

Intro to iOS Development

Lecture 3

**Navigation, MVC, and
Delegation**

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Resource for AutoLayout

- WTF AutoLayout www.wtfautolayout.com

Probably at least one of the constraints in the following list is one you don't want.

Try this:

- (1) look at each constraint and try to figure out which you don't expect;
- (2) find the code that added the unwanted constraint or constraints and fix it.

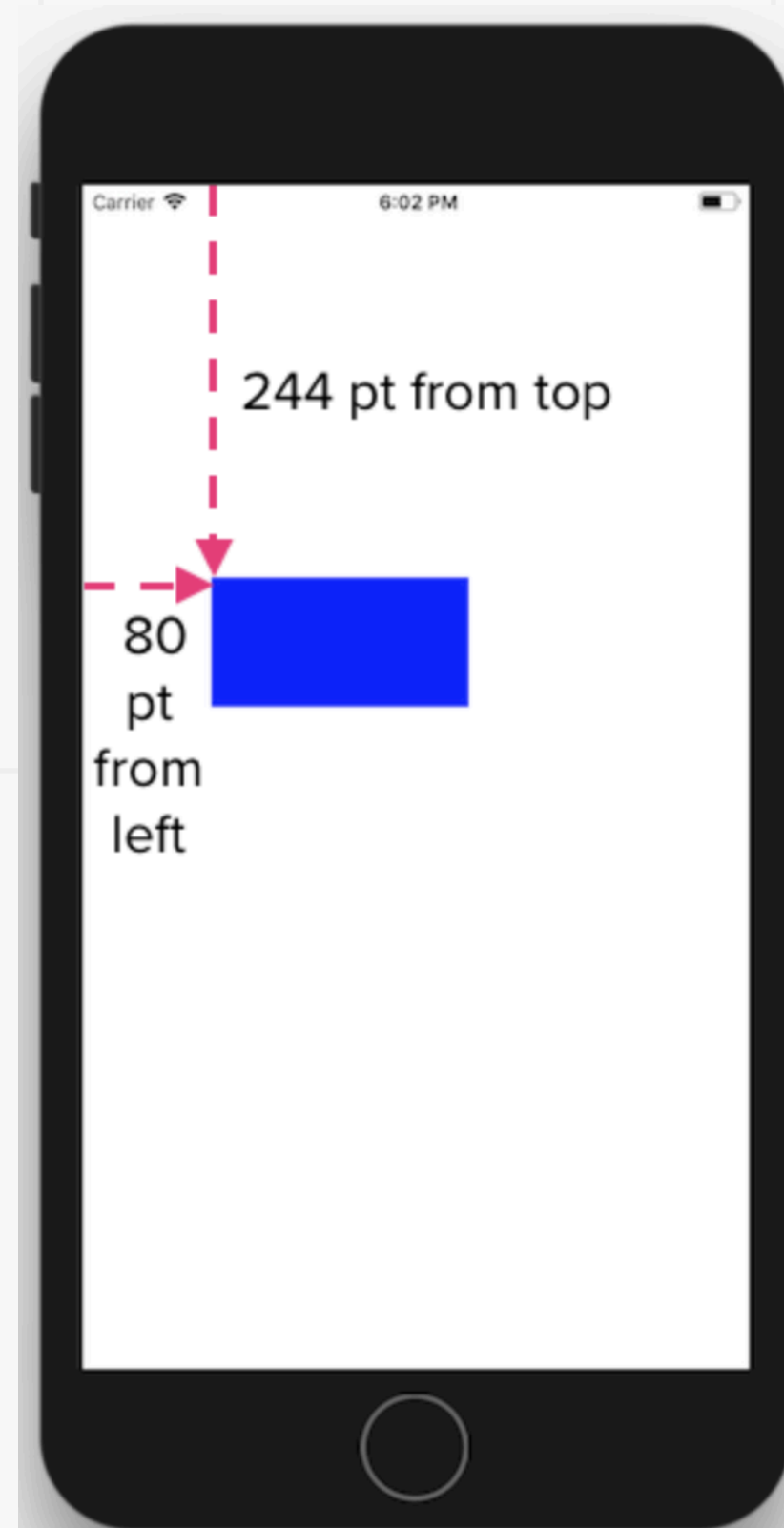
```
(  
  "<NSLayoutConstraint:0x600003b770c0 UITextField:0x7fd131857c00.centerX == UIView:0x7fd130f0ae30.centerX + 130  
    (active)>",  
  "<NSLayoutConstraint:0x600003b77110 H:|-(0)-[UITextField:0x7fd131857c00]    (active, names: '|':UIView:  
    0x7fd130f0ae30 )>",  
  "<NSLayoutConstraint:0x600003b77160 UITextField:0x7fd131857c00.trailing == UIView:0x7fd130f0ae30.trailing    (active)>"  
)
```

Will attempt to recover by breaking constraint

```
<NSLayoutConstraint:0x600003b770c0 UITextField:0x7fd131857c00.centerX == UIView:0x7fd130f0ae30.centerX + 130    (active)>
```

Some other ways of doing UI in iOS

Frame-based



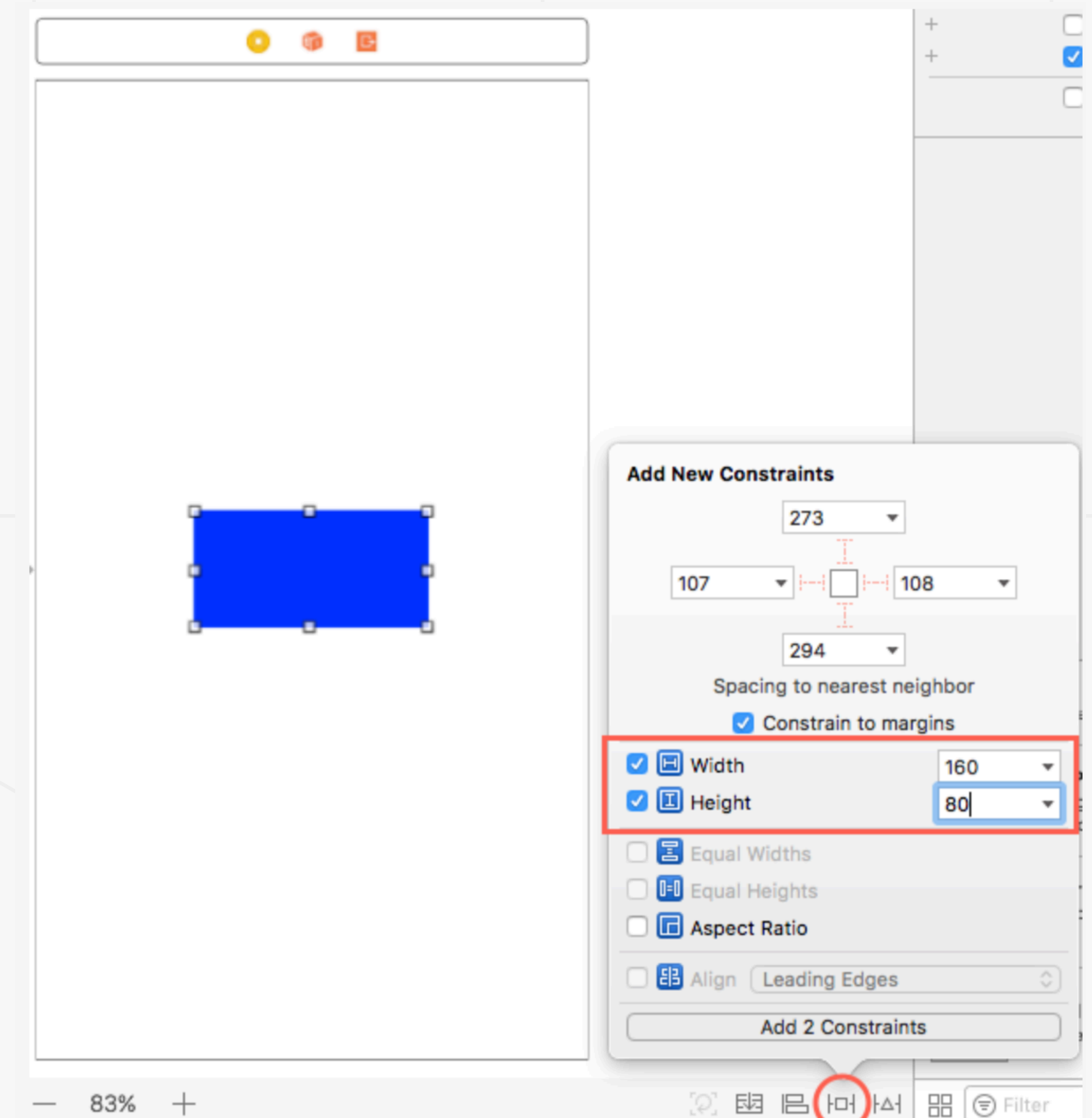
```
let blueView = UIView(frame:
    CGRect(x: 80.0, y: 244.0, width: 160.0, height: 80.0))
blueView.backgroundColor = .blue
view.addSubview(blueView)
```

SwiftUI

```
1 //
2 // Content.swift
3 //
4
5 import SwiftUI
6
7 struct Content : View {
8
9     @State var model = Themes.listModel
10
11     var body: some View {
12         List(model.items, action: model.selectItem) { item in
13             Image(item.image)
14             VStack(alignment: .leading) {
15                 Text(item.title)
16                 Text(item.subtitle)
17                 .color(.gray)
18             }
19         }
20     }
21 }
22
23
24
```



Storyboards



Announcements

- OH Calendar new system.
- Do not email us! Please post a private post on Piazza visible to all instructors
- Grades for P1 will be made available later this week.

Review

How would you center a UIView in the center of the screen?

- A. `myView.centerXAnchor.equalTo(view.centerXAnchor)`
- B. `myView.leadingAnchor.equalTo(view.leadingAnchor)`
- C. `myView.centerYAnchor.equalTo(view.centerYAnchor)`
- D. A + B
- E. A + C

How would you center a UIView in the center of the screen?

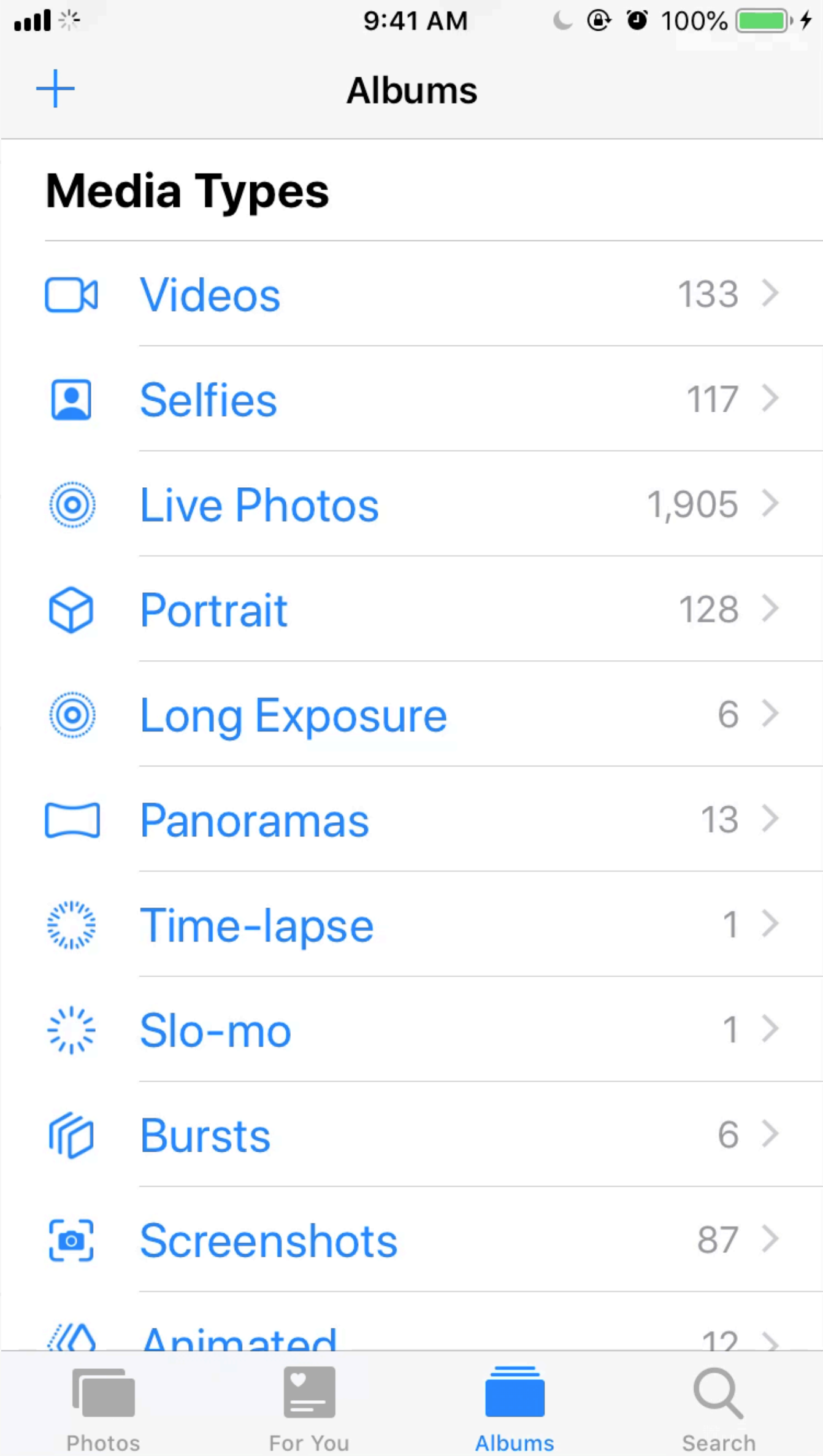
- A. `myView.centerXAnchor.equalTo(view.centerXAnchor)`
- B. `myView.leadingAnchor.equalTo(view.leadingAnchor)`
- C. `myView.centerYAnchor.equalTo(view.centerYAnchor)`
- D. A + B
- E. A + C

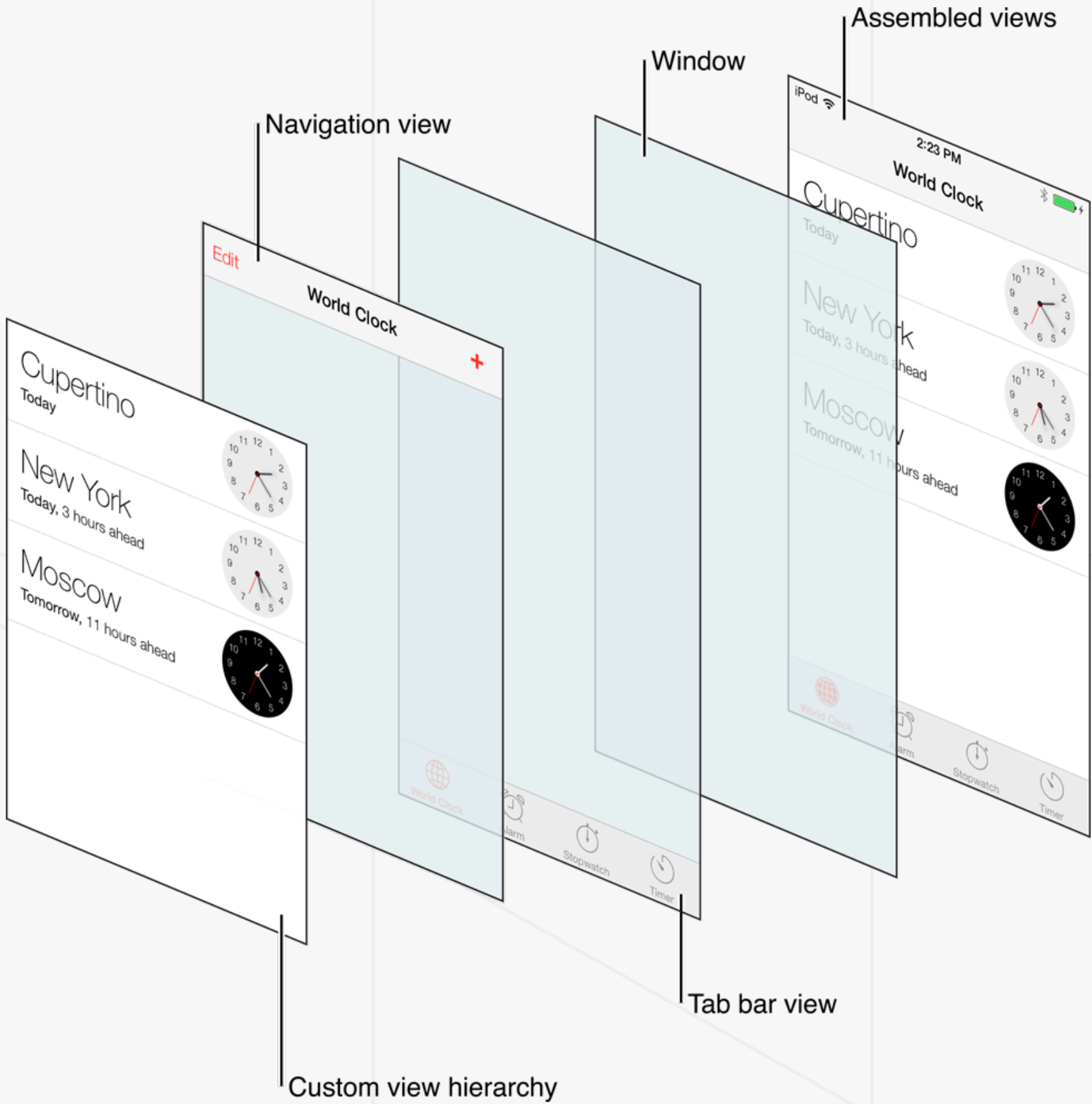
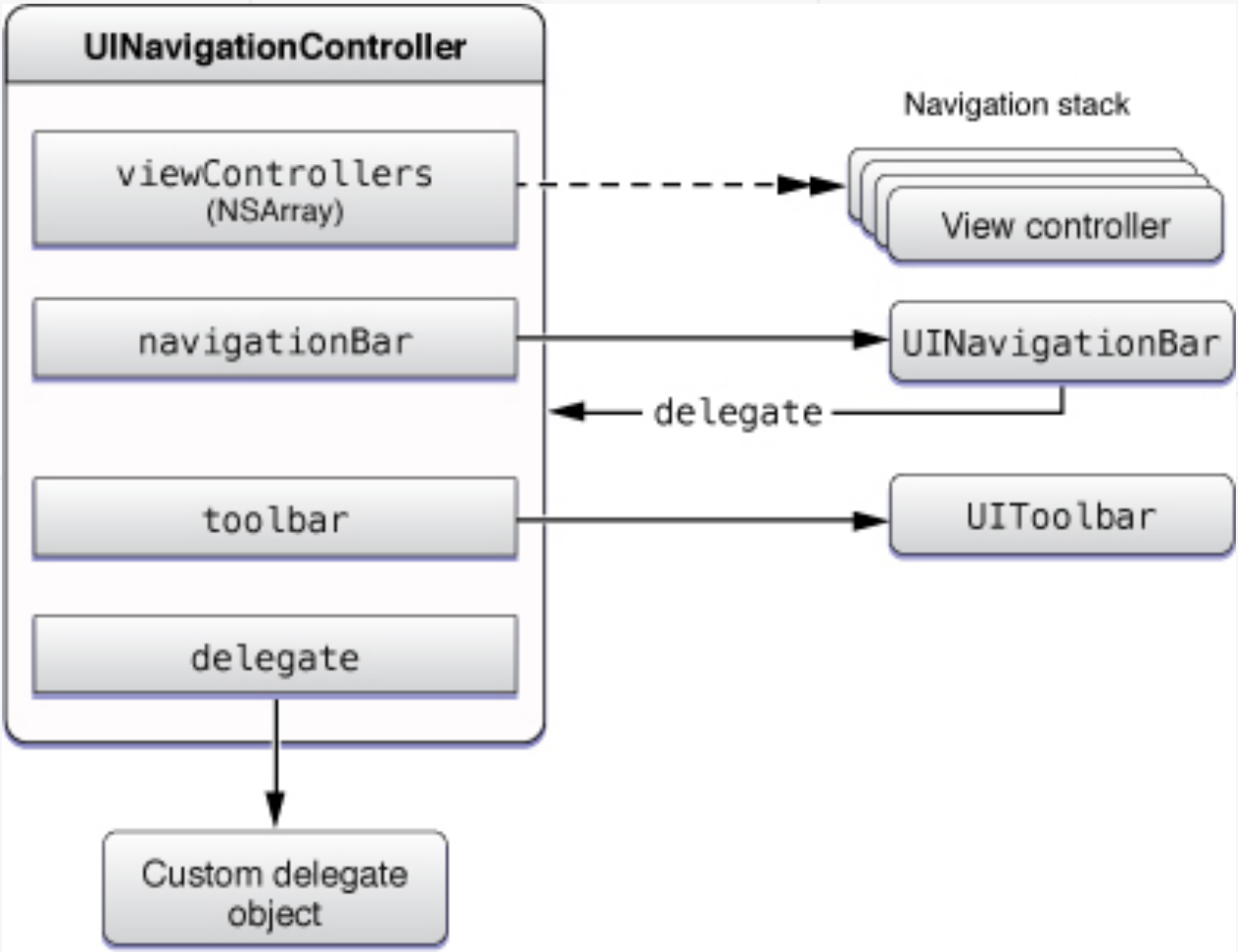
How do you create multi-view apps?

UINavigationController

1. Push new UIViewController onto navigation stack
2. Pop UIViewController off navigation stack

```
let myViewController = ViewController()  
navigationController?.pushViewController(myViewController, animated: true)  
navigationController?.popViewController(animated: true)
```

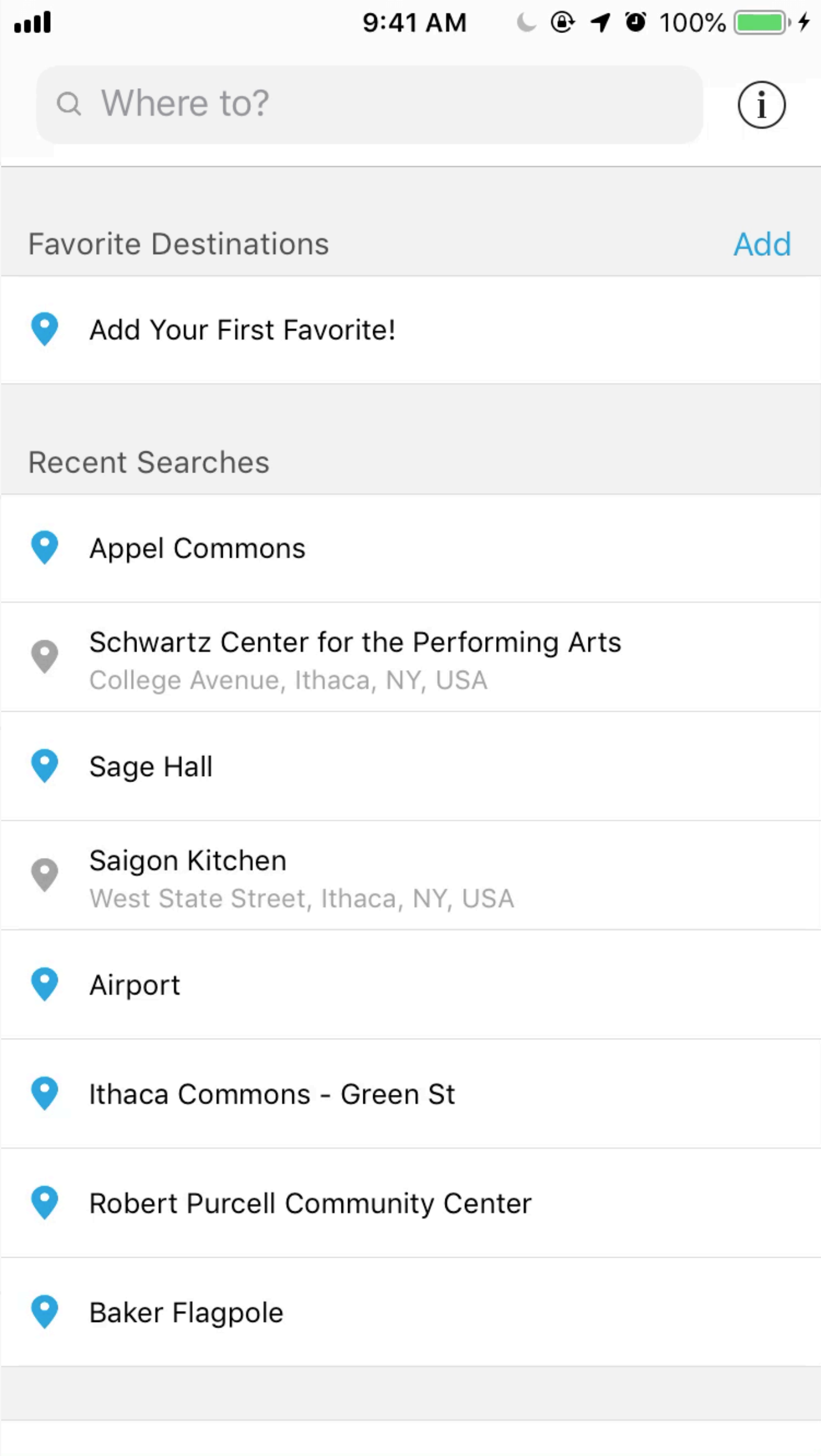




Modal Presentation

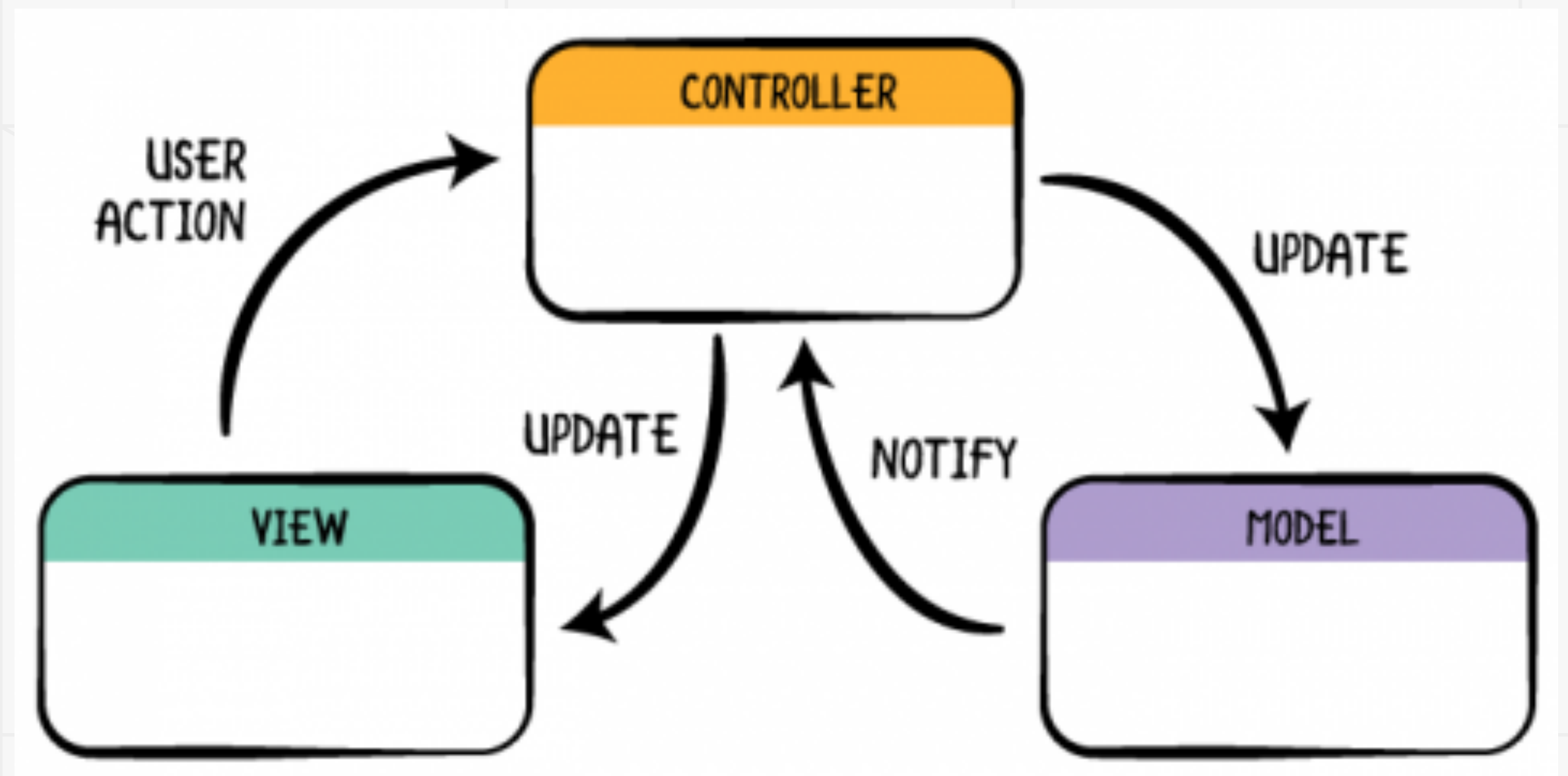
- Directly present new UIViewController on top of previous one
- No navigation stack

```
let myViewController = ViewController()  
present(myViewController, animated: true, completion: nil)  
dismiss(animated: true, completion: nil)
```



Model View Controller

- Common design pattern
- Controller receives information from view and model
- Hence, UIViewController



Example: Ithaca Transit

- **Model:** BusStop objects
- **View:** Displays list of all bus stops
- **Controller:** Listens to user selection to update the view, updates the list of BusStops to display

Delegation

- Pass information between view controllers
- Communication method is specified through **protocols**
- One object can **delegate** another object to perform an action through the protocol
- Protocols are like interfaces in Java

Restaurant Analogy

- Chef, customer, menu
- Chef: knows how to cook items on the menu
- Customer: orders items off the menu
- Menu: is a **protocol**
- Customer **delegates** chef to make their food because they know how to cook the menu items

```
protocol MenuDelegate: class {  
    func makeBurrito()  
}
```

```
class Chef: MenuDelegate {  
    init() { }  
    func makeBurrito() {  
        print("Making the Burrito!")  
    }  
}
```

```
class Customer {  
    var delegate: MenuDelegate  
    init(delegate: MenuDelegate) { ... }  
    func orderBurrito() {  
        delegate.makeBurrito()  
    }  
}
```

```
protocol MenuDelegate: class {  
    func makeBurrito()  
}
```

```
class Chef: MenuDelegate {  
    init() { }  
    func makeBurrito() {  
        print("Making the Burrito!")  
    }  
}
```

```
class Customer {  
    var delegate: MenuDelegate  
    init(delegate: MenuDelegate) { ... }  
    func orderBurrito() {  
        delegate.makeBurrito()  
    }  
}
```

What happens?

```
let chef = Chef()
```

```
let customer = Customer(delegate: chef)
```

```
customer.orderBurrito()
```

Protocols

```
protocol ChangeColorDelegate: class {  
    func didChangeColor(to newColor: UIColor)  
}  
  
extension ViewController: ChangeColorDelegate {  
    func didChangeColor(to newColor: UIColor) {  
        label.backgroundColor = newColor  
    }  
}
```

Protocols

```
class ViewController: UIViewController {  
    . . .  
    @objc func presentViewController() {  
        let otherViewController = OtherViewController()  
        otherViewController.delegate = self  
        present(otherViewController, animated: true)  
    }  
}
```

Delegates

Before we present
OtherViewController,
we set the delegate to
ViewController

```
class OtherViewController: UIViewController {  
    weak var delegate: ChangeColorDelegate?  
    ...  
    func tellViewControllerToChangeColor() {  
        delegate?.didChangeColor(to: .red)  
    }  
}
```

This method calls the
didChangeColor
method in
ViewController

Action Items

- Project 3 due 10/11 11:59pm
- New OH system.