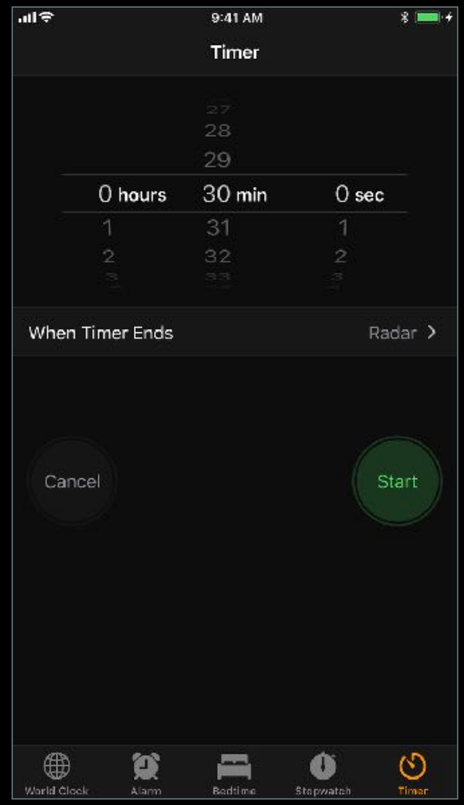
# Unit 3—Lesson 7:
# Tab Bar Controllers

# UITabBarController

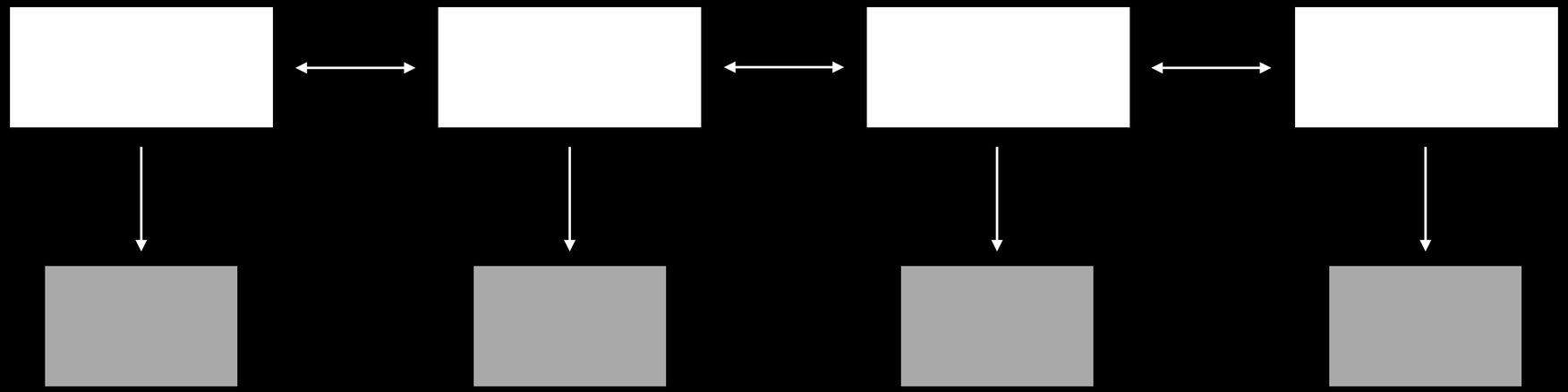
A specialized view controller that manages a radio-style selection interface

A tab bar is displayed at the bottom of the view



# Navigation hierarchy

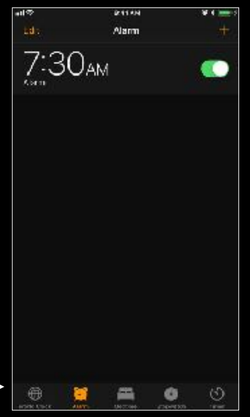
Flat

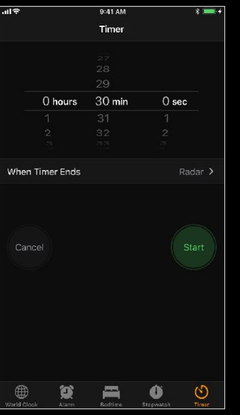


# **UITabBarController**
# Configuration

**Tab Bar Controller**

| `viewControllers` |
| --- |
| World Clock Controller |
| Alarm Controller |
| Bedtime Controller |
| Stopwatch Controller |
| Timer Controller |





# Add a tab bar controller

Using a storyboard

Drag in a UITabBarController from the object library

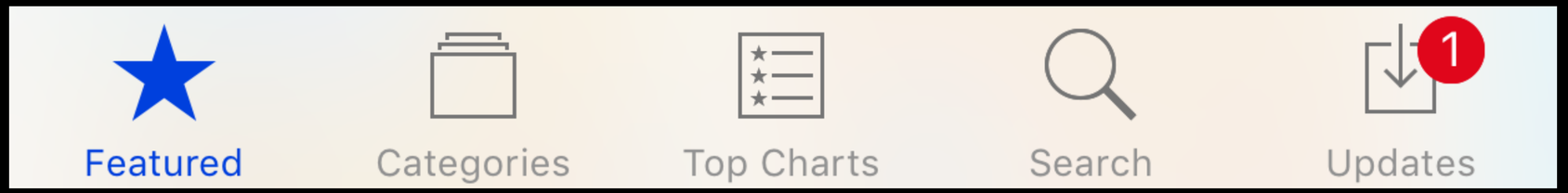
# Add tabs

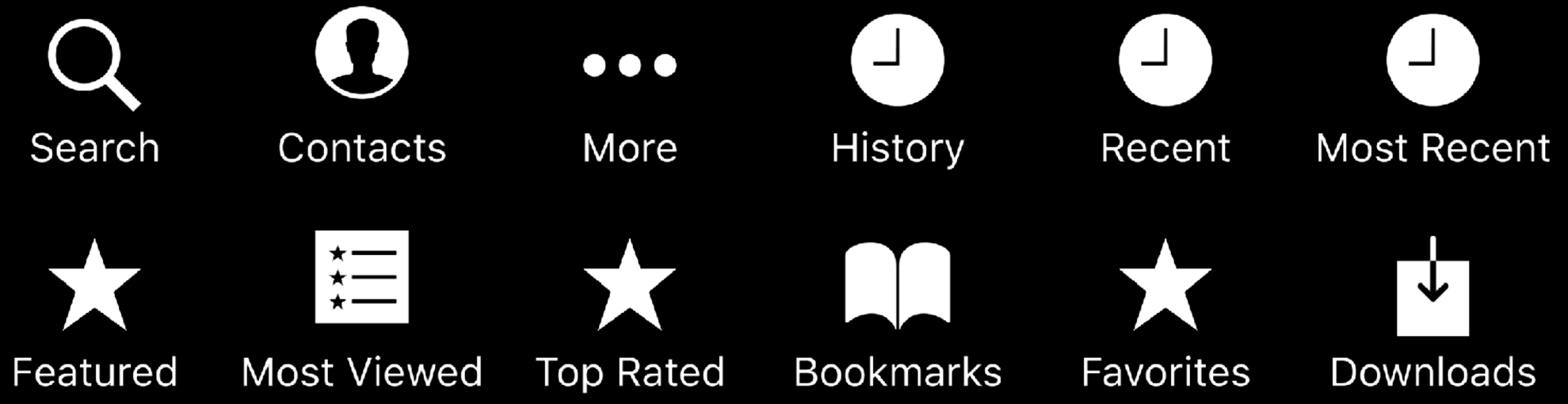
Drag a new view controller object onto the canvas

To create a segue, control-drag from the `UITabBarController` to the view controller

Select "view controllers" under Relationship Segue

# UITabBarItem



# Programmatic customization

```
tabBarItem.badgeValue = "!"
```

```
tabBarItem.badgeValue = nil
```

# Even more tab items

## More ! = Better

More view controller:

- Appears when needed
- Can’t be customized

If possible, plan app to avoid More

# Unit 3—Lesson 7
# Tab Bar Controllers

Learn how to use tab bar controllers to organize different kinds of information or different modes of operation.

# Unit 3—Lesson 7

## Lab: About Me

Create an app that displays distinct types of information about yourself in separate tabs.

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