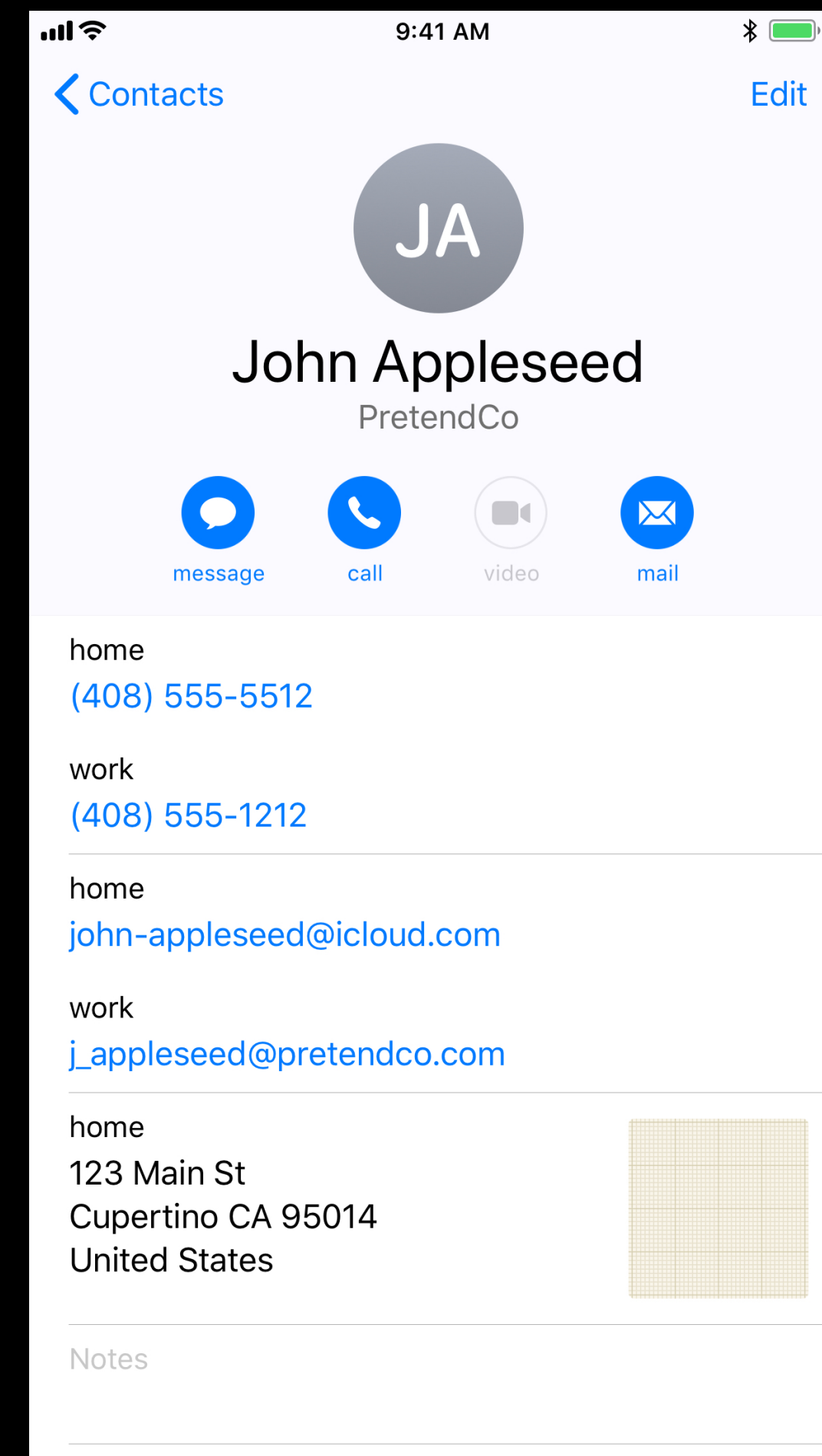
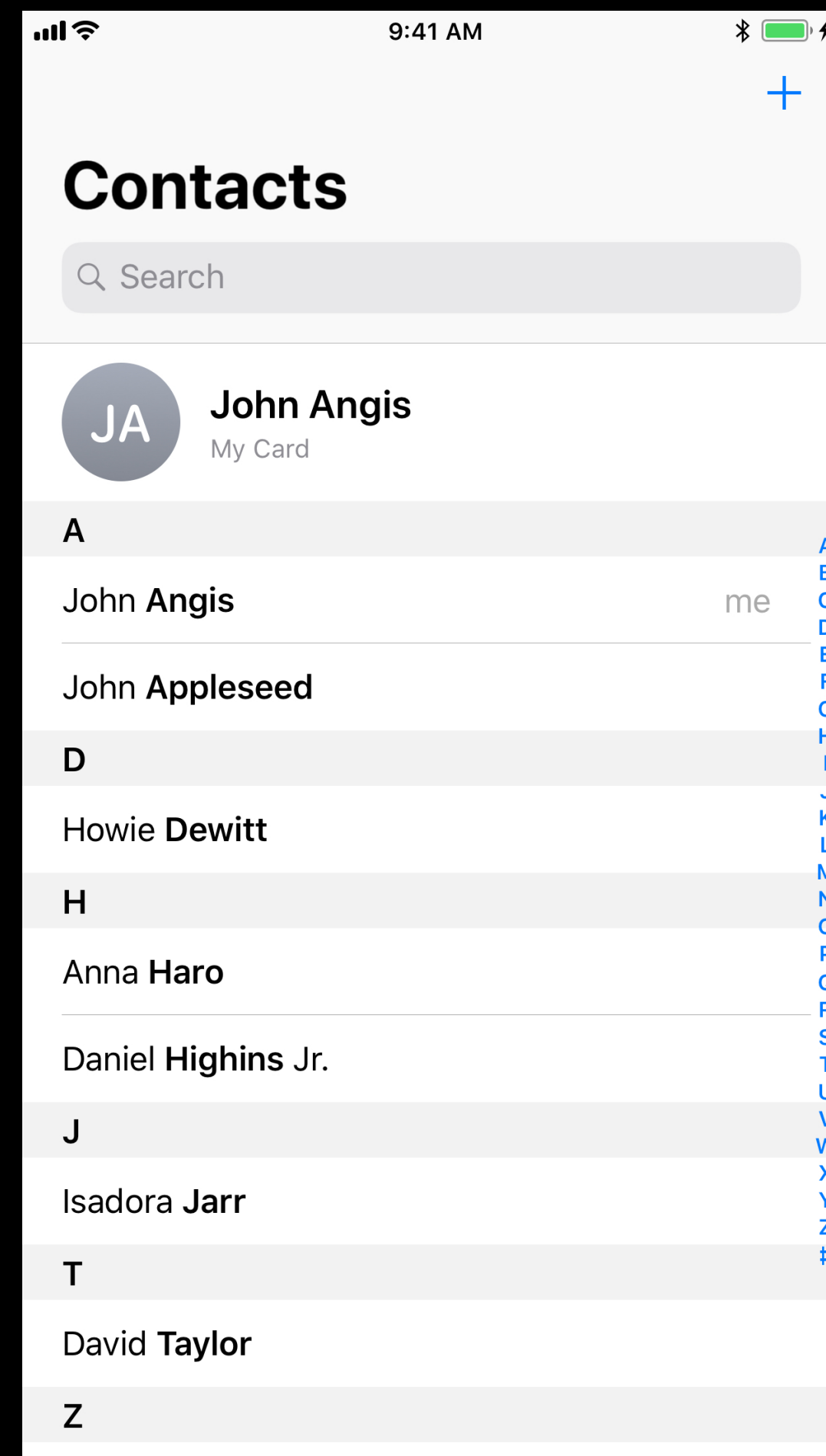


Unit 3—Lesson 6:

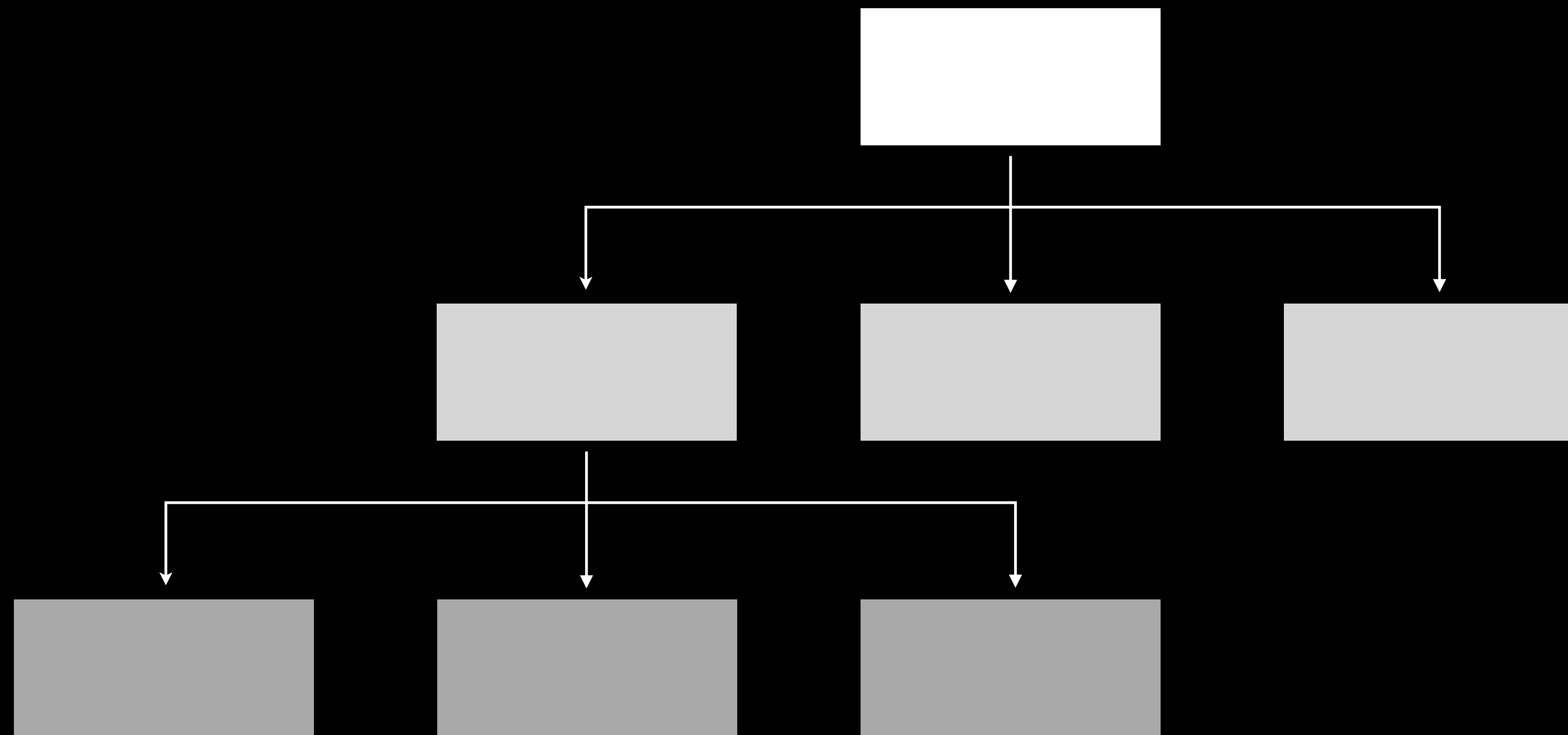
Segues and Navigation Controllers

Segues and navigation controllers



Navigation hierarchy

Hierarchical



Segues (UIStoryboardSegue)

A `UIStoryboardSegue` object performs the visual transition between two view controllers

It is also used to prepare for the transition from one view controller to another

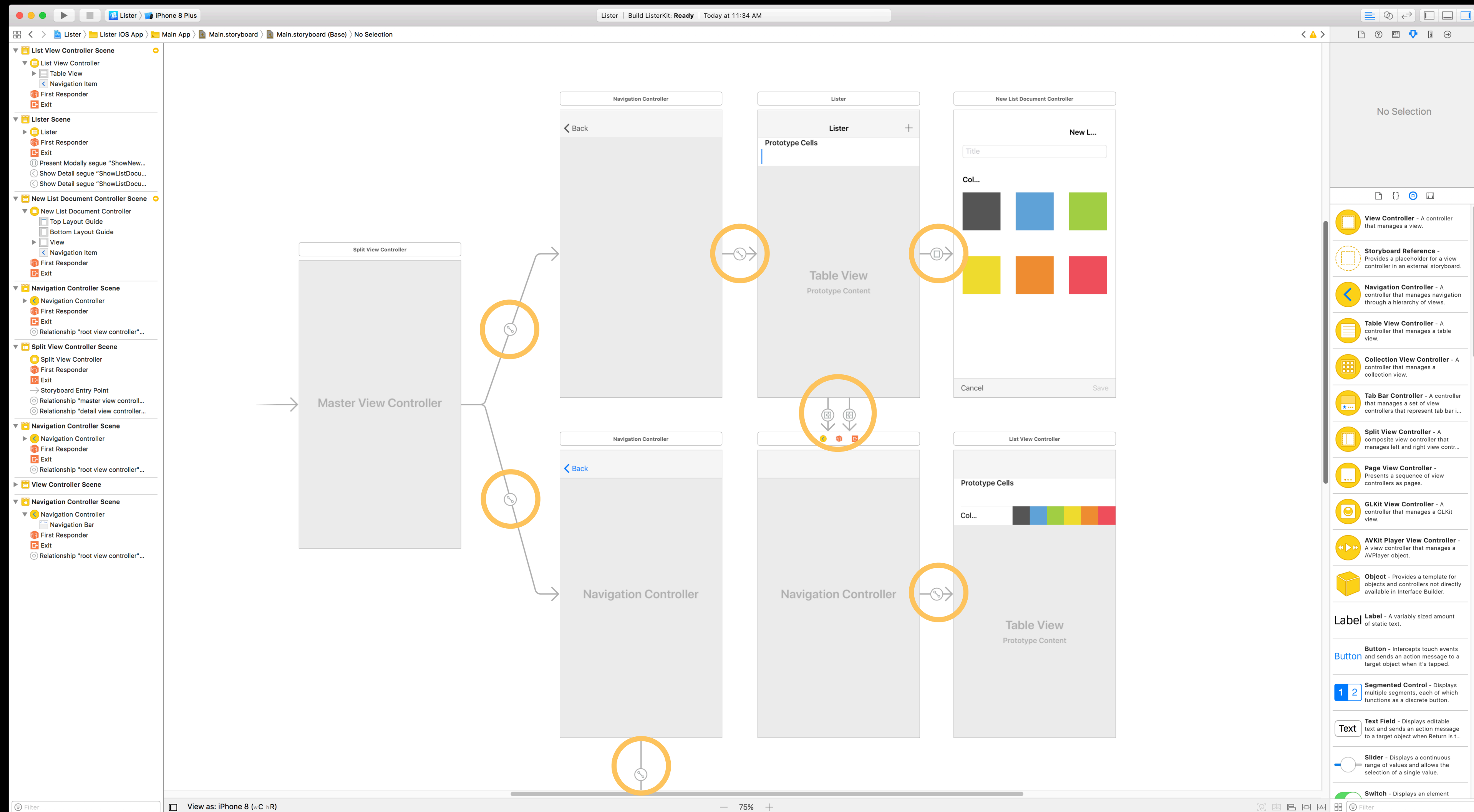
Segue objects contain information about the view controllers that are involved in a transition

When a segue is triggered, before the visual transition occurs, the storyboard runtime can call certain methods in the current view controller

Useful if you need to pass information forward

Segues (UIStoryboardSegue)

Segues between scenes



Segues (UIStoryboardSegue)

Unwind

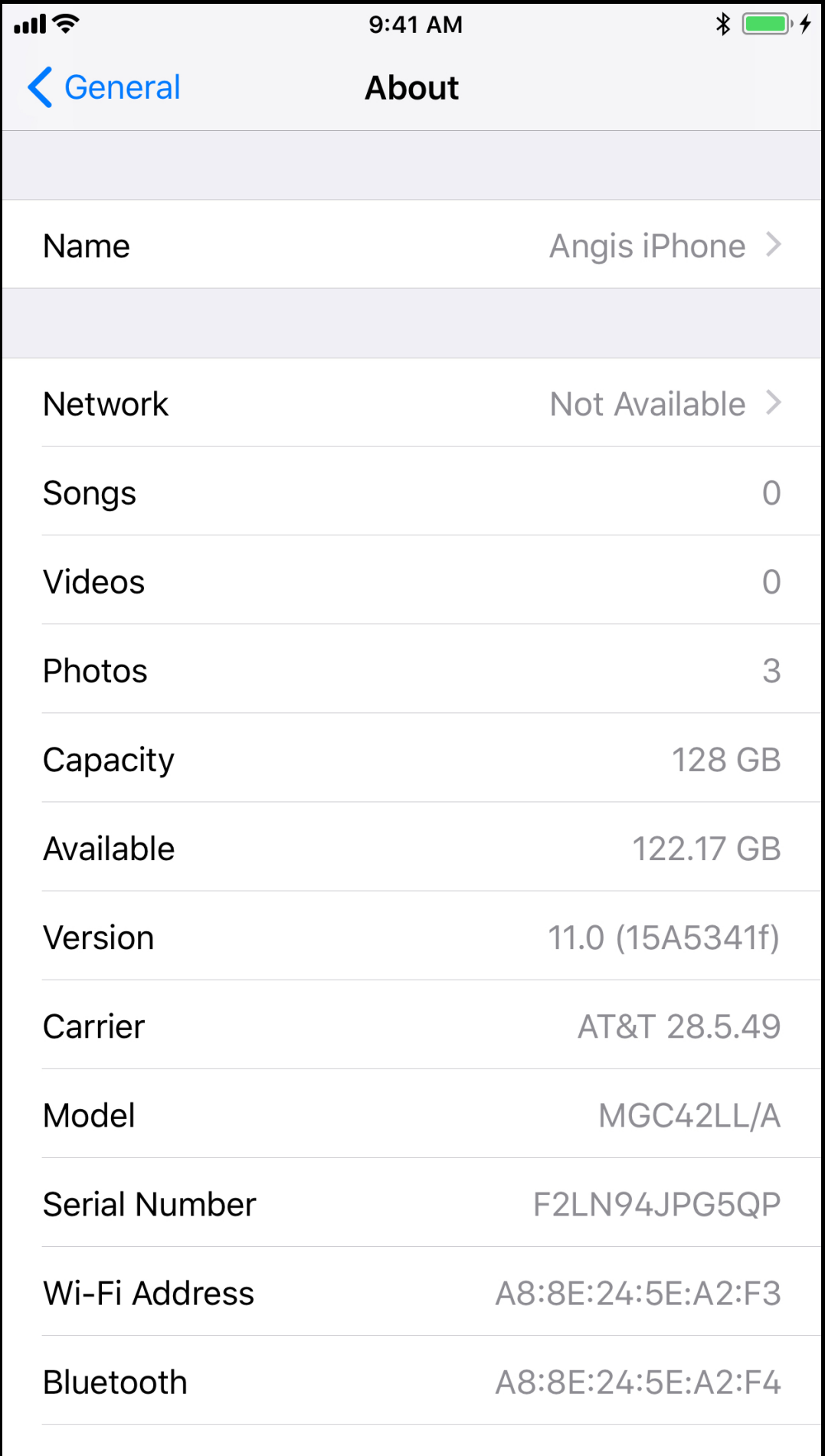
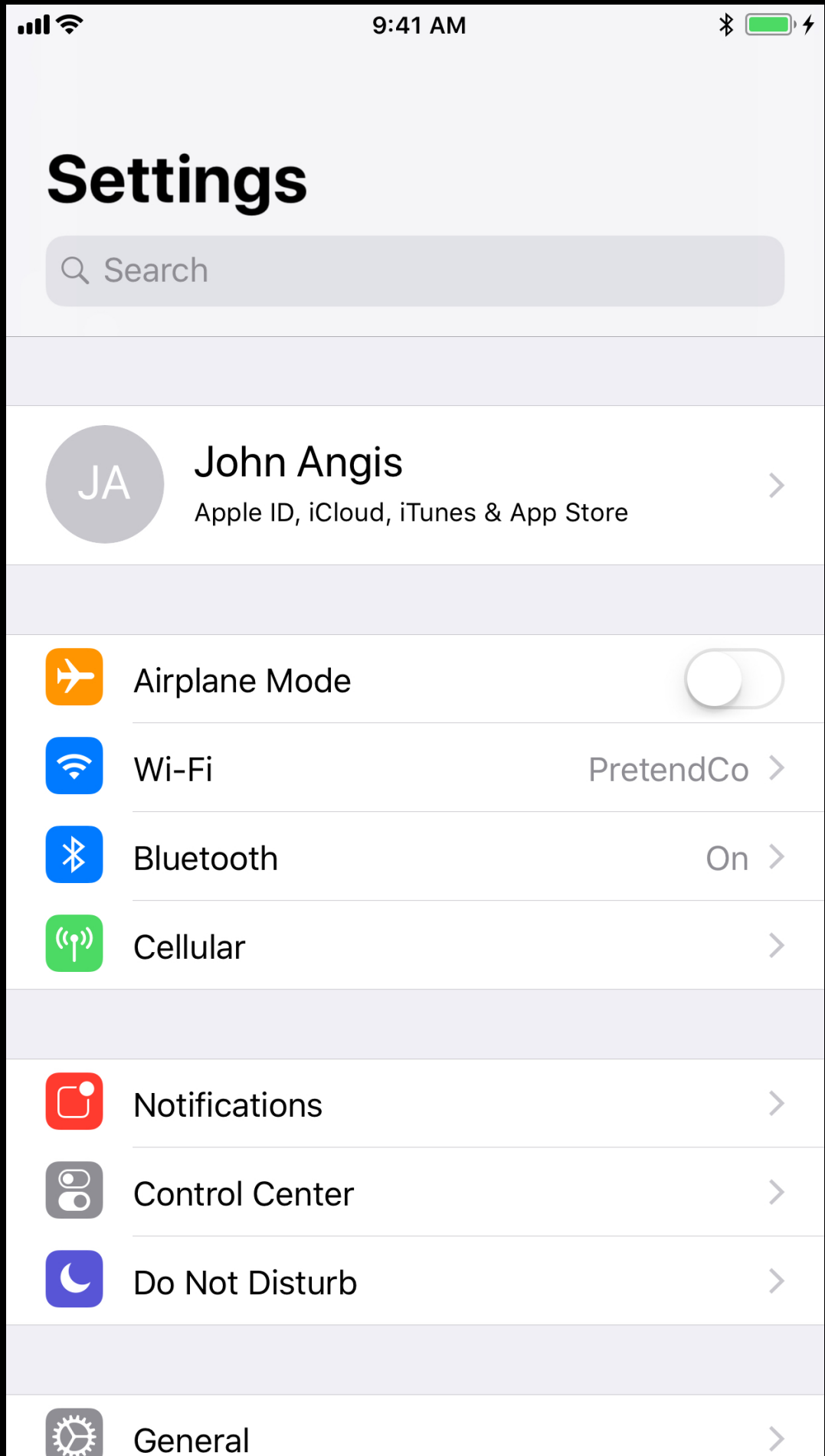
```
@IBAction func myUnwindFunction(unwindSegue: UIStoryboardSegue) {  
}
```

Implement the returned method in the view controller you wish to return to

Doesn't need to do anything apart from being implemented

Connect this to the view controller returning from

Navigation controller (UINavigationController)



Navigation controller

The top view controller's title

Back button

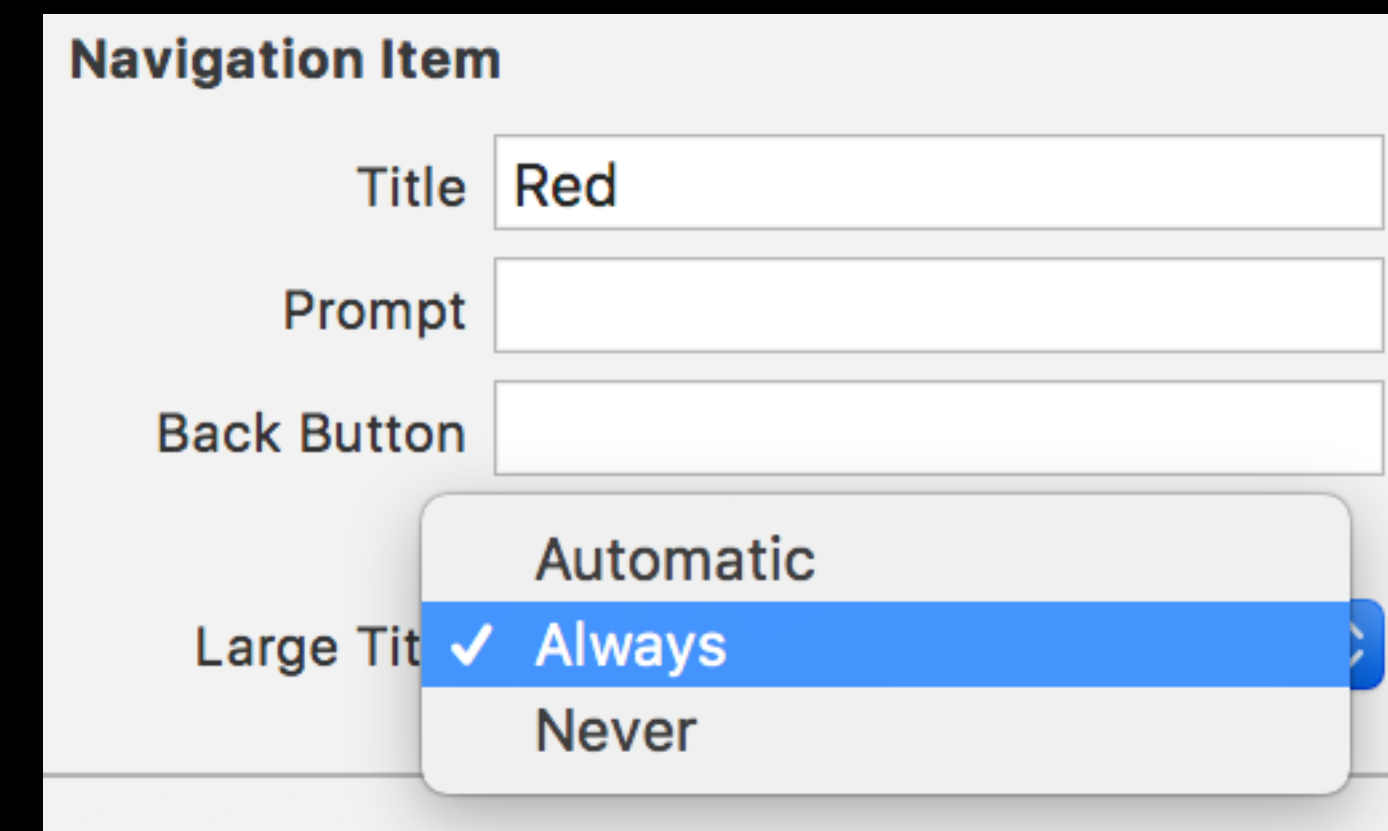
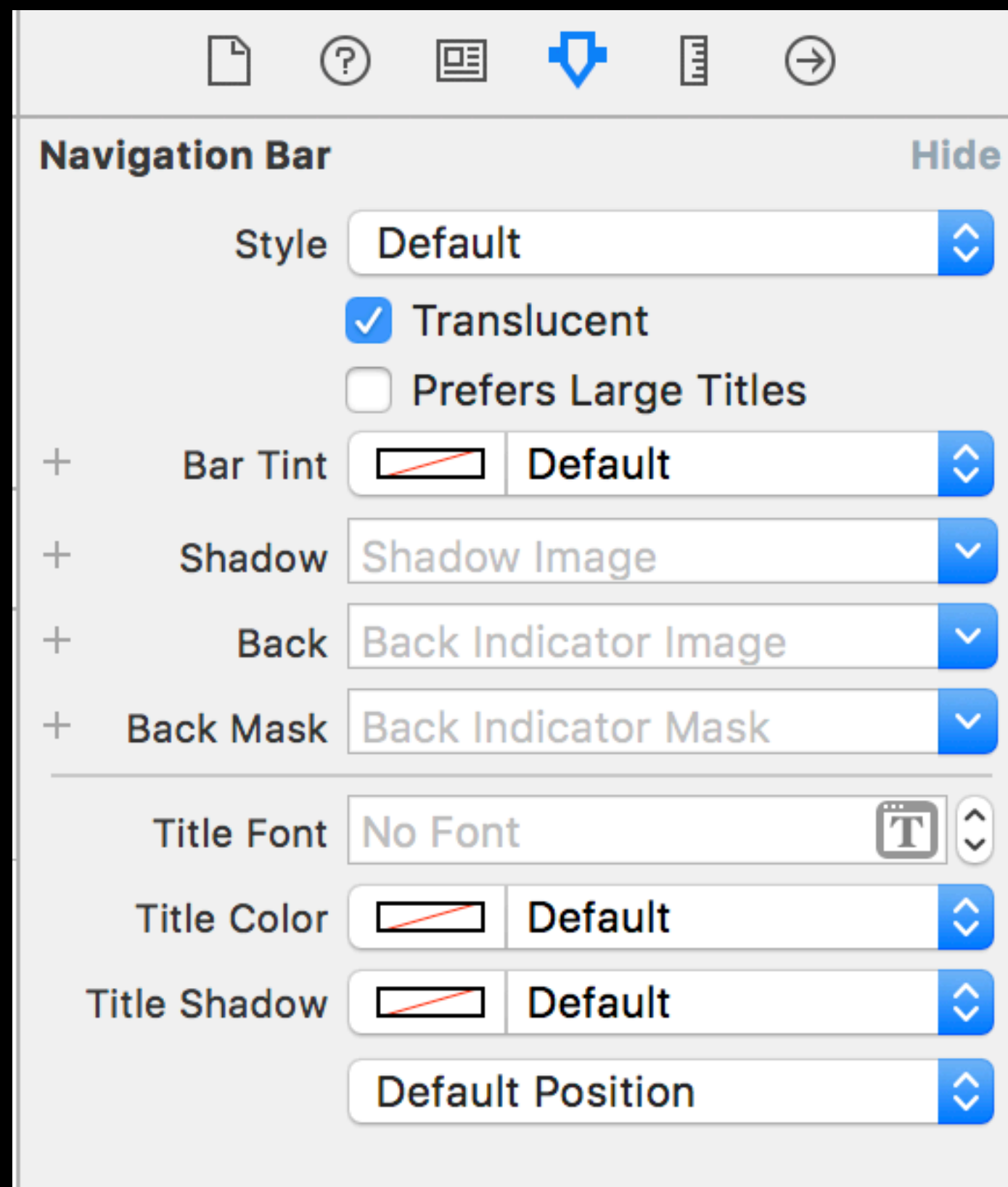
Navigation bar

The top view controller's view

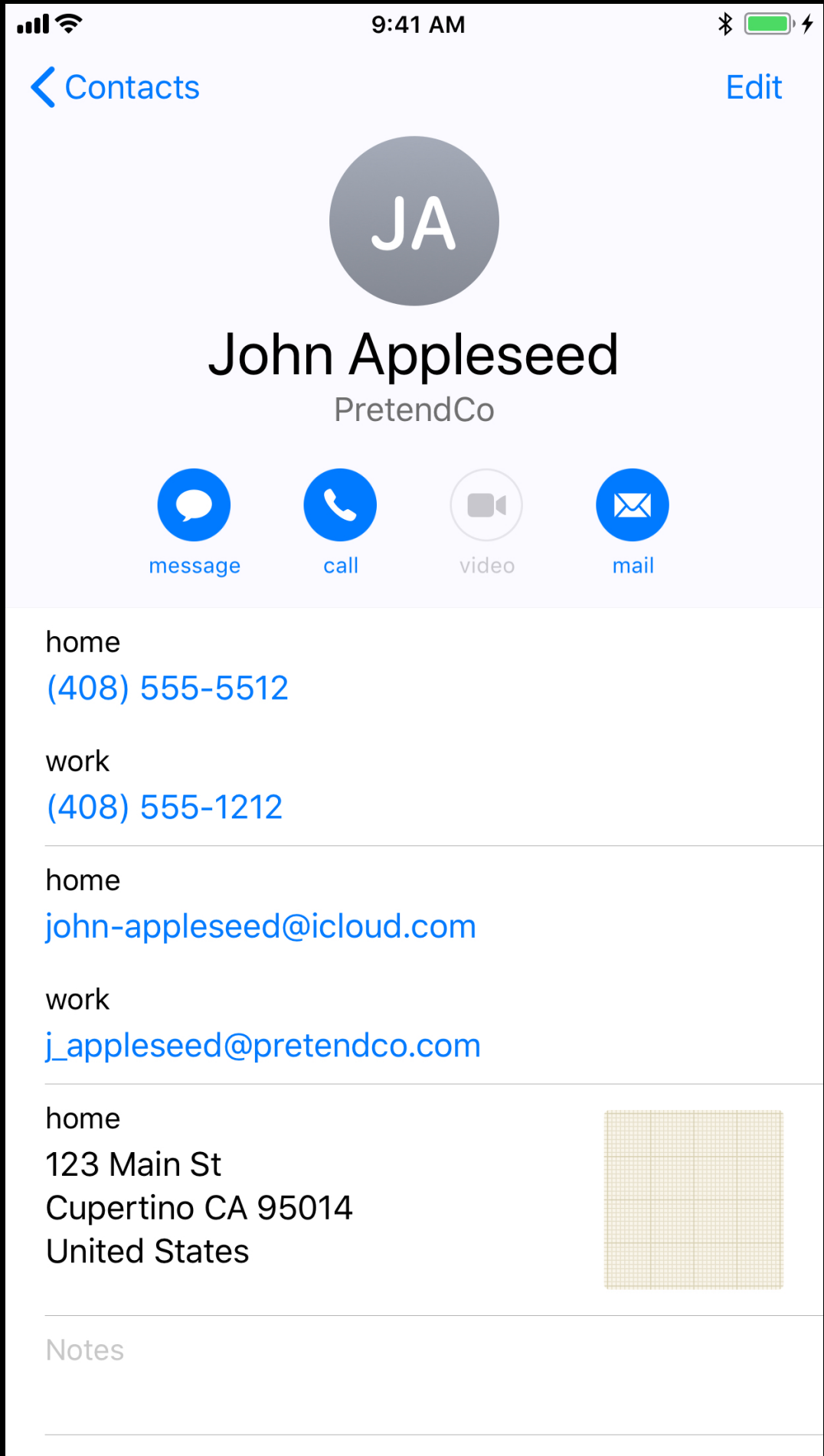
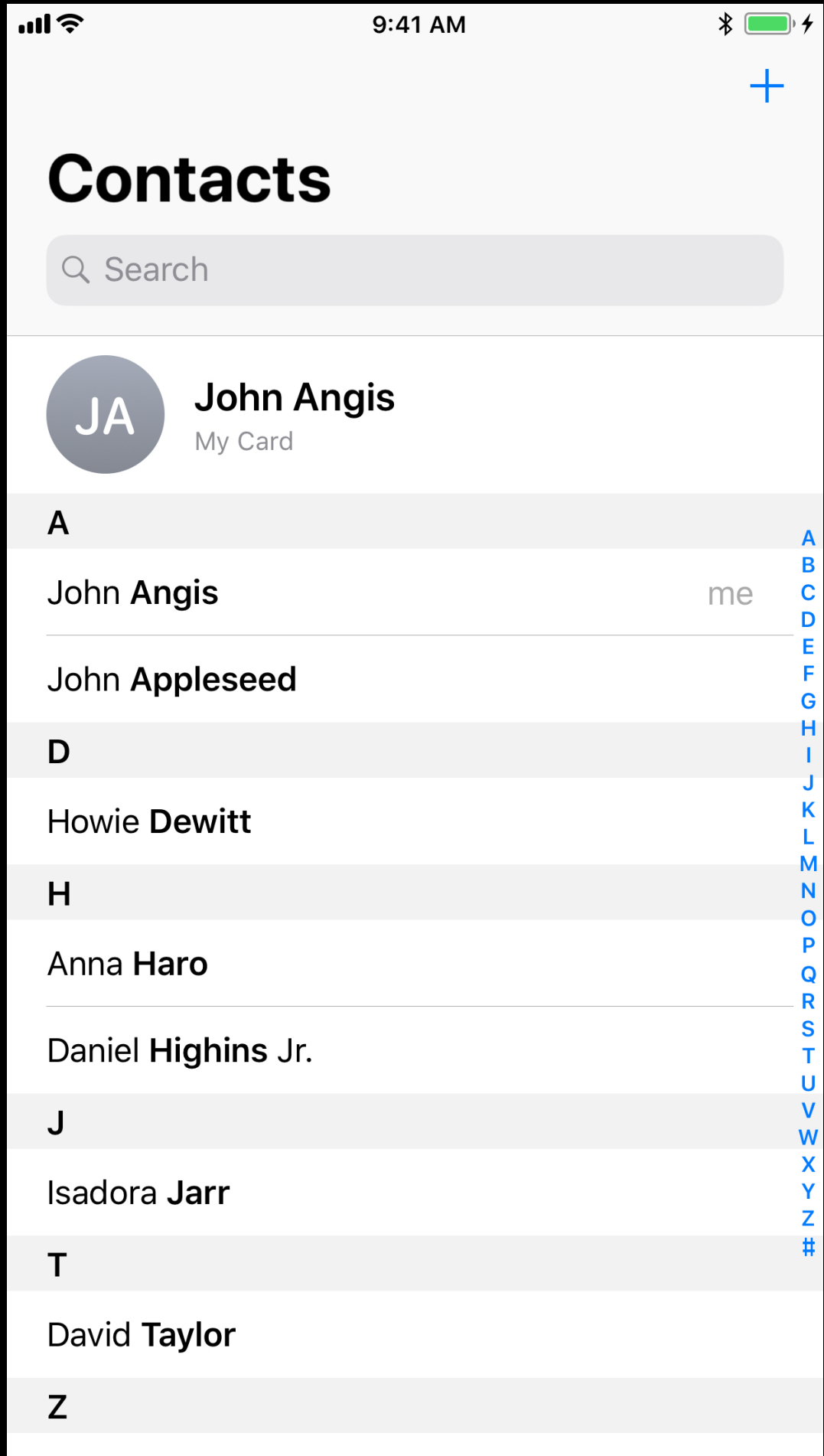


Navigation controller

Large titles



Pass information



Pass information

```
func prepare(for segue: UIStoryboardSegue, sender: Any?)
```

Segue properties

- identifier
- destination

```
override func prepare(for segue: UIStoryboardSegue, sender: Any?) {  
    segue.destination.navigationItem.title = textField.text  
}
```

Create programmatic segues

```
performSegue(withIdentifier:, sender:)
```

```
performSegue(withIdentifier: "ShowDetail", sender: nil)
```

Unit 3—Lesson 6

Segues and Navigation Controllers



Learn how to use segues to transition from one view controller to another

How to define relationships between view controllers

How navigation controllers can help you manage scenes that display related or hierarchical content

Unit 3—Lesson 6

Lab: Login



Create a login screen that will pass a user name between view controllers

Use view controllers, a navigation controller, and segues to create both the login screen and a simple landing screen that will display in its title either the user name or text related to a forgotten user name or password

