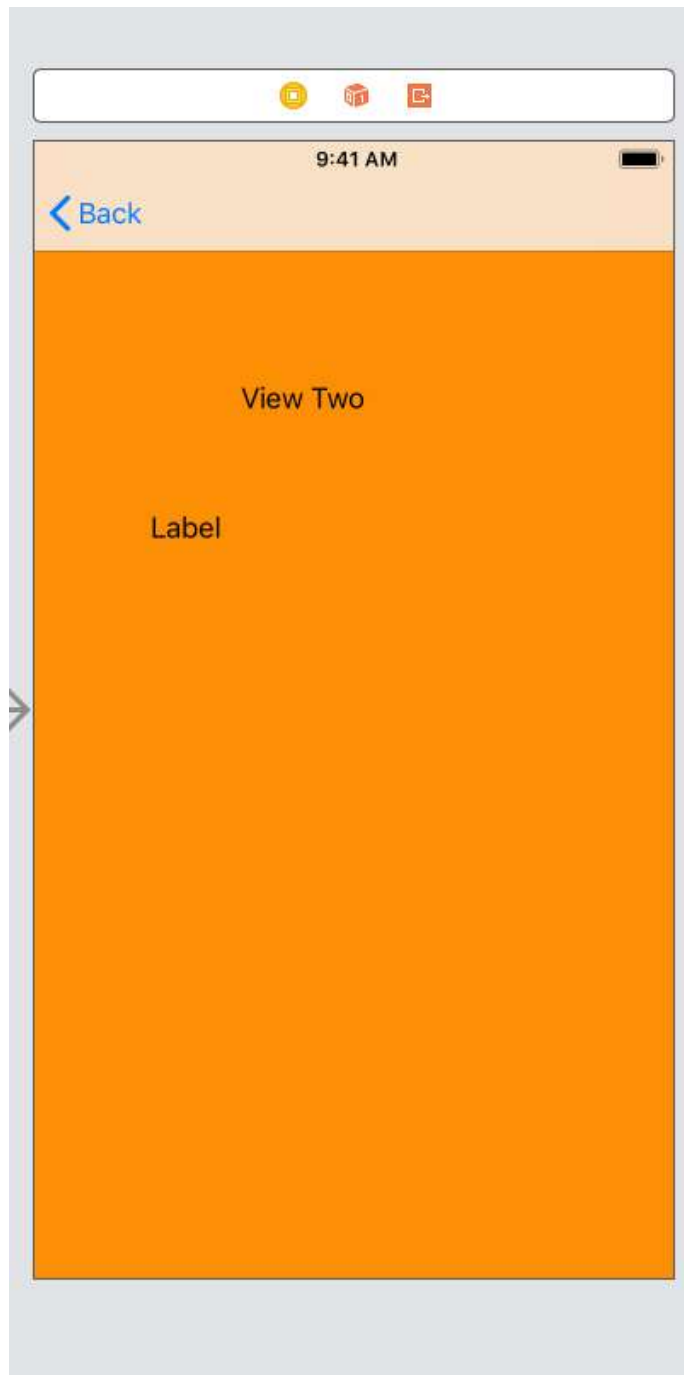
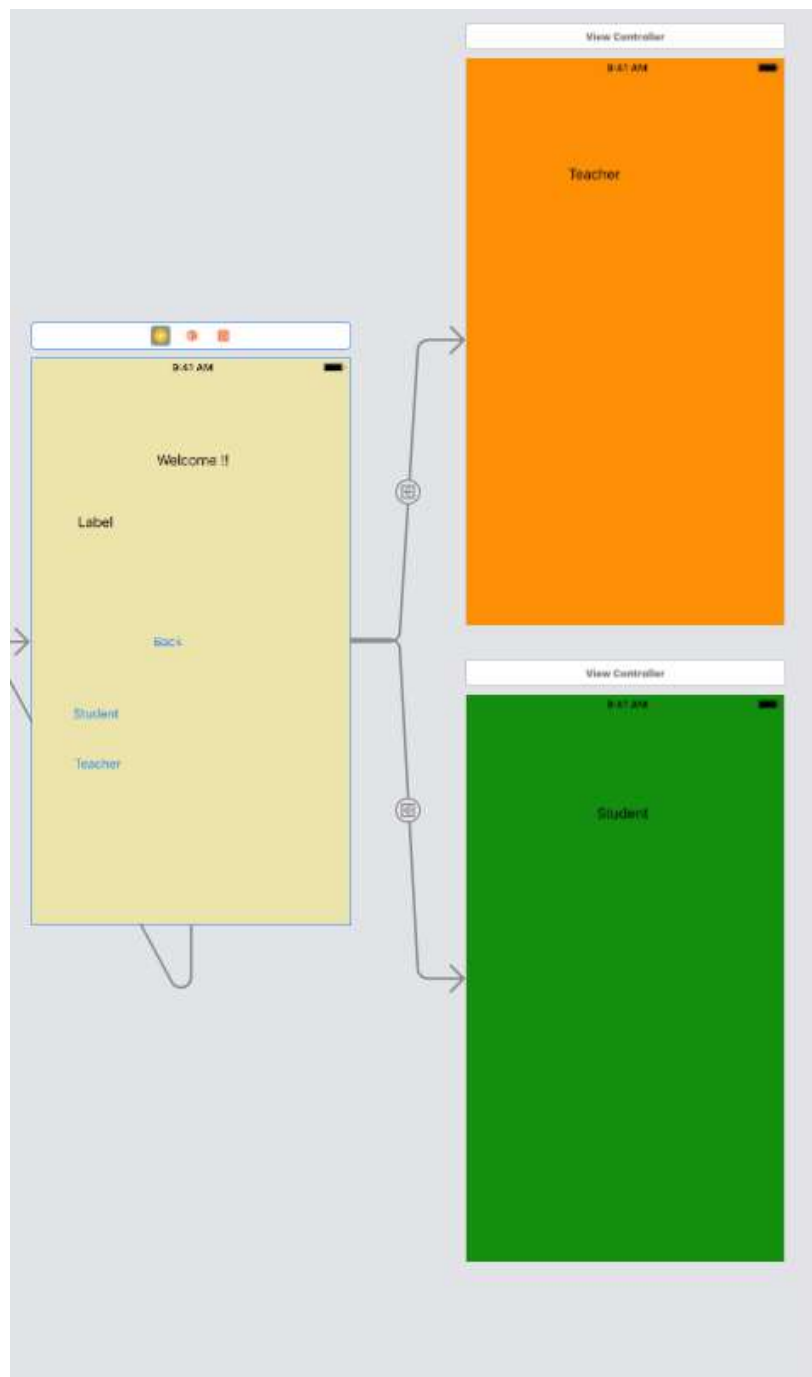




```
1 //  
2 // ViewController.swift  
3 // MVC demo  
4 //  
5 // Created by Student on 27/09/22.  
6 // Copyright © 2022 lpu. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class ViewController: UIViewController {  
12     override func viewDidLoad() {  
13         super.viewDidLoad()  
14         // Do any additional setup after loading the view,  
15         // typically from a nib.  
16     }  
17  
18     override func prepare(for segue: UIStoryboardSegue, sender:  
19         Any?) {  
20         let newVC: ScondViewController = segue.destination as!  
21             ScondViewController  
22         let pdata=t1.text!  
23         newVC.data=pdata  
24     }  
25  
26     @IBOutlet weak var t1: UITextField!  
27 }  
28
```



```
1 //
2 // ScondViewController.swift
3 // MVC demo
4 //
5 // Created by Student on 27/09/22.
6 // Copyright © 2022 lpu. All rights reserved.
7 //
8
9 import UIKit
10
11 class ScondViewController: UIViewController {
12     var data=String()
13     override func viewDidLoad() {
14         super.viewDidLoad()
15         l1.text="Hello \(data)"
16         // Do any additional setup after loading the view.
17     }
18
19     @IBOutlet weak var l1: UILabel!
20
21     /*
22     // MARK: - Navigation
23
24     // In a storyboard-based application, you will often want to
25     do a little preparation before navigation
26     override func prepare(for segue: UIStoryboardSegue, sender:
27     Any?) {
28         // Get the new view controller using segue.destination.
29         // Pass the selected object to the new view controller.
30     }
31 }
32
```

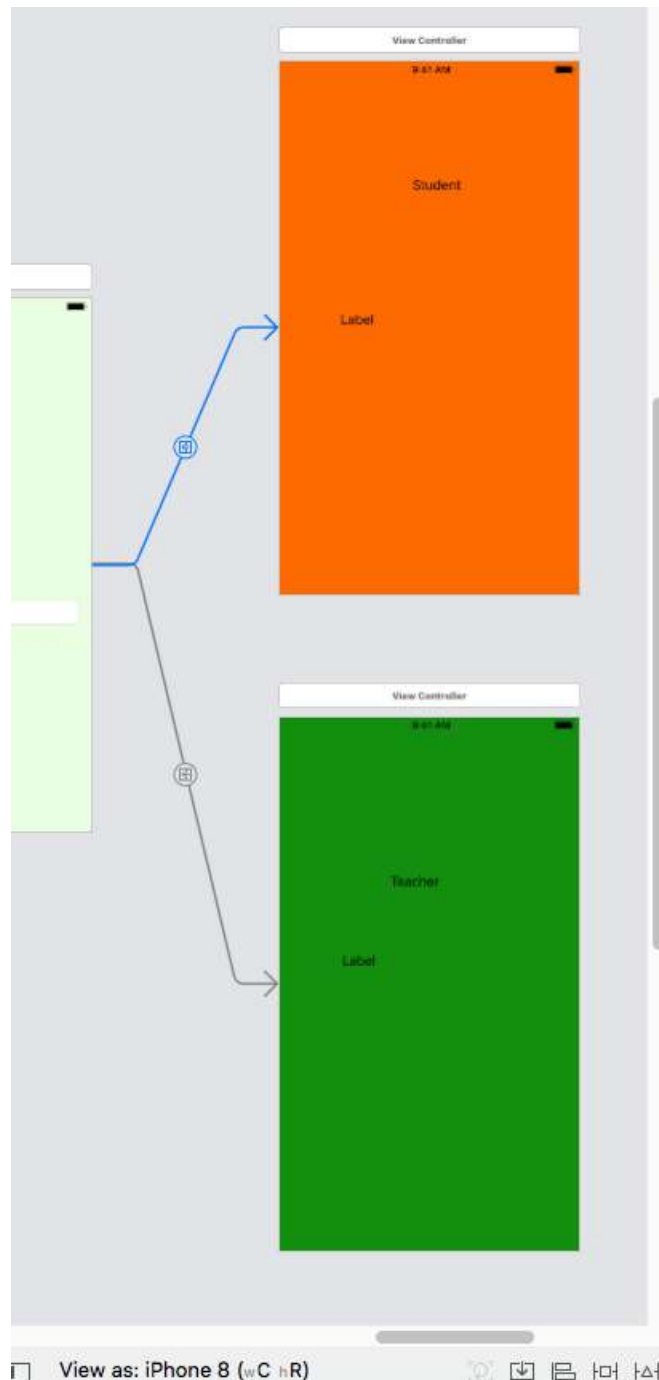


```

1 //
2 // SecondViewController.swift
3 // MVCDemo2
4 //
5 // Created by Student on 28/09/22.
6 // Copyright © 2022 lpu. All rights reserved.
7 //
8
9 import UIKit
10
11 class SecondViewController: UIViewController {
12     var data=String()
13     override func viewDidLoad() {
14         super.viewDidLoad()
15         l1.text="Hello \(data)"
16         // Do any additional setup after loading the view.
17     }
18
19     /*
20     // MARK: - Navigation
21
22     // In a storyboard-based application, you will often want to
23     // do a little preparation before navigation
24     override func prepare(for segue: UIStoryboardSegue, sender:
25         Any?) {
26         // Get the new view controller using segue.destination.
27         // Pass the selected object to the new view controller.
28     }
29     */
30     @IBOutlet weak var l1: UILabel!
31     @IBAction func sbtn(_ sender: Any) {
32         performSegue(withIdentifier: "s", sender: self)
33     }
34
35     @IBAction func tbtn(_ sender: Any) {
36         performSegue(withIdentifier: "t", sender: self)
37     }
38 }

```





```

2 // ViewController2.swift
3 // MVCDemo
4 //
5 // Created by Student on 30/09/22.
6 // Copyright © 2022 lpu. All rights reserved.
7 //
8
9 import UIKit
10
11 class ViewController2: UIViewController {
12     var data=String()
13     override func viewDidLoad() {
14         super.viewDidLoad()
15         l1.text="Hello \(data)"
16         // Do any additional setup after loading the view.
17     }
18
19     @IBOutlet weak var t1: UITextField!
20
21     /*
22     // MARK: - Navigation
23
24     // In a storyboard-based application, you will often want to
25     do a little preparation before navigation
26     override func prepare(for segue: UIStoryboardSegue, sender:
27     Any?) {
28         // Get the new view controller using segue.destination.
29         // Pass the selected object to the new view controller.
30     }
31     */
32
33     @IBOutlet weak var l1: UILabel!
34     @IBAction func sbtn(_ sender: Any) {
35         performSegue(withIdentifier: "st", sender: self)
36         sdata=t1.text!
37     }
38
39     @IBAction func tebtn(_ sender: Any) {
40         performSegue(withIdentifier: "te", sender: self)
41         tdata=t1.text!
42     }
43 }
44
45

```