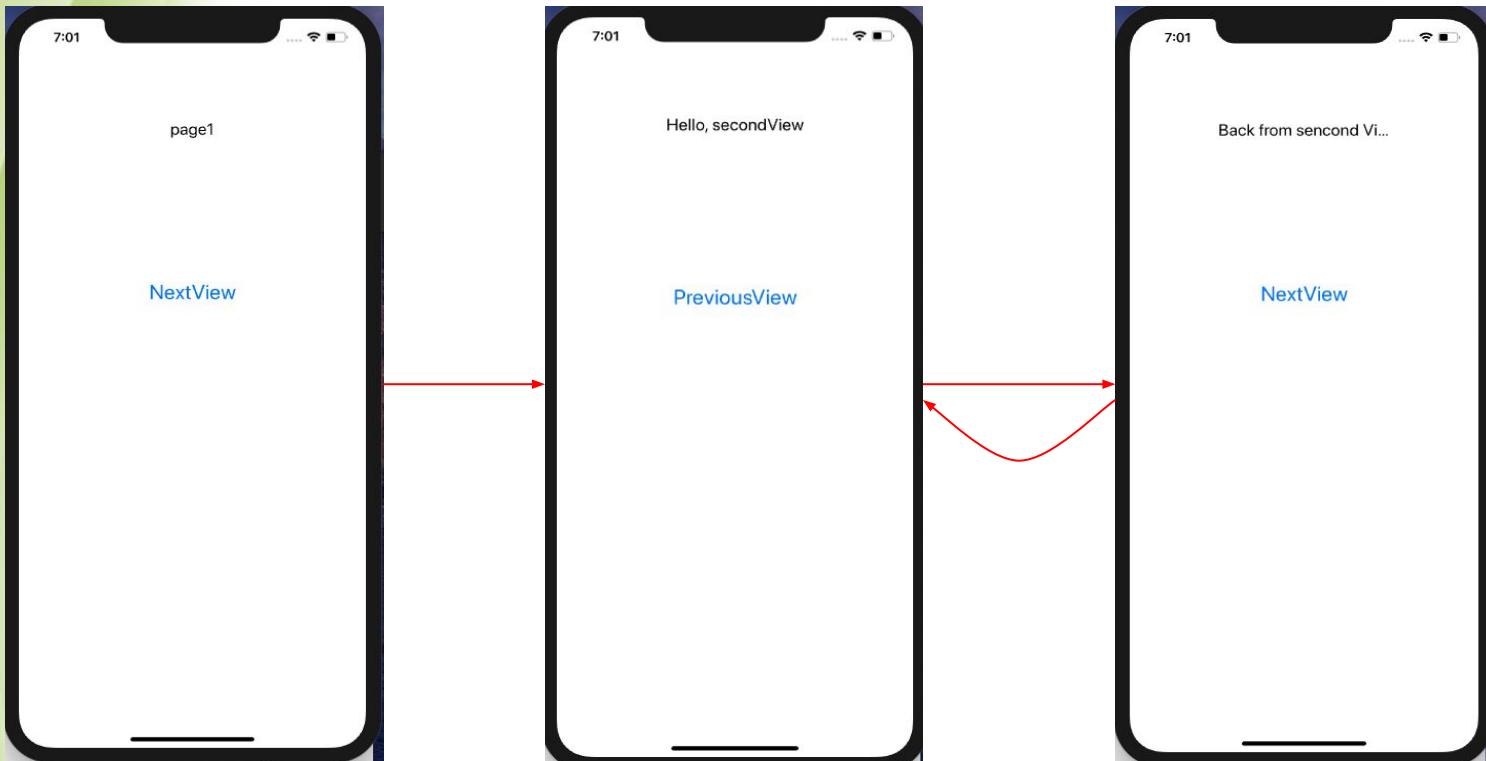


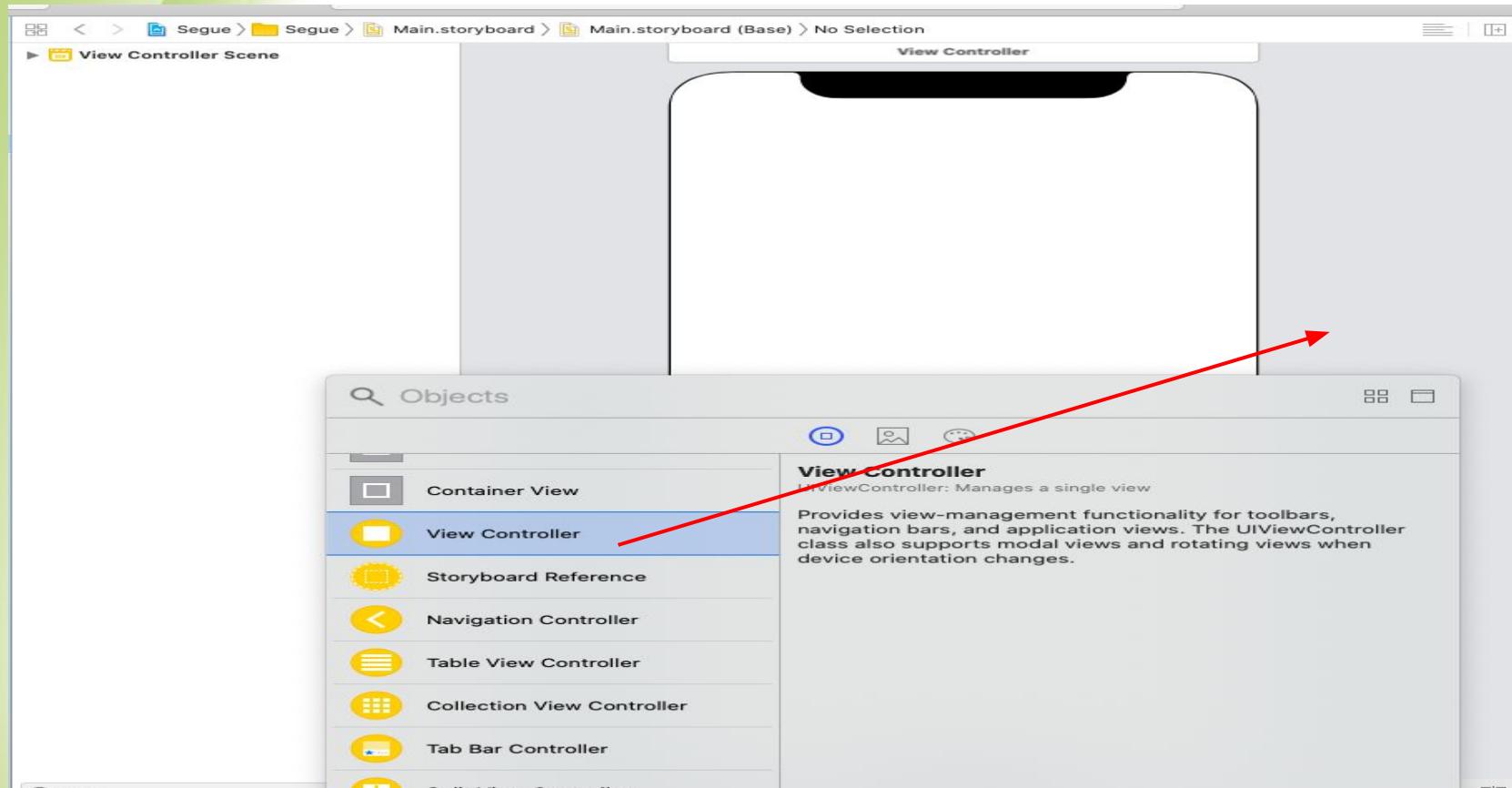
Class 3



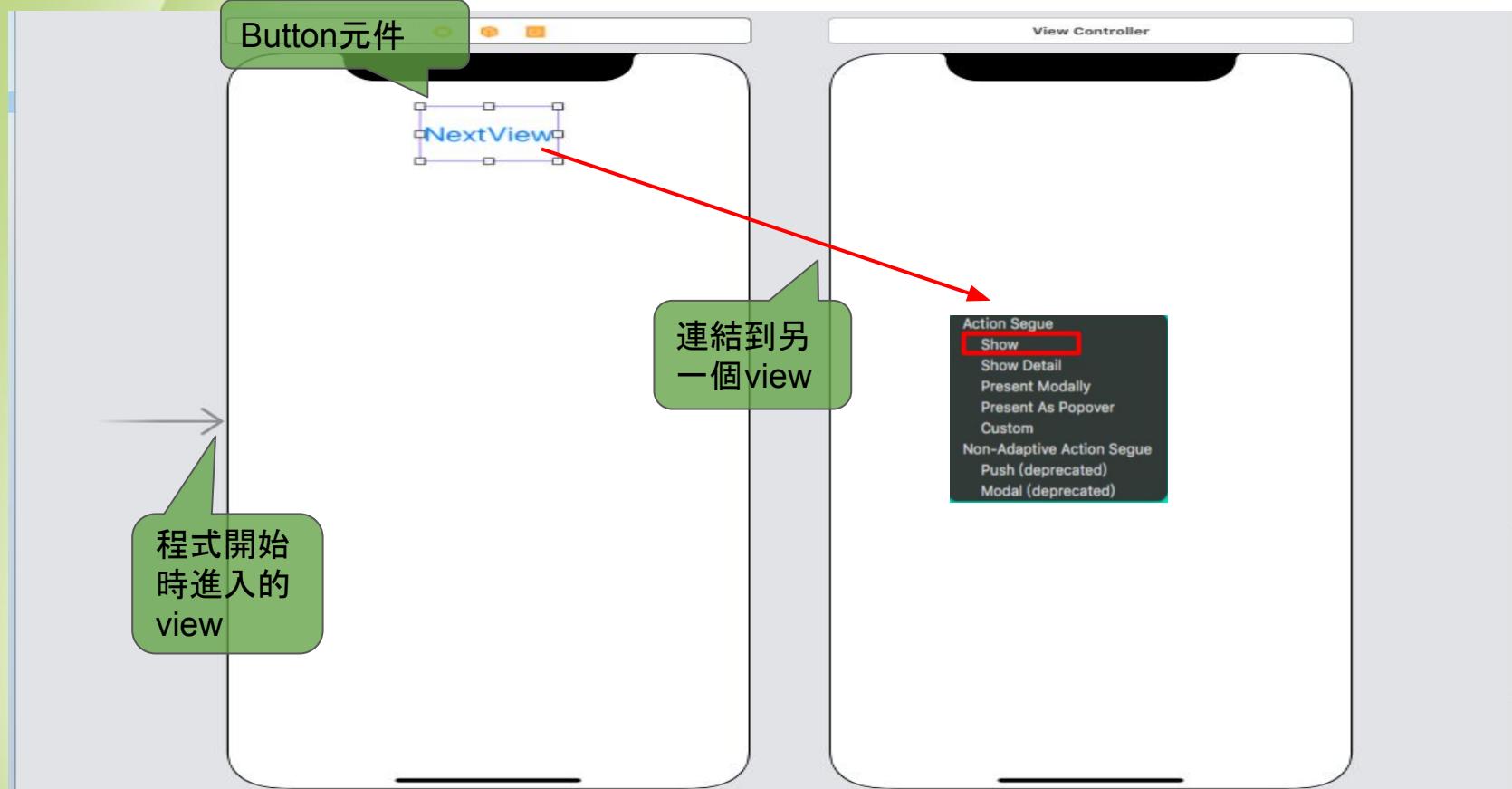
Segue



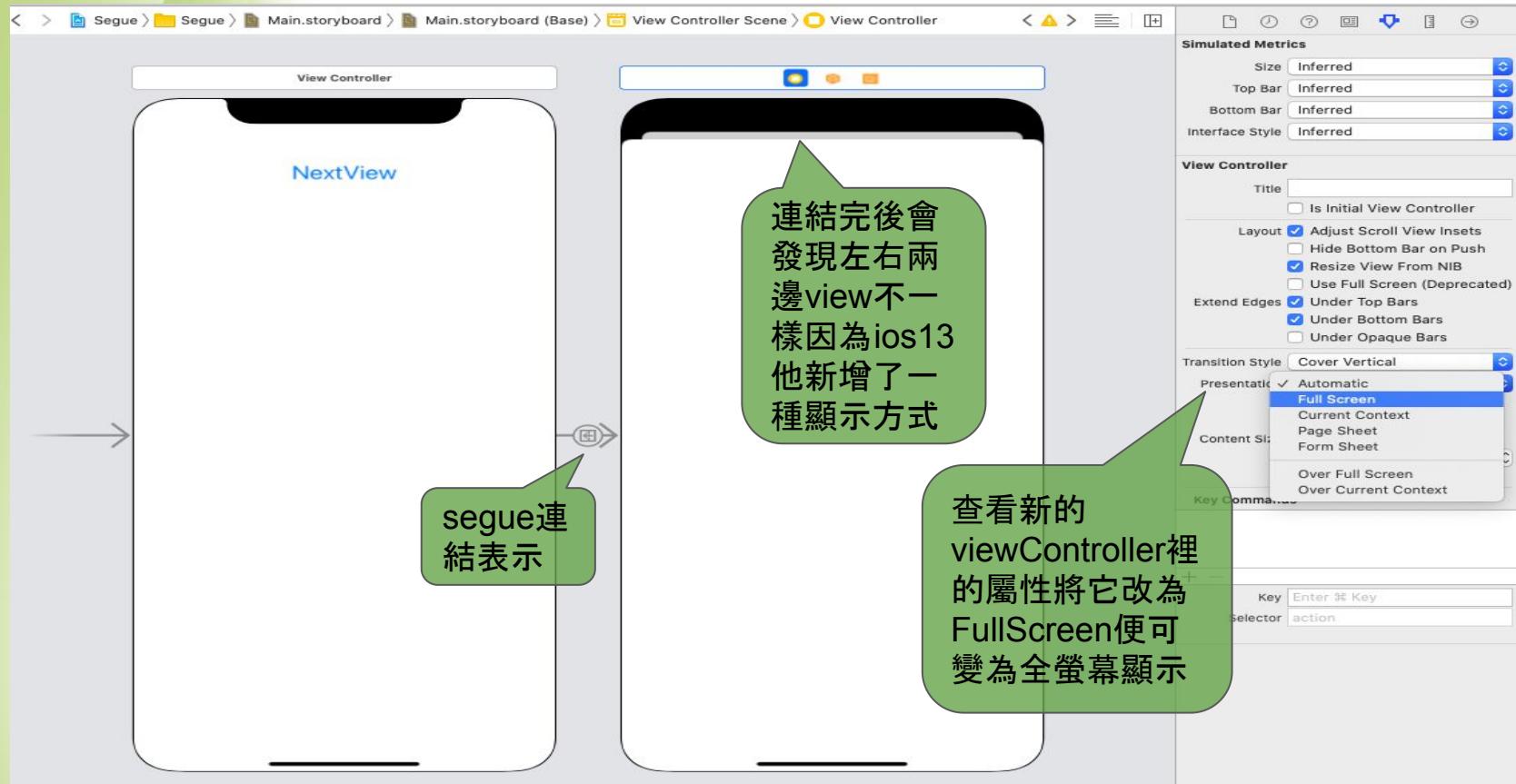
Segue



Segue



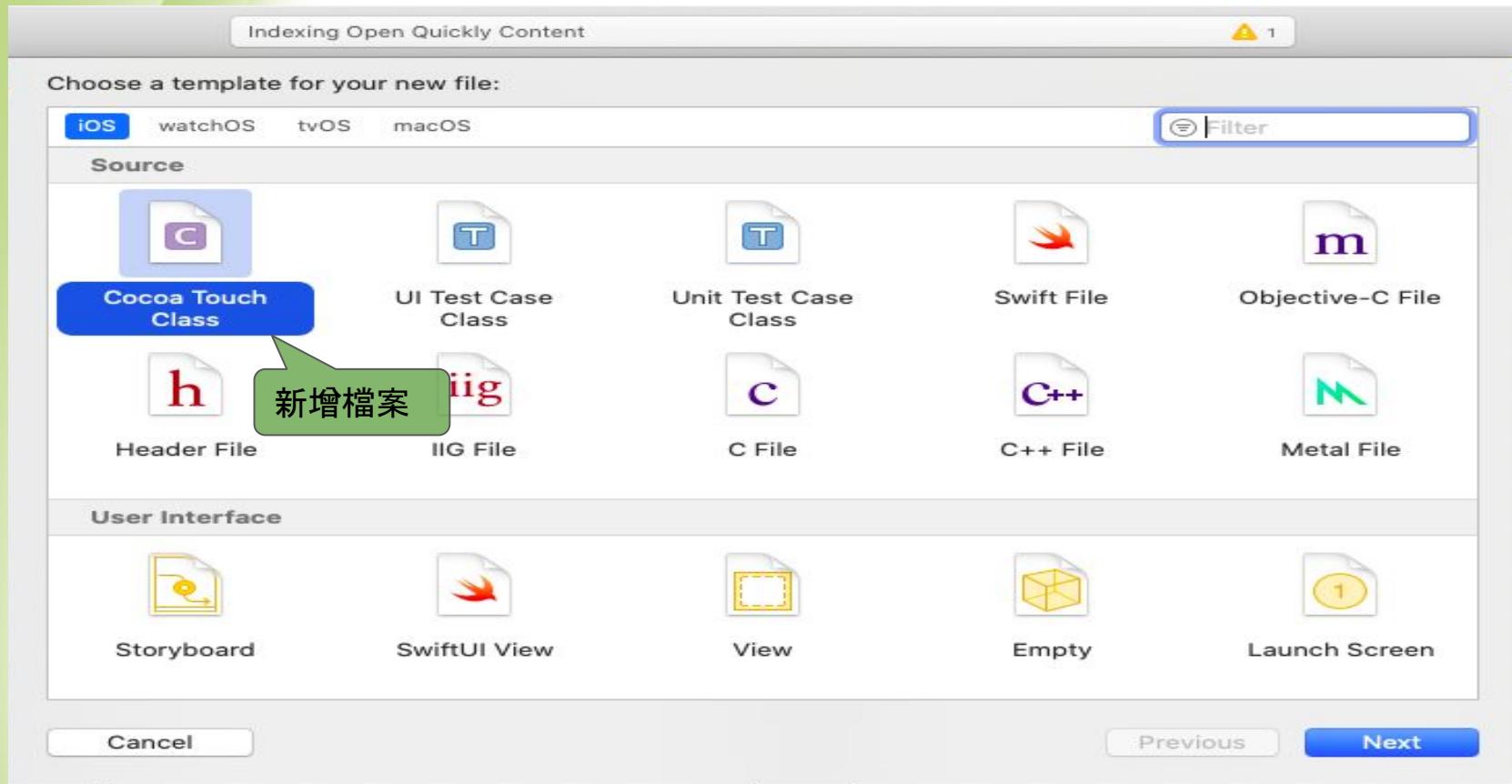
Segue



Segue



Segue



Segue

Choose options for your new file:

將檔案命名為第二
個viewController

Class: secondViewController

Subclass of: UIViewController

Also create XIB file

Language: Swift

Cancel

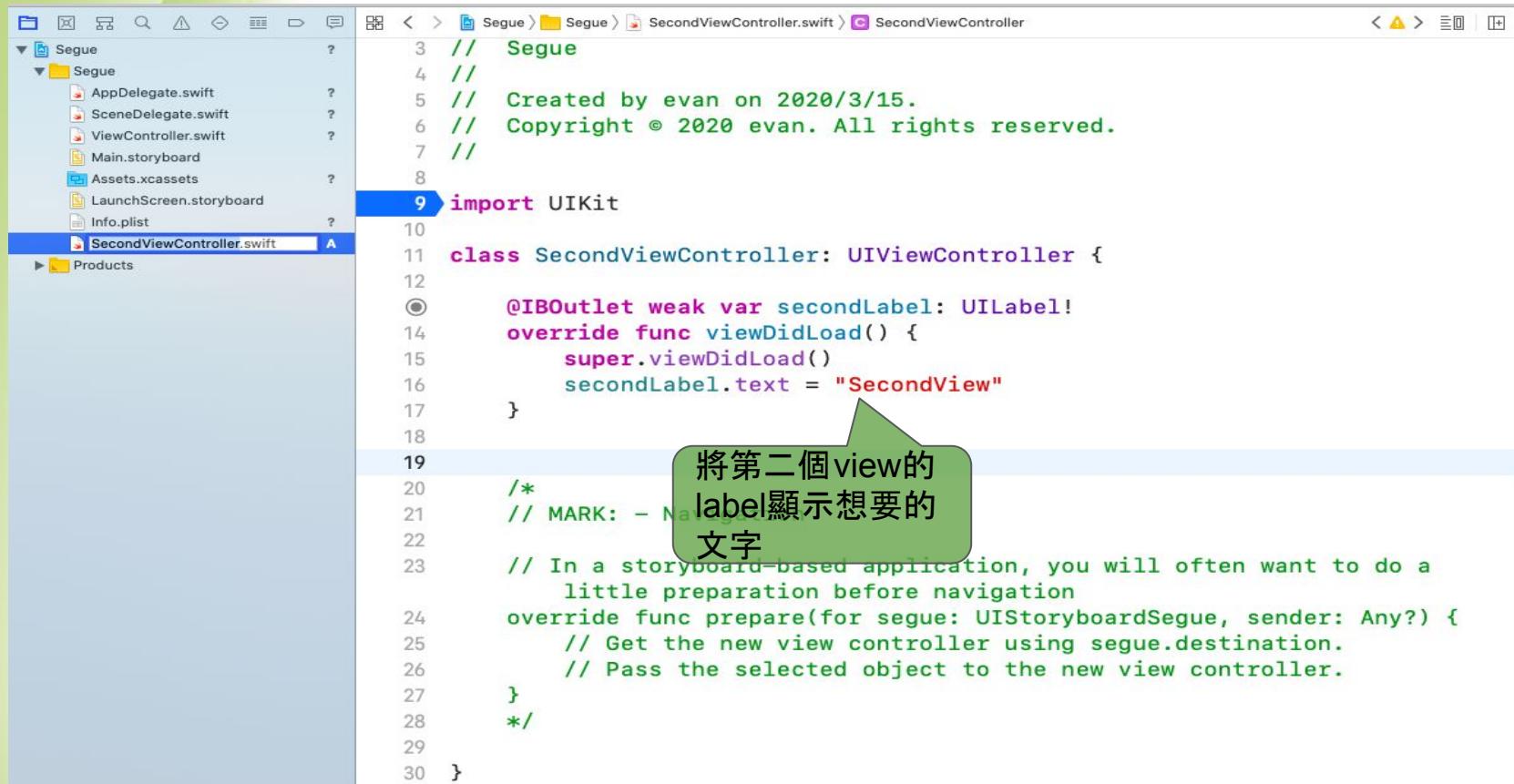
Previous

Next

Segue



Segue

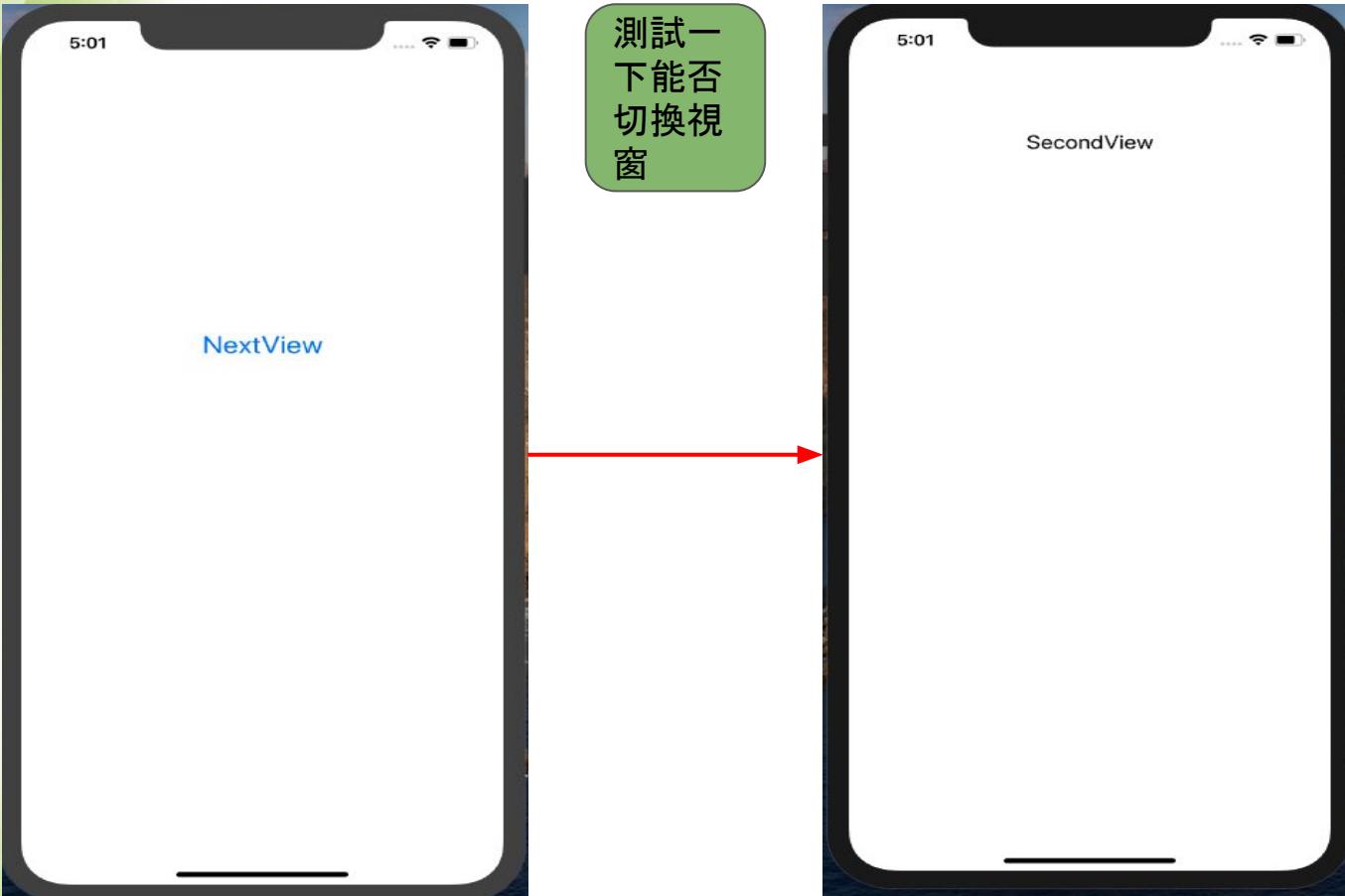


```
Segue < > Segue > SecondViewController.swift > C SecondViewController
Segue
Segue
AppDelegate.swift
SceneDelegate.swift
ViewController.swift
Main.storyboard
Assets.xcassets
LaunchScreen.storyboard
Info.plist
SecondViewController.swift
Products

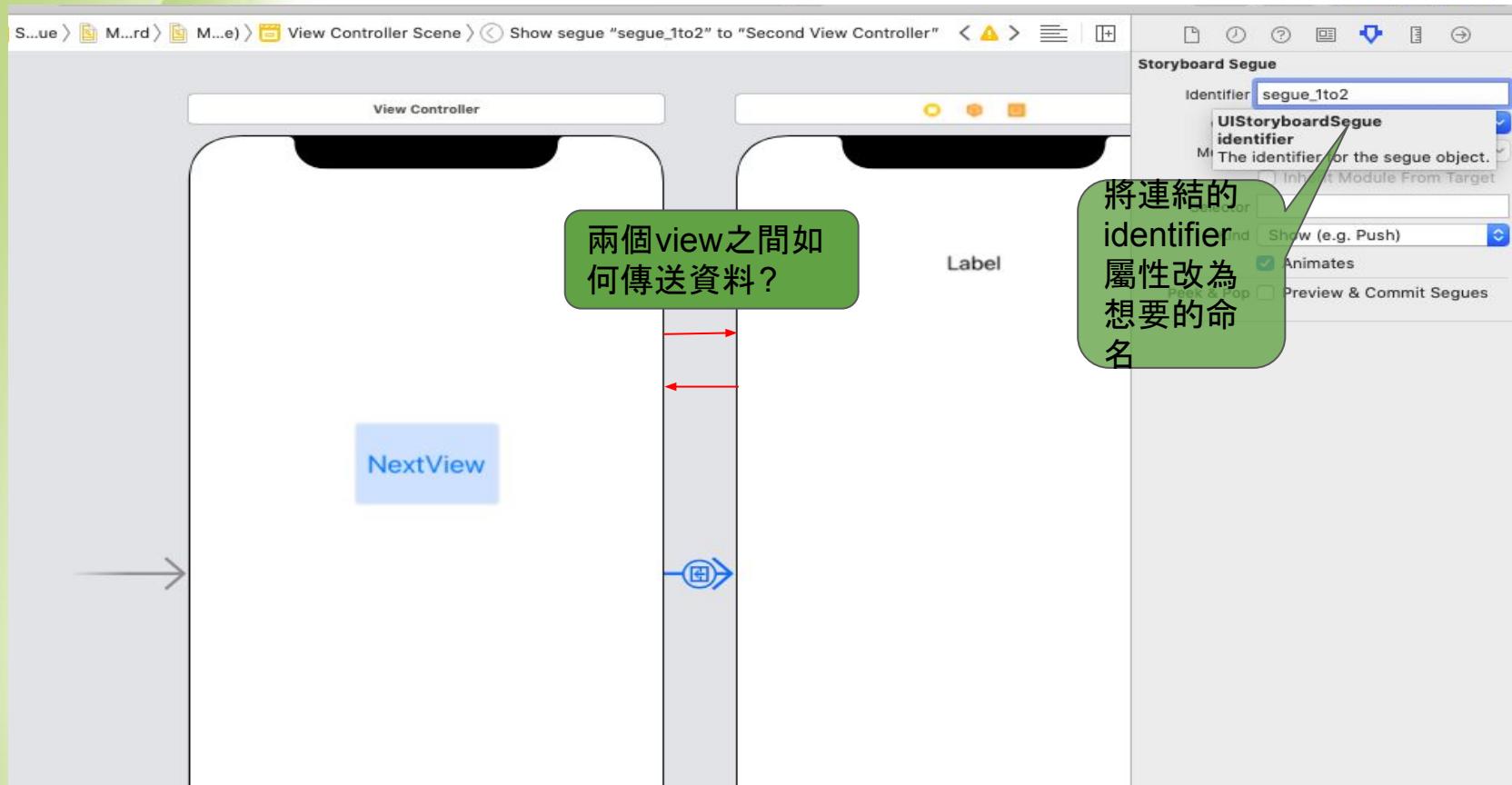
3 // Segue
4 //
5 // Created by evan on 2020/3/15.
6 // Copyright © 2020 evan. All rights reserved.
7 //
8
9 import UIKit
10
11 class SecondViewController: UIViewController {
12
13     @IBOutlet weak var secondLabel: UILabel!
14     override func viewDidLoad() {
15         super.viewDidLoad()
16         secondLabel.text = "SecondView"
17     }
18
19     /*
20     // MARK: - Navigation
21     // In a storyboard-based application, you will often want to do a
22     // little preparation before navigation
23     override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
24         // Get the new view controller using segue.destination.
25         // Pass the selected object to the new view controller.
26     }
27     */
28
29
30 }
```

將第二個view的
label顯示想要的
文字

Segue



Segue



Segue

The screenshot shows the Xcode interface with a project named "Segue". The file "ViewController.swift" is open, displaying the following Swift code:

```
// ViewController.swift
// Segue
// Created by evan on 2020/09/15.
// Copyright © 2020 All rights reserved.

import UIKit

class ViewController: UIViewController {
    override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
        if segue.identifier == "segue_1to2"{
            let vc = segue.destination as? SecondViewController
            vc!.receiveStr = "Hello, secondView"
        }
    }
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
    }
}
```

Annotations on the code:

- A callout bubble points to the line `if segue.identifier == "segue_1to2"` with the text "判斷是否為segue_1to2"
- A callout bubble points to the line `let vc = segue.destination as? SecondViewController` with the text "取得物件後便可改變物件的資料成員"
- A callout bubble points to the line `vc!.receiveStr = "Hello, secondView"` with the text "使用變數去取得下一個view物件, as 是將物件轉成上其他類別(就像C++的多型)"
- A callout bubble points to the header area with the text "prepare此函式是在切換view之前會執行的函式"

Segue

```
Segue < > Segue > Segue > SecondViewController.swift > SecondViewController
4 // 
5 // Created by evan on 2020/3/15.
6 // Copyright © 2020 evan. All rights reserved.
7 //
9 import UIKit
10
11 class SecondViewController: UIViewController {
12     var receiveStr: String? = nil
13     var sendBackStr: String? = nil
14
15     @IBOutlet weak var secondLabel: UILabel!
16     override func viewDidLoad() {
17         super.viewDidLoad()
18         if let str = receiveStr{
19             secondLabel.text = str
20         }
21         sendBackStr = "Back from sencond View"
22     }
23     /*
24     // MARK: - Navigation
25 }
```

宣告兩個字串一個是剛剛透過第一個view更新的字串，另一個是要讓第一個view讀取的字串

將更新過的字串顯示在Label

Segue

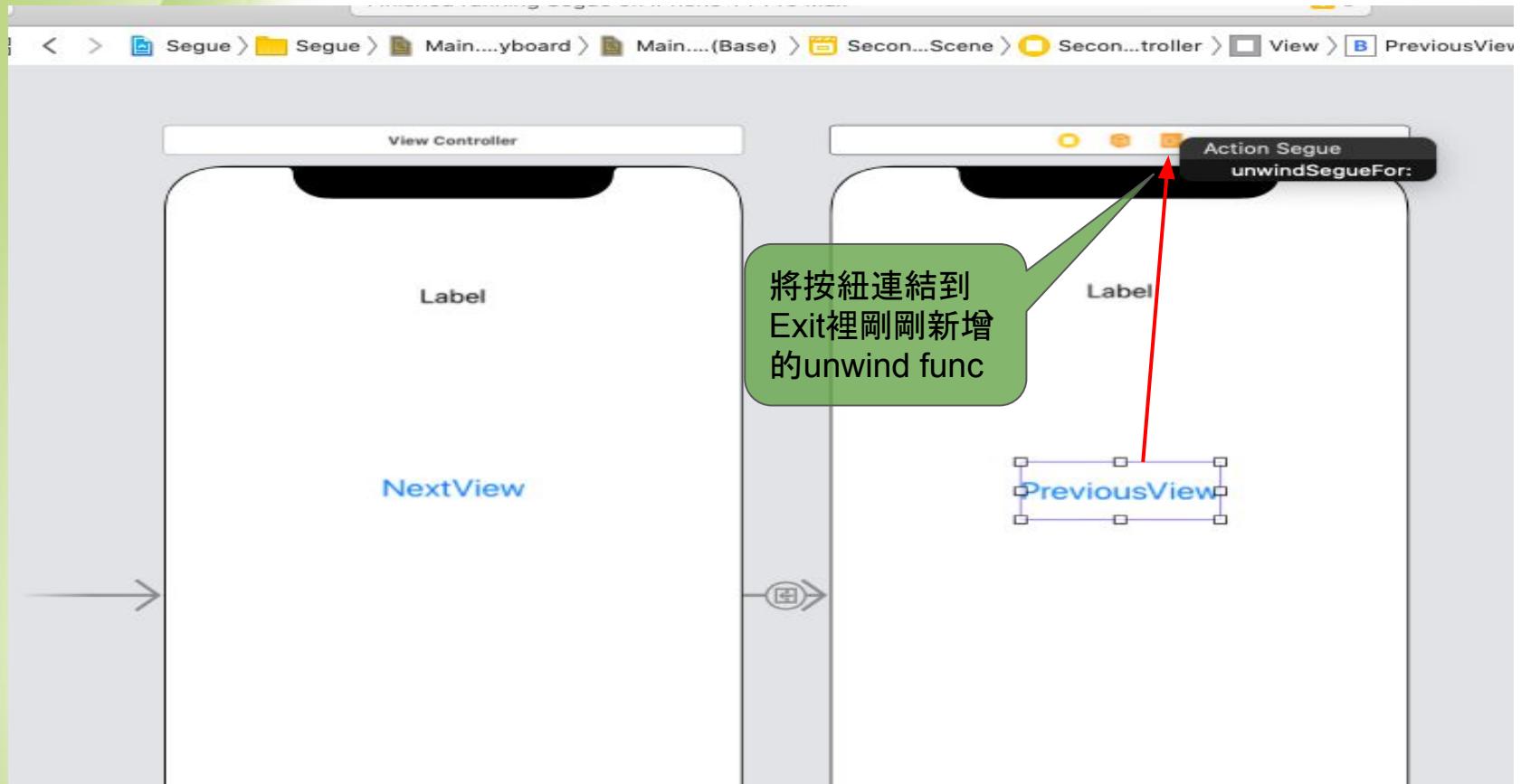
回來的方法
使用unwind
就好比在第
一個view上
做一個返回
的記號

先將unwind
的函式打好
之後在與按
鈕連結

這裡傳資
料的方法
大同小異

```
8 import UIKit
9
10
11 class ViewController: UIViewController {
12
13     @IBOutlet weak var firstLabel: UILabel!
14     @IBAction func unwindSegue(for segue: UIStoryboardSegue) {
15         if segue.identifier == "unwind_segue" {
16             let vc = segue.source as! SecondViewController
17             if let str = vc.sendBackStr {
18                 firstLabel.text = str
19             }
20         }
21     }
22
23     override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
24         if segue.identifier == "unwind_segue" {
25             let vc = segue.destination as! SecondViewController
26             vc!.receiveStr = "Hello from FirstView"
27         }
28     }
29     override func viewDidLoad() {
30         super.viewDidLoad()
31         // Do any additional setup after loading the view.
32     }
33
34
35 }
```

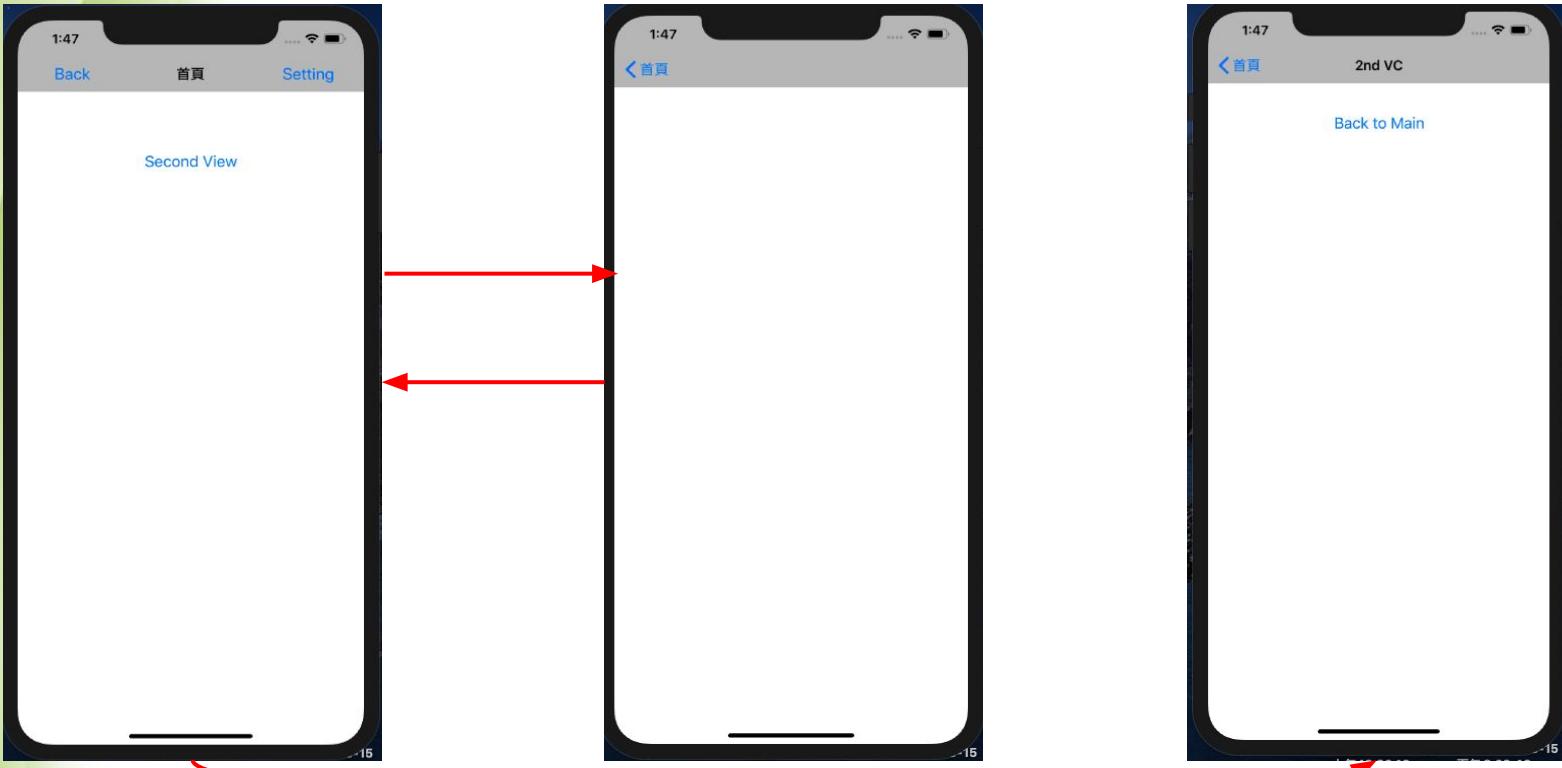
Segue



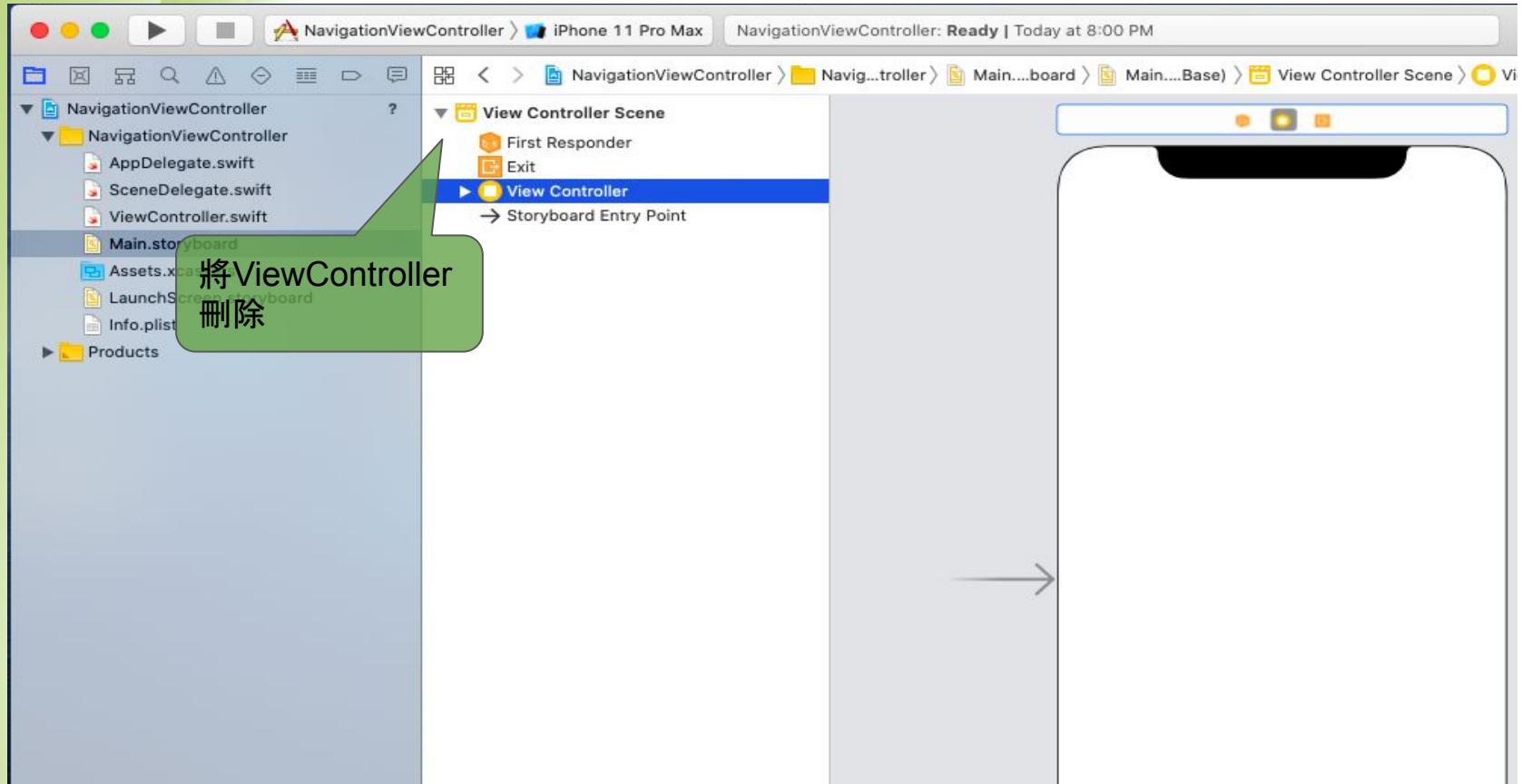
Segue



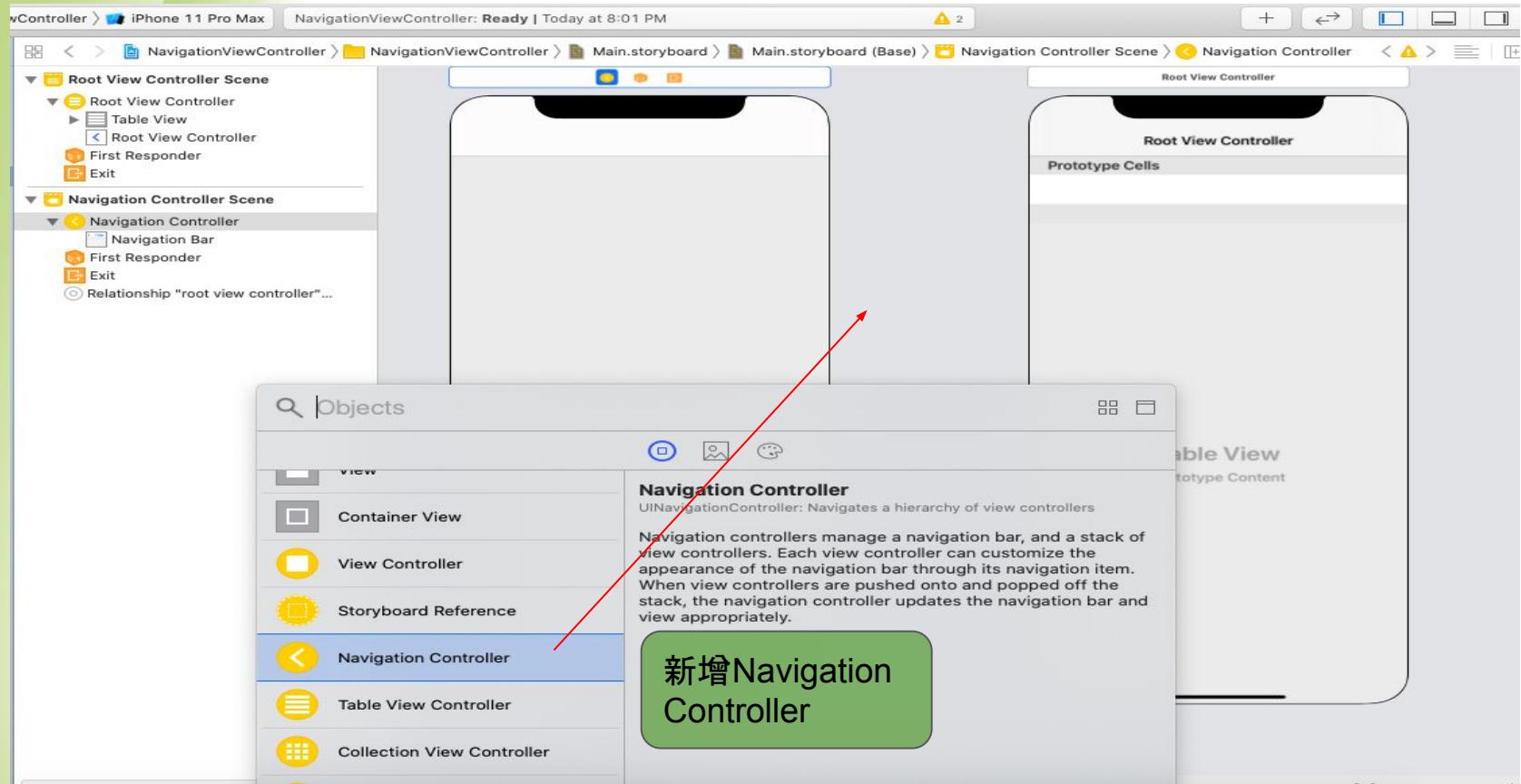
NavigationViewController



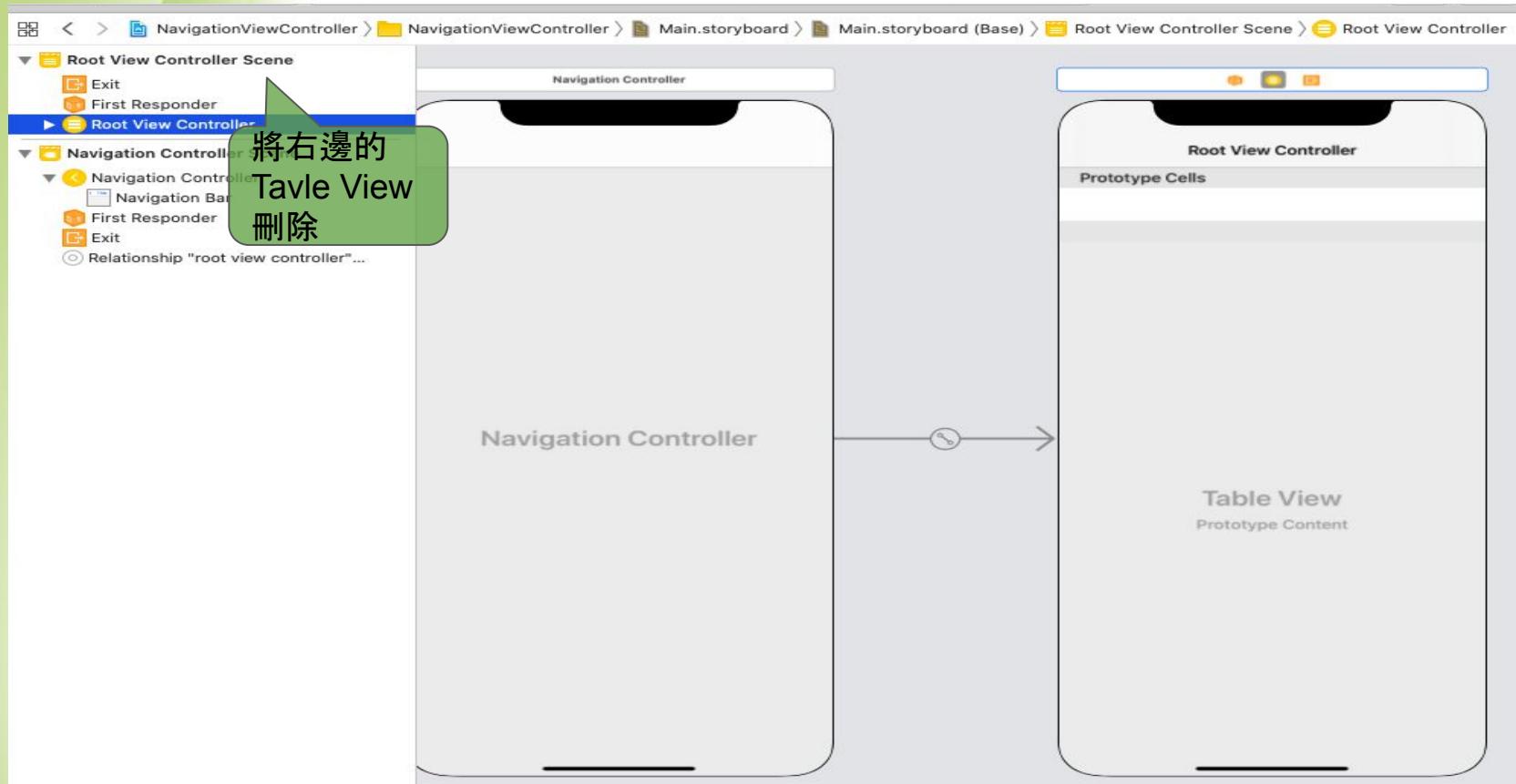
NavigationViewController



NavigationViewController



NavigationViewController

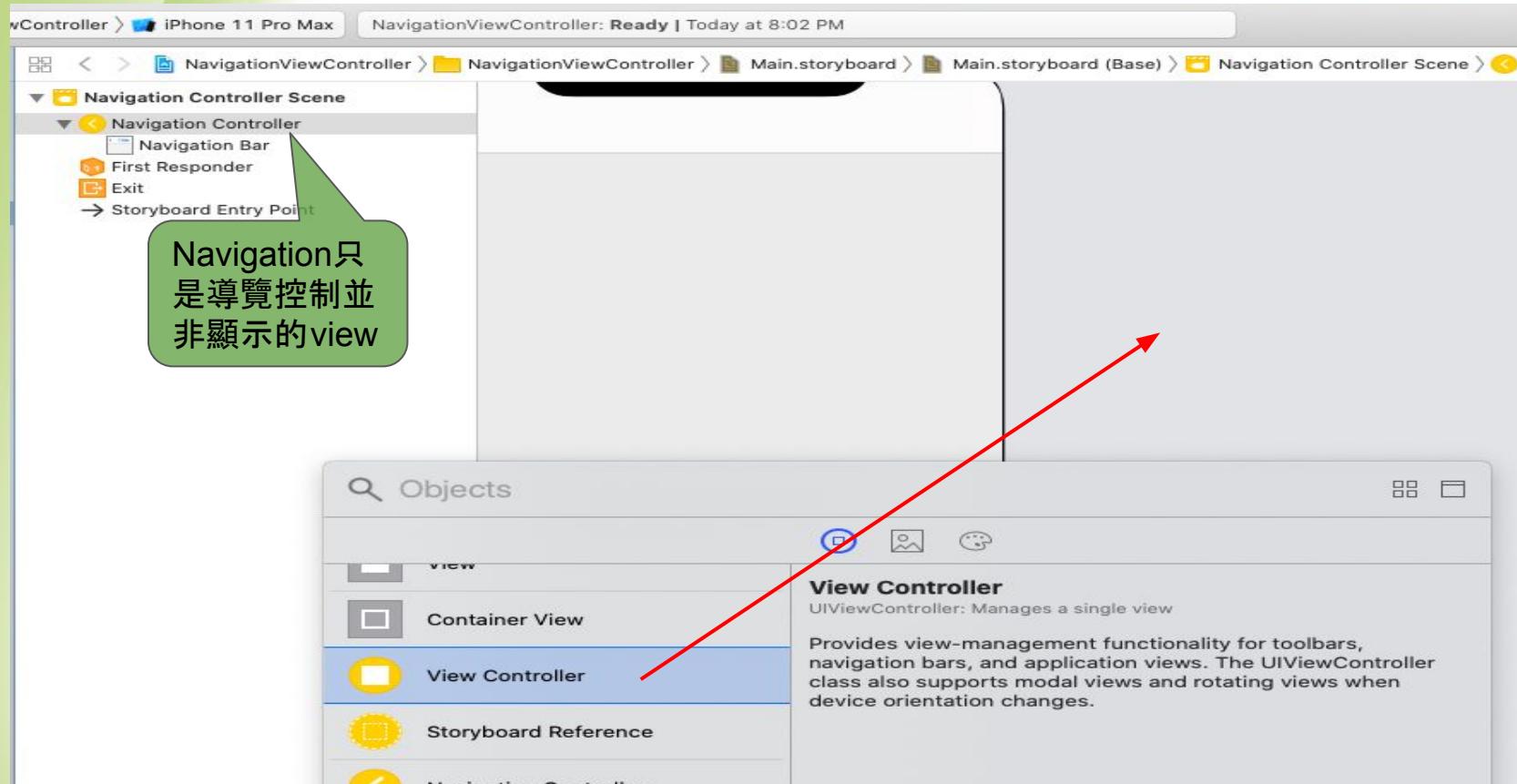


NavigationViewController

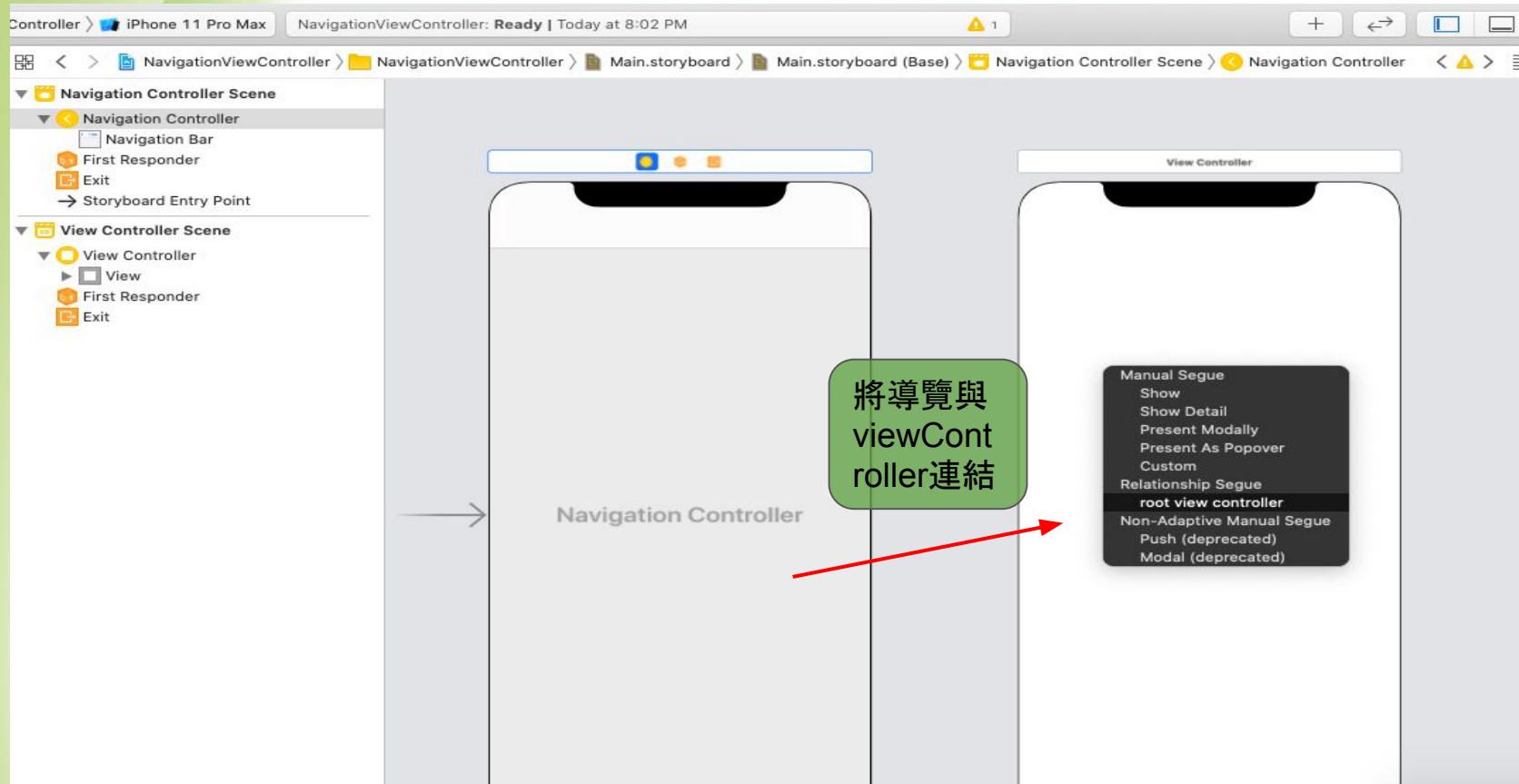


設為程式
開啟時的
初始view

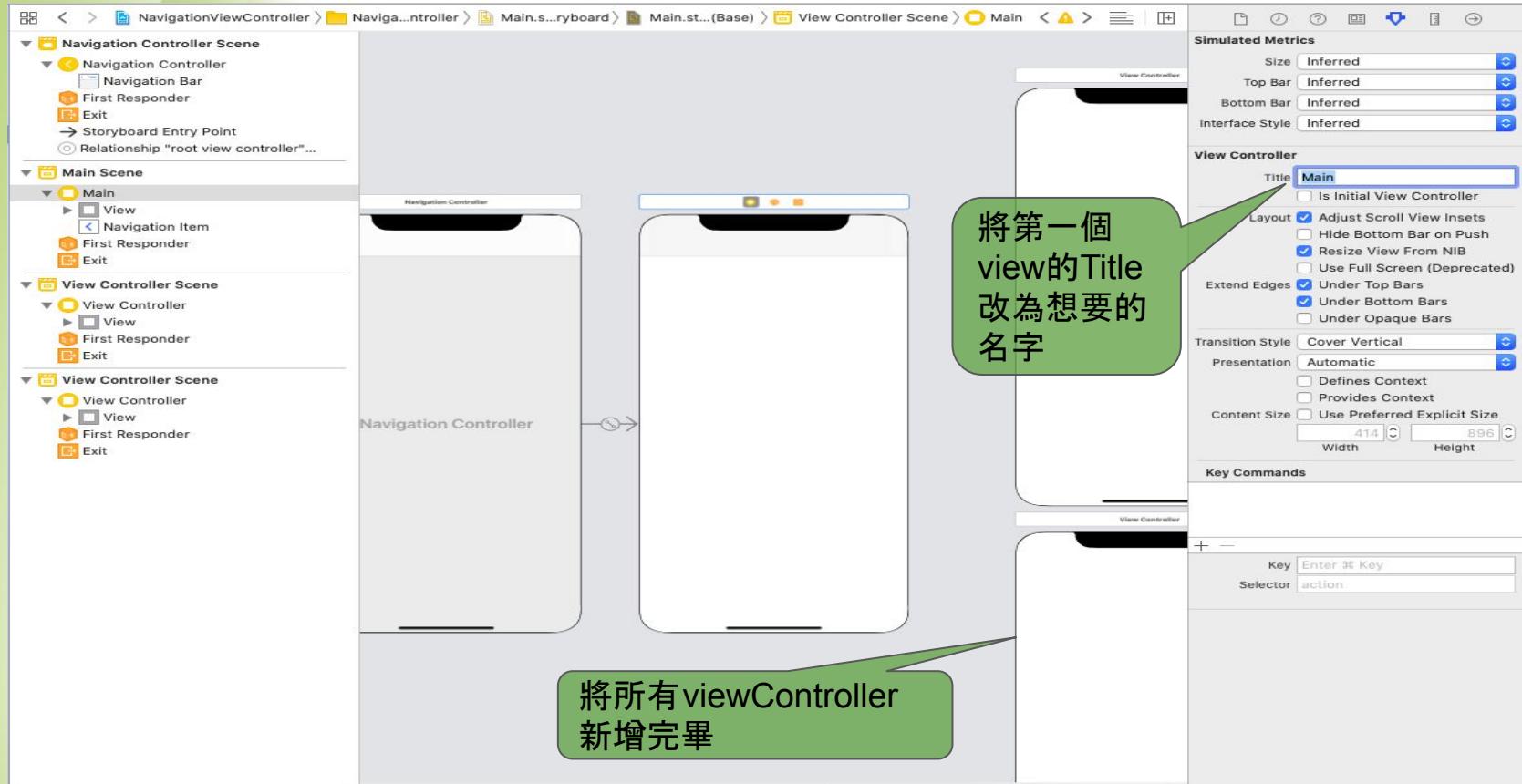
NavigationViewController



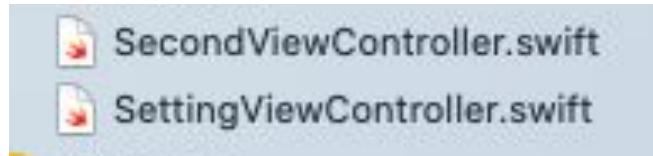
NavigationViewController



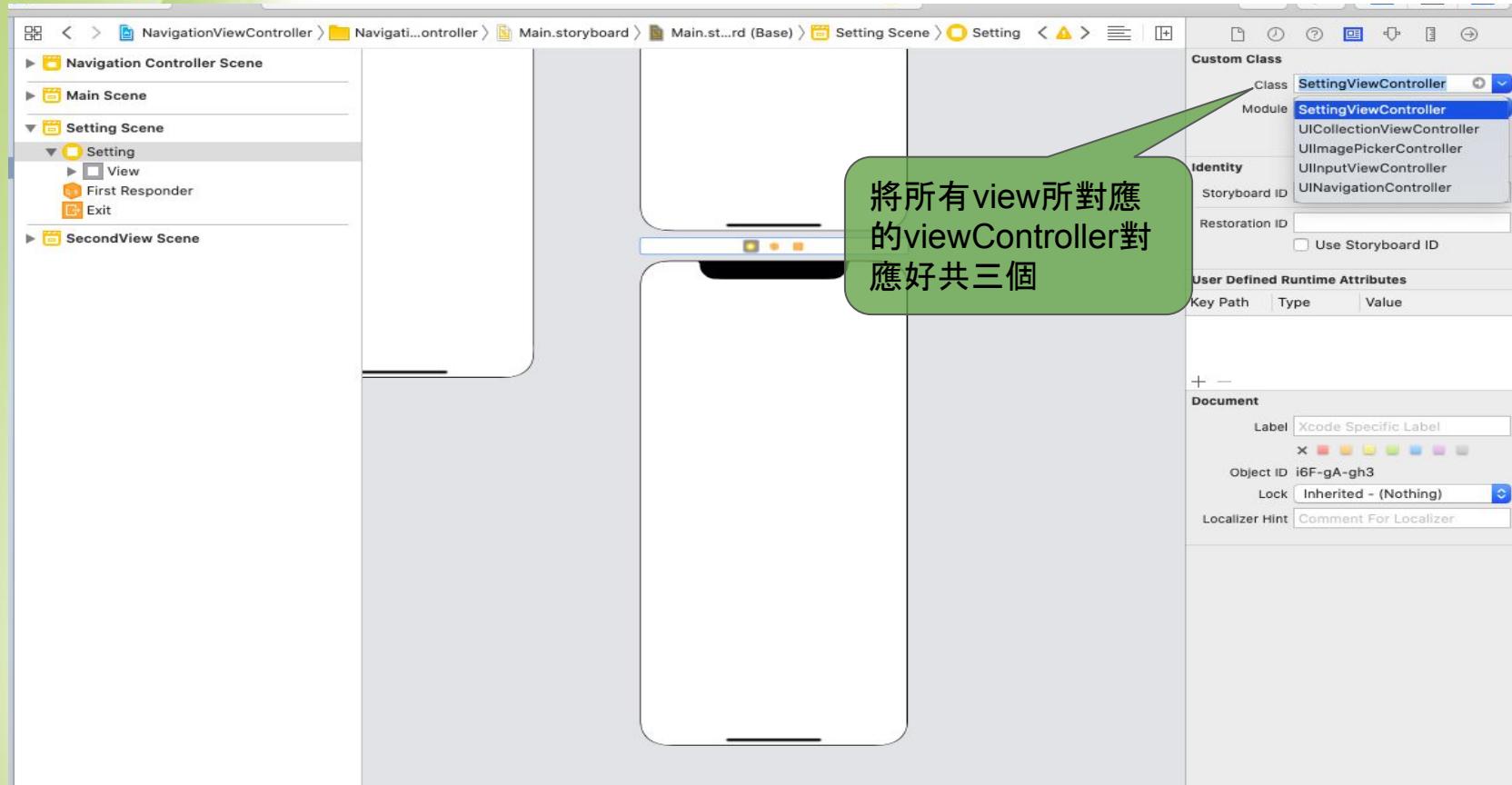
NavigationViewController



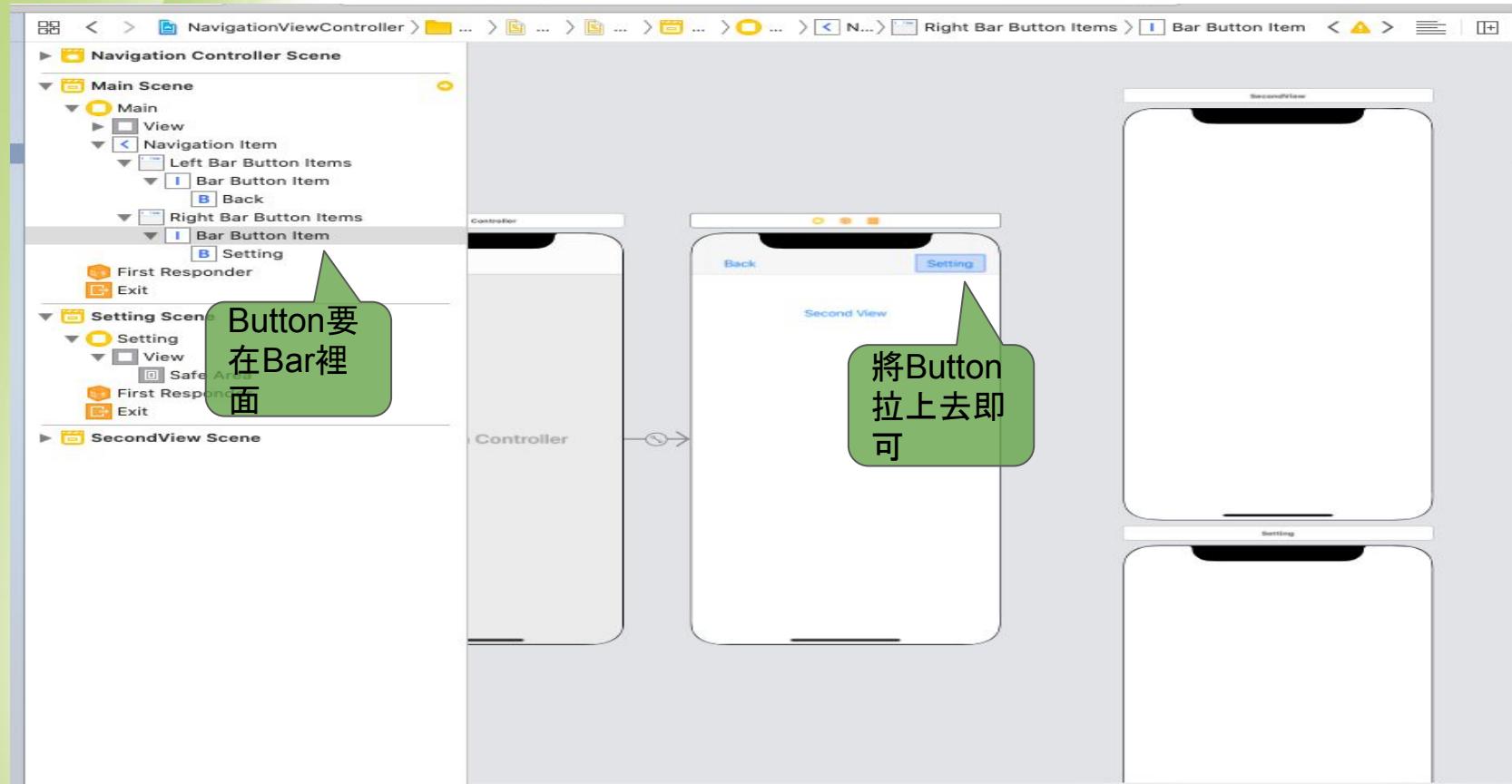
NavigationViewController



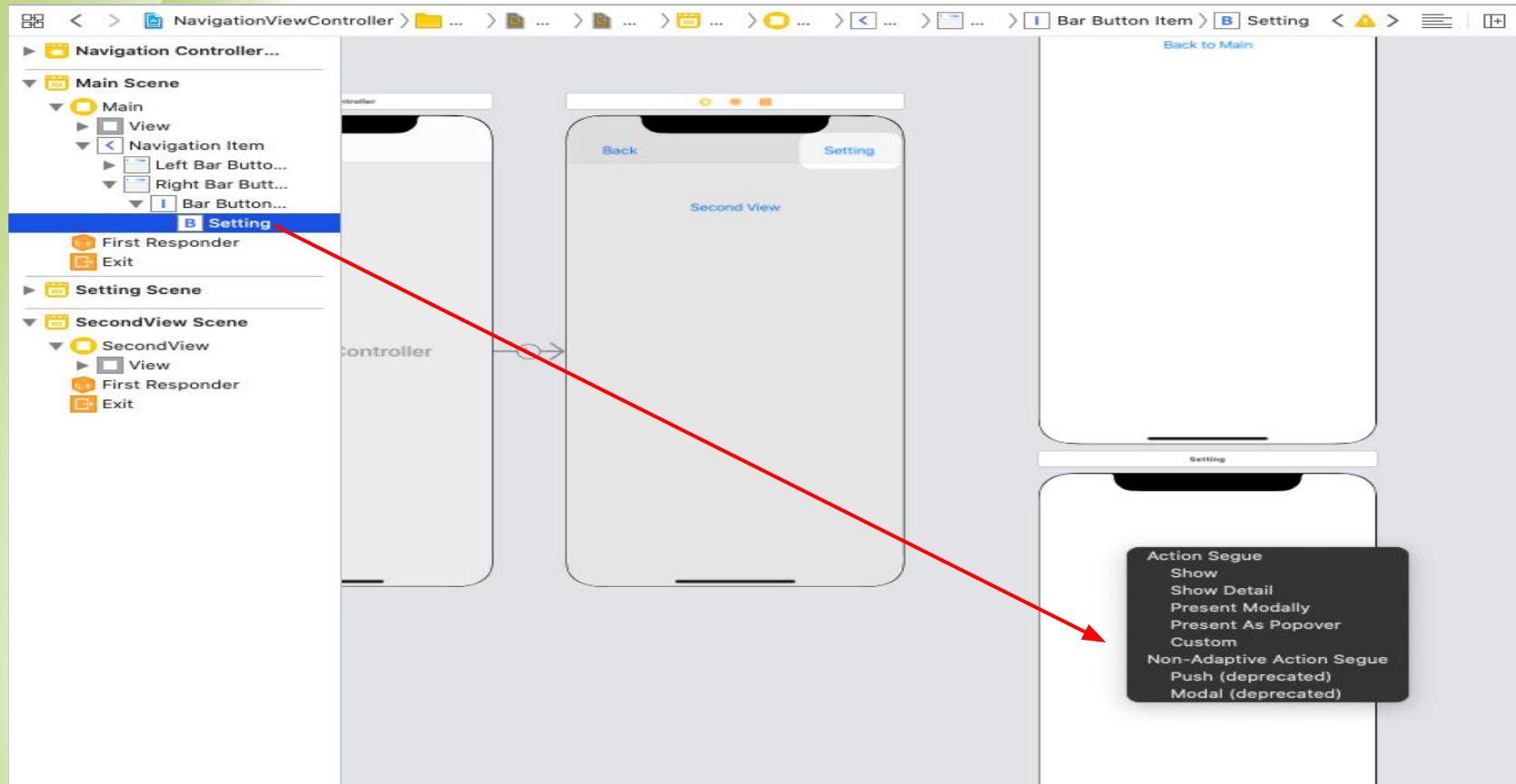
NavigationViewController



NavigationViewController



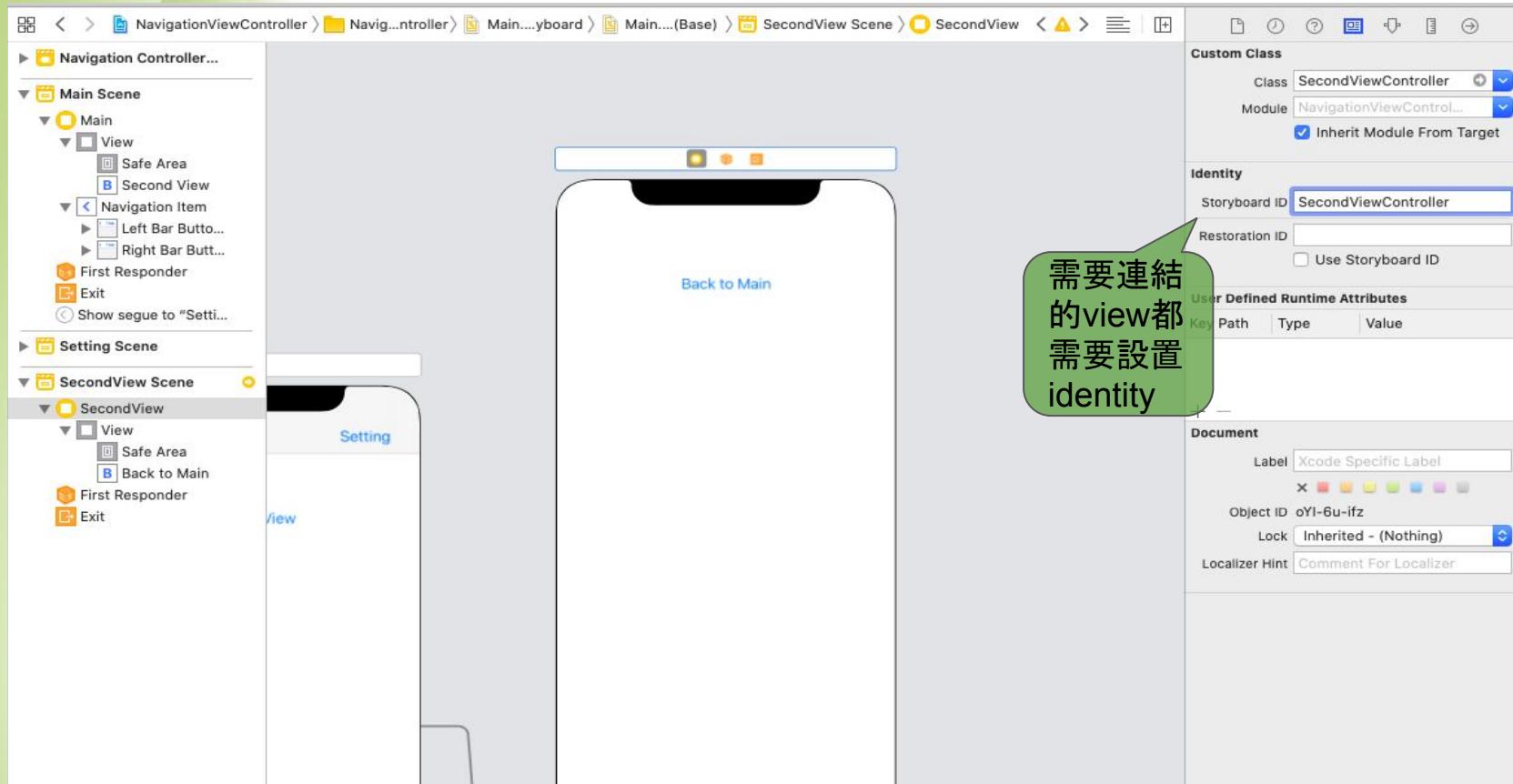
NavigationViewController



NavigationViewController



NavigationViewController



NavigationViewController

```
2 // ViewController.swift
3 // NavigationViewController
4 //
5 // Created by evan on 2020/3/15.
6 // Copyright © 2020 evan. All rights reserved.
7 //
8
9 import UIKit
10
11 class ViewController: UIViewController {
12
13     @IBAction func toSecondView(_ sender: UIButton) {
14         if let vc = storyboard?.instantiateViewController(withIdentifier:
15             "SecondViewController") {
16             show(vc, sender: self)
17         }
18     }
19     override func viewDidLoad() {
20         super.viewDidLoad()
21         self.title = "首頁"
22         self.navigationController?.navigationBar.barTintColor =
23             UIColor.lightGray
24         // Do any additional setup after loading the view.
25     }
26
27 }
```

新增按鈕第一個view

顯示找到的view

將此view的
標題更改並
設定導覽欄
的顏色

利用剛剛設定
過的識別名稱
來找到要連結
的view

NavigationViewController

```
NavigationViewController > NavigationViewController > SecondViewController.swift > M backToMain(_:) < ▲ ▾ □ +
```

```
1 //  
2 //  SecondViewController.swift  
3 //  NavigationViewController  
4 //  
5 //  Created by evan on 2020/3/15.  
6 //  Copyright © 2020 evan. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class SecondViewController: UIViewController {  
12     @IBAction func backToMain(_ sender: UIButton) {  
13         if let vc = storyboard?.instantiateViewController(withIdentifier:  
14             "ViewController") {  
15             show(vc, sender: self)  
16         }  
17         override func viewDidLoad() {  
18             super.viewDidLoad()  
19             self.title = "2nd VC"  
20  
21             // Do any additional setup after loading the view.  
22         }  
23     }
```

製作返回的按鈕並連結

一樣使用識別的名字取得view