TABLEVIEW WITH PARSE SDK

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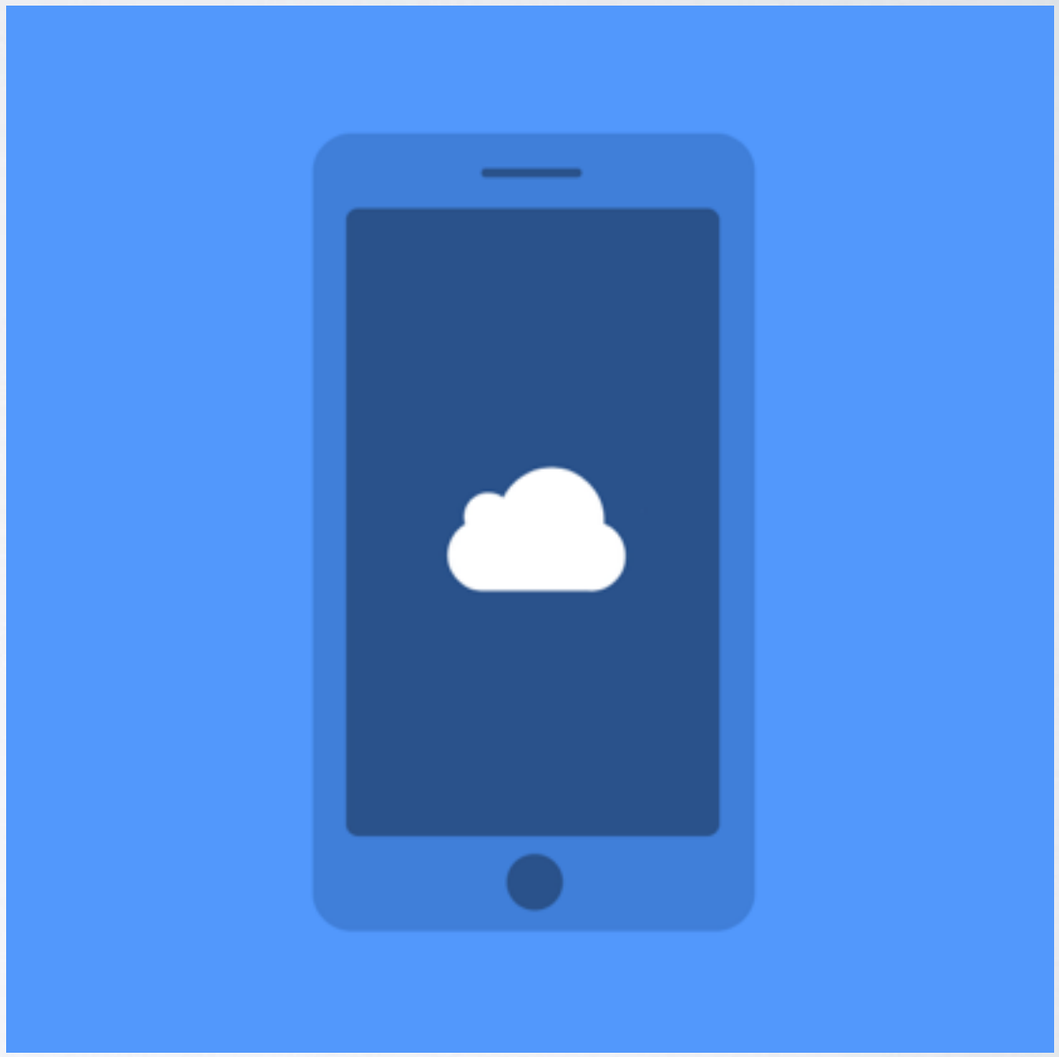
Fall 2015
talentspark.io

PARSE SDK

- Cross-platform SDK that provides cloud-based CRUD capabilities for your app
- Simplifies lots of distributed app code
- Generous free tier
- Good to consider for your final project



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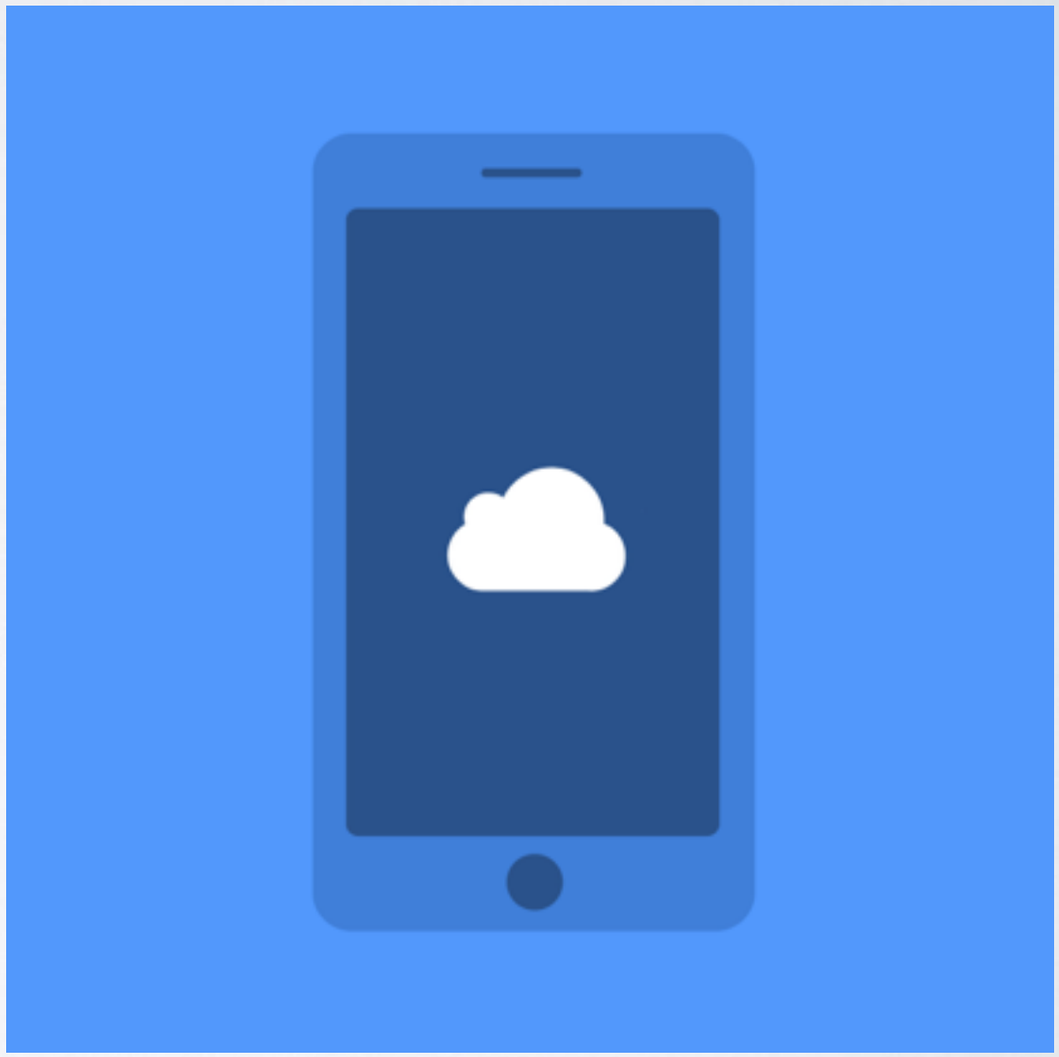


CLOUDKIT

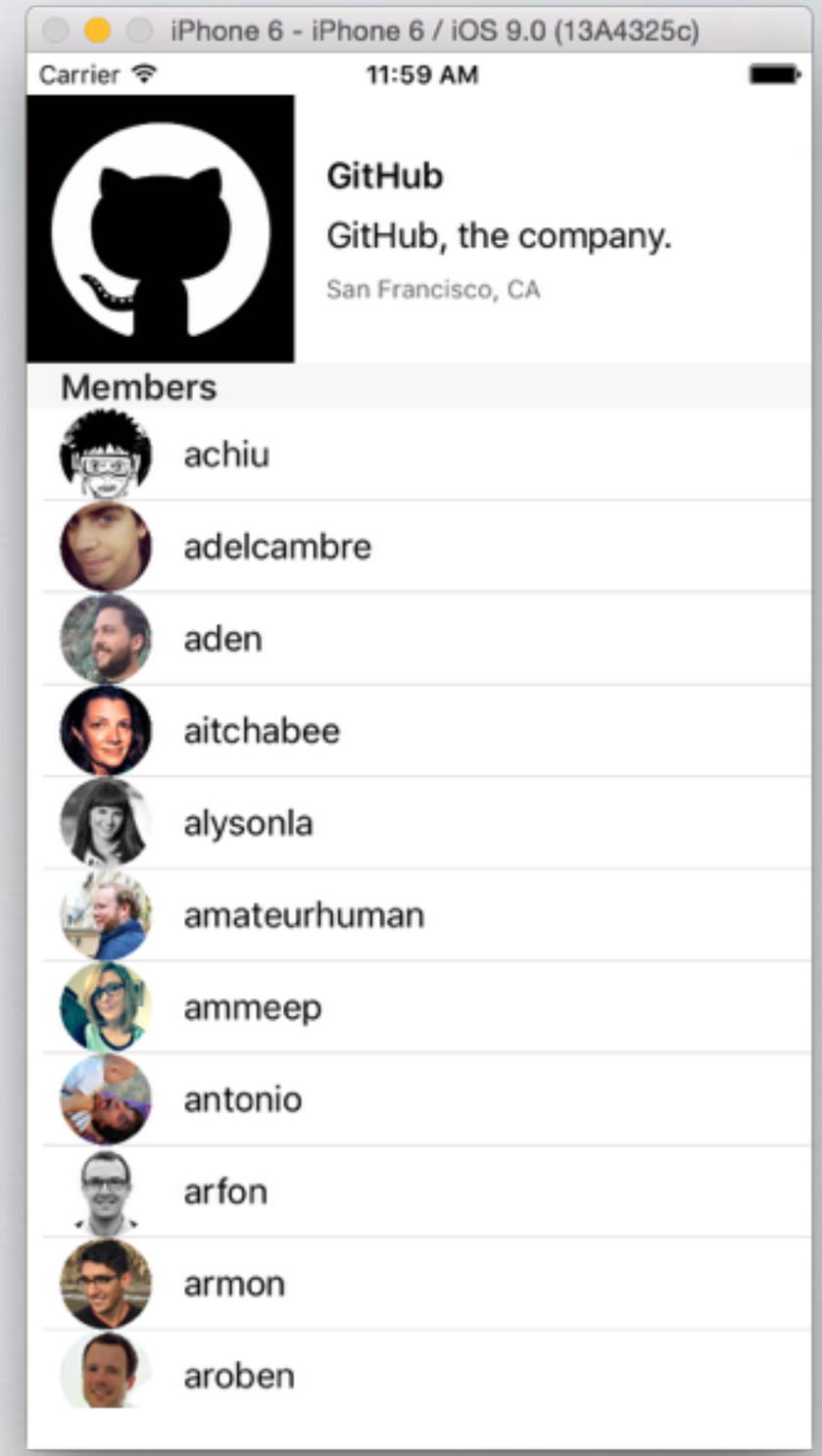
- Apple SDK that provides cloud-based CRUD capabilities for your app
- Simplifies lots of distributed app code
- Very generous free tier
- Also good to consider for your final project

PREVIOUSLY

- We Read (part of CRUD) GitHub data

- Let's add Create, Update and Delete capabilities

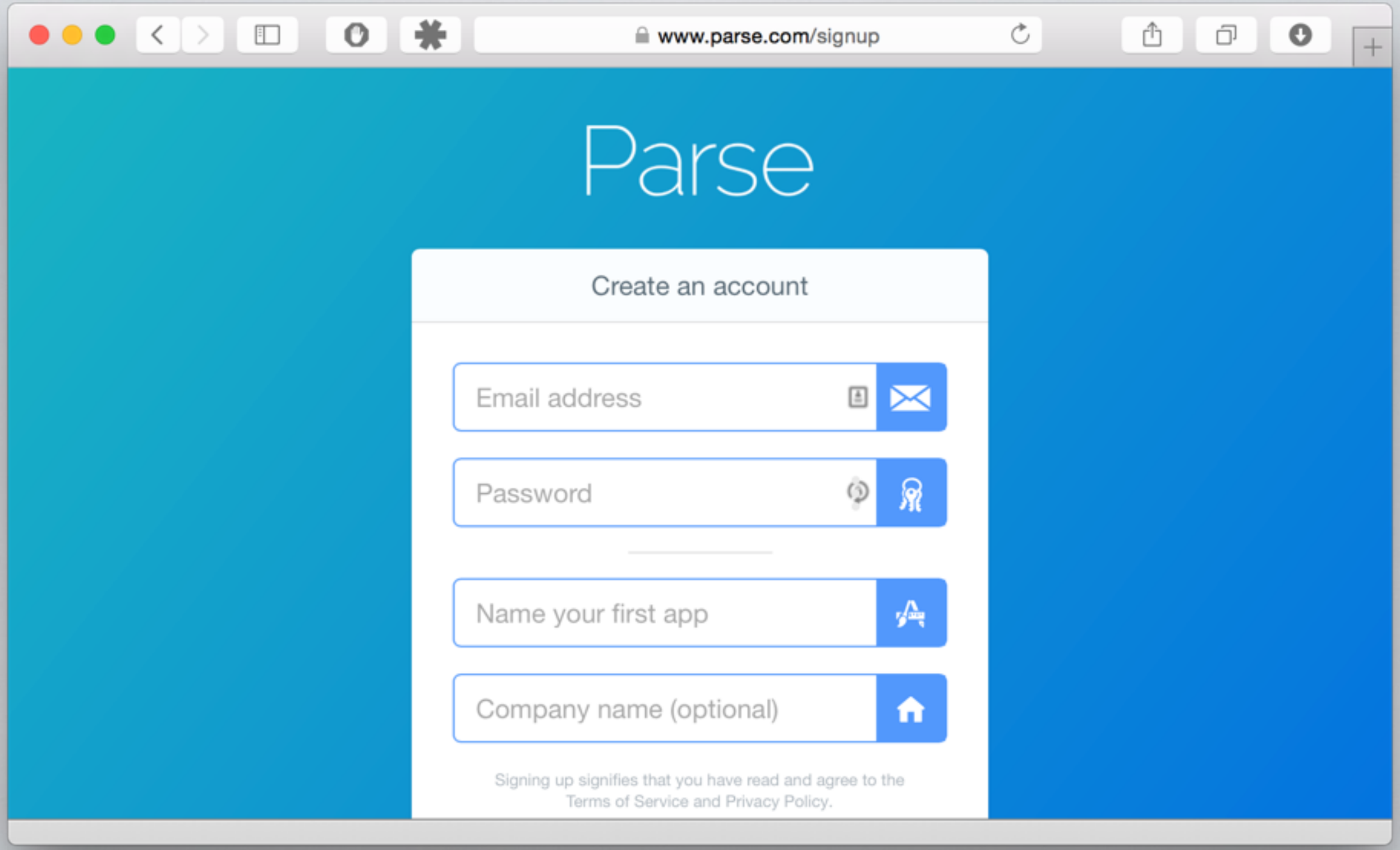
- Could do this with GitHub API but let's use our own objects



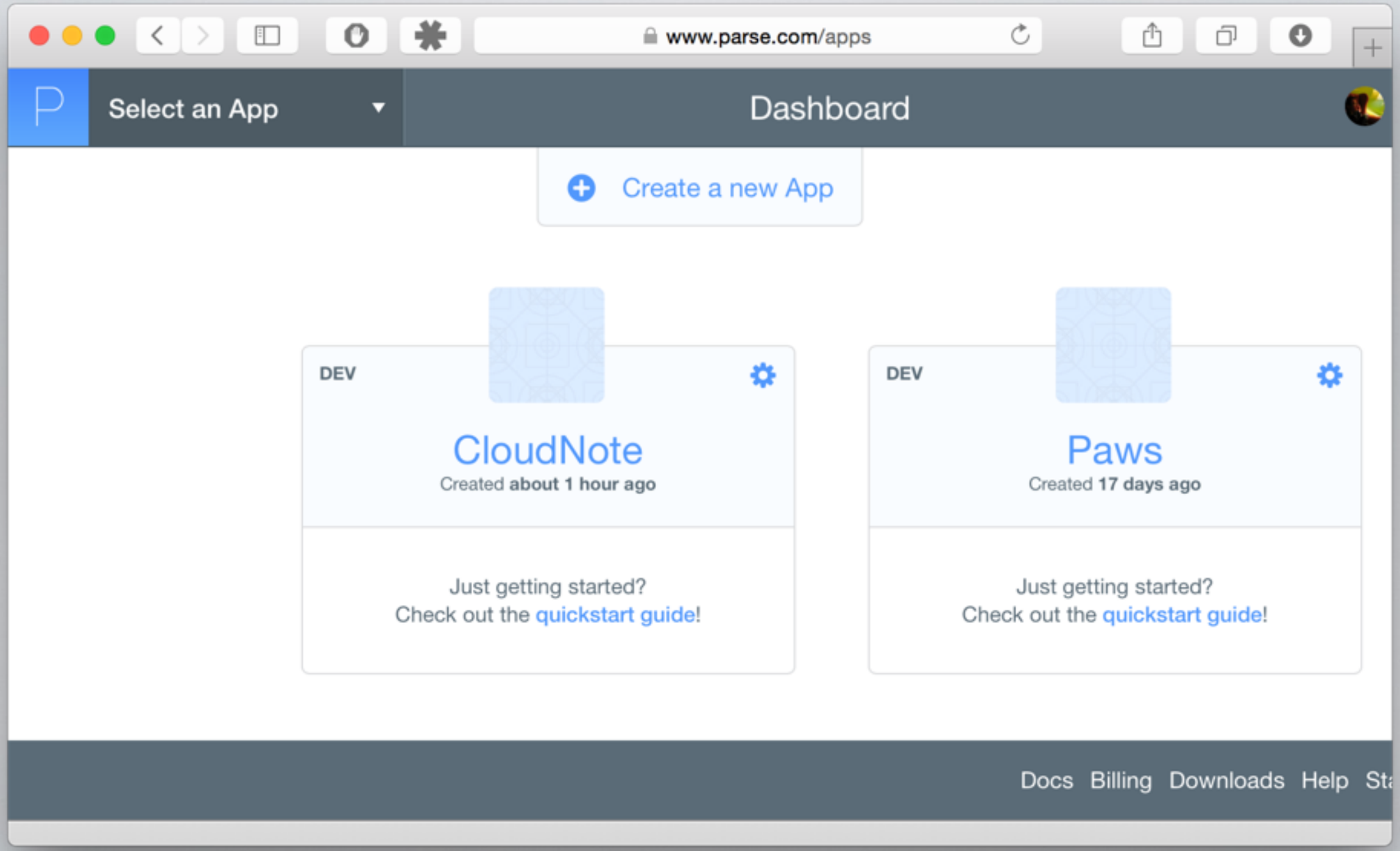
CLOUDNOTE

- Yeah, yet-another-note-taking app
- But you will learn about Parse SDK and finish up what you learned before about TableView

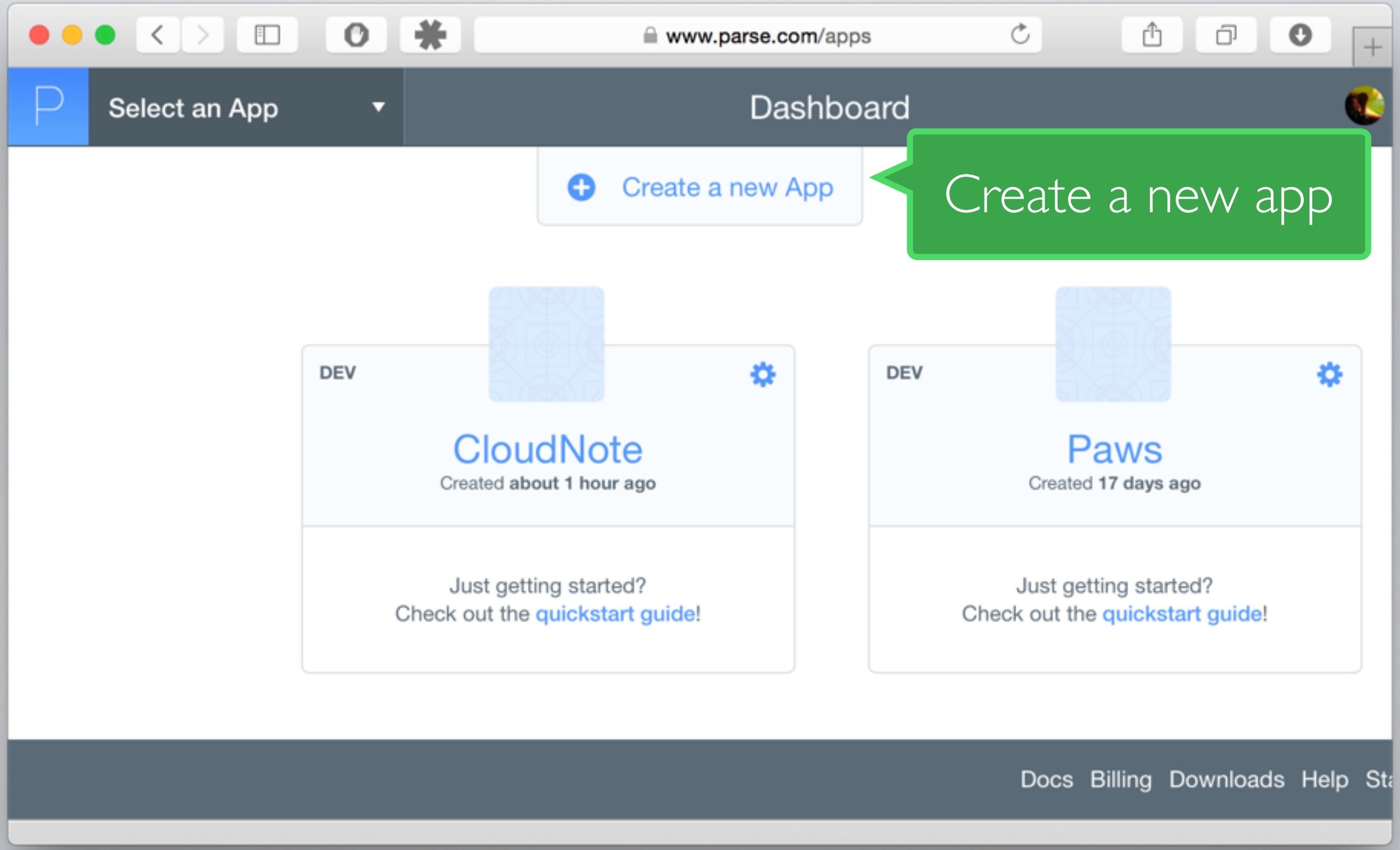
PARSE


www.parse.com/signup
Parse
Create an account
Email address
Password
Name your first app
Company name (optional)
Signing up signifies that you have read and agree to the
Terms of Service and Privacy Policy.

PARSE


www.parse.com/apps
Select an App
Dashboard
Create a new App
DEV
CloudNote
Created about 1 hour ago
Just getting started?
Check out the quickstart guide!
DEV
Paws
Created 17 days ago
Just getting started?
Check out the quickstart guide!
Docs
Billing
Downloads
Help

PARSE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Select an App
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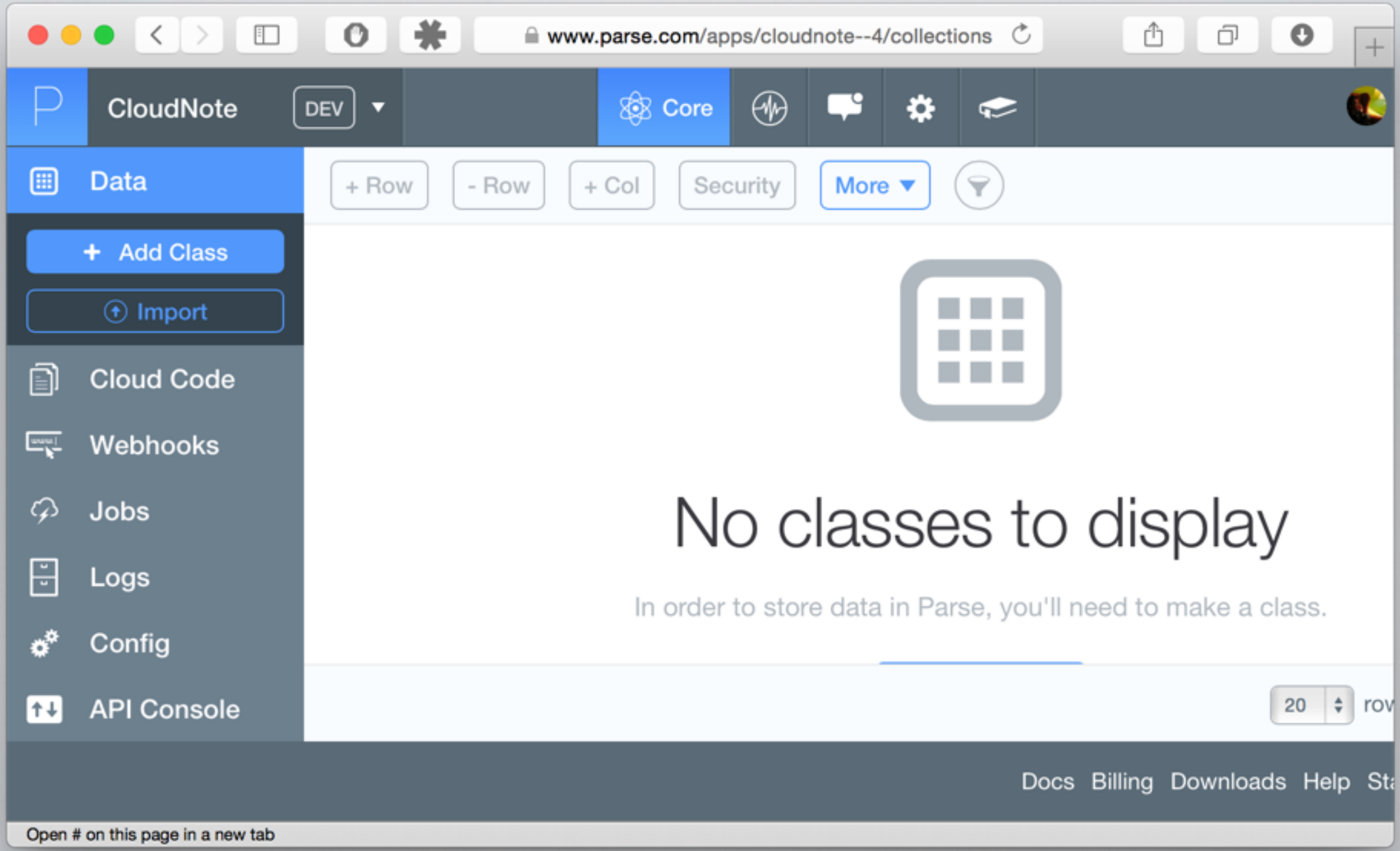
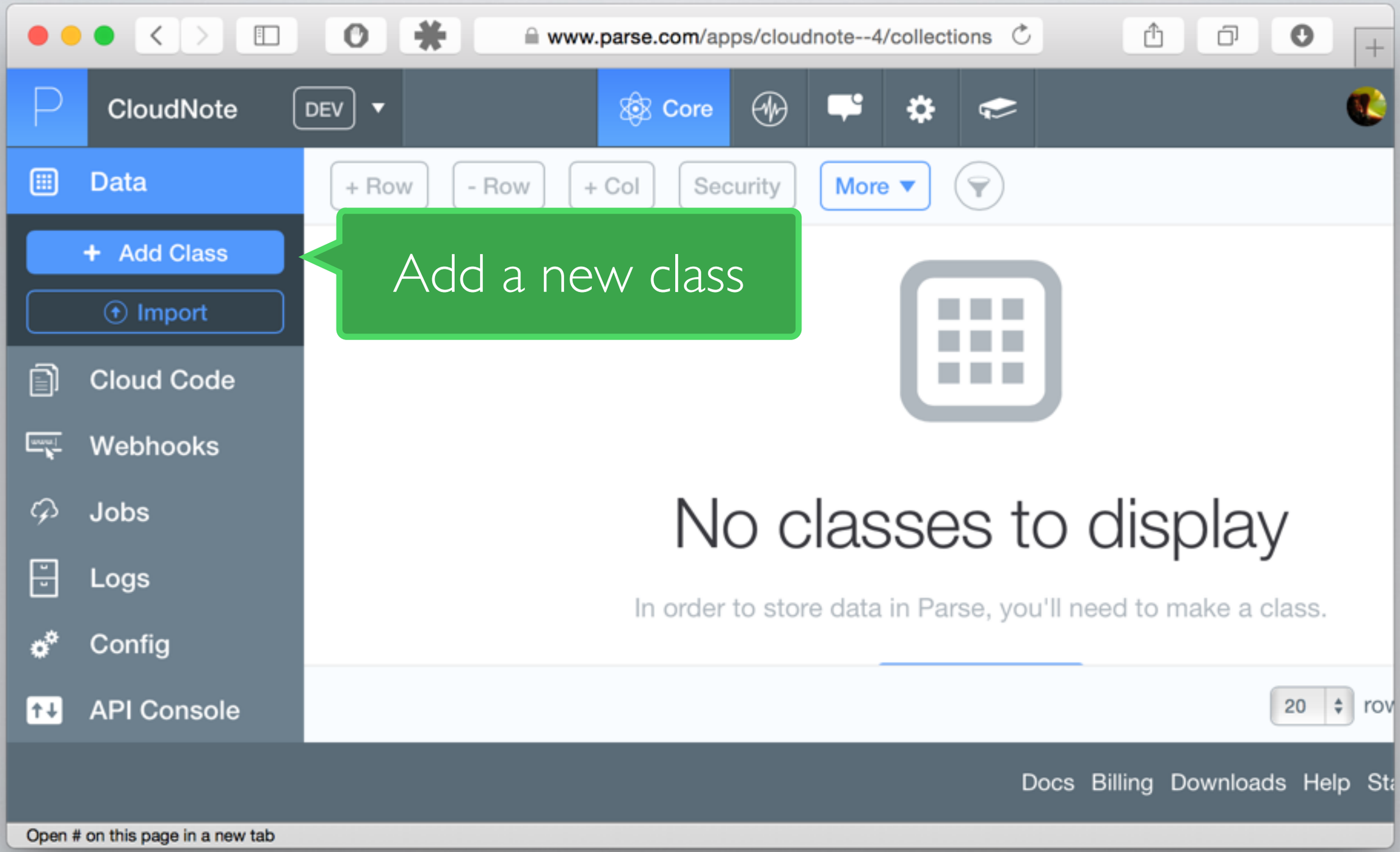

www.parse.com/apps/cloudnote--4/collections
CloudNote
DEV
Core
Data
+ Row
- Row
+ Col
Security
More
+ Add Class
Import
Cloud Code
Webhooks
Jobs
Logs
Config
API Console
No classes to display
In order to store data in Parse, you'll need to make a class.
20
Docs
Billing
Downloads
Help
Open # on this page in a new tab

PARSE


www.parse.com/apps/cloudnote--4/collections
CloudNote
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+ Add Class
Import
Add a new class
Cloud Code
Webhooks
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Open # on this page in a new tab

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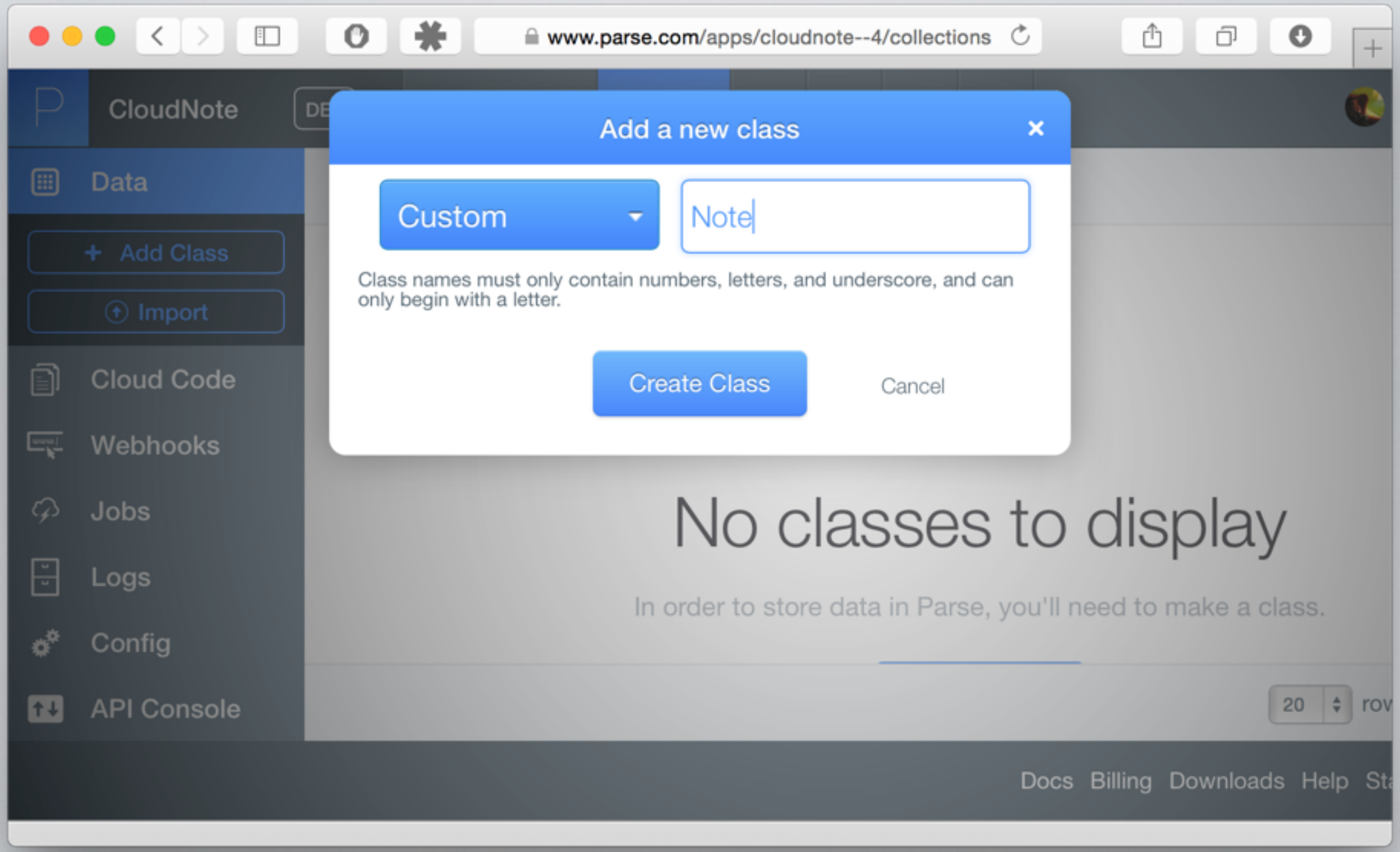
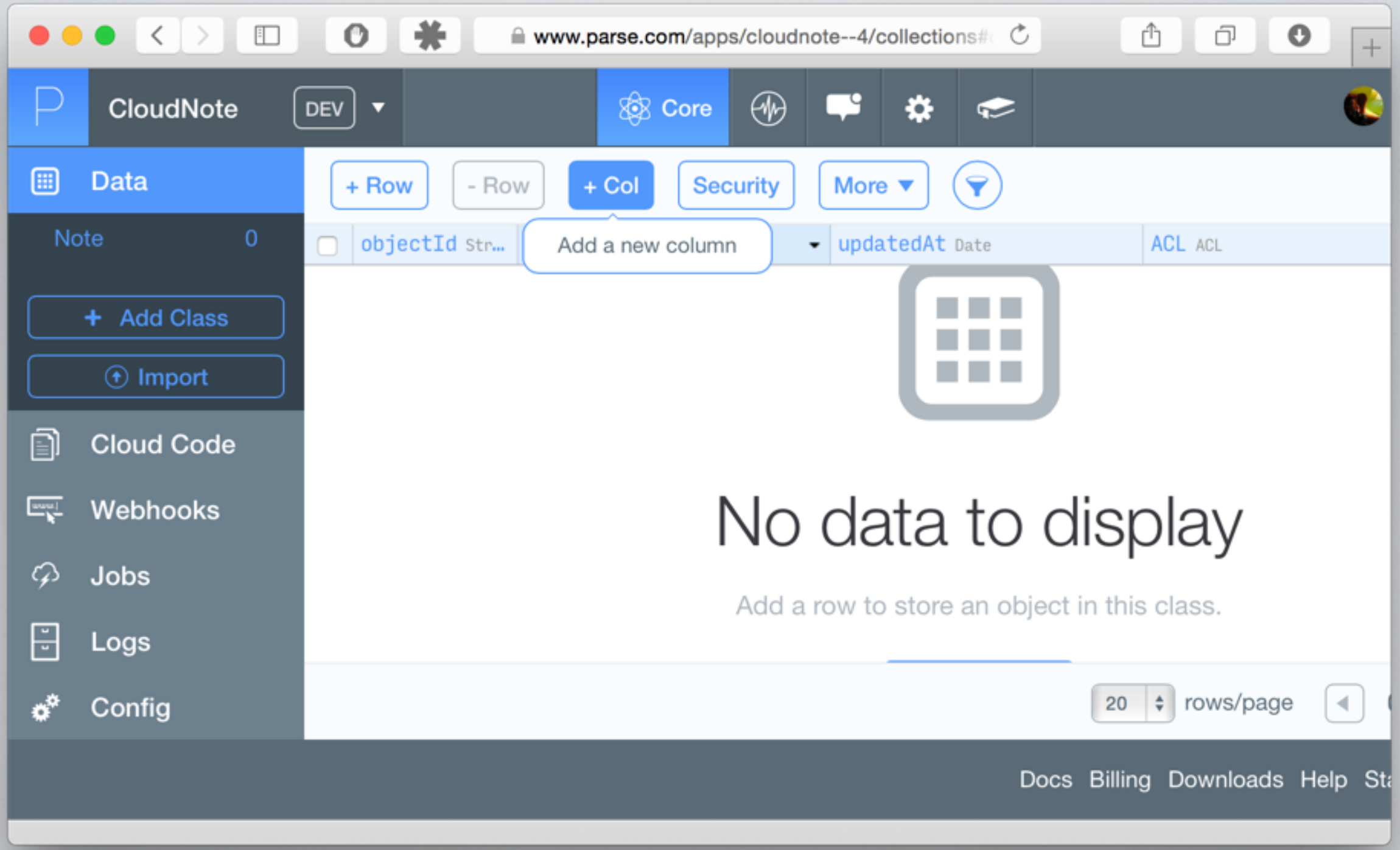

www.parse.com/apps/cloudnote--4/collections
CloudNote
Data
+ Add Class
Import
Cloud Code
Webhooks
Jobs
Logs
Config
API Console
Add a new class
Custom
Note
Class names must only contain numbers, letters, and underscore, and can only begin with a letter.
Create Class
Cancel
No classes to display
In order to store data in Parse, you'll need to make a class.
20
Docs
Billing
Downloads
Help

PARSE


www.parse.com/apps/cloudnote--4/collections#
CloudNote
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+ Row
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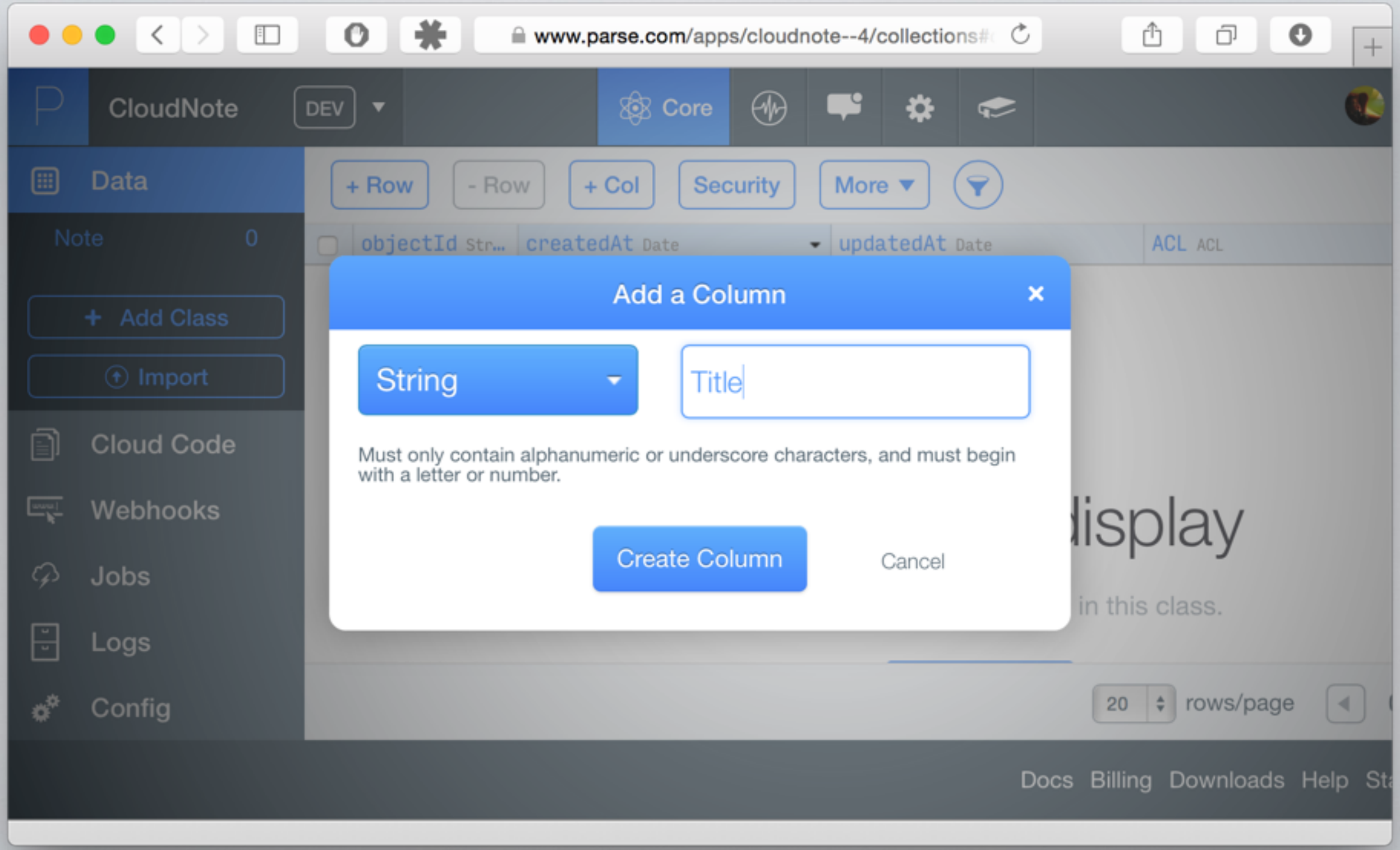
Security
More
Note 0
objectId Str...
Add a new column
updatedAt Date
ACL ACL
+ Add Class
Import
Cloud Code
Webhooks
Jobs
Logs
Config
No data to display
Add a row to store an object in this class.
20 rows/page
Docs Billing Downloads Help

PARSE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Cloud Code
Webhooks
Jobs
Logs
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Add a Column
String
Title
Must only contain alphanumeric or underscore characters, and must begin with a letter or number.
Create Column
Cancel
display
in this class.
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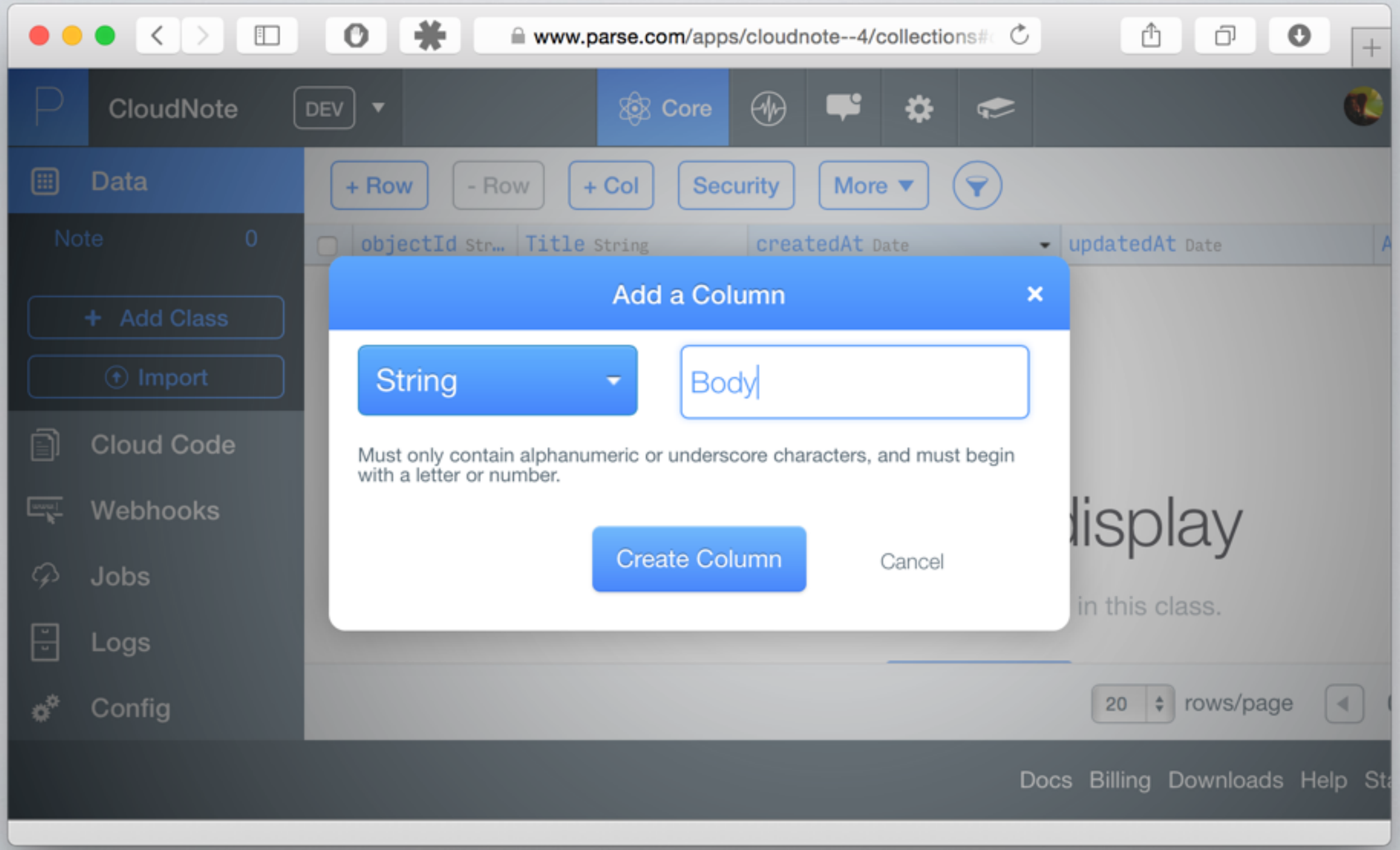
rows/page
Docs
Billing
Downloads
Help

PARSE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Must only contain alphanumeric or underscore characters, and must begin with a letter or number.
Create Column
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display
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rows/page
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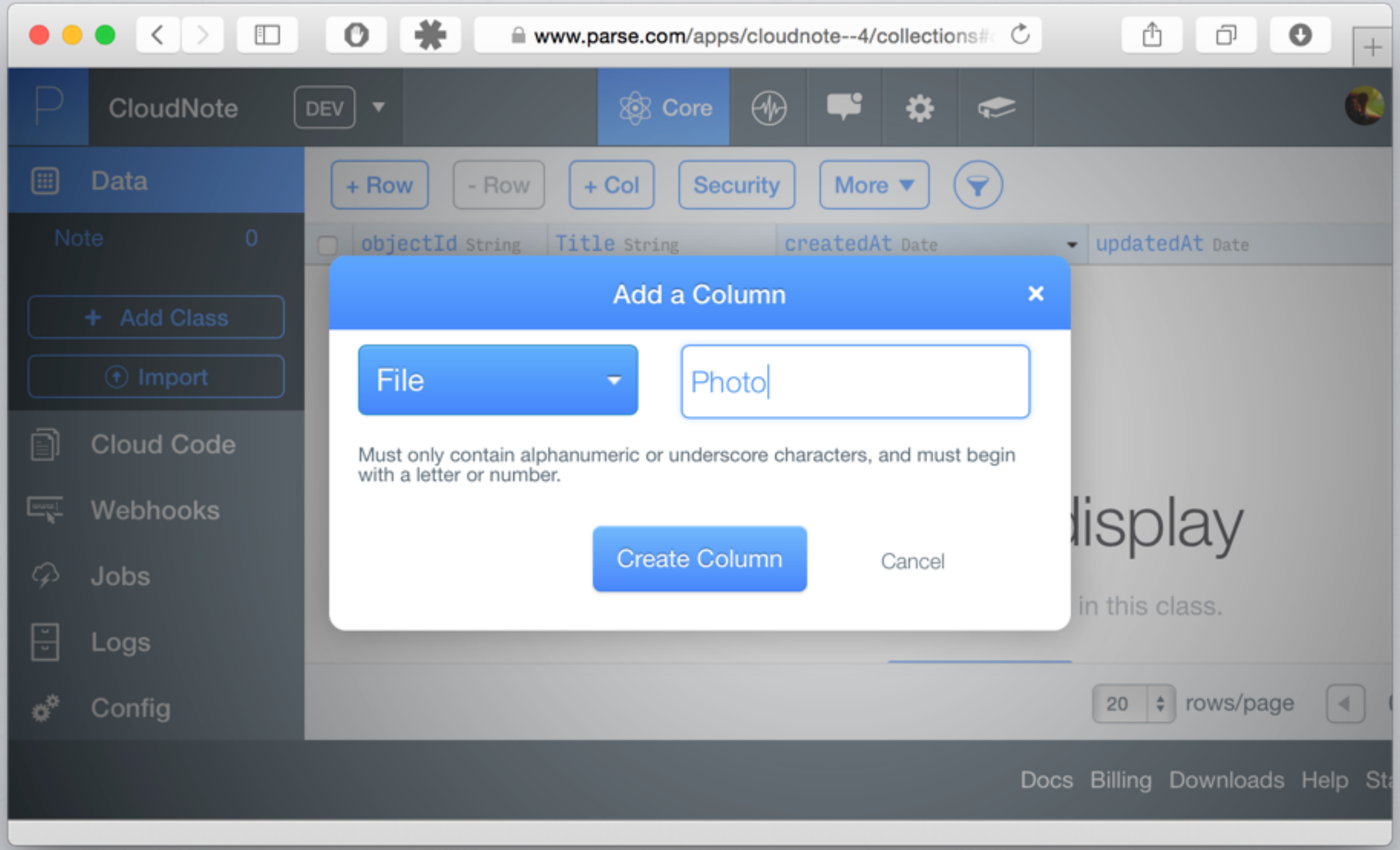
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CloudNote
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Config
Add a Column
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Photo
Must only contain alphanumeric or underscore characters, and must begin with a letter or number.
Create Column
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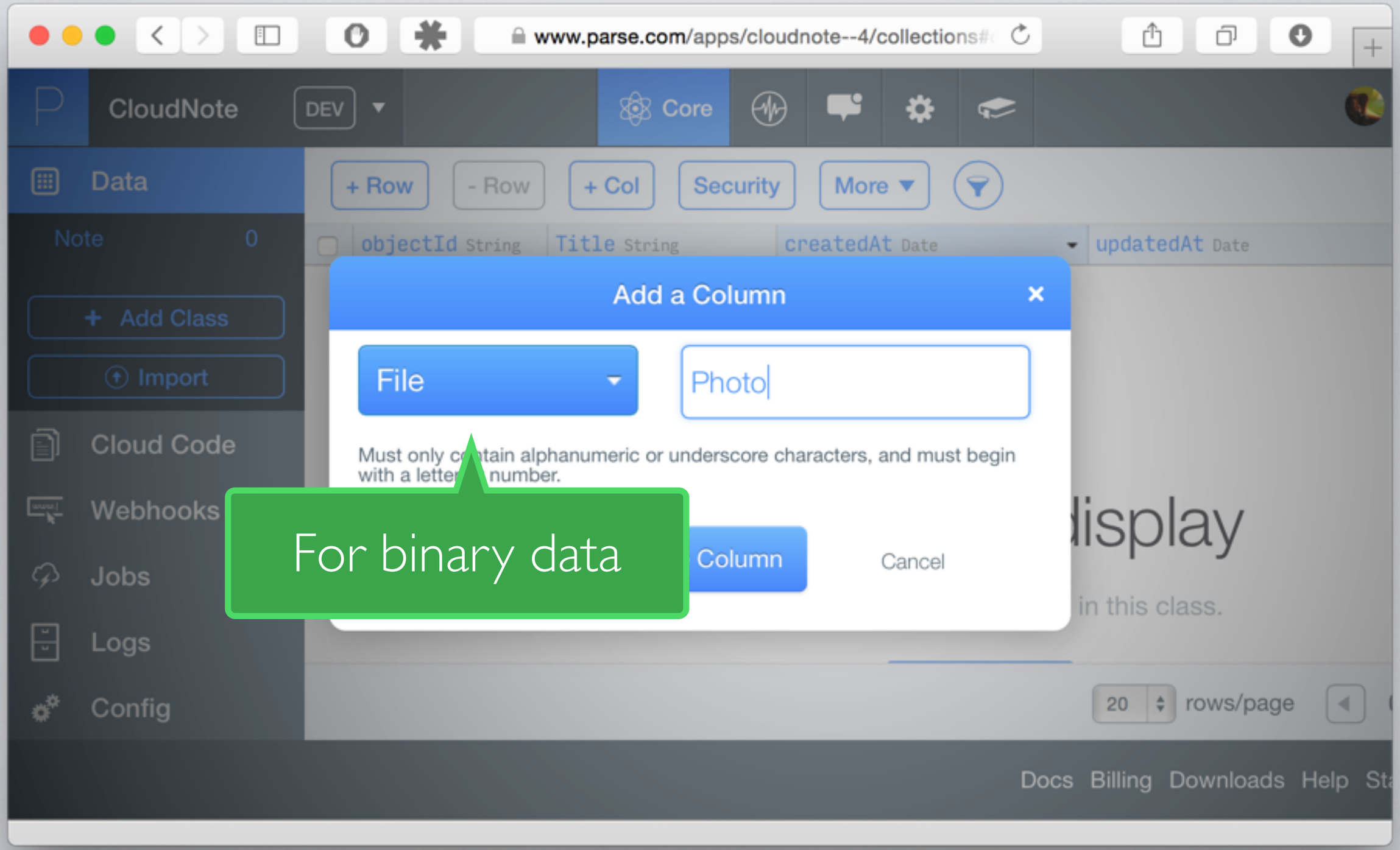
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in this class.
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Docs Billing Downloads Help

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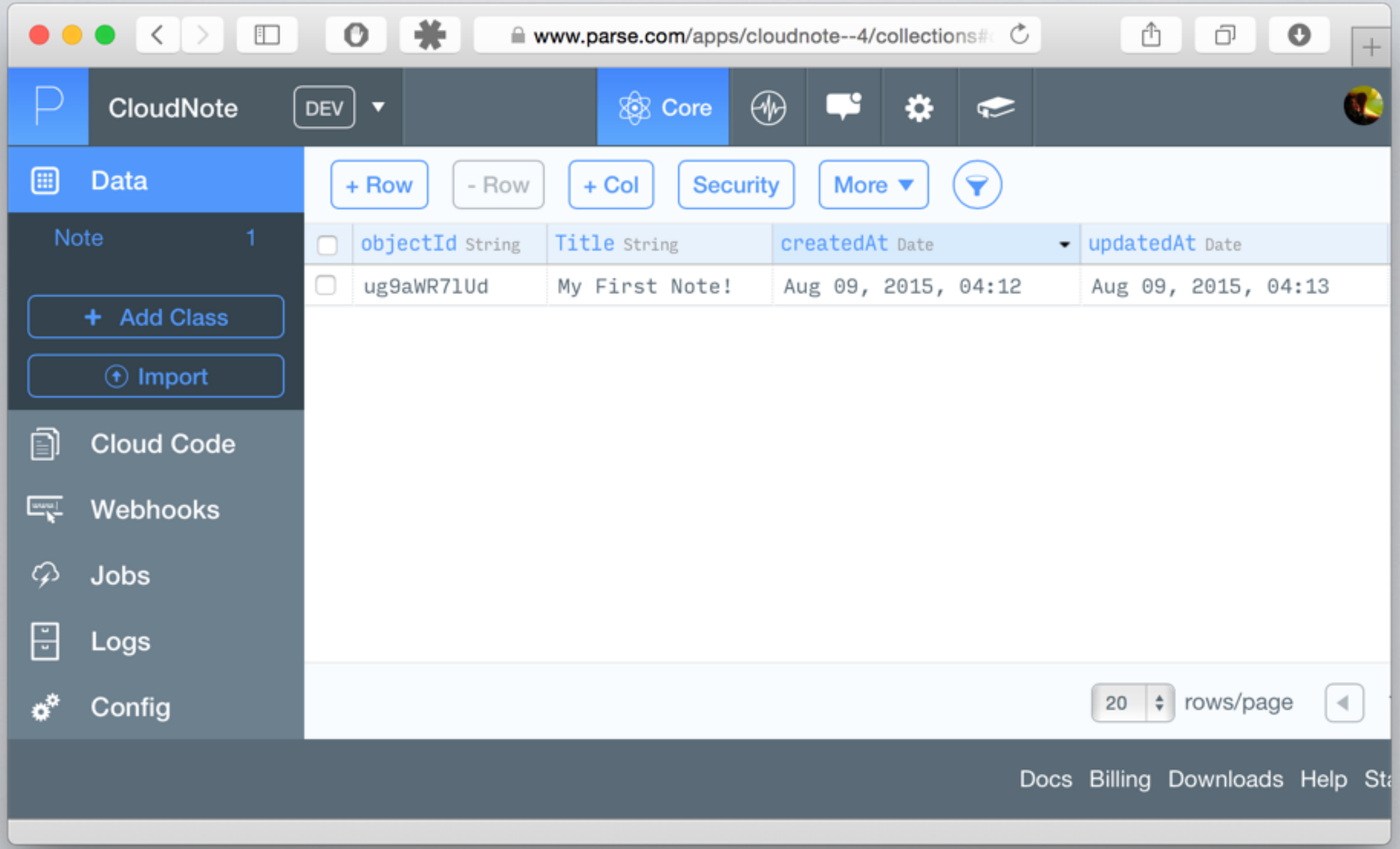
www.parse.com/apps/cloudnote--4/collections#
CloudNote
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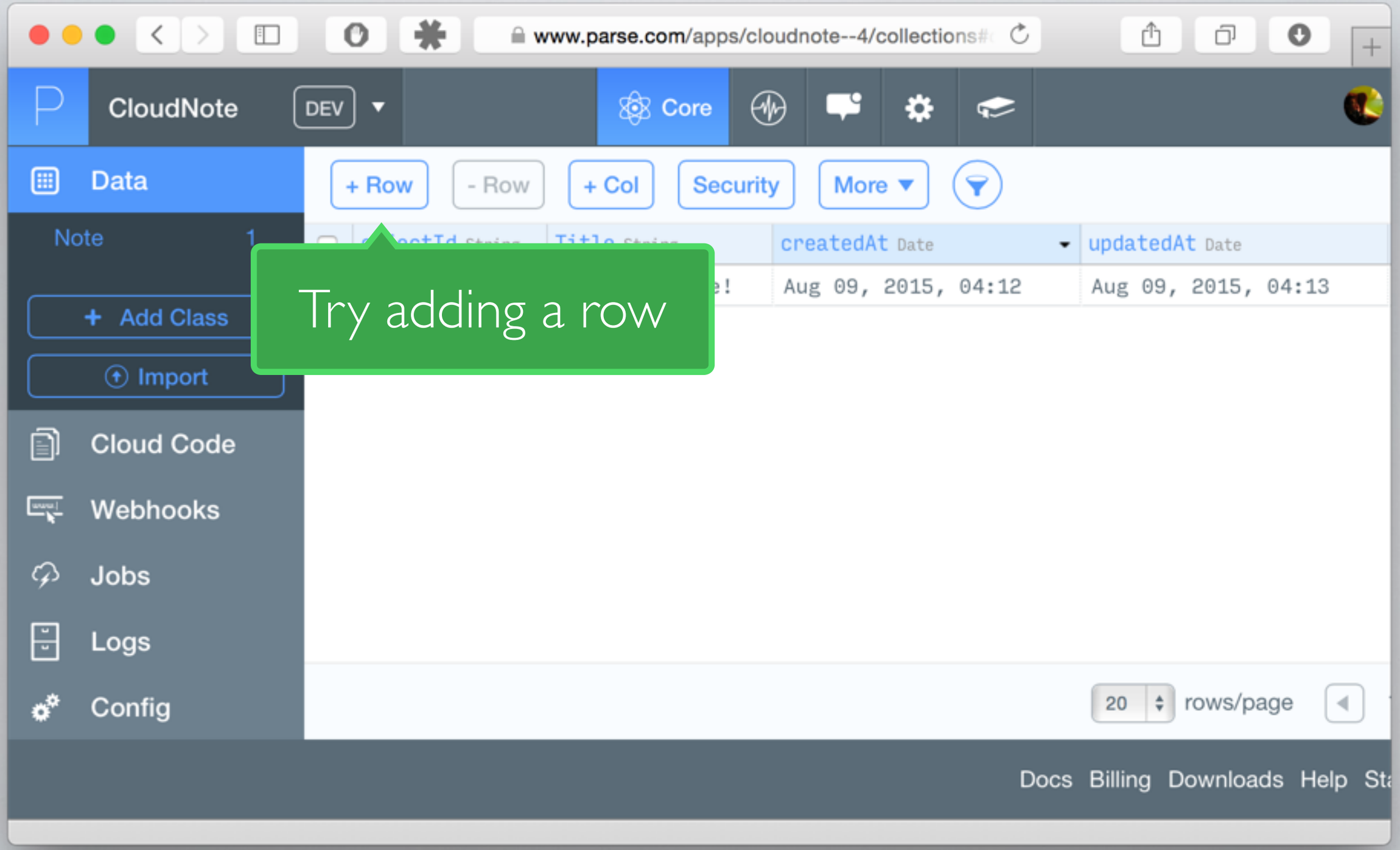
Data
+ Row
- Row
+ Col
Security
More
Note 1
+ Add Class
Import
Cloud Code
Webhooks
Jobs
Logs
Config
objectId String
Title String
createdAt Date
updatedAt Date
ug9aWR7lUd
My First Note!
Aug 09, 2015, 04:12
Aug 09, 2015, 04:13
20
rows/page
Docs
Billing
Downloads
Help

PARSE


www.parse.com/apps/cloudnote--4/collections#
CloudNote
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Data
+ Row
- Row
+ Col
Security
More
Note
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createdAt Date
updatedAt Date
Aug 09, 2015, 04:12
Aug 09, 2015, 04:13
+ Add Class
Import
Try adding a row
Cloud Code
Webhooks
Jobs
Logs
Config
20
rows/page
Docs
Billing
Downloads
Help

PARSE

Note	Type
Title	String
Body	String
Photo	File
ObjectId	Id
CreatedAt	Date
UpdatedAt	Date
ACL	Permissions

PARSE

Note	Type
Title	String
Body	String
Photo	File
ObjectId	Id
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Our own properties

PARSE

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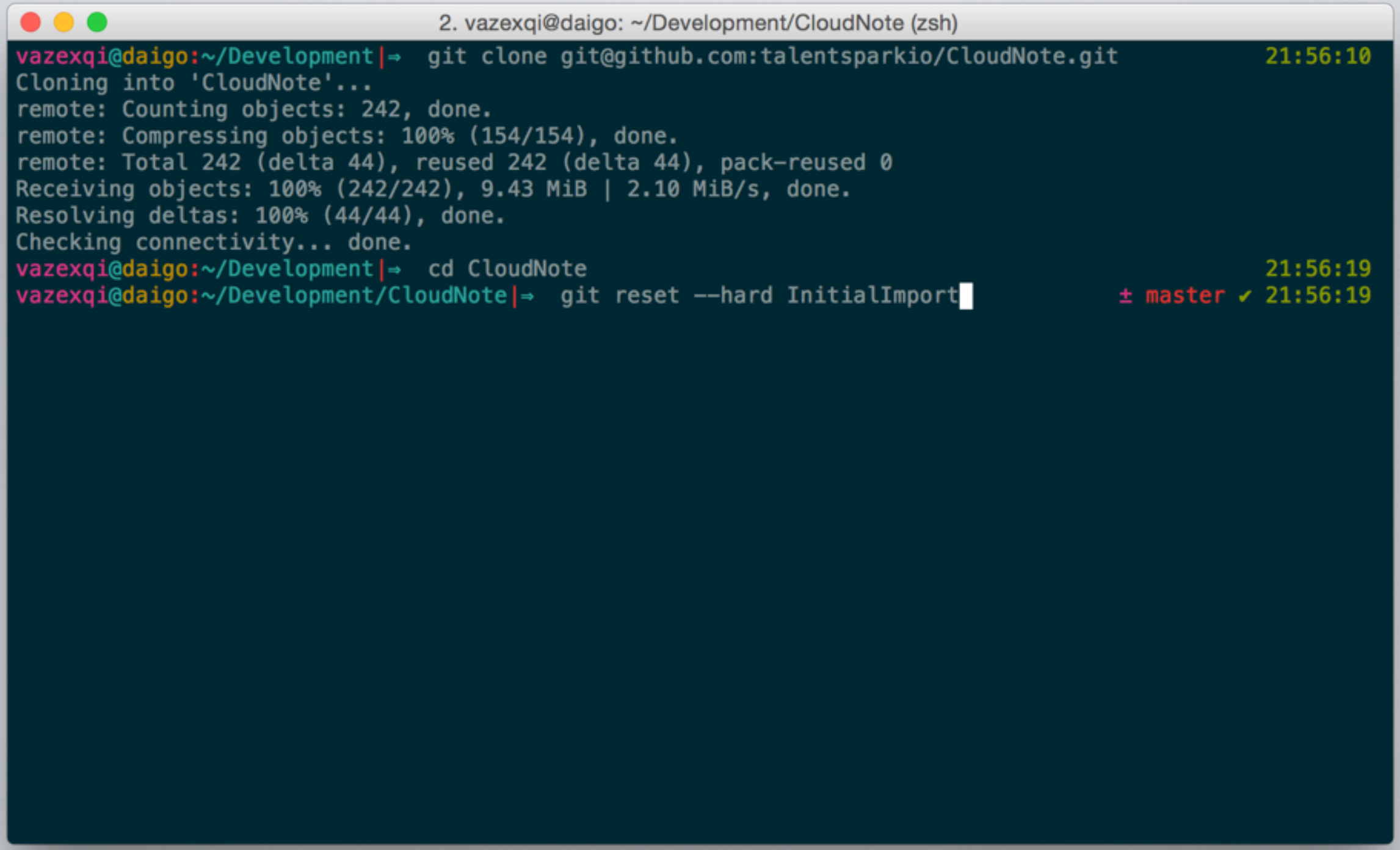
Title	String
Body	String
Photo	File
ObjectId	Id
CreatedAt	Date
UpdatedAt	Date
ACL	Permissions

Our own properties

Parse provided properties

SKELETON CODE



SKELETON CODE

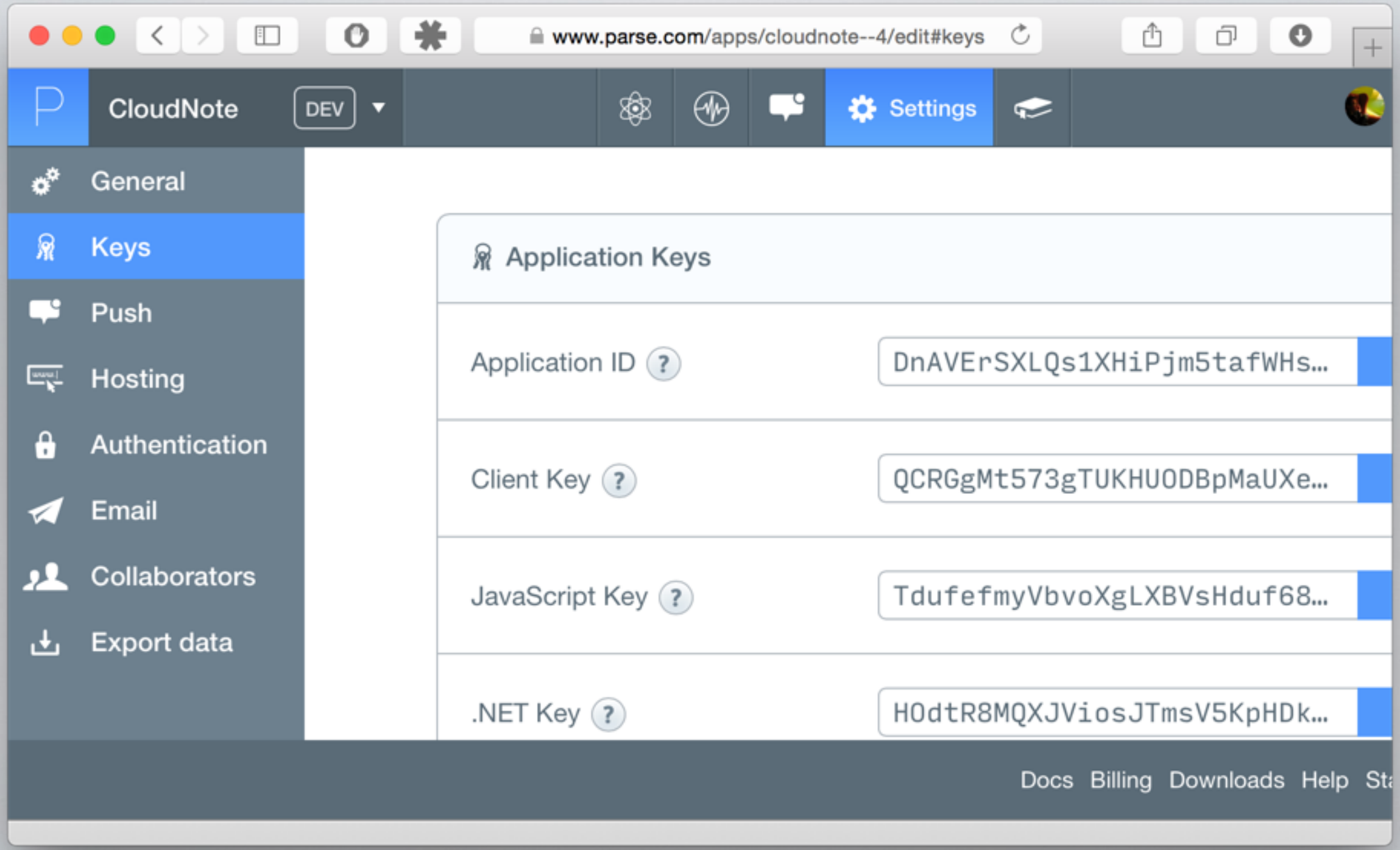
2. vazexqi@daigo: ~/Development/CloudNote (zsh)

```
vazexqi@daigo:~/Development|⇒  git clone git@github.com:talentsparkio/CloudNote.git          21:56:10
Cloning into 'CloudNote'...
remote: Counting objects: 242, done.
remote: Compressing objects: 100% (154/154), done.
remote: Total 242 (delta 44), reused 242 (delta 44), pack-reused 0
Receiving objects: 100% (242/242), 9.43 MiB | 2.10 MiB/s, done.
Resolving deltas: 100% (44/44), done.
Checking connectivity... done.
vazexqi@daigo:~/Development|⇒  cd CloudNote                                          21:56:19
vazexqi@daigo:~/Development/CloudNote|⇒  git reset --hard InitialImport          ± master ✔ 21:56:19
```

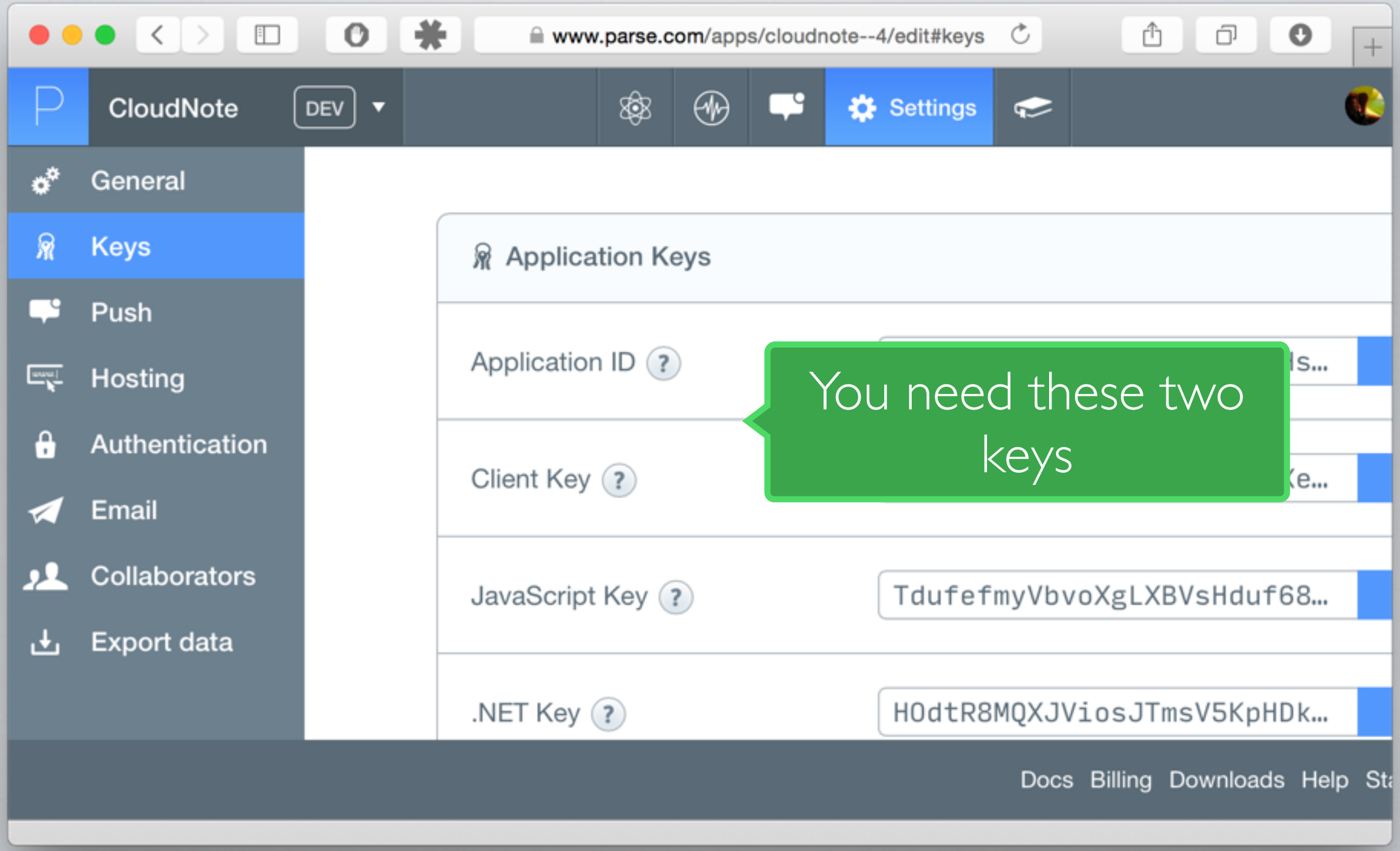
Remember to do `pod update`

Sets up CocoaPod, Objective-C Bridging and NSAppTransportSecurity

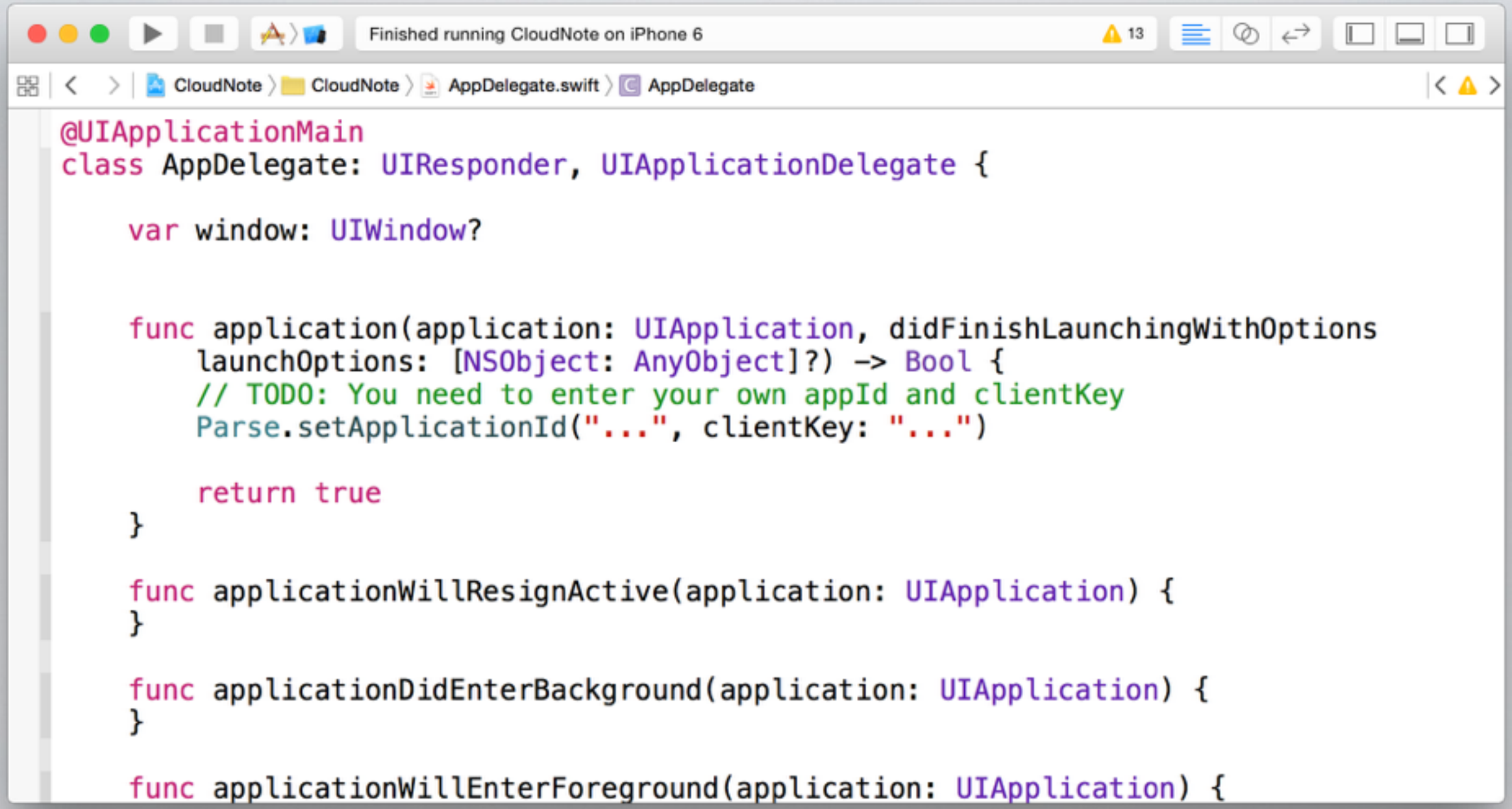
PARSE


www.parse.com/apps/cloudnote--4/edit#keys
CloudNote
DEV
Settings
General
Keys
Push
Hosting
Authentication
Email
Collaborators
Export data
Application Keys
Application ID
DnAVErSXLQs1XHiPjm5tafWHs…
Client Key
QCRGgMt573gTUKHUODBpMaUXe…
JavaScript Key
TdufefmyVbvoXgLXBVsHduf68…
.NET Key
HOdtR8MQXJViosJTmsV5KpHDk…
Docs
Billing
Downloads
Help

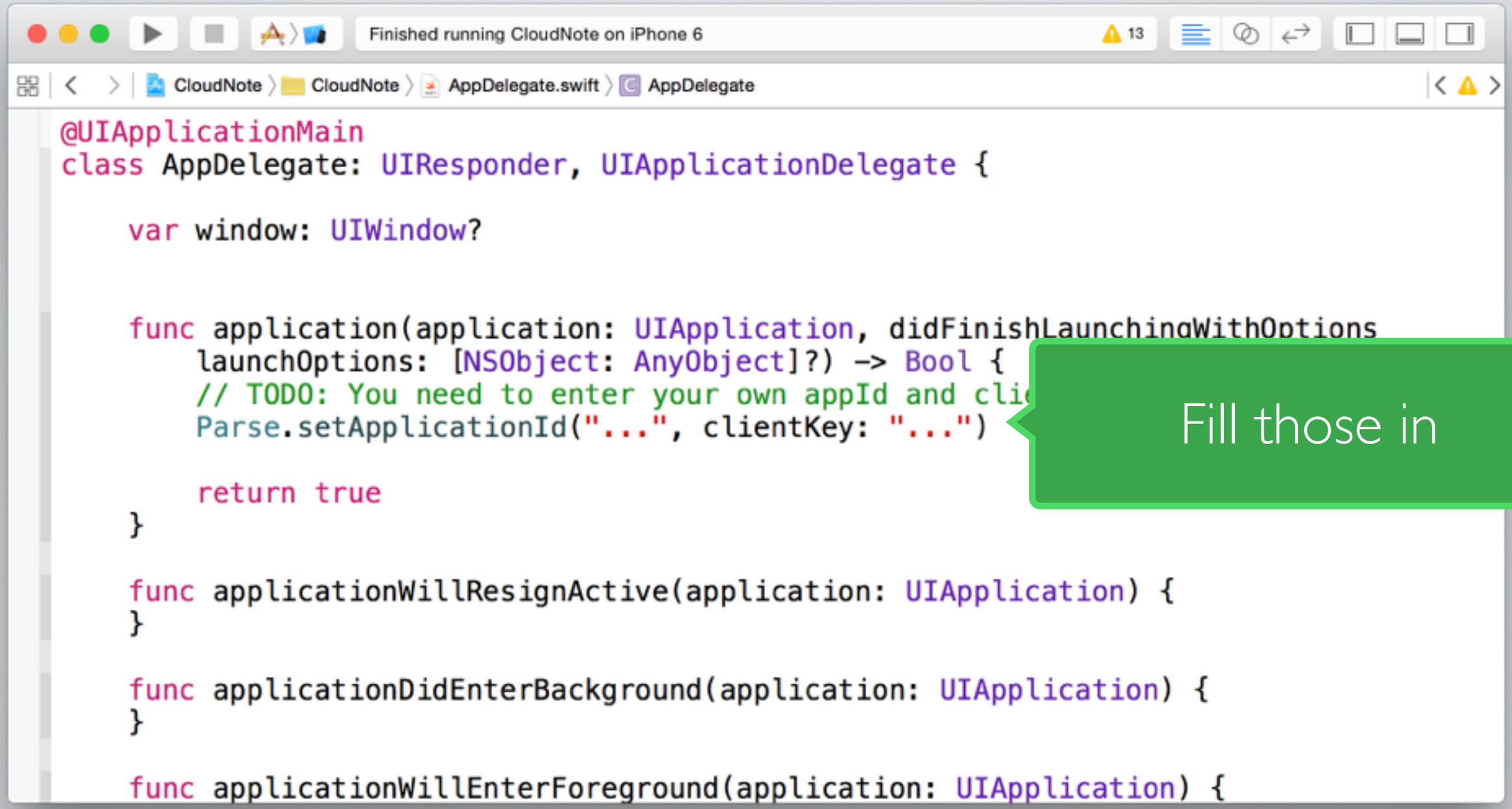
PARSE


www.parse.com/apps/cloudnote--4/edit#keys
CloudNote
DEV
Settings
General
Keys
Push
Hosting
Authentication
Email
Collaborators
Export data
Application Keys
Application ID
Client Key
JavaScript Key
TdufefmyVbvoXgLXBVsHduf68...
.NET Key
HOdtR8MQXJViosJTmsV5KpHDk...
You need these two keys
Docs
Billing
Downloads
Help

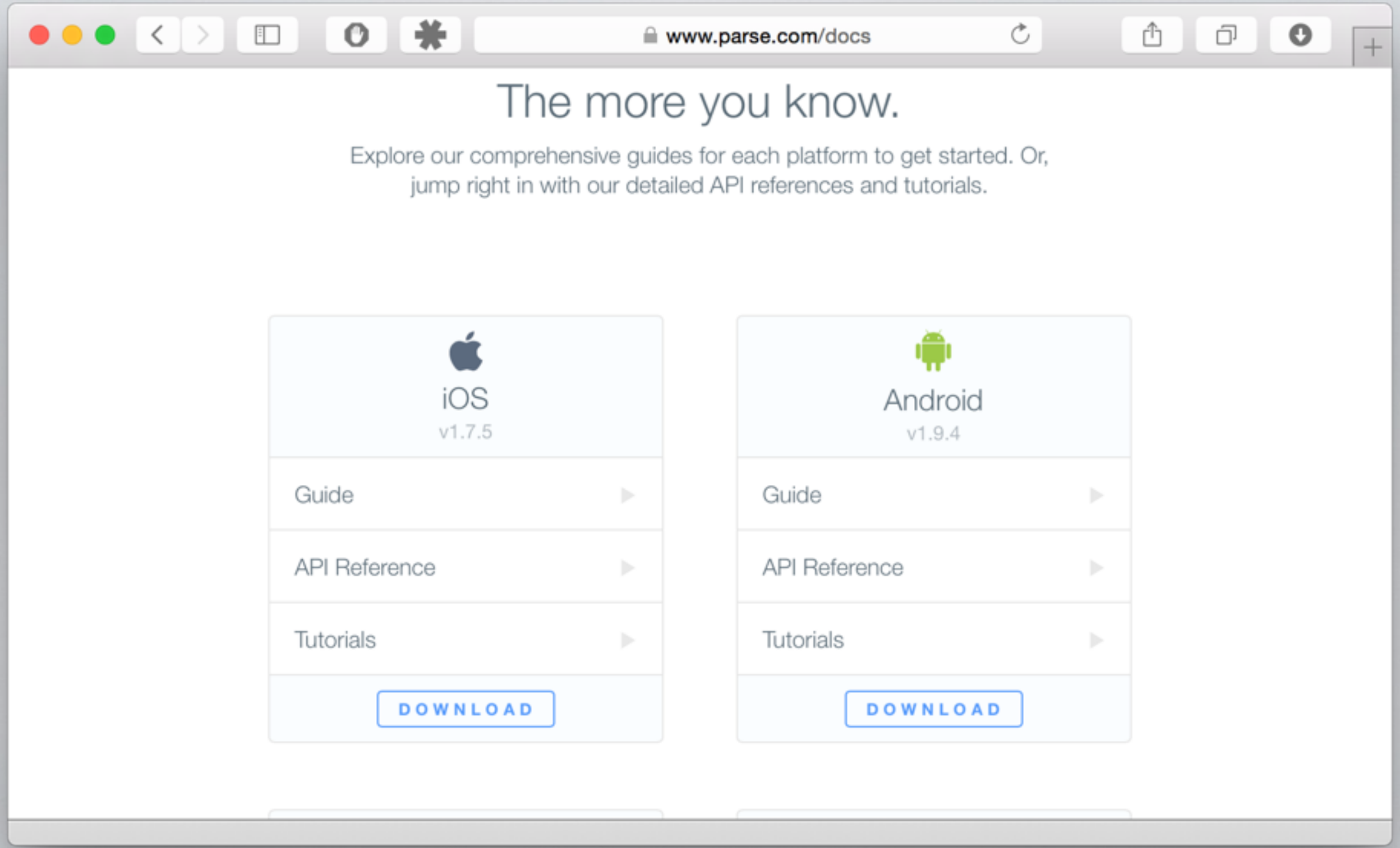
SKELETON CODE



SKELETON CODE



PARSE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Guide
API Reference
Tutorials
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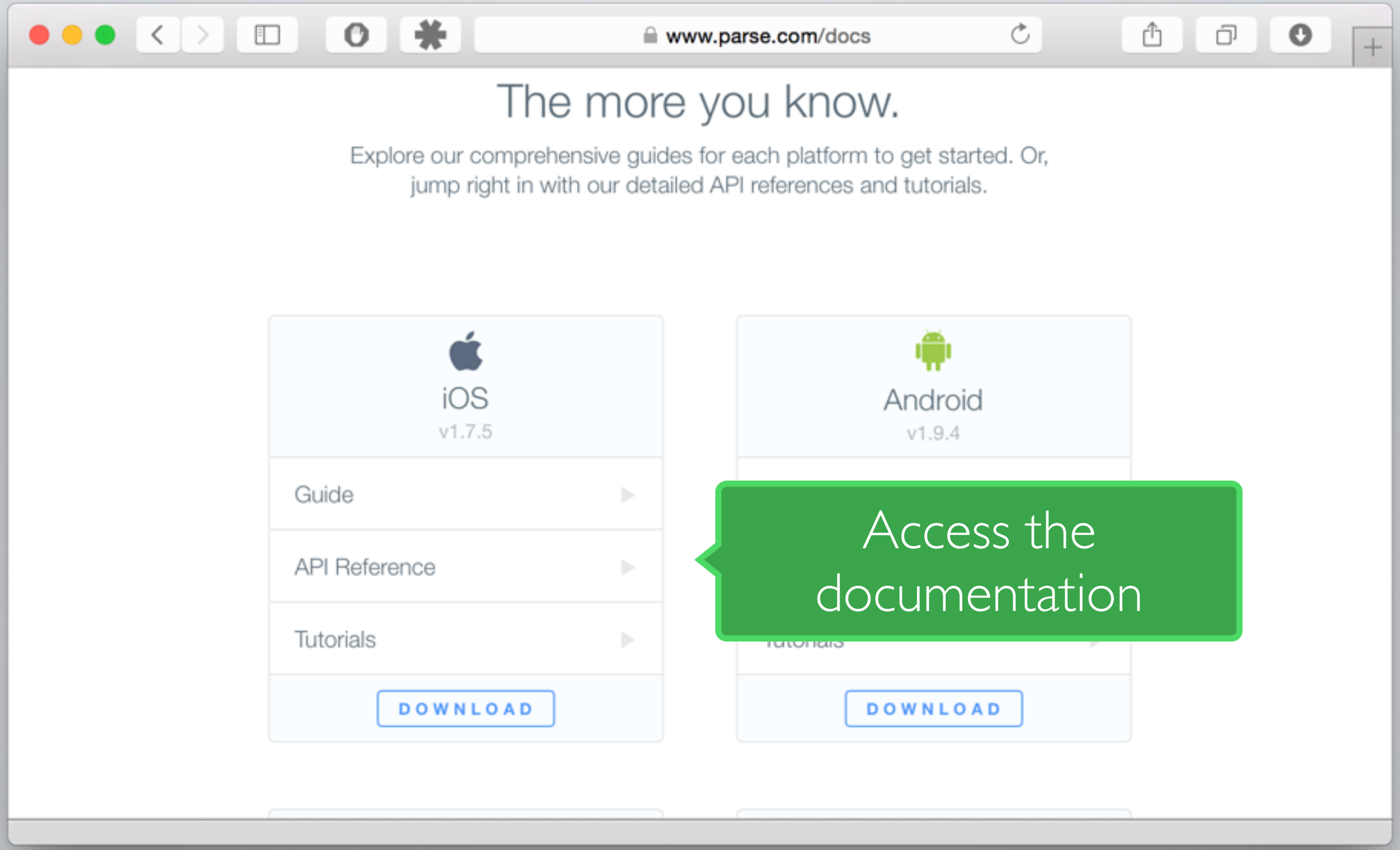
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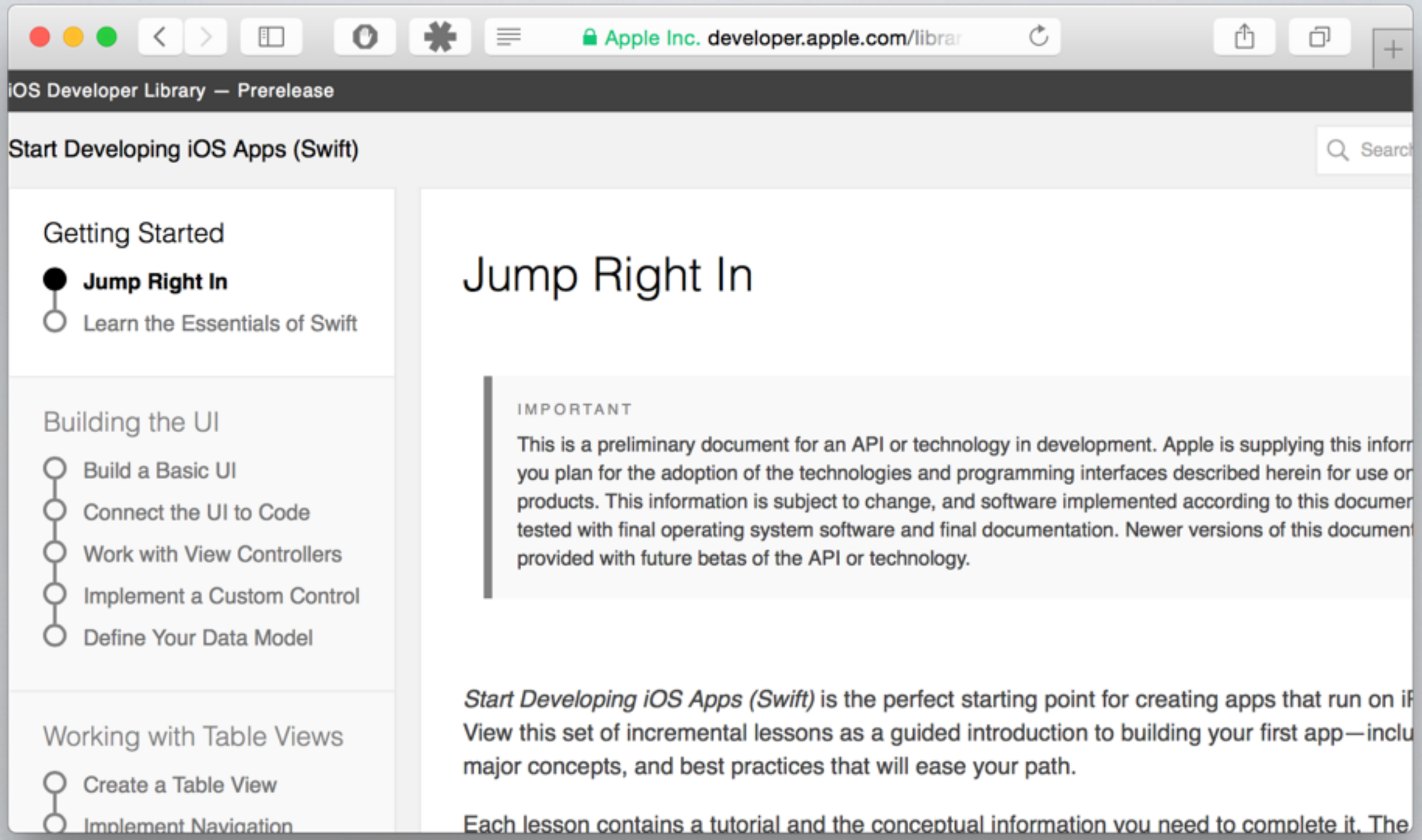
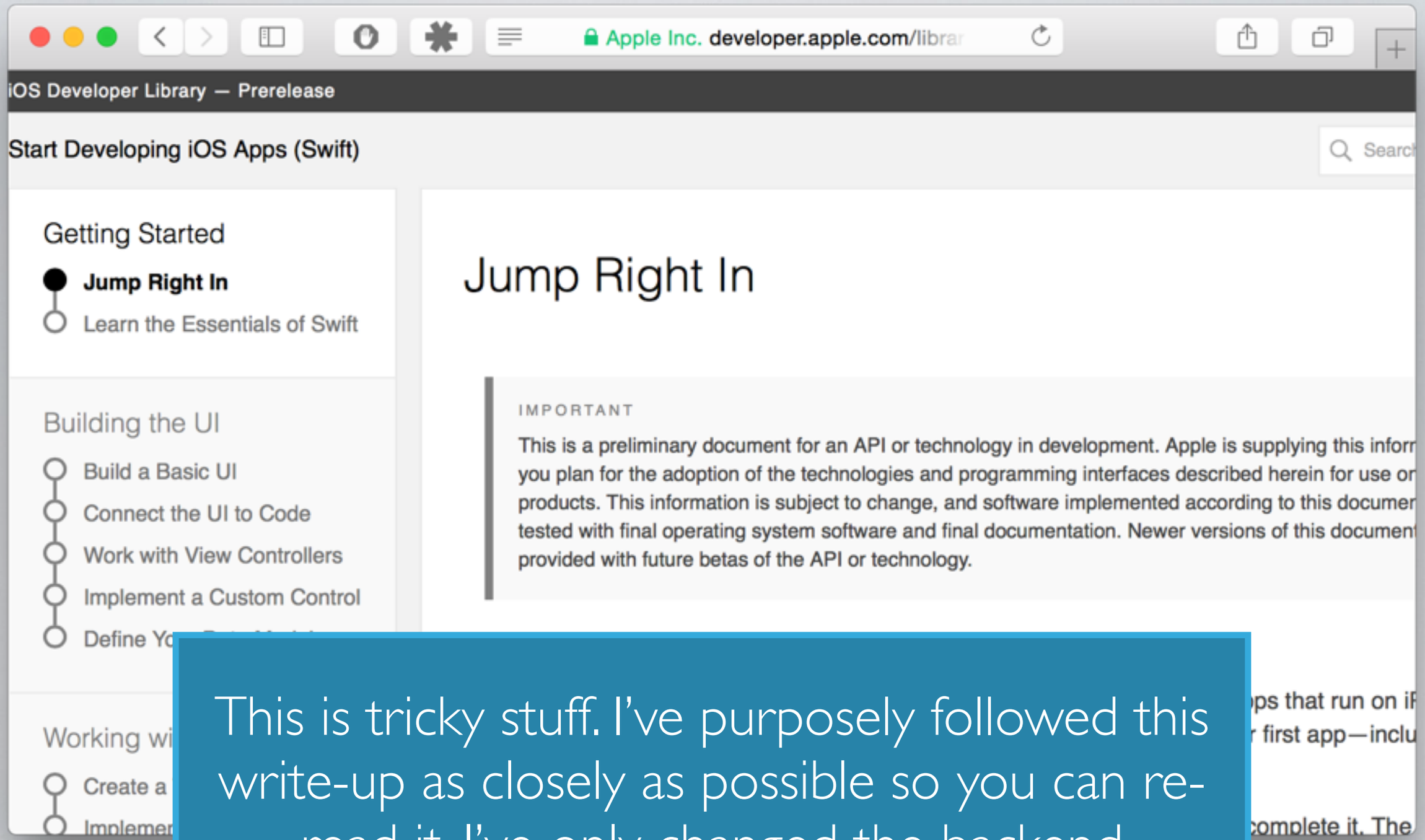
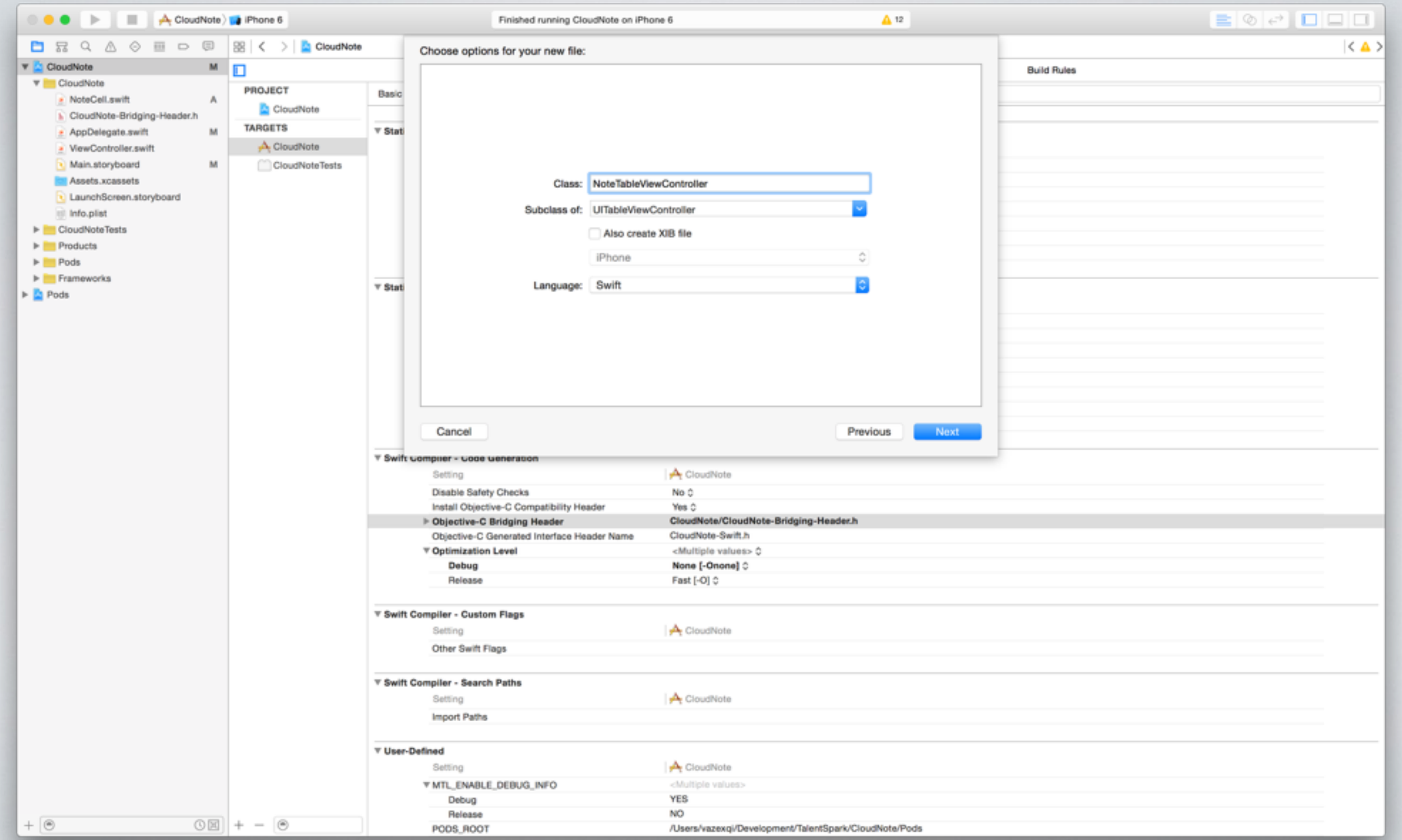
DOWNLOAD
Access the documentation


Apple Inc. developer.apple.com/libra
iOS Developer Library — Prerelease
Start Developing iOS Apps (Swift)
Search
Getting Started
Jump Right In
Learn the Essentials of Swift
Building the UI
Build a Basic UI
Connect the UI to Code
Work with View Controllers
Implement a Custom Control
Define Your Data Model
Working with Table Views
Create a Table View
Implement Navigation
Jump Right In
IMPORTANT
This is a preliminary document for an API or technology in development. Apple is supplying this inform
you plan for the adoption of the technologies and programming interfaces described herein for use on
products. This information is subject to change, and software implemented according to this documen
tested with final operating system software and final documentation. Newer versions of this document
provided with future betas of the API or technology.
Start Developing iOS Apps (Swift) is the perfect starting point for creating apps that run on iP
View this set of incremental lessons as a guided introduction to building your first app—inclu
major concepts, and best practices that will ease your path.
Each lesson contains a tutorial and the conceptual information you need to complete it. The

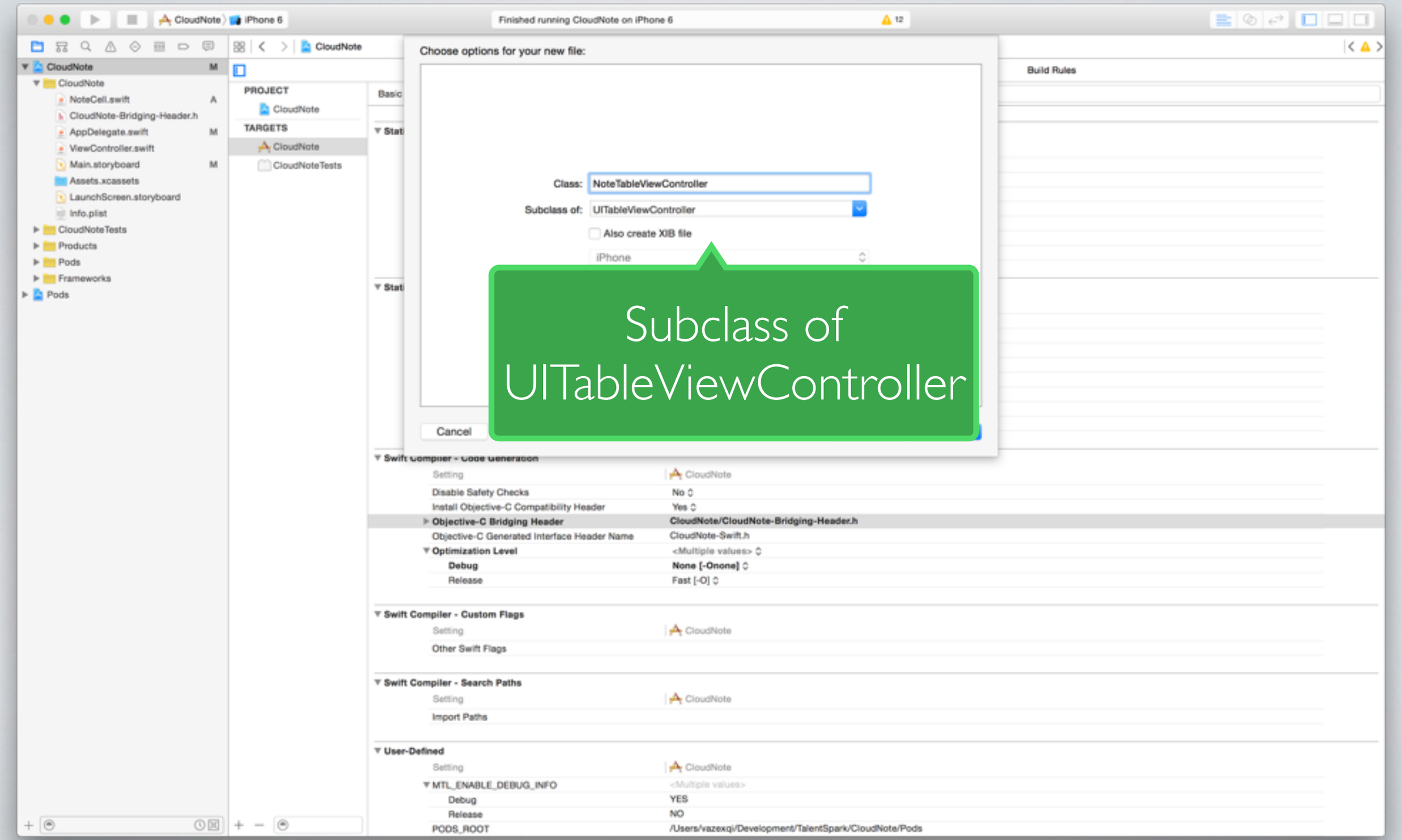


This is tricky stuff. I've purposely followed this write-up as closely as possible so you can re-read it. I've only changed the backend

TABLEVIEWCONTROLLER



TABLEVIEWCONTROLLER



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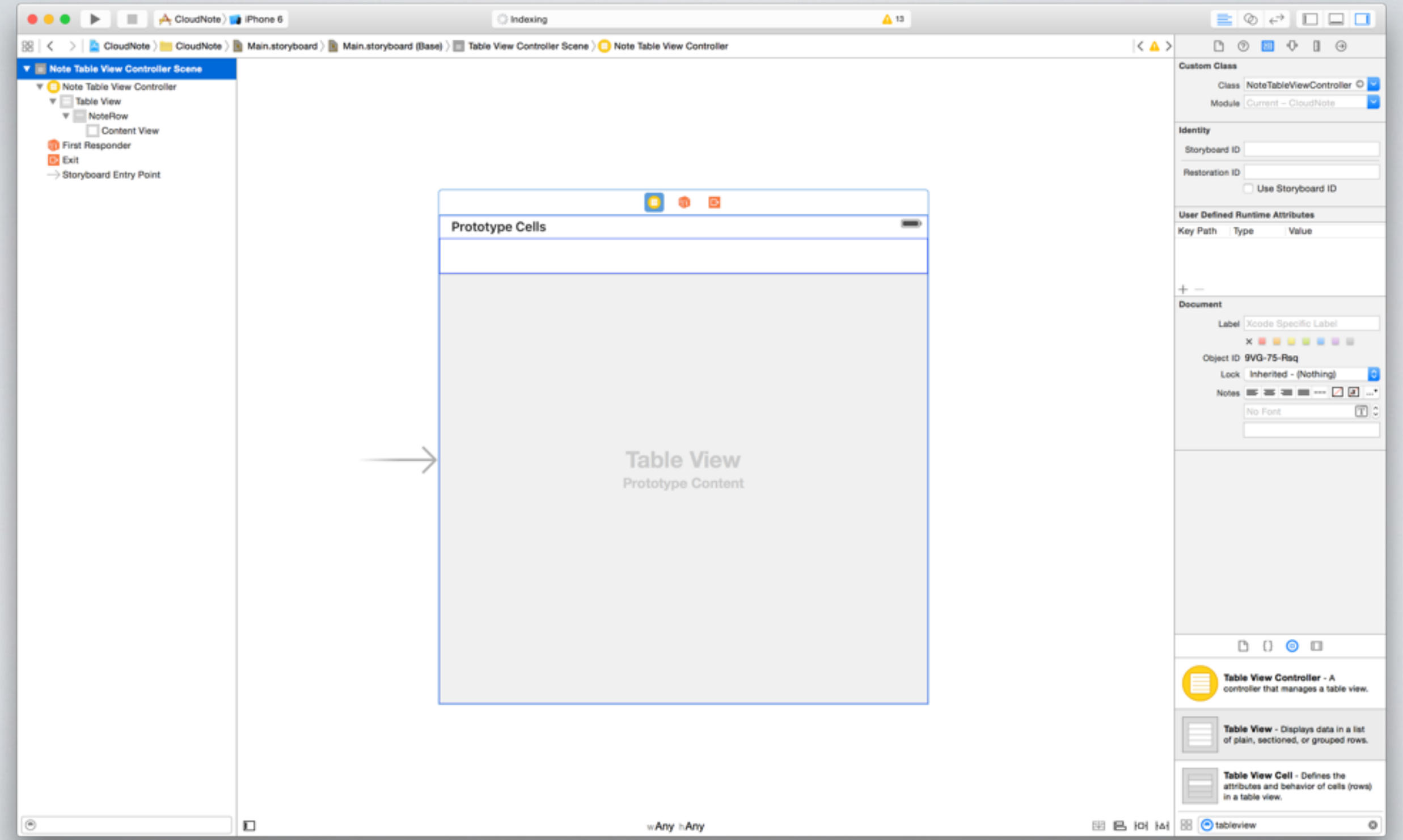
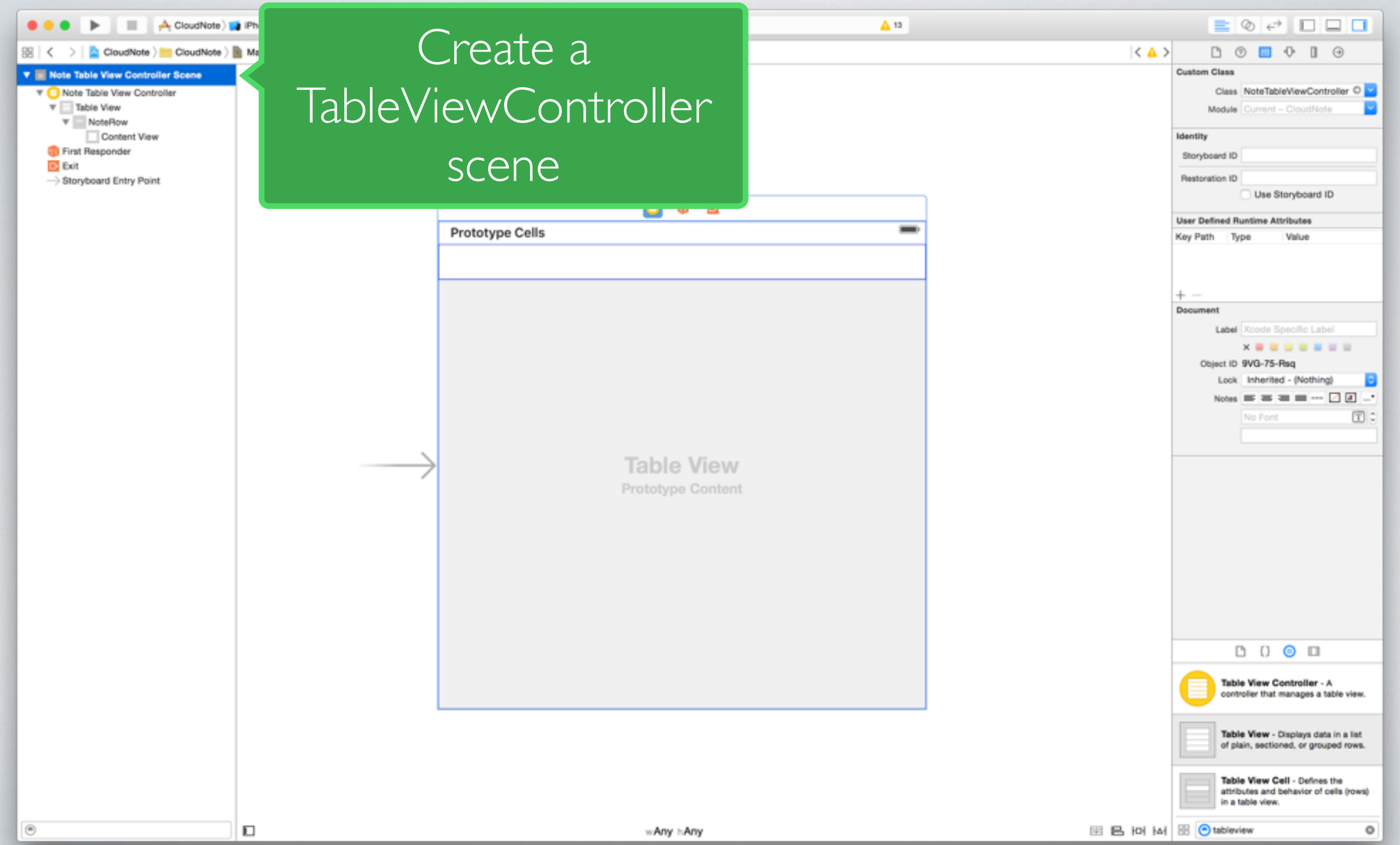


TABLEVIEWCONTROLLER



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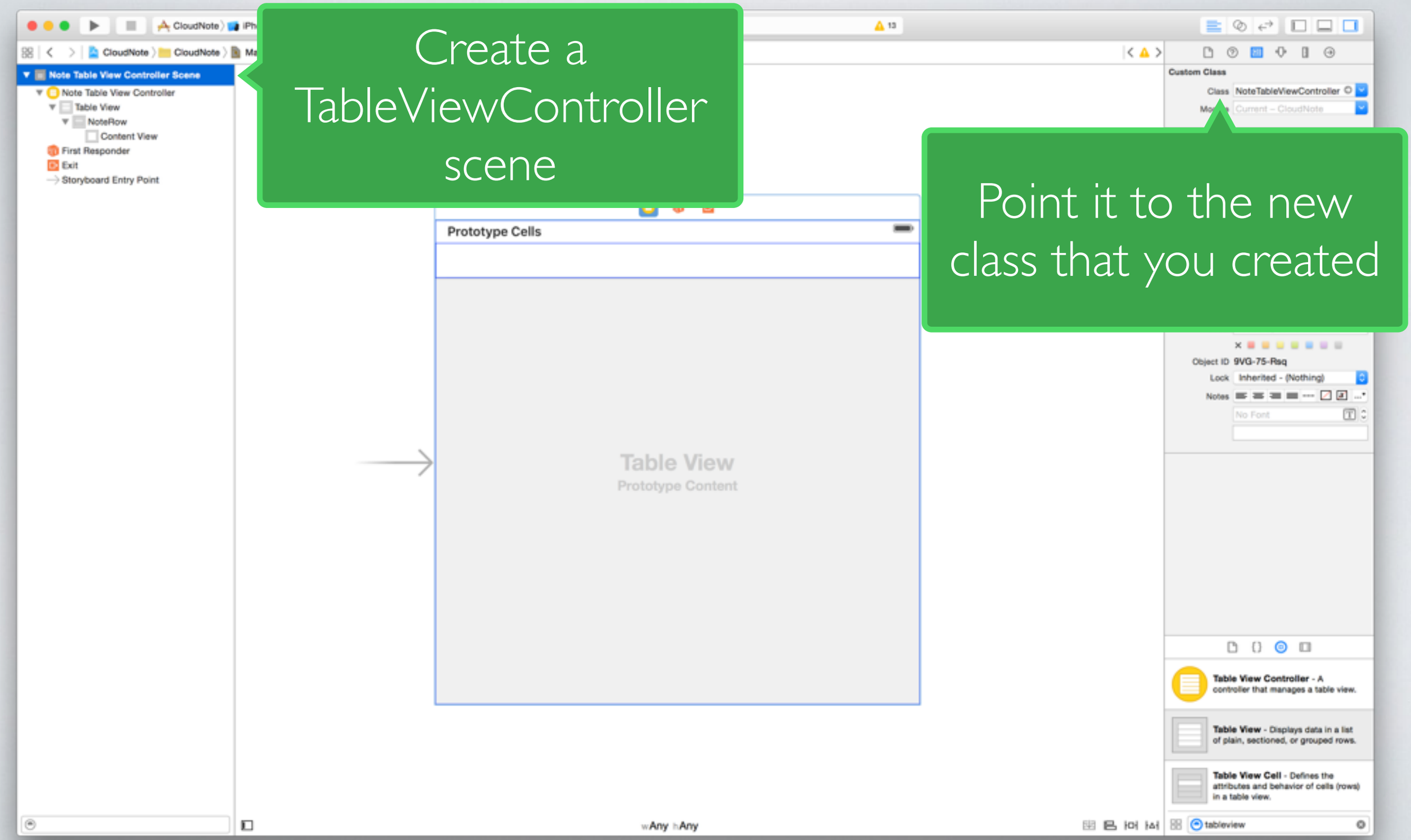

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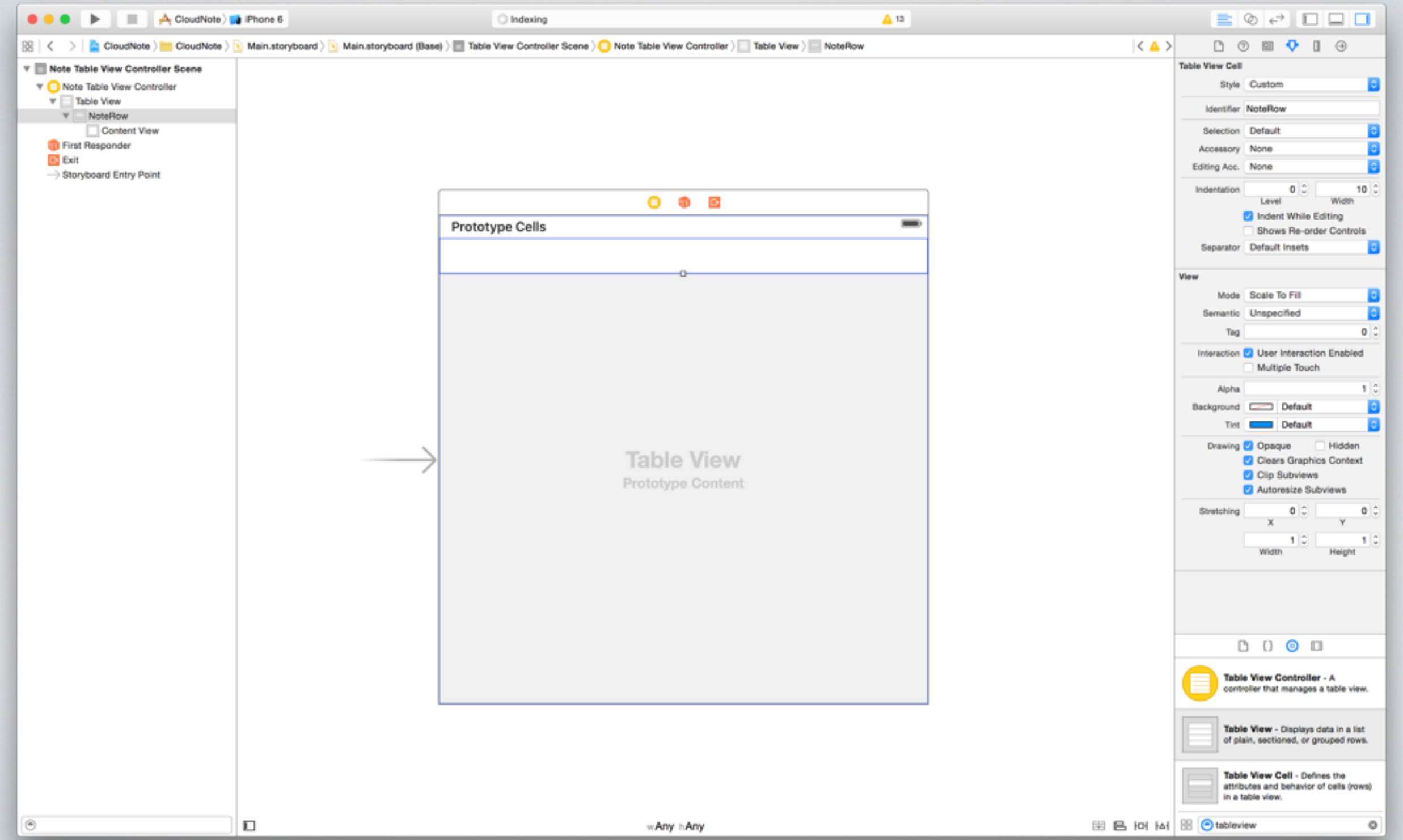

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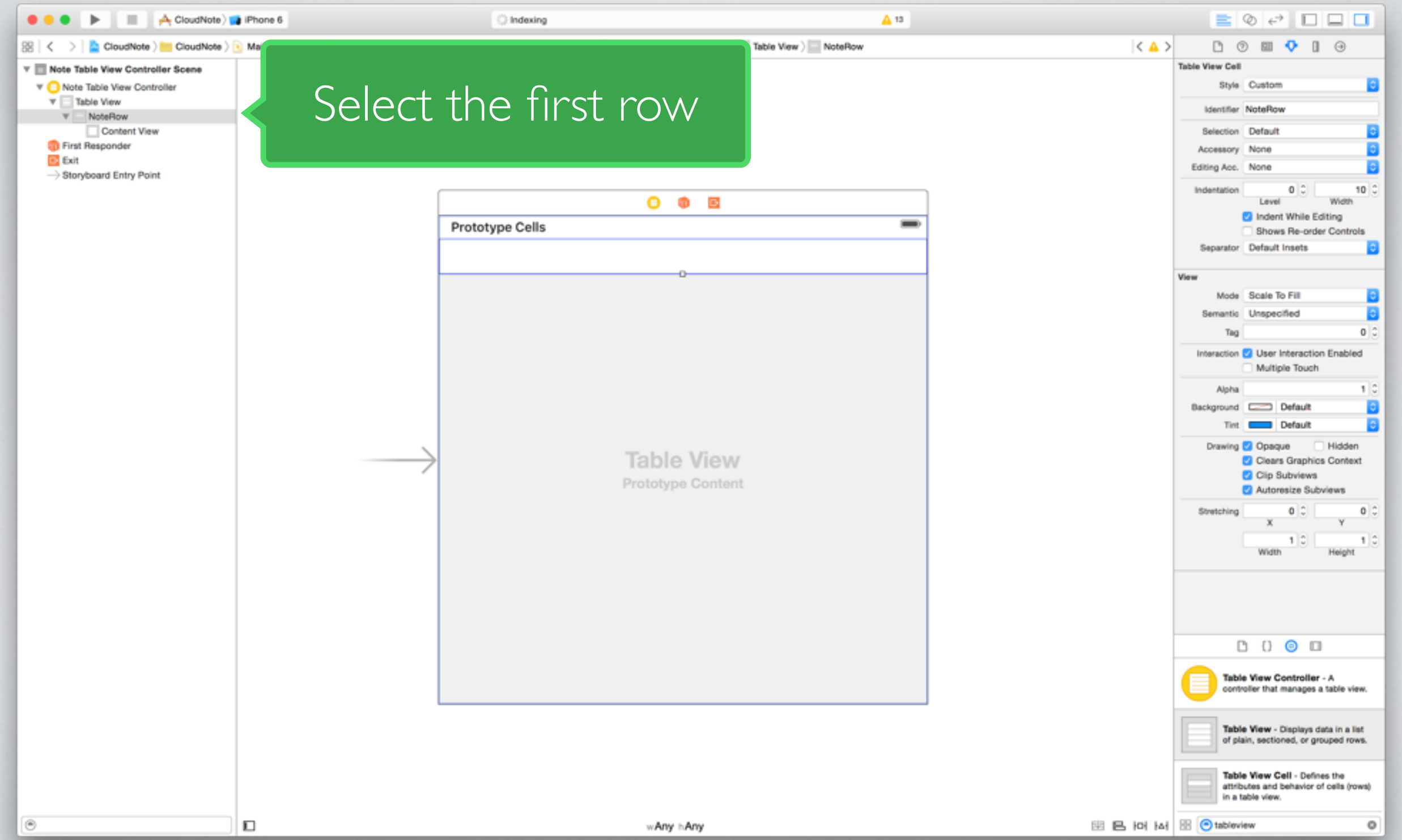

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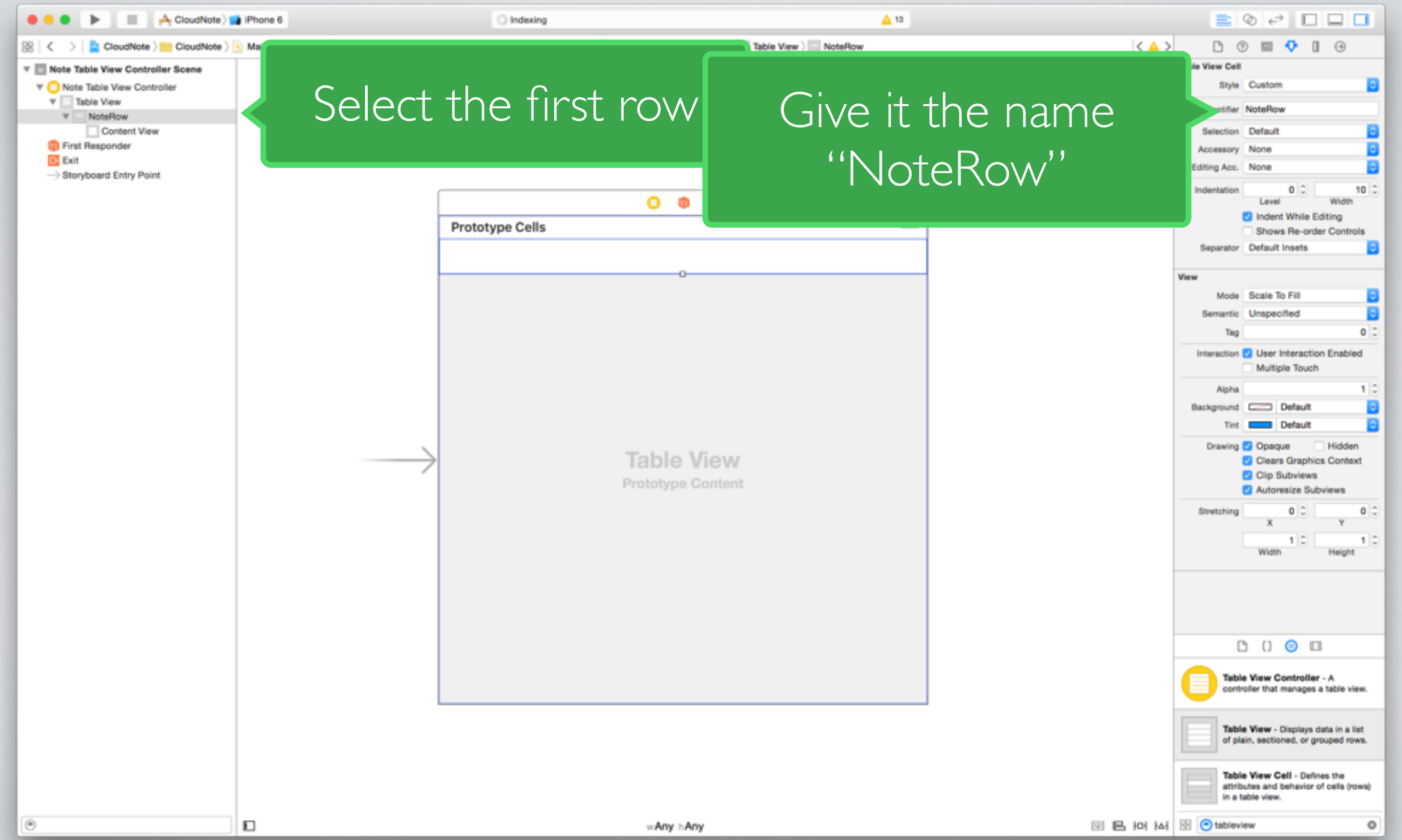

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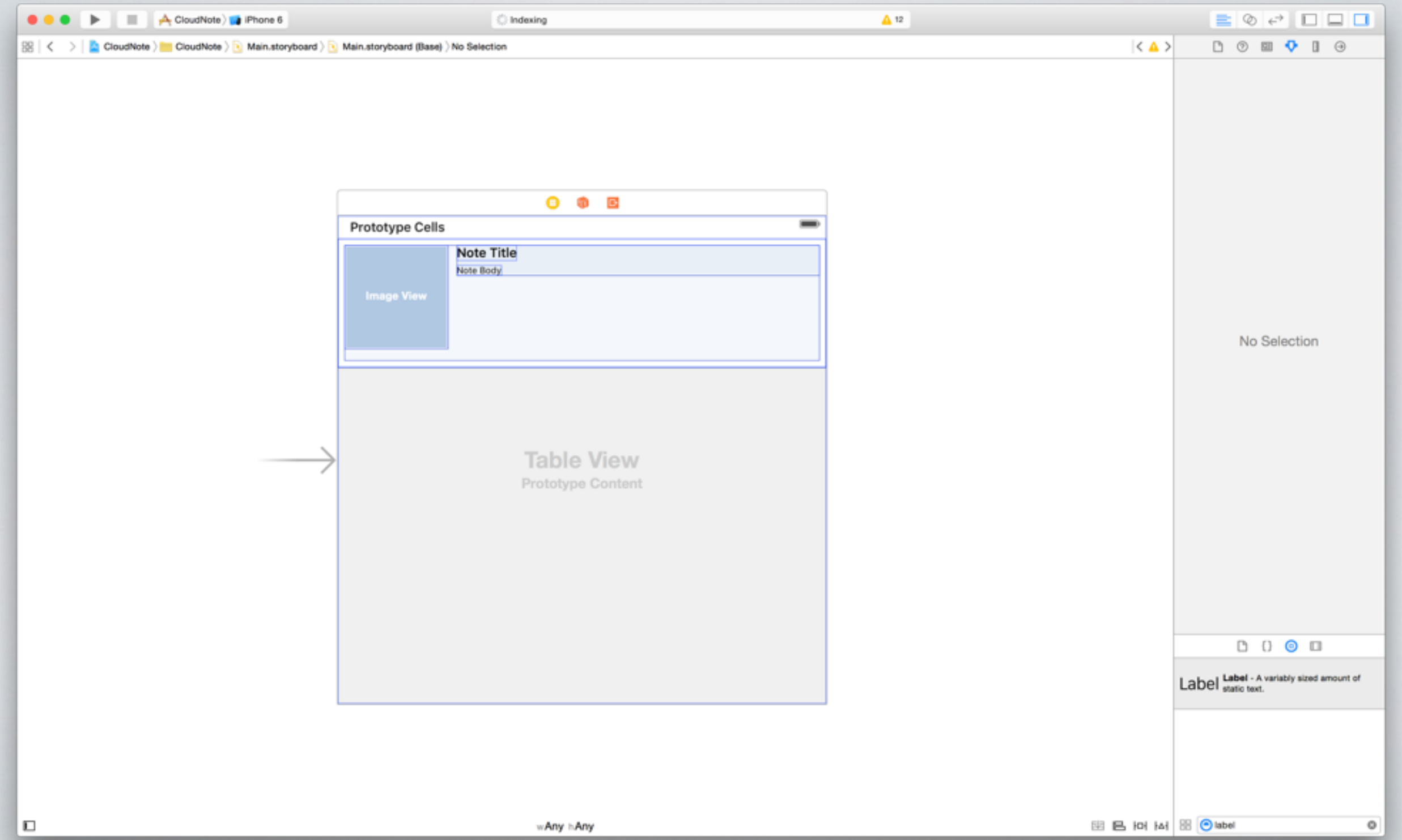

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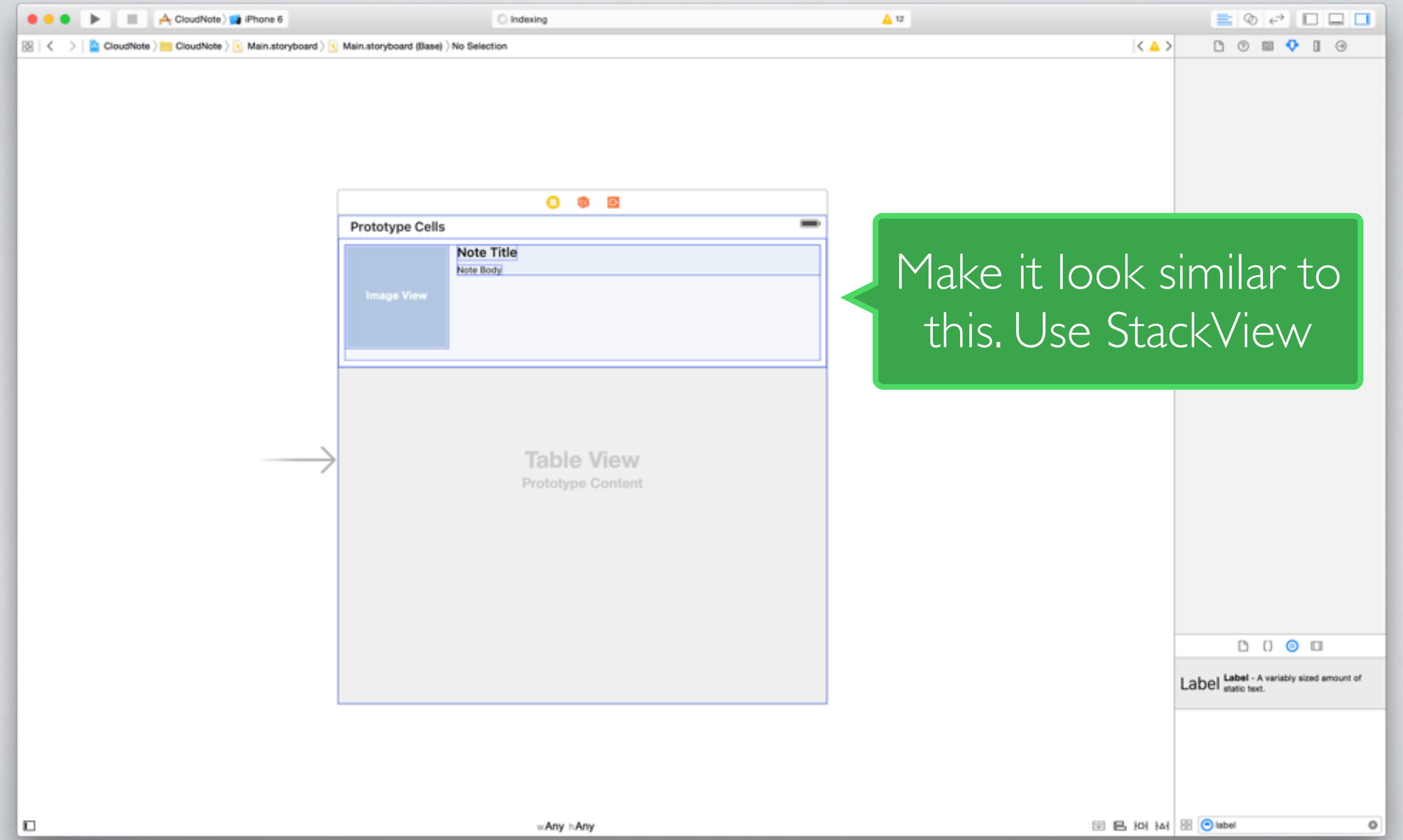
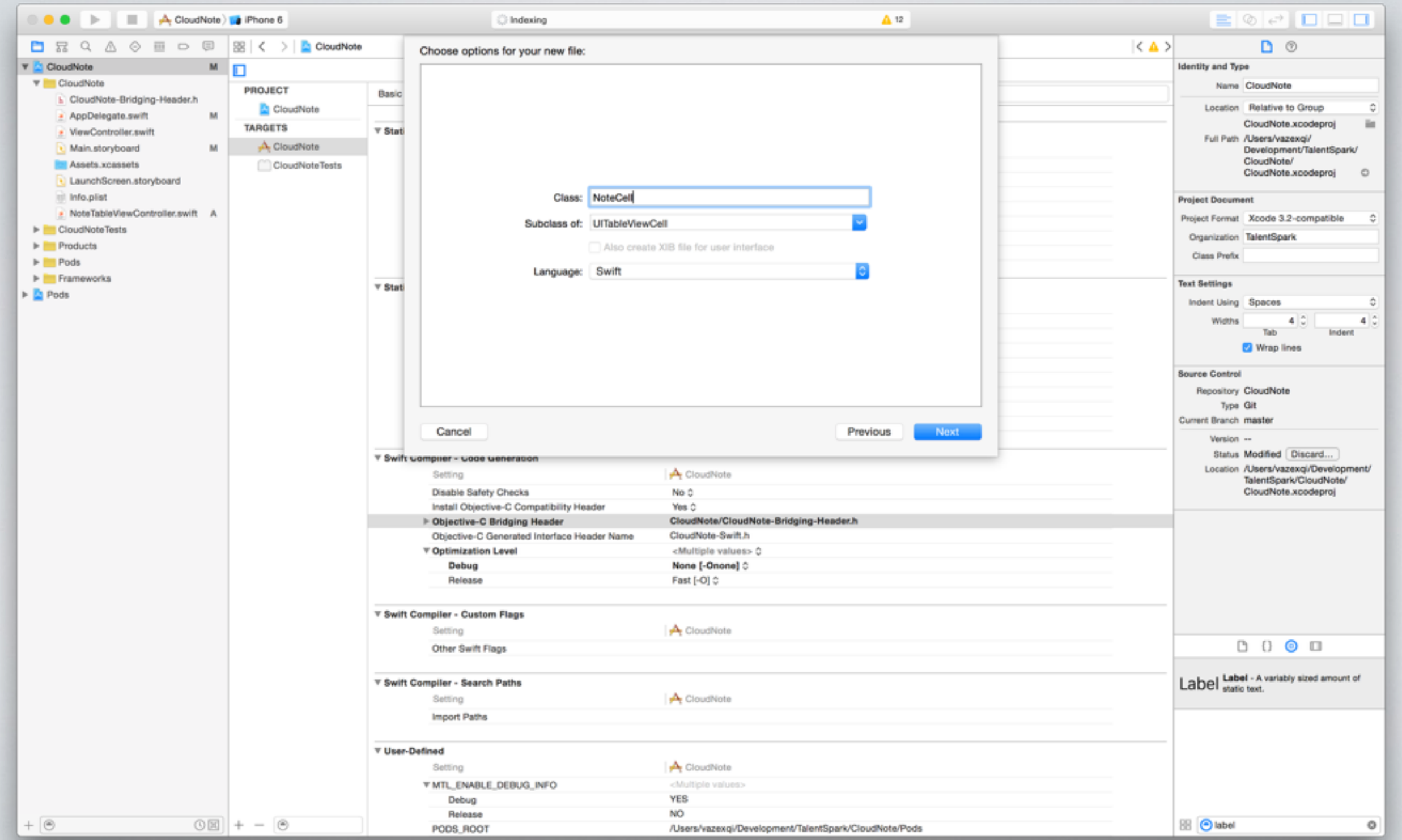
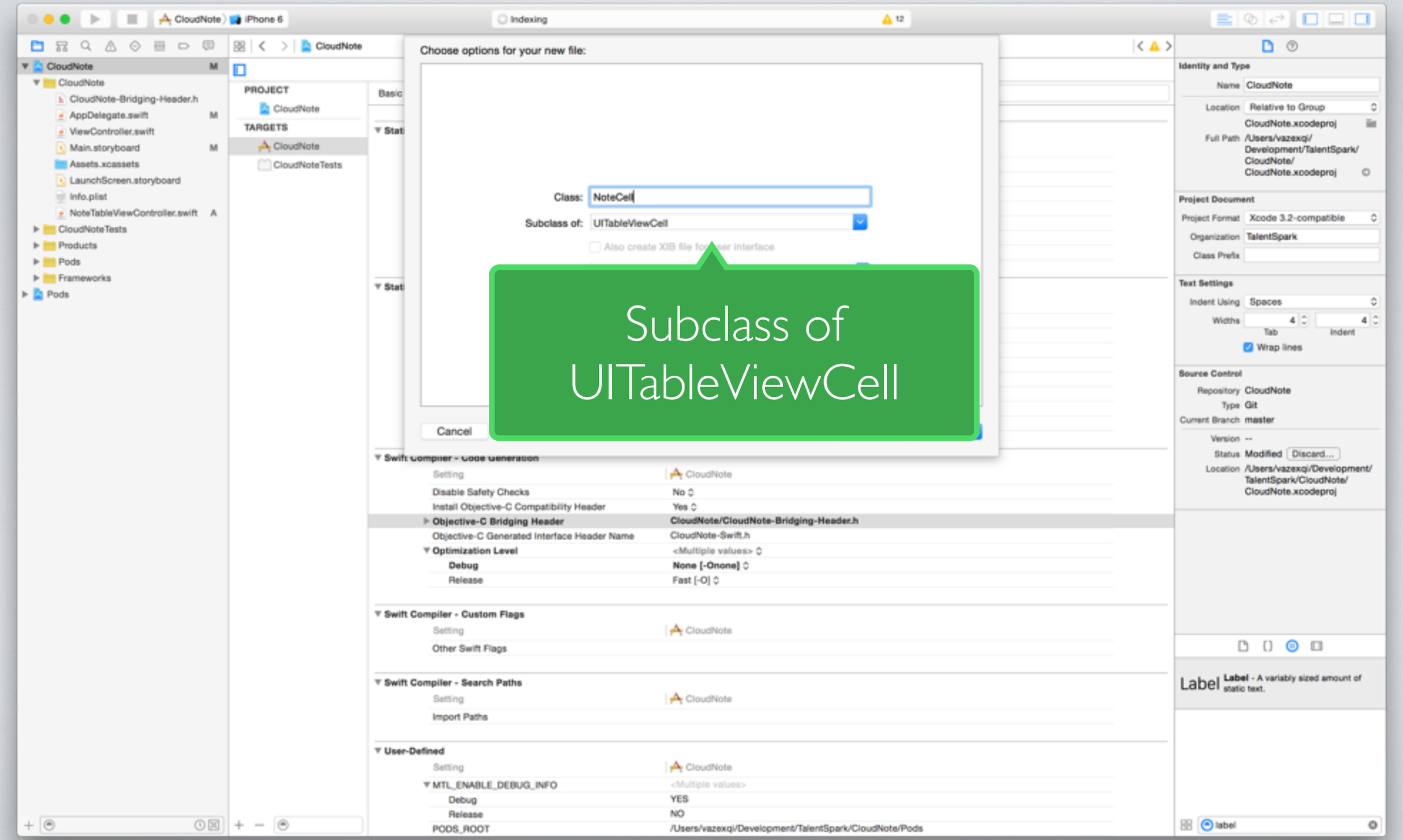


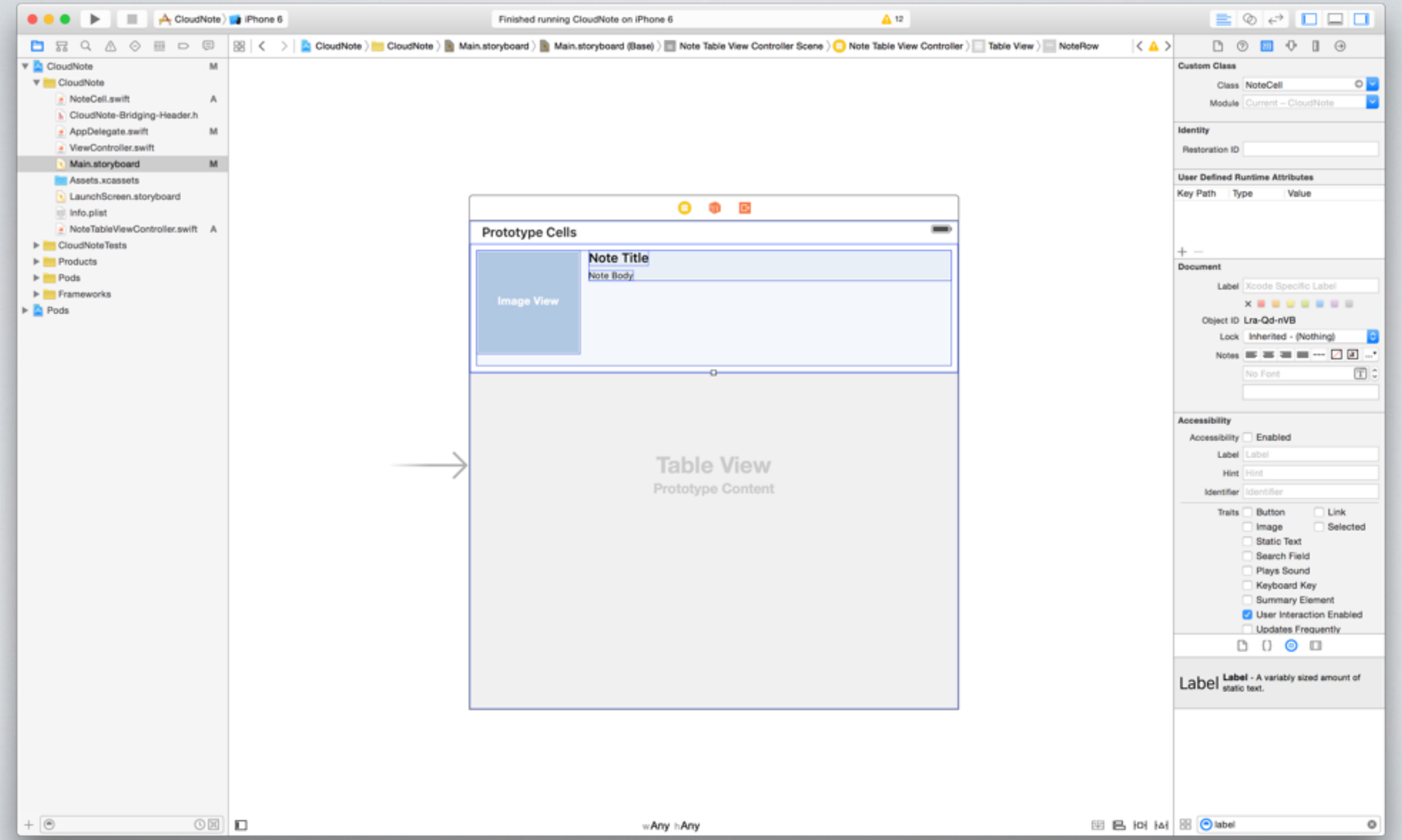
CUSTOM TABLEVIEWCELL



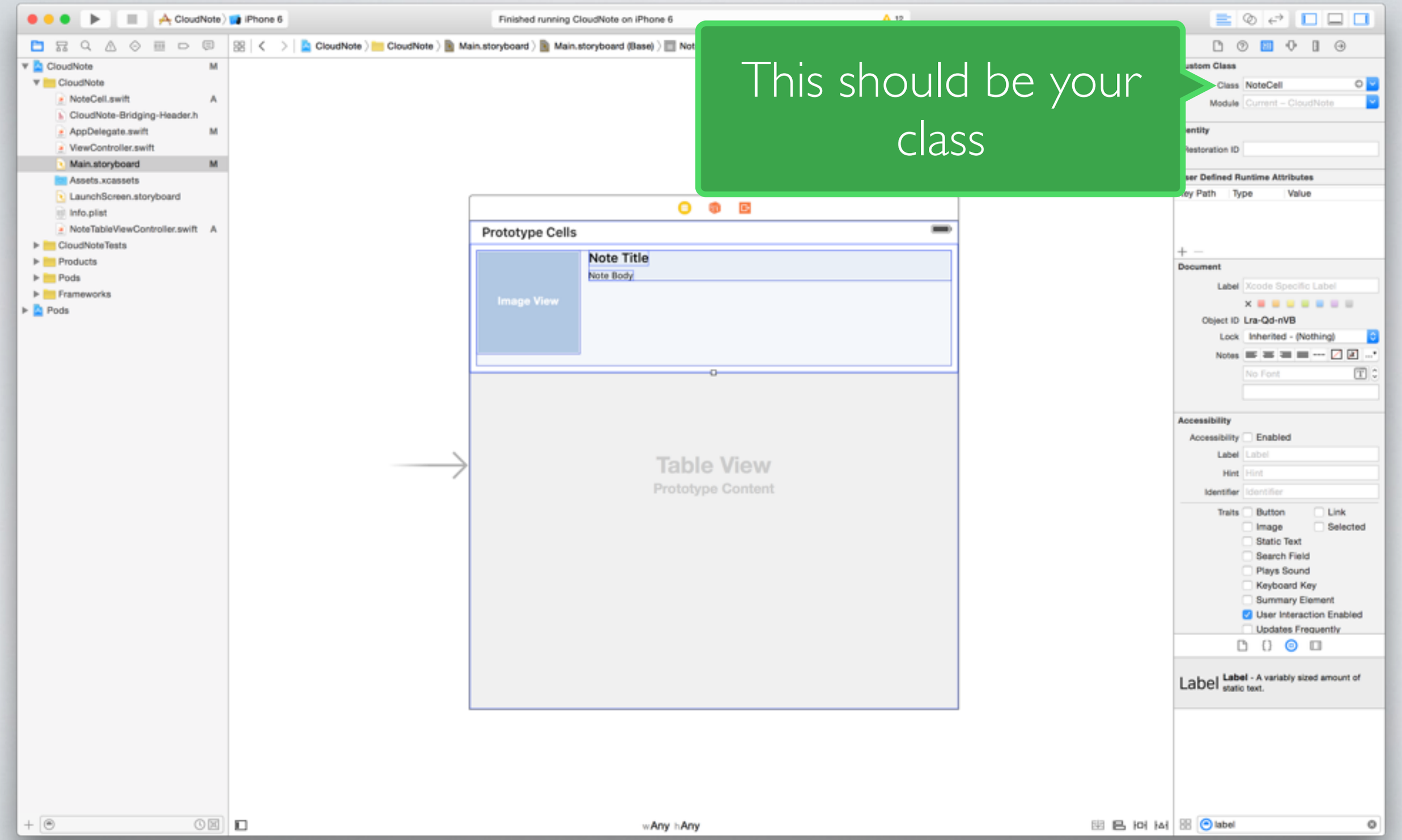
CUSTOM TABLEVIEWCELL



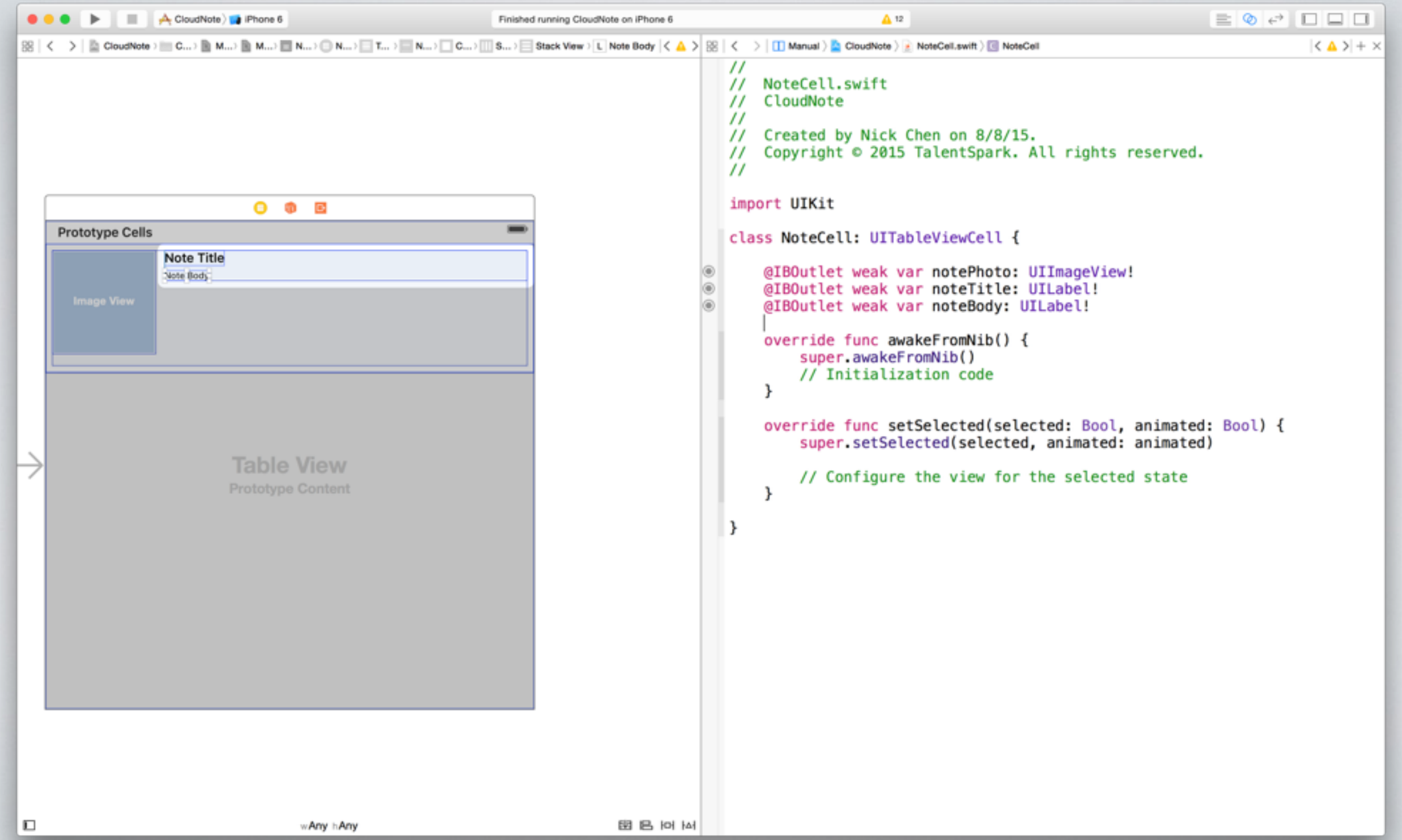
CUSTOM TABLEVIEWCELL



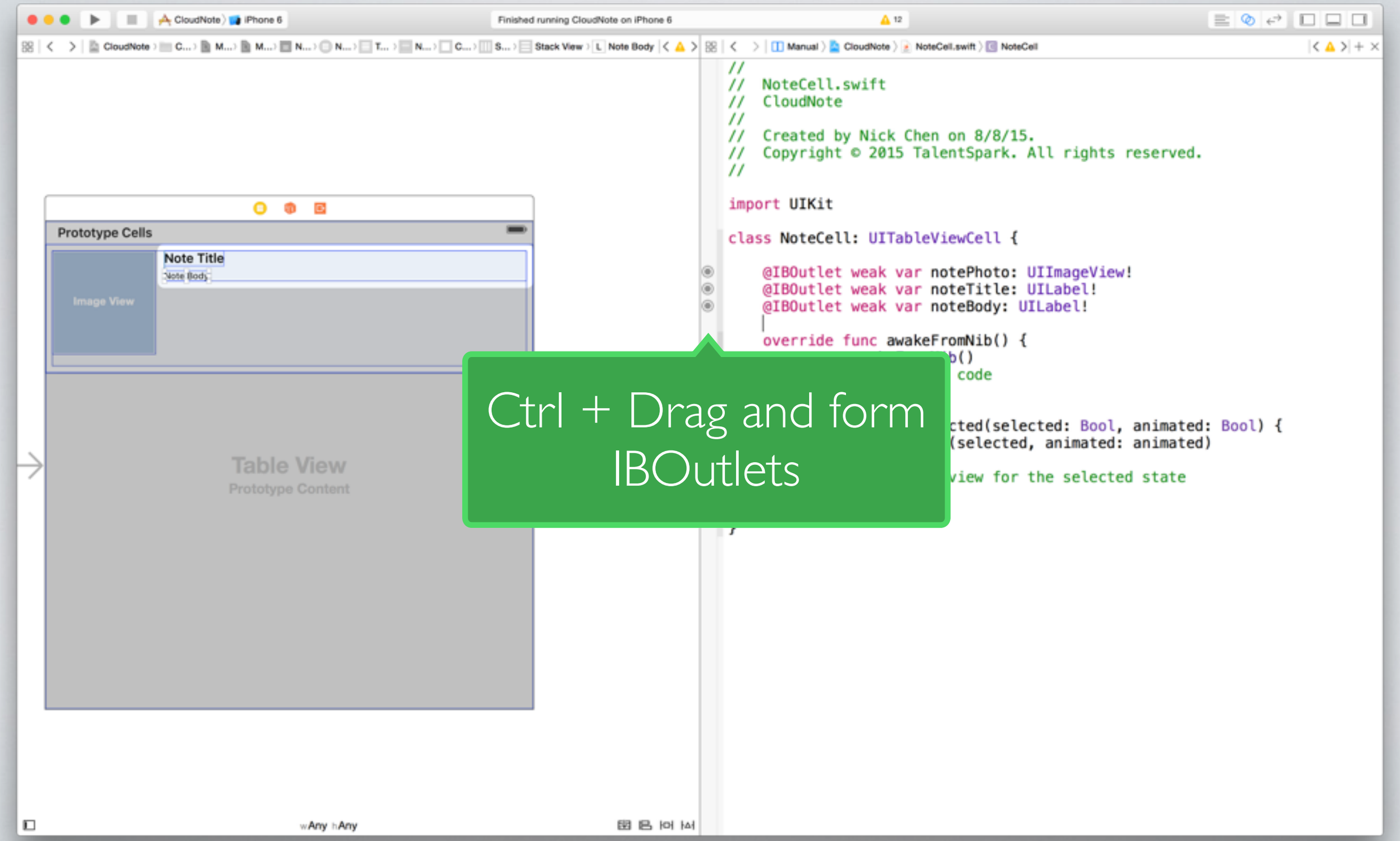
CUSTOM TABLEVIEWCELL



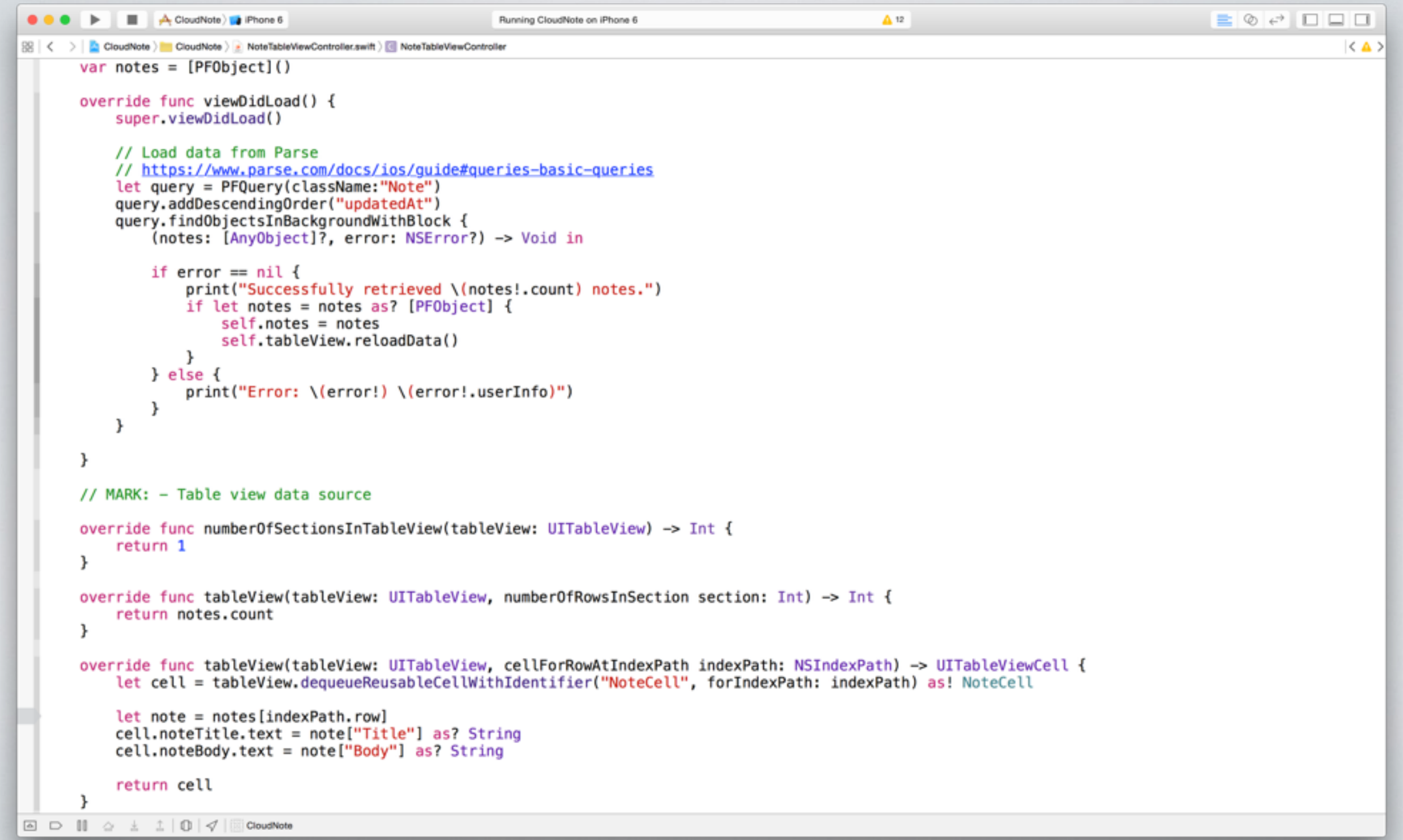
CUSTOM TABLEVIEWCELL



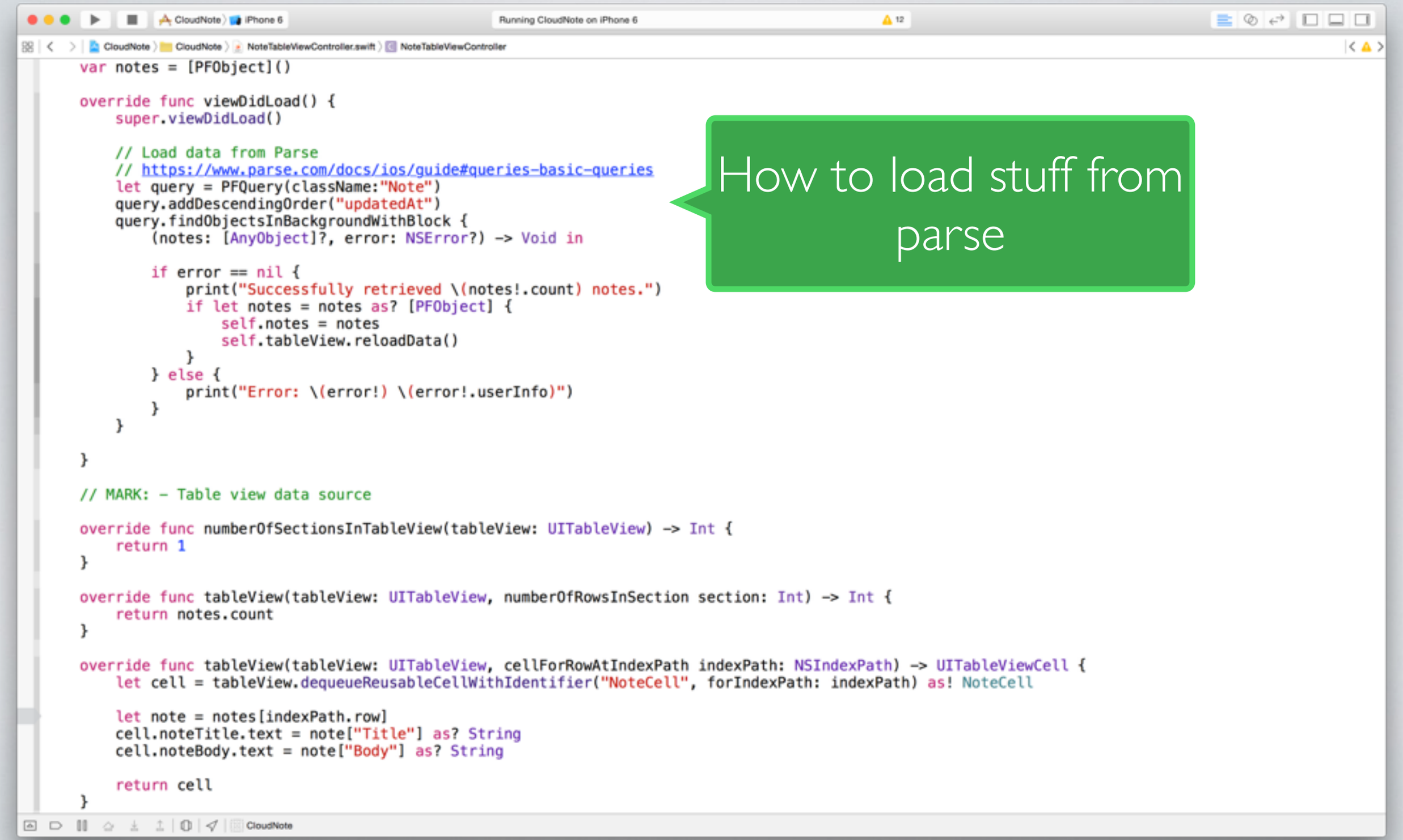
CUSTOM TABLEVIEWCELL



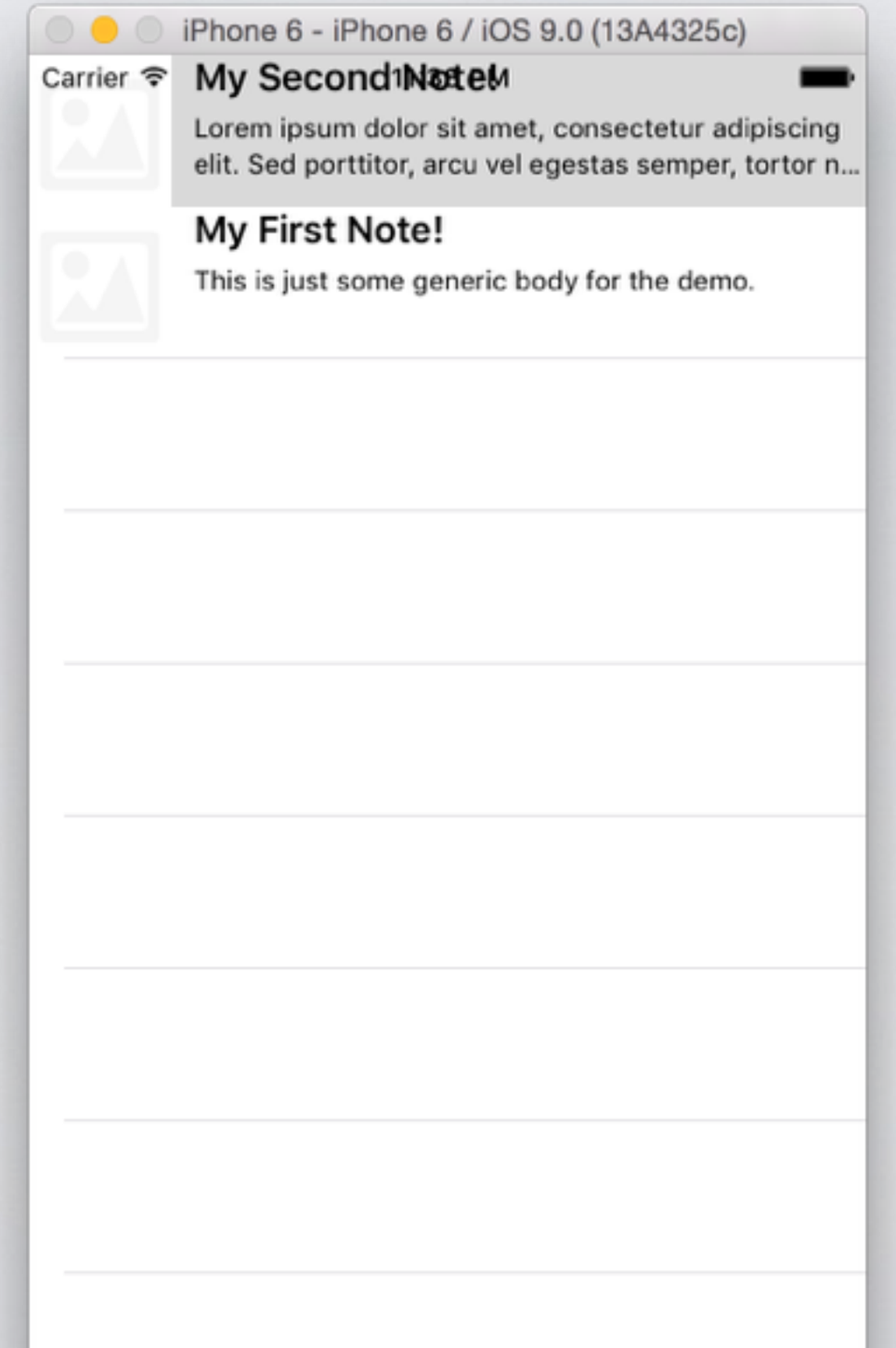
TABLEVIEWCONTROLLER



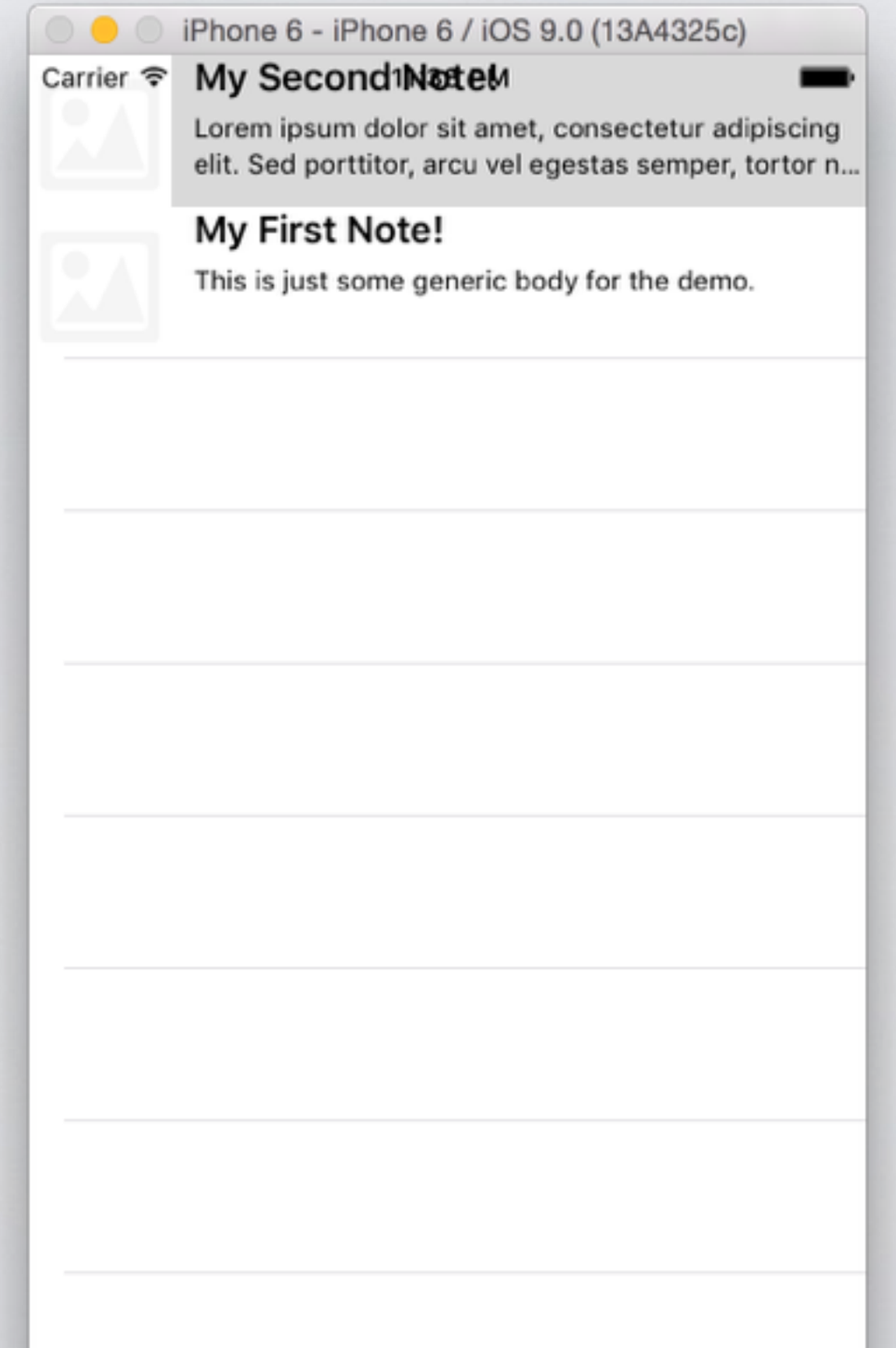
TABLEVIEWCONTROLLER



CURRENT VIEW

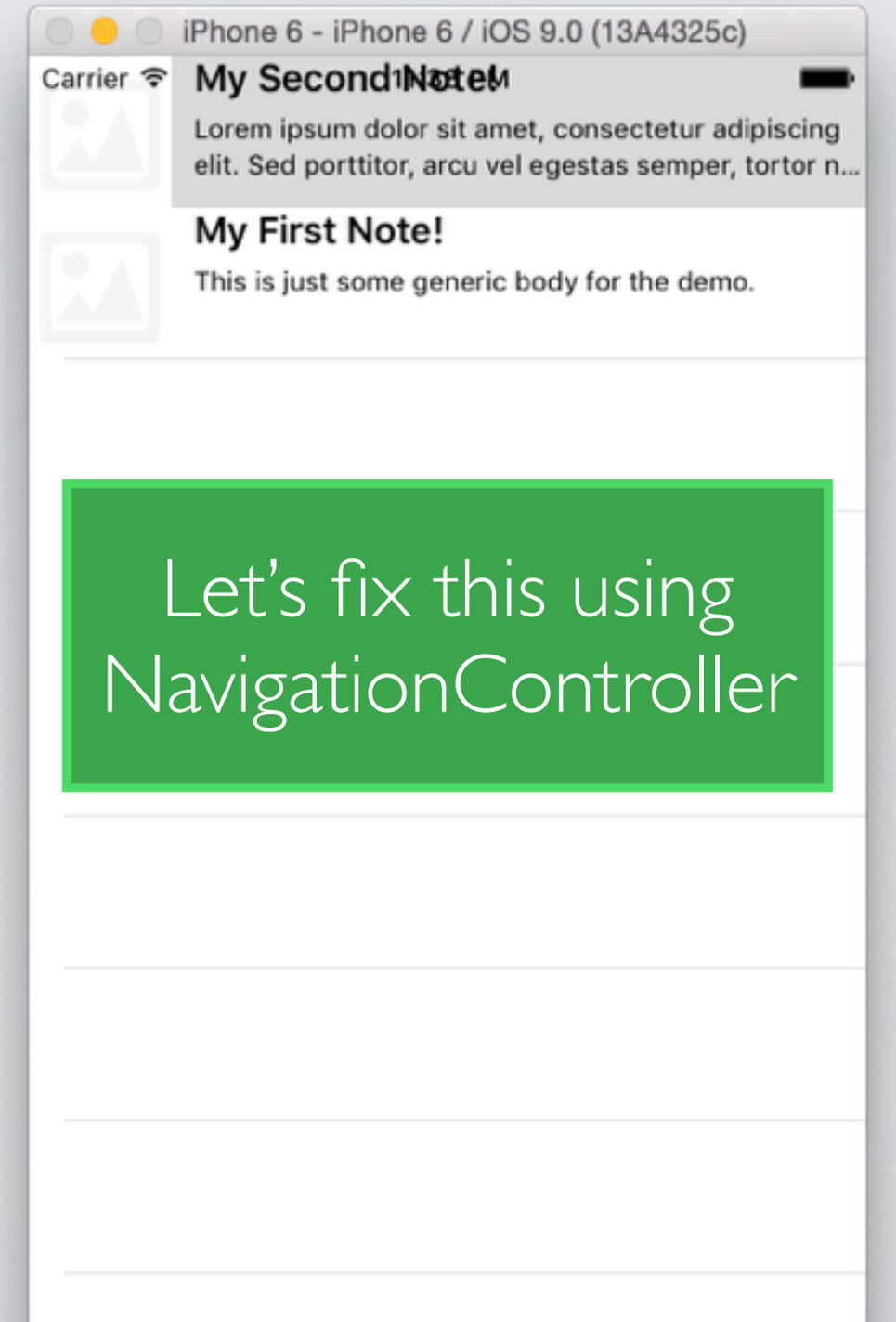


CURRENT VIEW



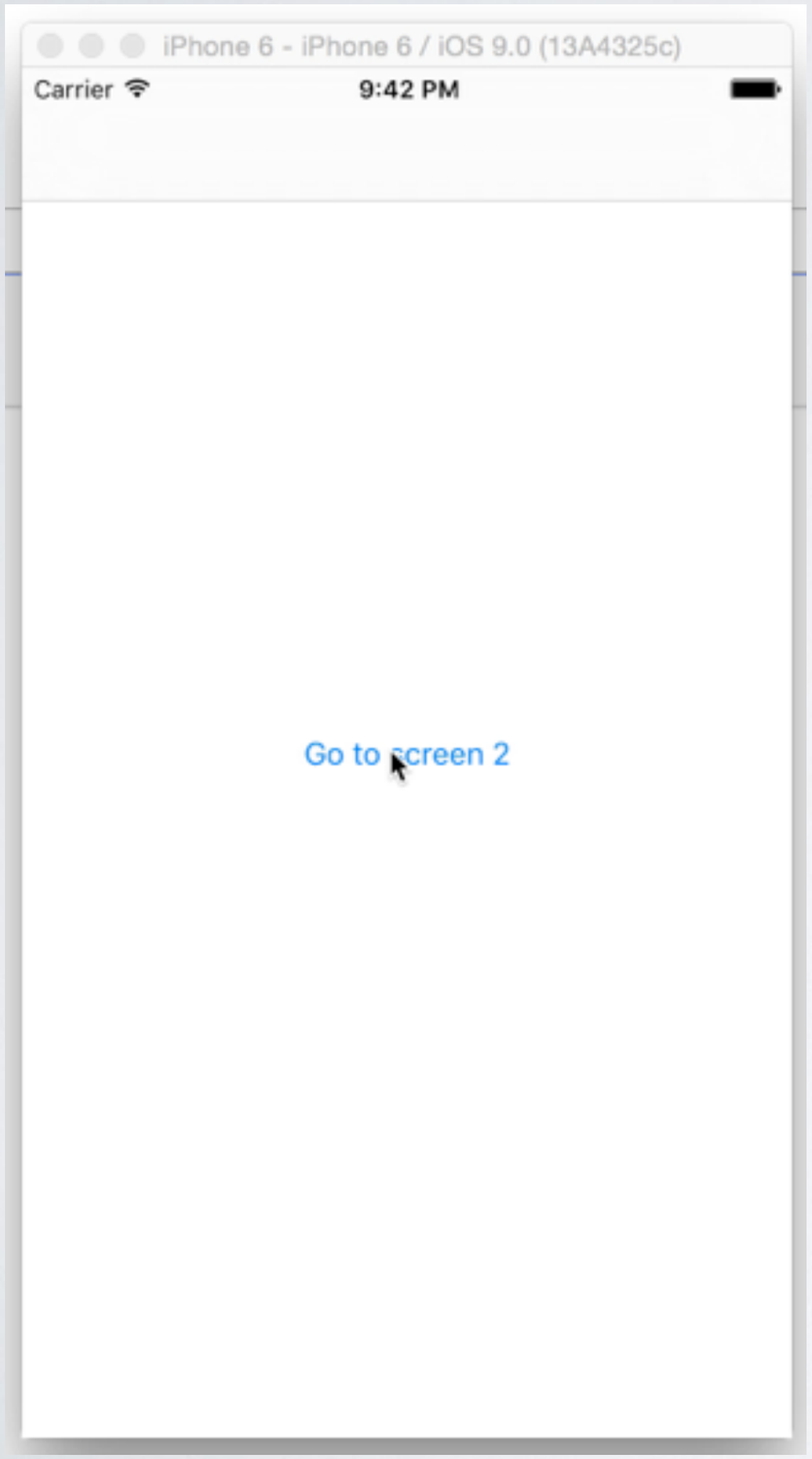
Yes, it bleeds onto the top layer.

CURRENT VIEW



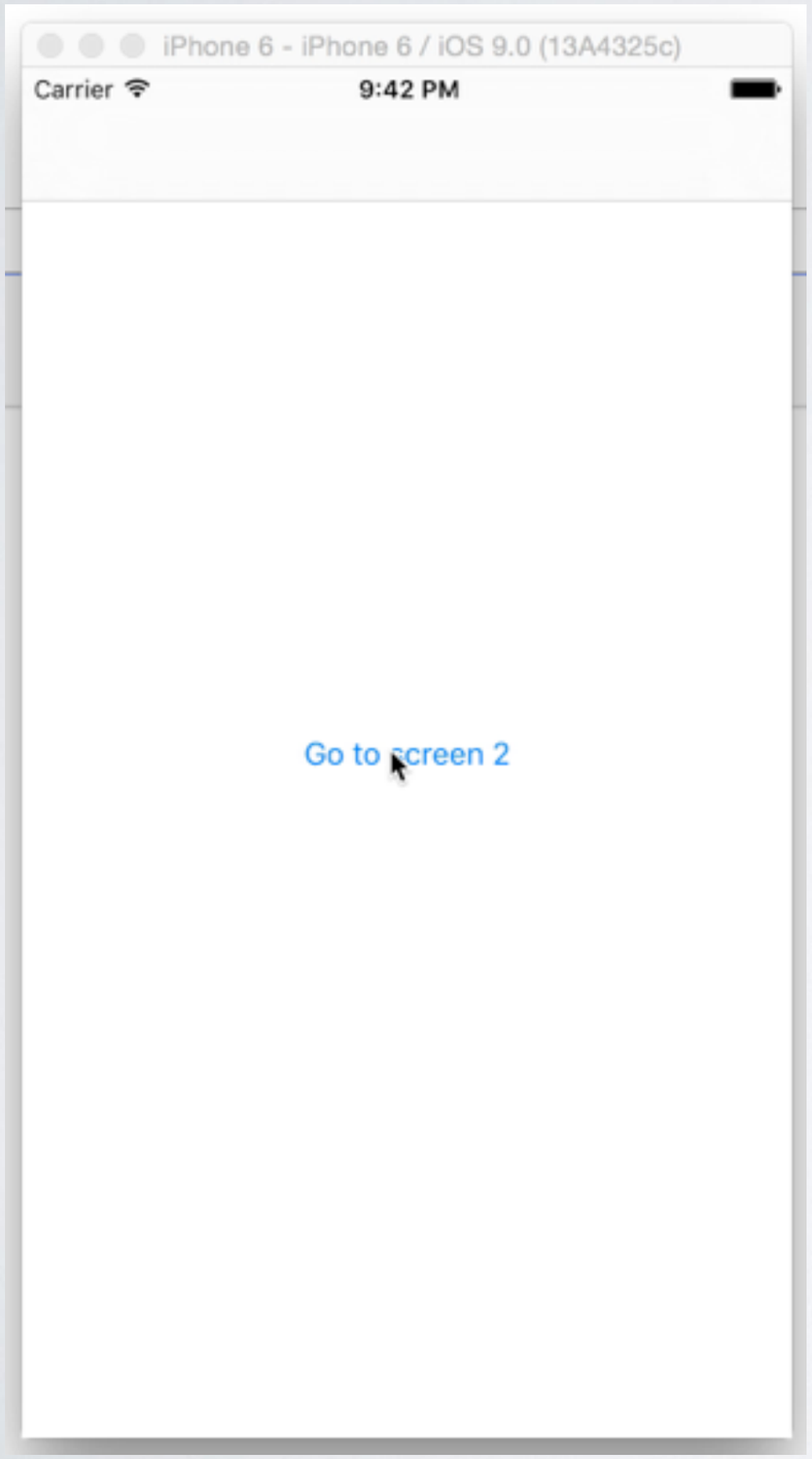
Yes, it bleeds onto the top layer.

NAVIGATIONCONTROLLER



- Underneath, just a stack
- Push a new view
- Pop an old view
- Useful for sequences (drilling down)

NAVIGATIONCONTROLLER



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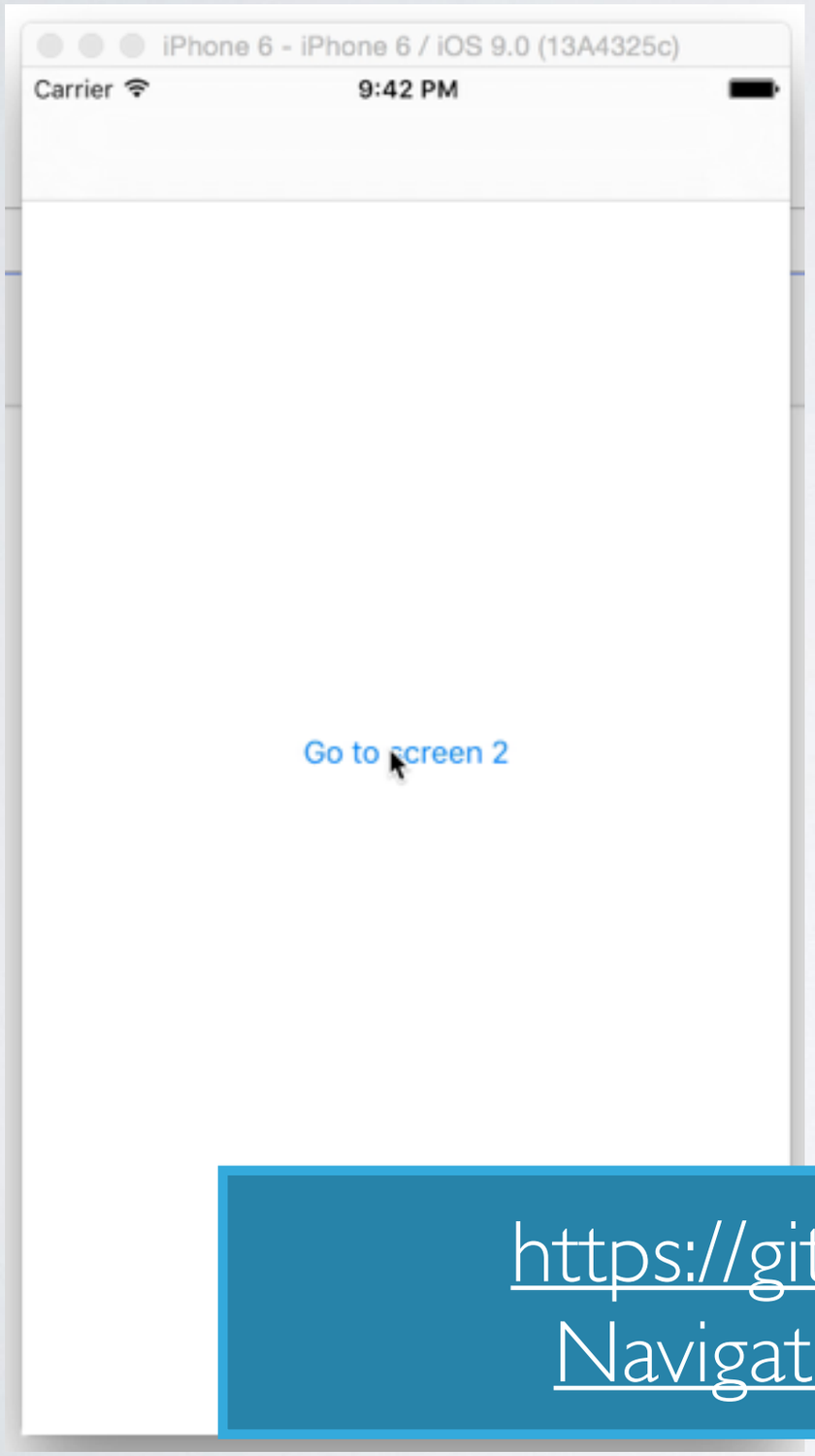
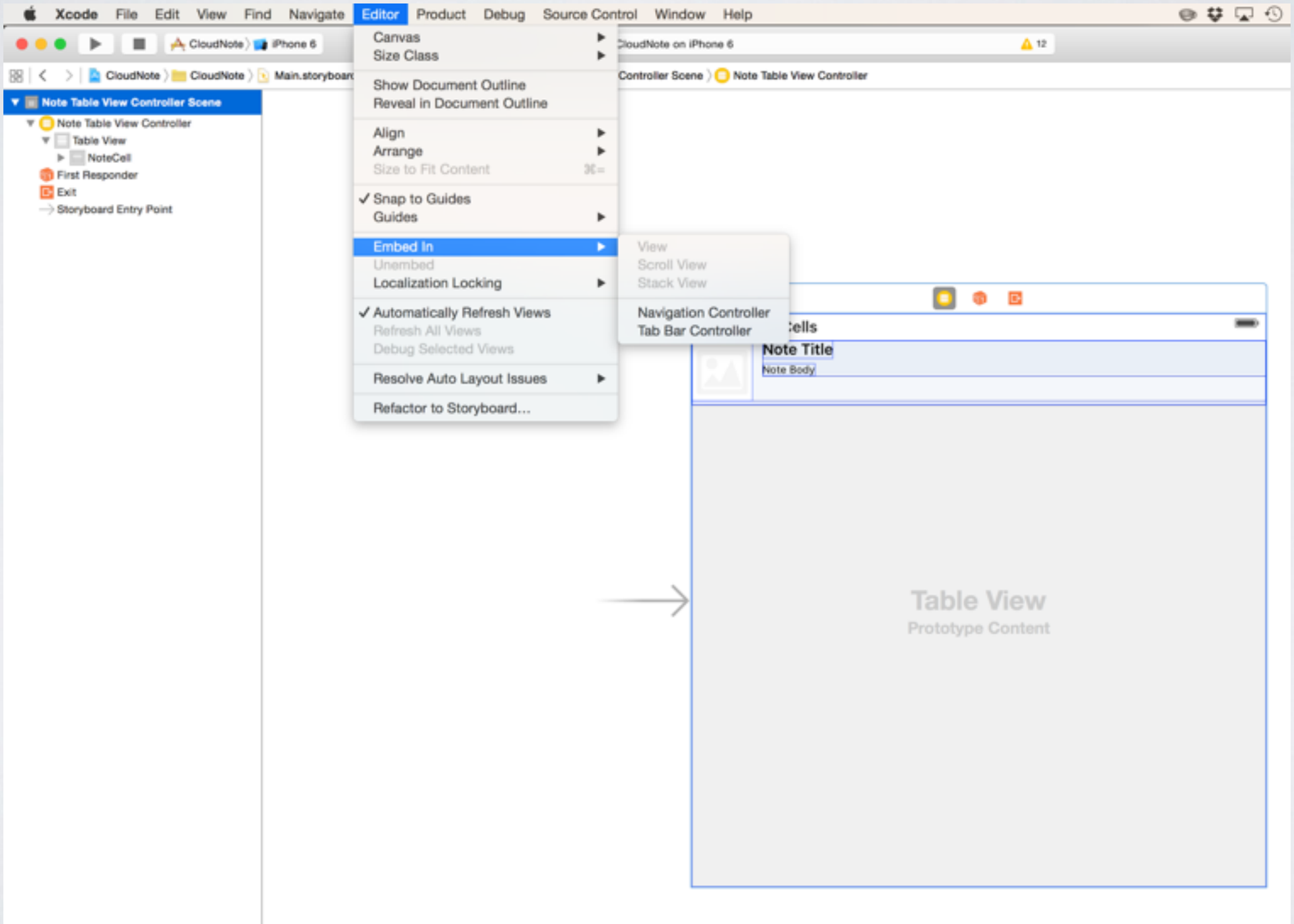
NAVIGATIONCONTROLLER



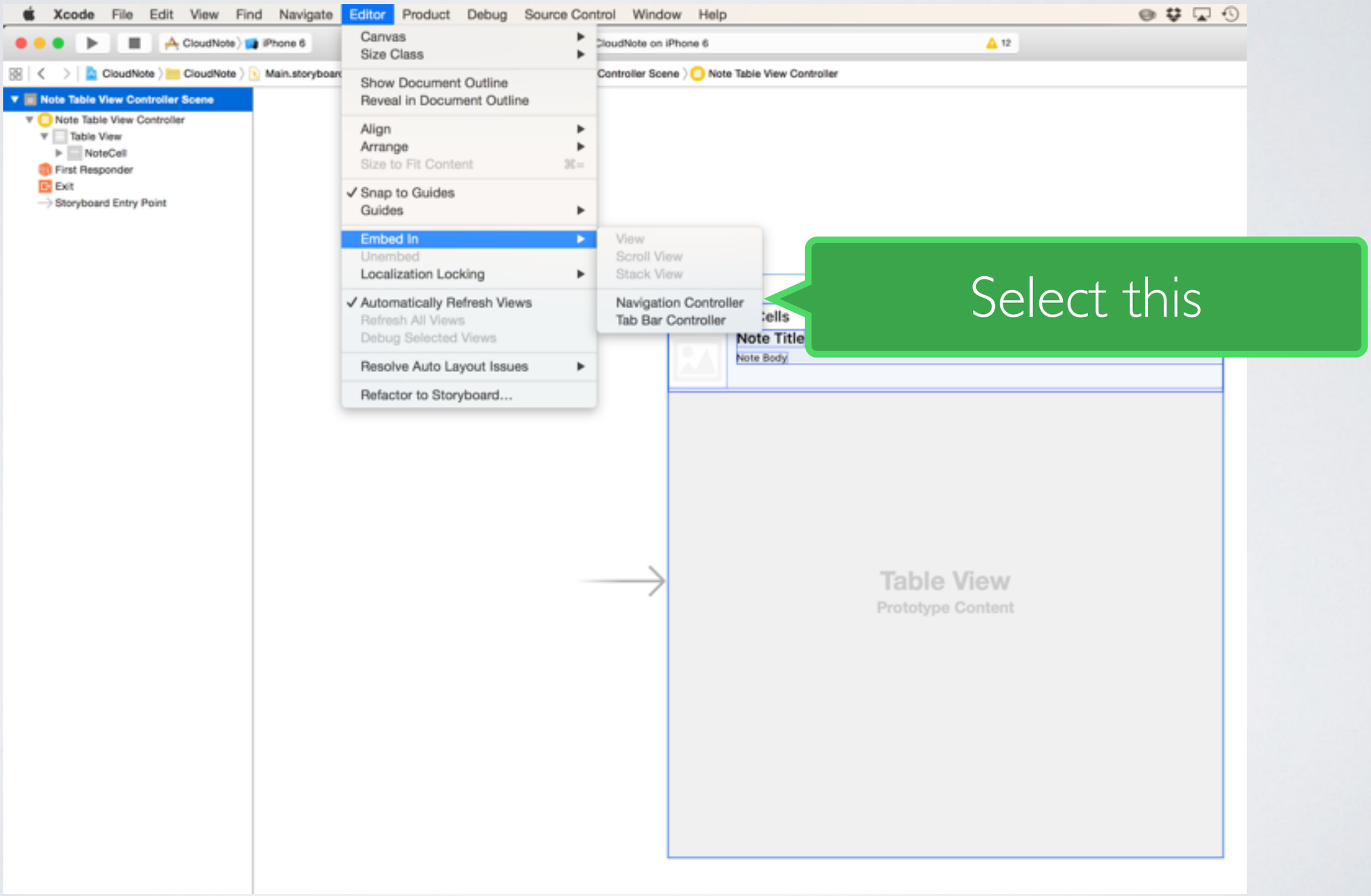
- Underneath, just a stack
- Push a new view
- Pop an old view
- Useful for sequences (drilling down)

https://github.com/talentsparkio/NavigationControllerExample

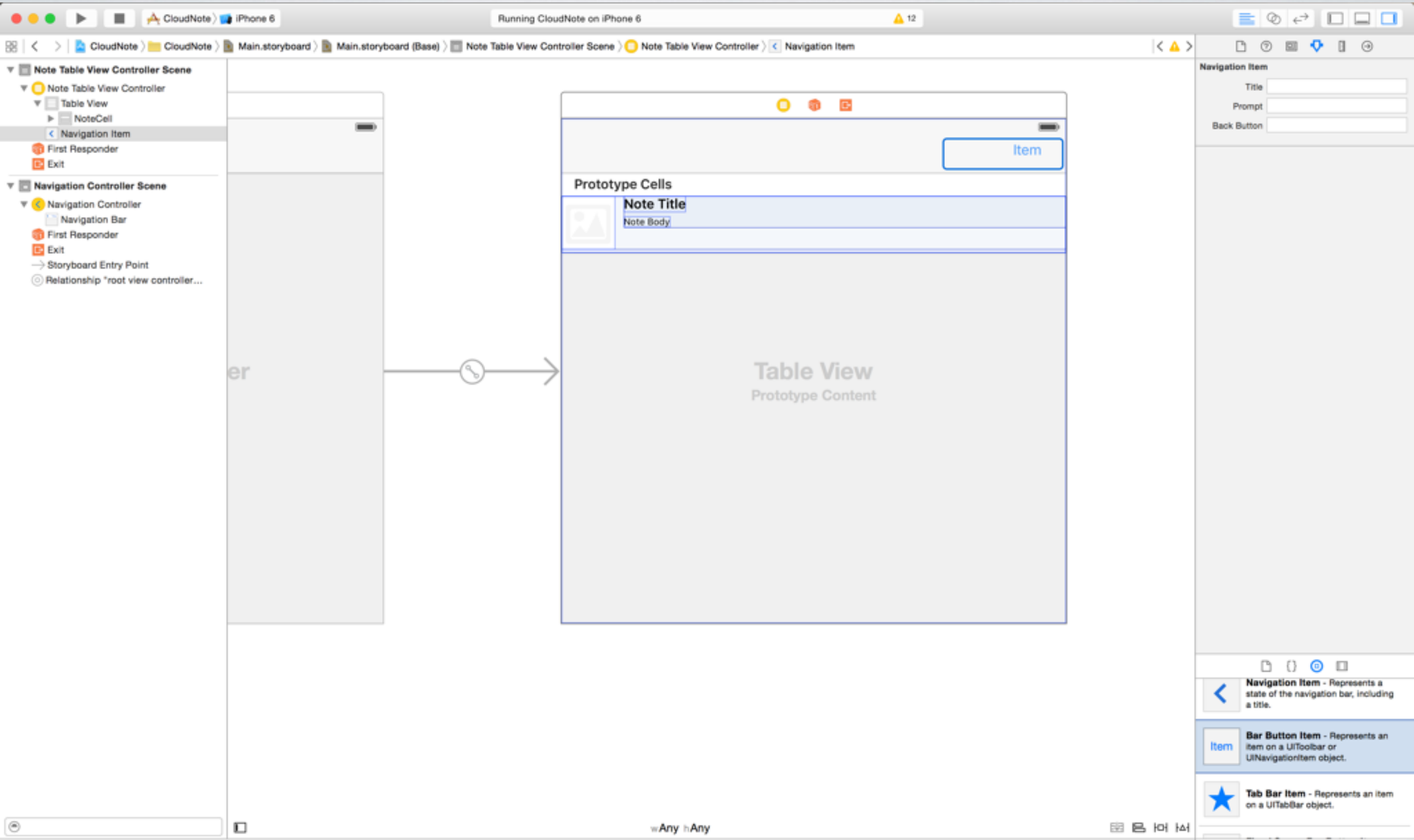
NAVIGATIONCONTROLLER



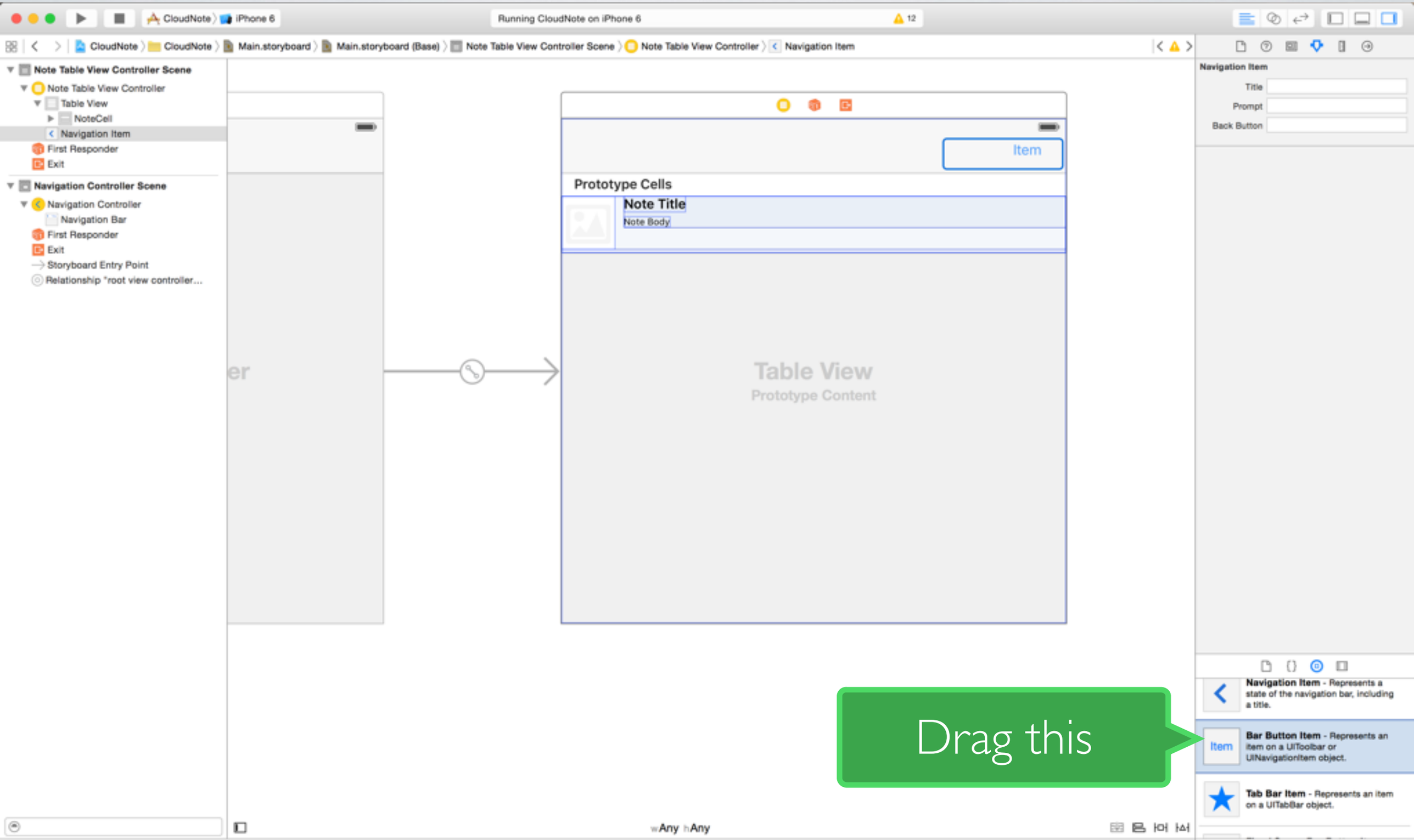
NAVIGATIONCONTROLLER



ADD BUTTON


CloudNote
iPhone 6
Running CloudNote on iPhone 6
12
CloudNote
CloudNote
Main.storyboard
Main.storyboard (Base)
Note Table View Controller Scene
Note Table View Controller
Navigation Item
Note Table View Controller Scene
Note Table View Controller
Table View
NoteCell
Navigation Item
First Responder
Exit
Navigation Controller Scene
Navigation Controller
Navigation Bar
First Responder
Exit
Storyboard Entry Point
Relationship "root view controller...
Item
Prototype Cells
Note Title
Note Body
Table View
Prototype Content
Navigation Item
Title
Prompt
Back Button
Navigation Item - Represents a state of the navigation bar, including a title.
Item
Bar Button Item - Represents an item on a UIToolbar or UINavigationItem object.
Tab Bar Item - Represents an item on a UITabBar object.
wAny hAny
CloudNote
item

ADD BUTTON


CloudNote iPhone 6
Running CloudNote on iPhone 6
CloudNote CloudNote Main.storyboard Main.storyboard (Base) Note Table View Controller Scene Note Table View Controller Navigation Item
Note Table View Controller Scene
Note Table View Controller
Table View
NoteCell
Navigation Item
First Responder
Exit
Navigation Controller Scene
Navigation Controller
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Storyboard Entry Point
Relationship "root view controller...
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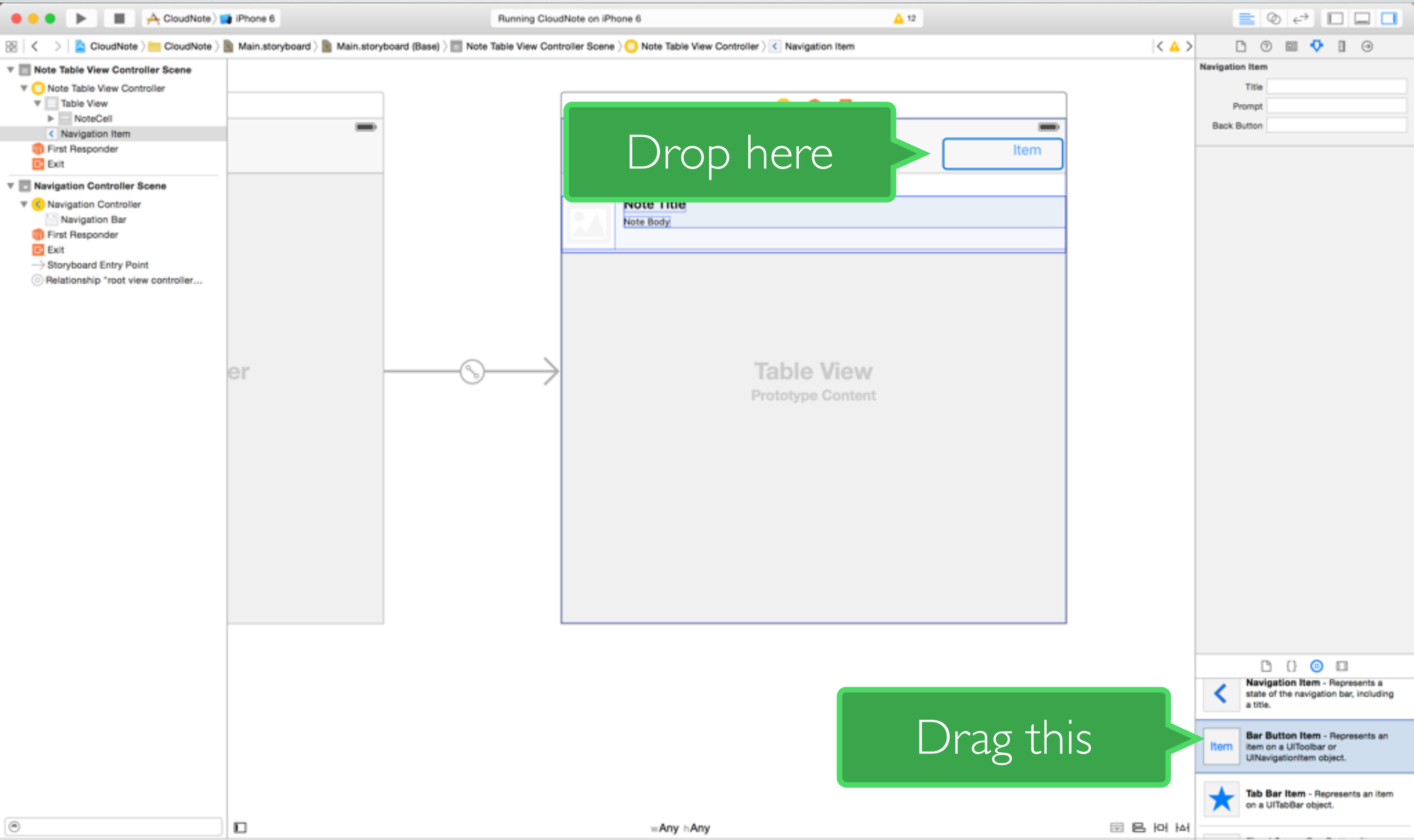
Tab Bar Item - Represents an item on a UITabBar object.
wAny hAny
CloudNote
Drag this

ADD BUTTON


CloudNote iPhone 6
Running CloudNote on iPhone 6
CloudNote CloudNote Main.storyboard Main.storyboard (Base) Note Table View Controller Scene Note Table View Controller Navigation Item
Note Table View Controller Scene
Note Table View Controller
Table View
NoteCell
Navigation Item
First Responder
Exit
Navigation Controller Scene
Navigation Controller
Navigation Bar
First Responder
Exit
Storyboard Entry Point
Relationship "root view controller...
Drop here
Item
Note Title
Note Body
Table View
Prototype Content
Navigation Item
Title
Prompt
Back Button
Navigation Item - Represents a state of the navigation bar, including a title.
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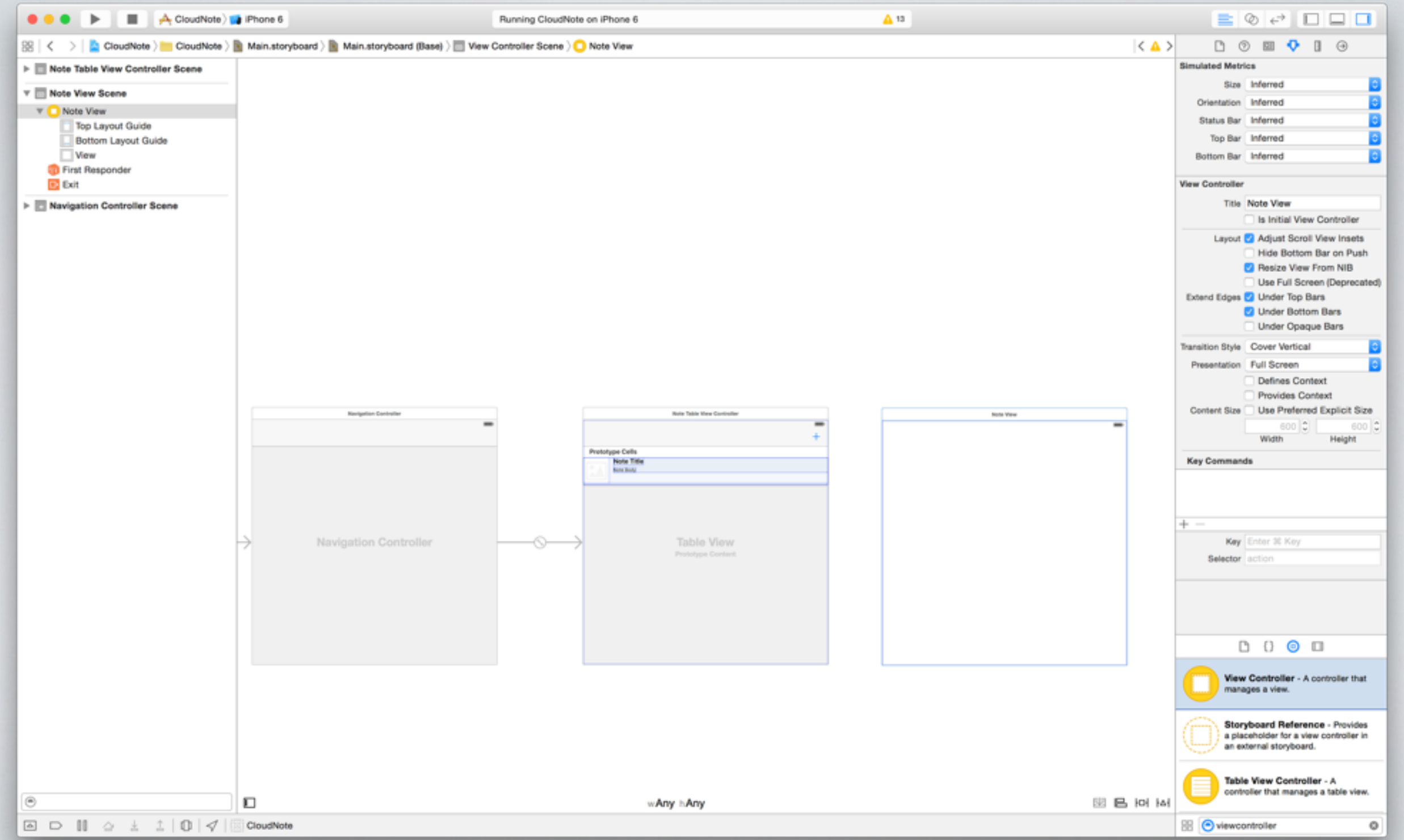
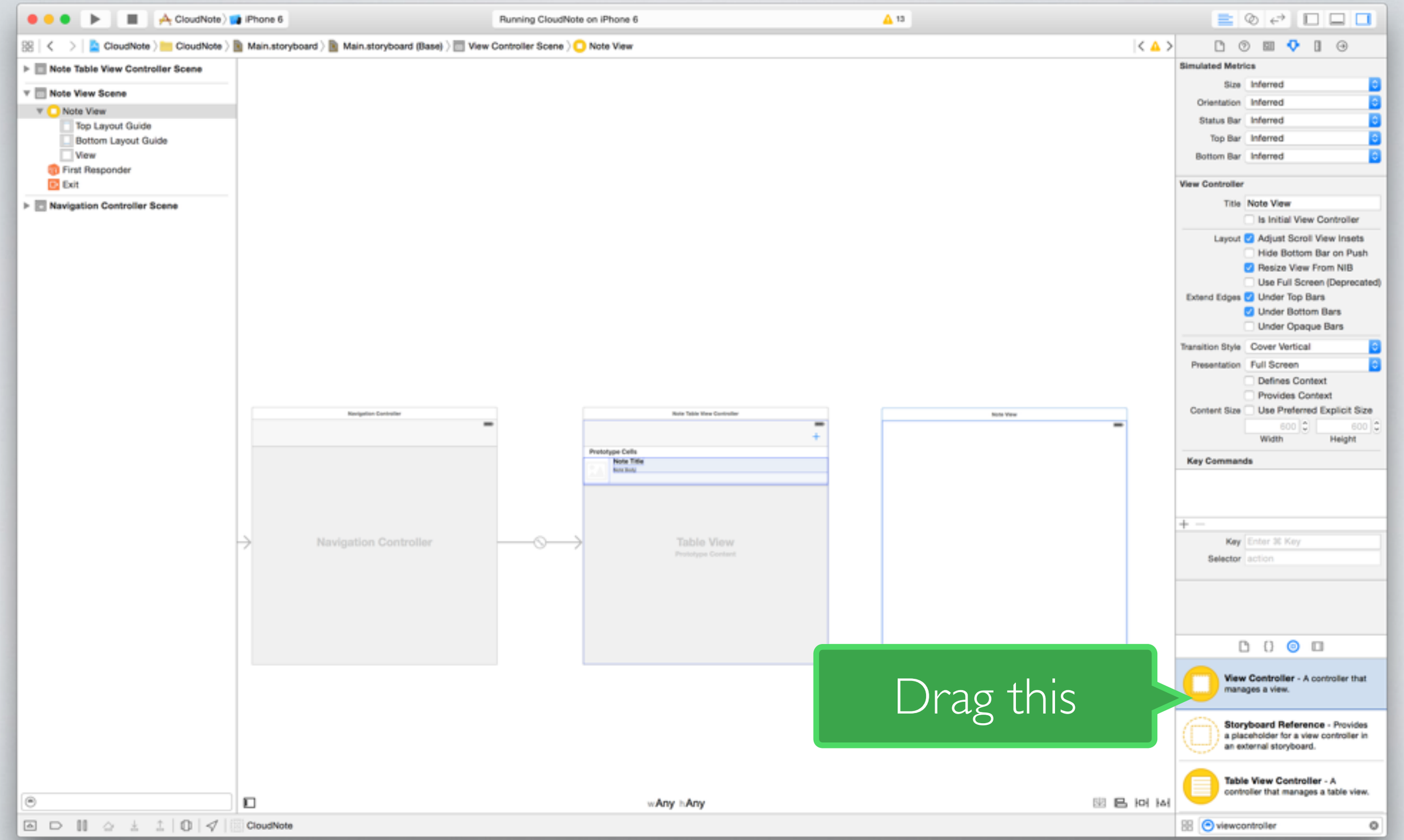
Tab Bar Item - Represents an item on a UITabBar object.
Drag this
wAny hAny
CloudNote
item

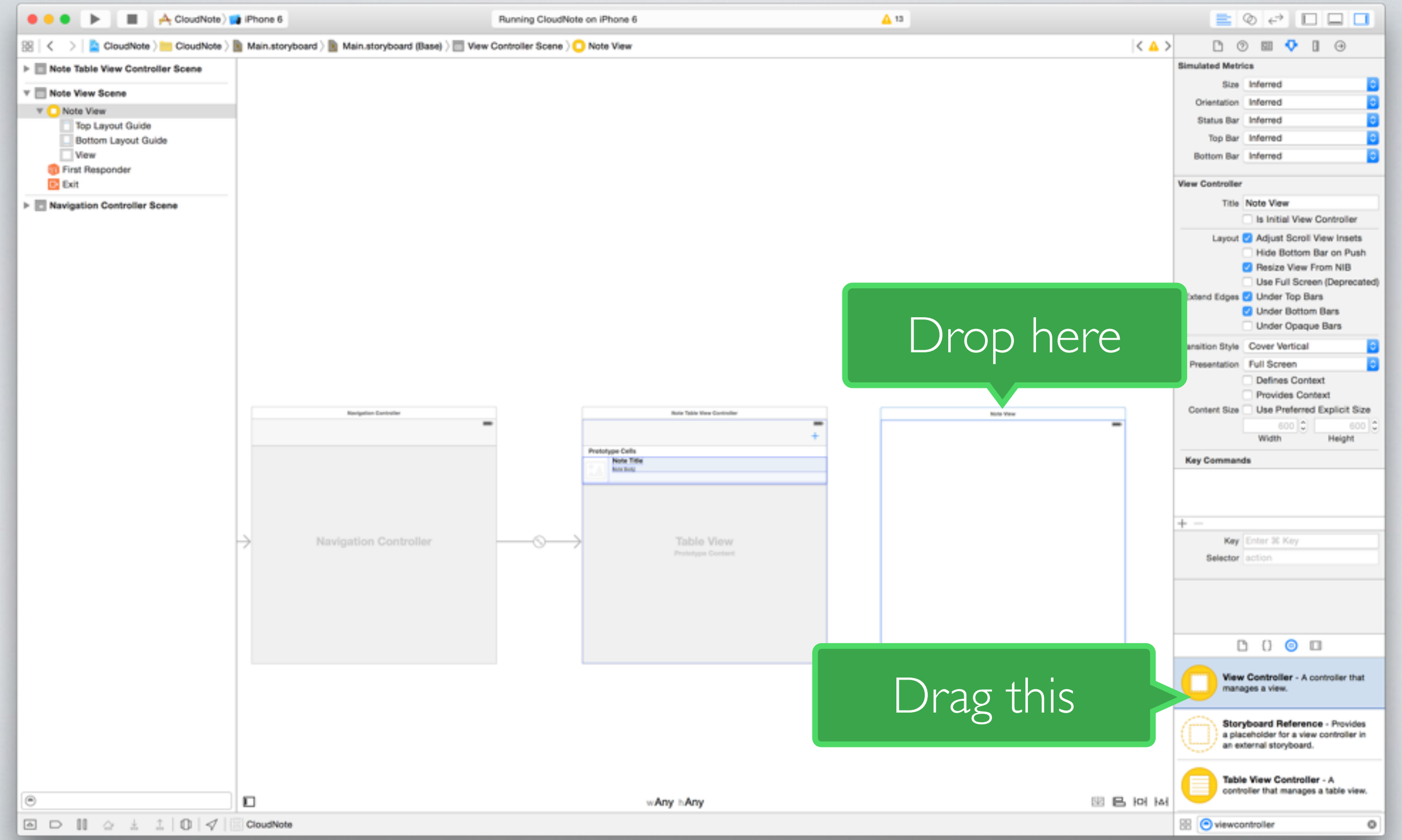
EDIT NOTE VIEW



EDIT NOTE VIEW



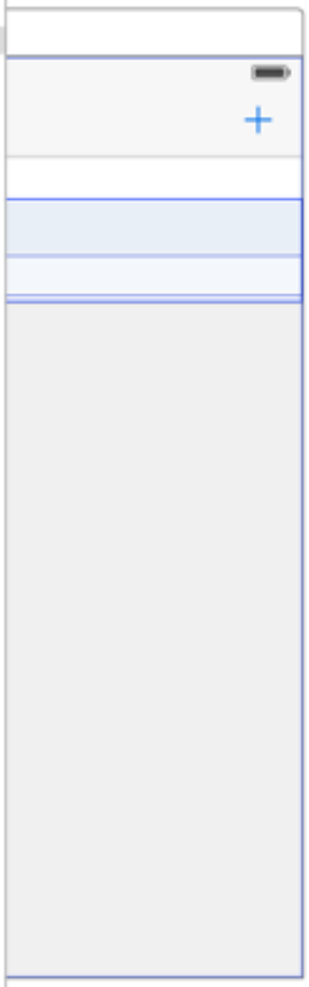
EDIT NOTE VIEW



CloudNote 〉 iPhone 6 | Finished running CloudNote on iPhone 6 | 17

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 Note Table View Controller 〉 Navigation Item 〉 Right Bar Button Items 〉 Add

- Note Table View Controller Scene
  - Note Table View Controller
    - Table View
    - Navigation Item
      - Left Bar Button Items
      - Right Bar Button Items
        - Add
    - First Responder
    - Exit
- Note View Scene
  - Note View
    - Top Layout Guide
    - Bottom Layout Guide
    - View
      - Stack View
        - Stack View
          - Note Title
          - empty
          - Constraints
          - Text View
        - Constraints
      - Constraints
    - First Responder
    - Exit
- Navigation Controller Scene



wAny hAny

CloudNote 〉 iPhone 6 | Finished running CloudNote on iPhone 6 | 17

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 Note Table View Controller 〉 Navigation Item 〉 Right Bar Button Items 〉 Add

- Note Table View Controller Scene
  - Note Table View Controller
    - Table View
    - Navigation Item
      - Left Bar Button Items
      - Right Bar Button Items
        - Add
    - First Responder
    - Exit
- Note View Scene
  - Note View
    - Top Layout Guide
    - Bottom Layout Guide
    - View
      - Stack View
        - Stack View
          - Note Title
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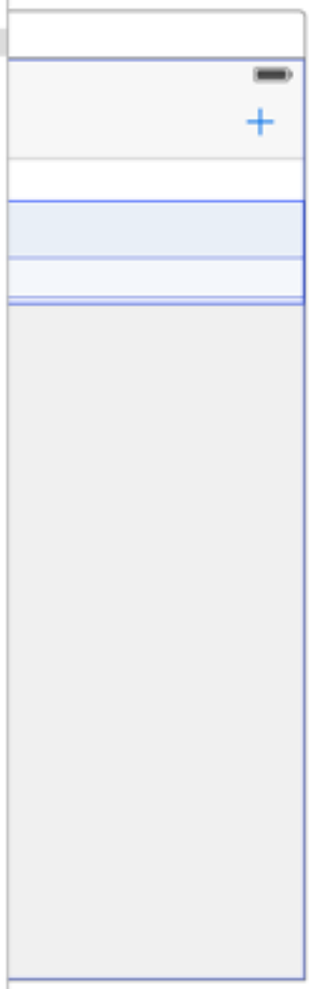
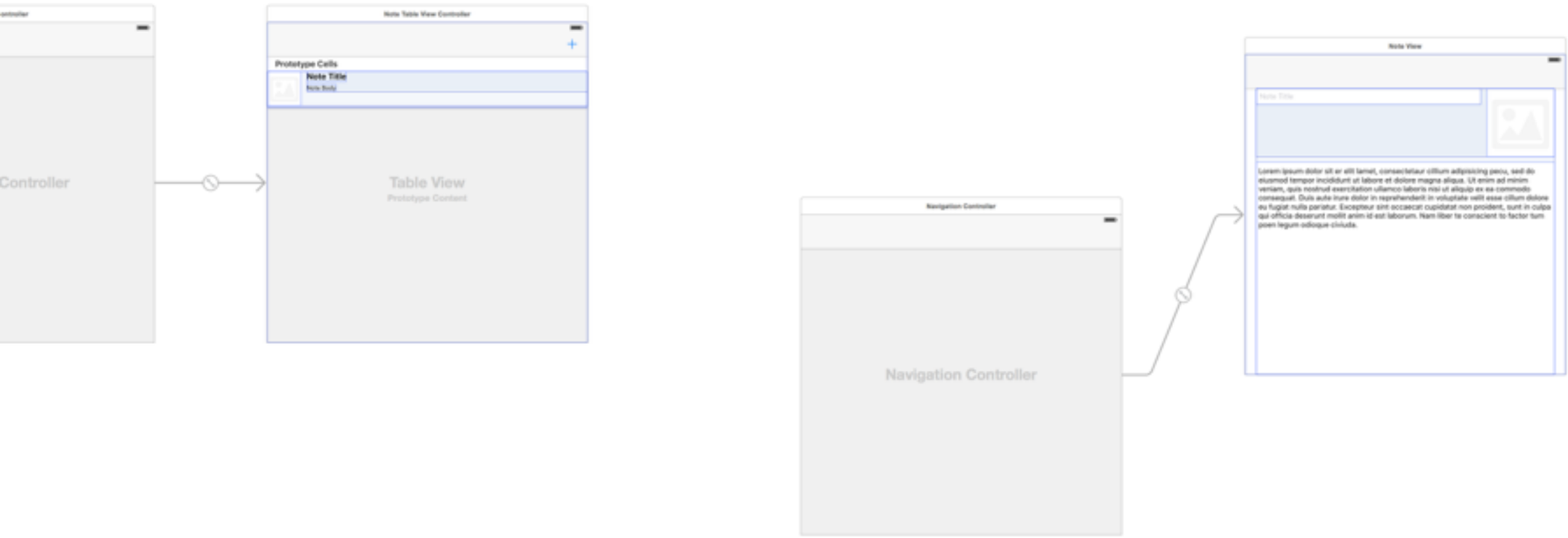
          - Constraints
        - Text View
        - Constraints
      - Constraints
    - First Responder
    - Exit
- Navigation Controller Scene



Create something like this

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 18

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 No Selection

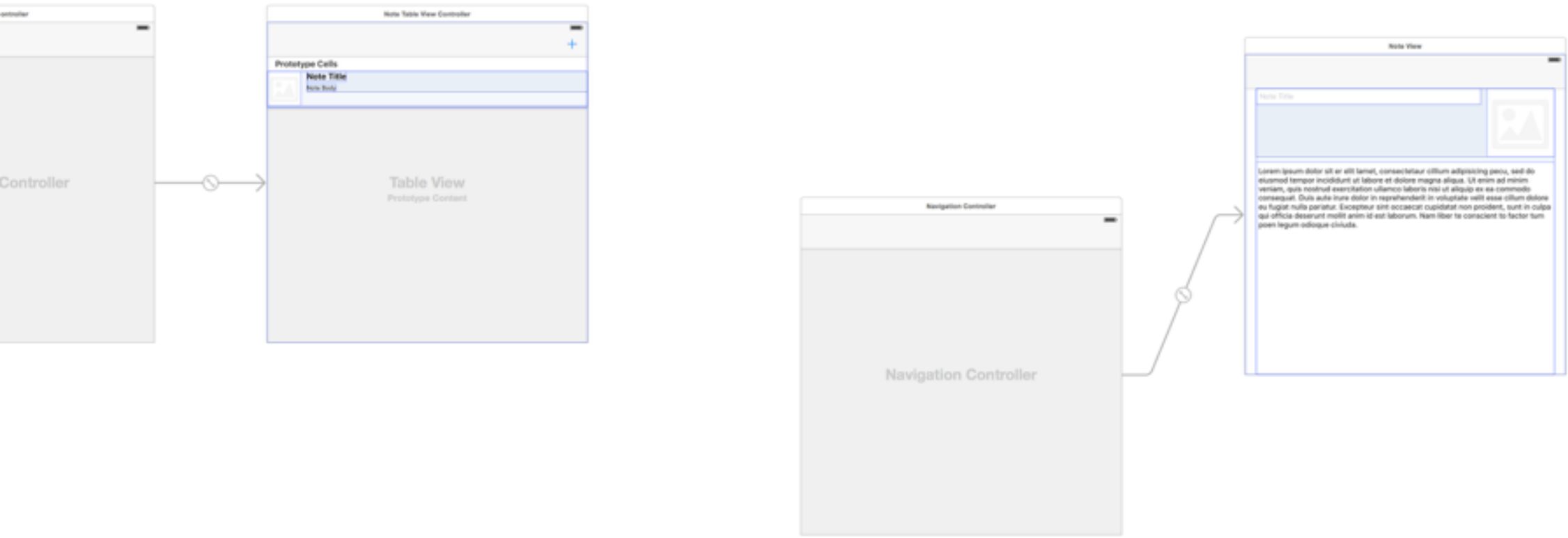


wAny hAny

CloudNote

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 18

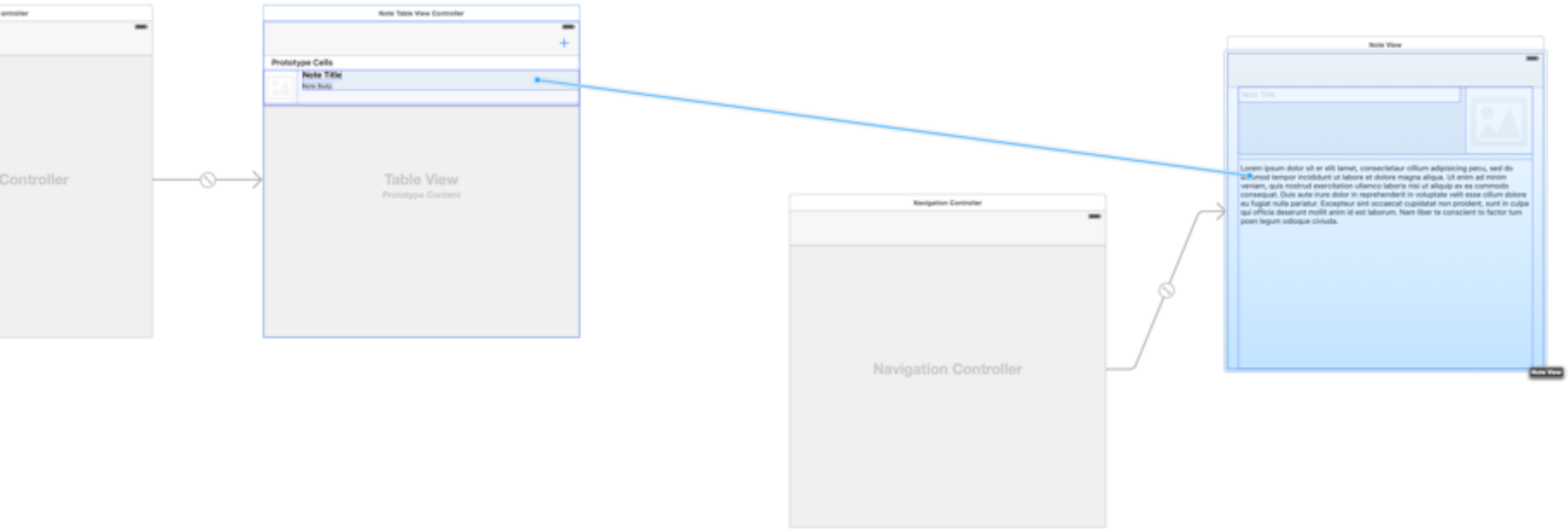
CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 No Selection



Embed in a NavigationController as before

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 18

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 Note Table View Controller



wAny hAny

CloudNote

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 18

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 Note Table View Controller

Ctrl + Drag

Note Table View Controller

Prototype Cells

Note Title

Table View

Prototype Content

Navigation Controller

Note View

wAny hAny

CloudNote

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 18

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 Note Table View Controller

Ctrl + Drag

Note Table View Controller

Prototype Cells

Note Title

Table View

Prototype Content

Navigation Controller

Note View

To here and select "show"

wAny hAny

CloudNote

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 17

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 ShowDetail

Storyboard Segue

Identifier: ShowDetail

Segue Class: UIStoryboardSegue

Segue Module: None

Segue: Show (e.g. Push)

Animates

Navigation Controller

wAny hAny

Note View

Cancel Note

Note Title

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Item — **Bar Button Item** - Represents an item on a UIToolbar or UINavigationItem object.

Fixed Space Bar Button Item - Represents a fixed space item on a UIToolbar object.

Flexible Space Bar Button Item - Represents a flexible space item on a UIToolbar object.

CloudNote

bar button

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 17

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 ShowDetail

Storyboard Segue

Identifier: ShowDetail
Segue Class: UIStoryboardSegue
Segue Module: None
Segue: Show (e.g. Push)
Animates

Select the segue

Navigation Controller

wAny hAny

Note View

Cancel Note

Note Title

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Fixed Space Bar Button Item - Represents a fixed space item on a UIToolbar object.

Flexible Space Bar Button Item - Represents a flexible space item on a UIToolbar object.

CloudNote

bar button

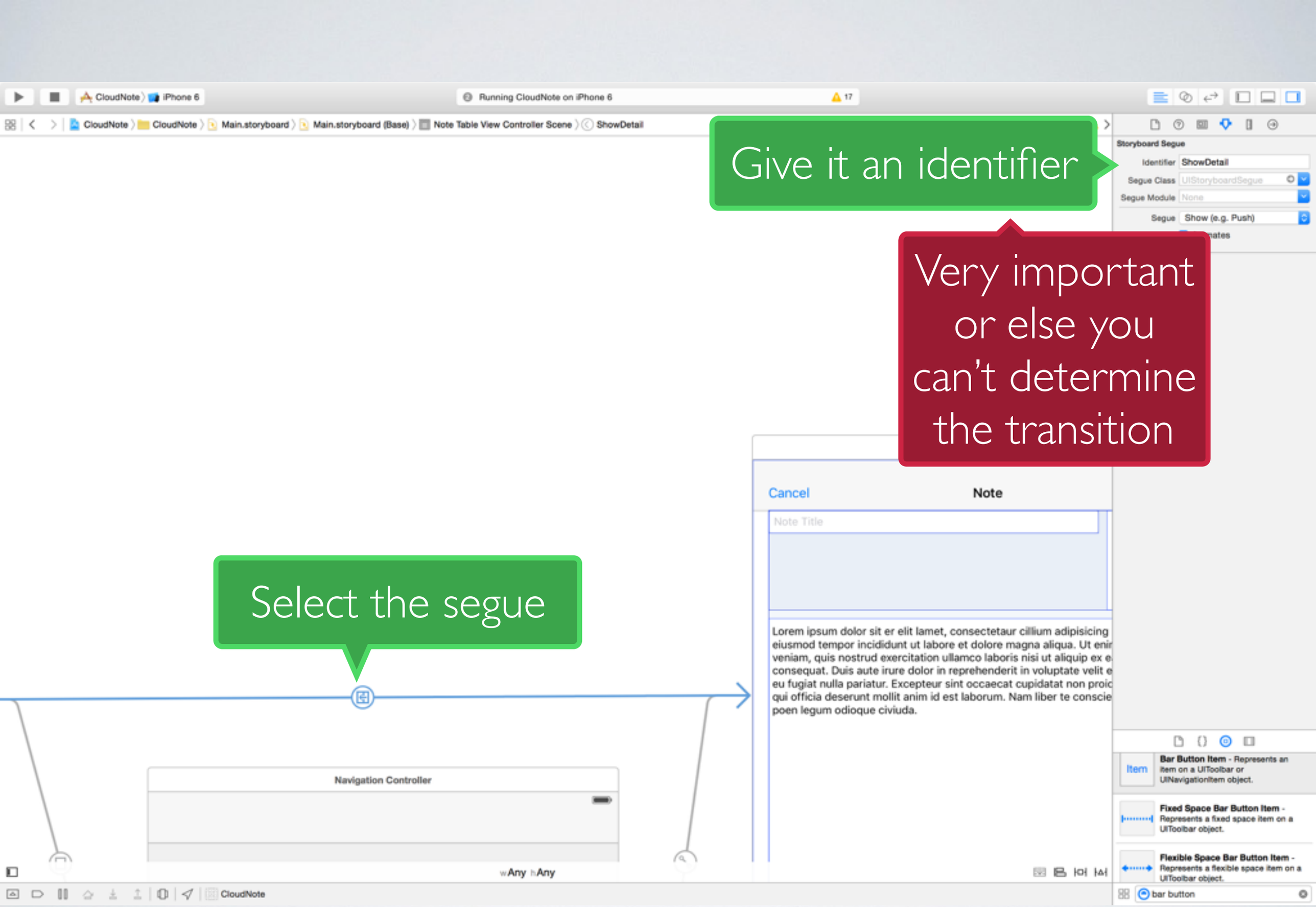
Give it an identifier

Select the segue

Give it an identifier

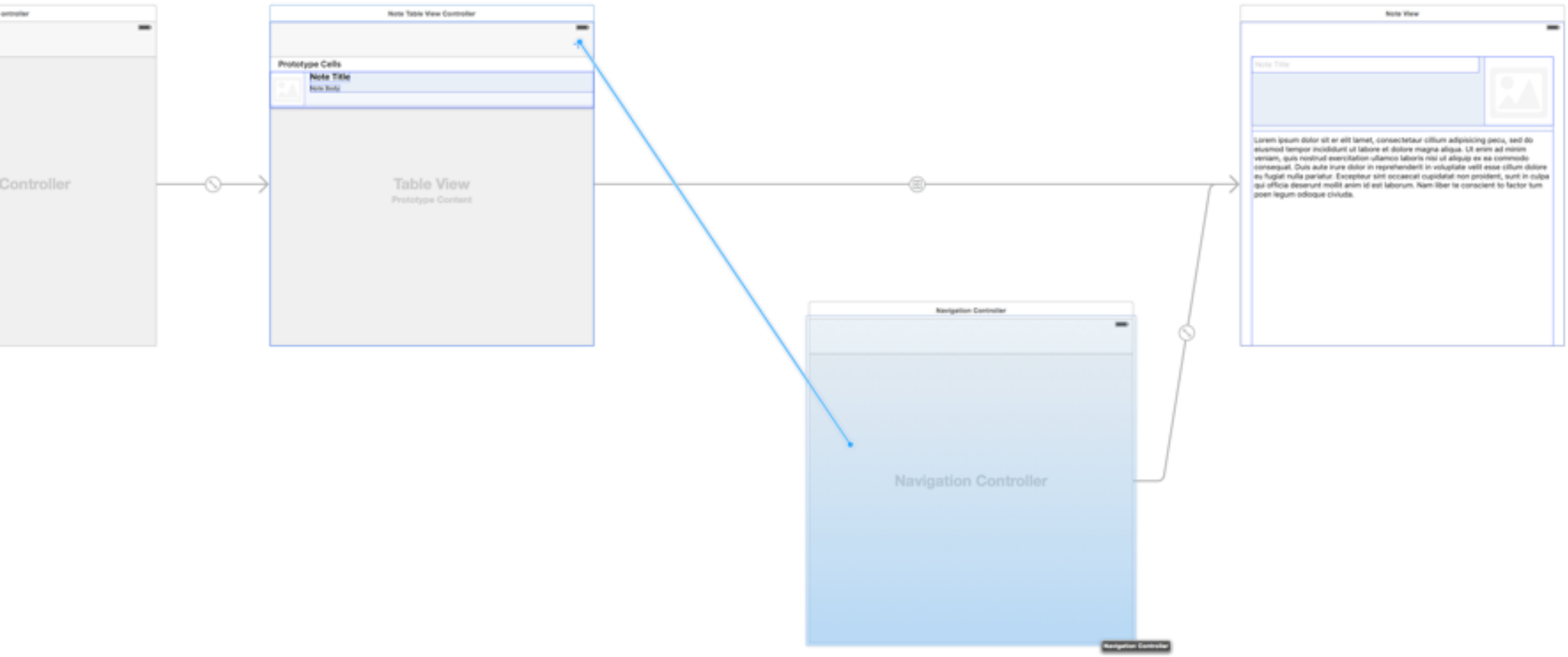
Very important or else you can't determine the transition

Select the segue



CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 19

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 Note Table View Controller

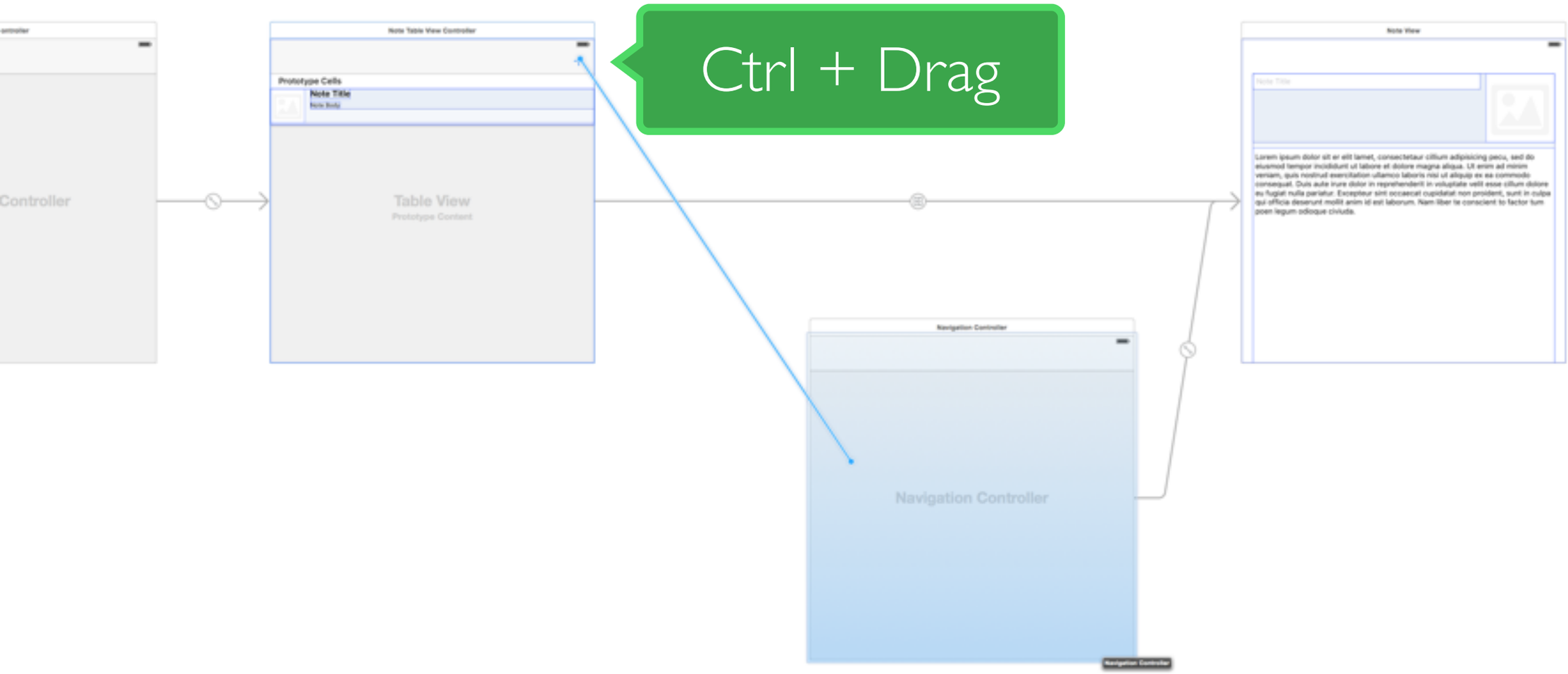


wAny hAny

CloudNote

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 19

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 Note Table View Controller

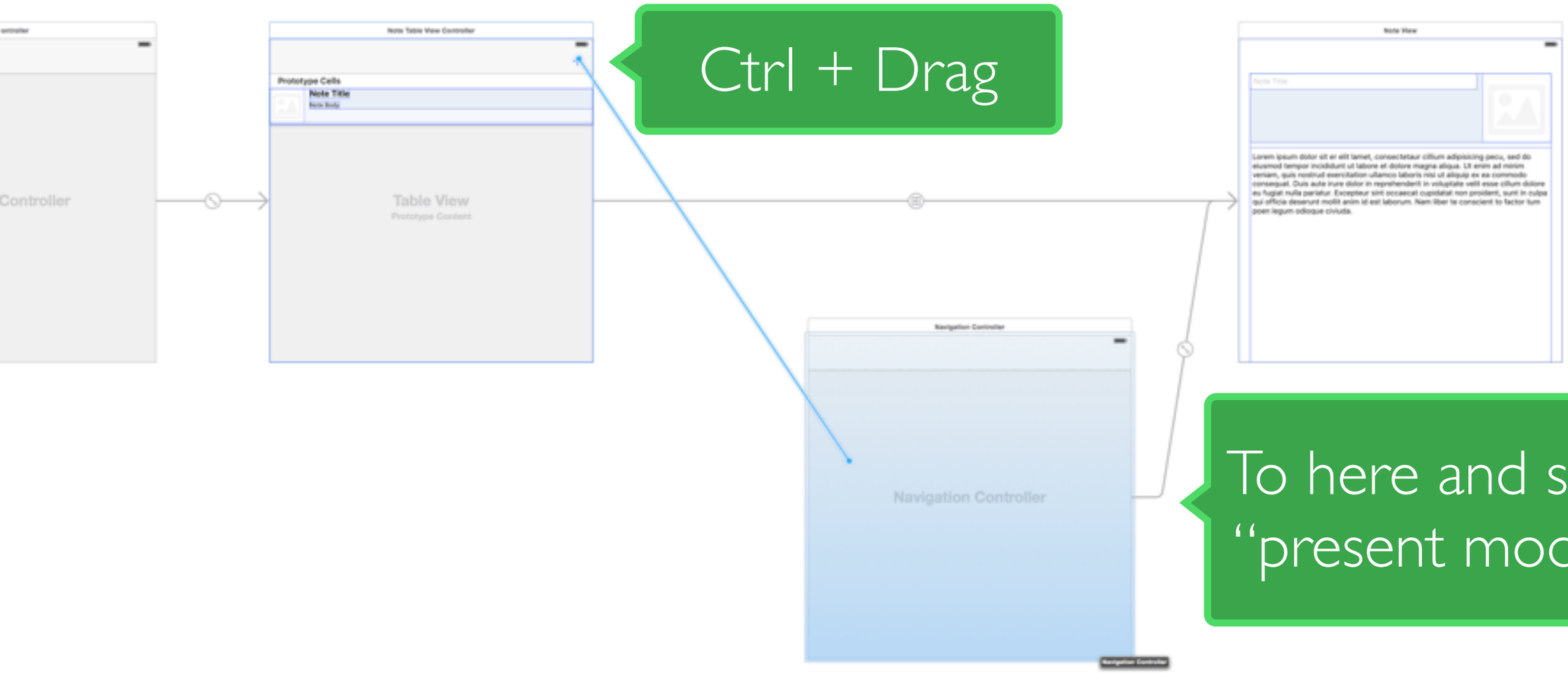


wAny hAny

CloudNote

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 19

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note Table View Controller Scene 〉 Note Table View Controller



Ctrl + Drag

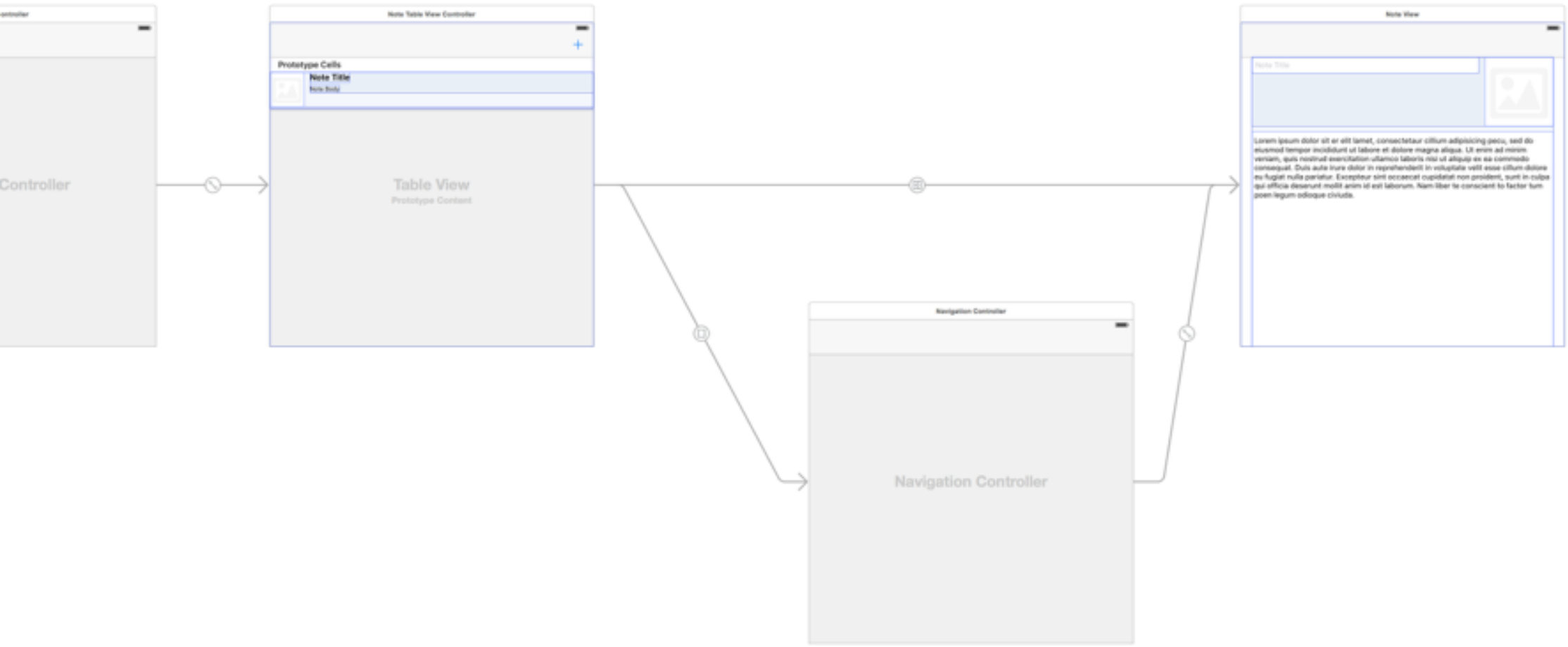
To here and select "present modally"

wAny hAny

CloudNote

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 18

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 No Selection

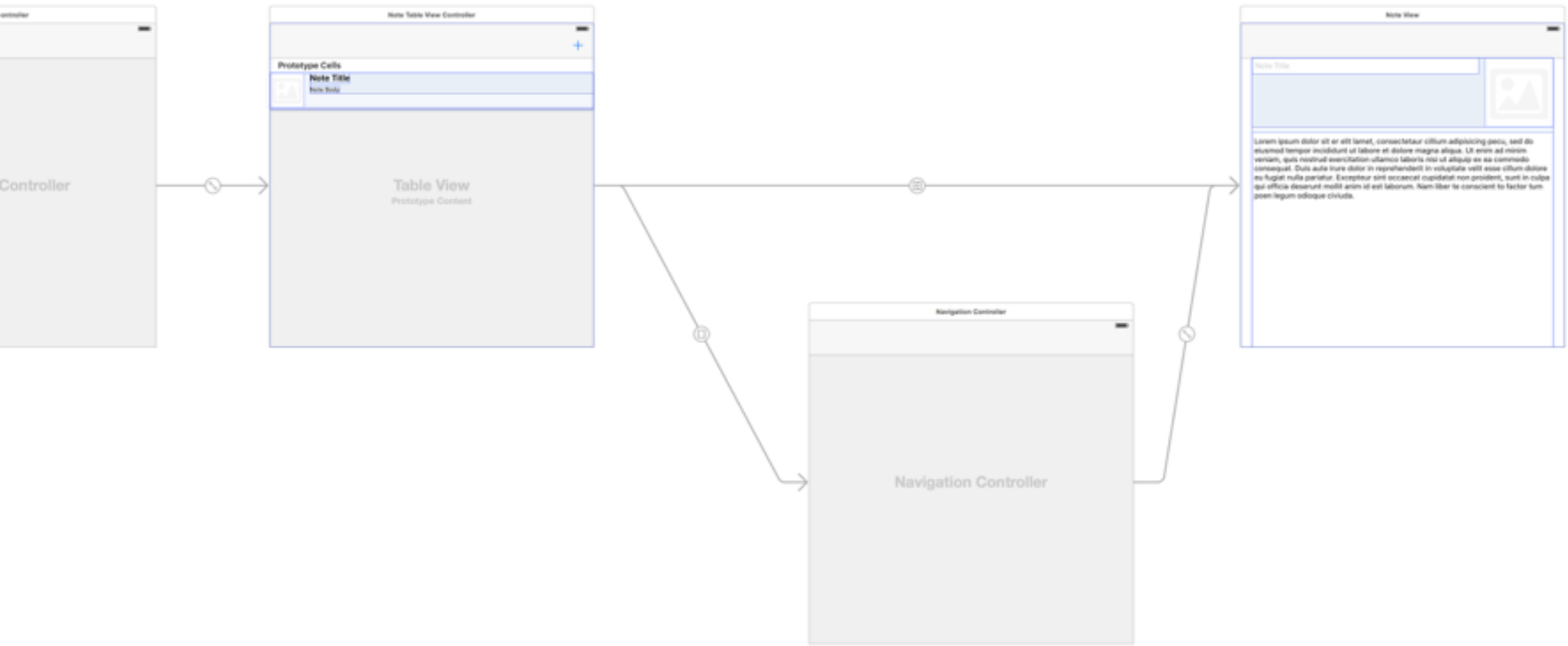


wAny hAny

CloudNote

CloudNote 〉 iPhone 6 | Running CloudNote on iPhone 6 | 18

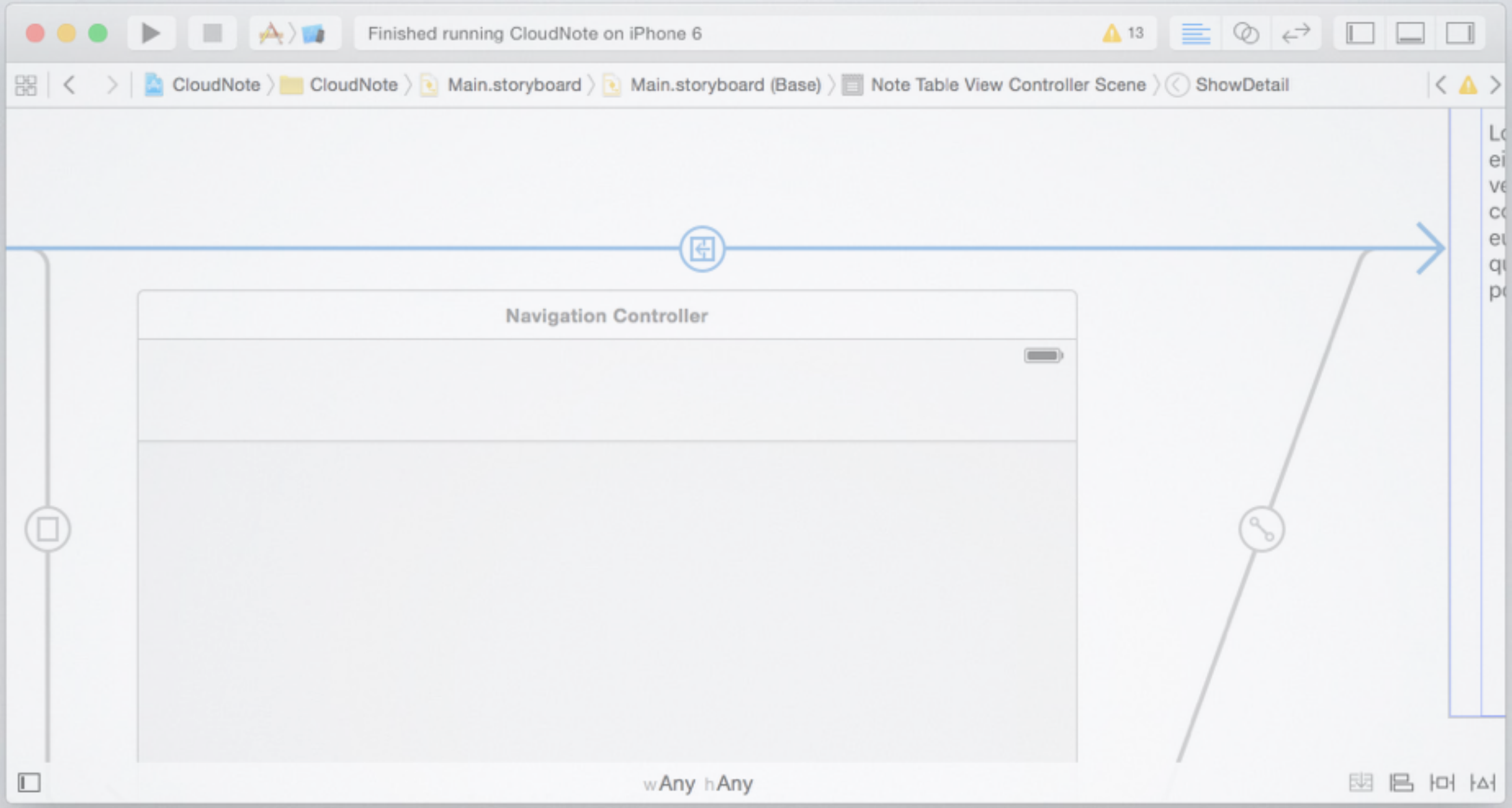
CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 No Selection



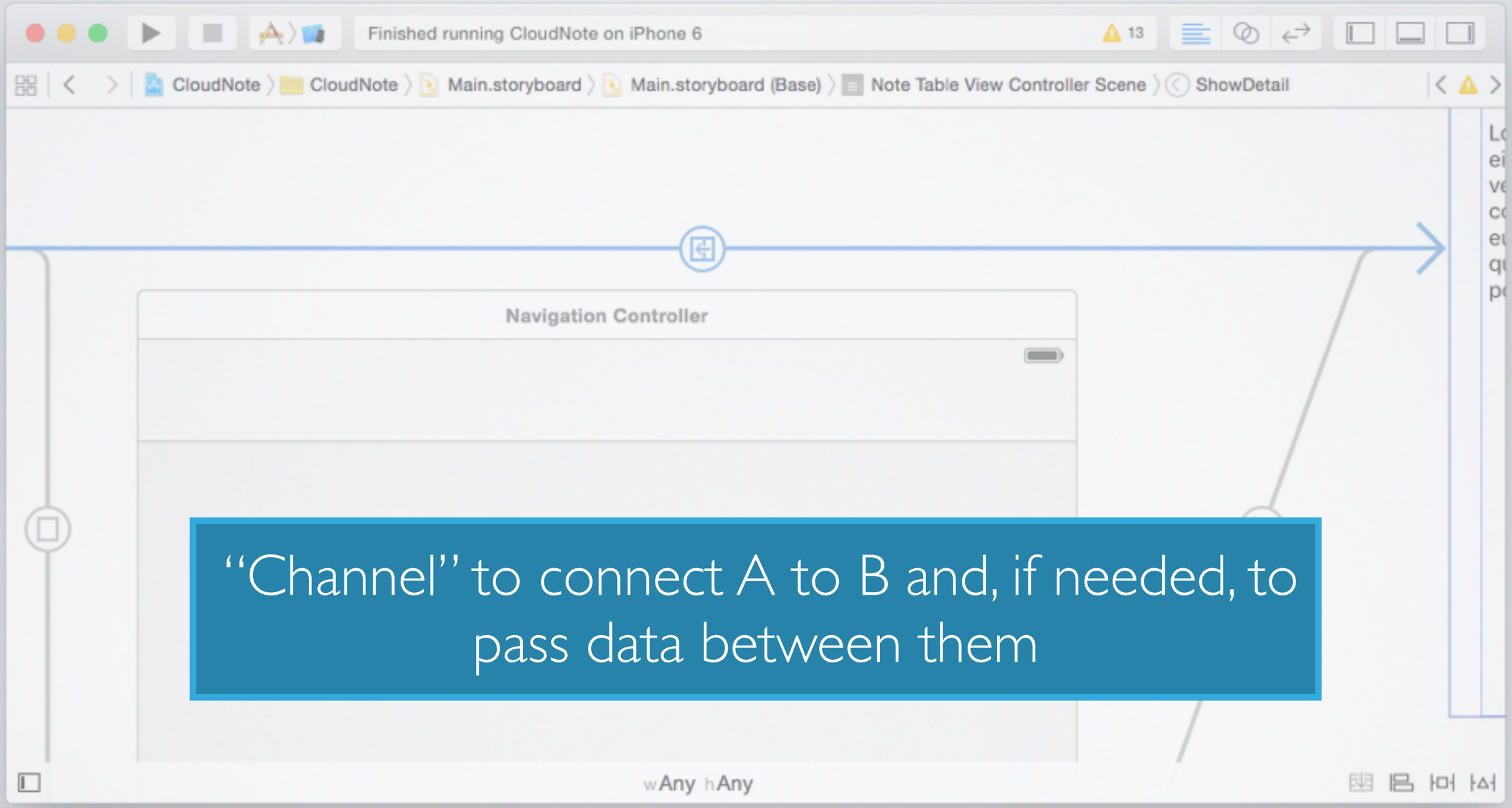
This is what it will look like

SEGUE

SEGUE

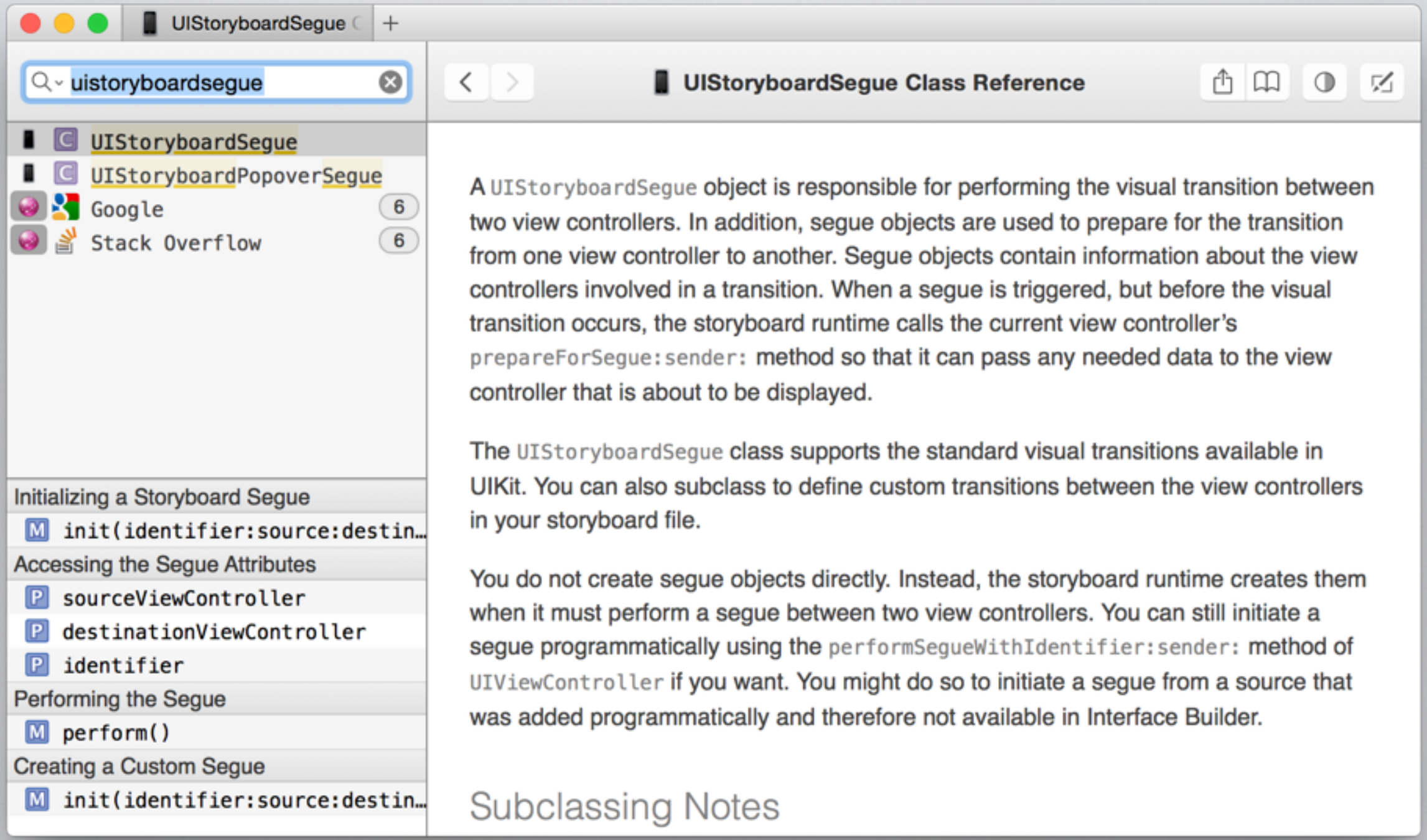

Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
Main.storyboard
Main.storyboard (Base)
Note Table View Controller Scene
ShowDetail
Navigation Controller
wAny hAny

SEGUE

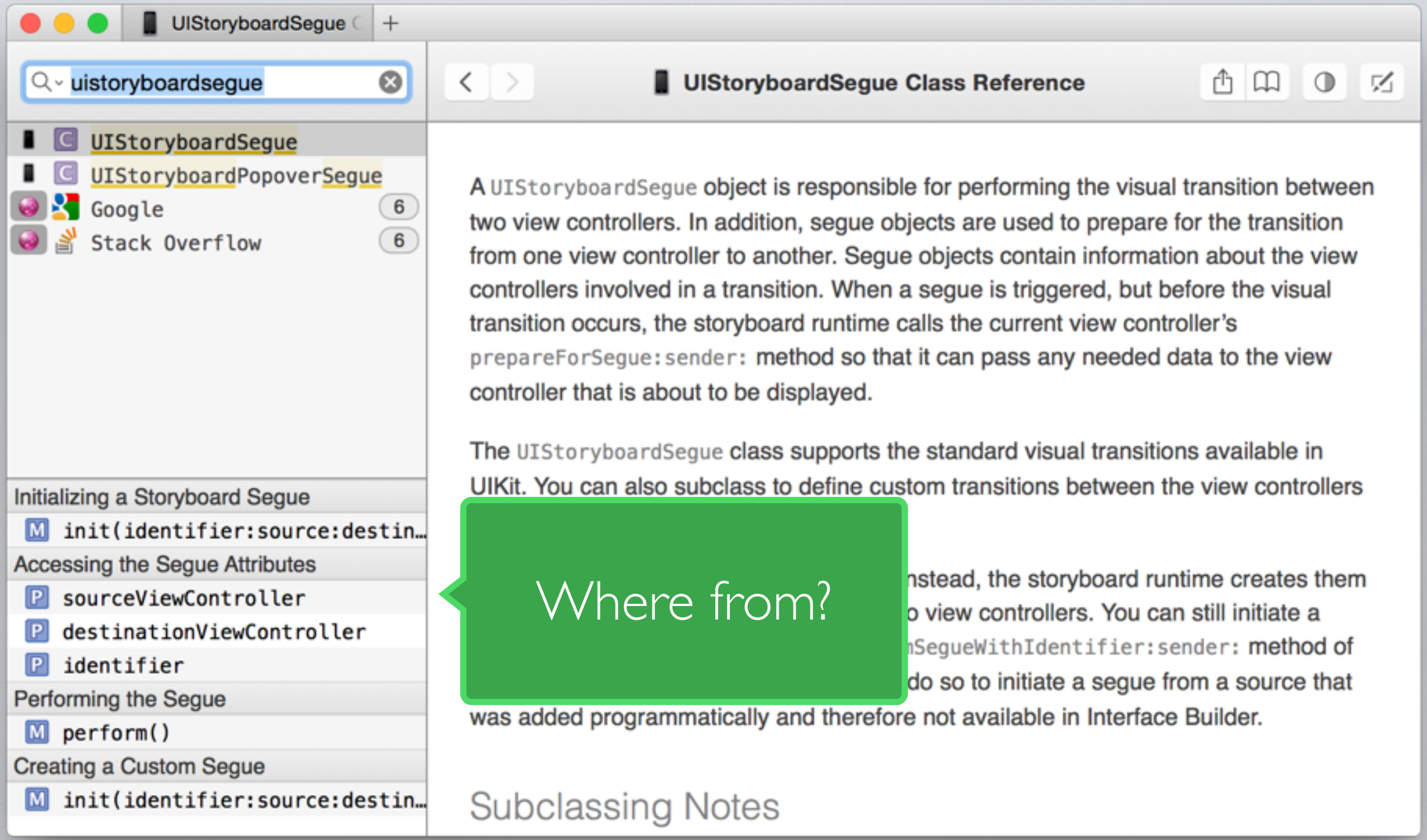


"Channel" to connect A to B and, if needed, to pass data between them

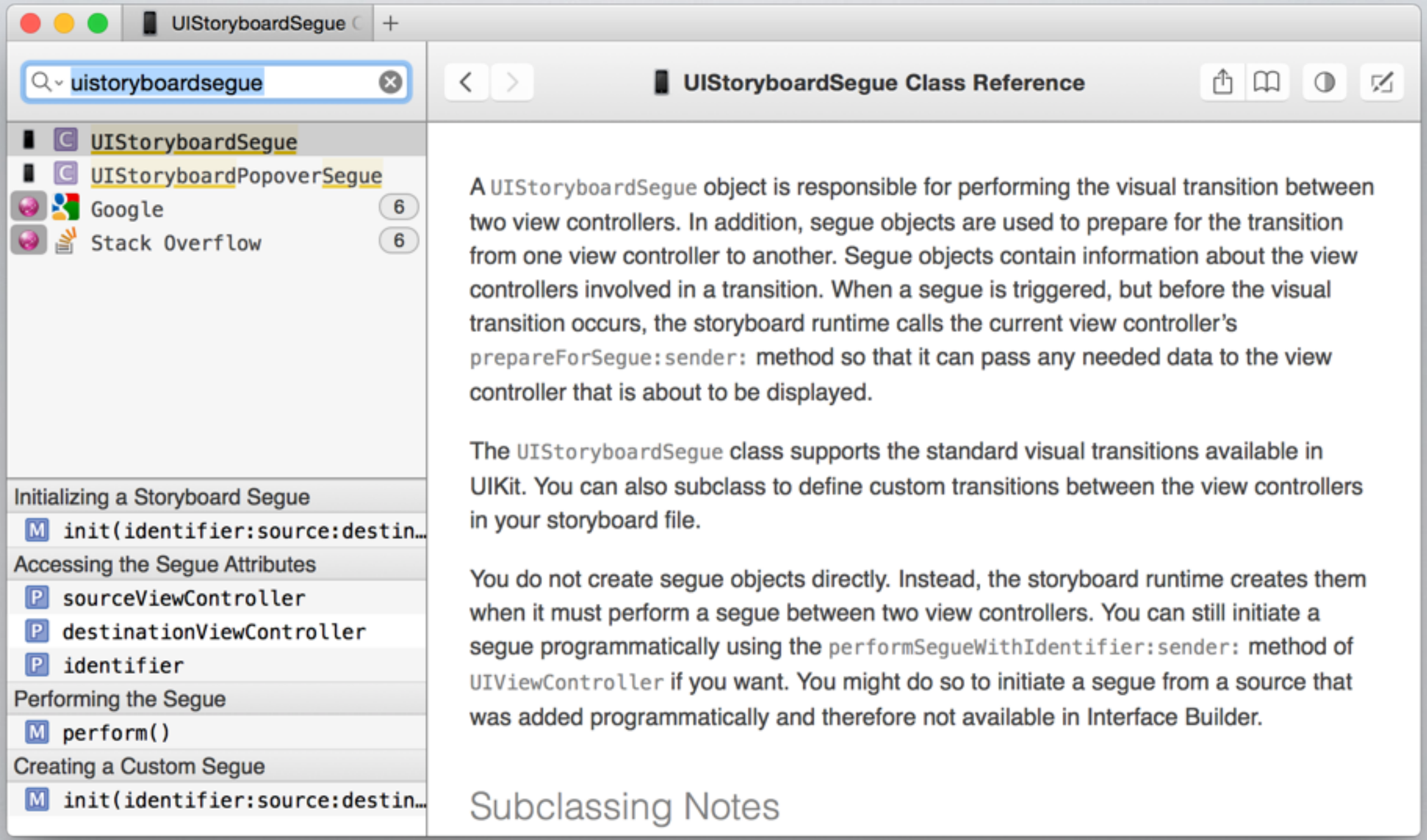
SEGUE


UIStoryboardSegue
uistoryboardsegue
UIStoryboardSegue
UIStoryboardPopoverSegue
Google
6
Stack Overflow
6
Initializing a Storyboard Segue
init(identifier:source:destin…
Accessing the Segue Attributes
sourceViewController
destinationViewController
identifier
Performing the Segue
perform()
Creating a Custom Segue
init(identifier:source:destin…
UIStoryboardSegue Class Reference
A UIStoryboardSegue object is responsible for performing the visual transition between two view controllers. In addition, segue objects are used to prepare for the transition from one view controller to another. Segue objects contain information about the view controllers involved in a transition. When a segue is triggered, but before the visual transition occurs, the storyboard runtime calls the current view controller's prepareForSegue:sender: method so that it can pass any needed data to the view controller that is about to be displayed.
The UIStoryboardSegue class supports the standard visual transitions available in UIKit. You can also subclass to define custom transitions between the view controllers in your storyboard file.
You do not create segue objects directly. Instead, the storyboard runtime creates them when it must perform a segue between two view controllers. You can still initiate a segue programmatically using the performSegueWithIdentifier:sender: method of UIViewController if you want. You might do so to initiate a segue from a source that was added programmatically and therefore not available in Interface Builder.
Subclassing Notes

SEGUE


UIStoryboardSegue
uistoryboardsegue
UIStoryboardSegue
UIStoryboardPopoverSegue
Google 6
Stack Overflow 6
UIStoryboardSegue Class Reference
A UIStoryboardSegue object is responsible for performing the visual transition between two view controllers. In addition, segue objects are used to prepare for the transition from one view controller to another. Segue objects contain information about the view controllers involved in a transition. When a segue is triggered, but before the visual transition occurs, the storyboard runtime calls the current view controller's prepareForSegue:sender: method so that it can pass any needed data to the view controller that is about to be displayed.
The UIStoryboardSegue class supports the standard visual transitions available in UIKit. You can also subclass to define custom transitions between the view controllers
nstead, the storyboard runtime creates them
o view controllers. You can still initiate a
nSegueWithIdentifier:sender: method of
do so to initiate a segue from a source that
was added programmatically and therefore not available in Interface Builder.
Initializing a Storyboard Segue
M init(identifier:source:destin…
Accessing the Segue Attributes
P sourceViewController
P destinationViewController
P identifier
Performing the Segue
M perform()
Creating a Custom Segue
M init(identifier:source:destin…
Where from?
Subclassing Notes

SEGUE


UIStoryboardSegue
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Google
6
Stack Overflow
6
Initializing a Storyboard Segue
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Creating a Custom Segue
init(identifier:source:destin…
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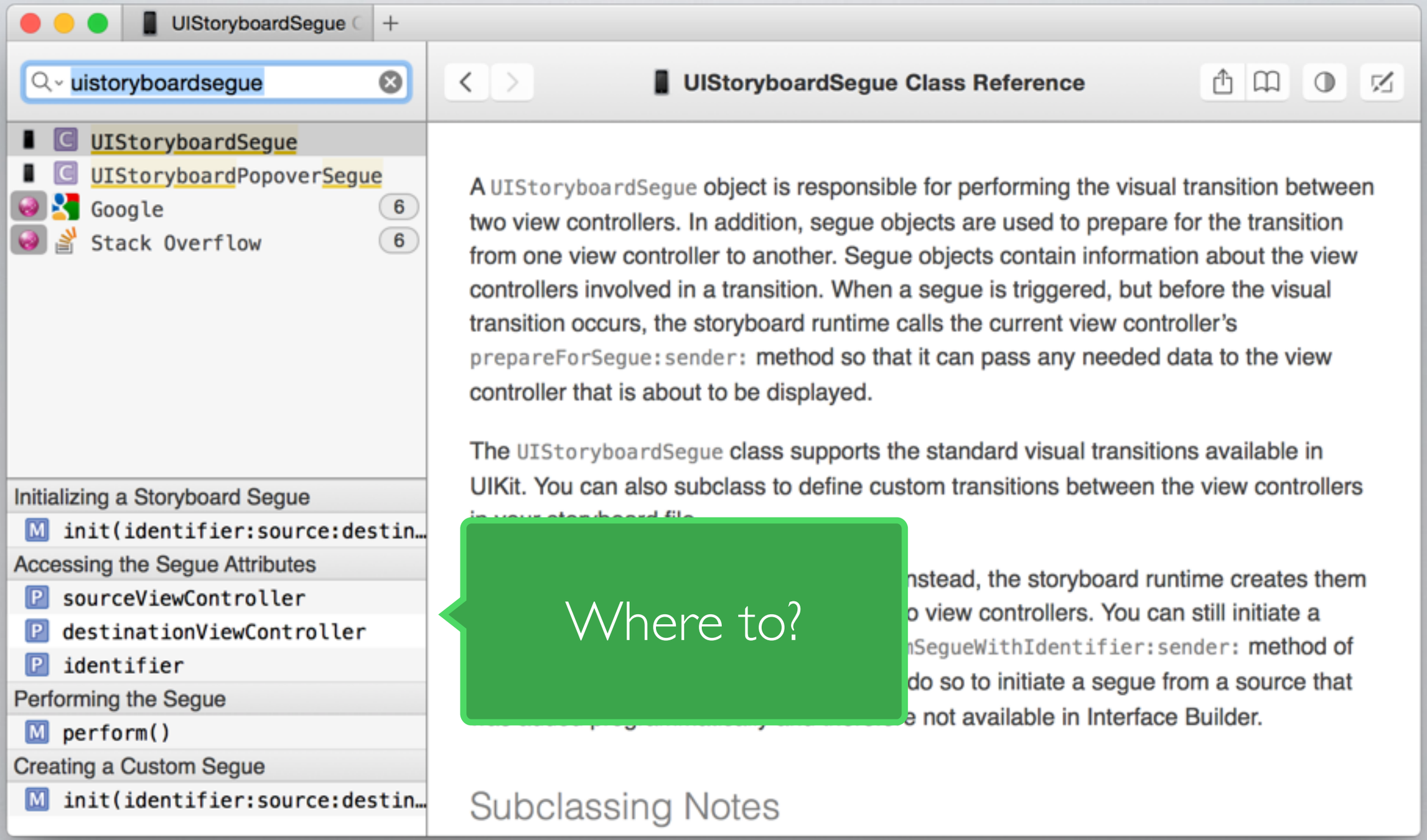
The UIStoryboardSegue class supports the standard visual transitions available in UIKit. You can also subclass to define custom transitions between the view controllers in your storyboard file.
You do not create segue objects directly. Instead, the storyboard runtime creates them when it must perform a segue between two view controllers. You can still initiate a segue programmatically using the performSegueWithIdentifier:sender: method of UIViewController if you want. You might do so to initiate a segue from a source that was added programmatically and therefore not available in Interface Builder.
Subclassing Notes

SEGUE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Where to?
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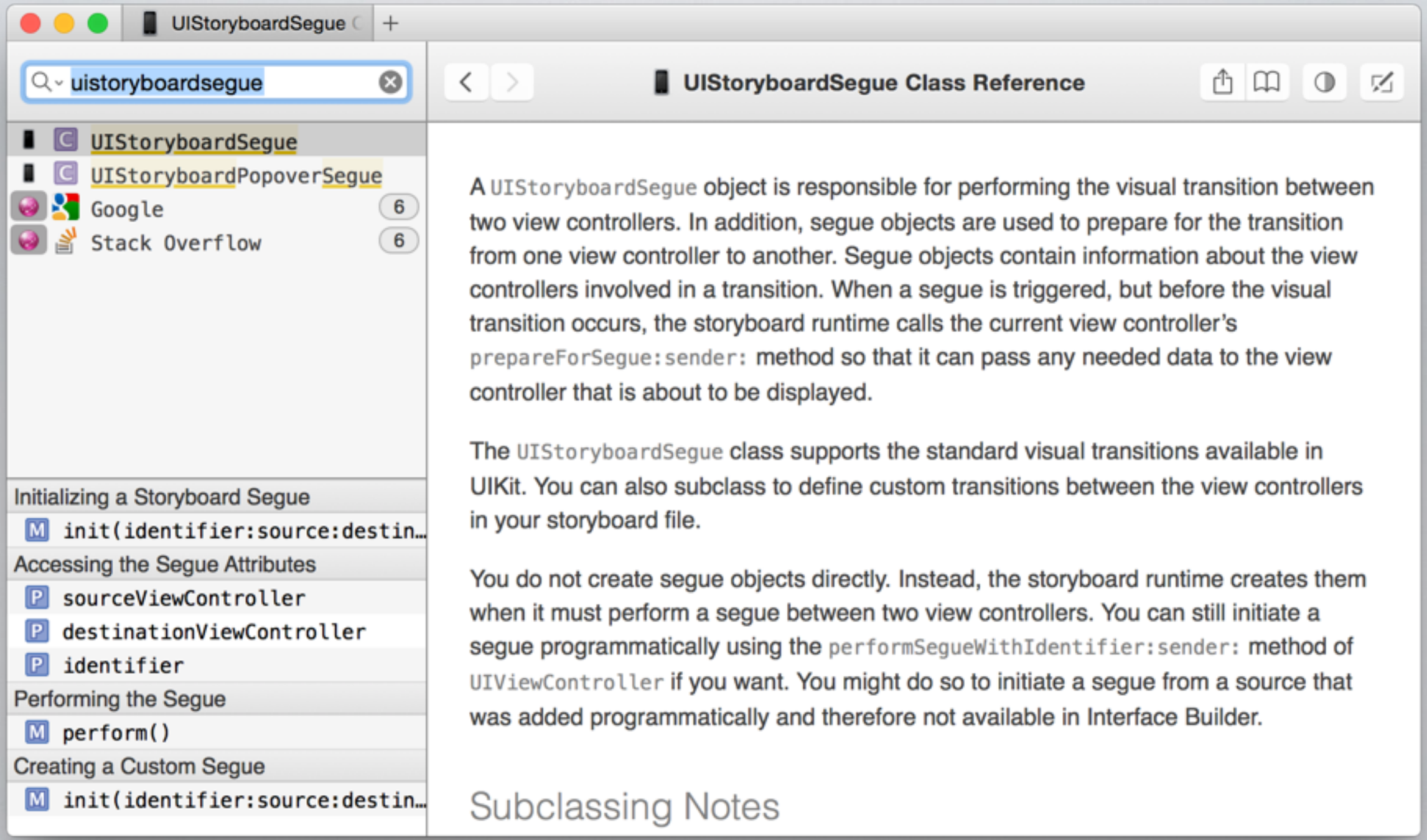
Subclassing Notes

SEGUE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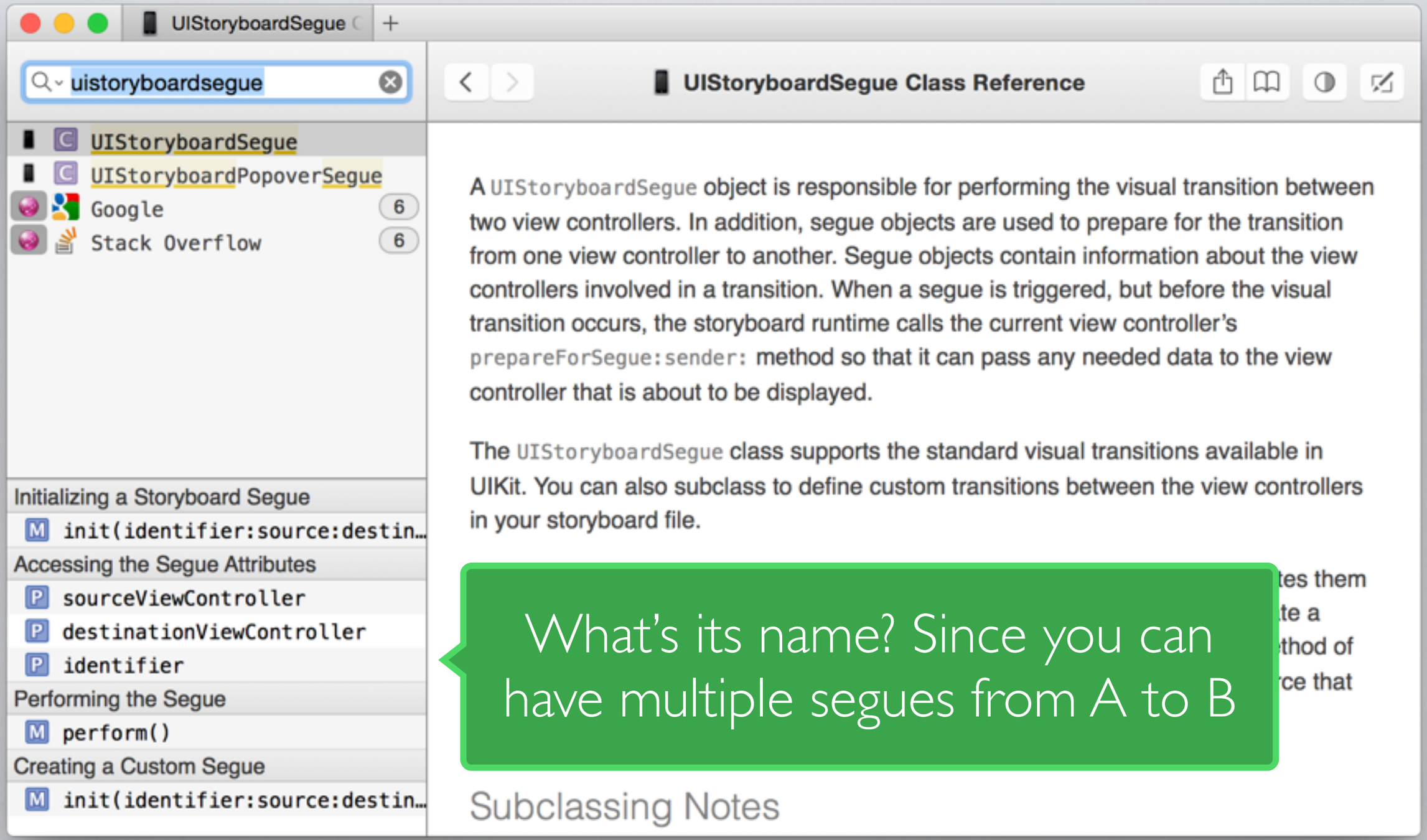
Subclassing Notes

SEGUE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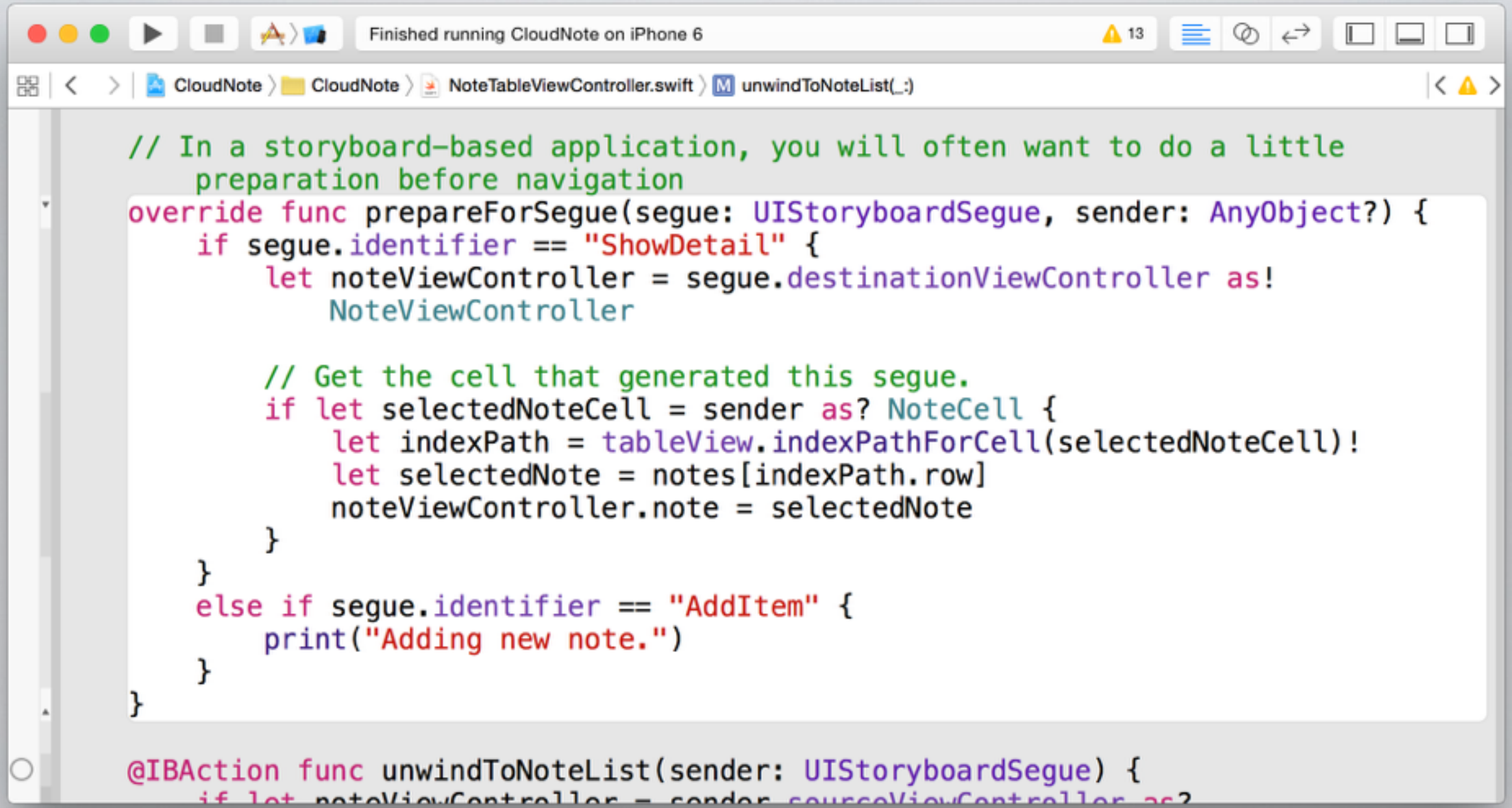
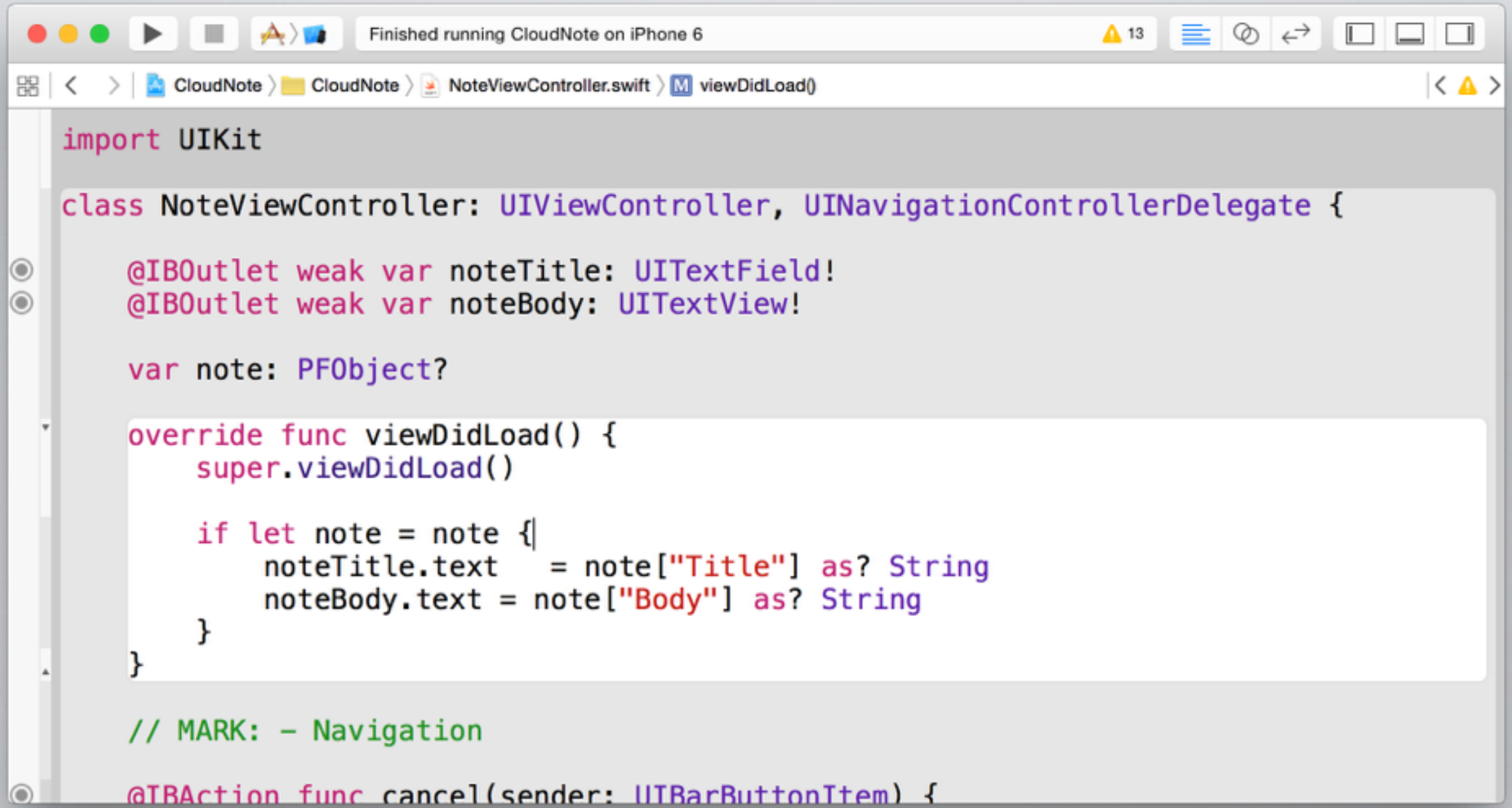
Initializing a Storyboard Segue
init(identifier:source:destin…
Accessing the Segue Attributes
sourceViewController
destinationViewController
identifier
Performing the Segue
perform()
Creating a Custom Segue
init(identifier:source:destin…
What's its name? Since you can have multiple segues from A to B
Subclassing Notes

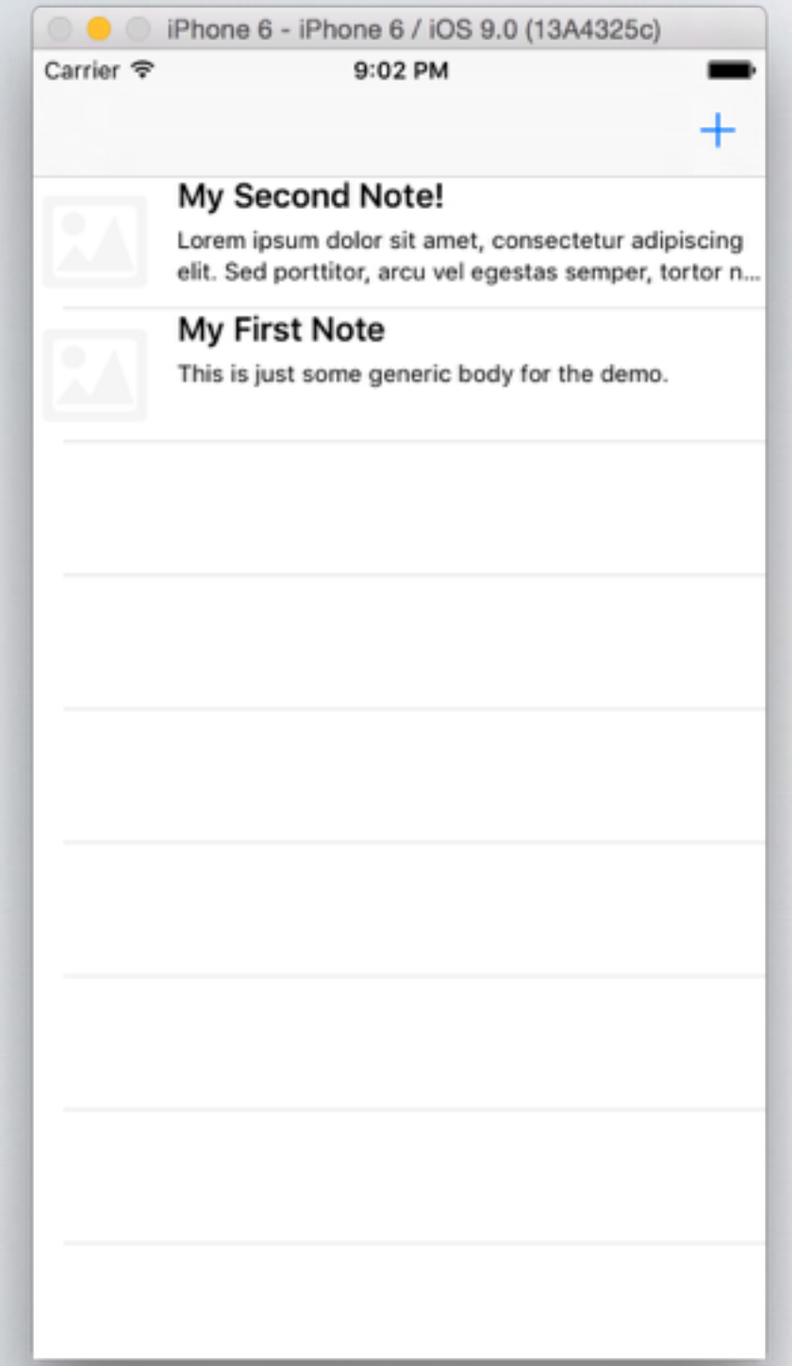
SEGUE


Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
NoteTableViewController.swift
unwindToNoteList(_:)
// In a storyboard-based application, you will often want to do a little
preparation before navigation
override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {
if segue.identifier == "ShowDetail" {
let noteViewController = segue.destinationViewController as!
NoteViewController
// Get the cell that generated this segue.
if let selectedNoteCell = sender as? NoteCell {
let indexPath = tableView.indexPathForCell(selectedNoteCell)!
let selectedNote = notes[indexPath.row]
noteViewController.note = selectedNote
}
}
else if segue.identifier == "AddItem" {
print("Adding new note.")
}
}
@IBAction func unwindToNoteList(sender: UIStoryboardSegue) {

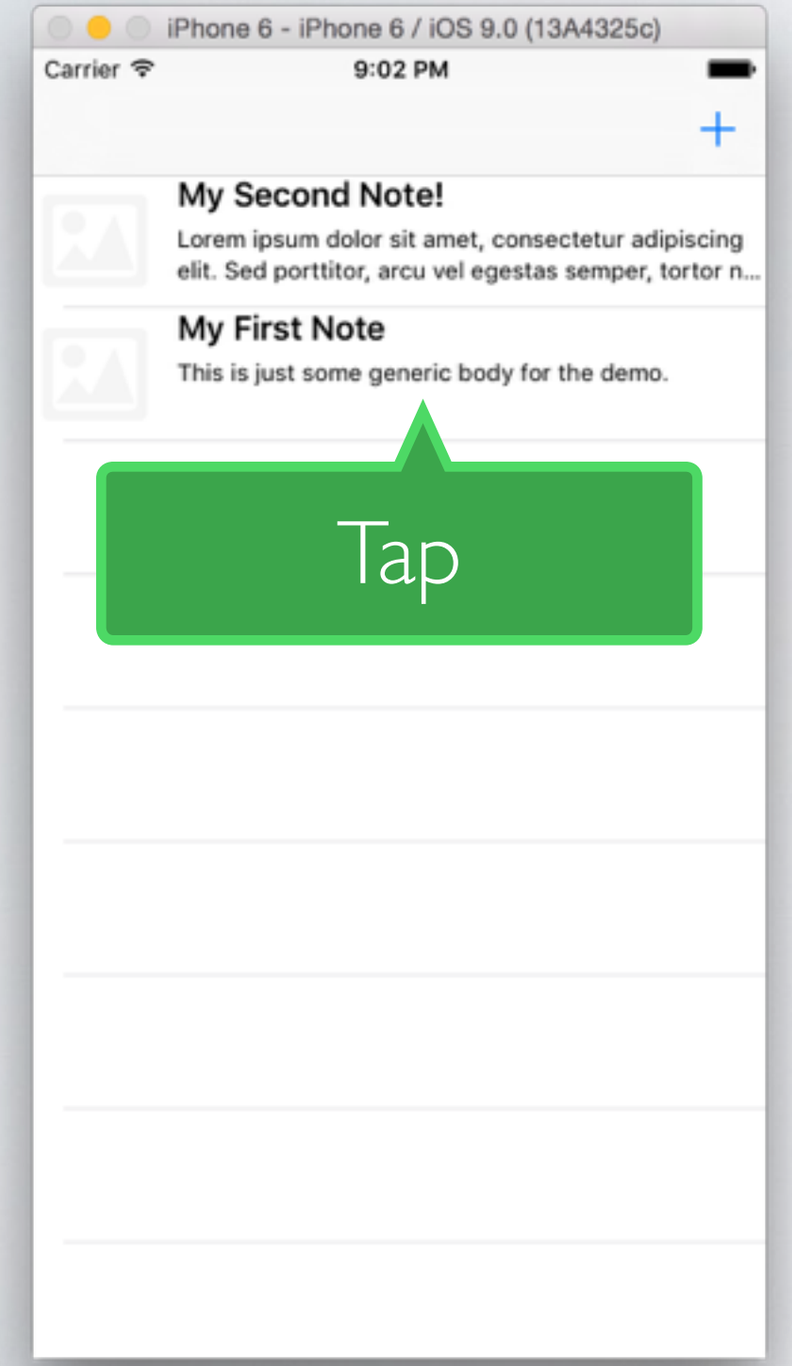
SEGUE


Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
NoteViewController.swift
viewDidLoad()
import UIKit
class NoteViewController: UIViewController, UINavigationControllerDelegate {
@IBOutlet weak var noteTitle: UITextField!
@IBOutlet weak var noteBody: UITextView!
var note: PFObject?
override func viewDidLoad() {
super.viewDidLoad()
if let note = note {
noteTitle.text = note["Title"] as? String
noteBody.text = note["Body"] as? String
}
}
// MARK: - Navigation
@IBAction func cancel(sender: UIBarButtonItem) {

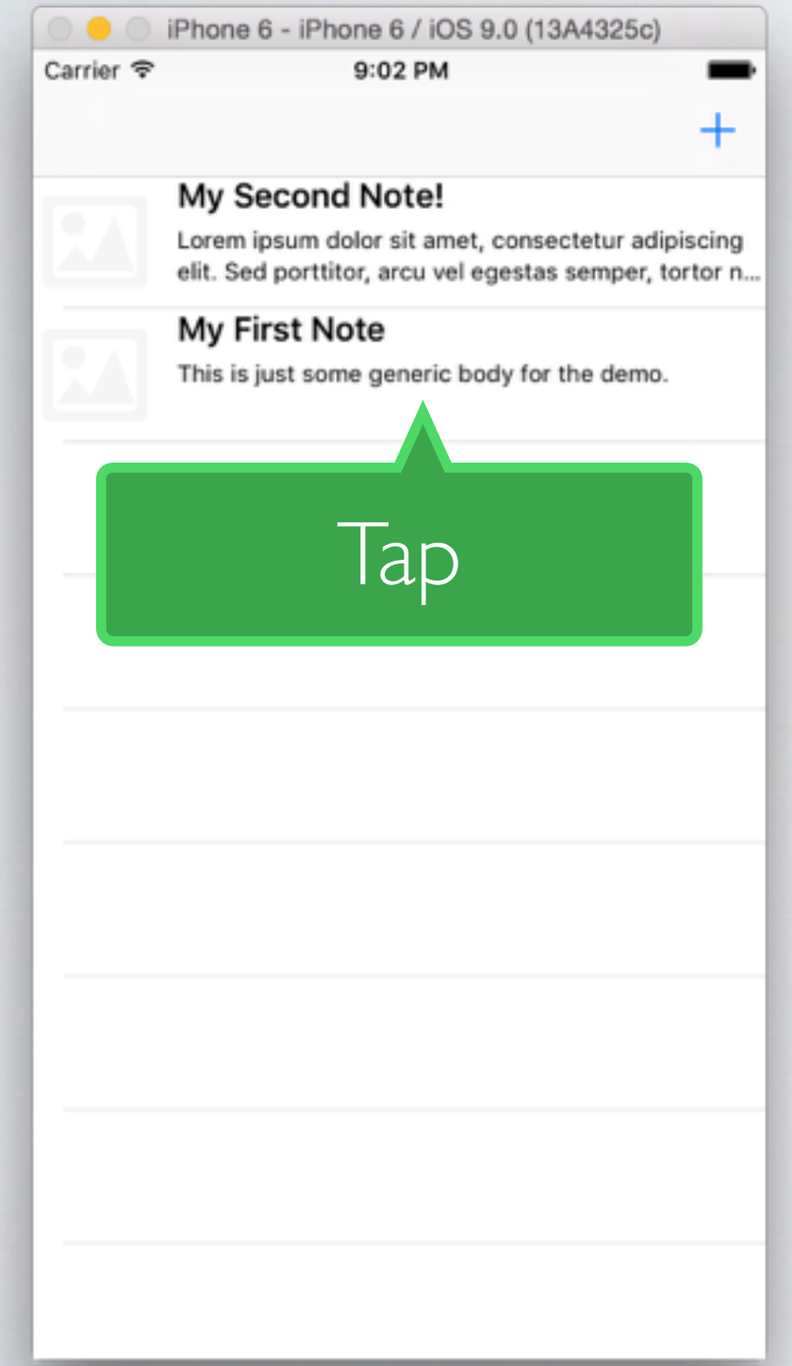
CURRENT VIEW



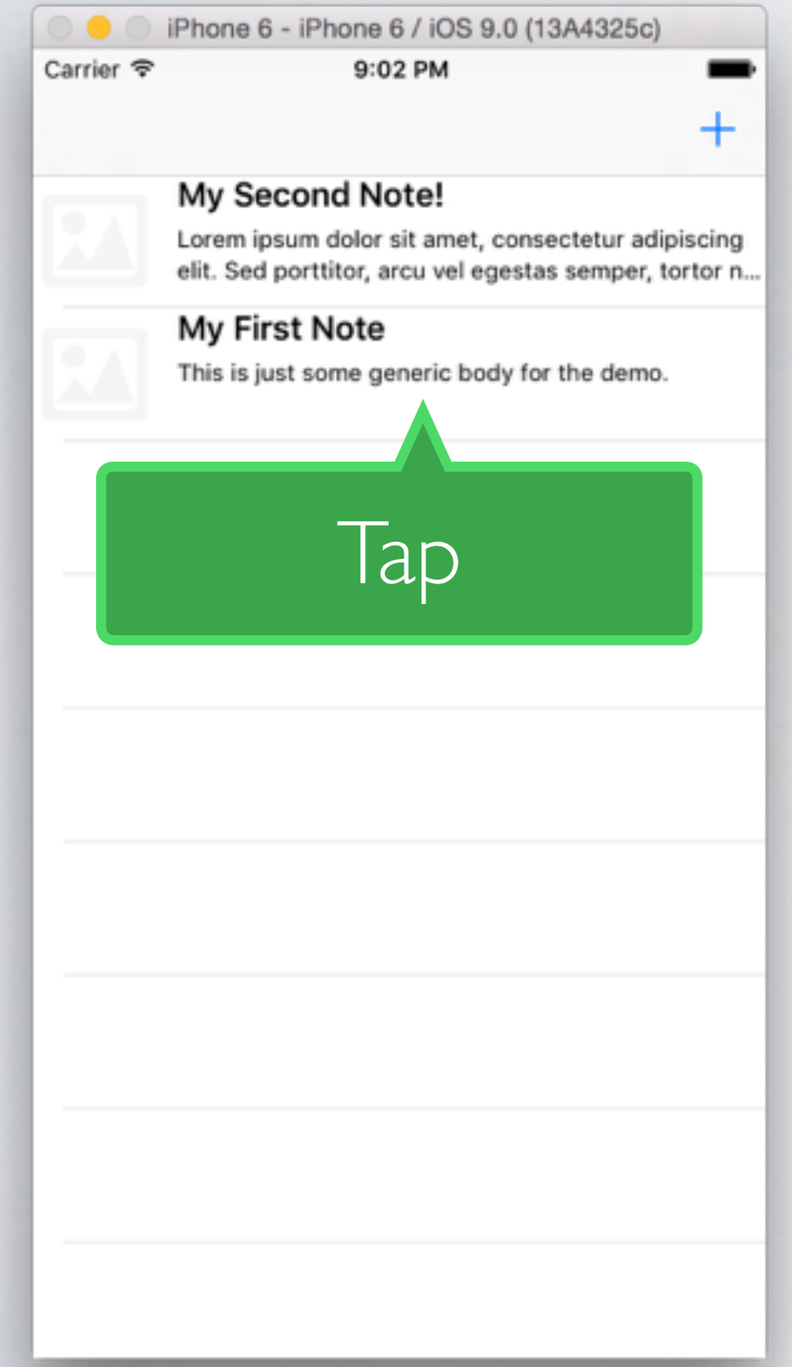
CURRENT VIEW

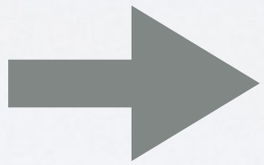


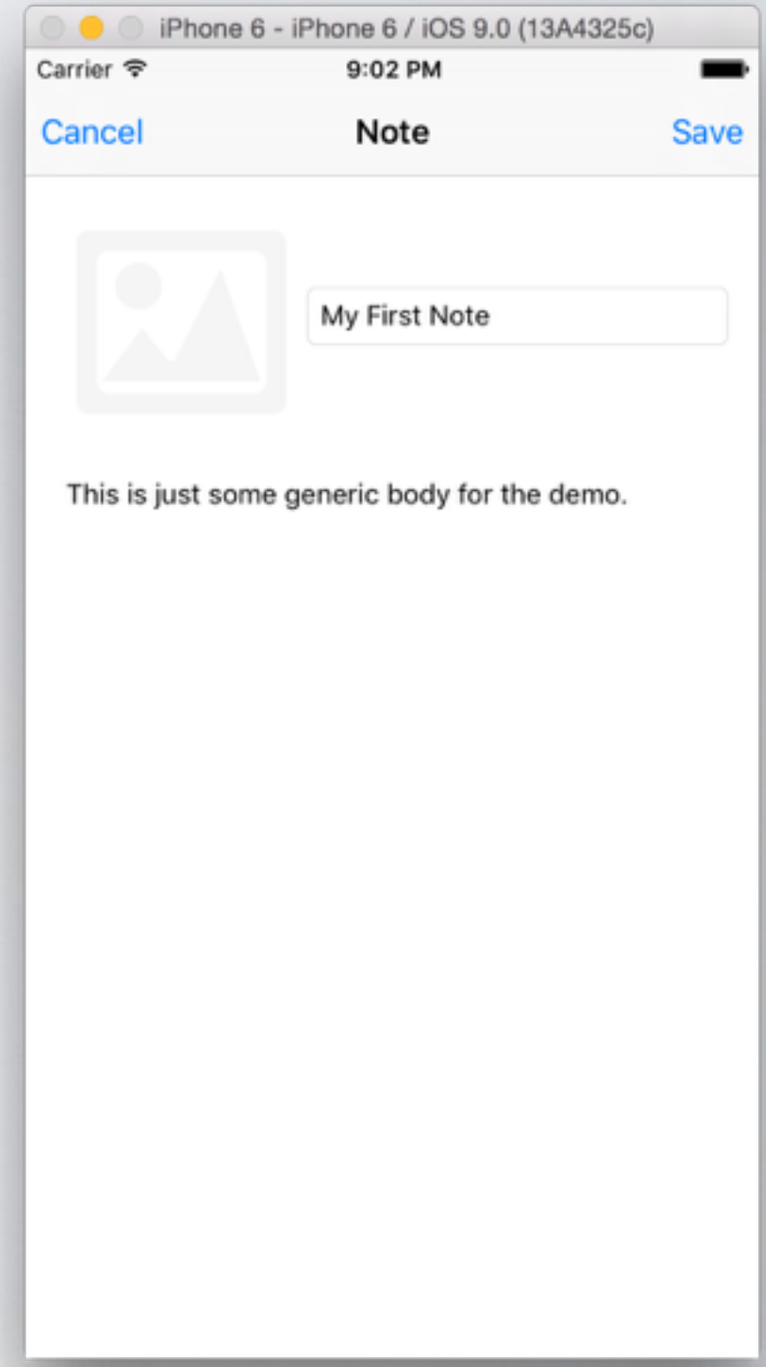
CURRENT VIEW



CURRENT VIEW

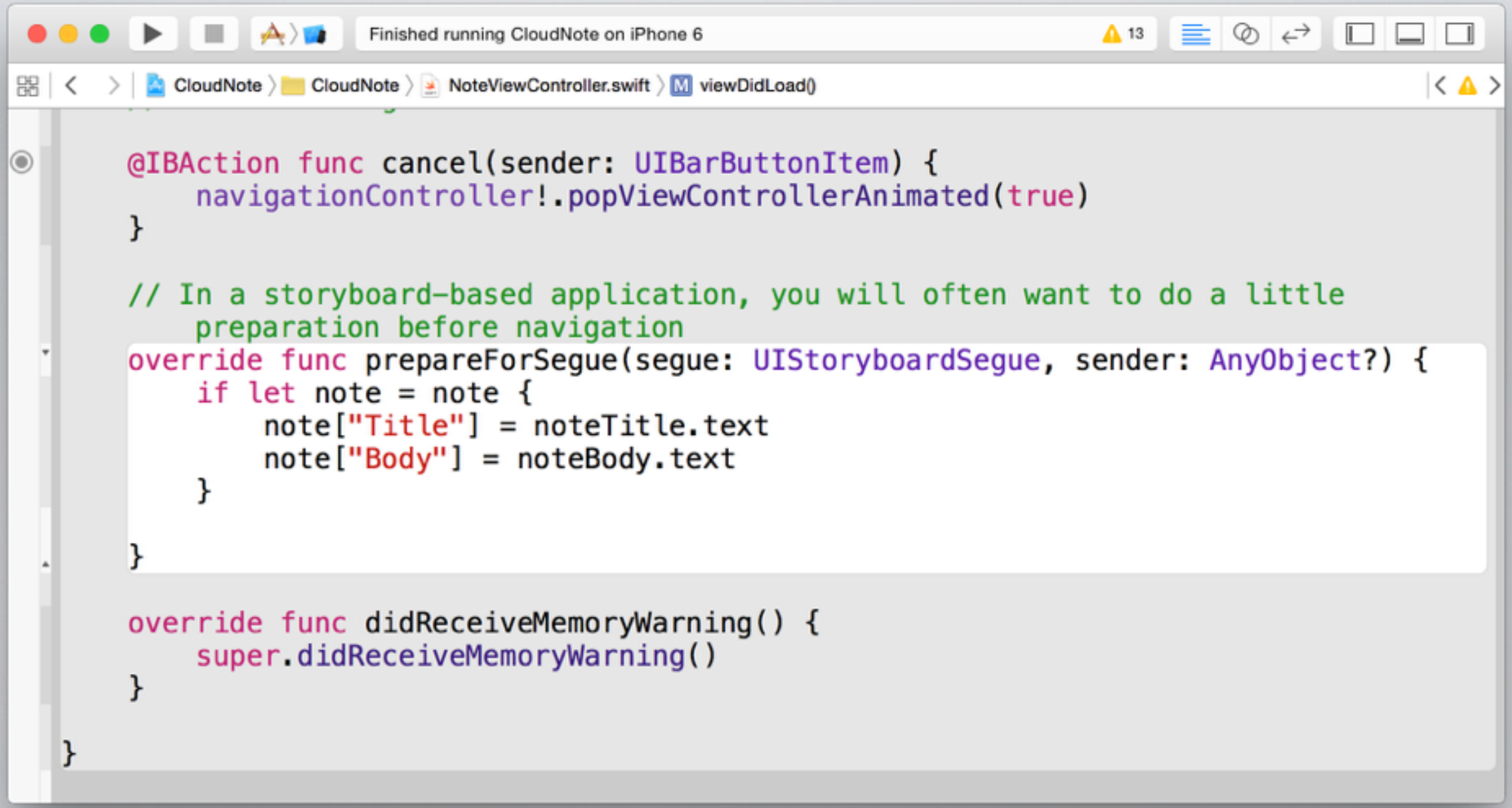




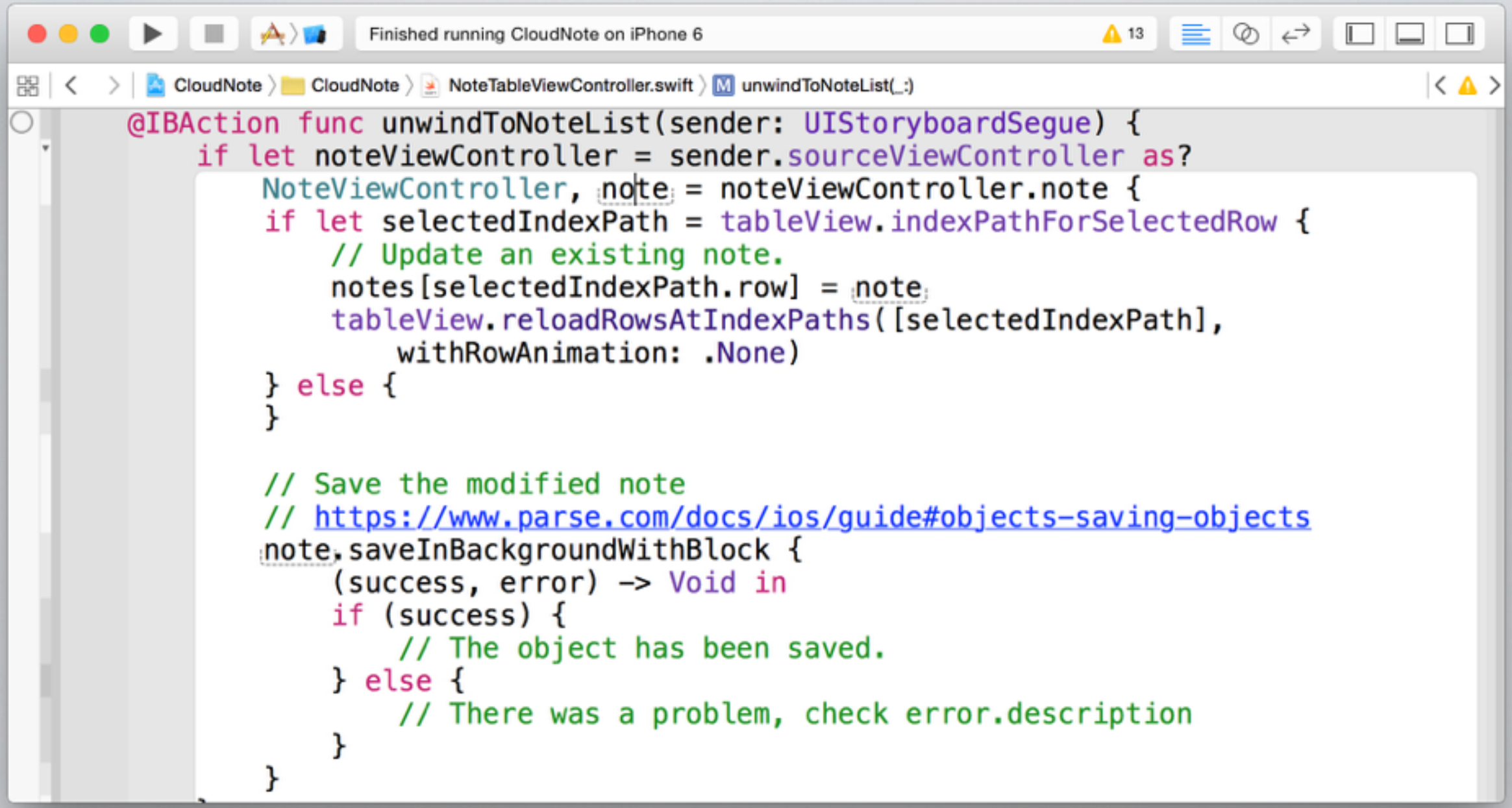


TASK: UPDATE EXISTING NOTES

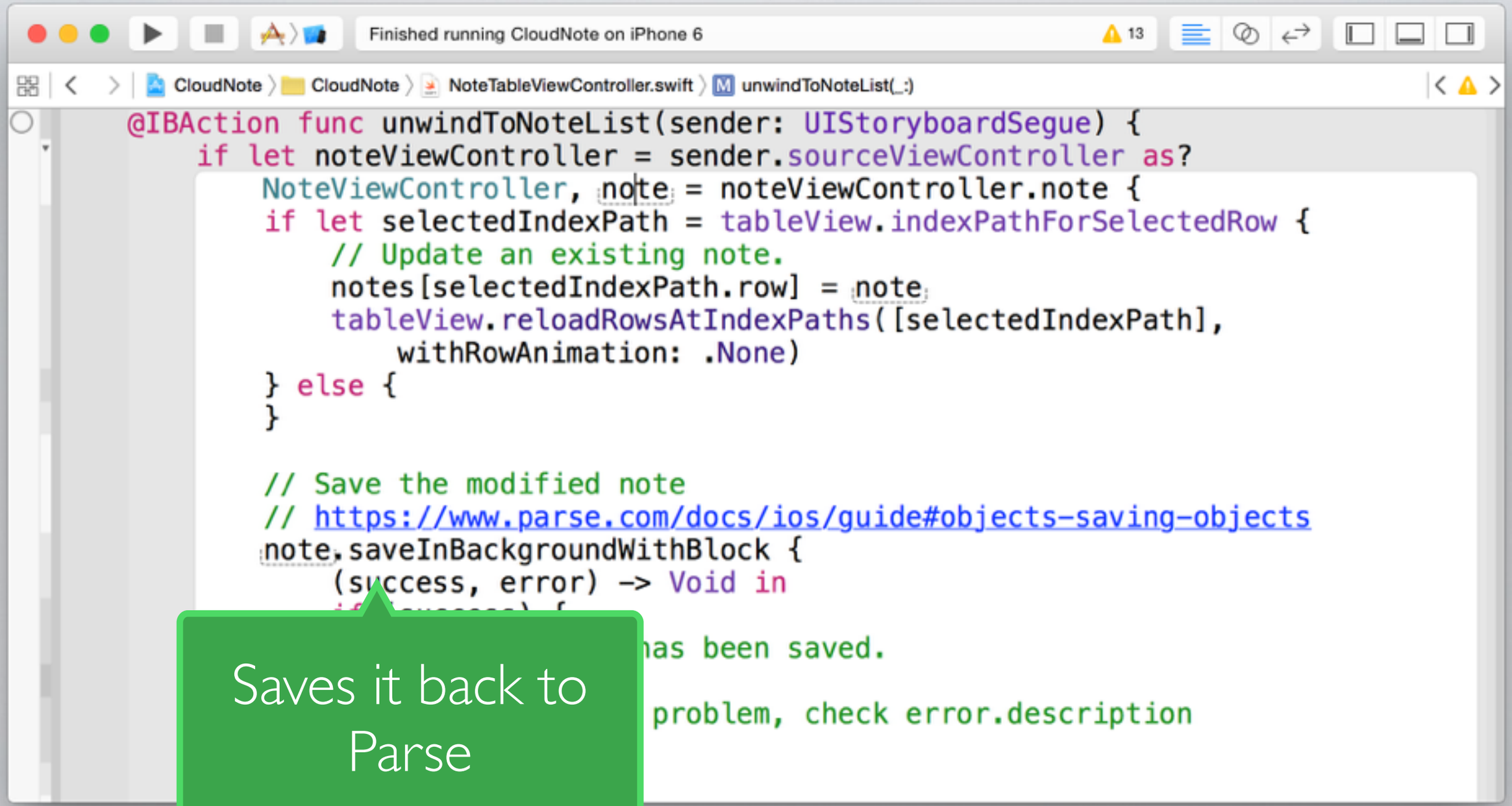
SAVING


Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
NoteViewController.swift
viewDidLoad()
@IBAction func cancel(sender: UIBarButtonItem) {
navigationController!.popViewControllerAnimated(true)
}
// In a storyboard-based application, you will often want to do a little
preparation before navigation
override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {
if let note = note {
note["Title"] = noteTitle.text
note["Body"] = noteBody.text
}
}
override func didReceiveMemoryWarning() {
super.didReceiveMemoryWarning()
}
}

SAVING


Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
NoteTableViewController.swift
unwindToNoteList(_:)
@IBAction func unwindToNoteList(sender: UIStoryboardSegue) {
if let noteViewController = sender.sourceViewController as?
NoteViewController, note = noteViewController.note {
if let selectedIndexPath = tableView.indexPathForSelectedRow {
// Update an existing note.
notes[selectedIndexPath.row] = note
tableView.reloadRowsAtIndexPaths([selectedIndexPath],
withRowAnimation: .None)
} else {
}
// Save the modified note
// https://www.parse.com/docs/ios/guide#objects-saving-objects
note.saveInBackgroundWithBlock {
(success, error) -> Void in
if (success) {
// The object has been saved.
} else {
// There was a problem, check error.description
}
}

SAVING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if let noteViewController = sender.sourceViewController as?
NoteViewController, note = noteViewController.note {
if let selectedIndexPath = tableView.indexPathForSelectedRow {
// Update an existing note.
notes[selectedIndexPath.row] = note
tableView.reloadRowsAtIndexPaths([selectedIndexPath],
withRowAnimation: .None)
} else {
}
// Save the modified note
// https://www.parse.com/docs/ios/guide#objects-saving-objects
note.saveInBackgroundWithBlock {
(success, error) -> Void in
has been saved.
problem, check error.description
Saves it back to Parse

CloudNote 〉 iPhone 6 | Finished running CloudNote on iPhone 6 | 13

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note View Scene 〉 Note View 〉 Note 〉 Right Bar Button Items 〉 Save

Exit

Cancel | Note | Save

title

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Navigation Controller

Navigation Controller

wAny hAny

CloudNote 〉 iPhone 6 | Finished running CloudNote on iPhone 6 | 13

CloudNote 〉 CloudNote 〉 Main.storyboard 〉 Main.storyboard (Base) 〉 Note View Scene 〉 Note View 〉 Note 〉 Right Bar Button Items 〉 Save

Exit

Action Segue
unwindToNoteList:

Cancel | Note | Save

title

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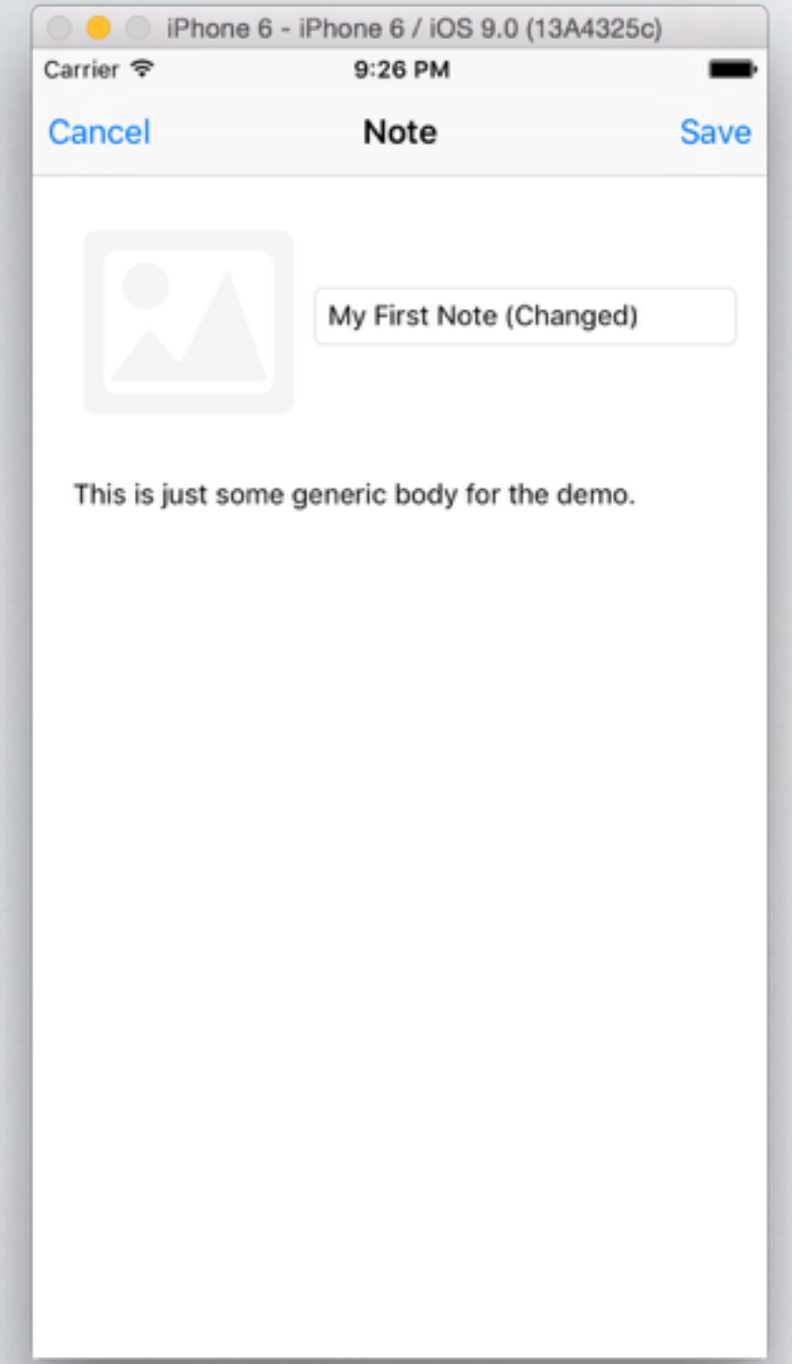
Navigation Controller

Navigation Controller

wAny hAny

CURRENT VIEW



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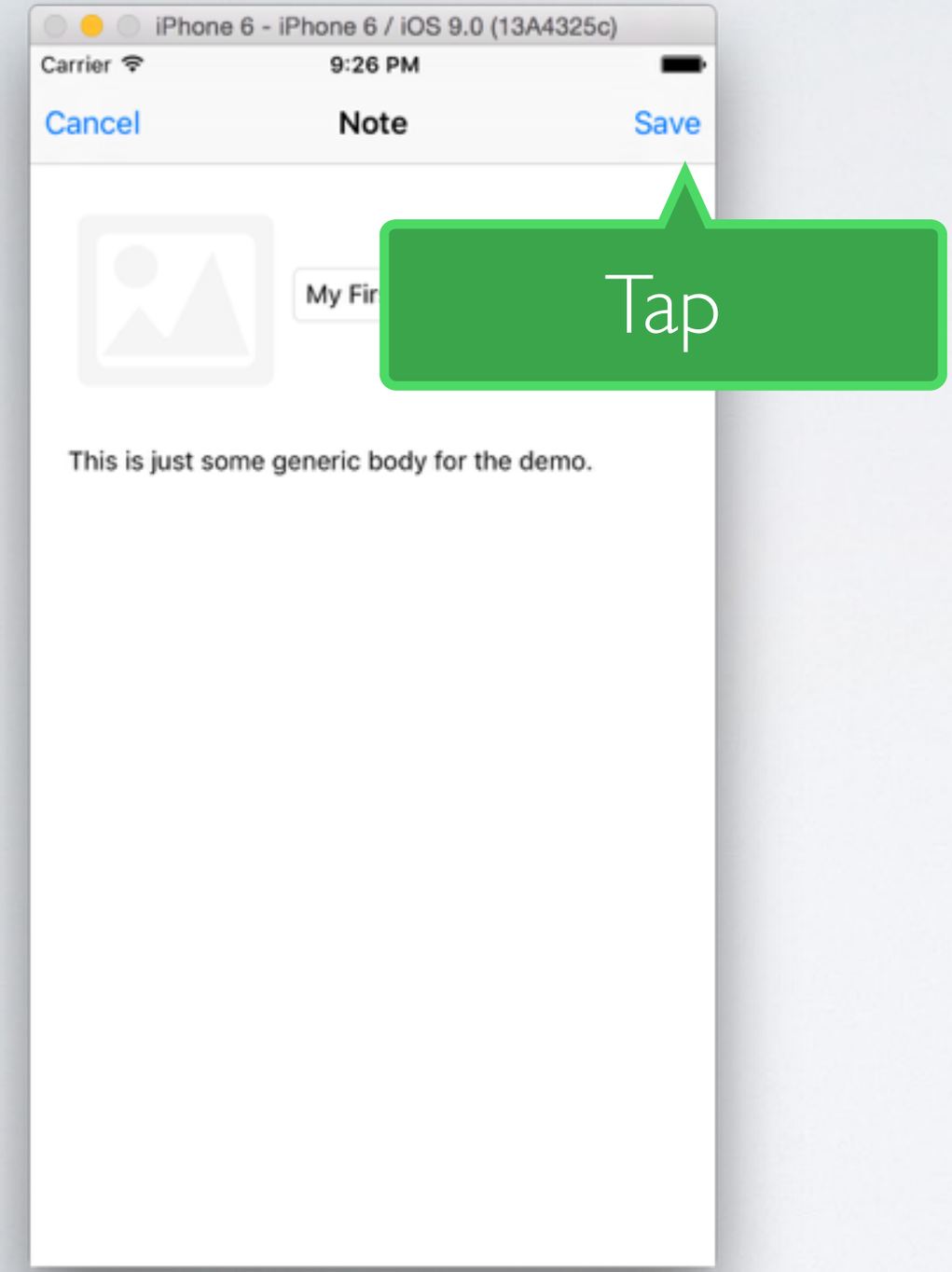

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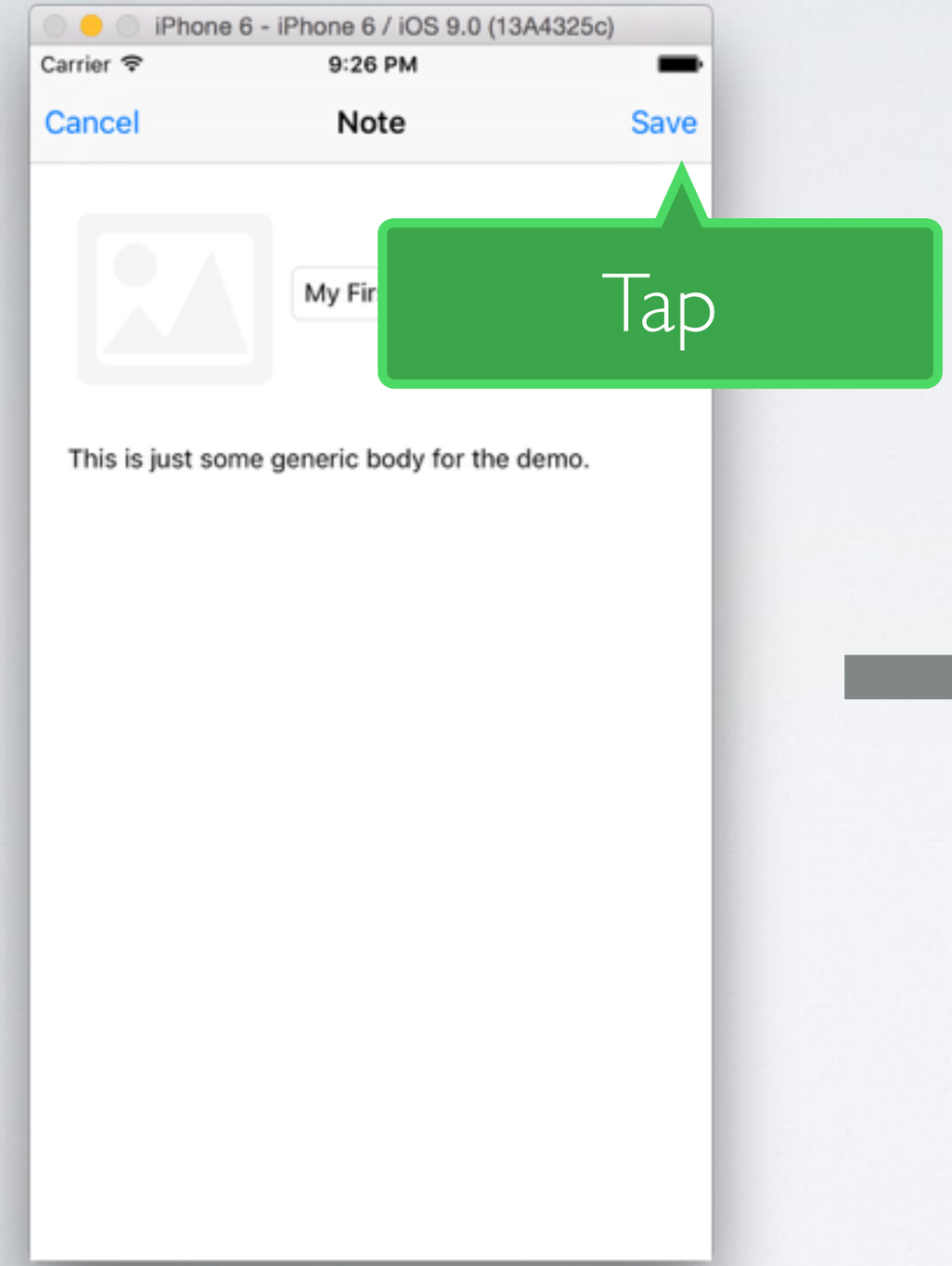

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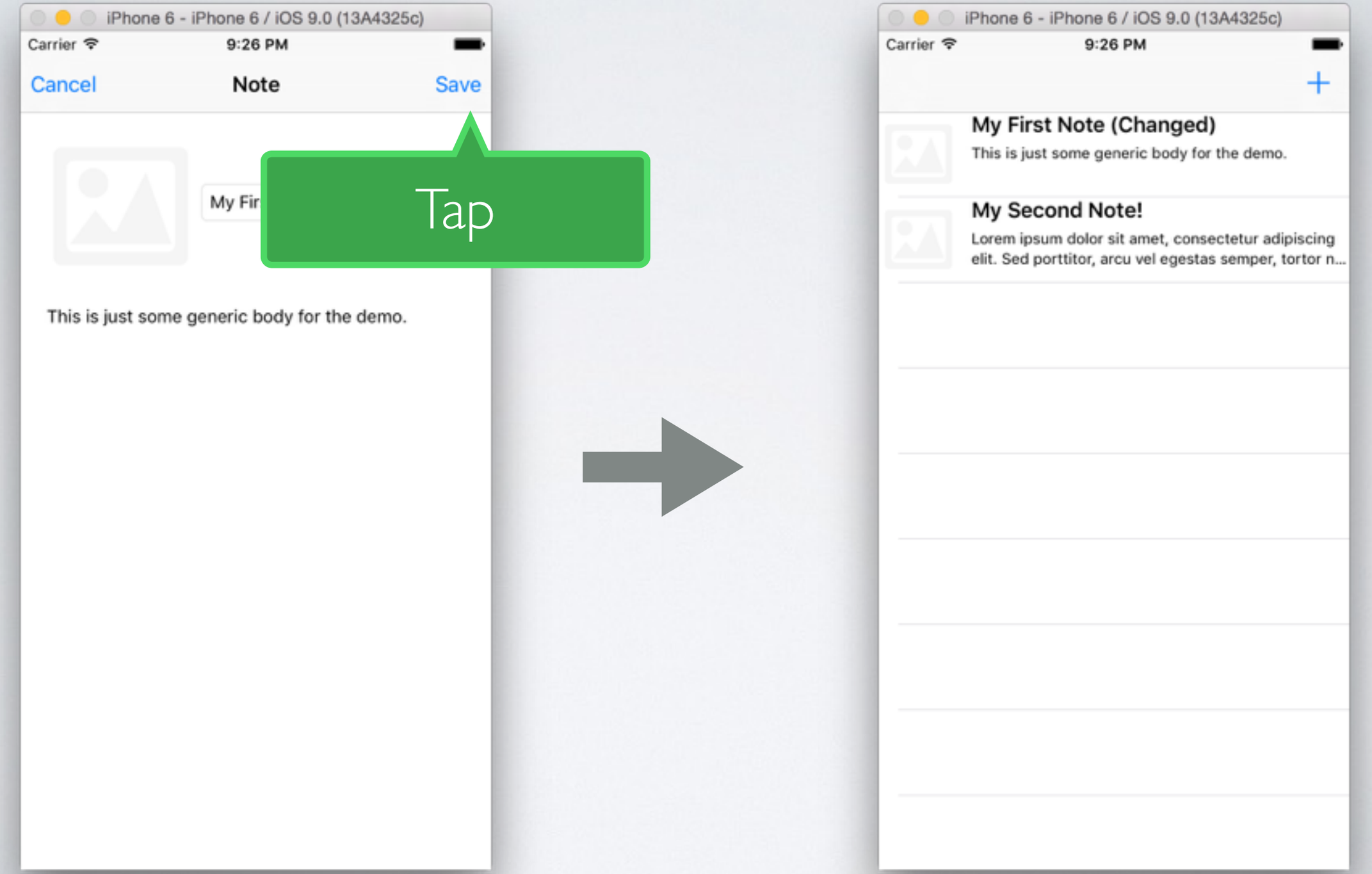
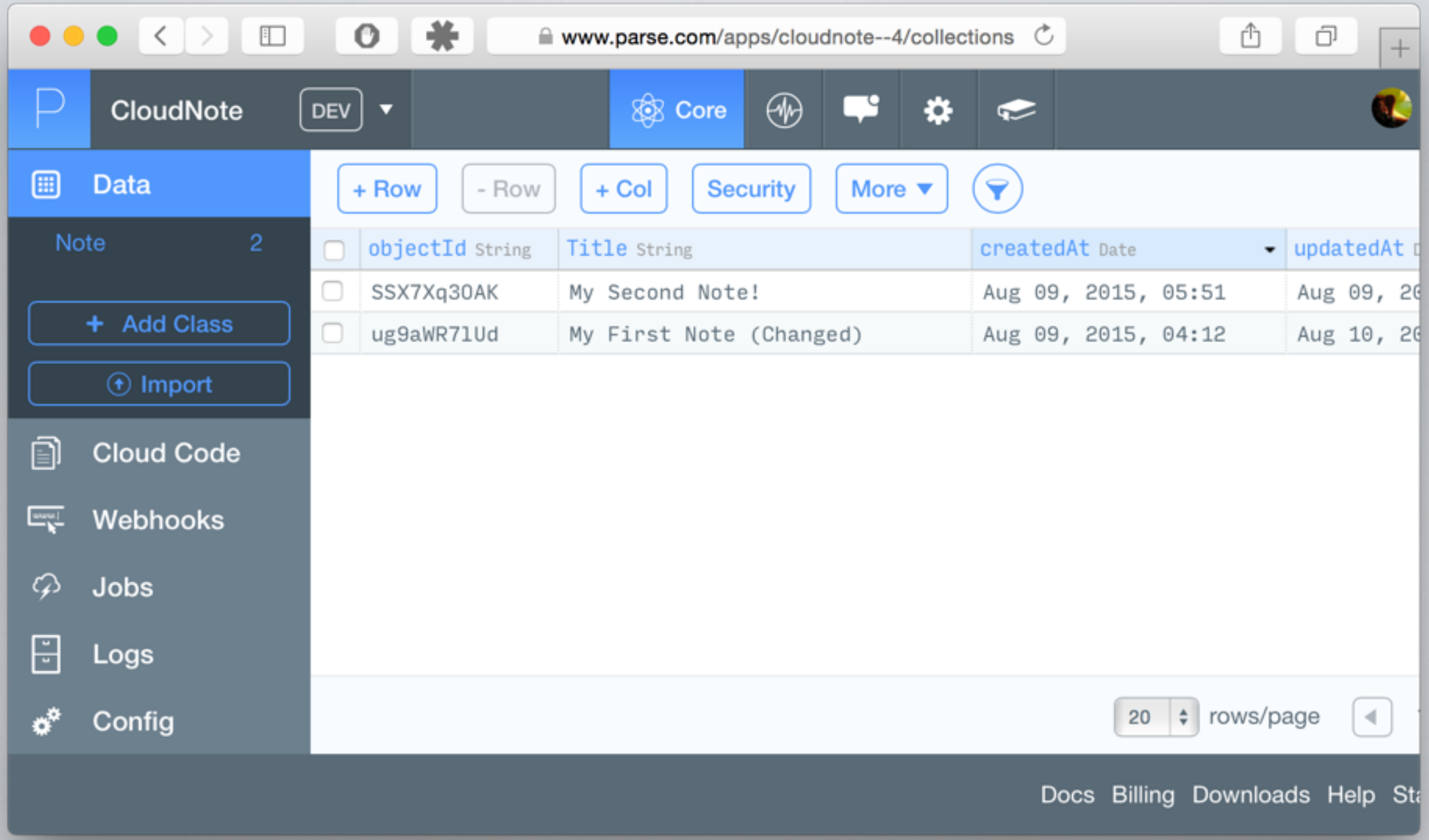


CHANGES ON PARSE



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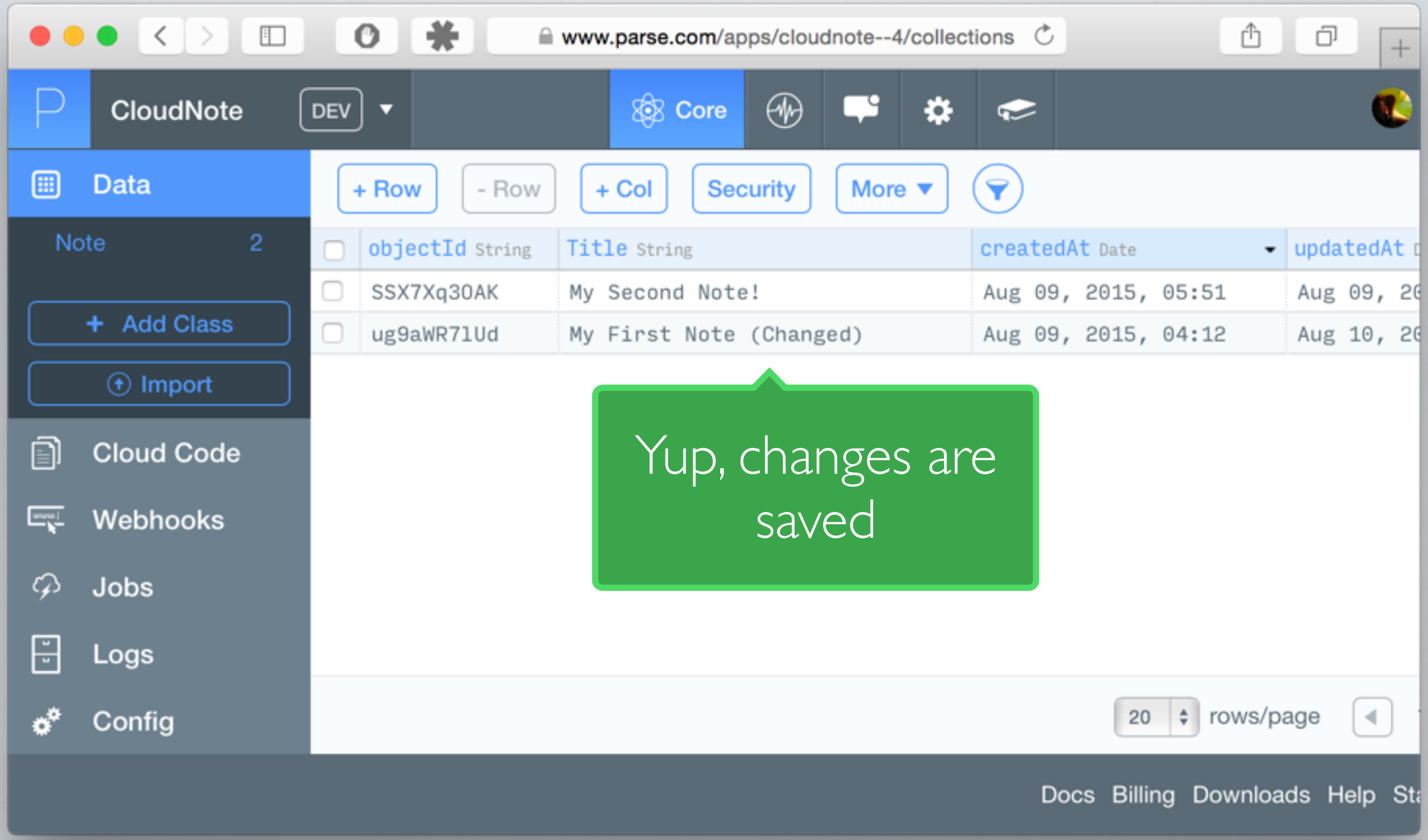
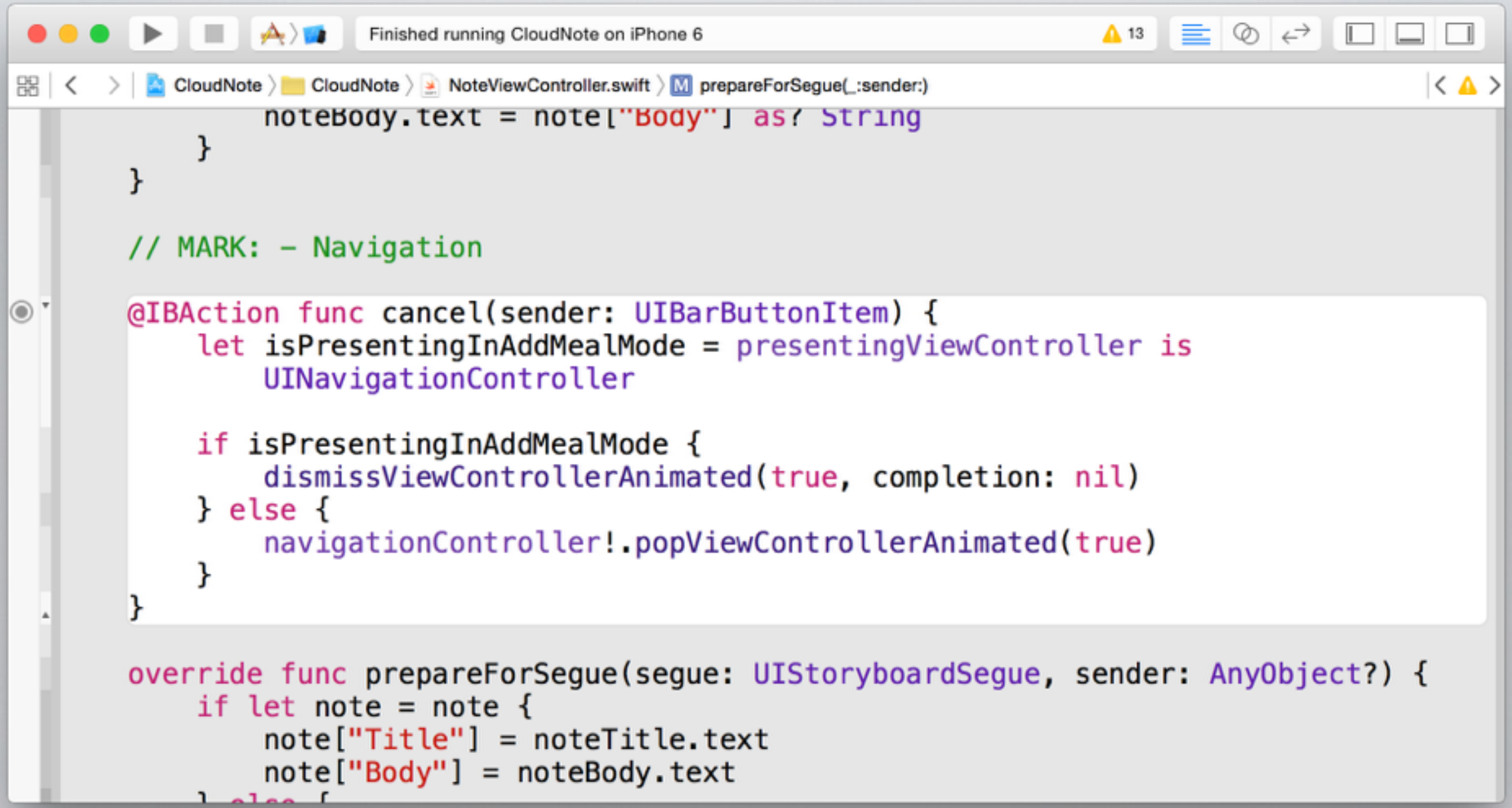
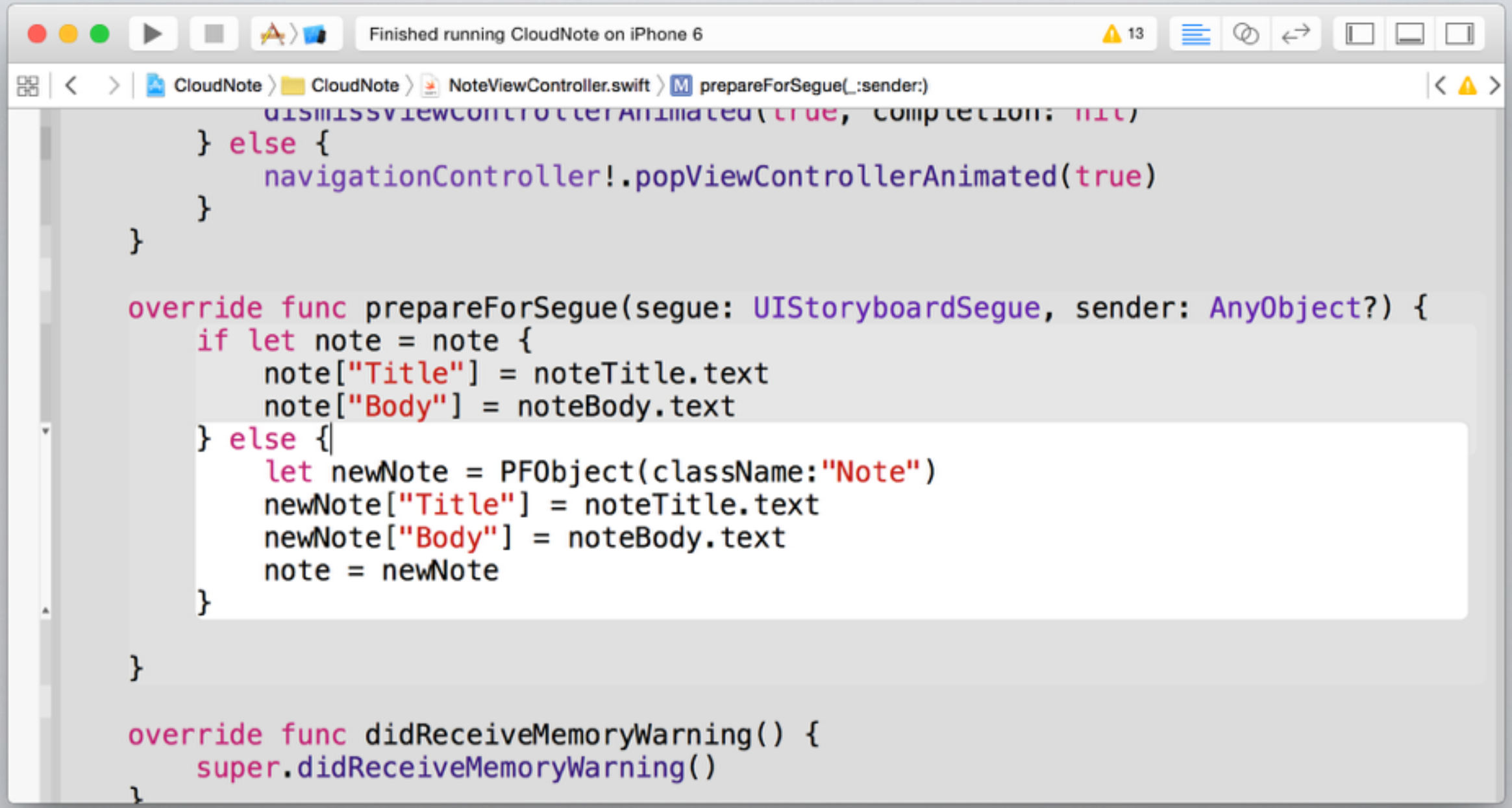


TASK: ADD NEW NOTES

ADDING


Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
NoteViewController.swift
prepareForSegue(_:sender:)
noteBody.text = note["Body"] as? String
}
}
// MARK: - Navigation
@IBAction func cancel(sender: UIBarButtonItem) {
let isPresentingInAddMealMode = presentingViewController is
UINavigationController
if isPresentingInAddMealMode {
dismissViewControllerAnimated(true, completion: nil)
} else {
navigationController!.popViewControllerAnimated(true)
}
}
override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {
if let note = note {
note["Title"] = noteTitle.text
note["Body"] = noteBody.text

ADDING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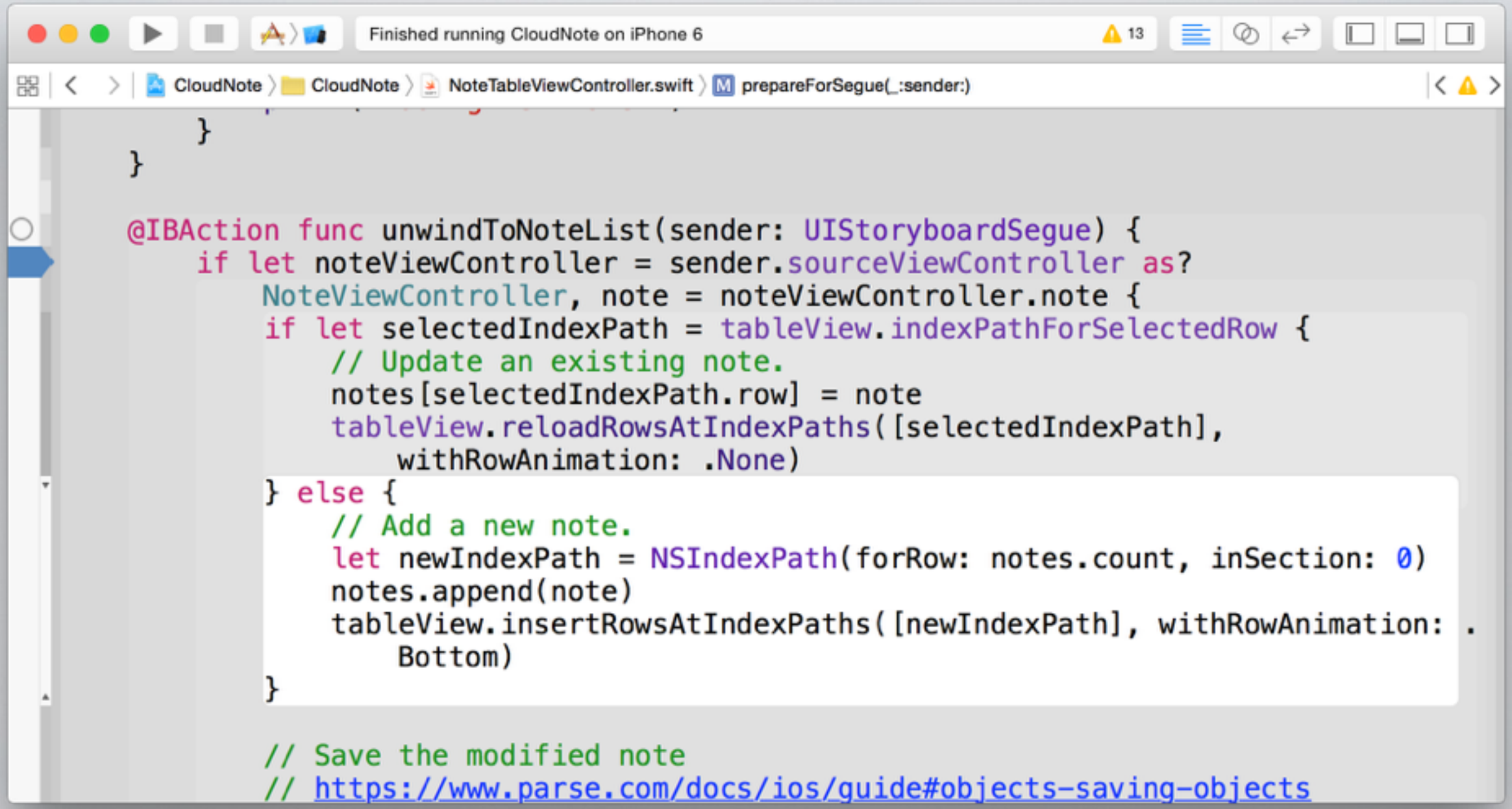
CloudNote
CloudNote
NoteViewController.swift
prepareForSegue(_:sender:)
} else {
navigationController!.popViewControllerAnimated(true)
}
}
override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {
if let note = note {
note["Title"] = noteTitle.text
note["Body"] = noteBody.text
} else {
let newNote = PFObject(className:"Note")
newNote["Title"] = noteTitle.text
newNote["Body"] = noteBody.text
note = newNote
}
}
override func didReceiveMemoryWarning() {
super.didReceiveMemoryWarning()

ADDING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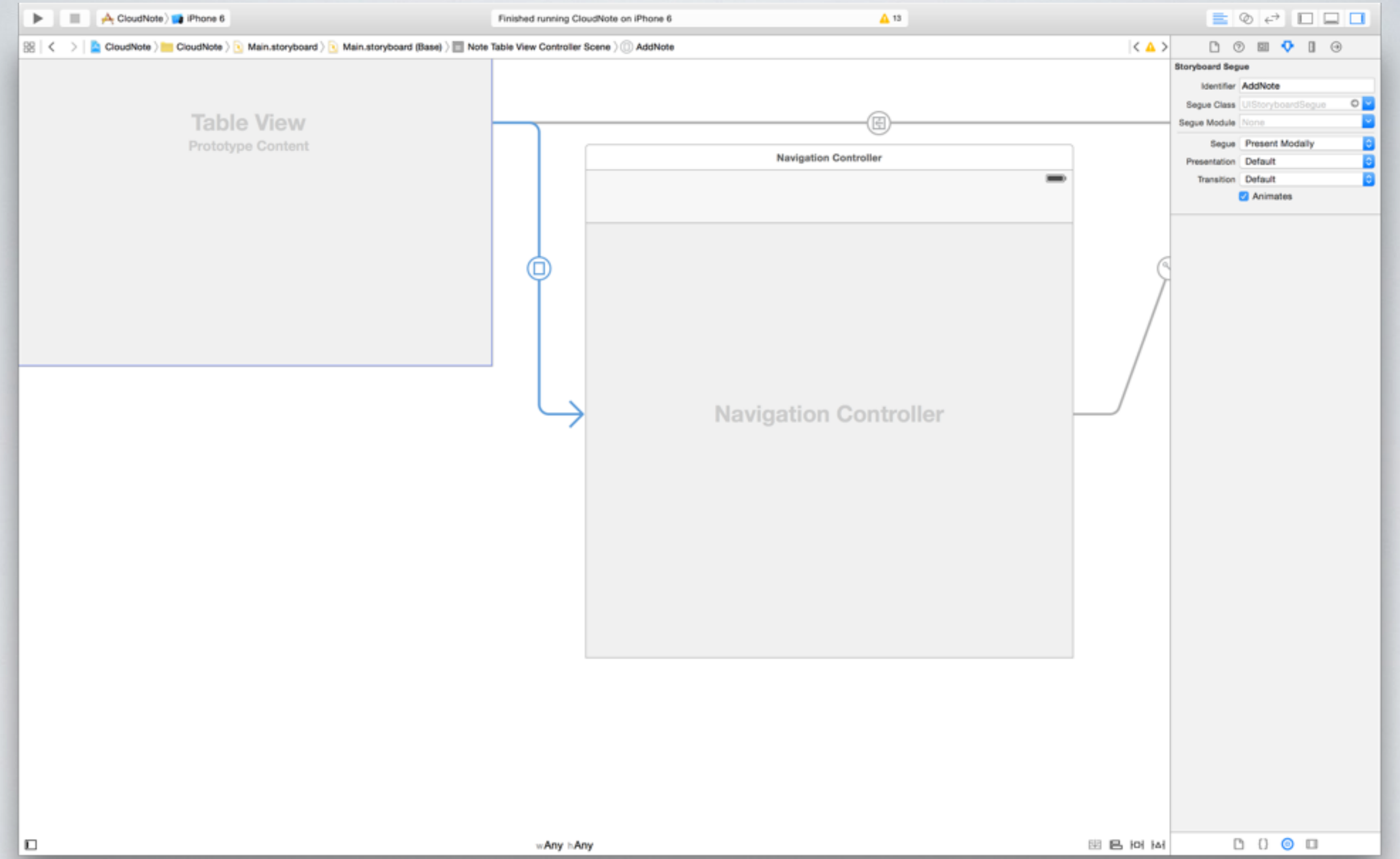
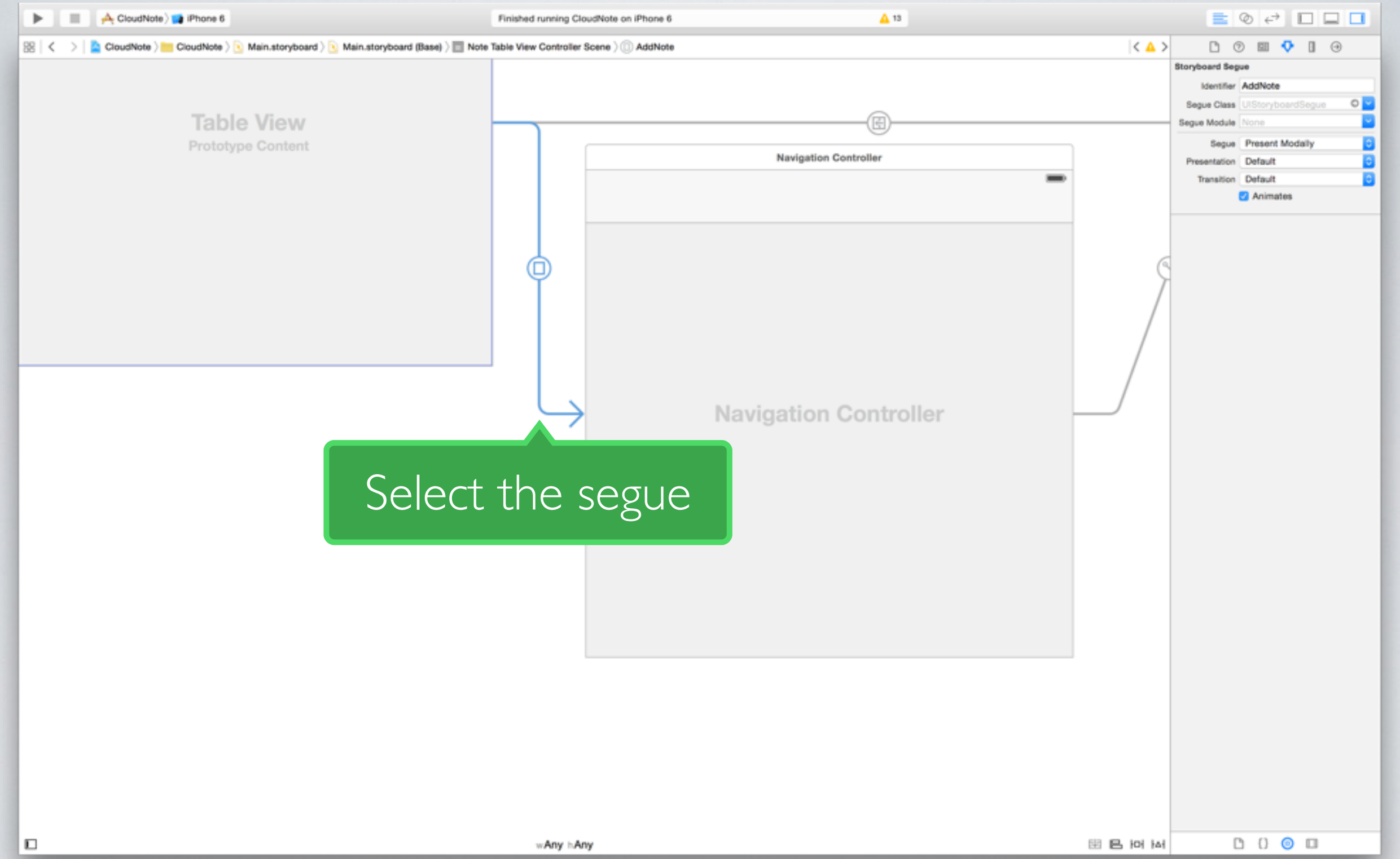
CloudNote
NoteTableViewController.swift
prepareForSegue(_:sender:)
}
}
@IBAction func unwindToNoteList(sender: UIStoryboardSegue) {
if let noteViewController = sender.sourceViewController as?
NoteViewController, note = noteViewController.note {
if let selectedIndexPath = tableView.indexPathForSelectedRow {
// Update an existing note.
notes[selectedIndexPath.row] = note
tableView.reloadRowsAtIndexPaths([selectedIndexPath],
withRowAnimation: .None)
} else {
// Add a new note.
let newIndexPath = NSIndexPath(forRow: notes.count, inSection: 0)
notes.append(note)
tableView.insertRowsAtIndexPaths([newIndexPath], withRowAnimation: .
Bottom)
}
// Save the modified note
// https://www.parse.com/docs/ios/guide#objects-saving-objects


CloudNote
iPhone 6
Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
Main.storyboard
Main.storyboard (Base)
Note Table View Controller Scene
AddNote
Table View
Prototype Content
Navigation Controller
Navigation Controller
Storyboard Segue
Identifier
AddNote
Segue Class
UIStoryboardSegue
Segue Module
None
Segue
Present Modally
Presentation
Default
Transition
Default
Animates
wAny hAny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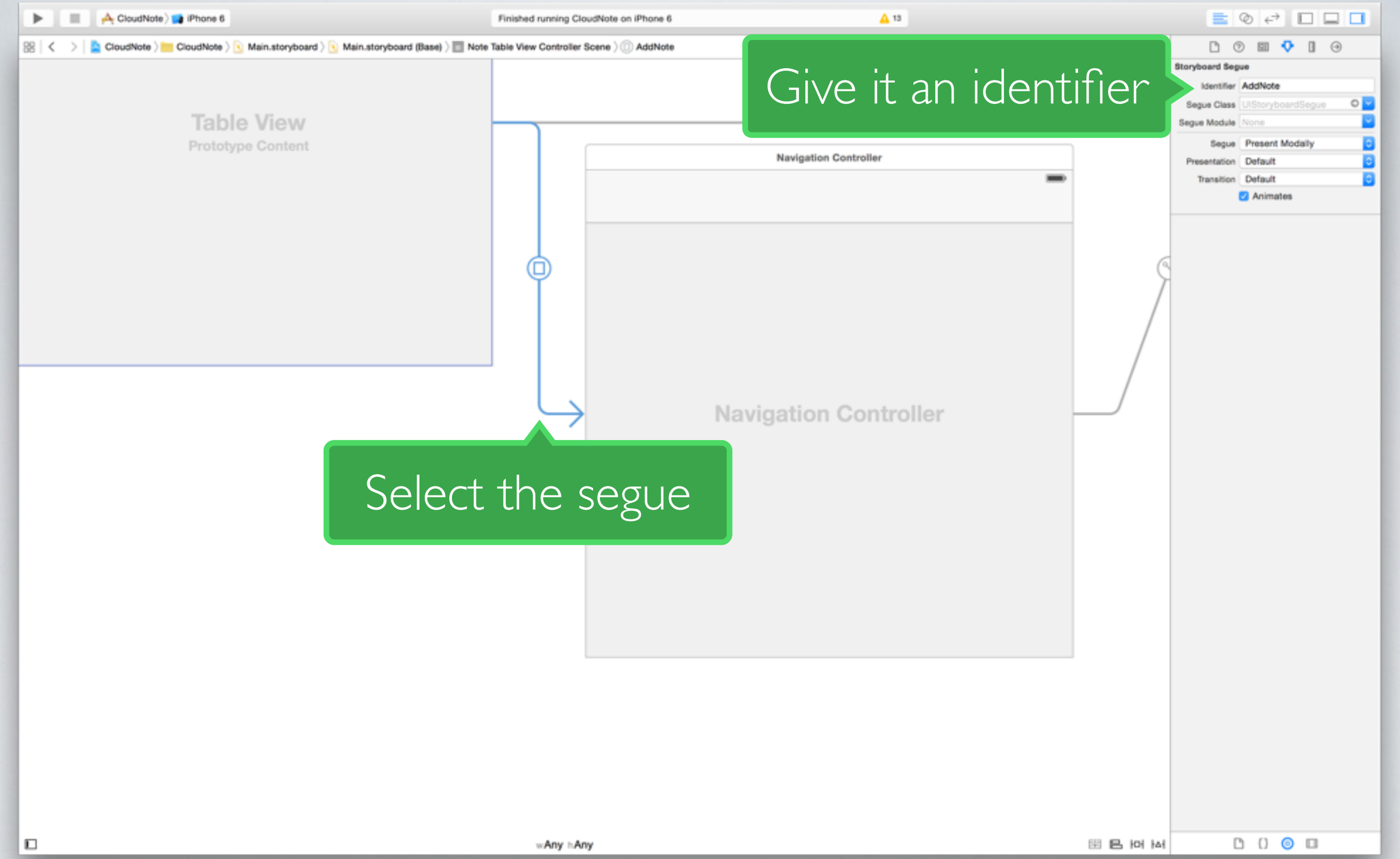
Default
Animates
Select the segue
wAny hAny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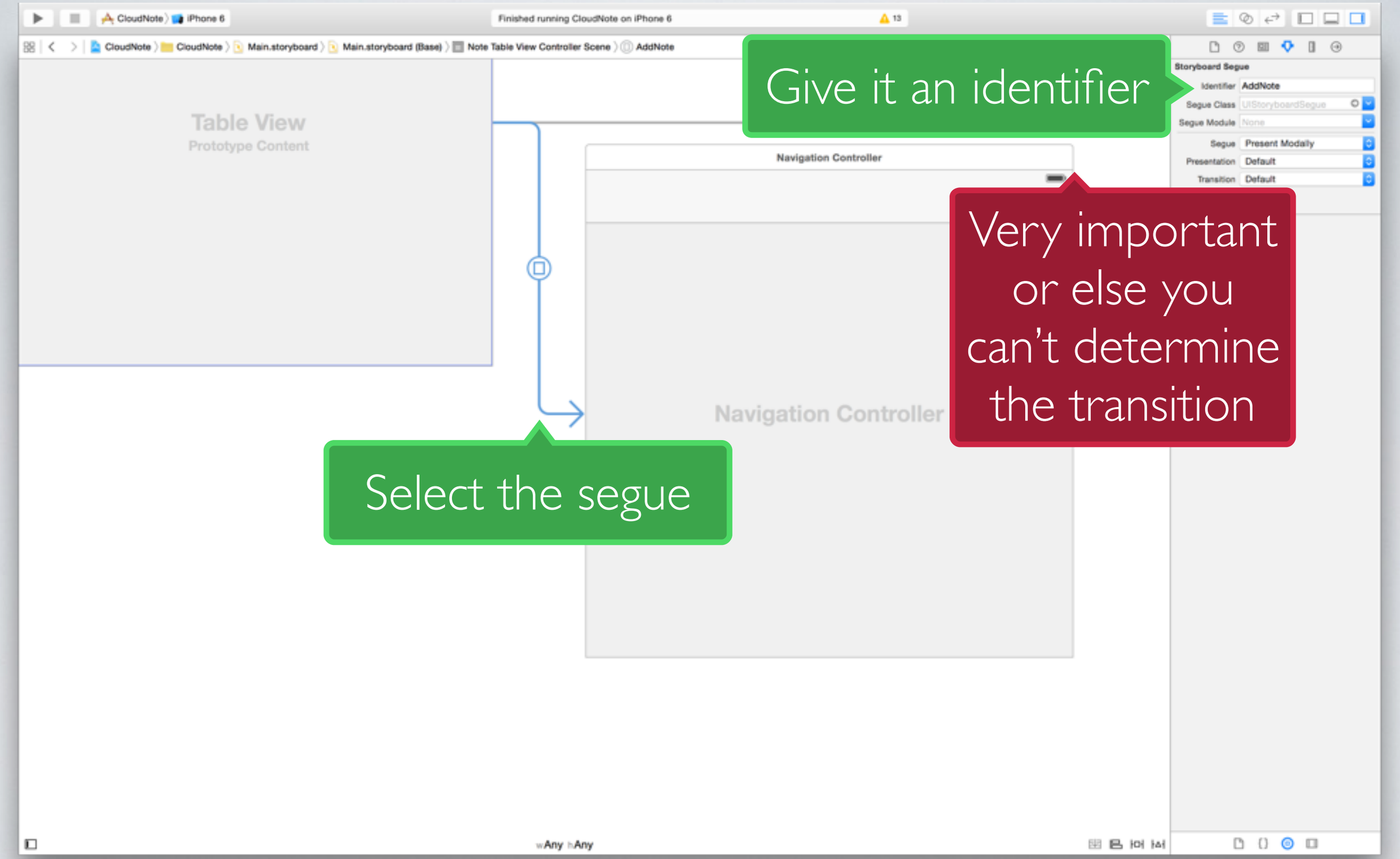
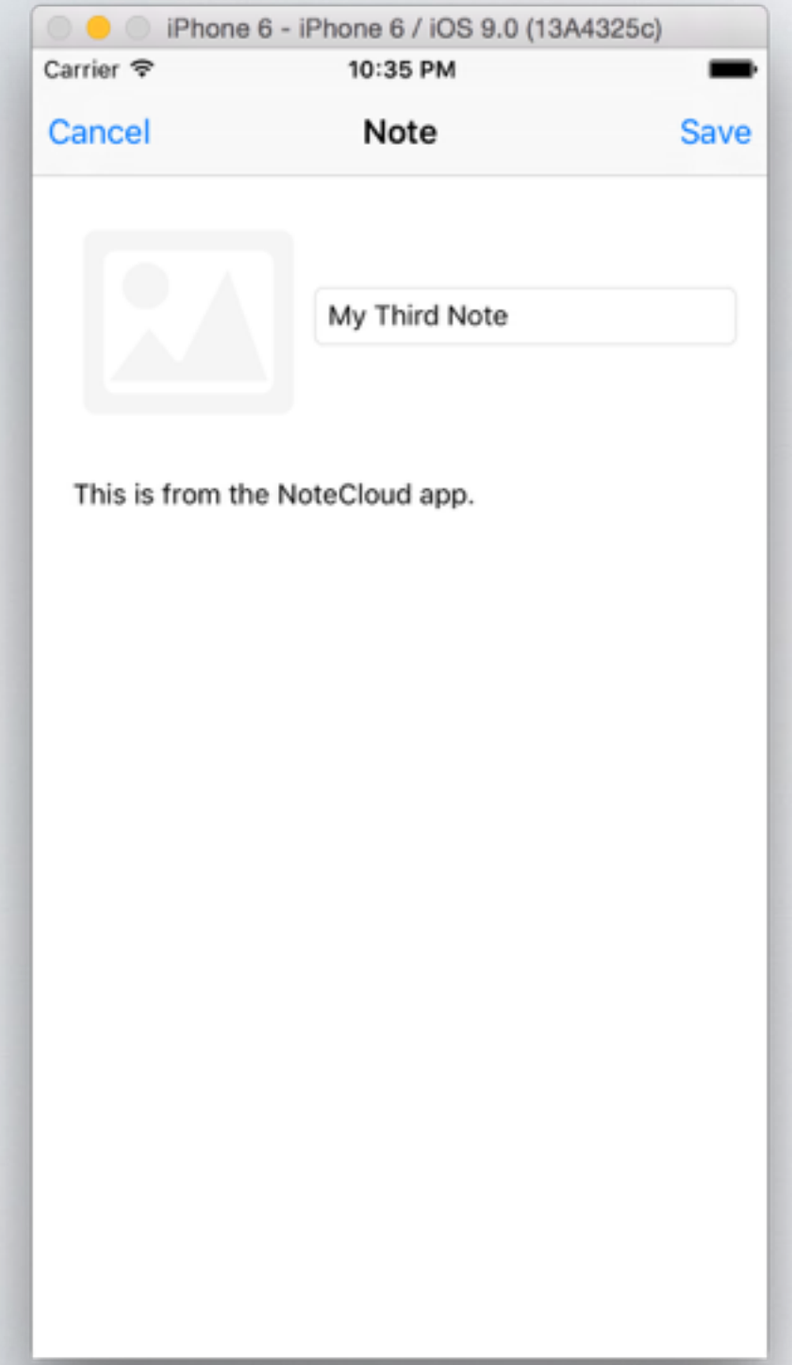
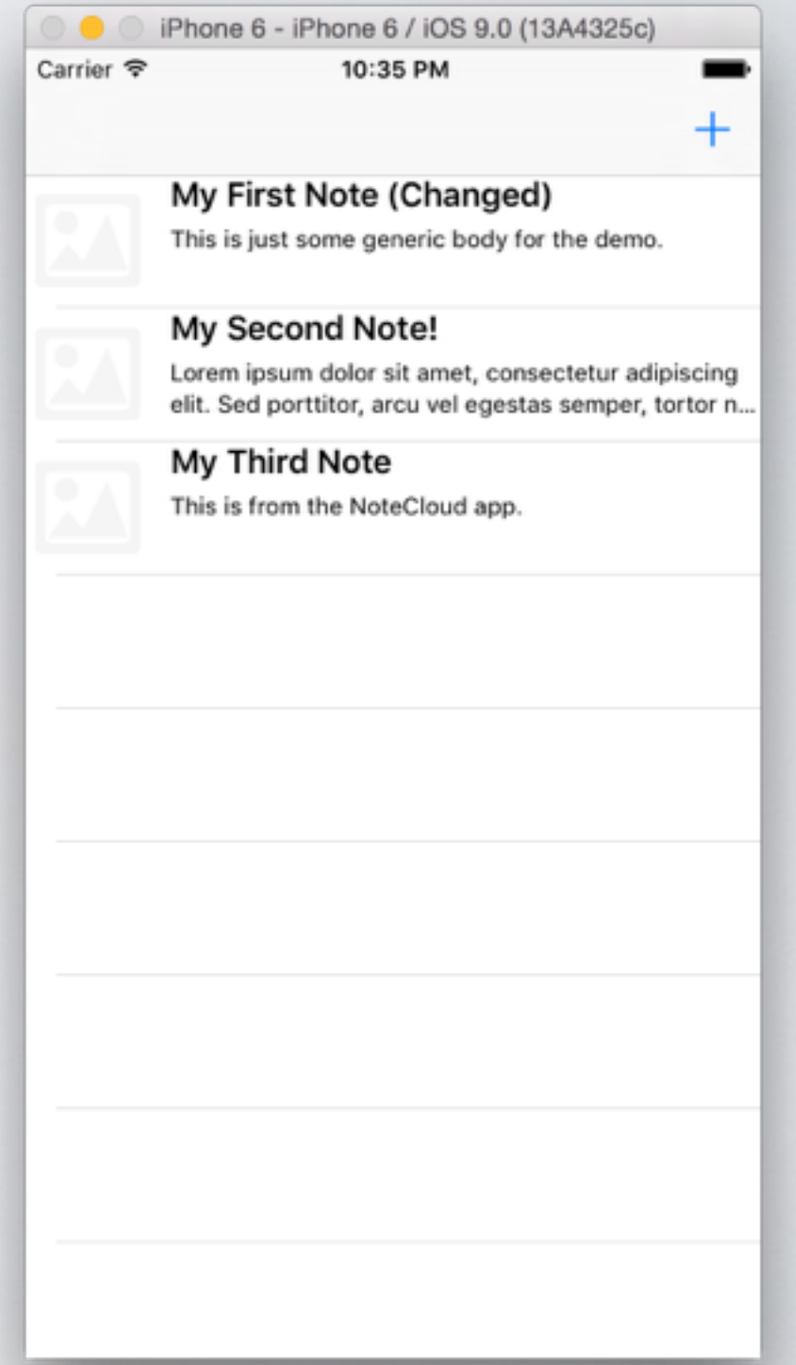
Identifier
AddNote
Segue Class
UIStoryboardSegue
Segue Module
None
Segue
Present Modally
Presentation
Default
Transition
Default
Animates
wAny hAny
Give it an identifier
Select the segue

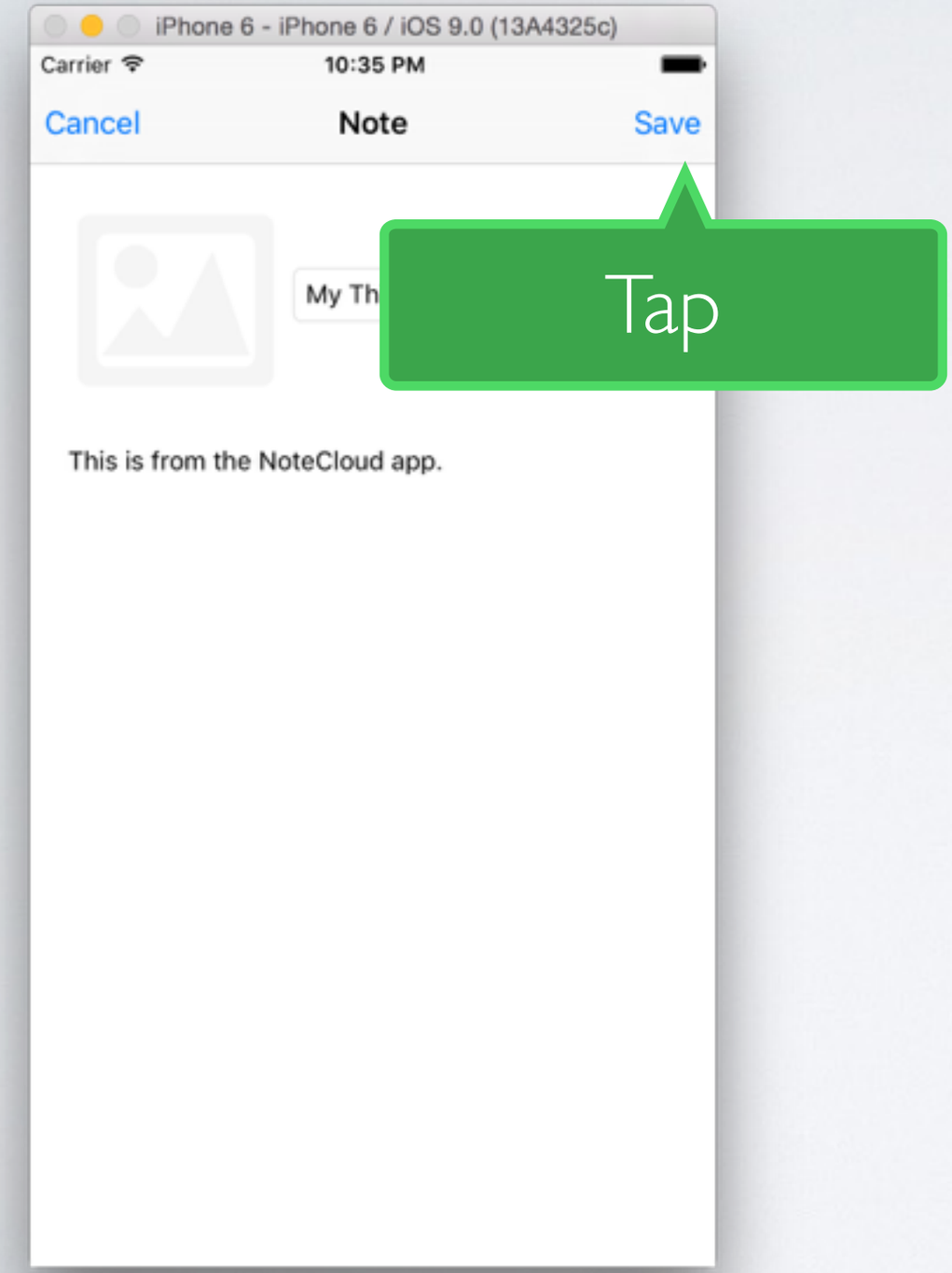

CloudNote iPhone 6
Finished running CloudNote on iPhone 6
CloudNote CloudNote Main.storyboard Main.storyboard (Base) Note Table View Controller Scene AddNote
Table View
Prototype Content
Navigation Controller
Navigation Controller
Storyboard Segue
Identifier AddNote
Segue Class UIStoryboardSegue
Segue Module None
Segue Present Modally
Presentation Default
Transition Default
wAny hAny
Give it an identifier
Very important or else you can't determine the transition
Select the segue

CURRENT VIEW

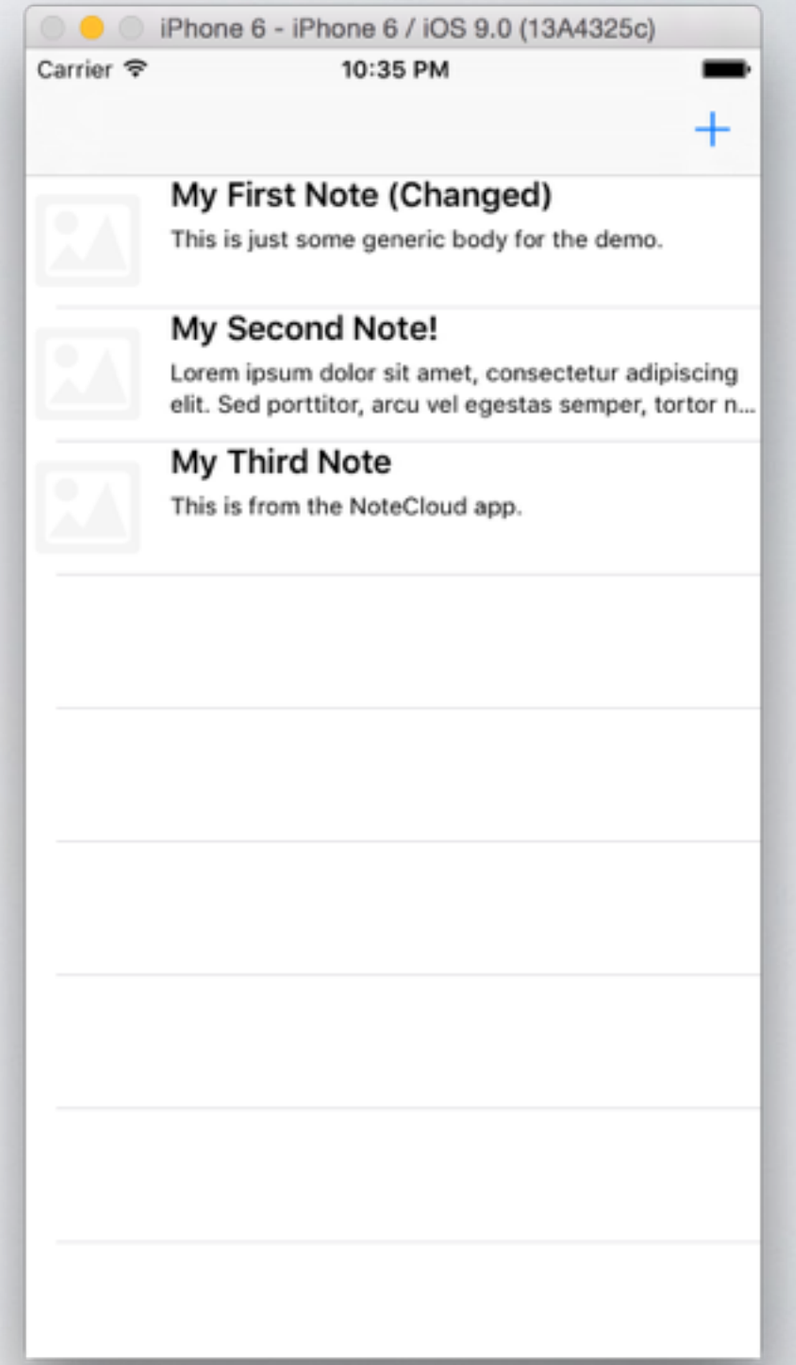




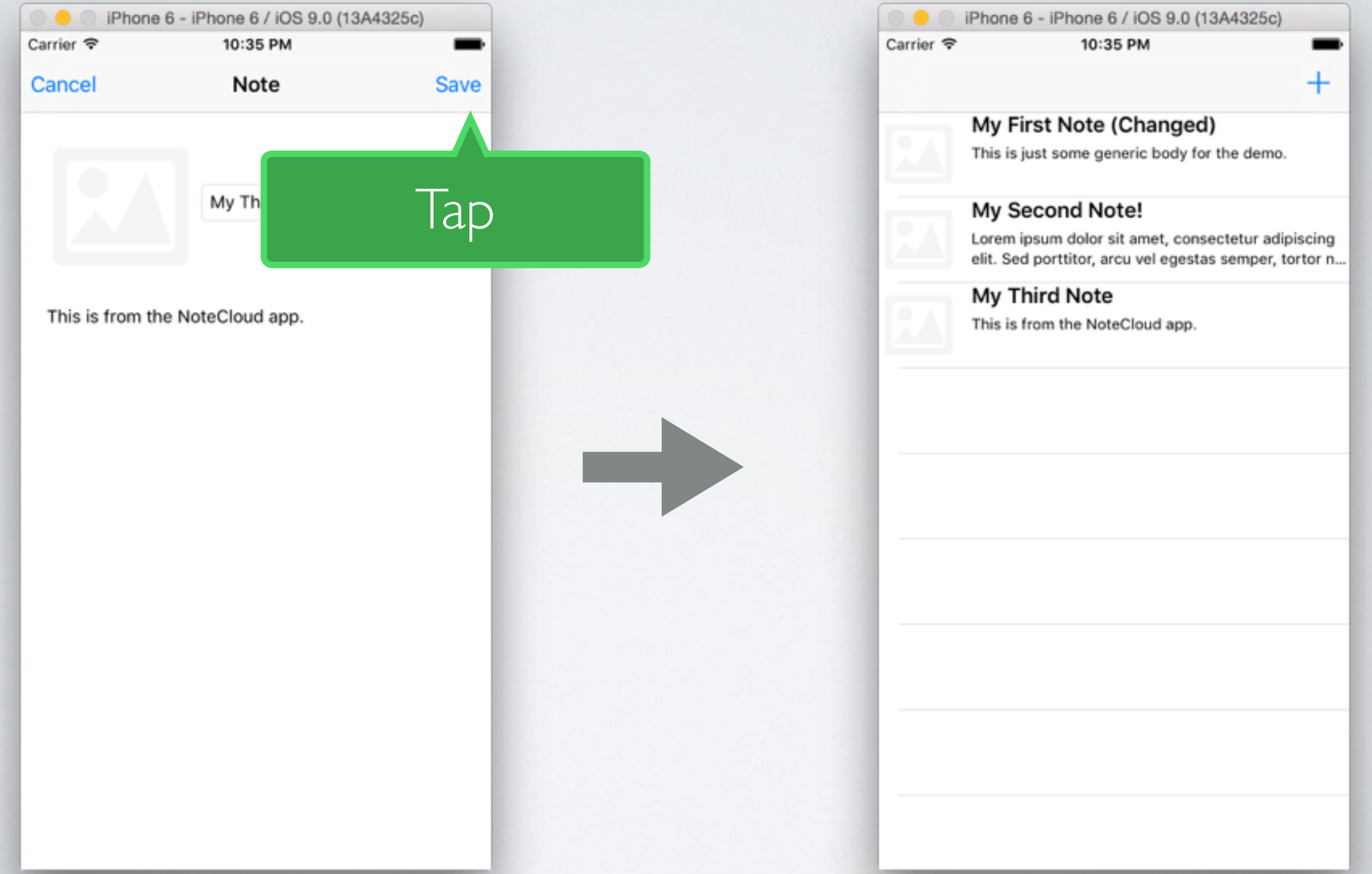
CURRENT VIEW



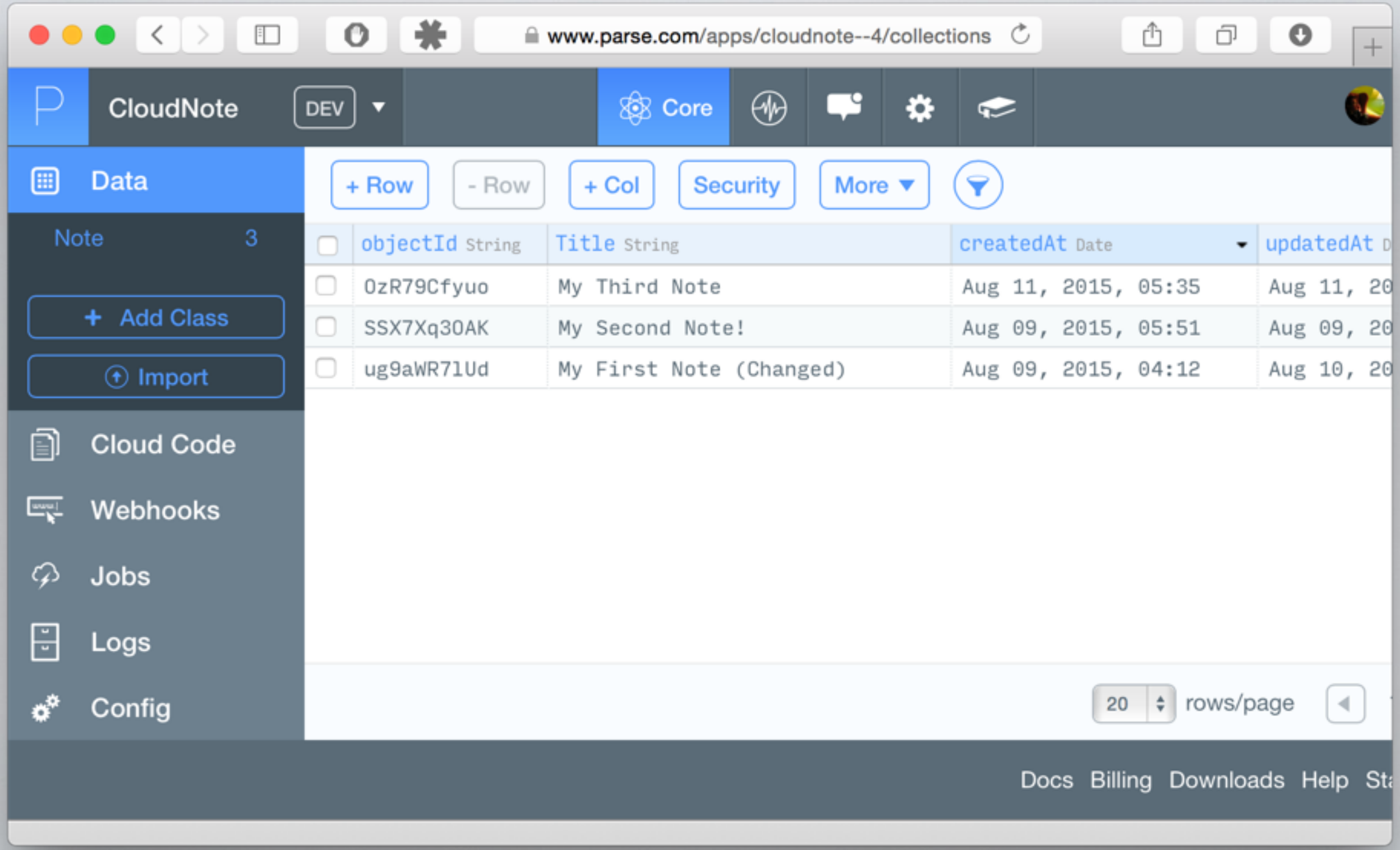
Tap



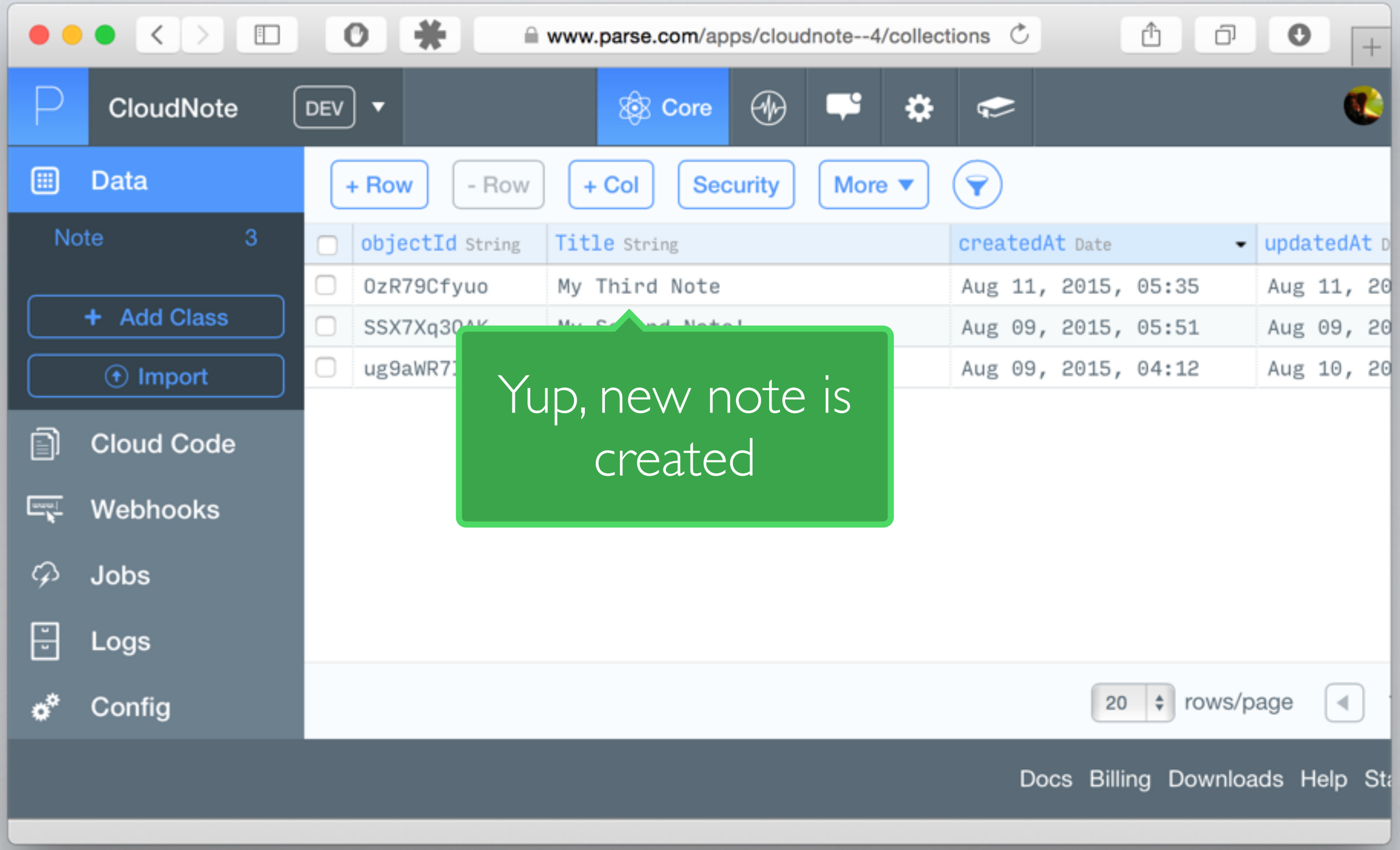
CURRENT VIEW



CHANGES ON PARSE

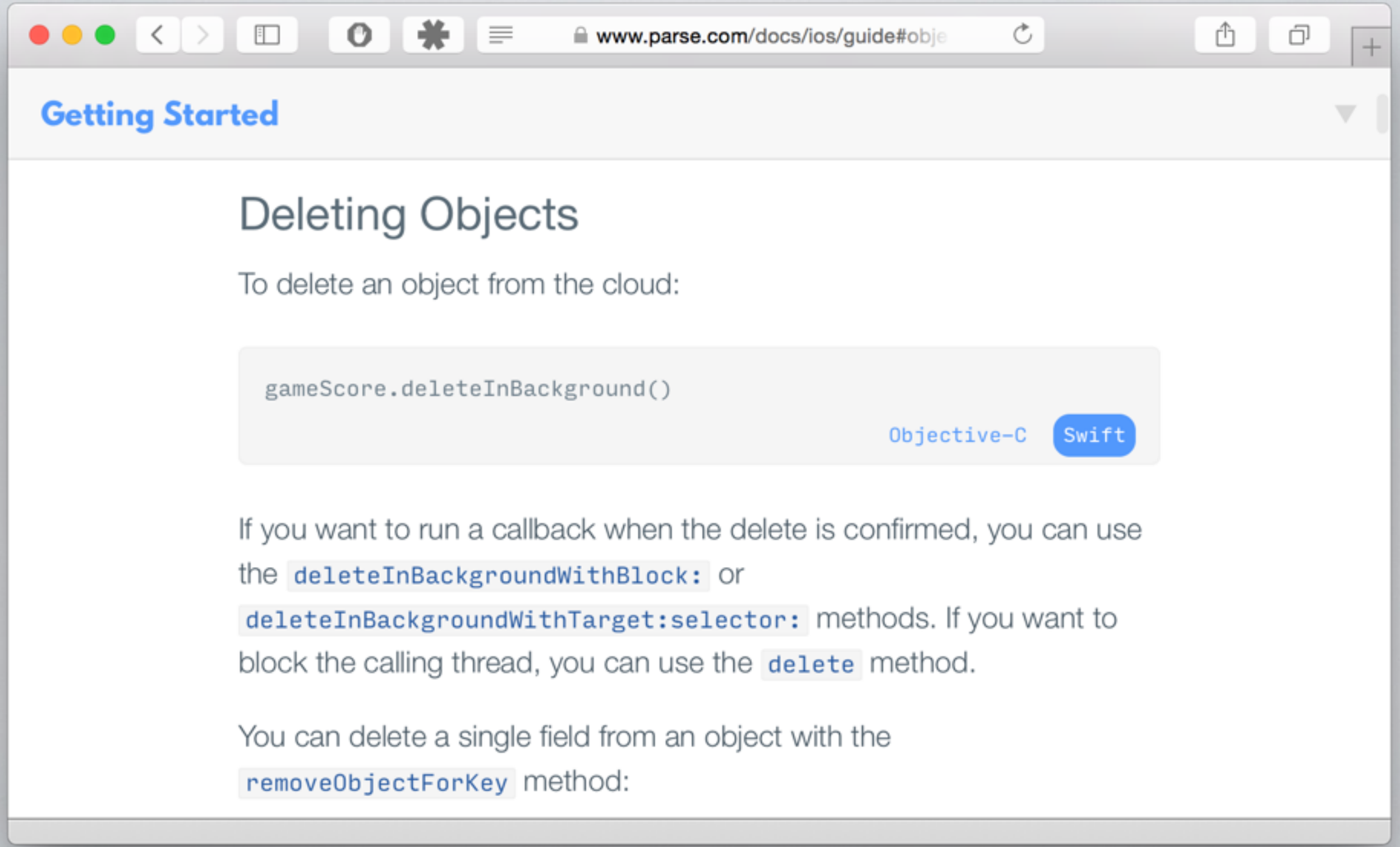


CHANGES ON PARSE

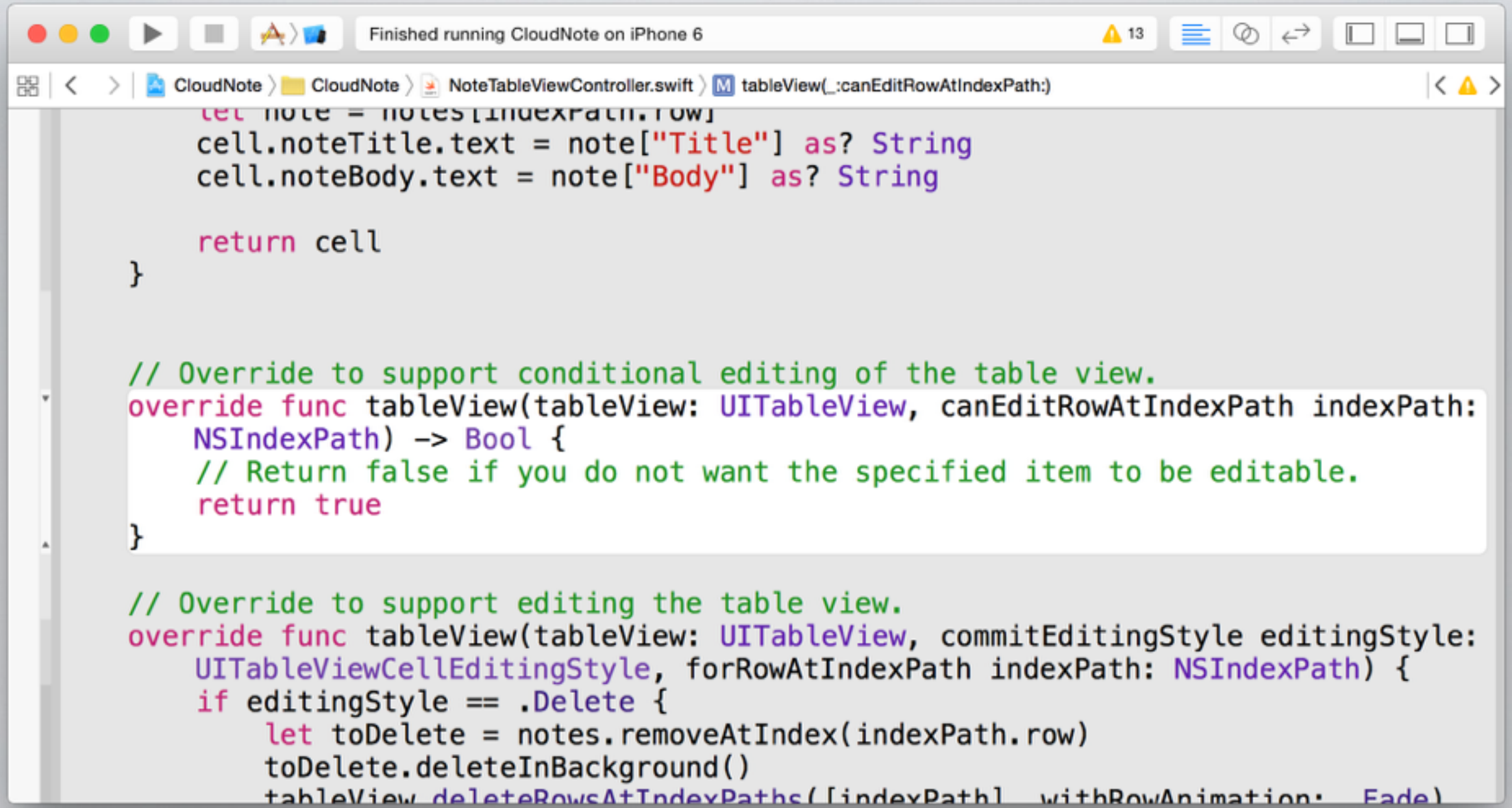


TASK: DELETE EXISTING NOTES

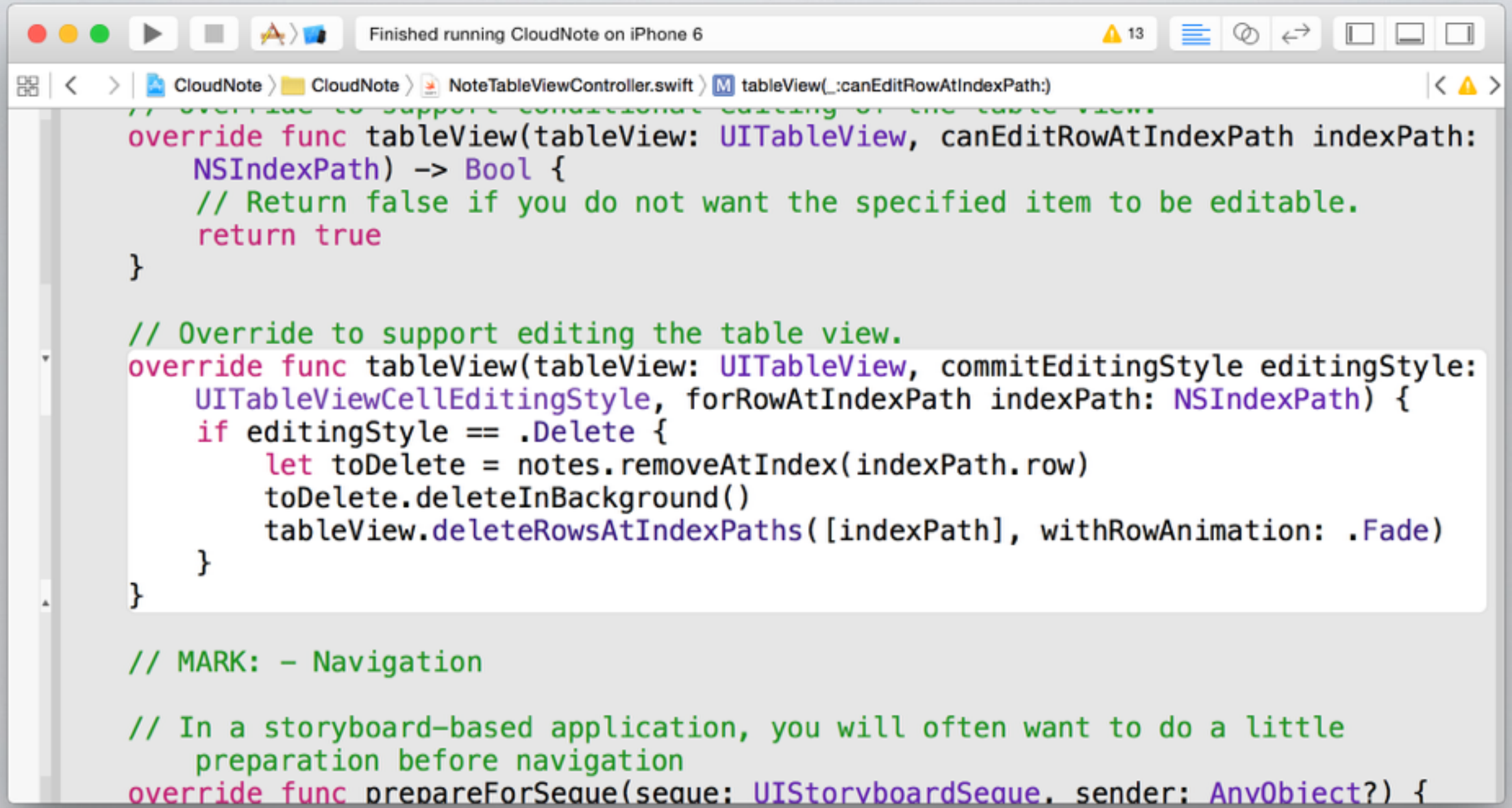
DELETING OBJECT API



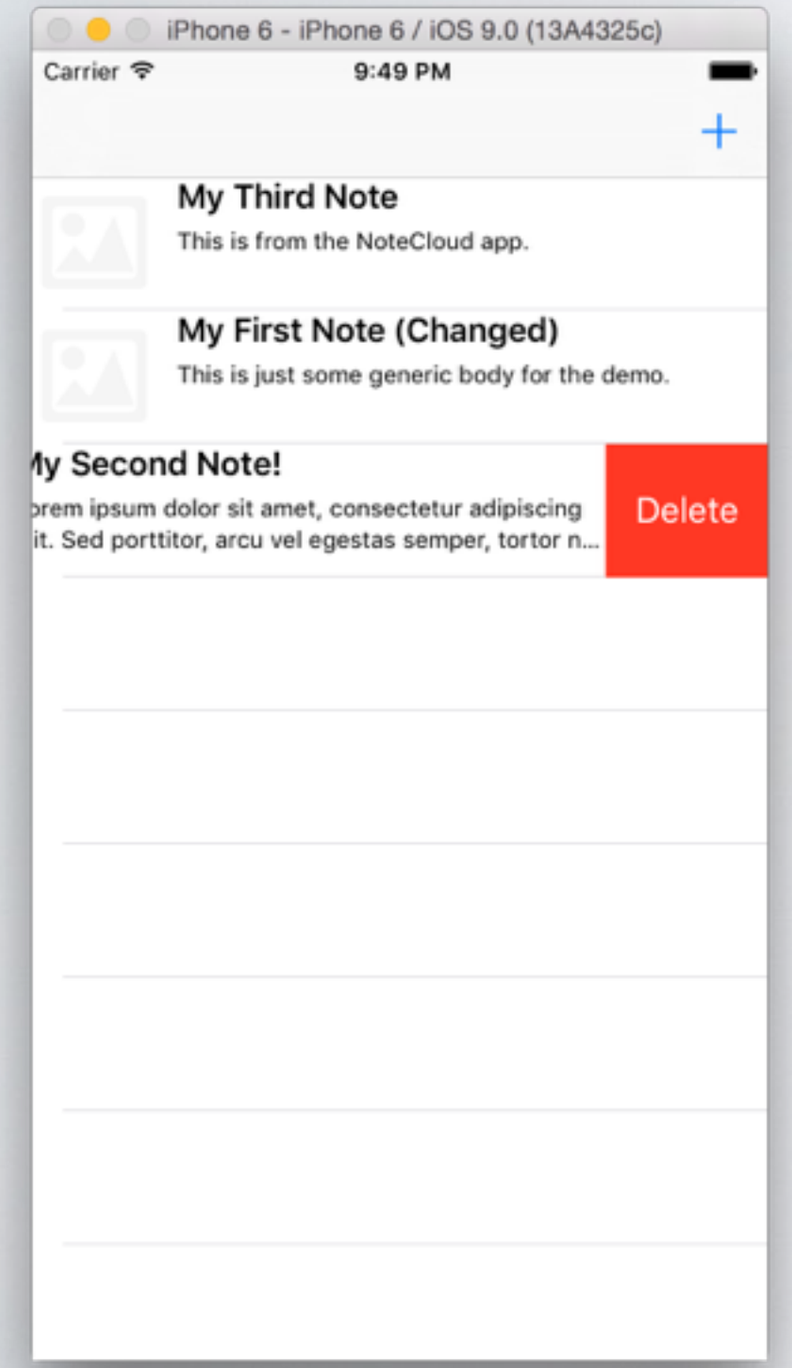
DELETING

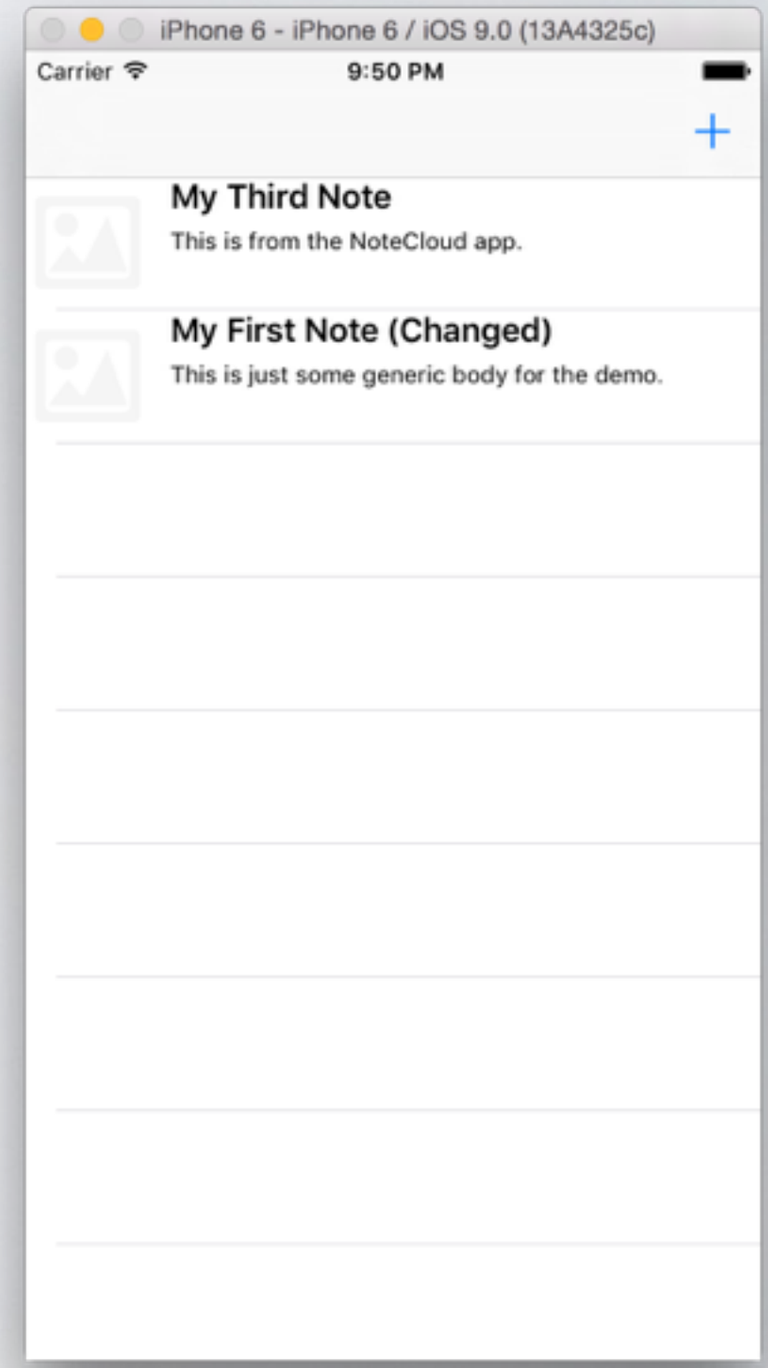

Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
NoteTableViewController.swift
tableView(_:canEditRowAtIndexPath:)
cell.noteTitle.text = note["Title"] as? String
cell.noteBody.text = note["Body"] as? String
return cell
}
// Override to support conditional editing of the table view.
override func tableView(tableView: UITableView, canEditRowAtIndexPath indexPath:
NSIndexPath) -> Bool {
// Return false if you do not want the specified item to be editable.
return true
}
// Override to support editing the table view.
override func tableView(tableView: UITableView, commitEditingStyle editingStyle:
UITableViewCellEditingStyle, forRowAtIndexPath indexPath: NSIndexPath) {
if editingStyle == .Delete {
let toDelete = notes.removeAtIndex(indexPath.row)
toDelete.deleteInBackground()

DELETING

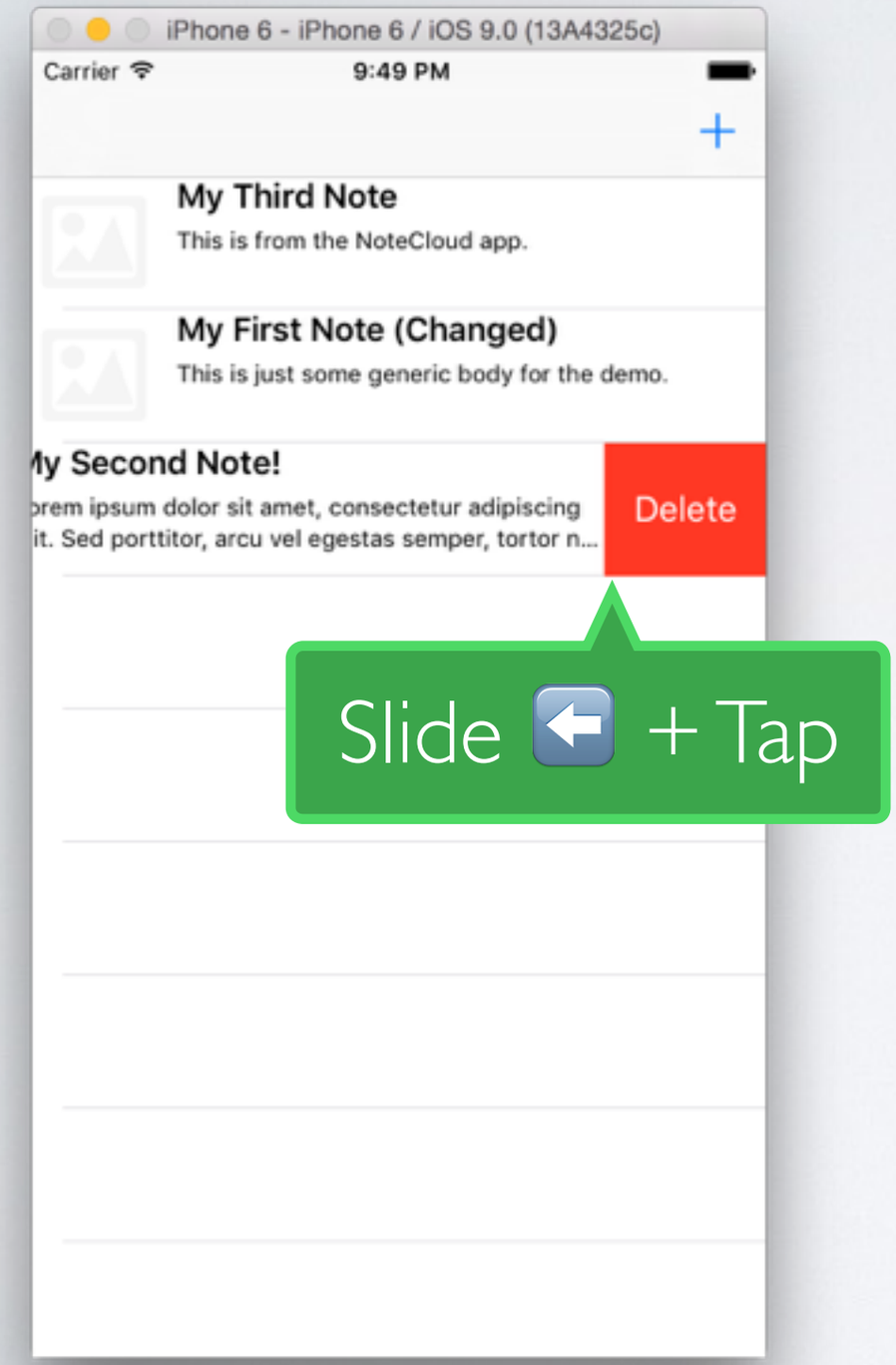

Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
NoteTableViewController.swift
tableView(_:canEditRowAtIndexPath:)
override func tableView(tableView: UITableView, canEditRowAtIndexPath indexPath:
NSIndexPath) -> Bool {
// Return false if you do not want the specified item to be editable.
return true
}
// Override to support editing the table view.
override func tableView(tableView: UITableView, commitEditingStyle editingStyle:
UITableViewCellEditingStyle, forRowAtIndexPath indexPath: NSIndexPath) {
if editingStyle == .Delete {
let toDelete = notes.removeAtIndex(indexPath.row)
toDelete.deleteInBackground()
tableView.deleteRowsAtIndexPaths([indexPath], withRowAnimation: .Fade)
}
}
// MARK: - Navigation
// In a storyboard-based application, you will often want to do a little
preparation before navigation
override func prepareForSegue(segue: UIStoryboardSegue, sender: AnyObject?) {

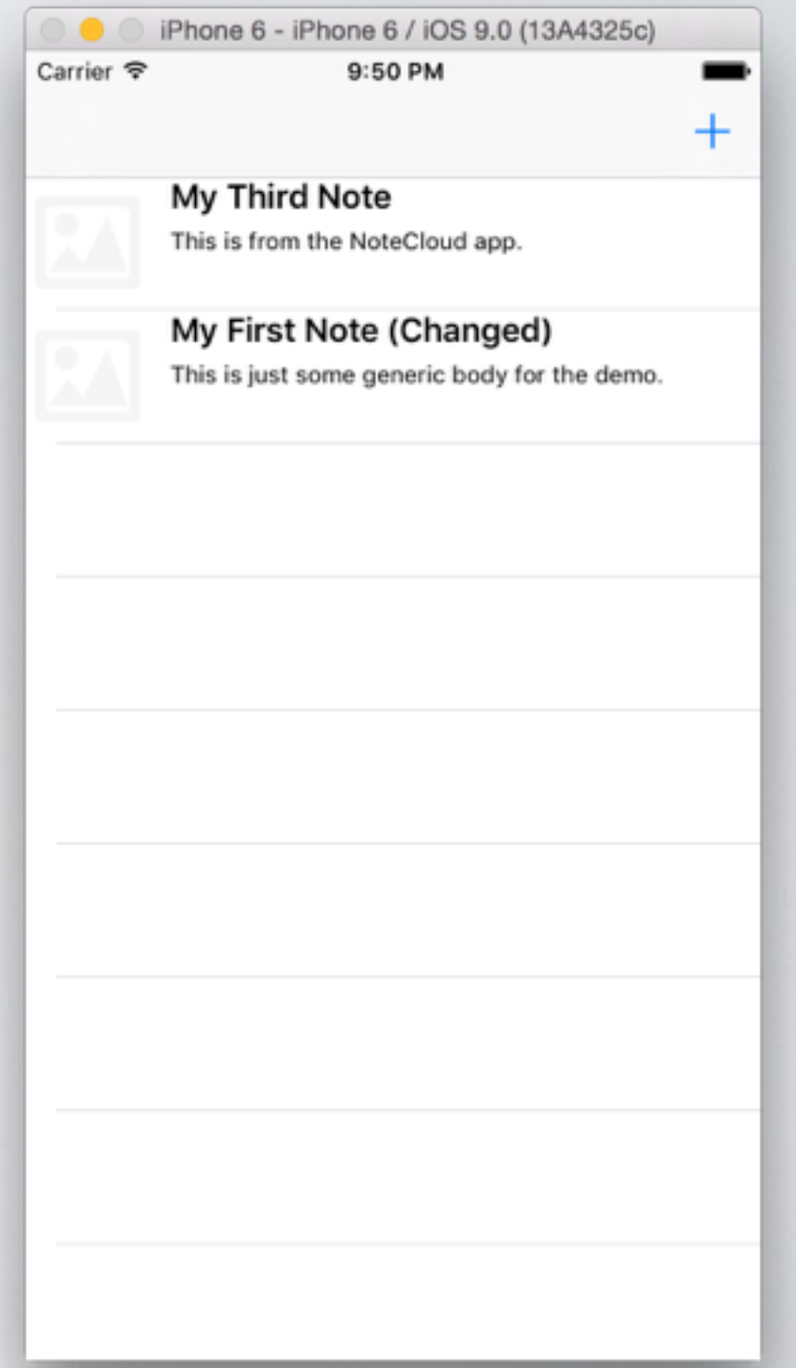
CURRENT VIEW



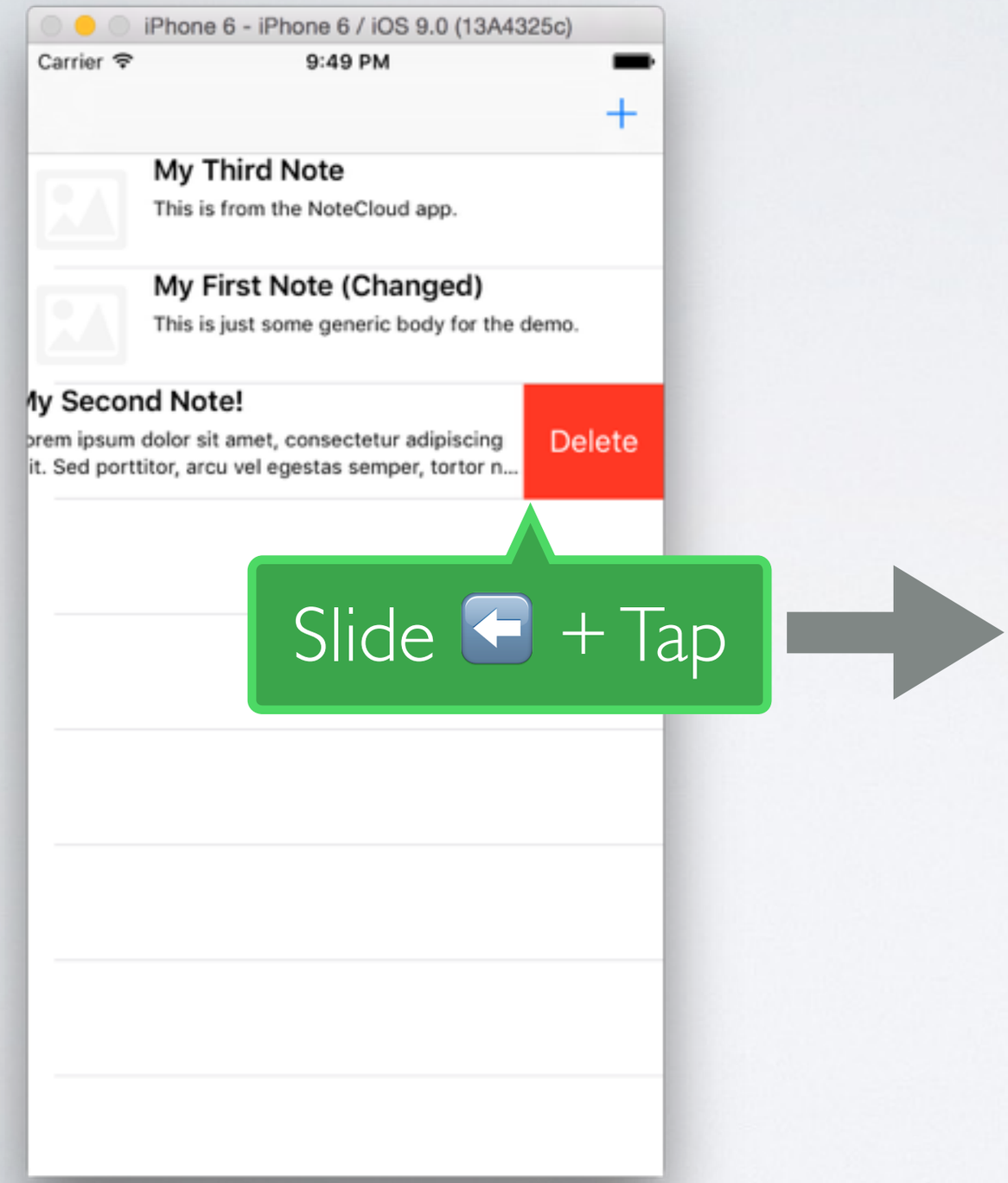


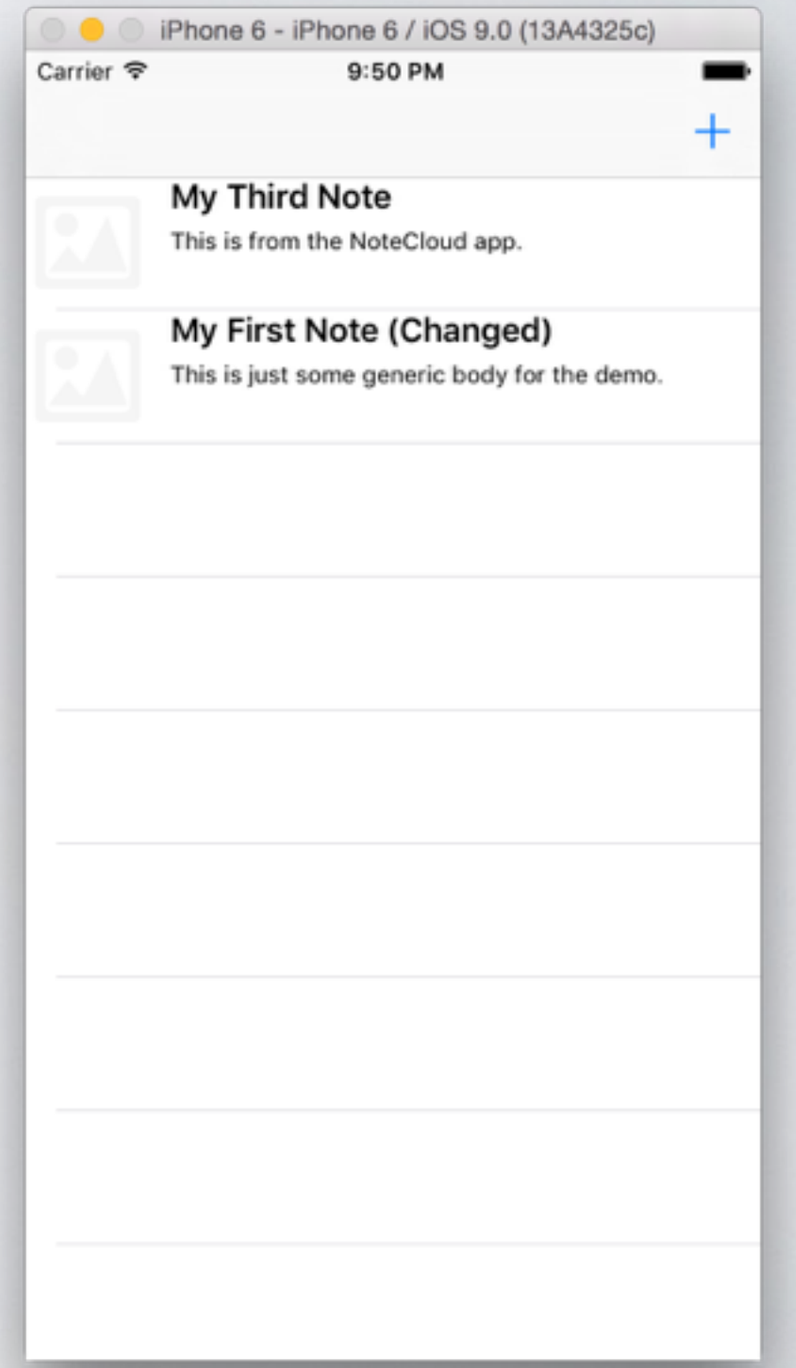
CURRENT VIEW



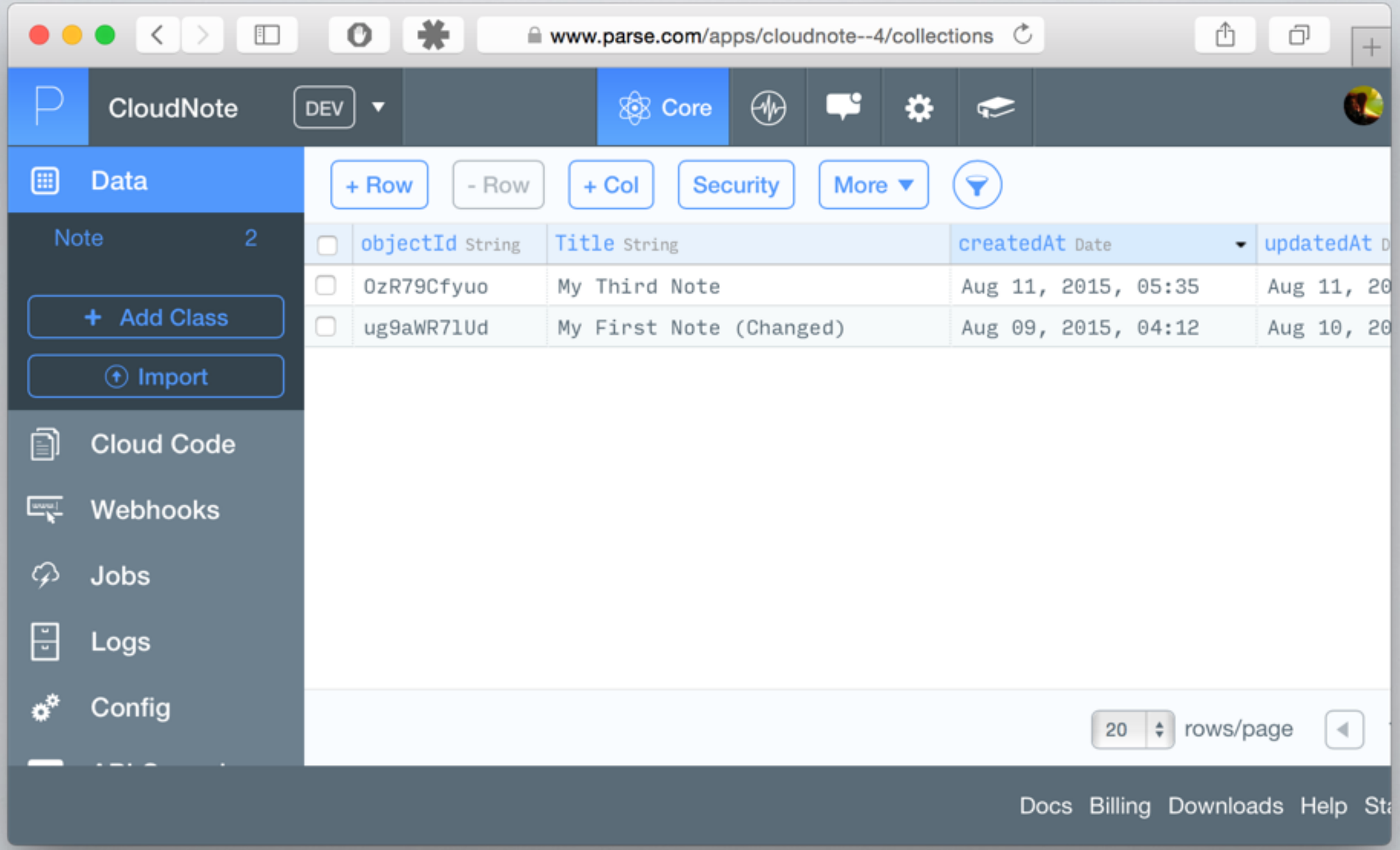


CURRENT VIEW

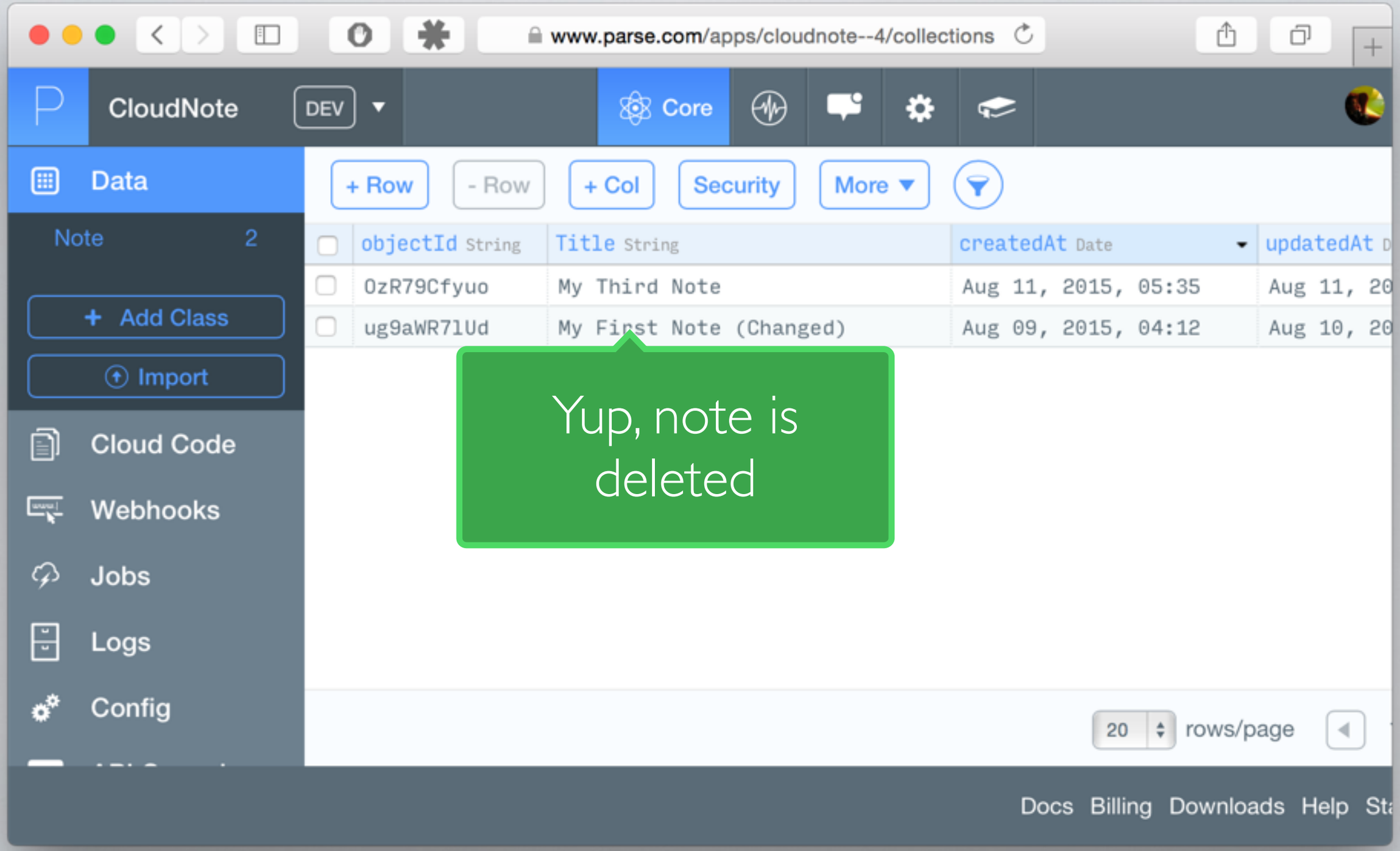




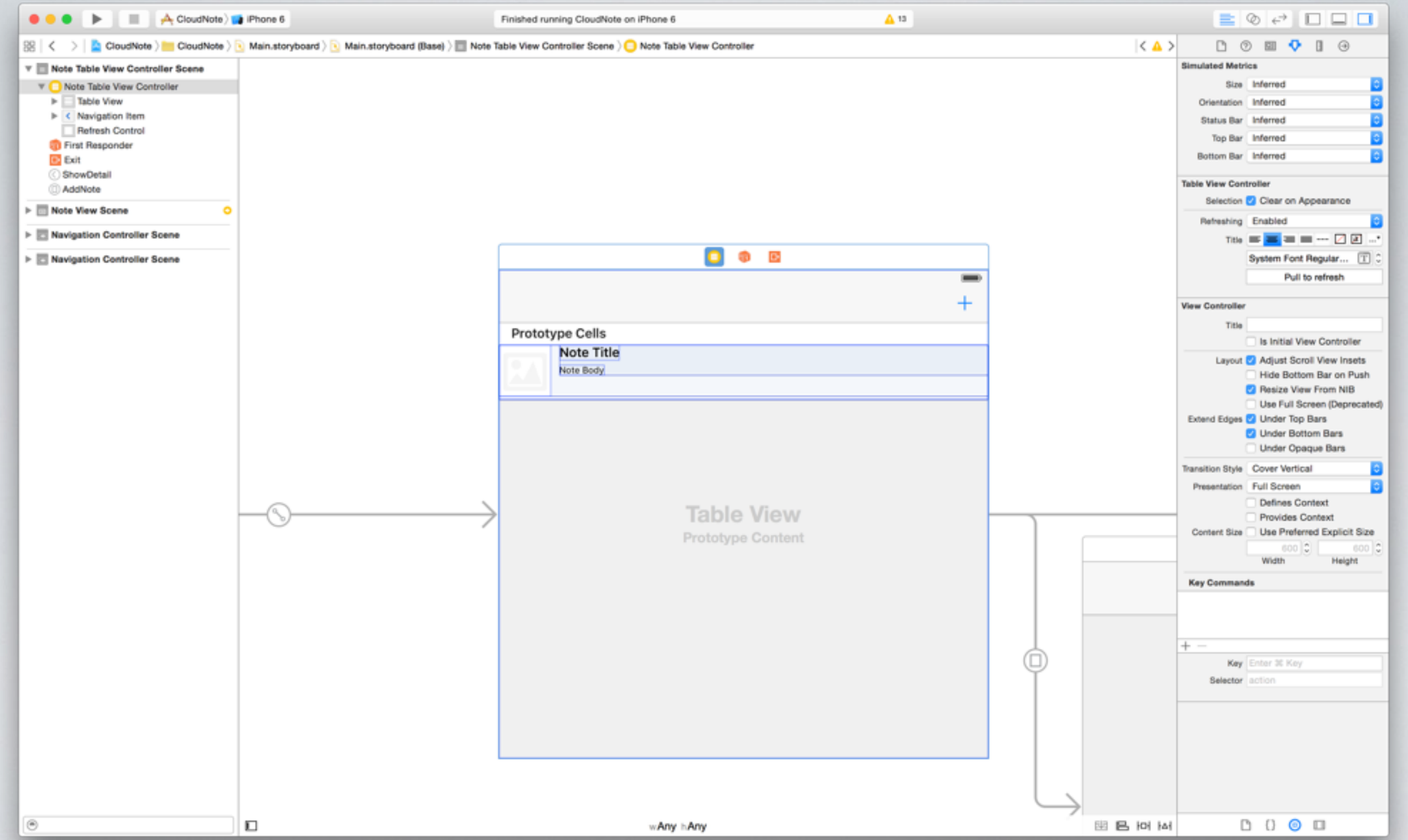
CHANGES ON PARSE



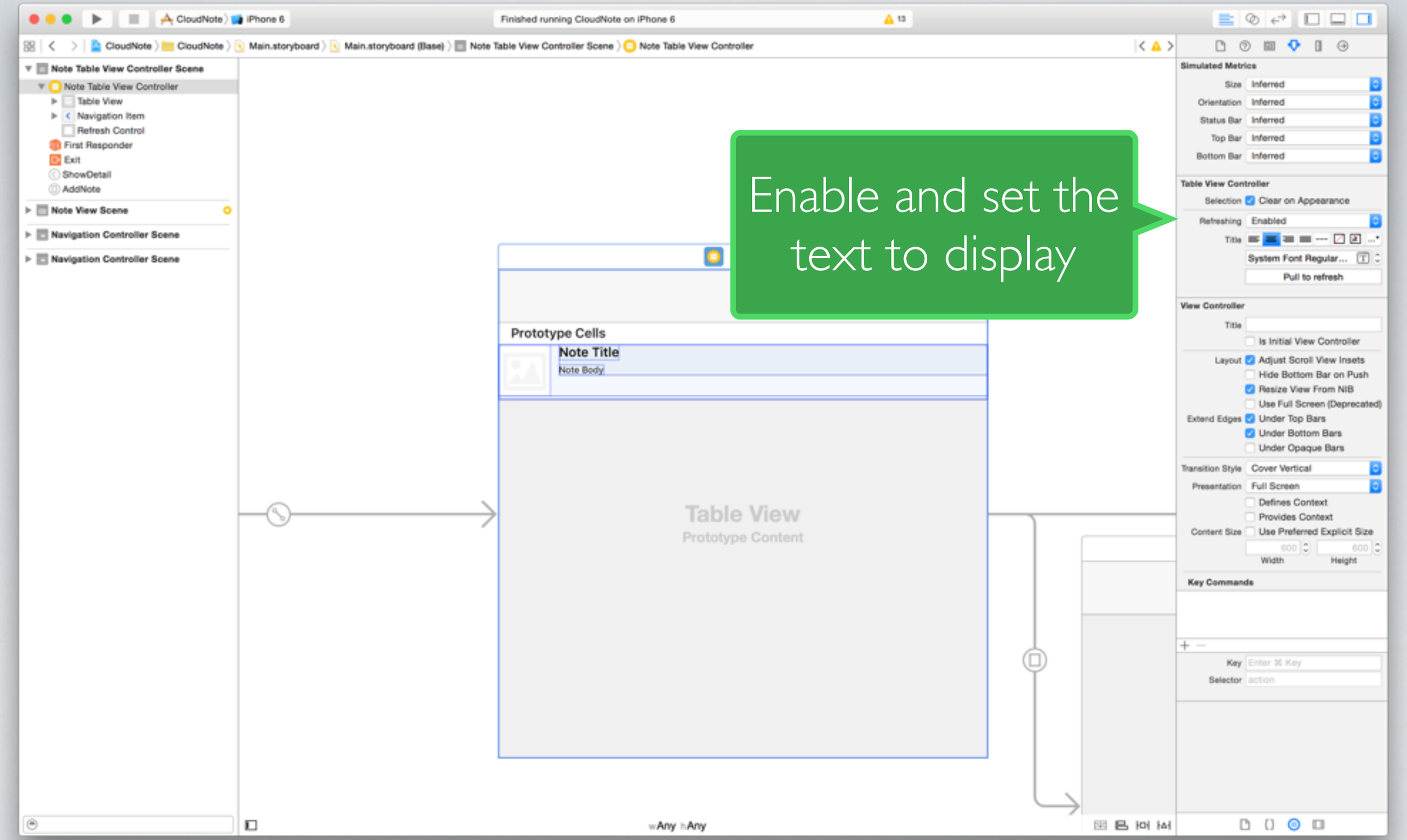
CHANGES ON PARSE



TASK: PULL TO REFRESH


CloudNote
iPhone 6
Finished running CloudNote on iPhone 6
13
CloudNote
CloudNote
Main.storyboard
Main.storyboard (Base)
Note Table View Controller Scene
Note Table View Controller
Note Table View Controller Scene
Note Table View Controller
Table View
Navigation Item
Refresh Control
First Responder
Exit
ShowDetail
AddNote
Note View Scene
Navigation Controller Scene
Navigation Controller Scene
Prototype Cells
Note Title
Note Body
Table View
Prototype Content
wAny hAny
Simulated Metrics
Size Inferred
Orientation Inferred
Status Bar Inferred
Top Bar Inferred
Bottom Bar Inferred
Table View Controller
Selection Clear on Appearance
Refreshing Enabled
Title
System Font Regular...
Pull to refresh
View Controller
Title
Is Initial View Controller
Layout Adjust Scroll View Insets
Hide Bottom Bar on Push
Resize View From NIB
Use Full Screen (Deprecated)
Extend Edges Under Top Bars
Under Bottom Bars
Under Opaque Bars
Transition Style Cover Vertical
Presentation Full Screen
Defines Context
Provides Context
Content Size Use Preferred Explicit Size
600
600
Width
Height
Key Commands
Key Enter ⌘ Key
Selector action

Enable and set the text to display



Finished running CloudNote on iPhone 6 13

CloudNote > CloudNote > NoteTableViewController.swift > M refreshData(_:)

```swift
// MARK: Refreshing
@IBAction func refreshData(sender: UIRefreshControl) {
    refreshFromParse()
}

func refreshFromParse() {
    // Load initial data from Parse
    // https://www.parse.com/docs/ios/guide#queries-basic-queries
    let query = PFQuery(className:"Note")
    query.addDescendingOrder("updatedAt")
    query.findObjectsInBackgroundWithBlock {
        (notes: [AnyObject]?, error: NSError?) -> Void in

        if error == nil {
            print("Successfully retrieved \(notes!.count) notes.")
            if let notes = notes as? [PFObject] {
                self.notes = notes
                self.tableView.reloadData()
                self.refreshControl?.endRefreshing()
            }
        } else {
```

Finished running CloudNote on iPhone 6 ⚠ 13

CloudNote 〉 CloudNote 〉 NoteTableViewController.swift 〉 M refreshData(_:)

```
// MARK: Refreshing
@IBAction func refreshDat
    refreshFromParse()
}

func refreshFromParse() {
    // Load initial data from Parse
    // https://www.parse.com/docs/ios/guide#queries-basic-queries
    let query = PFQuery(className:"Note")
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        if error == nil {
            print("Successfully retrieved \(notes!.count) notes.")
            if let notes = notes as? [PFObject] {
                self.notes = notes
                self.tableView.reloadData()
                self.refreshControl?.endRefreshing()
            }
        } else {
```

Refactored so we can call from loadView and this IBaction

Finished running CloudNote on iPhone 6 ⚠ 13

CloudNote 〉 CloudNote 〉 NoteTableViewController.swift 〉 M refreshData(_:)

```
// MARK: Refreshing
@IBAction func refreshDat
    refreshFromParse()
}

func refreshFromParse() {
    // Load initial data from Parse
    // https://www.parse.com/docs/ios/guide#queries-basic-queries
    let query = PFQuery(className:"Note")
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    query.findObjectsInBackgroundWithBlock {
        (notes: [AnyObject]?, error: NSError?) -> Void in

        if error == nil {
            print("Successfully retrieved \(notes!.count) notes.")
            if let notes = notes as? [PFObject] {
                self.notes = notes
                self.tableView.reloadData()
                self.refreshControl?.endRefreshing()
            }
        } else {
```
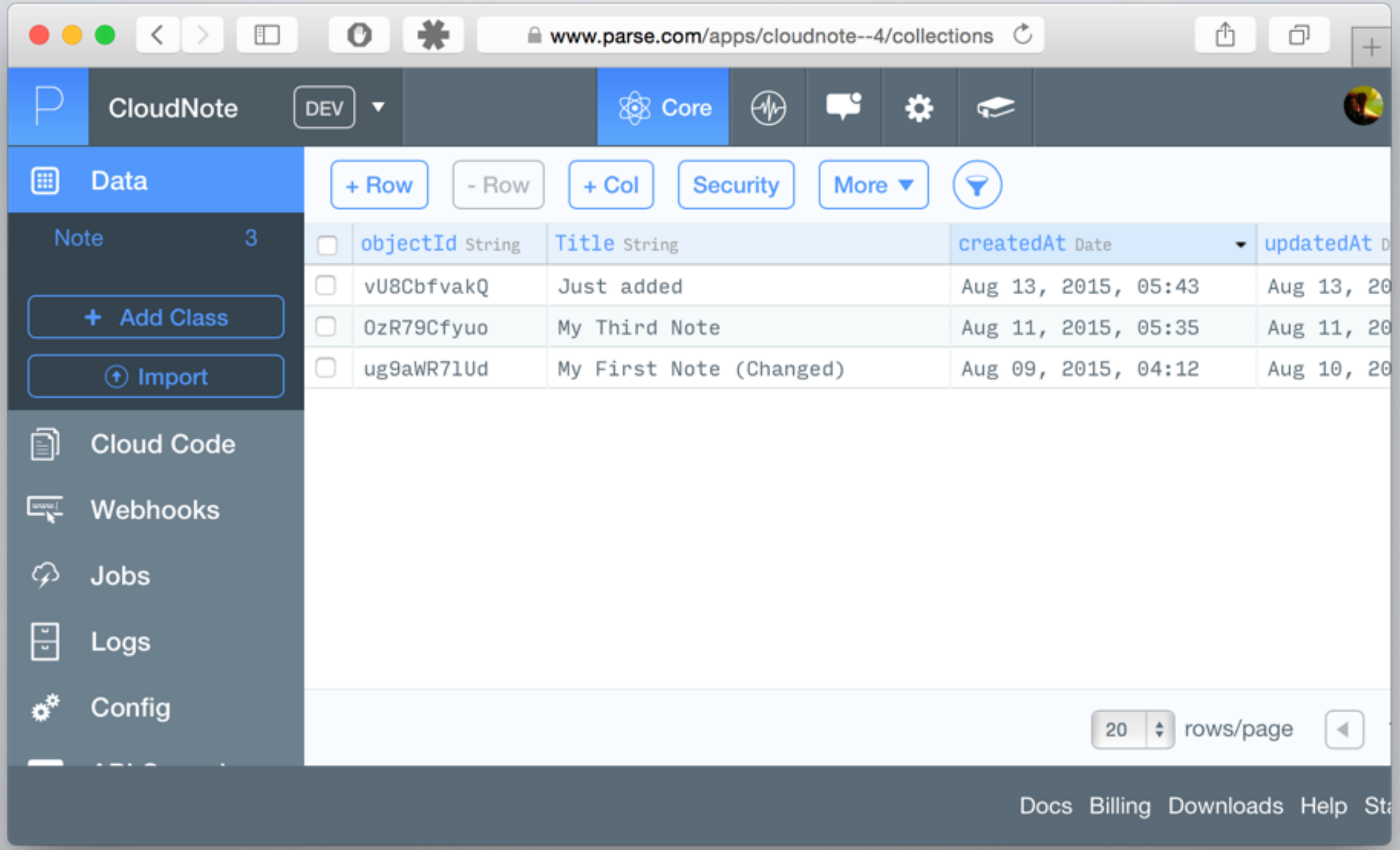
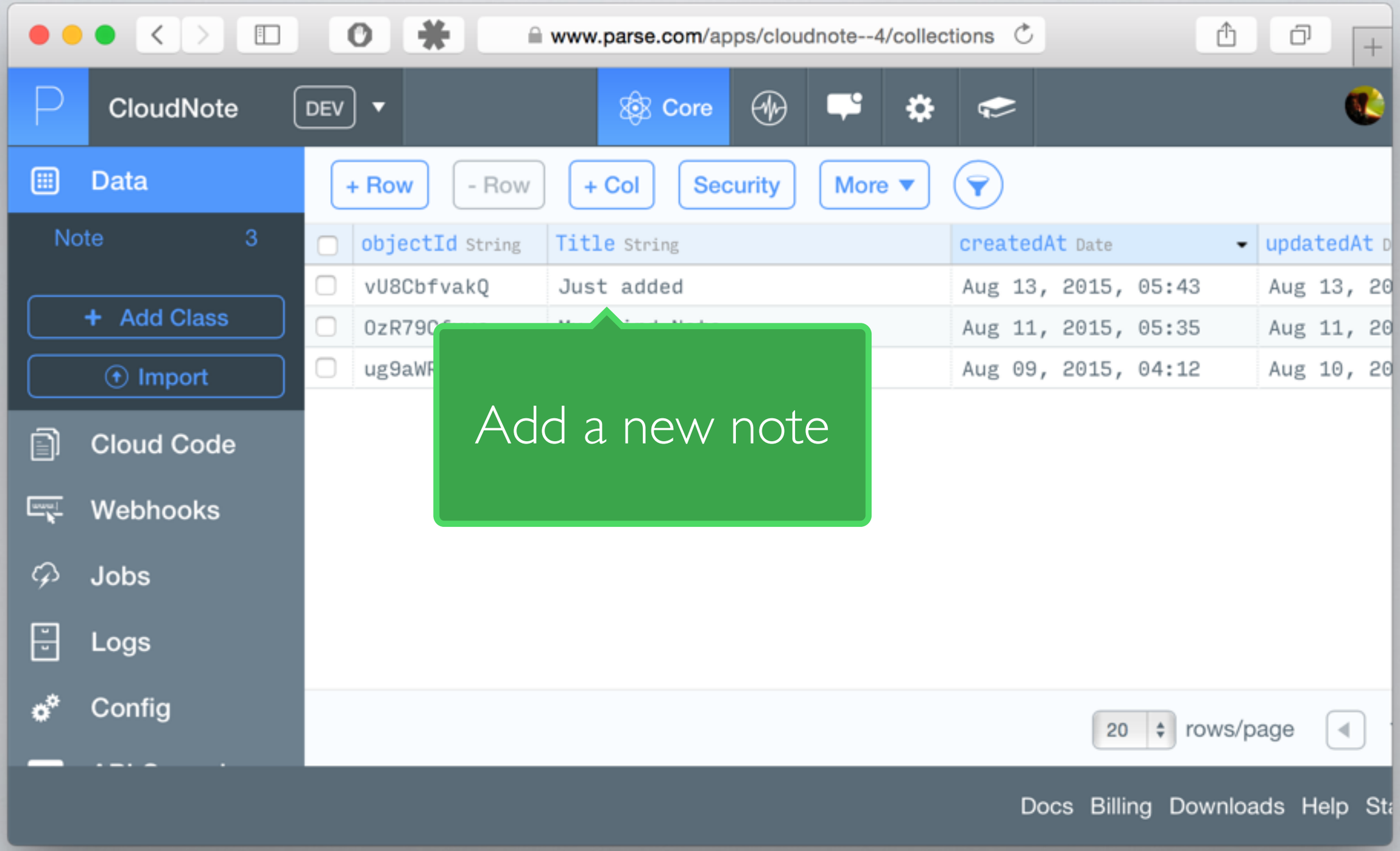

Refactored so we can call from loadView and this IBaction

Remember to call endRefreshing()

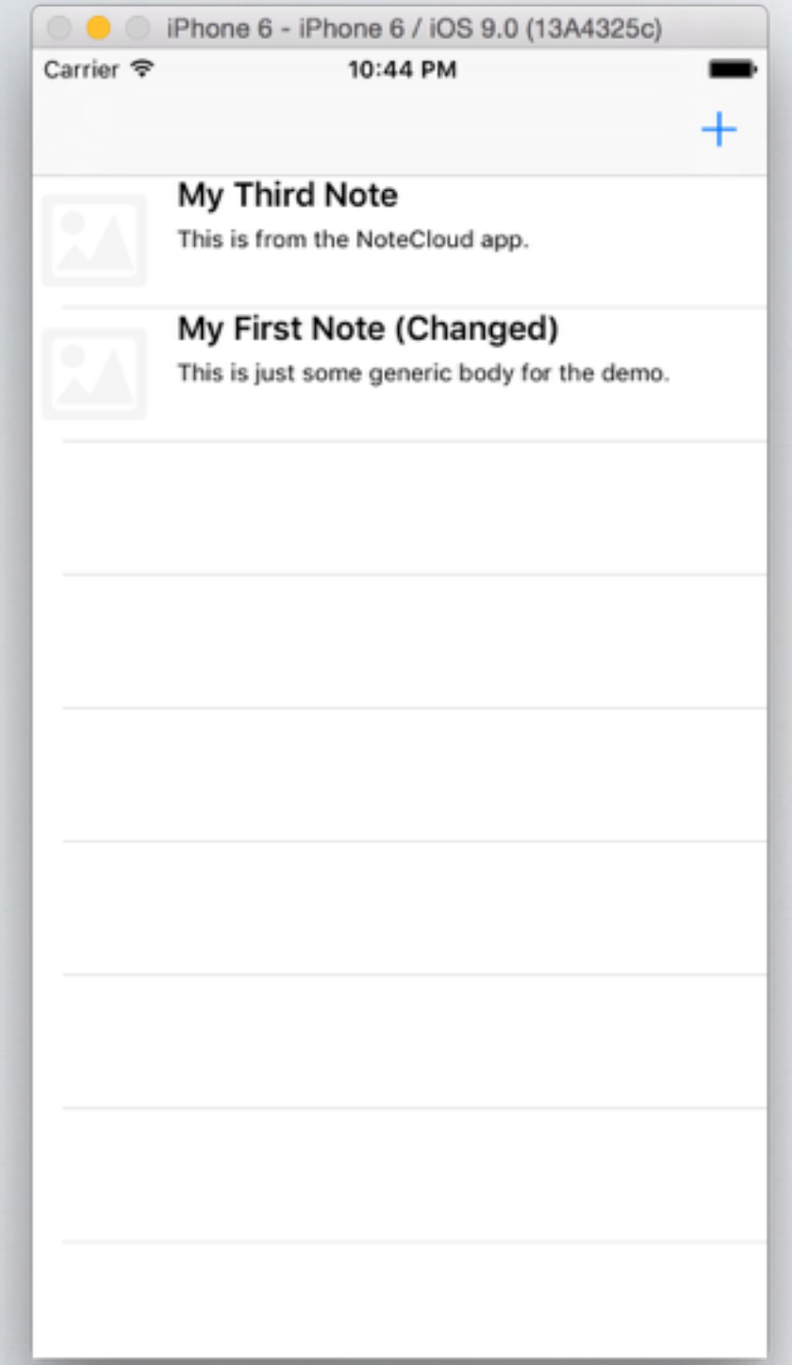
CHANGES ON PARSE

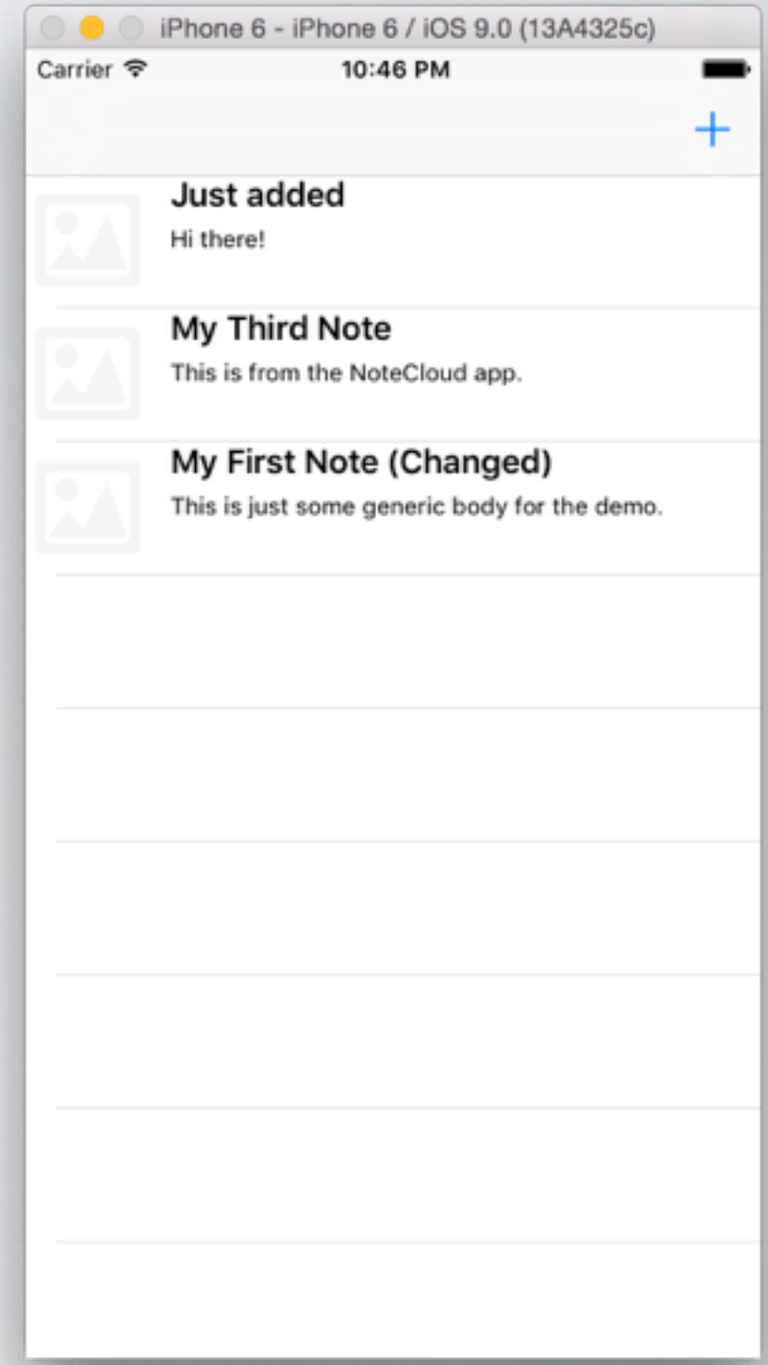


CHANGES ON PARSE

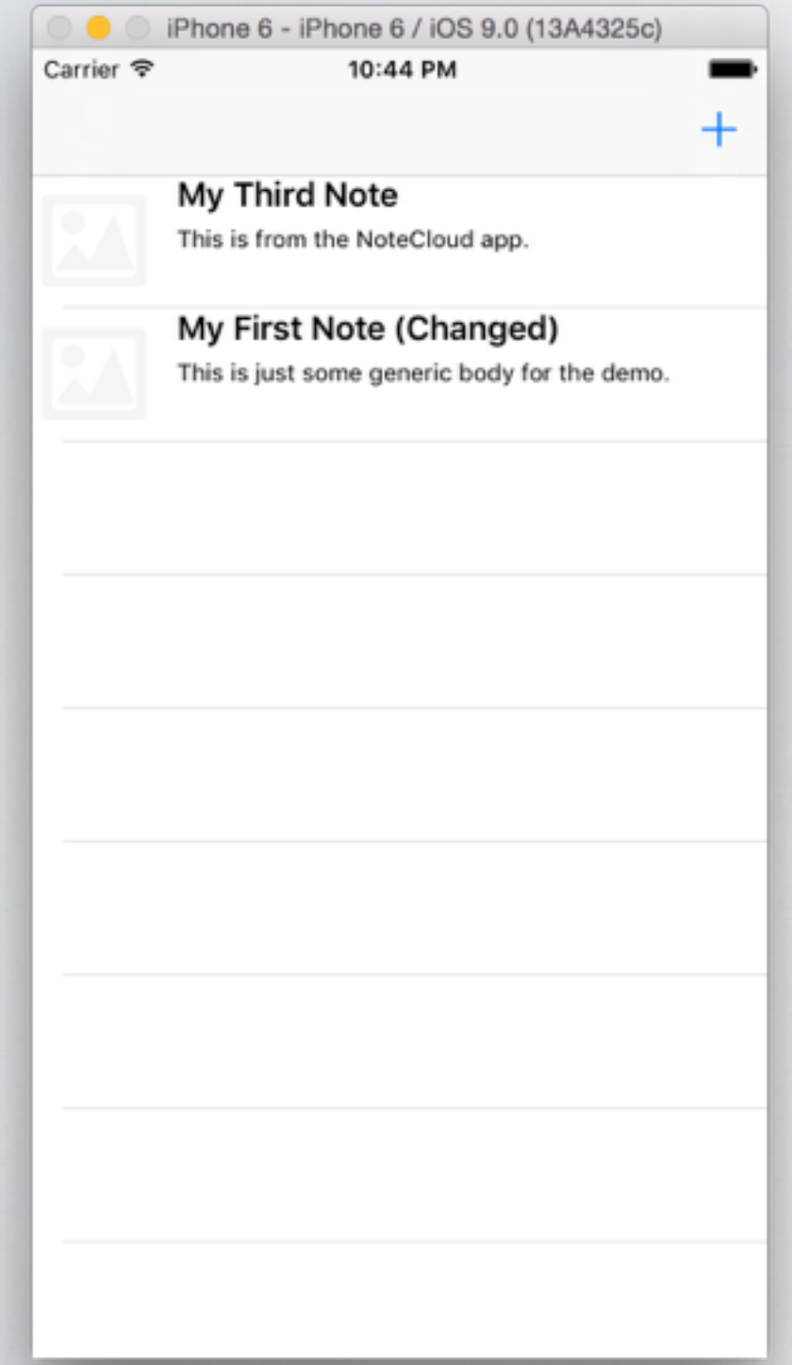


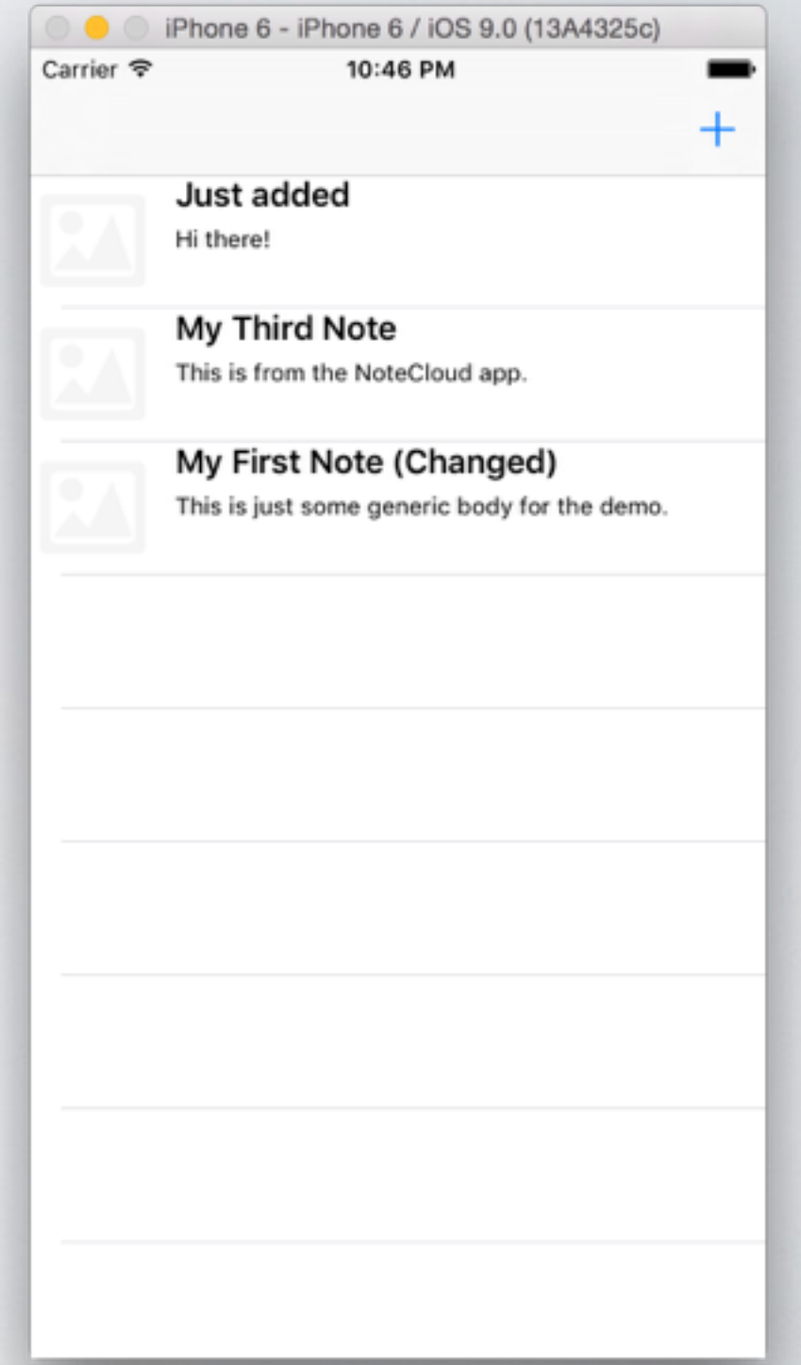
CURRENT VIEW



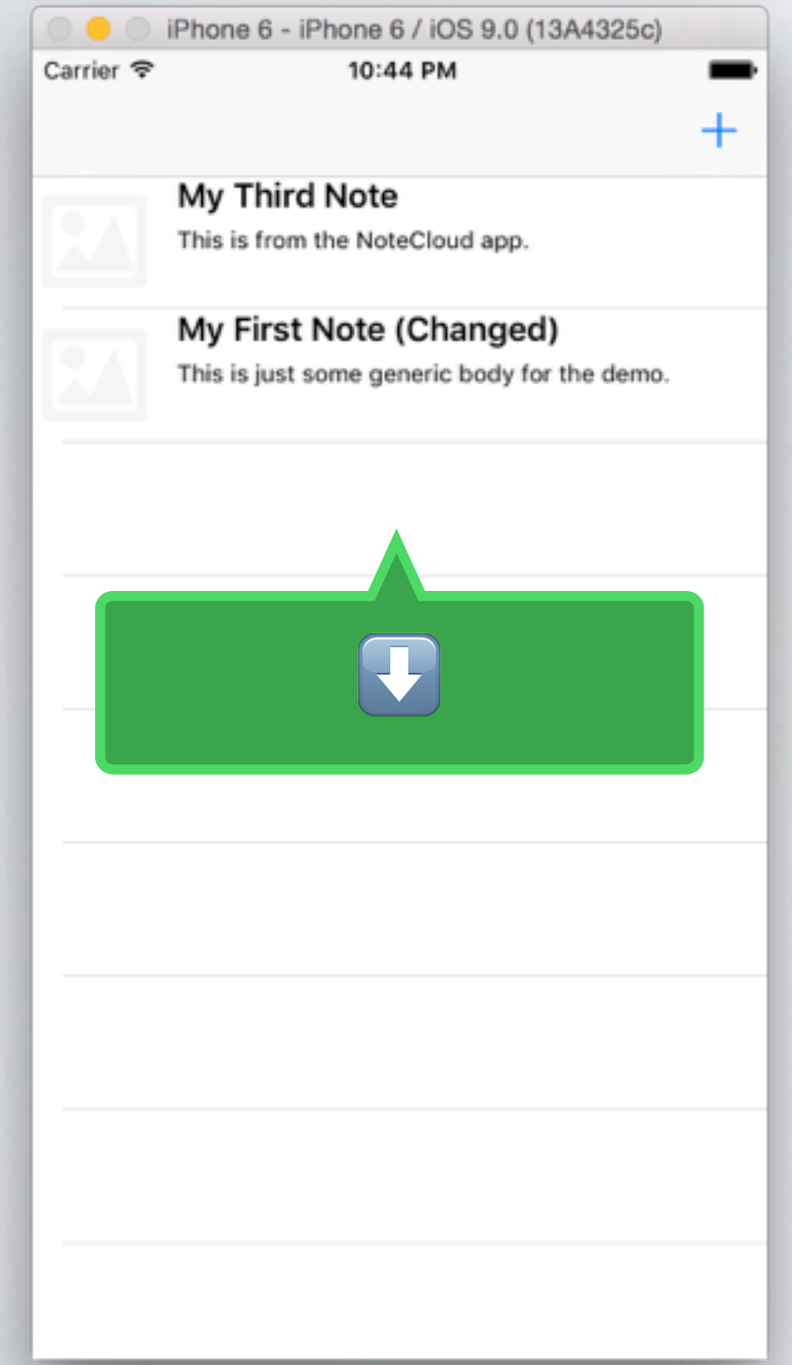


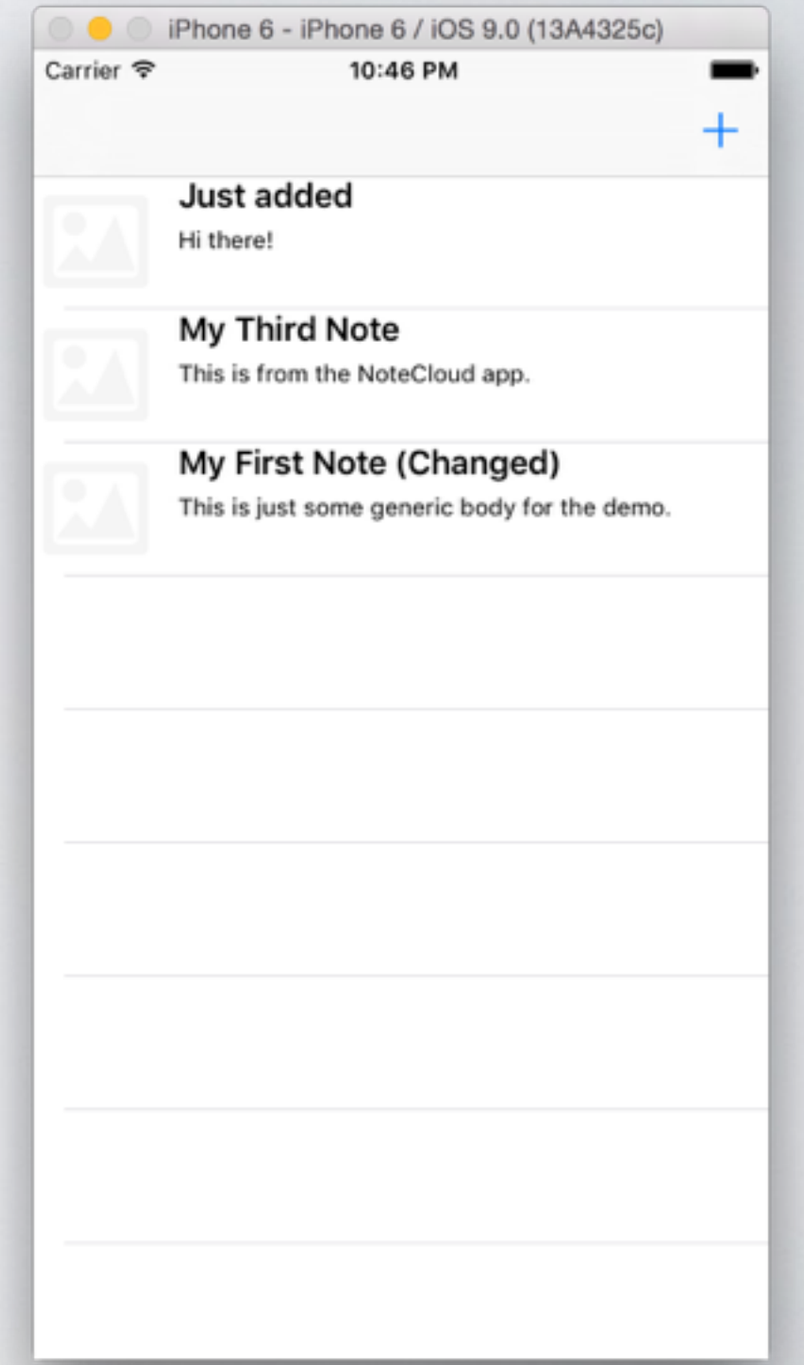
CURRENT VIEW





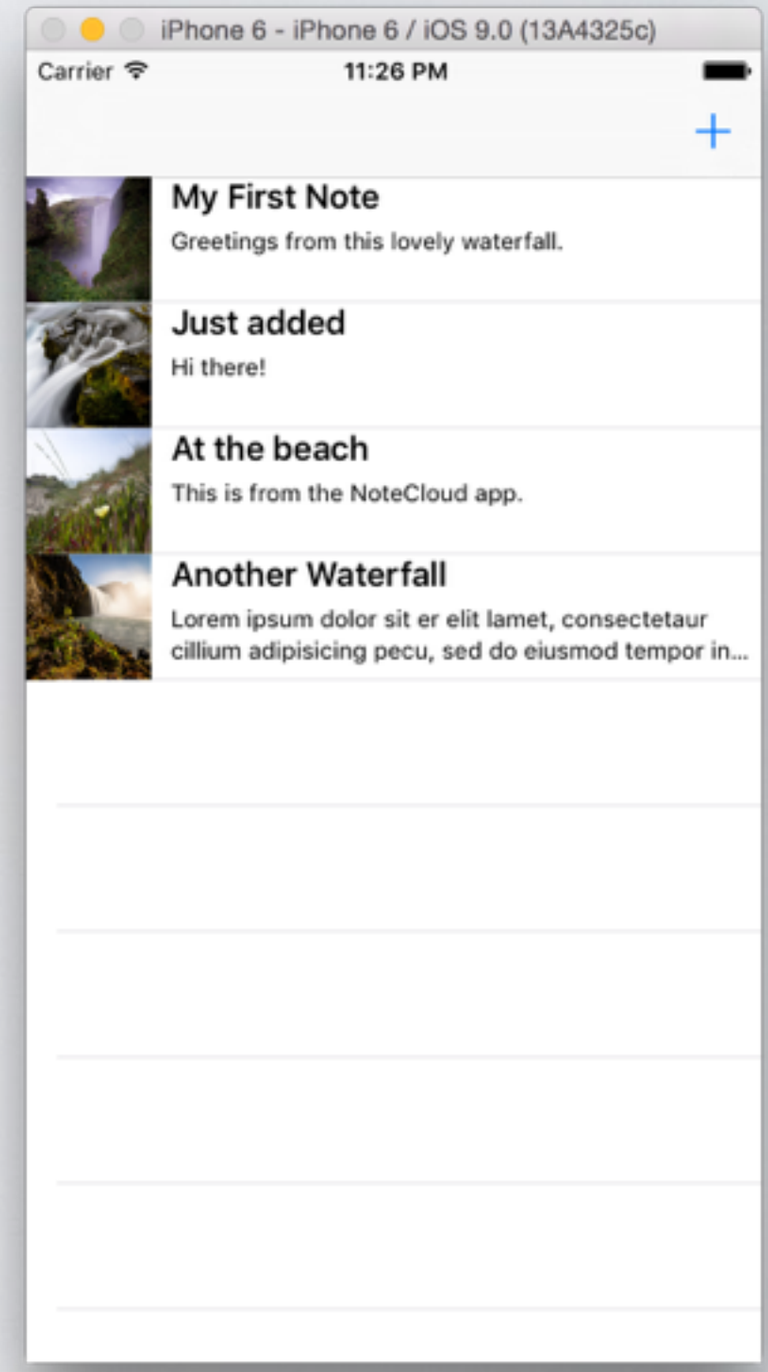
CURRENT VIEW





EXERCISE

- Make it possible to save the photo to PARSE



NEXT TIME

- Animation - lots of fun stuff