Beginning iOS 10 Application Development

View Controllers

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- Manages the views and the interactions between the views and the underlying data

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- Every app has at least one view controller

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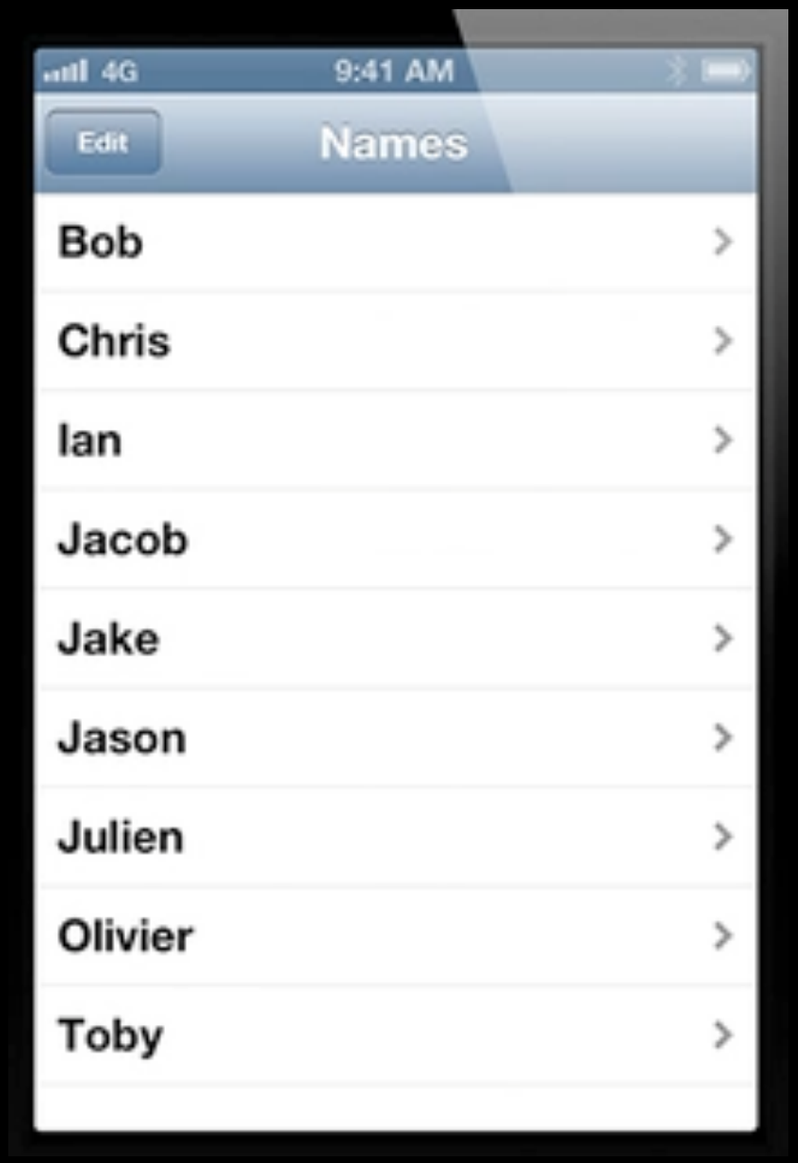
- The *UIViewController* class is the base class of view controllers

Content View Controllers



Content View Controllers

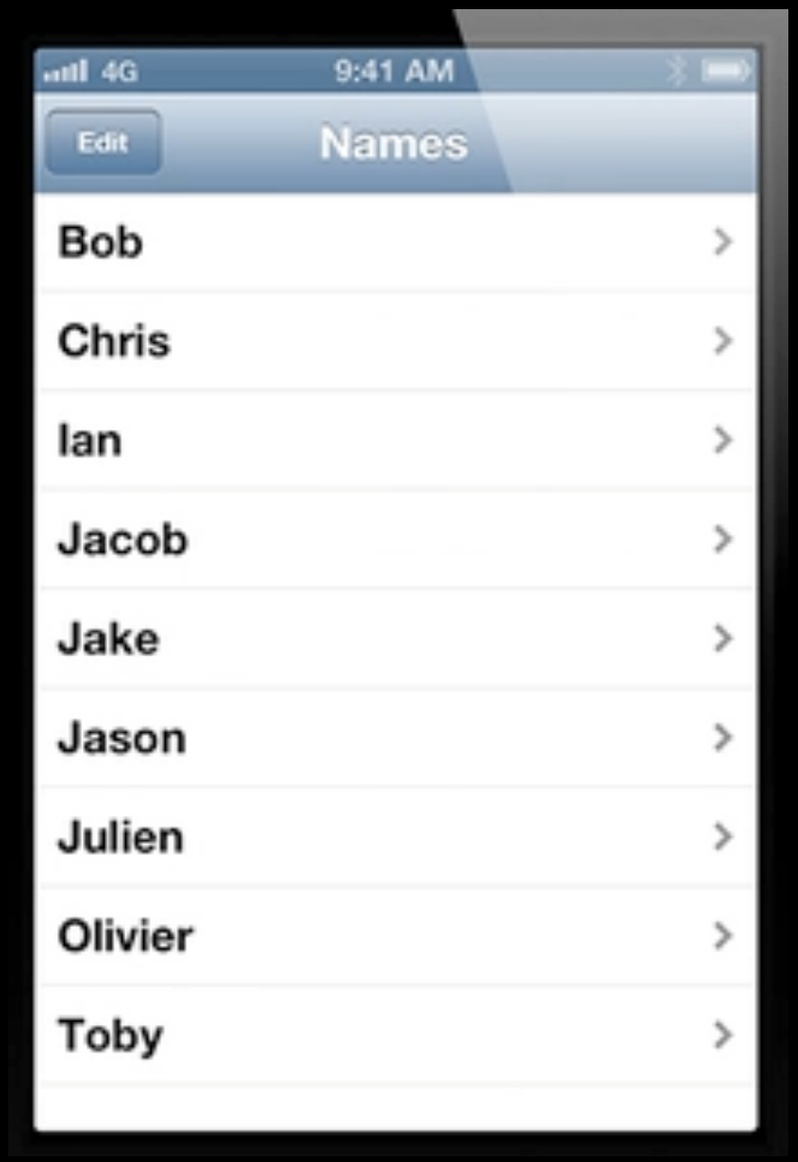
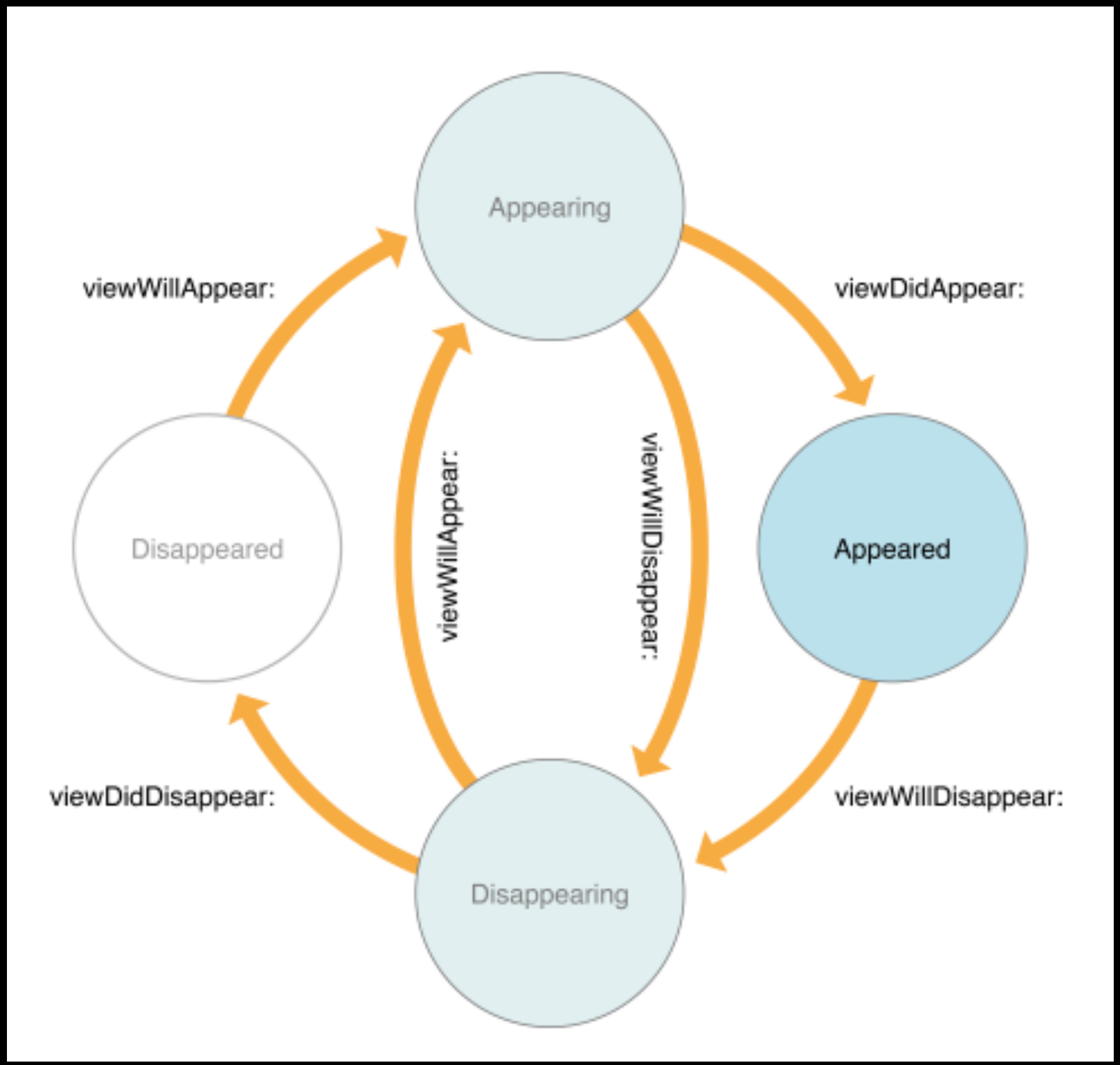


Table View Controller

Collection View Controller

Container View Controllers

View Controller LifeCycle



View Controllers Life Cycle

viewDidLoad()

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- Called when the view controller's content view is created and loaded from a storyboard

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- Intended for initial setup
- Might be called multiple times since views may be purged

View Controllers Life Cycle

viewWillAppear()

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- Always called immediately before the content view appears onscreen

View Controllers Life Cycle

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- Always called immediately before the content view appears onscreen
- Intended for any operations that you want always to occur before the view becomes visible

View Controllers Life Cycle

viewDidAppear()

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viewDidAppear()

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- Intended for any operations that occur as soon as the view becomes visible
  - Fetching data

View Controllers Life Cycle

viewDidAppear()

- Always called immediately after the content view appears onscreen
- Intended for any operations that occur as soon as the view becomes visible
  - Fetching data
  - Showing an animation

View Controllers Life Cycle

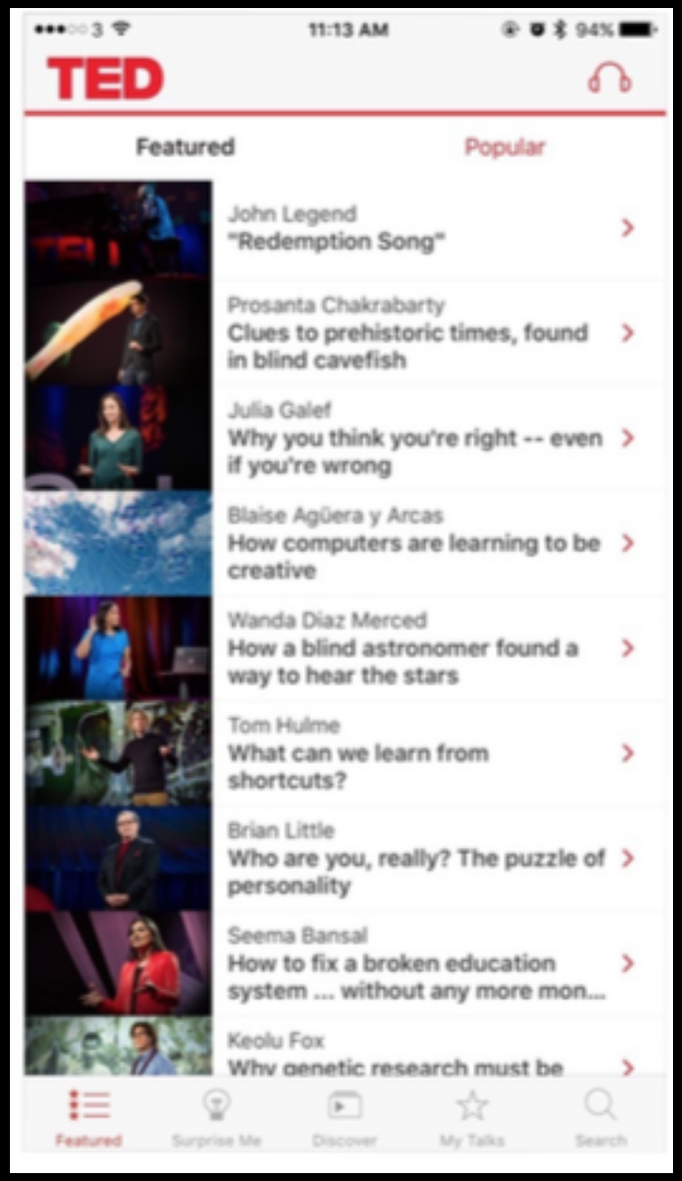
viewDidAppear()

- Always called immediately after the content view appears onscreen
- Intended for any operations that occur as soon as the view becomes visible
  - Fetching data
  - Showing an animation
  - etc…

Table View Controllers

Table View

- Displays one column of scrollable list of data
- Vertical scrolling only
- One of the most common UI elements



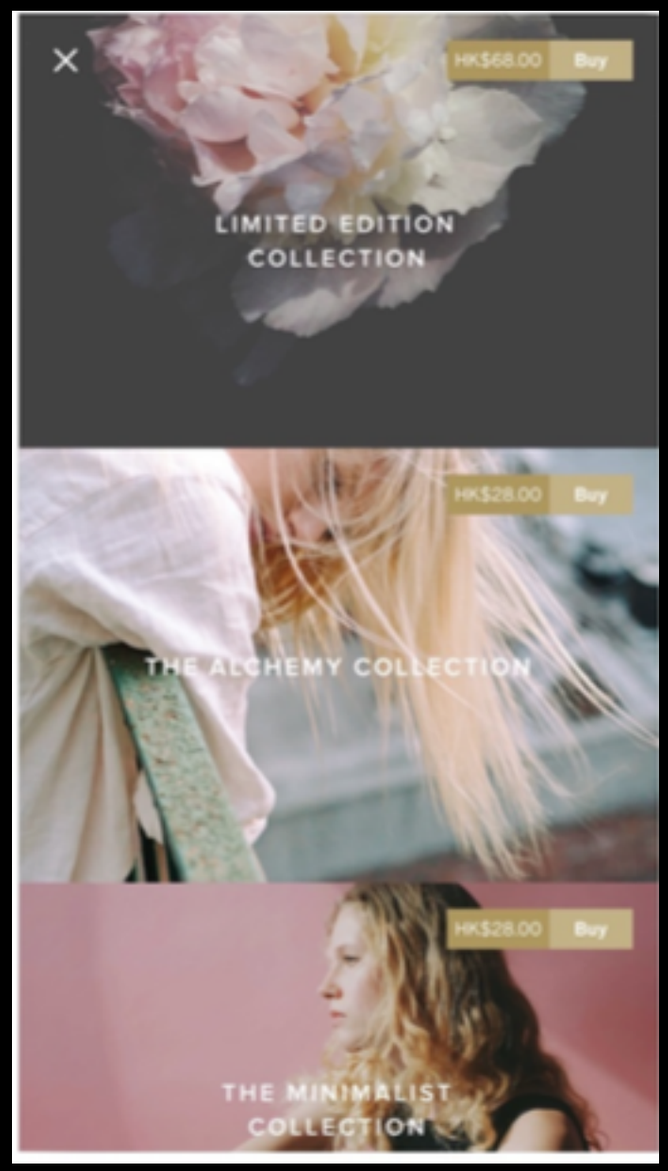
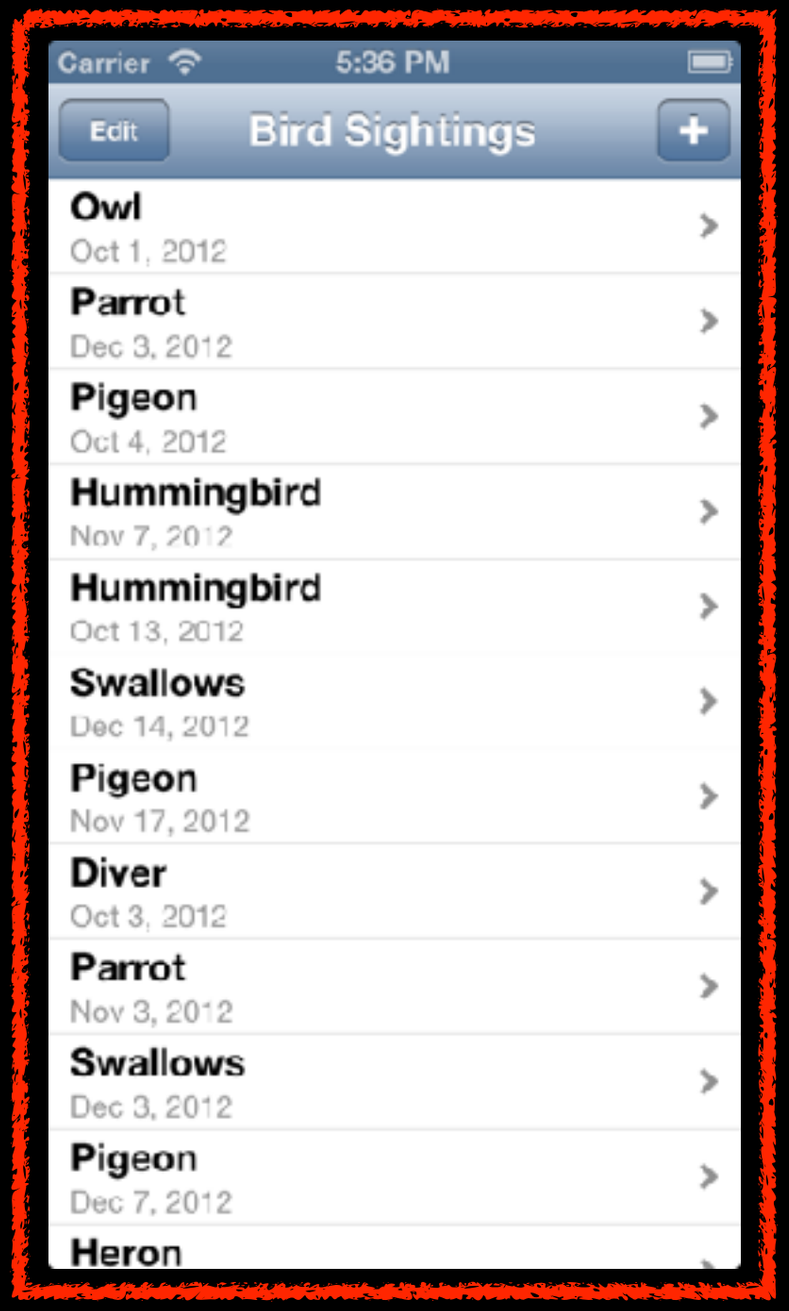


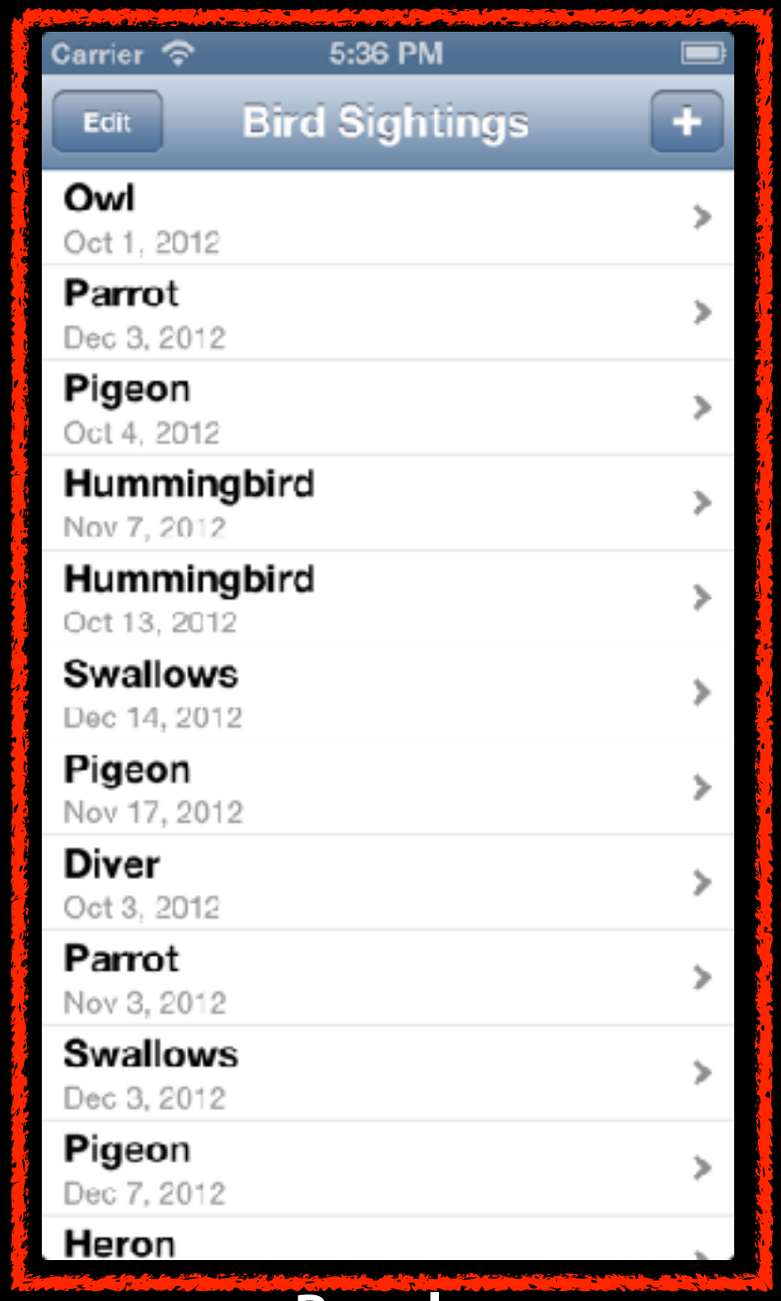
Table View Styles



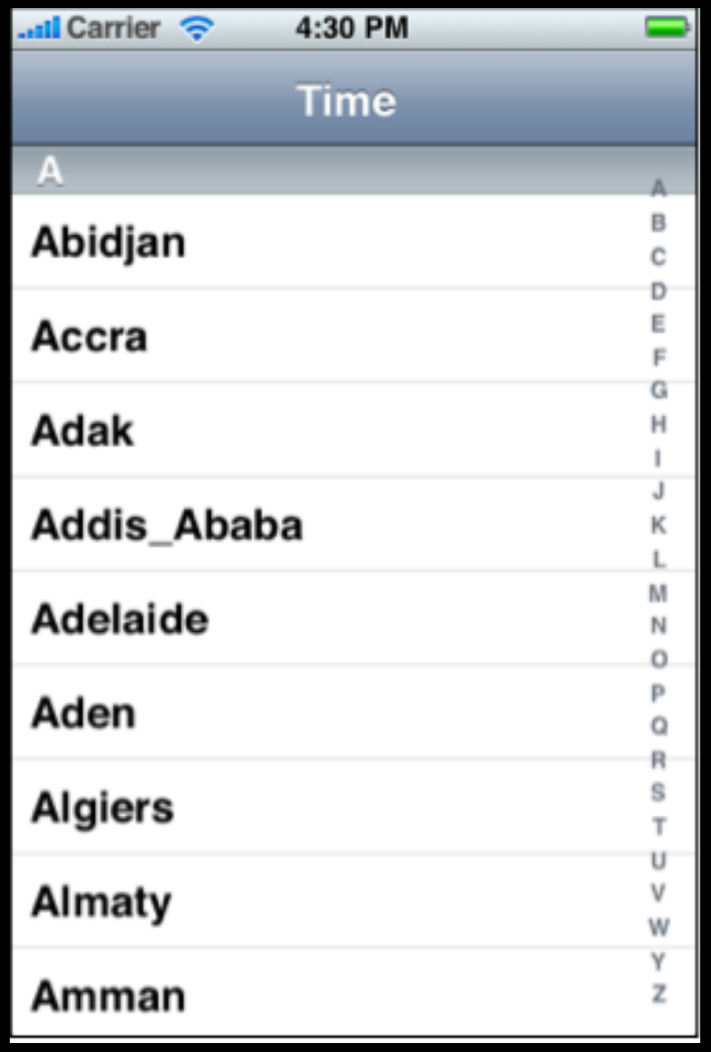
Plain

Grouped

Plain Table Views



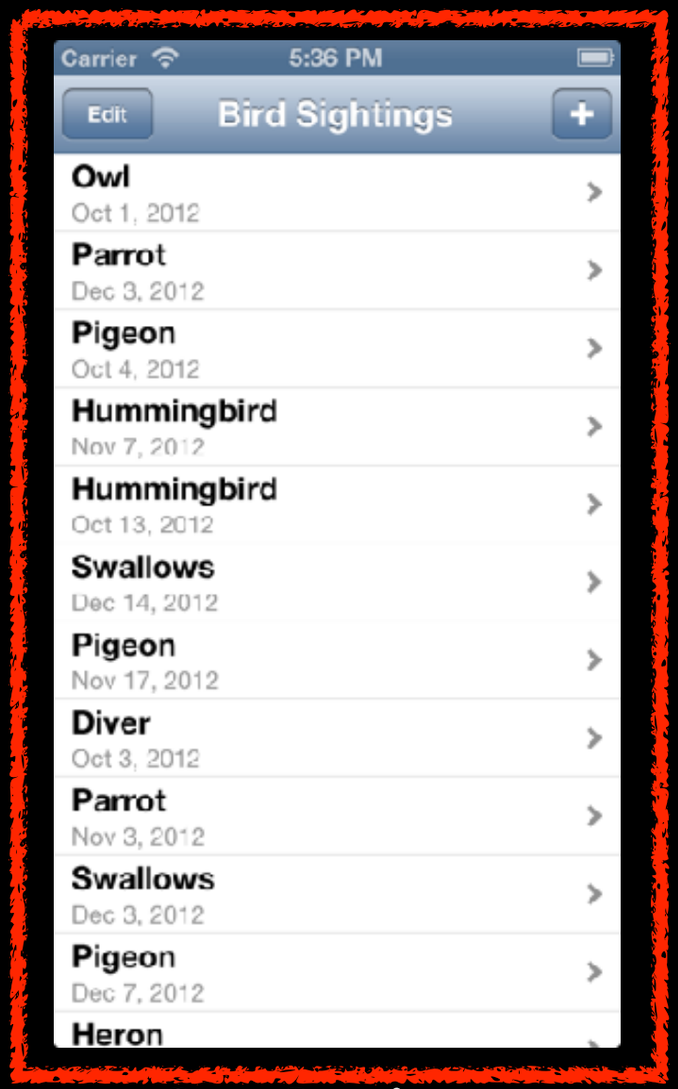
Regular



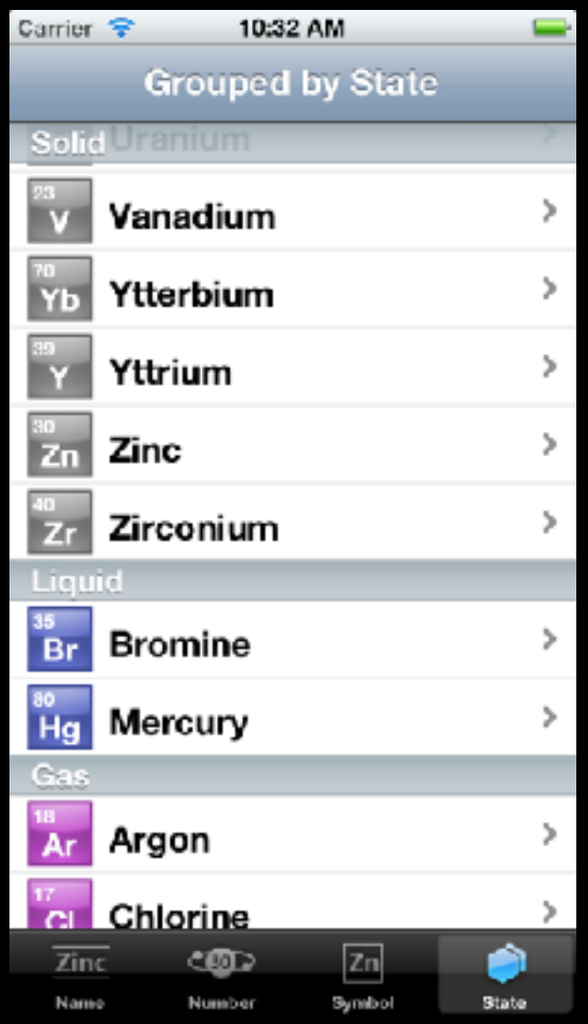
Indexed List

Table View Data Organization

- The data are organized in sections
- Each section may contain multiple rows
- Many table views contain only one section

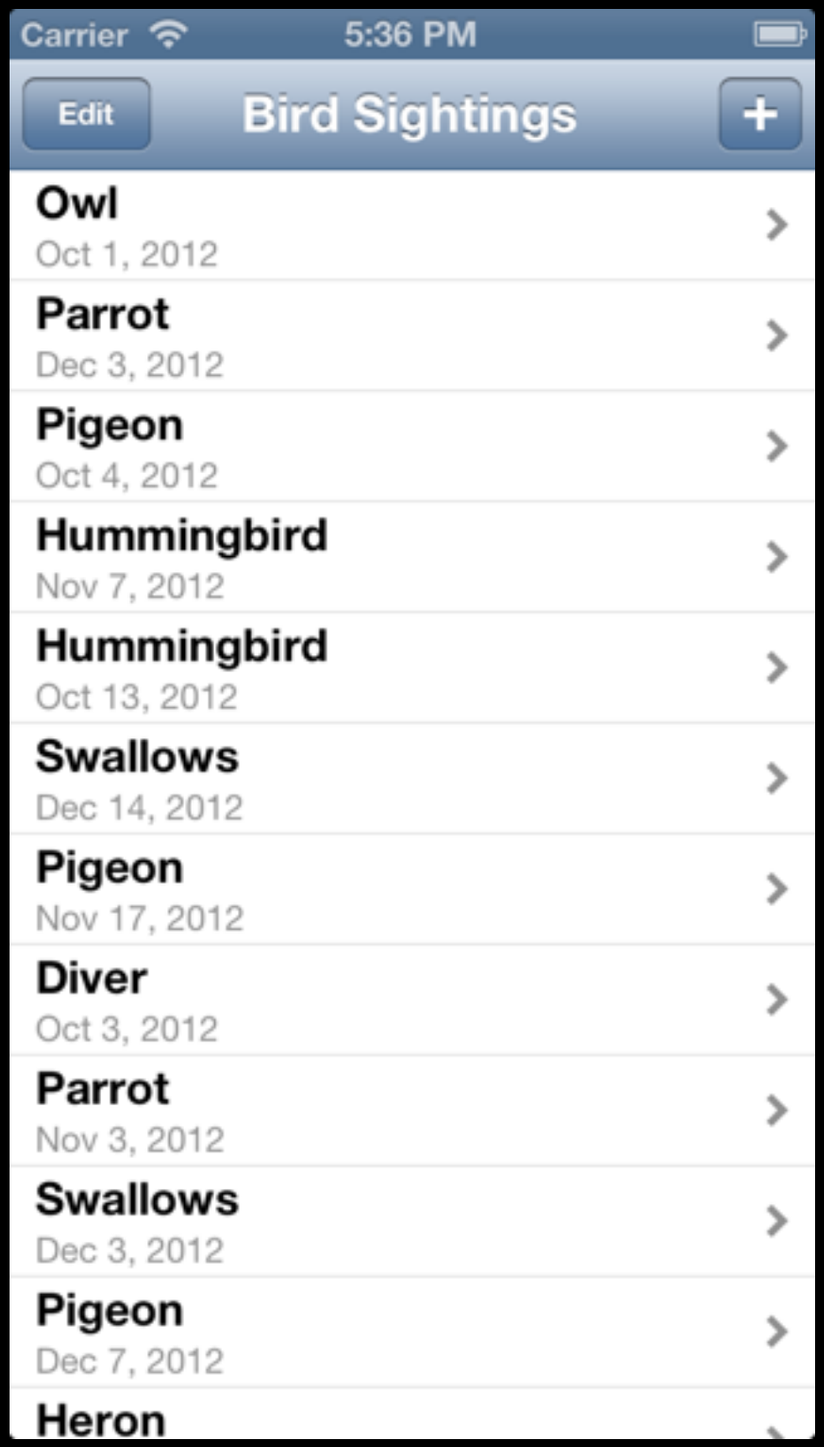


One Section



Multiple Sections

The Anatomy of A Table View



The Anatomy of A Table View

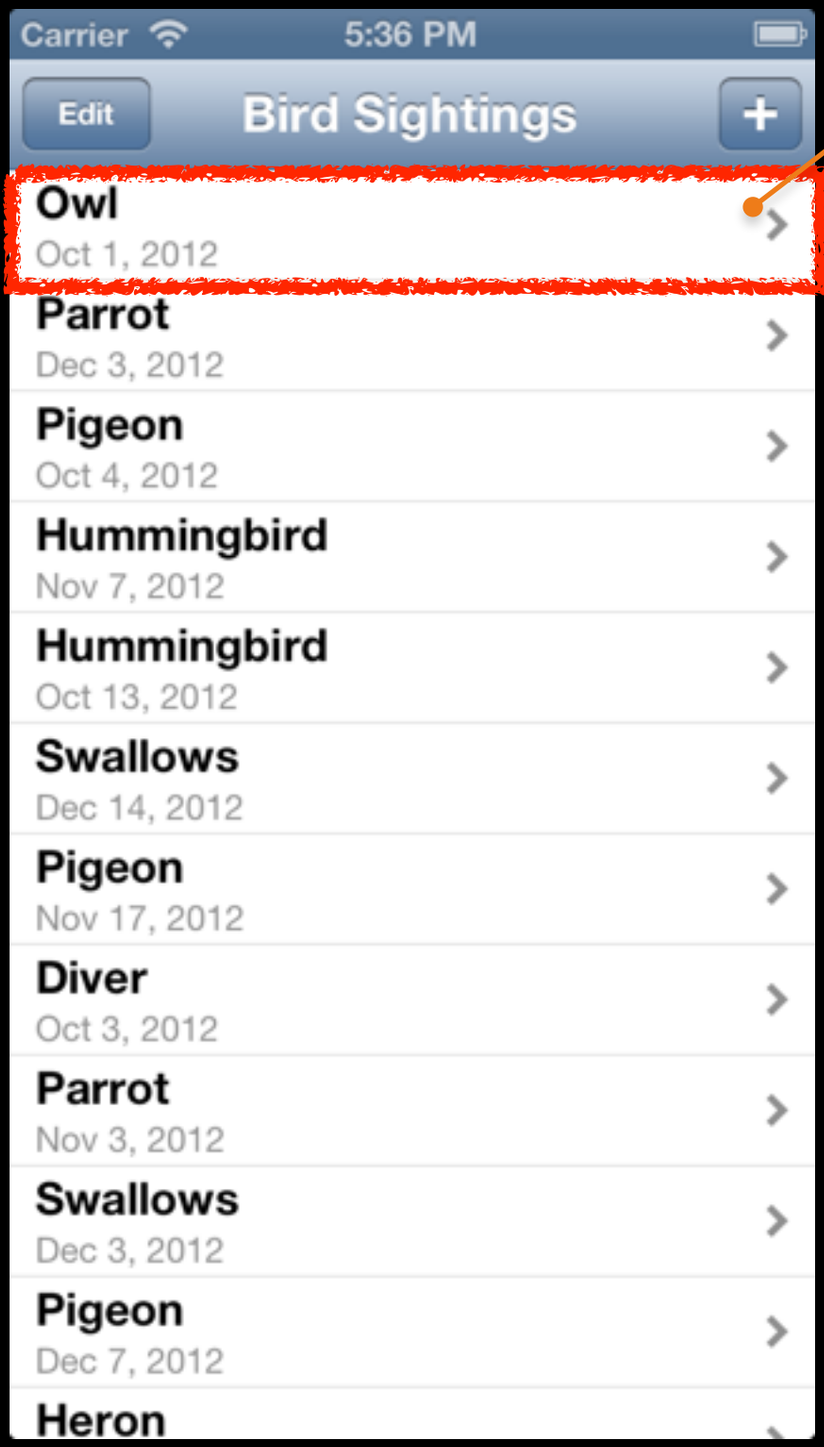


Table View Cell

The Anatomy of A Table View

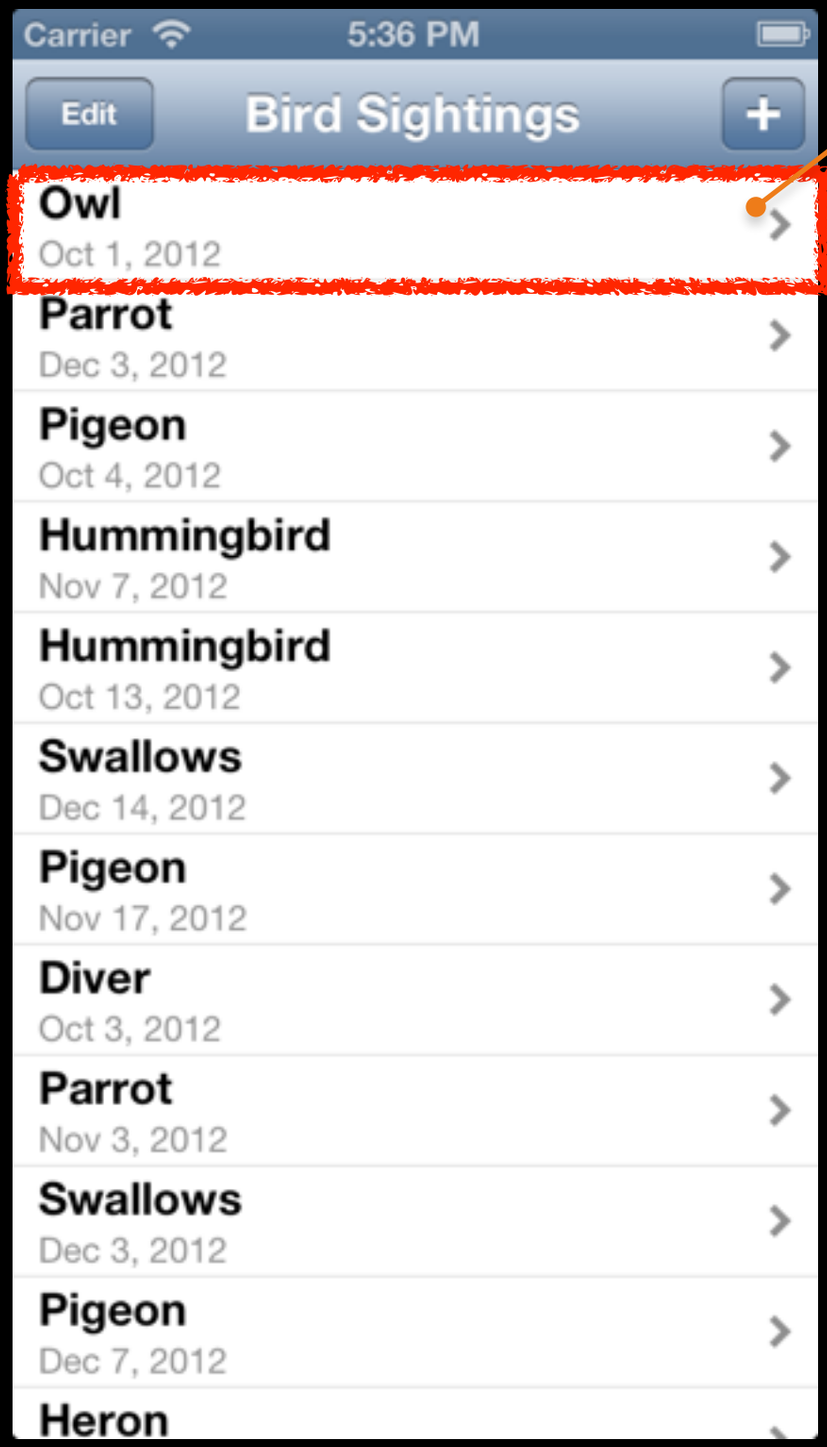


Table View Cell

The Anatomy of A Table View

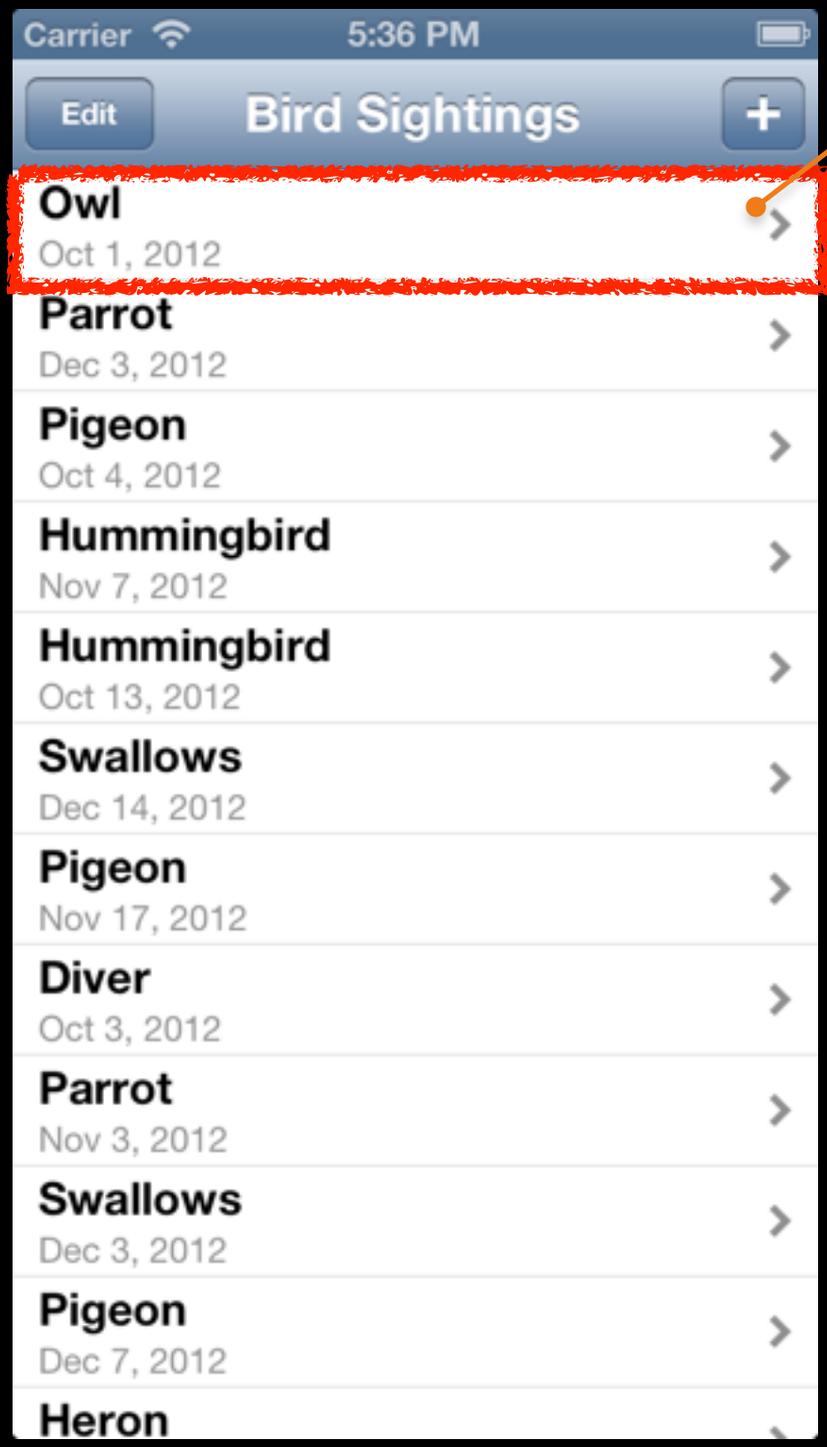


Table View Cell

Content View

The Anatomy of A Table View

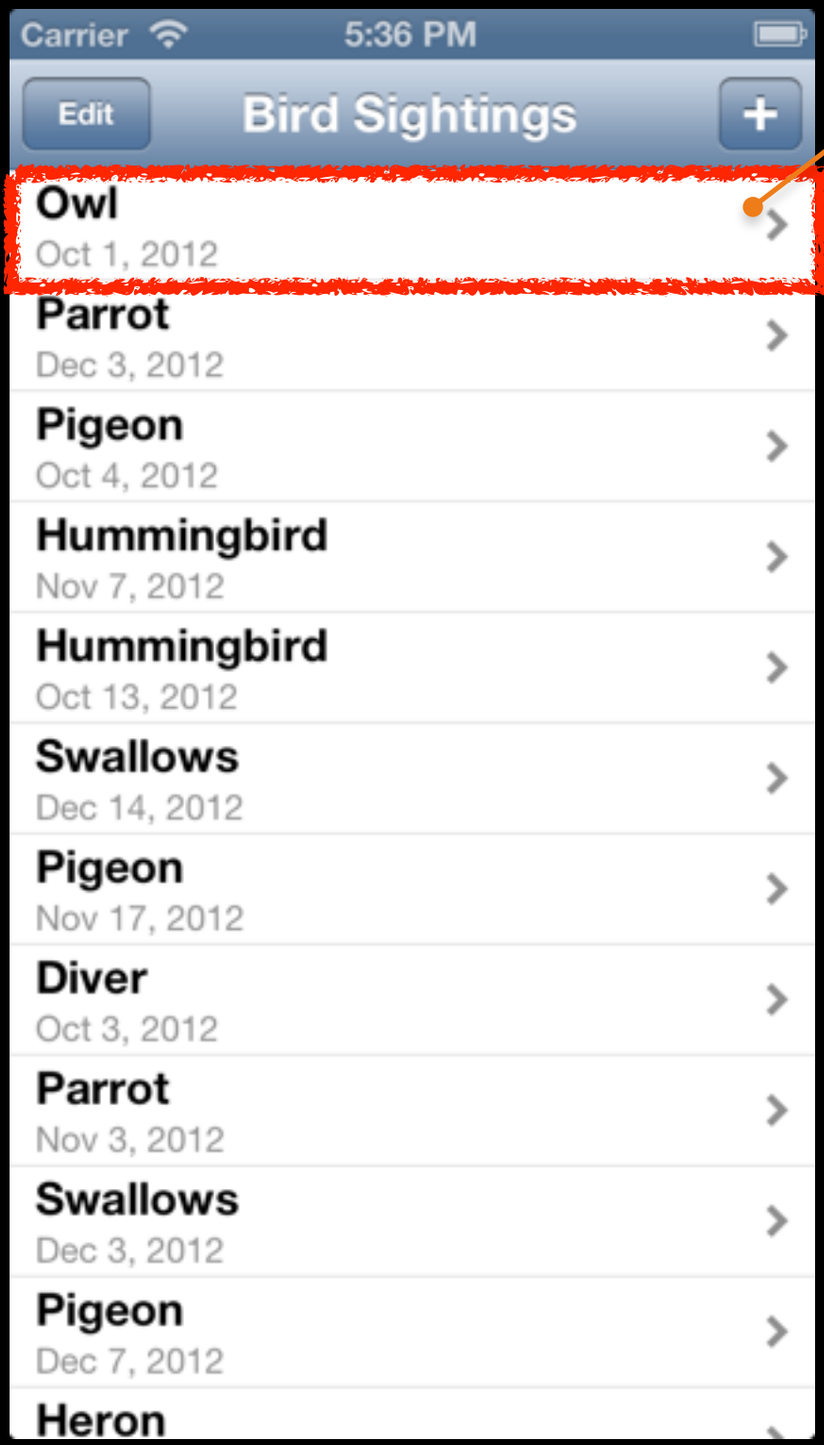


Table View Cell

Content View

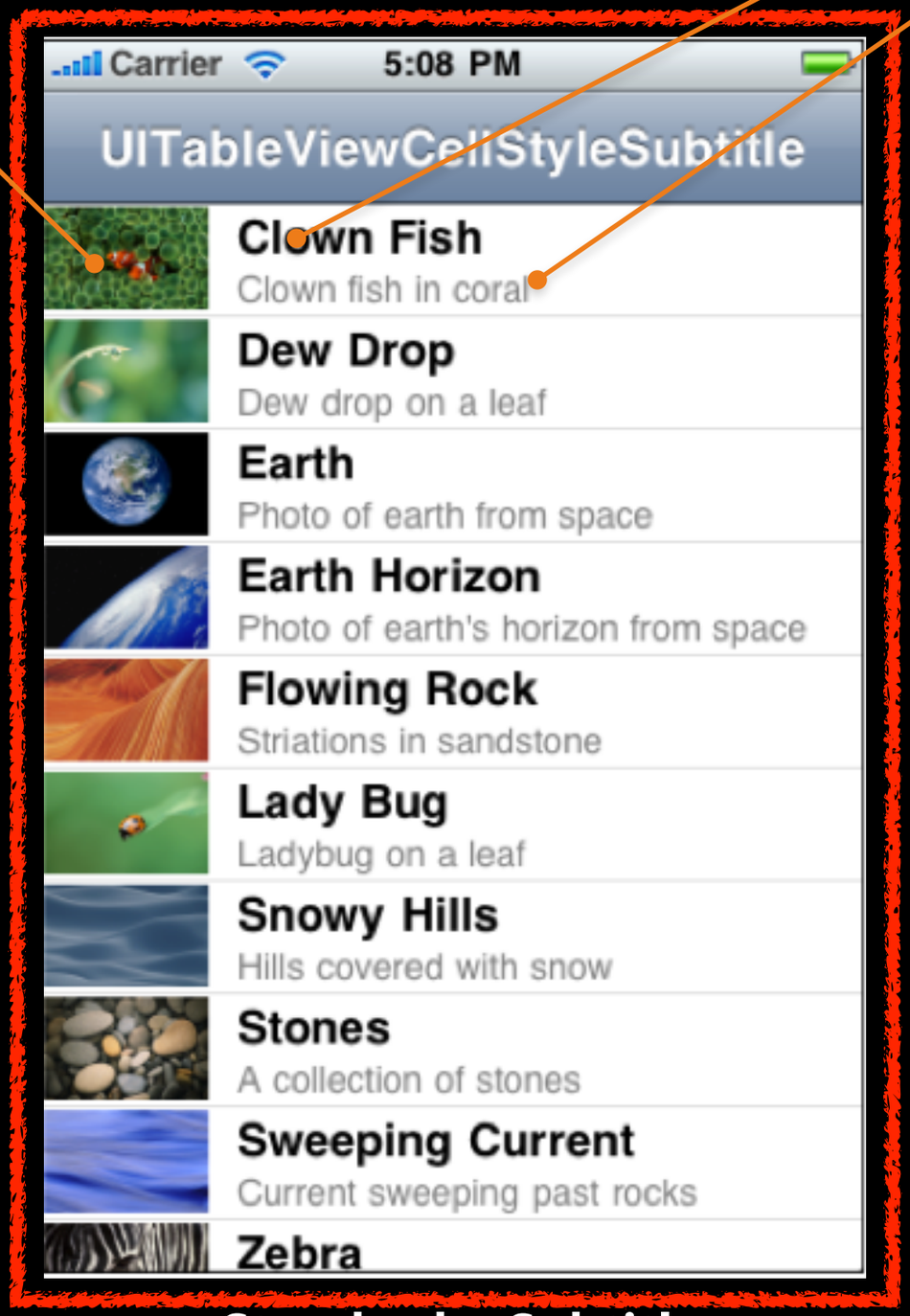
Accessory View

Table View Cells

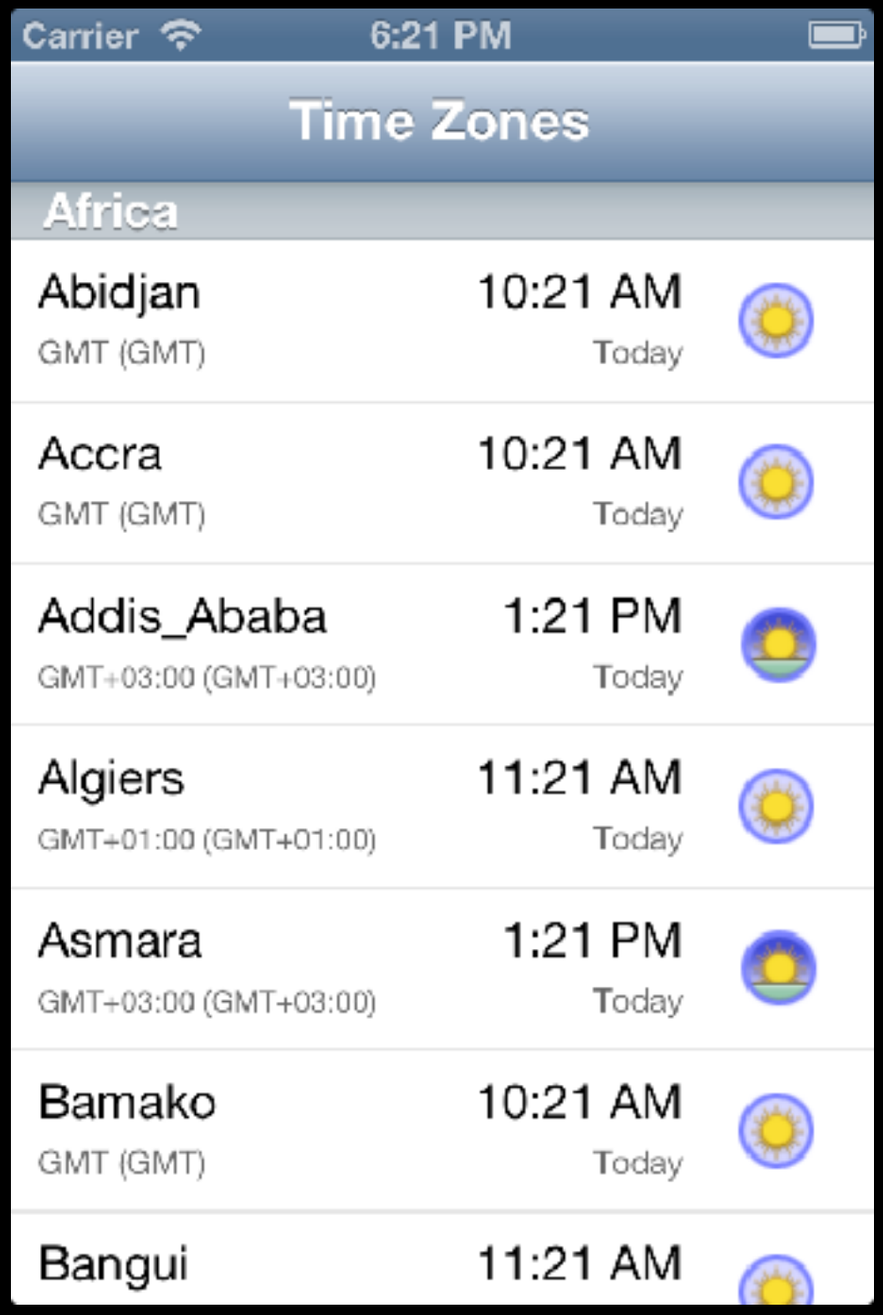
cell.textLabel

cell.detailTextLabel

cell.image

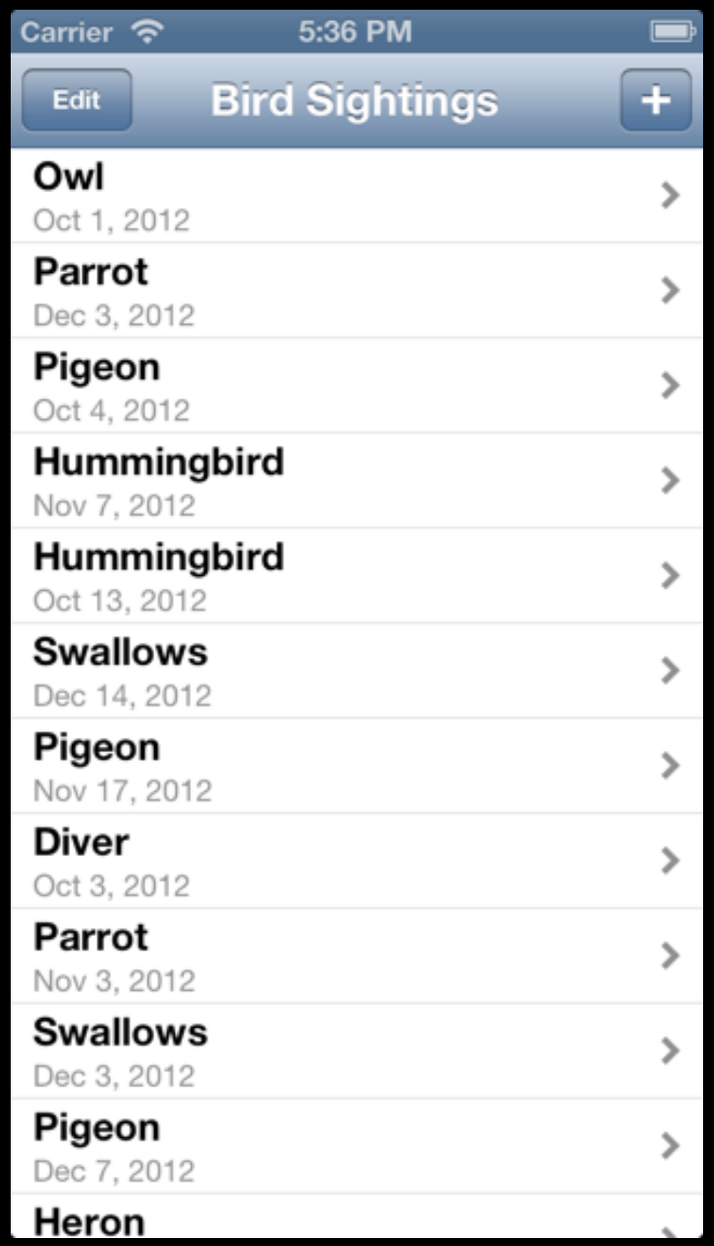


Standard - Subtitle

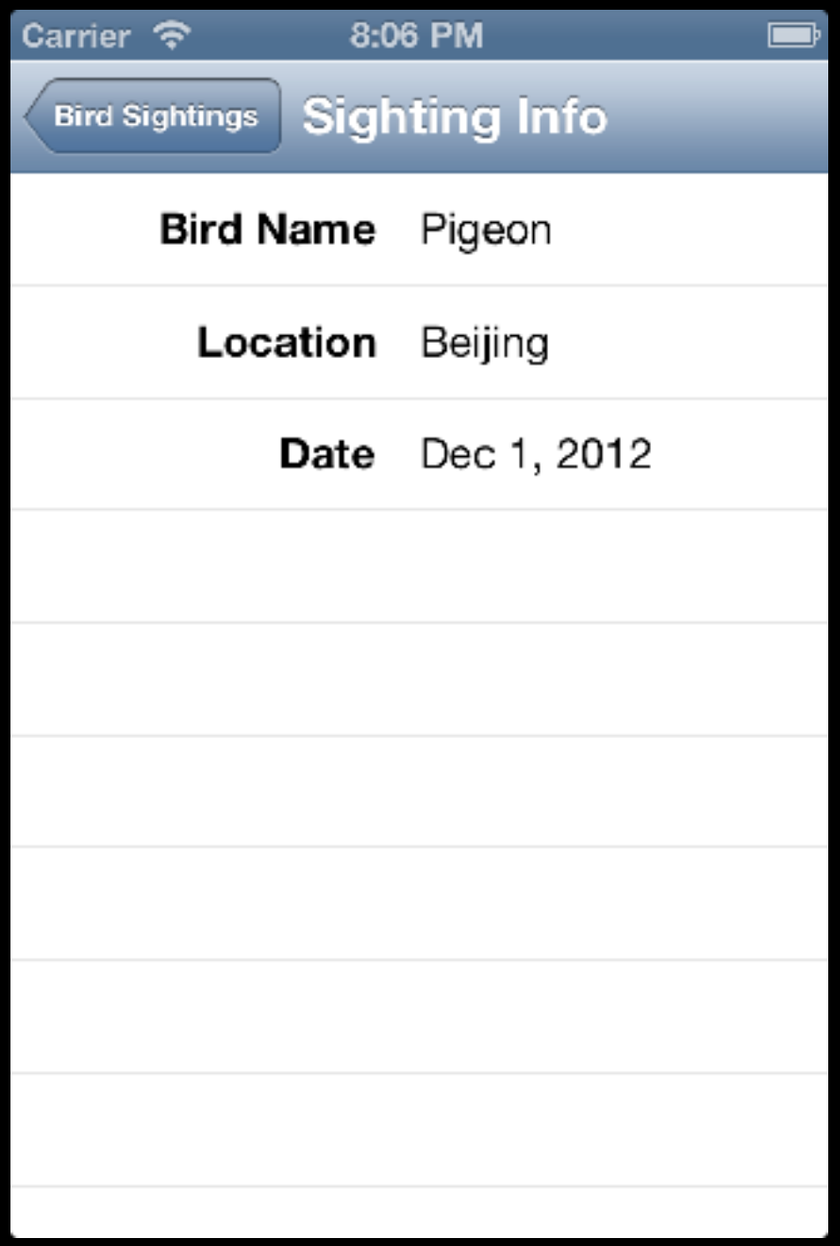


Custom

Static/Prototype Table View



Prototype



Static

Table View Types

- Prototype – dynamic
  - the number of cells can be changed during run-time
  - The layout of a cell is not changed (to some extent)
  - The content of each cell can be changed

- Static
  - the number of cells and the layout of each cell are pre-defined and never be changed during run- time

UITableView

I'm very flexible. I can display data for you but you need to provide me some information.

UITableViewDataSource

- How many table section?
- How many table rows do you have?
- What do you want to display at row x?
- What's the title of the sections?

UITableViewDelegate

- What's the row height?
- What's the height of the header section?
- What's the level of indentation for row x?

The information required by UITableView are defined through protocols

ViewController

ViewController is the delegate object that adopts these protocols and provides the implementation (i.e. to answer the questions)

UITableViewDataSource Protocol

- Required methods
  - `- (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section;`
  - `- (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath;`
- Optional methods
  - `- (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView;`
  - ……

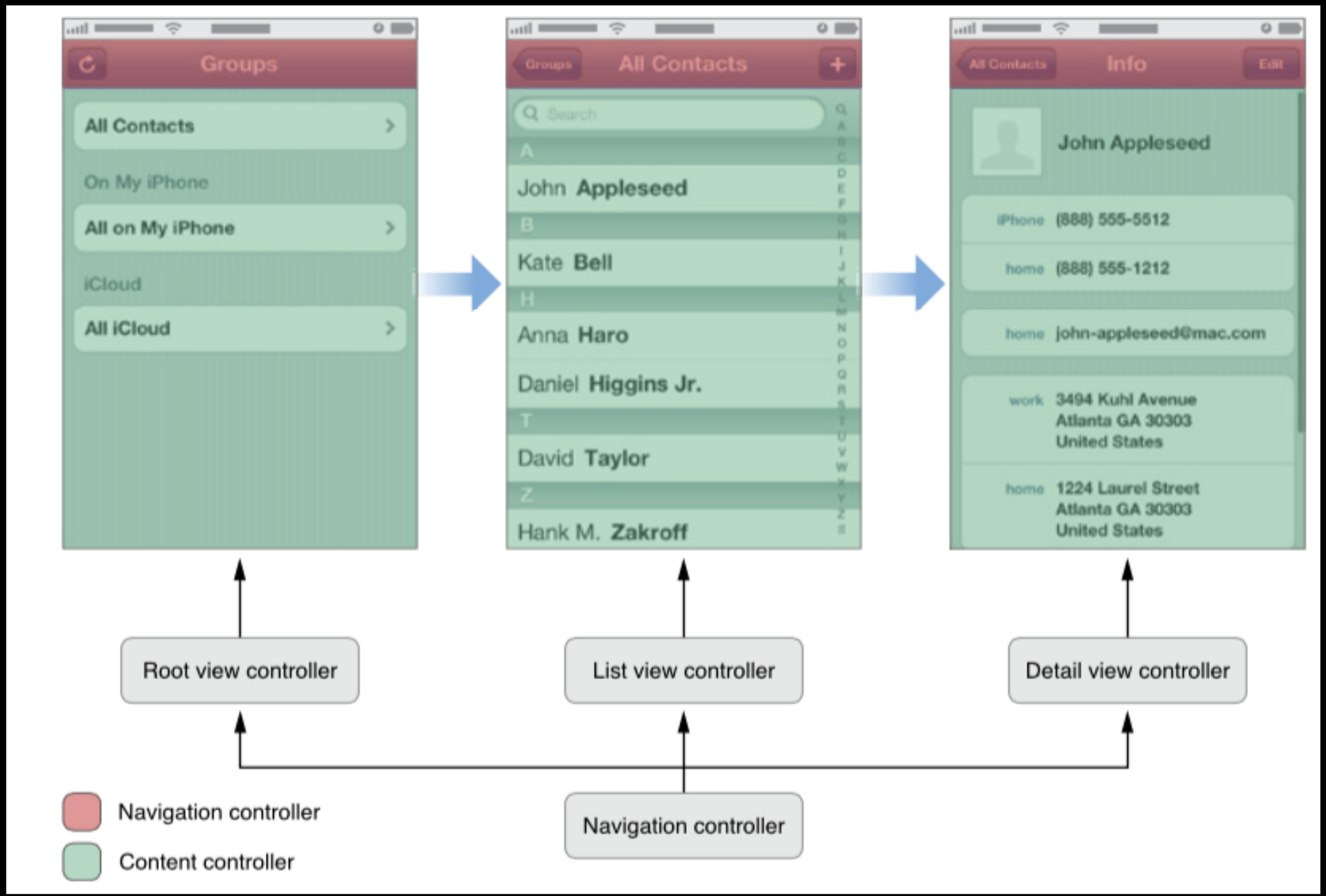
UITableViewDelegate Protocol

- All methods are optional
  - `- (BOOL)tableView:(UITableView *)tableView canEditRowAtIndexPath:(NSIndexPath *)indexPath;`
  - `- (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:(NSIndexPath *)indexPath;`

Navigation Controllers

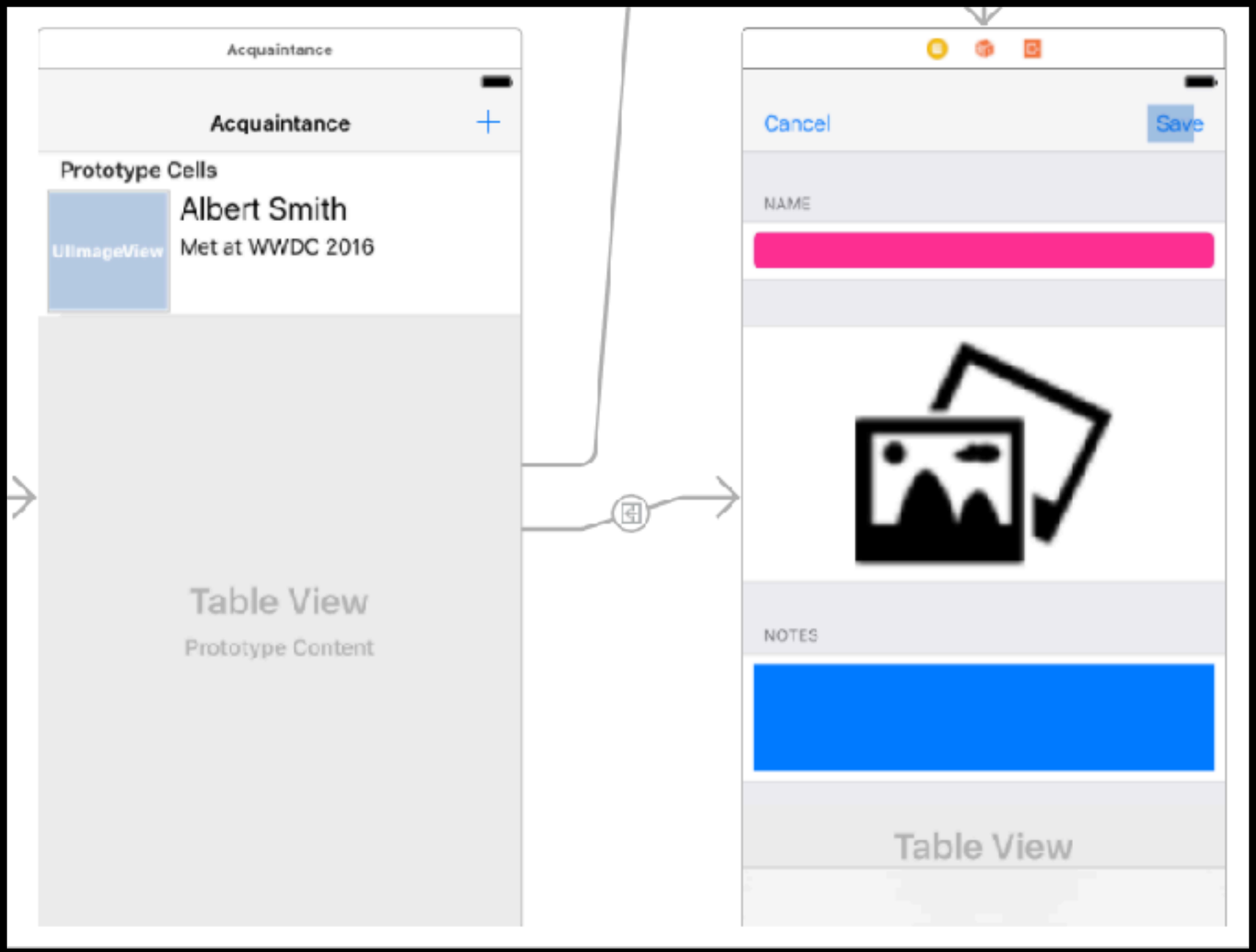
UINavigationController

A drill-down interface for hierarchical content



What's a Segue?

- A segues connects two scenes and manages the transition from one scene to another



Types of segue

- **Show -** the new view controller is pushed on top of the current view controller stack
  - A back button is displayed for navigating back
- **Show detail -** the new view controller in the detail view controller replaces the top of the current view controller stack
  - No navigation bar and back button for navigating back
- **Present modally -** the new view controller is presented modally, e.g., animated up from the bottom to cover the entire screen
- **Present as popover -** the new view controller is presented as a popover anchored to an existing view
  - Commonly found in iPad apps, but can be used in iPhone too

- “Table View Programming Guide for iOS”
- “View Controller Programming Guide for iOS”