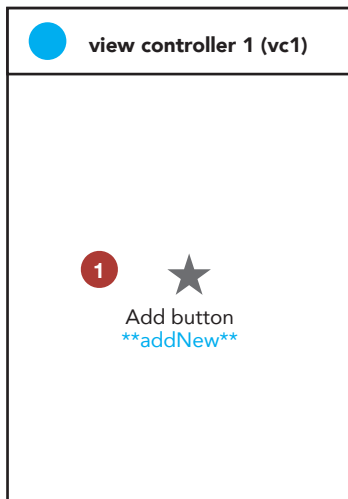


DELEGATE

(gets info)



- 1 Add button pressed action, ★ set the AddViewController delegate to reference this view controller ●

```
@IBAction func addNew(sender: AnyObject) { ★  
    // Identify view controller we will transition to and get information from  
    let vc = self.storyboard?.instantiateViewController(withIdentifier: "addVC") as AddViewController  
    // Point the AddViewController delegate variable to the current ViewController  
    vc.delegate = self  
    // Switch to the AddViewController (modally in this case)|  
    self.presentViewController(vc, animated: true, completion: nil)  
}
```

- 5 Add the protocol ● we defined in the AddViewController to our ViewController.

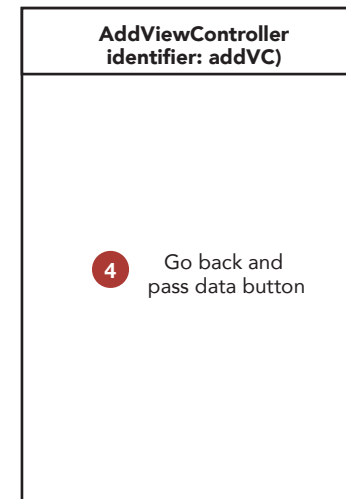
```
class ViewController: addVCDelegate { ●
```

- 6 Define method that the AddViewController will use to communicate with us.

```
func addVCDismissed(newItem: String) { ○  
    // newItem is the data we passed from our other view controller.  
    // We can now do anything we like with this data, like update our labels/table views.  
    println(newItem)  
}
```

DELEGATING OBJECT

(passes info)



- 2 Define the protocol ● the first View Controller will adhere to

```
protocol addVCDelegate { ●  
    func addVCDismissed(newItem: String) ○  
}  
  
class AddViewController: UIViewController {
```

- 3 Define the delegate ◆ that will communicate with the first View Controller (this is what **vc.delegate** was setting in step 1)

```
class AddViewController: UIViewController {  
    var delegate: addVCDelegate? ◆
```

- 4 This is the final step that needs to happen as we go back to our first view controller. ● The delegate property ◆ lets us run the method ○ in our first view controller passing it our desired data.

```
@IBAction func addGoBack(sender: AnyObject) {  
    // Run the function in the first view controller passing "some text"  
    // "Some text" can be anything: a label value, string, array, etc  
    self.delegate?.addVCDismissed("some text") ○  
    // Dismiss this view controller and go back  
    self.dismissViewControllerAnimated(true, completion: nil)  
}
```