**删除数据**

**Person.h**

#import <Foundation/Foundation.h>

@interface Person : NSObject

@property(nonatomic,copy)NSString \*name;

@property(nonatomic,copy)NSString \*phone;

@end

**ViewController.h**

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

- (IBAction)remove:(UIBarButtonItem \*)sender;

@property (weak, nonatomic) IBOutlet UITableView \*tableView;

@end

**ViewController.m**

#import "ViewController.h"

#import "Person.h"

@interface ViewController ()<UITableViewDataSource,UITableViewDelegate>

{

NSMutableArray \*\_persons;

}

@end

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

\_persons = [NSMutableArray array];

for (int i = 0; i < 30; i++) {

Person \*p = [[Person alloc] init];

p.name = [NSString stringWithFormat:@"person--%d",i];

p.phone = [NSString stringWithFormat:@"%d",10000 + arc4random\_uniform(10000000)];

[\_persons addObject:p];

}

}

-(NSInteger)tableView:(UITableView \*)tableView numberOfRowsInSection:(NSInteger)section

{

return \_persons.count;

}

-(UITableViewCell \*)tableView:(UITableView \*)tableView cellForRowAtIndexPath:(NSIndexPath \*)indexPath

{

static NSString \*ID = @"cell";

UITableViewCell \*cell = [tableView dequeueReusableCellWithIdentifier:ID];

if (cell == nil) {

cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleValue1 reuseIdentifier:ID];

}

//设置数据

//1、取出数据模型

Person \*p = \_persons[indexPath.row];

//2、姓名

cell.textLabel.text = p.name;

//3、电话

cell.detailTextLabel.text = p.phone;

return cell;

}

#pragma mark 删除

- (IBAction)remove:(UIBarButtonItem \*)sender {

//1、进入编辑模式

//self.tableView.editing = YES;

BOOL result = !self.tableView.editing;

[self.tableView setEditing:result animated:YES];

}

#pragma mark 排序 当移动了某一行cell就会调用

//只要实现了这个方法，就会默认添加排序功能

-(void)tableView:(UITableView \*)tableView moveRowAtIndexPath:(NSIndexPath \*)sourceIndexPath toIndexPath:(NSIndexPath \*)destinationIndexPath

{

NSLog(@"%ld------%ld",sourceIndexPath.row,destinationIndexPath.row);

//1、取出要拖动的模型数据

Person \*p = \_persons[sourceIndexPath.row];

//2、删除之前行的数据

[\_persons removeObjectAtIndex:sourceIndexPath.row];

//3、插入数据到新的位置

[\_persons insertObject:p atIndex:destinationIndexPath.row];

}

#pragma mark - 代理方法

#pragma mark 当用户提交了有一个编辑操作就会调用

//只要实现了这个方法，就会默认添加滑动删除

-(void)tableView:(UITableView \*)tableView commitEditingStyle:(UITableViewCellEditingStyle)editingStyle forRowAtIndexPath:(NSIndexPath \*)indexPath

{

//如果不是删除操作，直接返回

if(editingStyle != UITableViewCellEditingStyleDelete) return;

//NSLog(@"-----%ld",indexPath.row);

//1、删除模型数据

[\_persons removeObjectAtIndex:indexPath.row];

//2、刷新表格

//[tableView reloadData];

[tableView deleteRowsAtIndexPaths:@[indexPath] withRowAnimation:UITableViewRowAnimationTop];

}

@end