

Edit Simple Table

1. Start with a golden copy of Table project from class 6. This would be our first table hands on exercise in the class called Table (and not TableP)
2. Build and Run to be sure that table works properly.
3. Notice that only two required protocols for datasource are implemented.
4. update tableViewController.h as follows:

```
@interface tableViewController : UITableViewController
<UITableViewDataSource, UITableViewDelegate> {

    IBOutlet UITableView *table;
}

- (IBAction) editTable:(id)sender;

@end
```

5. Insert Navigation Controller on Story Board. Highlight tableView and then go to Editor -> Embed In -> Navigation

In MainStoryboard connect from tableVC to table outlet that we just added to our spec.

6. Update tableVC.m file as follows:

```
#pragma mark Table Editing

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-(void) tableView:(UITableView *)tableView commitEditingStyle:
(UITableViewCellEditingStyle)editingStyle forRowAtIndexPath:
(NSIndexPath *)indexPath {

    if (editingStyle == UITableViewCellEditingStyleDelete) {

        [courses removeObjectAtIndex:indexPath.row];
        [table reloadData];

    } else if (editingStyle == UITableViewCellEditingStyleInsert) {
```

Edit Simple Table

```
[courses insertObject:@"New COD Class" atIndex:[courses
count]];
[table reloadData];

}
}

- (UITableViewCellEditingStyle)tableView:(UITableView *)tableView
editingStyleForRowAtIndexPath:(NSIndexPath *)indexPath {

    if (self.editing && indexPath.row == ([courses count])) {

        return UITableViewCellEditingStyleInsert;

    } else {

        return UITableViewCellEditingStyleDelete;

    }

    return UITableViewCellEditingStyleNone;
}

- (BOOL) tableView:(UITableView *)tableView canMoveRowAtIndexPath:
(NSIndexPath *)indexPath {

    return YES;
}

-(void)tableView:(UITableView *)tableView moveRowAtIndexPath:
(NSIndexPath *)sourceIndexPath toIndexPath:(NSIndexPath
*)destinationIndexPath {

    NSString *cellItem = [courses objectAtIndex:sourceIndexPath.row];
    [courses removeObject:cellItem];
    [courses insertObject:cellItem atIndex:destinationIndexPath.row];
}

#pragma mark Action Methods

- (IBAction) editTable:(id)sender {

    if(self.editing) {

        [super setEditing:NO animated:NO];
        [table setEditing:NO animated:NO];
        [table reloadData];
    }
}
```

Edit Simple Table

```
        [self.navigationItem.leftBarButtonItem setTitle:@"Edit"];
        [self.navigationItem.leftBarButtonItem
setStyle:UIBarButtonItemStylePlain];
    }
    else {
        [super setEditing:YES animated:YES];
        [table setEditing:YES animated:YES];
        [table reloadData];
        [self.navigationItem.leftBarButtonItem setTitle:@"Done"];
        [self.navigationItem.leftBarButtonItem
setStyle:UIBarButtonItemStyleDone];
    }
}
```

And update viewDidLoad as follows:

```
        [courses addObject:@"CIS 114"];

        // set up Navigation button
        self.title = @"Edit COD Classes";
        UIBarButtonItem *addButton = [[UIBarButtonItem alloc]
initWithTitle:@"Edit" style:UIBarButtonItemStyleBordered target:self
action:@selector(editTable:)];

        [self.navigationItem setLeftBarButtonItem:addButton];
        [super viewDidLoad];
```

Make minor change to following methods

```
#pragma mark Table Management

- (UITableViewCell *)tableView:(UITableView *)tableView
    cellForRowAtIndexPath:(NSIndexPath *)indexPath {
    static NSString *CellIdentifier = @"Cell";
    UITableViewCell *cell = [tableView
        dequeueReusableCellWithIdentifier:CellIdentifier];
    // Get reusable cell space
    if (cell == nil) {
        cell = [[UITableViewCell alloc]
            initWithStyle:
                UITableViewCellStyleDefault
            reuseIdentifier:CellIdentifier] autorelease];
    }

    NSLog(@"courses count %i, self.editing is %i", [courses
count], self.editing);
    if (indexPath.row == ([courses count]) && self.editing) {
        cell.textLabel.text = @"Add Class";
```

Edit Simple Table

```
        return cell;
    }

    // now that we have cell - set display content
    NSString *cellValue = [courses
                           objectAtIndex:[indexPath row]];
    cell.textLabel.text = cellValue;
    return cell;
}

- (NSInteger) tableView:(UITableView *)tableView
numberOfRowsInSection:(NSInteger) section {

    if (self.editing) {
        return [courses count] + 1;
    }
    return [courses count];
}
```

7. Build and Run. Notice edit buttons. You can add, delete or move rows.