Prototype Cells

Table View

Prototype Content

View as: iPhone 8 (wC hR)

```swift
//

import UIKit

class ViewController: UIViewController, UITableViewDelegate,
    UITableViewDataSource {

    var con: [String] = ["India", "China", "Bangladesh", "Afghanistan"]
    func numberOfSections(in tableView: UITableView) -> Int {
        return 1
    }
    func tableView(_ tableView: UITableView, numberOfRowsInSection section:
        Int) -> Int {
        return con.count
    }

    func tableView(_ tableView: UITableView, cellForRowAt indexPath:
        IndexPath) -> UITableViewCell {
        let cell = tableView.dequeueReusableCell(withIdentifier: "reuseCell",
            for: indexPath)
        cell.textLabel?.text = con[indexPath.row]
        return cell
    }
    var value:String!
    func tableView(_ tableView: UITableView, didSelectRowAt indexPath:
        IndexPath) {
        value=con[indexPath.row]
        let alert = UIAlertController(title: "Welcome", message: value,
            preferredStyle: .alert)
        alert.addAction(UIAlertAction(title: "Okay", style: .default,
            handler: nil))
        self.present(alert, animated: true, completion: nil)
    }
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a
            nib.
    }
}
```
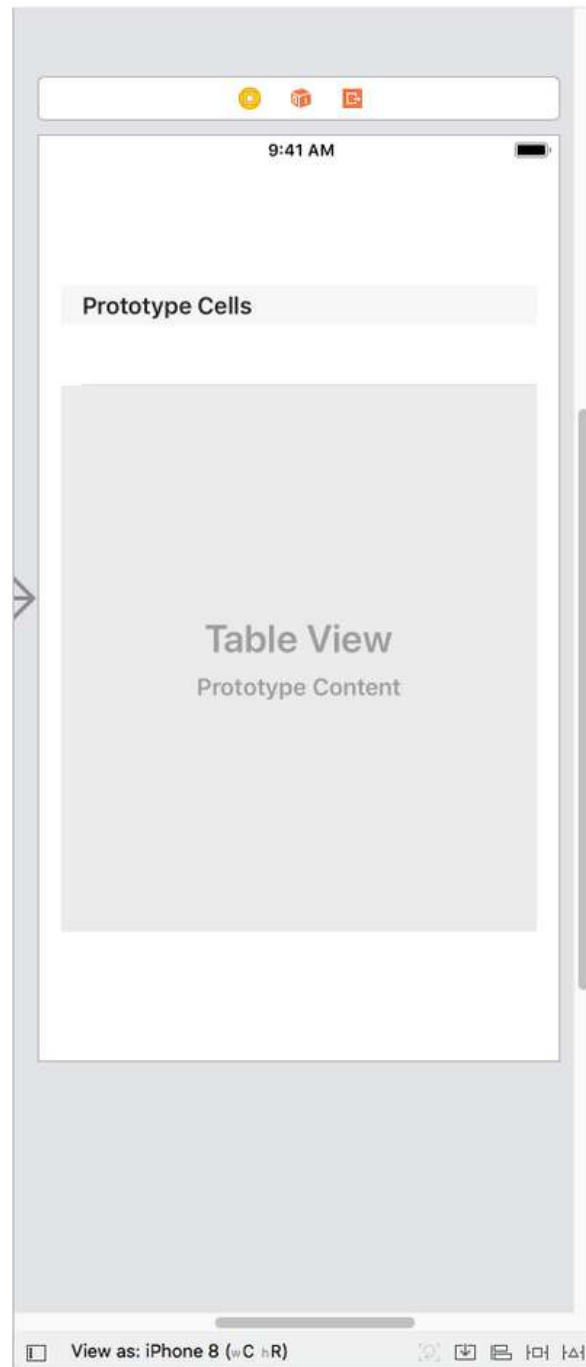
Outlets

dataSource ———— ⊠ View Controller
delegate ———— ⊠ View Controller
prefetchDataSource

Outlet Collections

gestureRecognizers

Referencing Outlets

New Referencing Outlet

Referencing Outlet Collections

New Referencing Outlet Collection

The left panel shows an iOS Interface Builder view:

- Toolbar icons
- 9:41 AM
- **Prototype Cells**
- Table View
- Prototype Content
- View as: iPhone 8 (wC hR)

The right panel shows code:

```swift
//
import UIKit
class ViewController: UIViewController, UITableViewDelegate, UITableViewDataSource {
    var continents: [String] = ["Asia", "Europe", "Australia"]
    var Asia: [String] = ["India", "China", "Bangladesh", "Afghanistan"]
    var Europe: [String] = ["UK", "France", "Italy", "Turkey"]
    var Australia: [String] = ["Melbourne", "Perth", "Sydney", "Tonga"]
    func numberOfSections(in tableView: UITableView) -> Int {
        return continents.count
    }
    func tableView(_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int {
        if(section==0){
            return Asia.count
        }
        else if(section==1){
            return Europe.count
        }
        else{
            return Australia.count
        }
    }
    func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell {
        let cell = tableView.dequeueReusableCell(withIdentifier: "reuseCell", for: indexPath)
        if(indexPath.section==0){
            cell.textLabel?.text = Asia[indexPath.row]
        }
        else if(indexPath.section==1){
            cell.textLabel?.text = Europe[indexPath.row]
        }
        else{
            cell.textLabel?.text = Australia[indexPath.row]
        }
        return cell
    }
    func tableView(_ tableView: UITableView, titleForHeaderInSection section: Int) -> String? {
        return continents[section]
    }
    var value:String!
    func tableView(_ tableView: UITableView, didSelectRowAt indexPath: IndexPath) {
        if(indexPath.section==0){
            value=Asia[indexPath.row]
        }
        else if(indexPath.section==1){
            value=Europe[indexPath.row]
        }
        else{
            value=Australia[indexPath.row]
        }
        let alert = UIAlertController(title: "Welcome", message: value, preferredStyle: .alert)
        alert.addAction(UIAlertAction(title: "Okay", style: .default, handler: nil))
        self.present(alert, animated: true, completion: nil)
    }
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
    }
}
```