

# MOBILE DEVELOPMENT QUICK GUIDE TO SEGUES

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Head of Product, Floored

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## PRACTICE – SEGUES

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## LEARNING OBJECTIVES

- Add multiple View Controllers to storyboard.
- And link them together with segues.
- Use Navigation Controller to link scenes.

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## PRACTICE – SEGUES

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# CREATING A SEGUE

VanityApp: Ready | Today at 6:29 PM

VanityApp > VanityApp > Main.storyboard > Main.storyboard (Base) > View Controller Scene > View Controller

**Identity and Type**

Name Main.storyboard  
Type Default - Interface Builders

Location Relative to Group  
Base.lproj/Main.storyboard  
Full Path /Users/awmartin/Working/General Assembly/Working/VanityApp/VanityApp/Base.lproj/Main.storyboard

**Interface Builder Document**

Opens in Default (6.2)  
Builds for Project Deployment T...  
View as iOS 7.0 and Later  
 Use Auto Layout  
 Use Size Classes  
Global Tint  Default

**Localization** Show

**Target Membership** Show

**Source Control**

Repository --  
Type --  
Current Branch --  
Version --  
Status No changes  
Location

 **View Controller** - A controller that supports the fundamental view-management model in iOS.

 **Navigation Controller** - A controller that manages navigation through a hierarchy of views.

 **Table View Controller** - A controller that manages a table view.

A screenshot of the Xcode interface showing a blank storyboard scene. The left sidebar shows the project structure with 'Main.storyboard' selected. The center canvas is empty, indicated by a large white arrow pointing right. The right sidebar displays the 'Identity and Type' panel for 'Main.storyboard', showing it's a 'Default - Interface Builder' file located relative to the group. The 'Interface Builder Document' section includes settings for opening in version 6.2, building for the project, viewing as iOS 7.0 and later, and using auto layout. Below these are sections for localization, target membership, source control, and detailed descriptions of the View Controller, Navigation Controller, and Table View Controller.

Create a new project according to the "Xcode - Create a Project" guide.

Embed the View Controller you want to show up first in a Navigation Controller. You only have to do this once for simple apps.

Select the View Controller, then navigate to Editor > Embed In > Navigation Controller.

Align  
Pin  
Resolve Auto Layout Issues  
Embed In  
Unembed  
View  
ScrollView  
Navigation Controller  
Tab Bar Controller  
Size to Fit Content  
Arrange  
Localization Locking  
Canvas  
Simulated Screen  
Hide Document Outline  
Reveal in Document Outline  
✓ Automatically Refresh Views  
Refresh All Views  
Debug Selected Views

Identity and Type  
Name Main.storyboard  
Type Default - Interface Builder File  
Location Relative to Group  
Base.lproj/Main.storyboard  
Full Path /Users/awmartin/Working/General Assembly/Working/VanityApp/VanityApp/Base.lproj/Main.storyboard

Global Tint Default  
Use Auto Layout  
Use Size Classes  
Localization Show  
Target Membership Show  
Source Control  
Repository --  
Type --  
Current Branch --  
Version --  
Status No changes  
Location  
View Controller - A controller that supports the fundamental view-management model in iOS.  
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Table View Controller - A controller that manages a table view.

Finished running VanityApp on iPhone 6

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2 targets, iOS SDK 8.4  
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View Controller  
View  
Navigation Item  
First Responder  
Exit

View Controller Scene  
View Controller  
View  
The Next Page  
Navigation Item  
First Responder  
Exit

Navigation Controller Scene  
Navigation Controller  
Navigation Bar  
First Responder  
Exit  
Storyboard Entry Point  
Relationship "root view c..."

Navigation Controller

Simulated Metrics  
Size Inferred  
Orientation Inferred  
Status Bar Inferred  
Top Bar Inferred  
Bottom Bar Inferred

Navigation Controller  
Bar Visibility  Shows Navigation Bar  
 Shows Toolbar  
Hide Bars  On Swipe  
 On Tap  
 When Keyboard Appears  
 When Vertically Compact

View Controller  
Title  Is Initial View Controller  
 Adjust Scroll View Insets  
 Hide Bottom Bar on Push  
 Resize View From NIB  
 Use Full Screen (Deprec...)  
Extend Edges  Under Top Bars  
 Under Bottom Bars  
 Under Opaque Bars

Transition Style Cover Vertical  
Presentation Full Screen

For most purposes, ensure the Navigation Controller is the Initial View Controller. Find this in the Attributes Inspector. You can also tell by the arrow to the left of the Navigation Controller.

VanityApp: Ready | Today at 6:29 PM

VanityApp > VanityApp > Main.storyboard > Main.storyboard (Base) > Navigation Controller Scene > Navigation Controller

**Identity and Type**

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**Interface Builder Document**

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- Use Size Classes
- Global Tint Default

**Localization**

**Target Membership**

**Source Control**

- Repository --
- Type --
- Current Branch --
- Version --
- Status No changes
- Location

**View Controller** - A controller that supports the fundamental view-management model in iOS.

**Navigation Controller** - A controller that manages navigation through a hierarchy of views.

**Table View Controller** - A controller that manages a table view.

The screenshot shows the Xcode interface with the storyboard open. The left sidebar shows the project structure with 'Main.storyboard' selected. The storyboard preview shows a 'Navigation Controller' on the left and a 'View Controller' on the right, connected by a segue arrow pointing from the Navigation Controller to the View Controller. The Identity and Type inspector on the right shows the file is named 'Main.storyboard' and is a 'Default - Interface Builder' type. The Interface Builder Document settings include 'Default (6.2)' for opens in, 'Project Deployment T...' for builds for, and 'iOS 7.0 and Later' for view as. The storyboard preview shows the Navigation Controller and View Controller components.

Your Storyboard should look like this. A Navigation Controller with a little arrow to the left, connected your View Controller by a Segue arrow.

VanityApp: Ready | Today at 6:29 PM

VanityApp > VanityApp > Main.storyboard > Main.storyboard (Base) > Navigation Controller Scene > Navigation Controller

**Identity and Type**

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**Interface Builder Document**

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Builds for Project Deployment Target  
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Global Tint Default

**Localization**

**Target Membership**

**Source Control**

Repository --  
Type --  
Current Branch --  
Version --  
Status No changes  
Location

**Button** - Intercepts touch events and sends an action message to a target object when it's tapped.

Button

UIButton

Implements a button that intercepts touch events and sends an action message to a target object when it's tapped. You can set the title, image, and other appearance properties of a button. In addition, you can specify a different appearance for each button state.

Done

As an example, let's add a simple Push Segue using a button.

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.

button

VanityApp: Ready | Today at 6:29 PM

VanityApp

Main.storyboard

View Controller Scene

View Controller

View

Next Page

Navigation Controller Scene

Navigation Controller

Navigation Bar

First Responder

Exit

Storyboard Entry Point

Relationship "root view c..."

tion Controller

Next Page

Identity and Type

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Interface Builder Document

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View as iOS 7.0 and Later

Use Auto Layout

Use Size Classes

Global Tint Default

Localization Show

Target Membership Show

Source Control

Repository --

Type --

Current Branch --

Version --

Status No changes

Location

Button - Intercepts touch events and sends an action message to a target object when it's tapped.

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.

button

Drag the button onto the View Controller and rename it.

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View  
Next Page  
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Exit  
Navigation Controller Scene  
Navigation Controller  
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First Responder  
Exit  
Storyboard Entry Point  
Relationship "root view c..."

tion Controller

Next Page

View Controller  
UIViewController

Provides view-management functionality for toolbars, navigation bars, and application views. The UIViewController class also supports modal views and rotating views when device orientation changes.

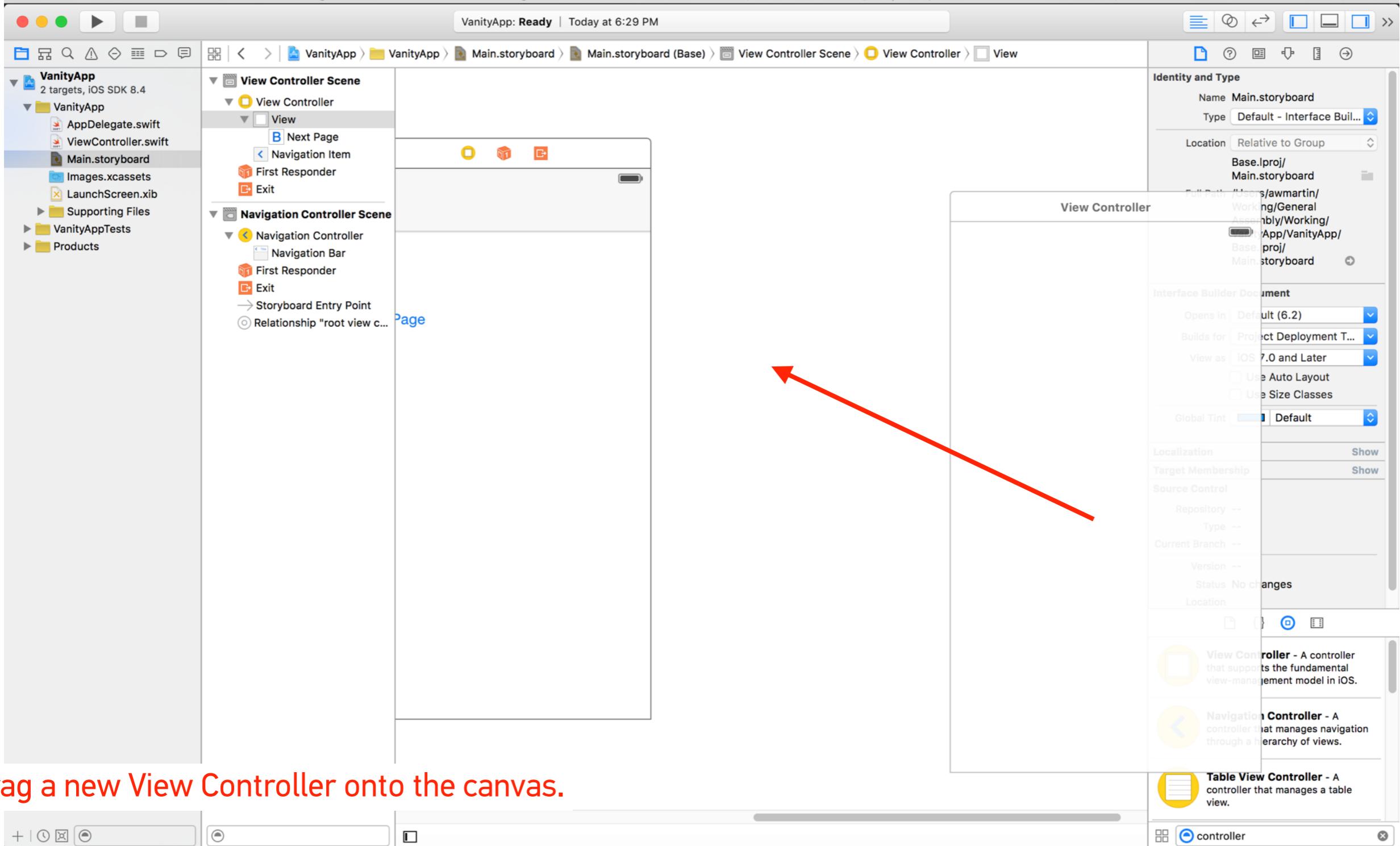
Add a new View Controller to the Storyboard. This will contain the Scene to which the app will navigate when the user taps the button.

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Use Auto Layout  
Use Size Classes  
Global Tint Default

Localization Show  
Target Membership Show  
Source Control  
Repository --  
Type --  
Current Branch --  
Version --  
Status No changes  
Location

View Controller - A controller that supports the fundamental view-management model in iOS.  
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View Controller Scene  
View Controller  
View  
Next Page  
Navigation Item  
First Responder  
Exit

View Controller Scene  
View Controller  
View  
Label

Navigation Controller Scene  
Navigation Controller  
Navigation Bar  
First Responder  
Exit  
Storyboard Entry Point  
Relationship "root view c..."

View Controller

The Next Page

Identity and Type  
Name Main.storyboard  
Type Default - Interface Buil...  
Location Relative to Group  
Base.lproj/  
Main.storyboard  
Full Path /Users/awmartin/  
Working/General  
Assembly/Working/  
VanityApp/VanityApp/  
Base.lproj/  
Main.storyboard

Interface Builder Document  
Opens in Default (6.2)  
Builds for Project Deployment T...  
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Use Auto Layout  
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Global Tint Default

Localization Show  
Target Membership Show  
Source Control  
Repository --  
Type --  
Current Branch --  
Version --  
Status No changes  
Location

Label Label - A variably sized amount of static text.

A screenshot of the Xcode interface showing a storyboard named 'Main.storyboard'. The storyboard contains two view controllers. The first view controller has a single 'Next Page' button. The second view controller has a single 'The Next Page' label. The storyboard structure is visible in the left panel, showing nested scenes and their components. The right panel displays the 'Identity and Type' inspector for the selected 'Label' object, which is correctly identified as a 'Label' type. The bottom right corner shows a search bar with the text 'label'.

Add some content to the View Controller so that we have something to look at.

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View Controller Scene  
View Controller  
View  
B Next Page  
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First Responder  
Exit

View Controller Scene  
View Controller  
View  
L The Next Page  
First Responder  
Exit

Navigation Controller Scene  
Navigation Controller  
Navigation Bar  
First Responder  
Exit  
Storyboard Entry Point  
Relationship "root view c..."

Control+Click!

The Next Page

Identity and Type  
Name Main.storyboard  
Type Default - Interface Buil...  
Location Relative to Group  
Base.lproj/  
Main.storyboard  
Full Path /Users/awmartin/  
Working/General  
Assembly/Working/  
VanityApp/VanityApp/  
Base.lproj/  
Main.storyboard

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Localization Show  
Target Membership Show  
Source Control  
Repository --  
Type --  
Current Branch --  
Version --  
Status No changes  
Location

Label Label - A variably sized amount of static text.

Next

Triggered Segues

action

Outlet Collections

gestureRecognizers

Sent Events

Did End On Exit

Editing Changed

Editing Did Begin

Editing Did End

Touch Cancel

Touch Down

Touch Down Repeat

Touch Drag Enter

Touch Drag Exit

Touch Drag Inside

Touch Drag Outside

Touch Up Inside

Touch Up Outside

Value Changed

Referencing Outlets

New Referencing Outlet

Referencing Outlet Collections

New Referencing Outlet Collection

Create the Segue. To do this, Control+Click on the button to reveal this window.

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First Responder  
Exit

View Controller Scene  
View Controller  
View  
L The Next Page  
First Responder  
Exit

Navigation Controller Scene  
Navigation Controller  
Navigation Bar  
First Responder  
Exit  
Storyboard Entry Point  
Relationship "root view c..."

Next Page

Triggered Segues  
action  
Outlet Collections  
gestureRecognizers  
Sent Events  
Did End On Exit  
Editing Changed  
Editing Did Begin  
Editing Did End  
Touch Cancel  
Touch Down  
Touch Down Repeat  
Touch Drag Enter  
Touch Drag Exit  
Touch Drag Inside  
Touch Drag Outside  
Touch Up Inside  
Touch Up Outside  
Value Changed  
Referencing Outlets  
New Referencing Outlet  
Referencing Outlet Collections  
New Referencing Outlet Collection

View Controller  
The Next Page

Identity and Type  
Name Main.storyboard  
Type Default - Interface Buil...  
Location Relative to Group  
Base.lproj/  
Main.storyboard  
Full Path /Users/awmartin/  
Working/General  
Assembly/Working/  
VanityApp/VanityApp/  
Base.lproj/  
Main.storyboard

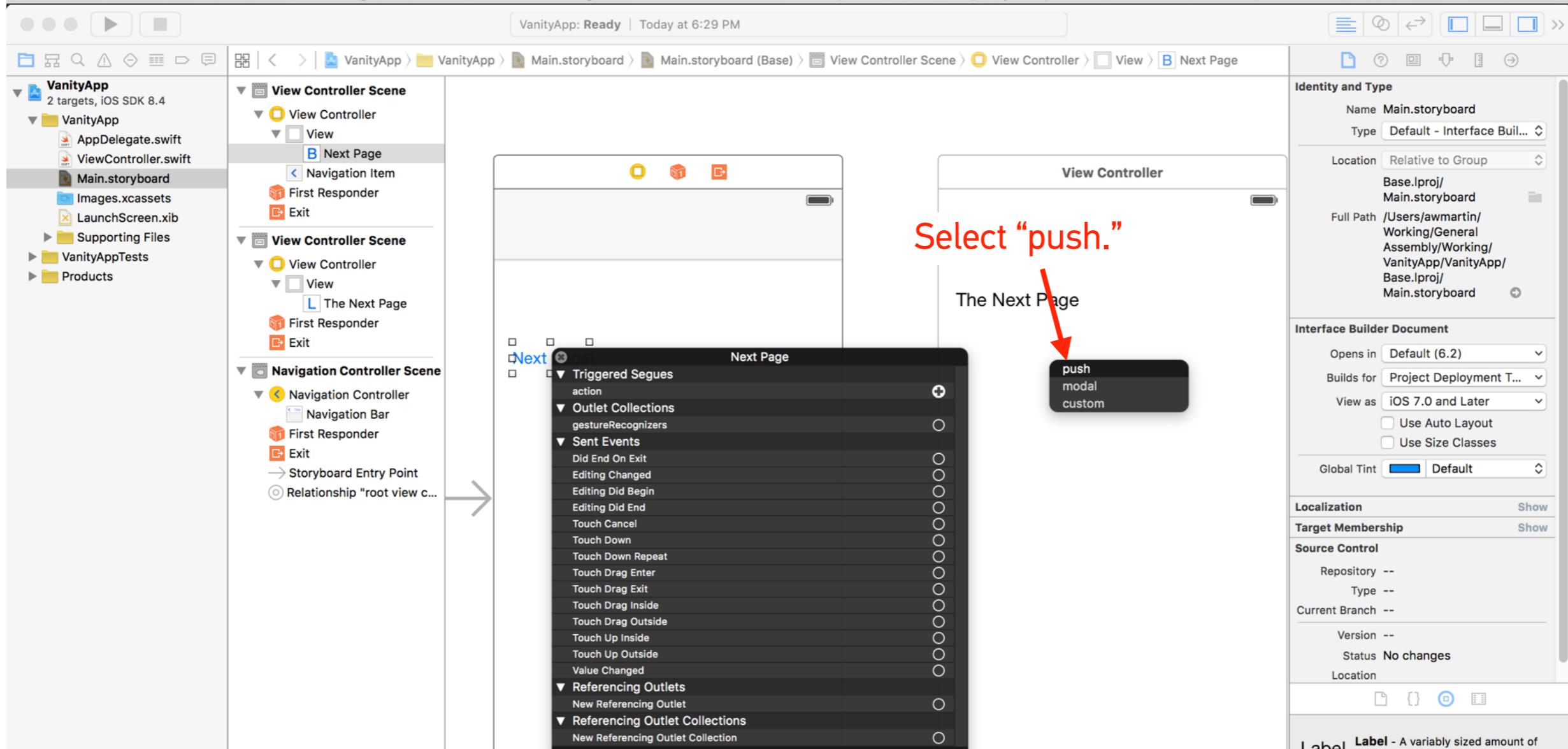
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Use Auto Layout  
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Target Membership Show  
Source Control  
Repository --  
Type --  
Current Branch --  
Version --  
Status No changes  
Location

Label Label - A variably sized amount of static text.

Drag to the View Controller.

Under Triggered Segues, where it says “action,” drag from the small circle onto the View Controller to which the Segue should navigate the user’s screen.



A smaller menu will appear asking for the type of Segue.  
These are currently deprecated because we're not using  
Auto Layout, but that's ok for now. Click “push.”

VanityApp: Ready | Today at 6:29 PM

VanityApp

Main.storyboard

View Controller Scene

View Controller

View

Next Page

Navigation Item

First Responder

Exit

Push segue to View Cont...

View Controller Scene

View Controller

View

The Next Page

Navigation Item

First Responder

Exit

Navigation Controller Scene

Navigation Controller

Navigation Bar

First Responder

Exit

Storyboard Entry Point

Relationship "root view c..."

Next Page

Triggered Segues

action

\* push

View Controller

Outlet Collections

gestureRecognizers

Sent Events

Did End On Exit

Editing Changed

Editing Did Begin

Editing Did End

Touch Cancel

Touch Down

Touch Down Repeat

Touch Drag Enter

Touch Drag Exit

Touch Drag Inside

Touch Drag Outside

Touch Up Inside

Touch Up Outside

Value Changed

Referencing Outlets

New Referencing Outlet

Referencing Outlet Collections

View Controller Scene

View Controller

The Next Page

Identity and Type

Name Main.storyboard

Type Default - Interface Buil...

Location Relative to Group

Base.lproj/ Main.storyboard

Full Path /Users/awmartin/ Working/General Assembly/Working/ VanityApp/VanityApp/ Base.lproj/ Main.storyboard

Interface Builder Document

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Localization

Target Membership

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Current Branch --

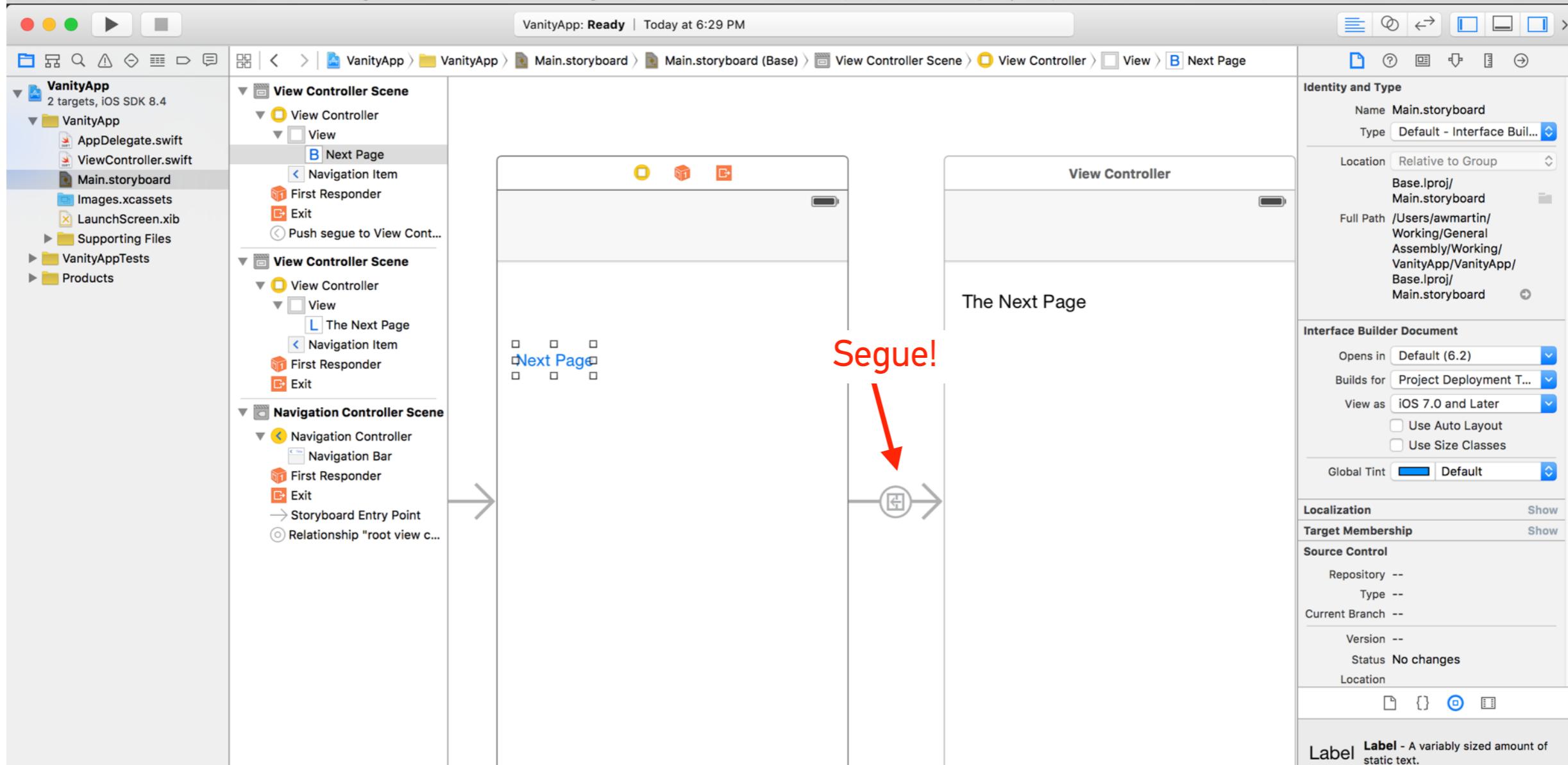
Version --

Status No changes

Location

Label Label - A variably sized amount of static text.

The popover menu should look like this now.



Click outside the menu (or on the X in its upper-left corner) to make it disappear. The new View Controller should have a Segue now.

Running VanityApp on iPhone 6

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View Controller Scene  
View Controller  
View  
Next Page  
Navigation Item  
First Responder  
Exit  
Push segue to View Cont...  
View Controller Scene  
View Controller  
View  
The Next Page  
Navigation Item  
First Responder  
Exit  
Navigation Controller Scene  
Navigation Controller  
Navigation Bar  
First Responder  
Exit  
Storyboard Entry Point  
Relationship "root view c..."

iOS Simulator - iPhone 6 - iPhone 6 / iOS 8.4 (...)  
Carrier 6:31 PM  
n.storyboard  
fault - Interface Buil...  
relative to Group  
e.iproj/n.storyboard  
ers/awmartin/king/General  
embly/Working/ityApp/VanityApp/e.iproj/n.storyboard  
Document  
fault (6.2)  
Object Deployment T...  
S 7.0 and Later  
Use Auto Layout  
Use Size Classes  
Default  
Show  
Show  
changes  
[ ] ( )  
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label

The Next Page

Next Page

Run the app. Tap on the button (Next Page) and ...

