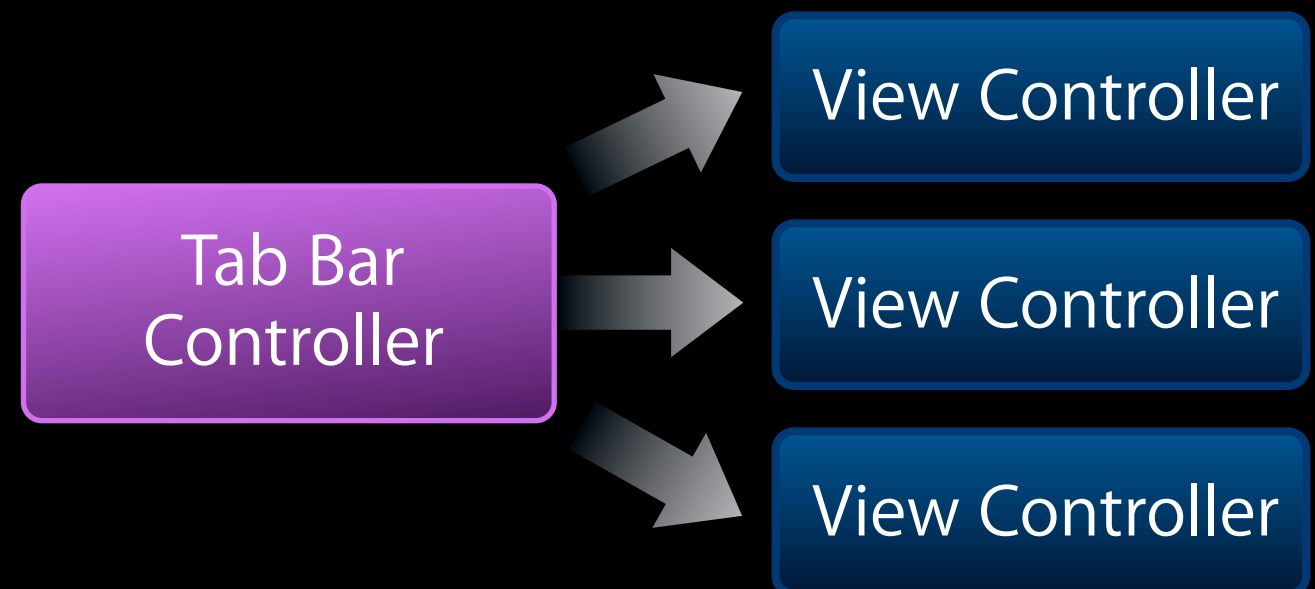
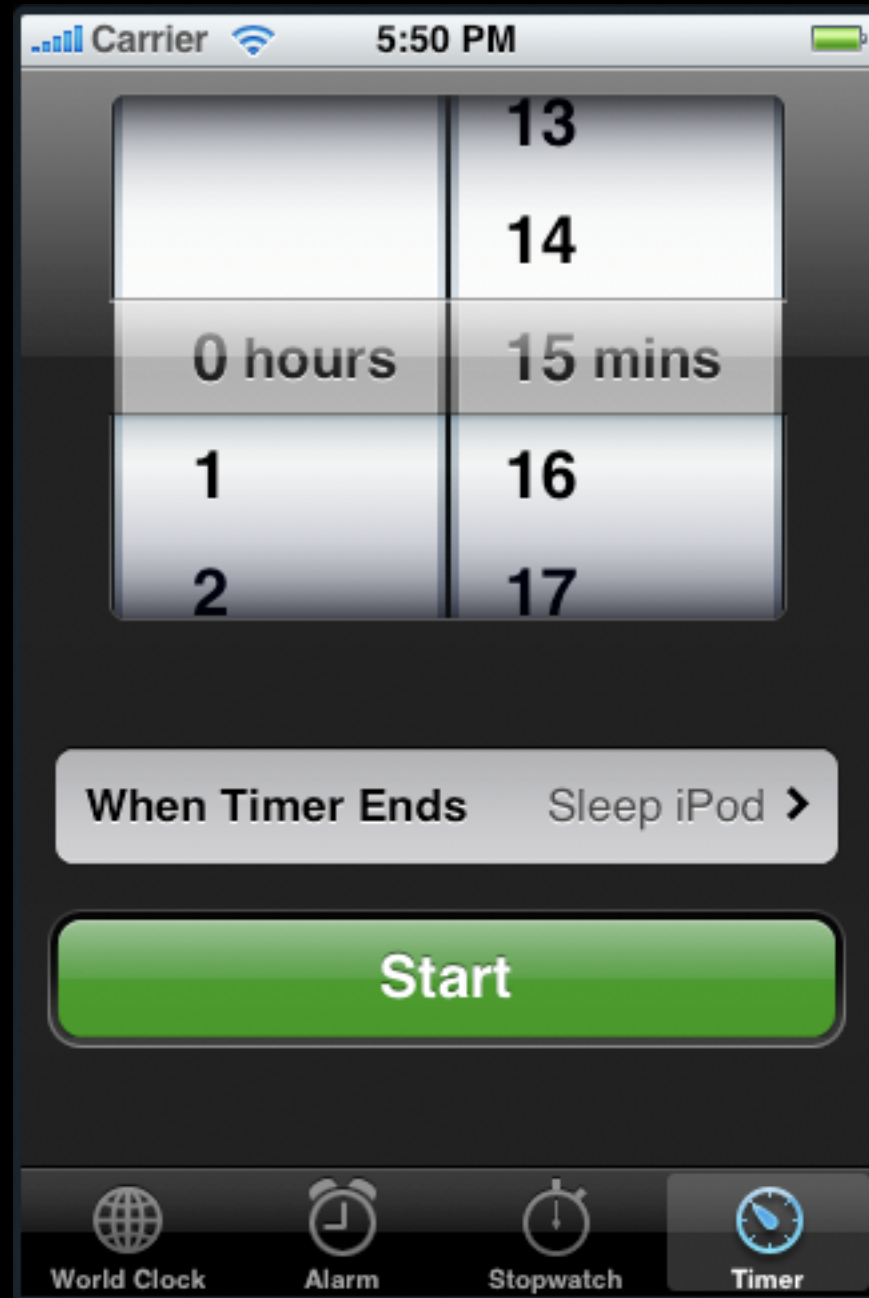
# Demo:

# Customizing Buttons

# Tab Bar Controllers

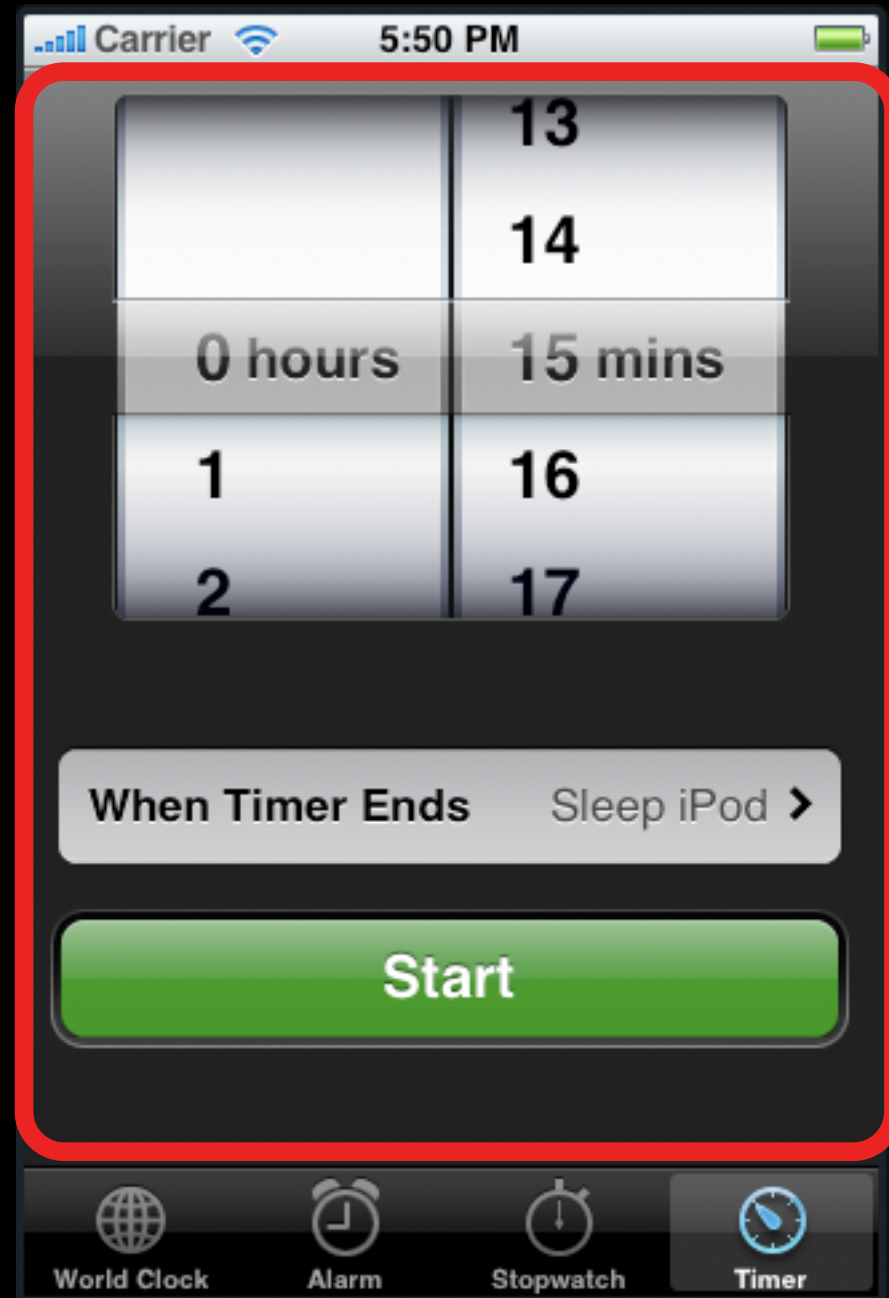
# UITabBarController

- Array of view controllers
- Tab bar



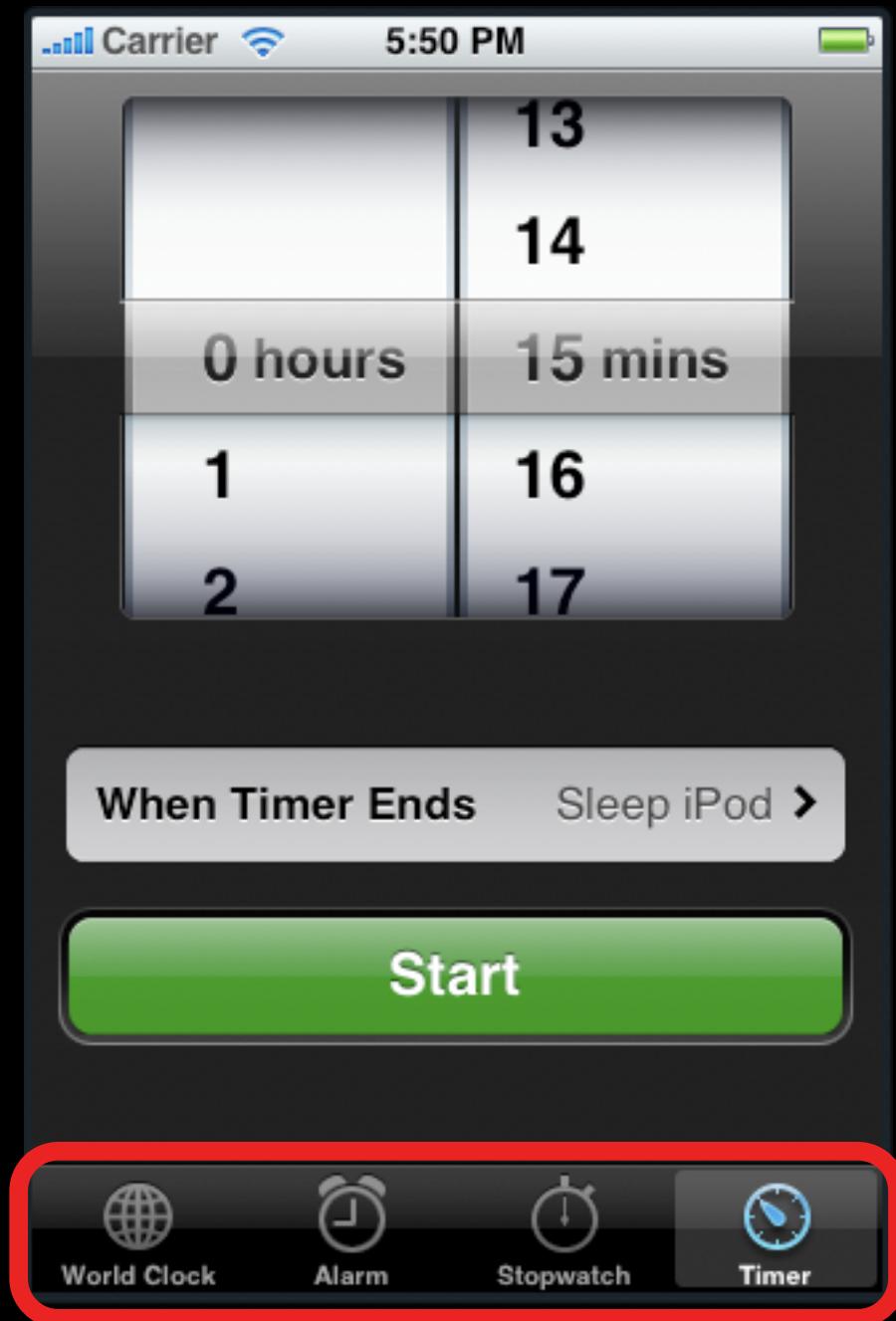
# How It Fits Together

- Selected view controller's view



# How It Fits Together

- Selected view controller's view
- All view controllers' titles



# Setting Up a Tab Bar Controller

```
- (void)applicationDidFinishLaunching
// Create a tab bar controller
tabBarController = [[UITabBarController alloc] init];

// Set the array of view controllers
tabBarController.viewControllers = myViewControllers;

// Add the tab bar controller's view to the window
[window addSubview:tabBarController.view];
}
```



# Tab Bar Appearance

- View controllers can define their appearance in the tab bar



- UITabBarItem
  - Title + image or system item
- Each view controller comes with a tab bar item for customizing

# Creating Tab Bar Items

- Title and image



Playlists

```
- (void)viewDidLoad
{
    self.tabBarItem = [[UITabBarItem alloc]
                        initWithTitle:@"Playlists"
                        image:[UIImage imageNamed:@"music.png"]
                        tag:0]
}
```

# Creating Tab Bar Items

- System item



Bookmarks

```
- (void)viewDidLoad
{
    self.tabBarItem = [[UITabBarItem alloc]
                        initWithTabBarSystemItem:
                            UITabBarSystemItemBookmarks
                        tag:0]
}
```

# Demo:

## Using a Tab Bar Controller

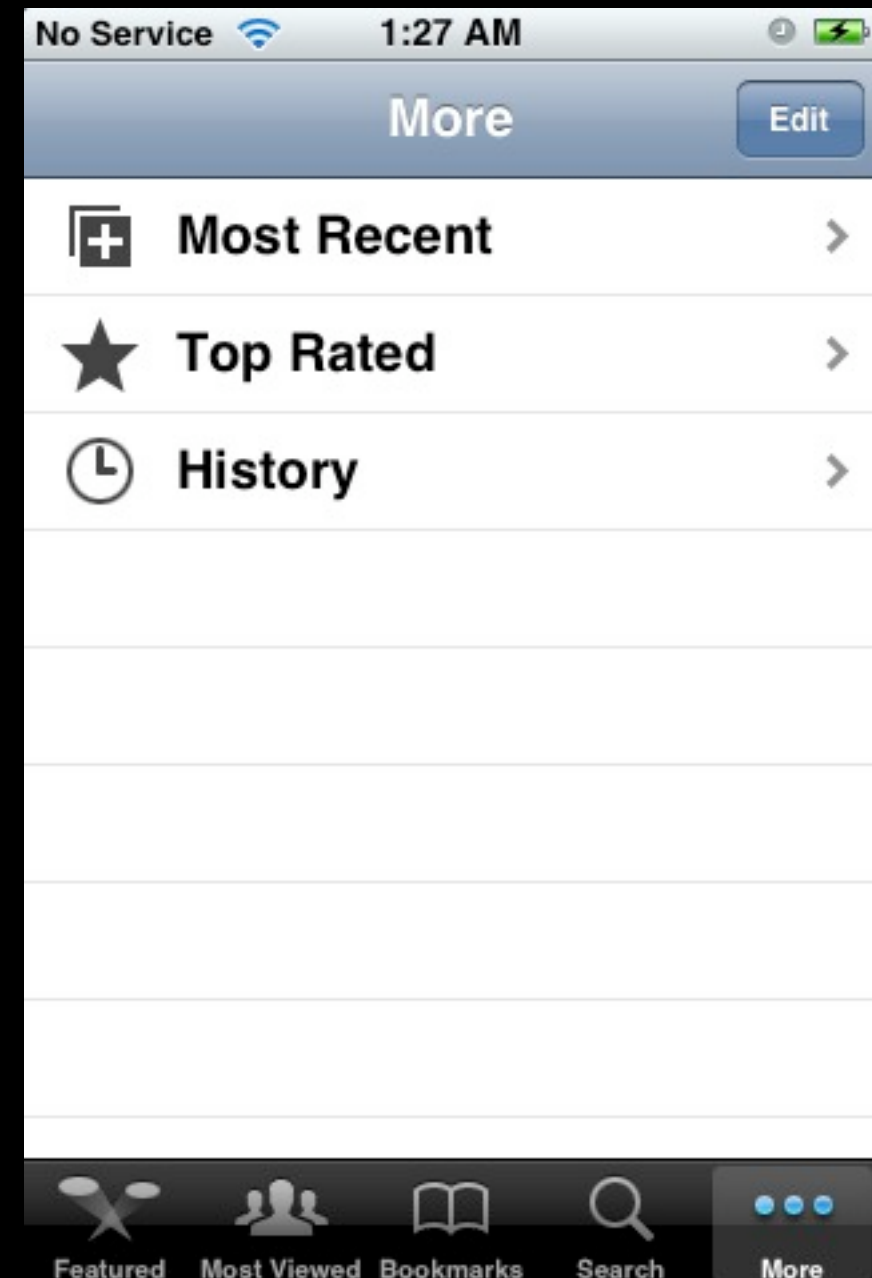
# More View Controllers

- What happens when a tab bar controller has too many view controllers to display at once?
  - “More” tab bar item displayed automatically



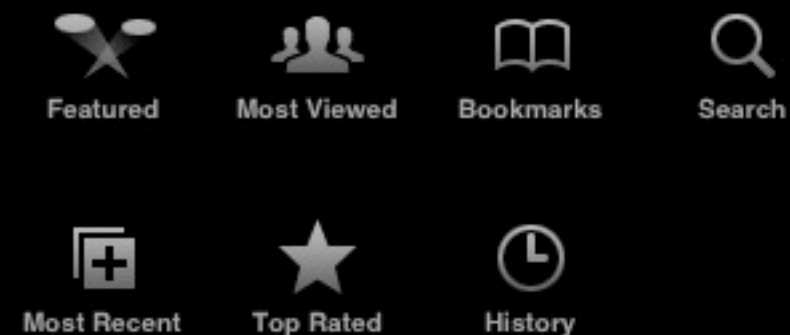
# More View Controllers

- What happens when a tab bar controller has too many view controllers to display at once?
  - “More” tab bar item displayed automatically
  - User can navigate to remaining view controllers



# More View Controllers

- What happens when a tab bar controller has too many view controllers to display at once?
  - “More” tab bar item displayed automatically
  - User can navigate to remaining view controllers
  - Customize order

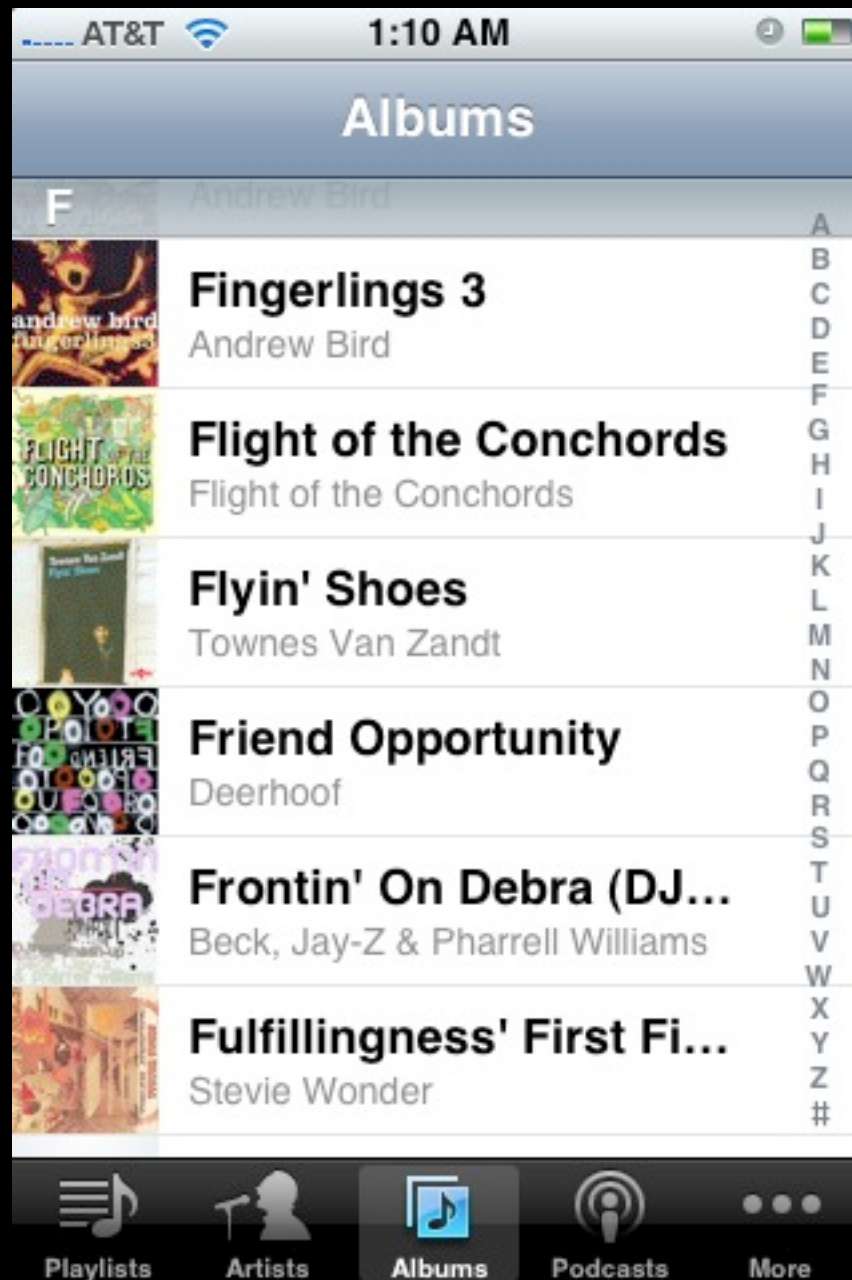


# Combining Approaches

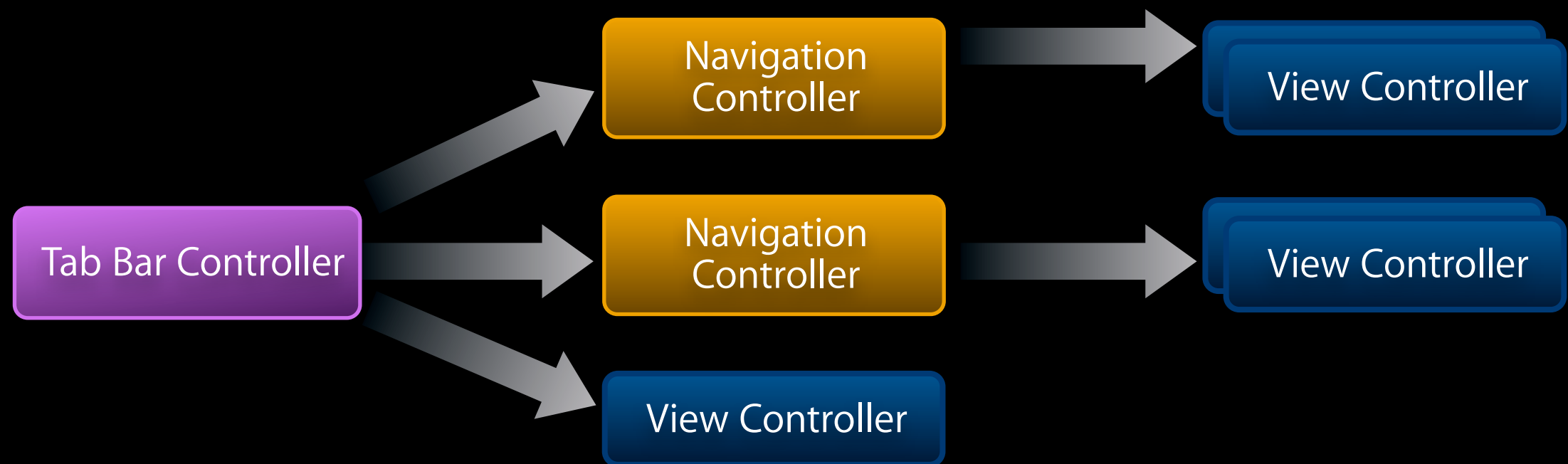


# Tab Bar + Navigation Controllers

## Multiple parallel hierarchies



# Tab Bar + Navigation Controllers



# Nesting Navigation Controllers

- Create a tab bar controller

```
tabBarController = [[UITabBarController alloc] init];
```

- Create each navigation controller

```
navController = [[UINavigationController alloc] init];  
[navController pushViewController:firstViewController  
                           animated:NO];
```

- Add them to the tab bar controller

```
tabBarController.viewControllers = [NSArray arrayWithObjects:  
                                   navController,  
                                   anotherNavController,  
                                   someViewController,  
                                   nil];
```

Questions?