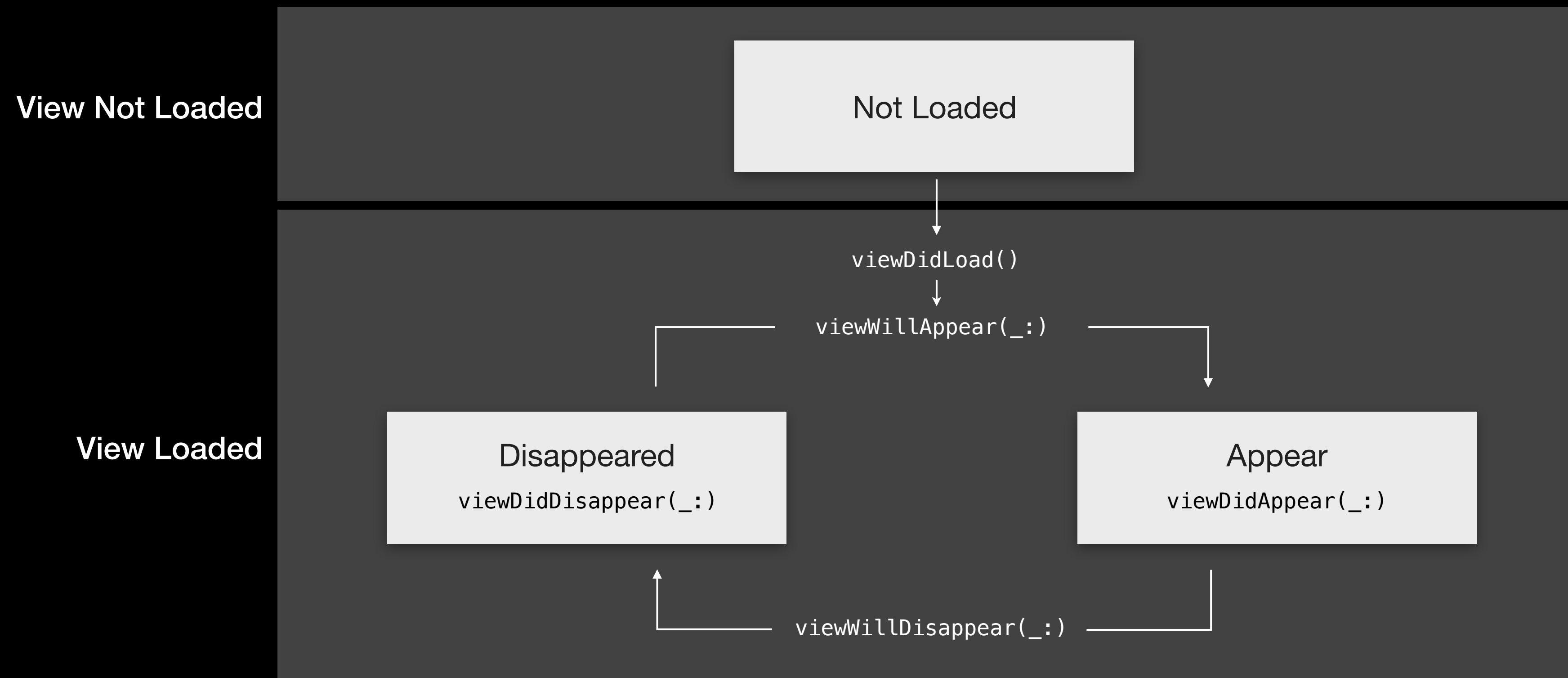


# **Unit 3—Lesson 8:**

## **View Controller Life Cycle**

# View controller life cycle



# View controller life cycle

## viewDidLoad()

View Not Loaded

Not Loaded

viewDidLoad()

viewWillAppear(\_:)

View Loaded

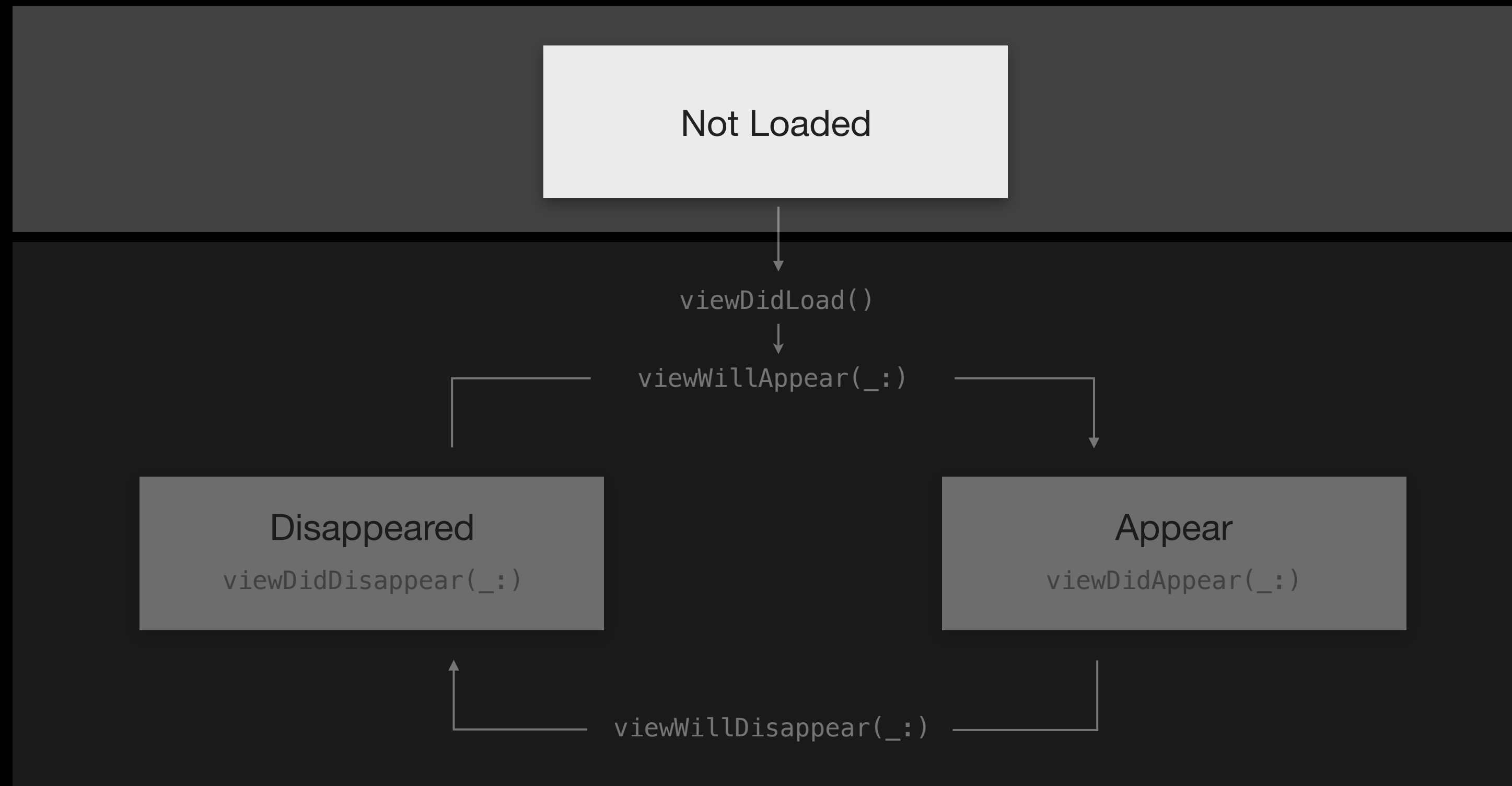
Disappeared

viewDidDisappear(\_:)

Appear

viewDidAppear(\_:)

viewWillDisappear(\_:)



# View event management

```
viewWillAppear(_:)  
viewDidAppear(_:)  
viewWillDisappear(_:)  
viewDidDisappear(_:)
```

```
override func viewWillAppear(_ animated: Bool) {  
    super.viewWillAppear(animated)  
    // Add your code here  
}
```

# View event management

## viewWillAppear(\_:)

View Not Loaded

Not Loaded

viewDidLoad()

viewWillAppear(\_:)

View Loaded

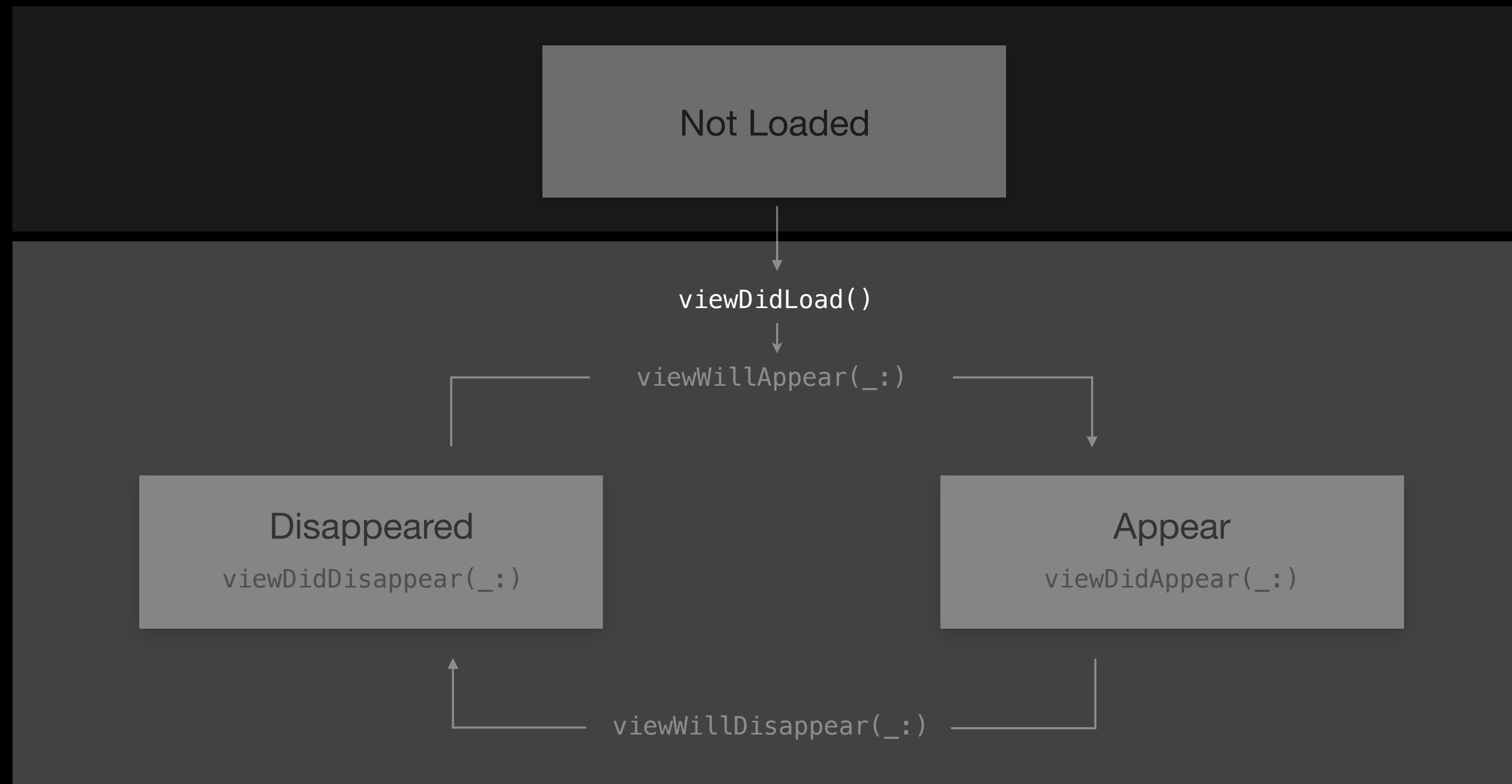
Disappeared

viewDidDisappear(\_:)

Appear

viewDidAppear(\_:)

viewWillDisappear(\_:)



# View event management

## viewDidAppear(\_:)

View Not Loaded

Not Loaded

viewDidLoad()

viewWillAppear(\_:)

View Loaded

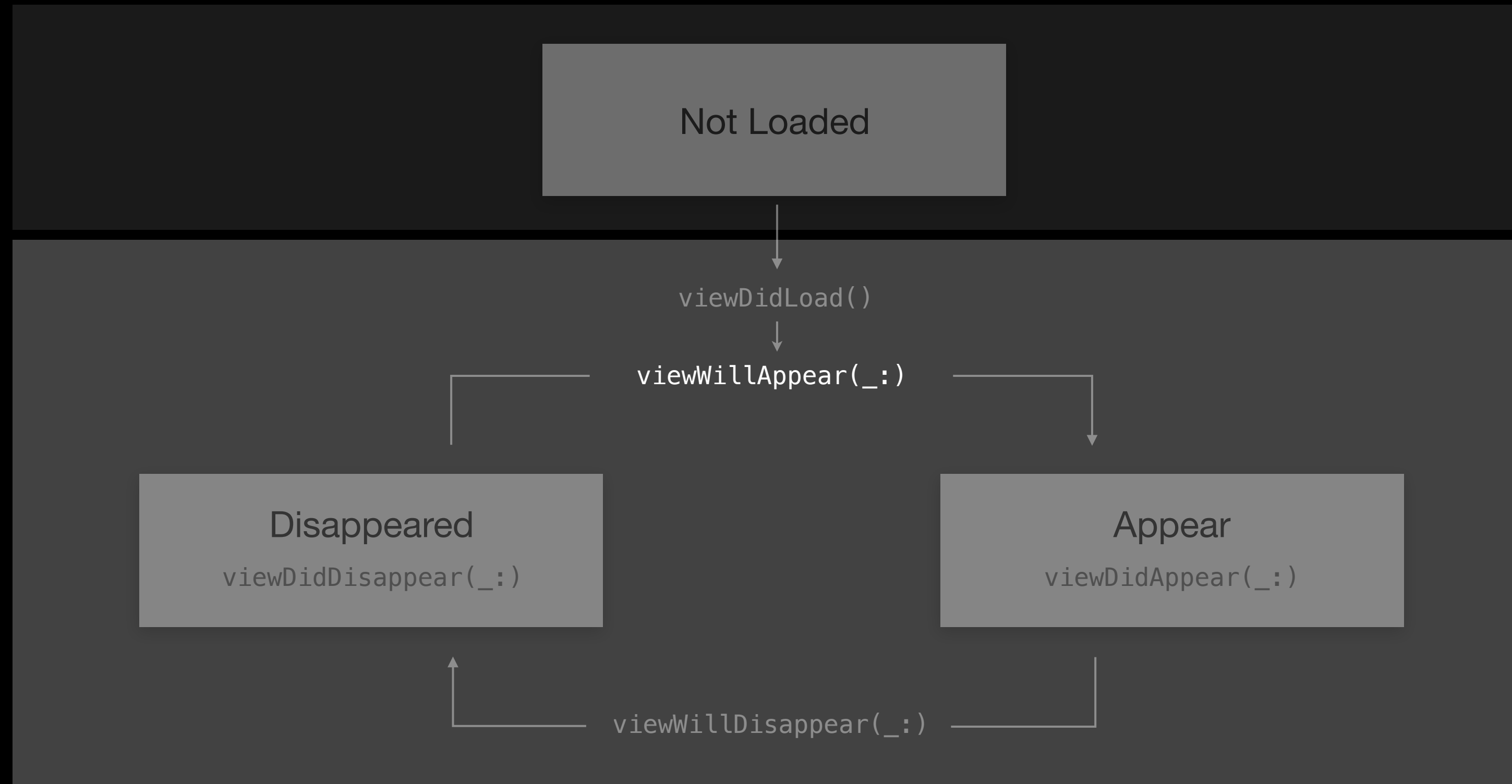
Disappeared

viewDidDisappear(\_:)

Appear

viewDidAppear(\_:)

viewWillDisappear(\_:)



# View event management

## viewWillDisappear(\_:)

View Not Loaded

Not Loaded

viewDidLoad()

viewWillAppear(\_:)

View Loaded

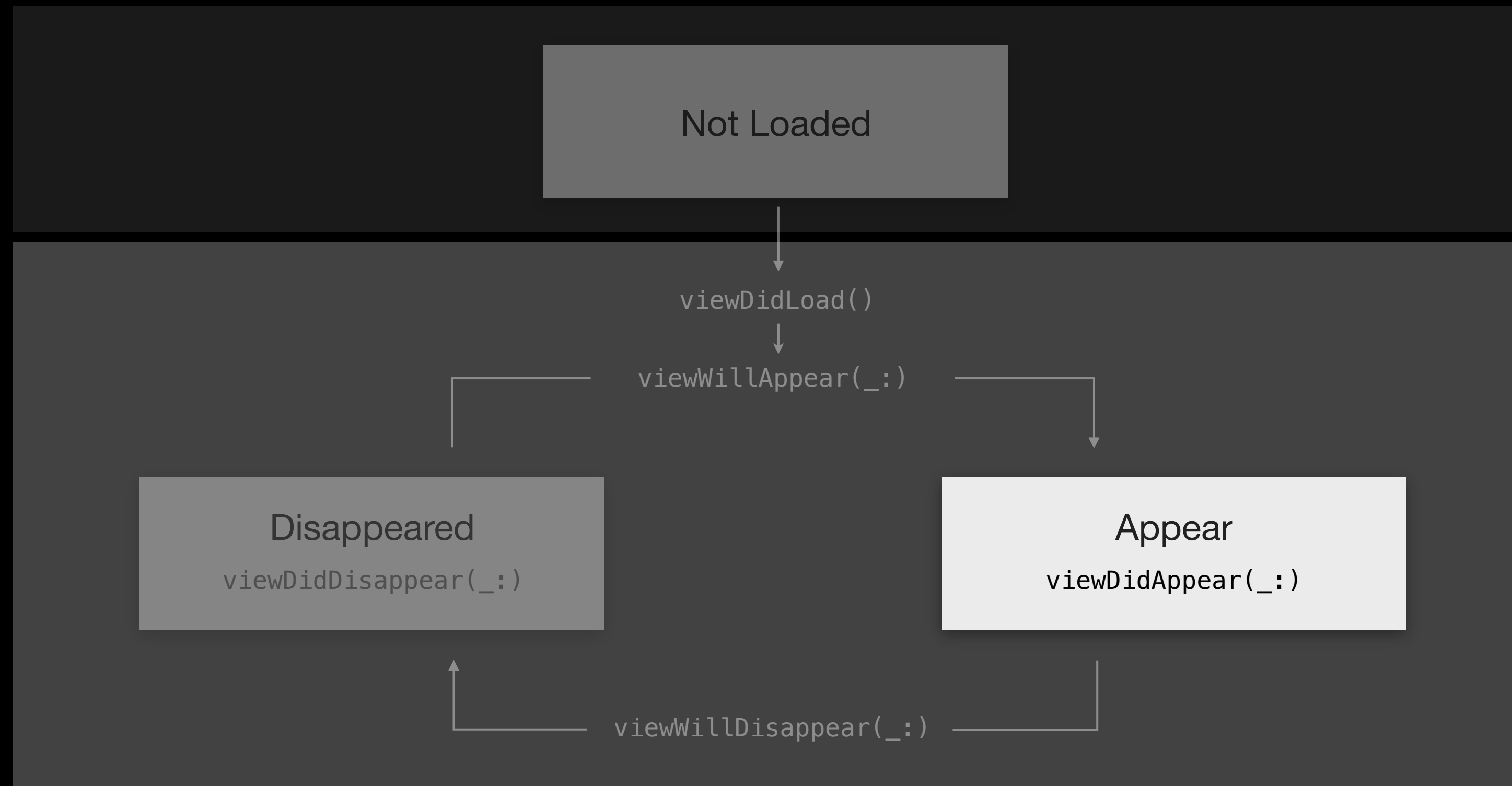
Disappeared

viewDidDisappear(\_:)

Appear

viewDidAppear(\_:)

viewWillDisappear(\_:)



# View event management

## viewDidDisappear(\_:)

View Not Loaded

Not Loaded

viewDidLoad()

viewWillAppear(\_:)

View Loaded

Disappeared

viewDidDisappear(\_:)

Appear

viewDidAppear(\_:)

viewWillDisappear(\_:)



# Unit 3—Lesson 8

## View Controller Life Cycle



This lesson will explain more about the view controller life cycle so you can understand the infinite potential of this important class

# Unit 3—Lesson 8

## Lab: Order of Events



Further your understanding of the view's life cycle by creating an app that adds to a label's text based on the events in the view controller life cycle

