



mocka

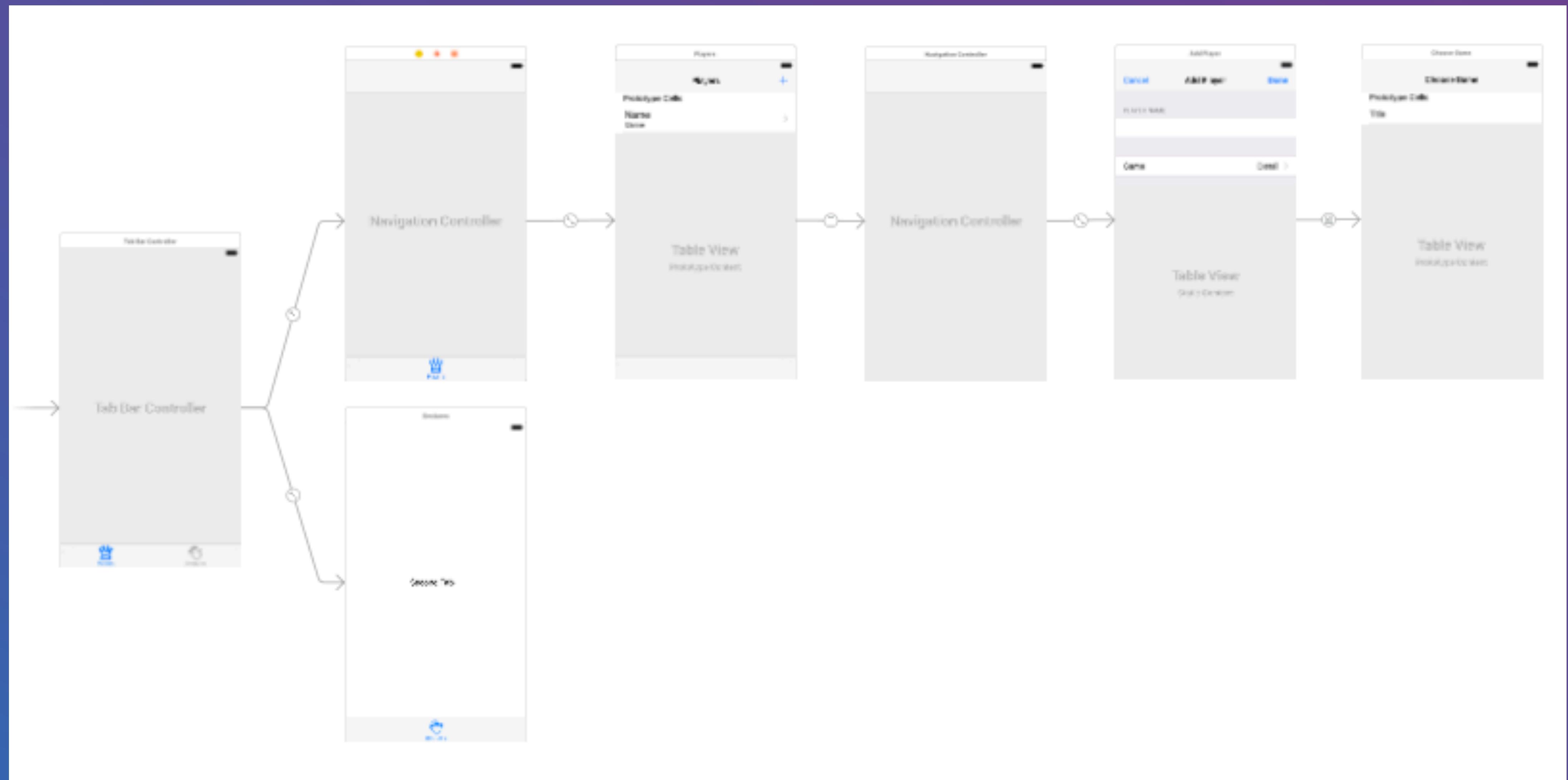
negócios tecnológicos

Aula 4

Matheus Frozzi Alberton

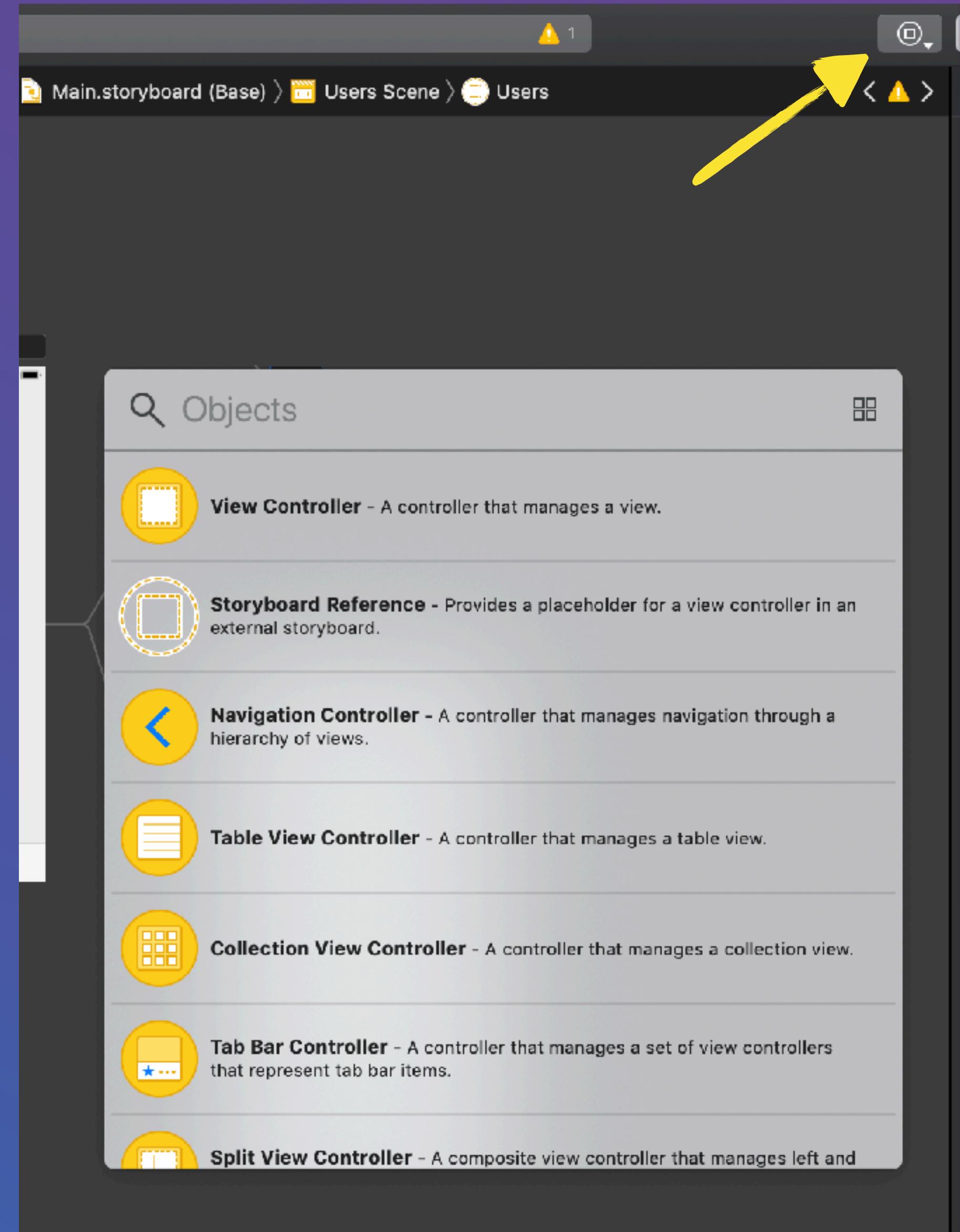
Interface Builder

Storyboard, Components, UIButton, Segue

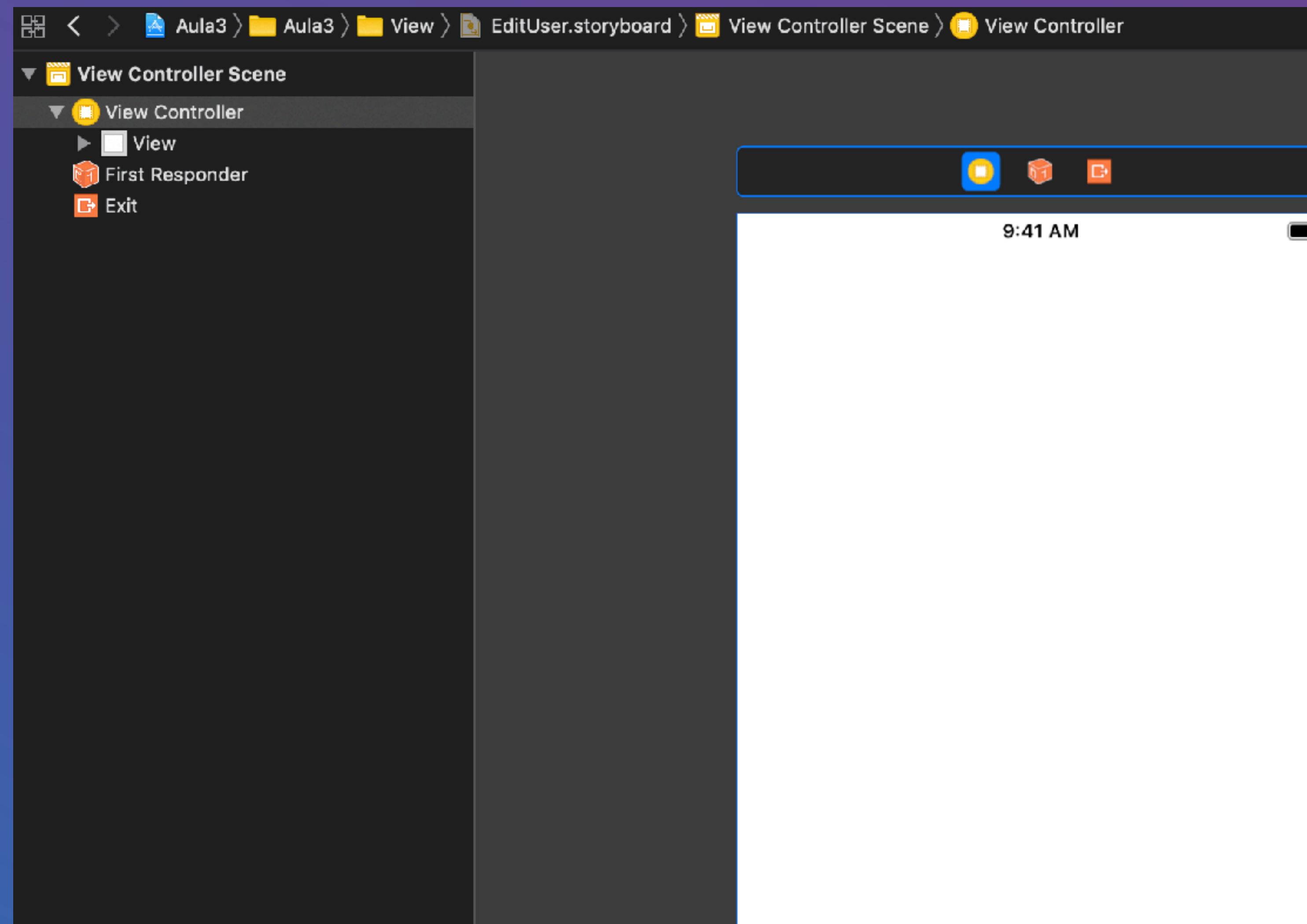


Storyboards

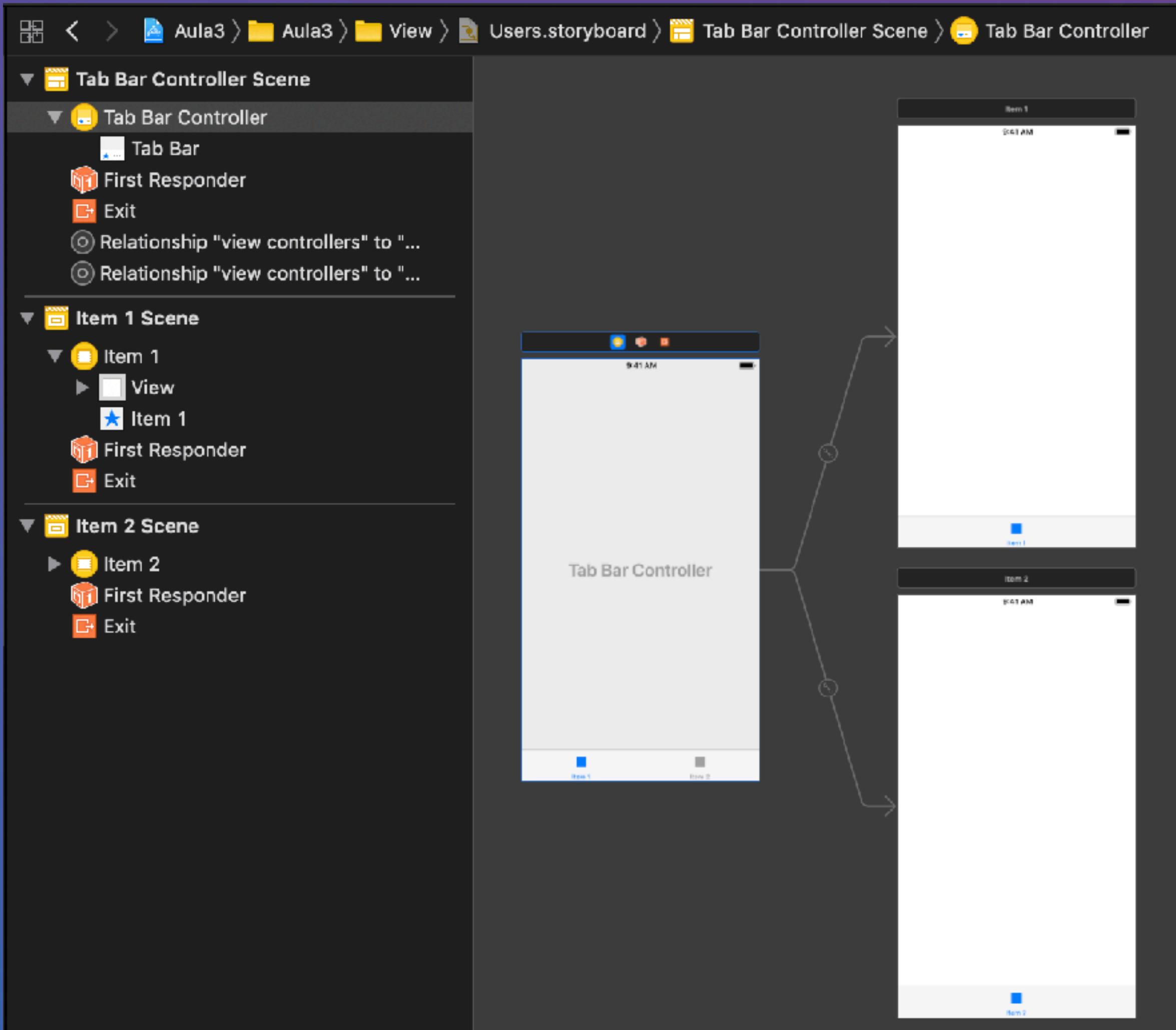
- Table View Controller
- Collection View Controller
- Navigation Controller
- Tab Bar Controller
- Page View Controller
- GLKit View Controller
- Or build your own (`UIViewController`)



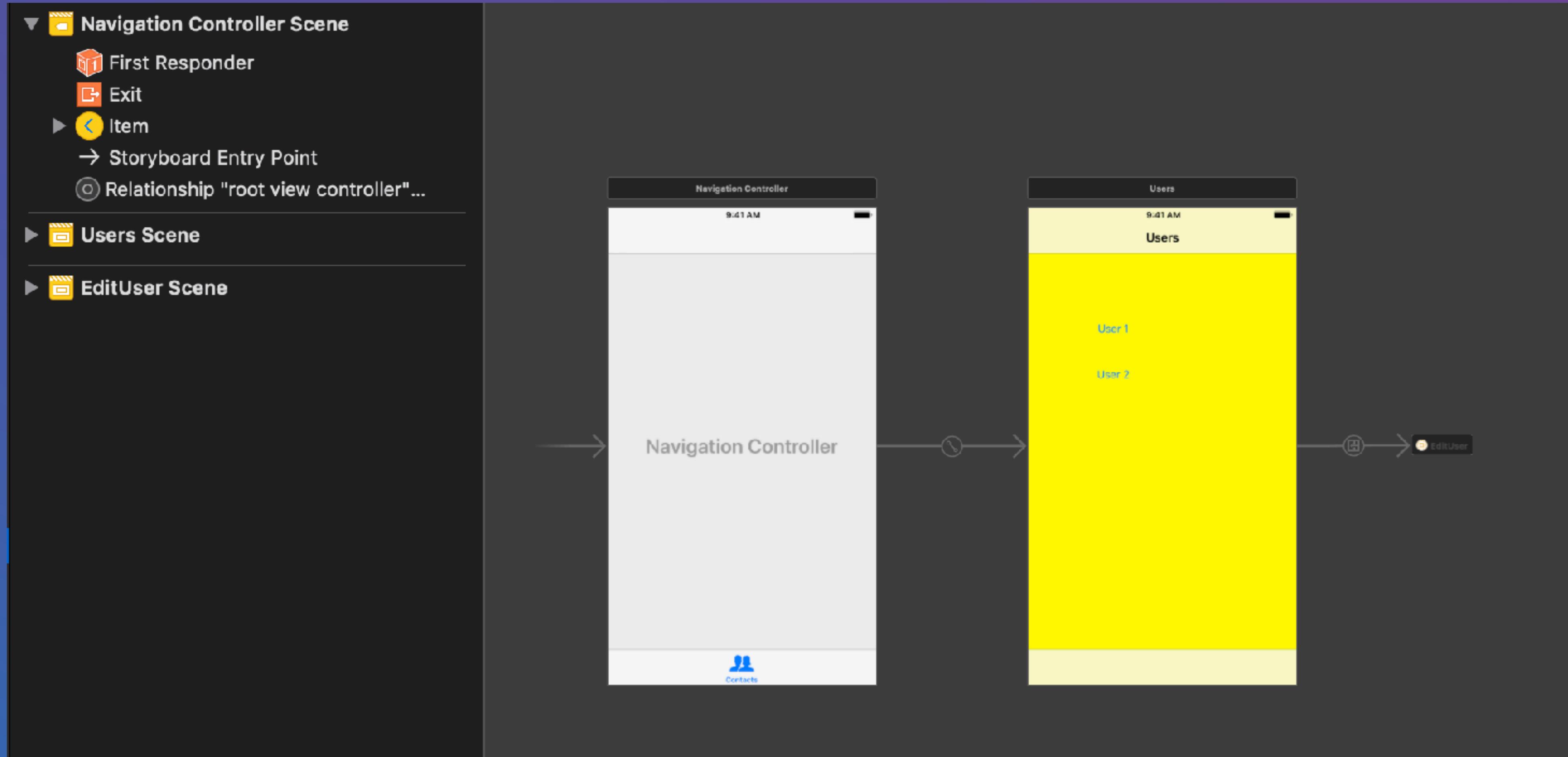
UIViewController



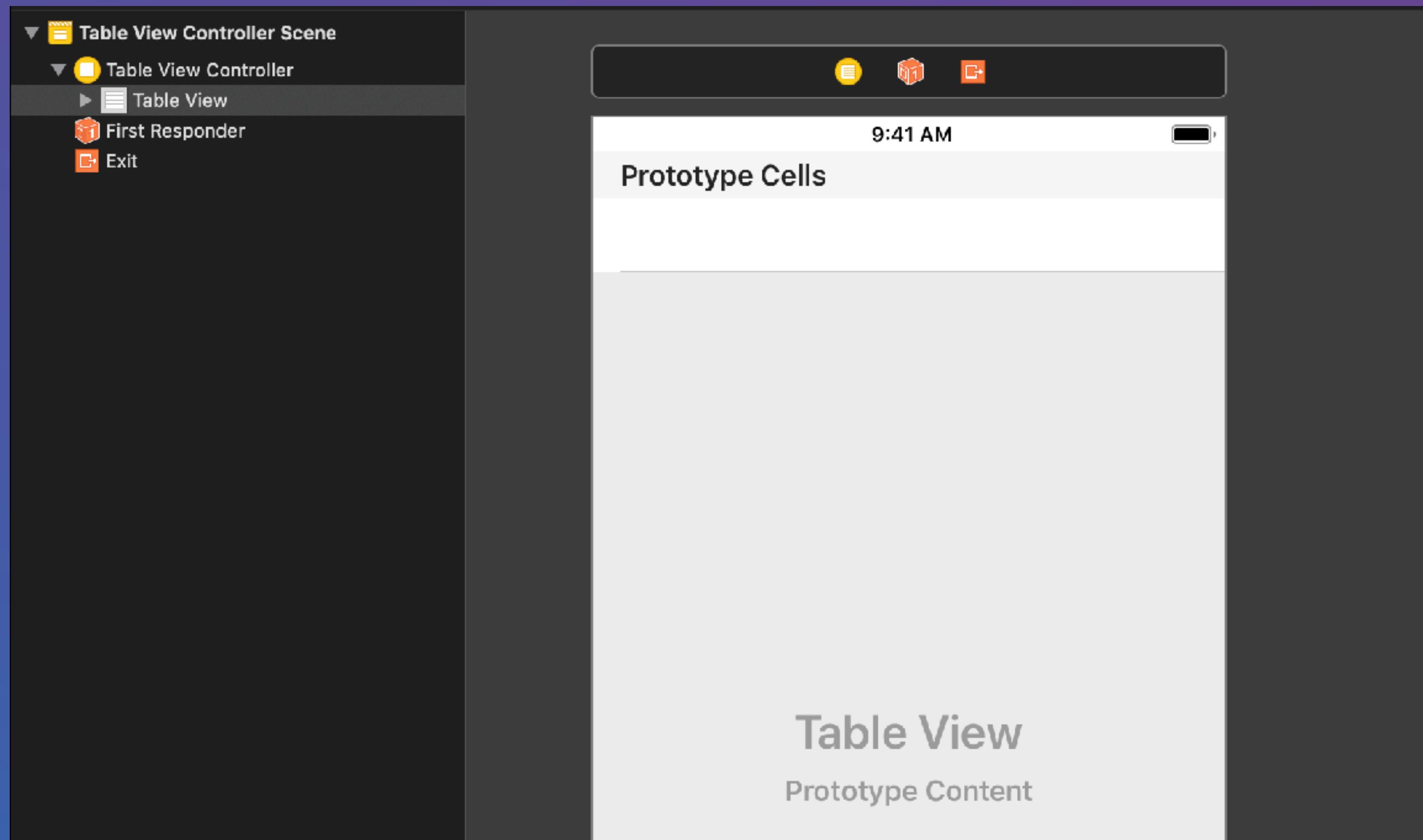
UITabBarController



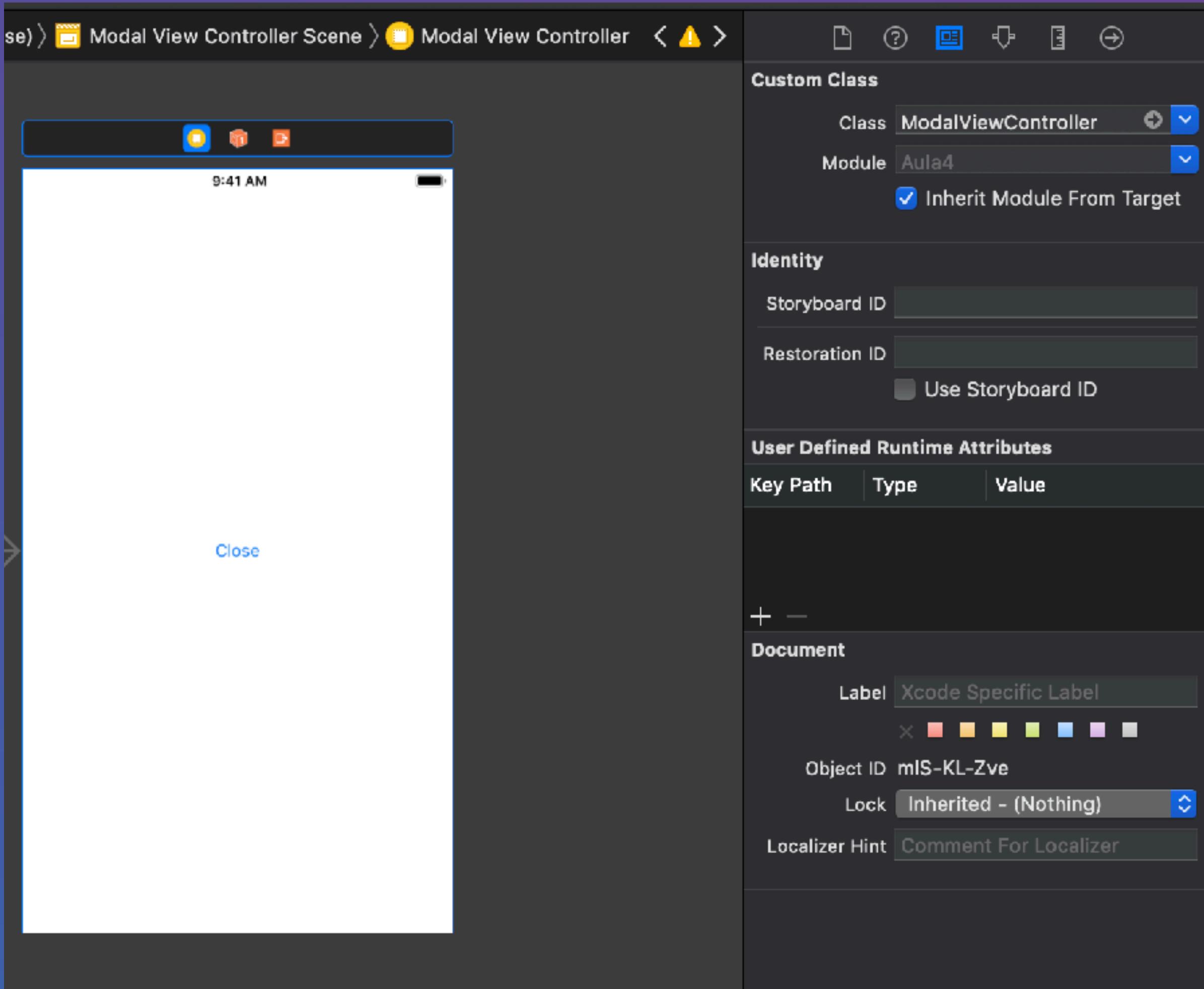
UINavigationController



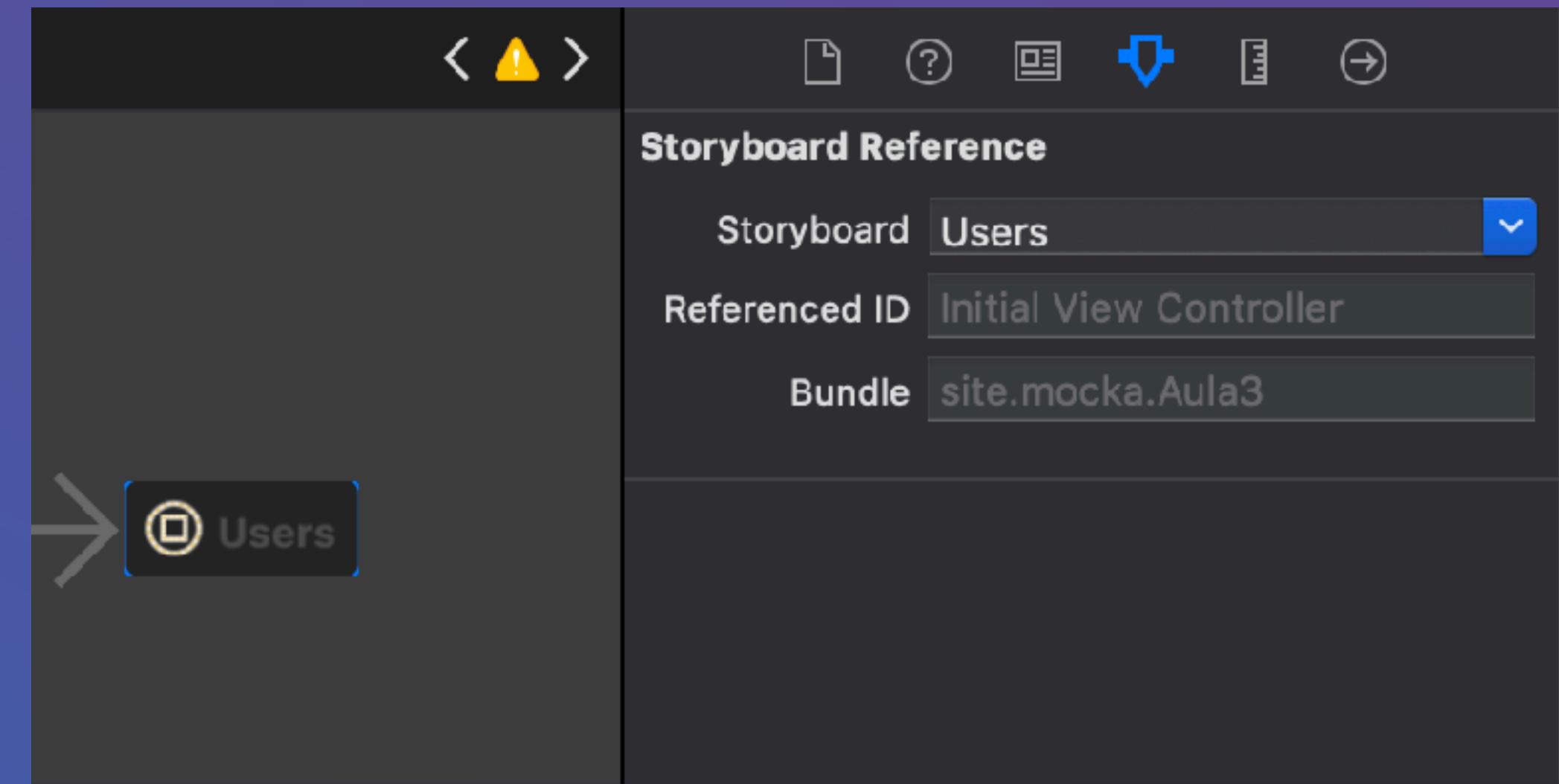
UITableViewController



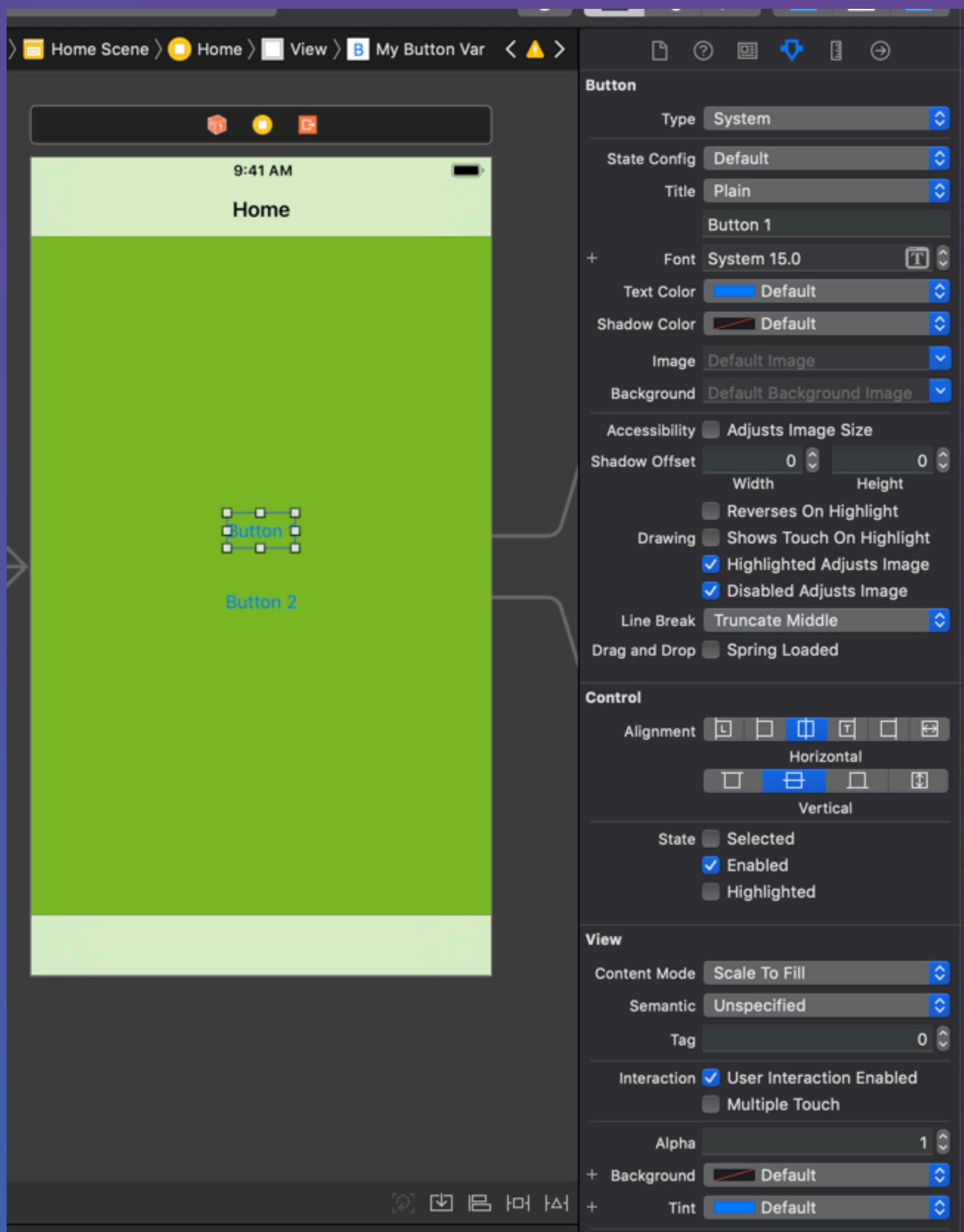
Setting a Controller to a Scene



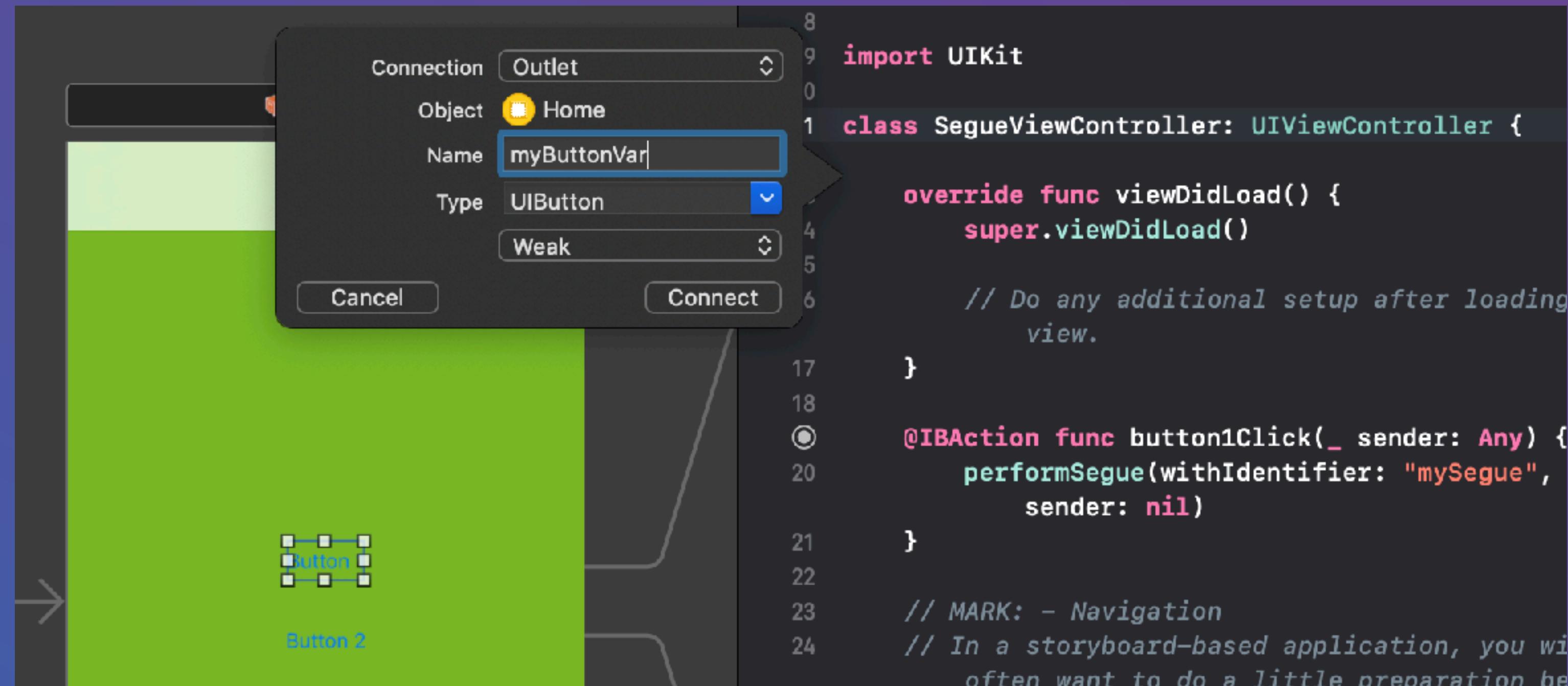
Storyboard Reference



UIButton

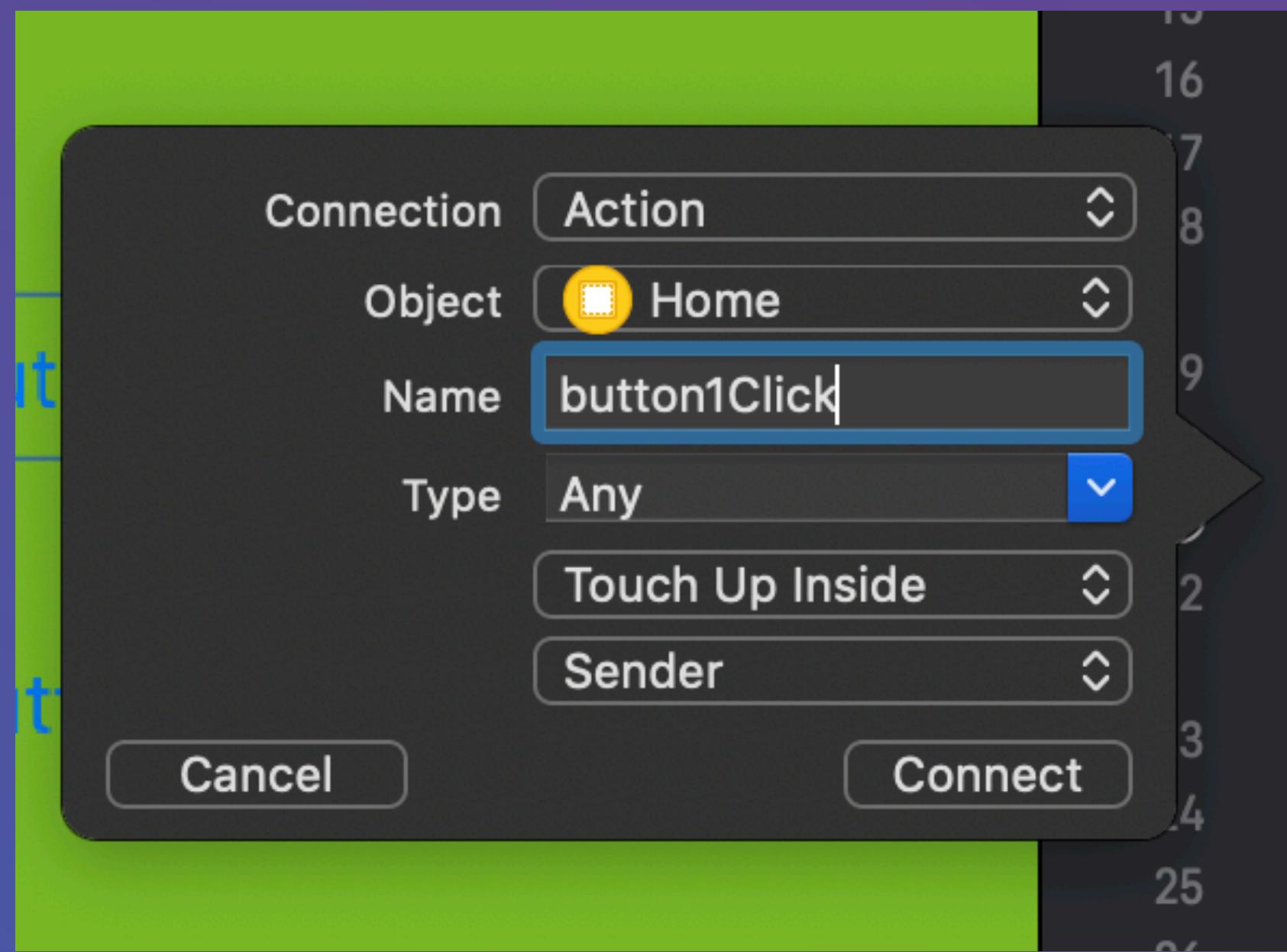


UIButton



```
@IBOutlet weak var myButtonVar: UIButton!
```

UIButton



```
@IBAction func button1Click(_ sender: Any) {  
}
```

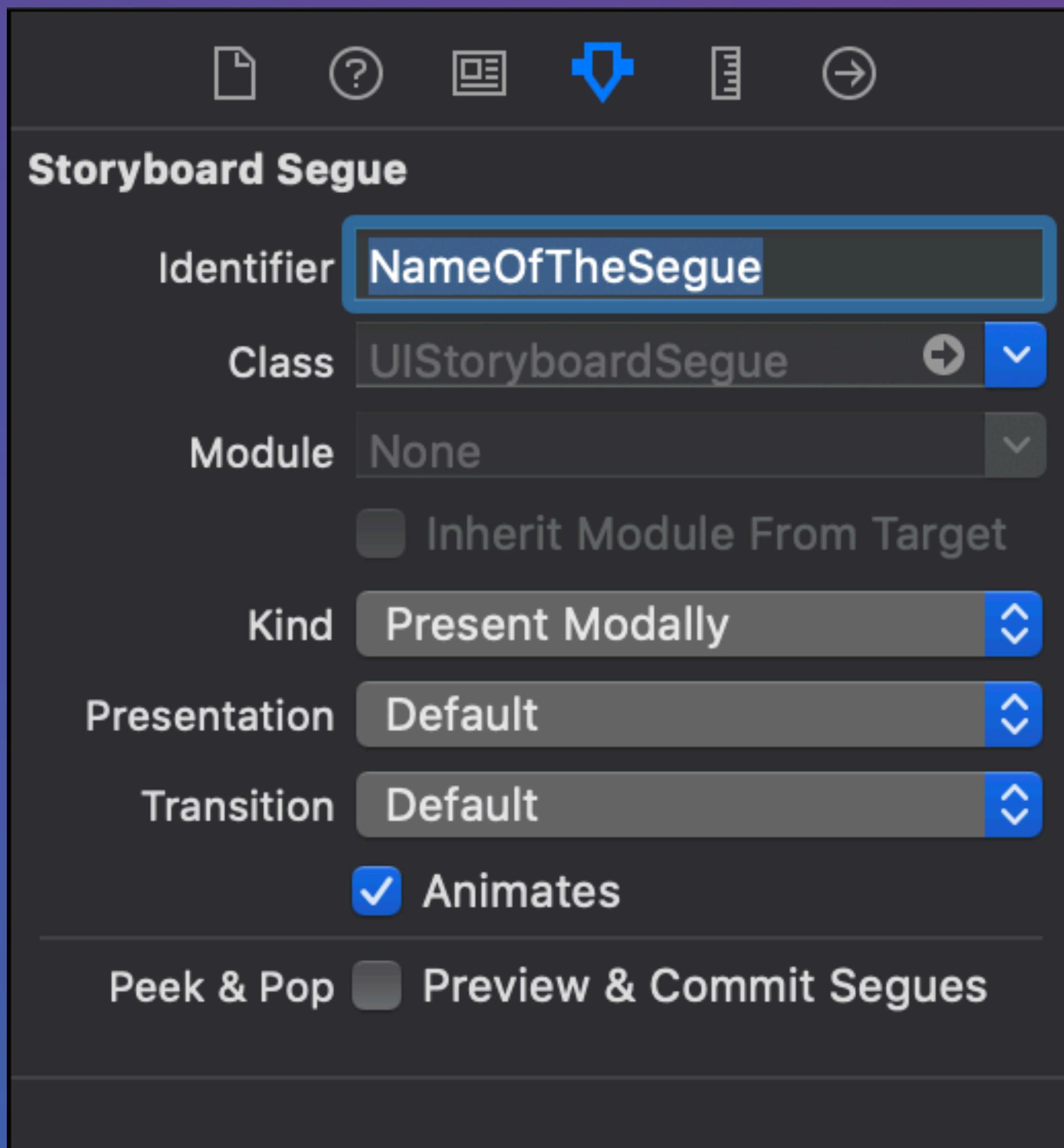
Segue

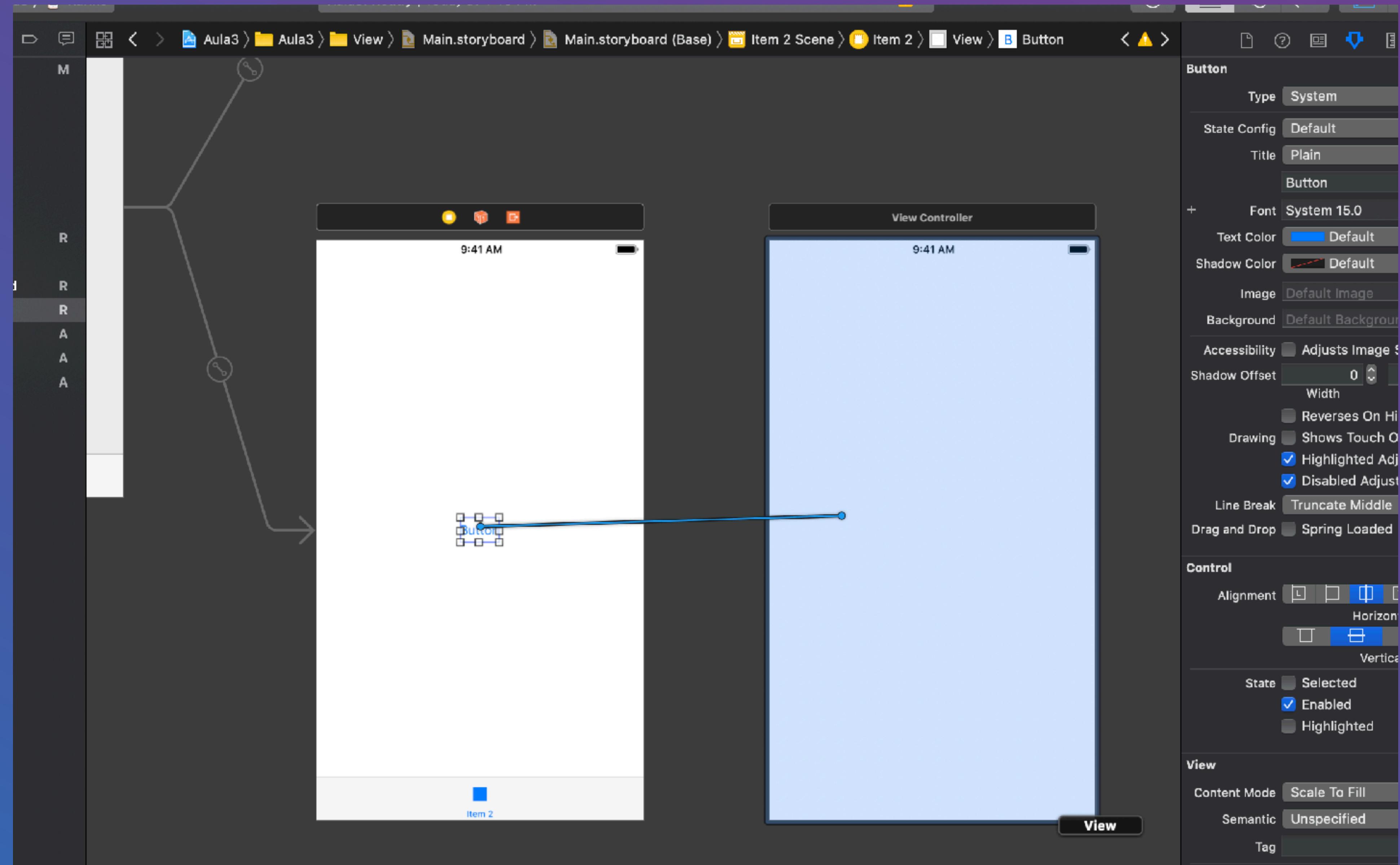
A Segue is used in iOS development to represent a transition between scenes in the storyboard.

Segue Styles

- Show
- Show Detail
- Present Modally
- Present asPopover
- Custom

Segue Data





Calling a Segue

```
@IBAction func button1Click(_ sender: Any) {  
    performSegue(withIdentifier: "mySegue", sender: nil)  
}
```

Preparing a Segue

```
override func prepare(for segue: UIStoryboardSegue, sender: Any?) {  
    print(segue.identifier)  
    // Will print the name of the segue that you called  
  
    guard let identifier = segue.identifier else { return }  
  
    switch identifier {  
        case "mySegue":  
            print("do the code to send data to the next viewcontroller")  
        case "mySegue2":  
            print("my segue called direct of the button")  
        default:  
            print("this segue wasn't found")  
    }  
}
```

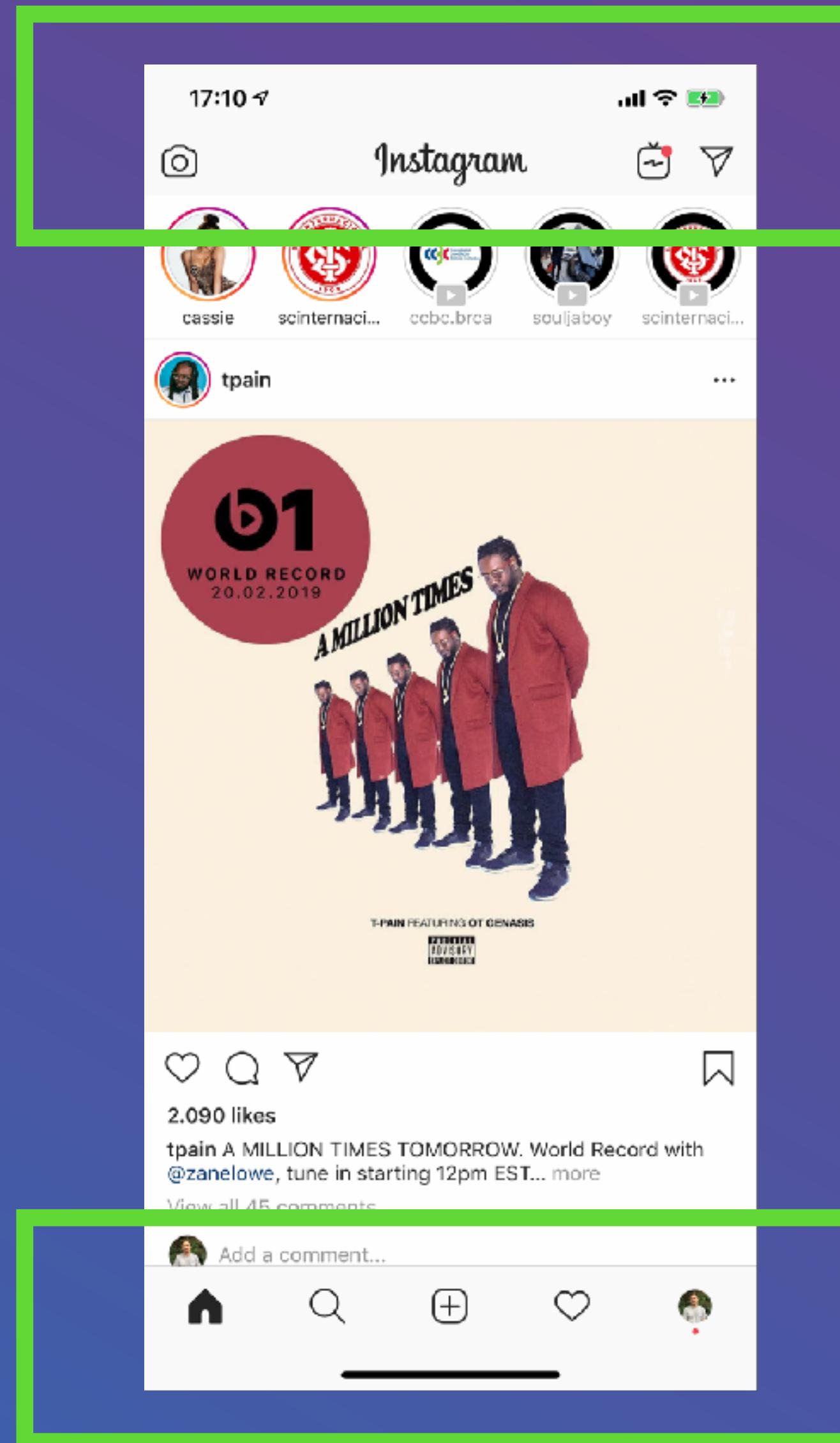
Preparing a Segue

```
open class UIStoryboardSegue : NSObject {  
    open var identifier: String? { get }  
    open var source: UIViewController { get }  
    open var destination: UIViewController { get }
```

Preparing a Segue

```
case "mySegue":  
    let viewController = segue.destination  
    viewController.view.backgroundColor = .red  
    print("do the code to send data to the next viewcontroller")
```

Analyzing apps

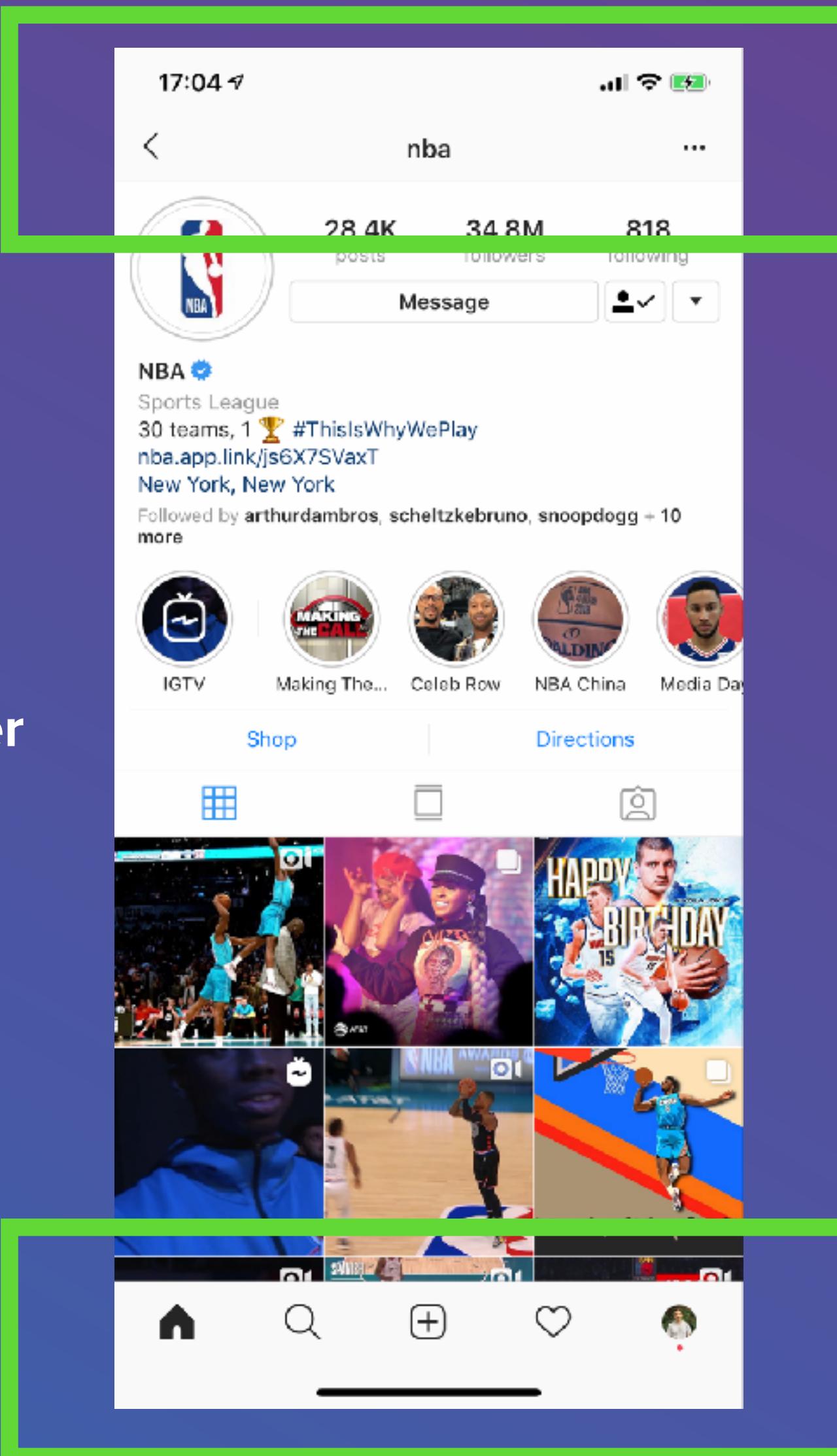


NavController

TabBarController

Analyzing apps

Using segue show from the main view controller

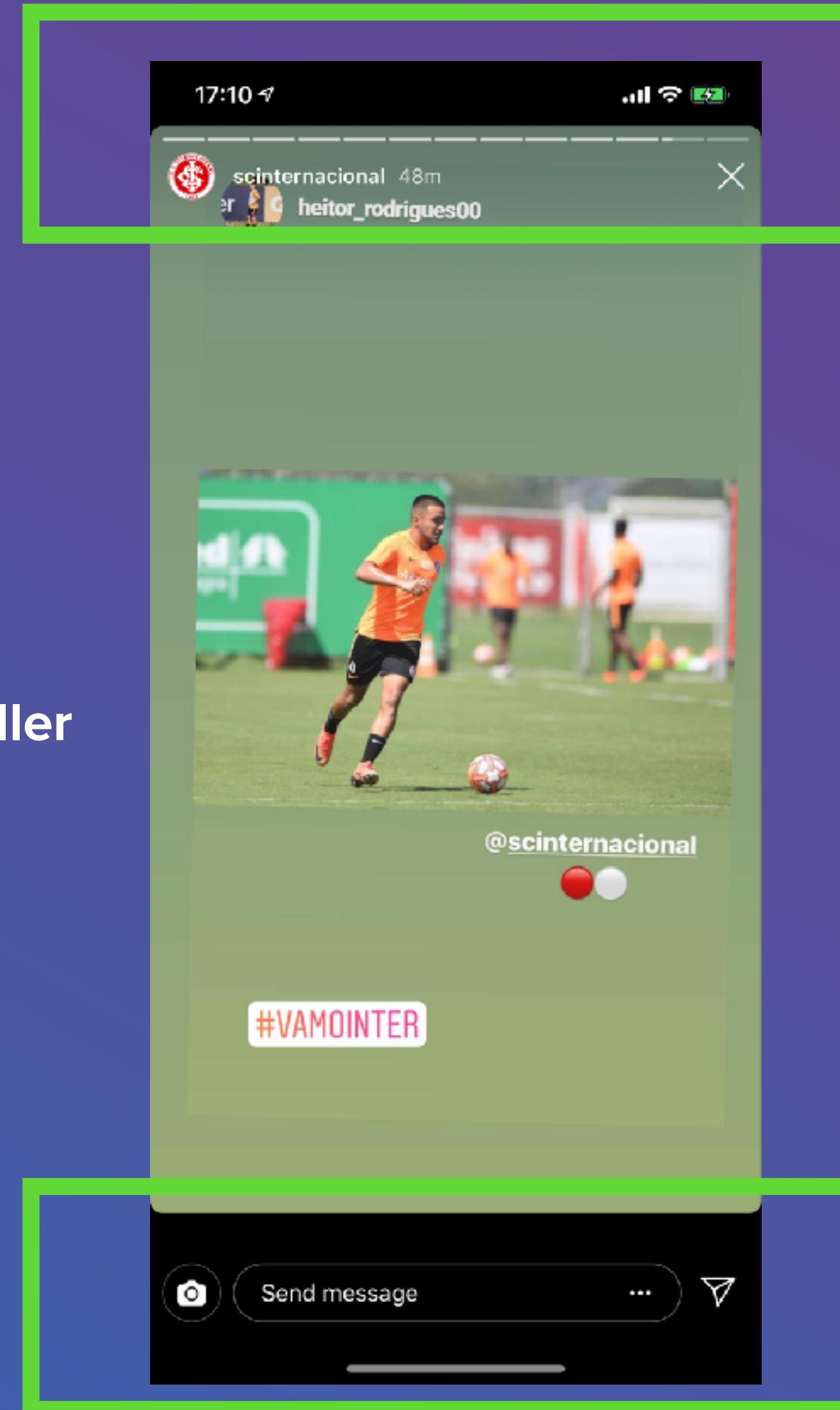


NavController
Showing back button automatically

Keeps in the first tab bar item

Analyzing apps

Using segue modal from the main view controller



UIViewController
With close button to dismiss

Opening above the tab bar
Don't showing the tab

Prática

- Criar novo projeto no Xcode;
- Usar todos componentes de navegação
- Customizar componentes com cores
- Criar classes para estes componentes
- Adicionar botões para navegar entre as telas
- Customizar botões
- Passar dados de uma controller para outra



Dúvidas?

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