



Beginning iOS 10 Application Development

View Controllers

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View Controllers

View Controllers

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

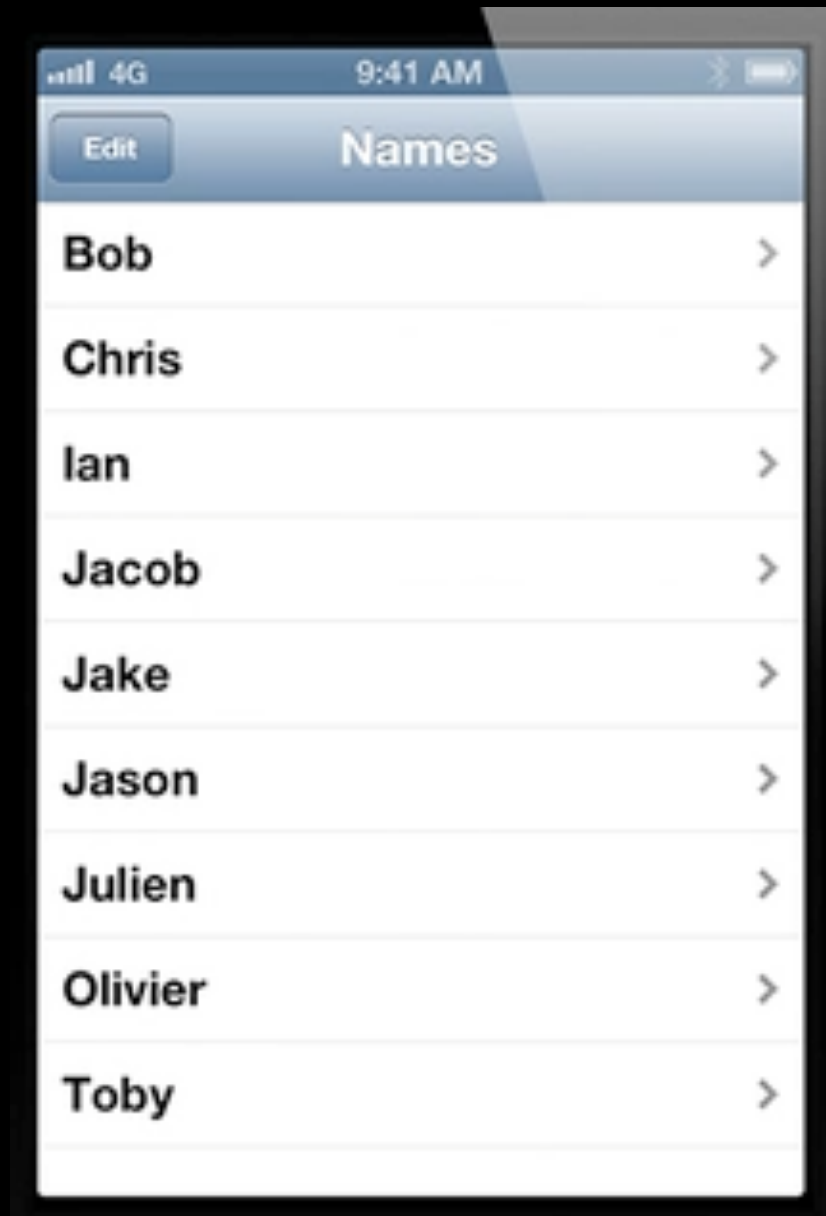
View Controllers

- Manages the views and the interactions between the views and the underlying data
- Every app has at least one view controller

View Controllers

- Manages the views and the interactions between the views and the underlying data
- Every app has at least one view controller
- The *UIViewController* class is the base class of view controllers

Content View Controllers



Content View Controllers

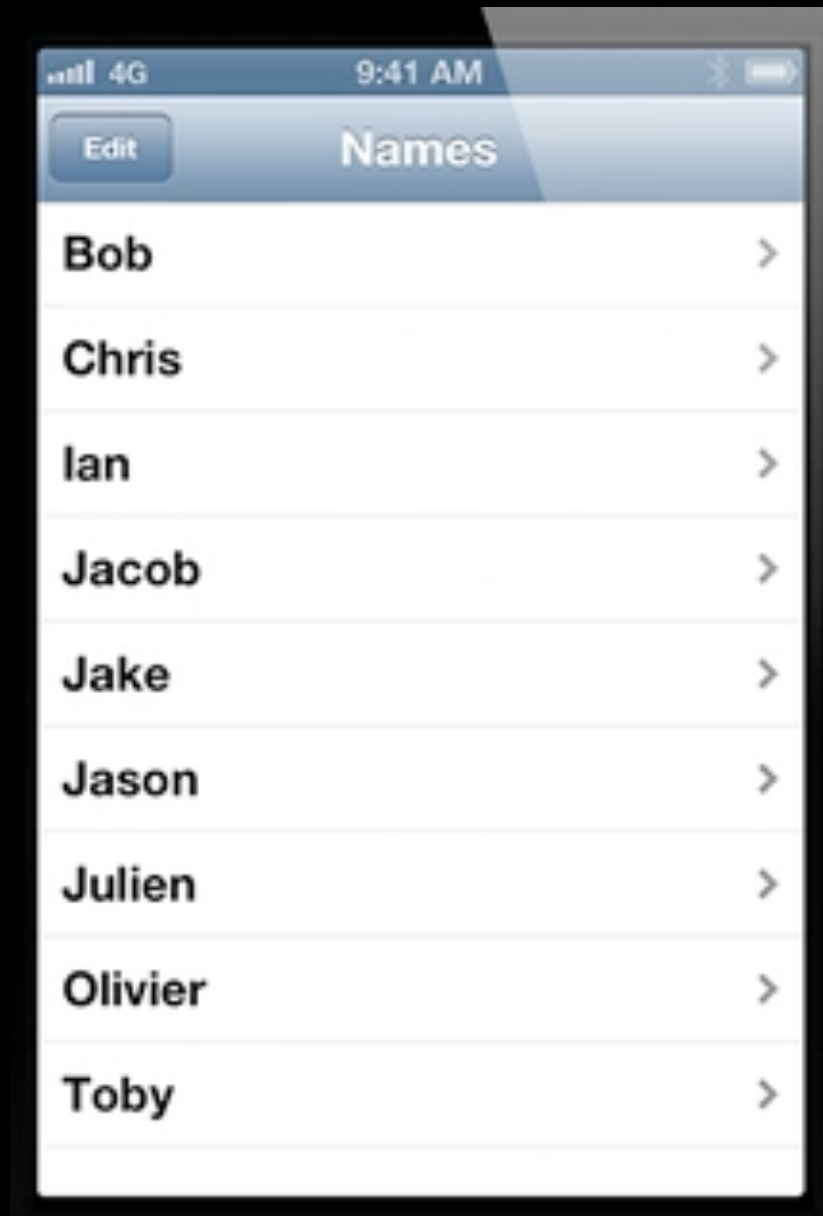


Table View Controller

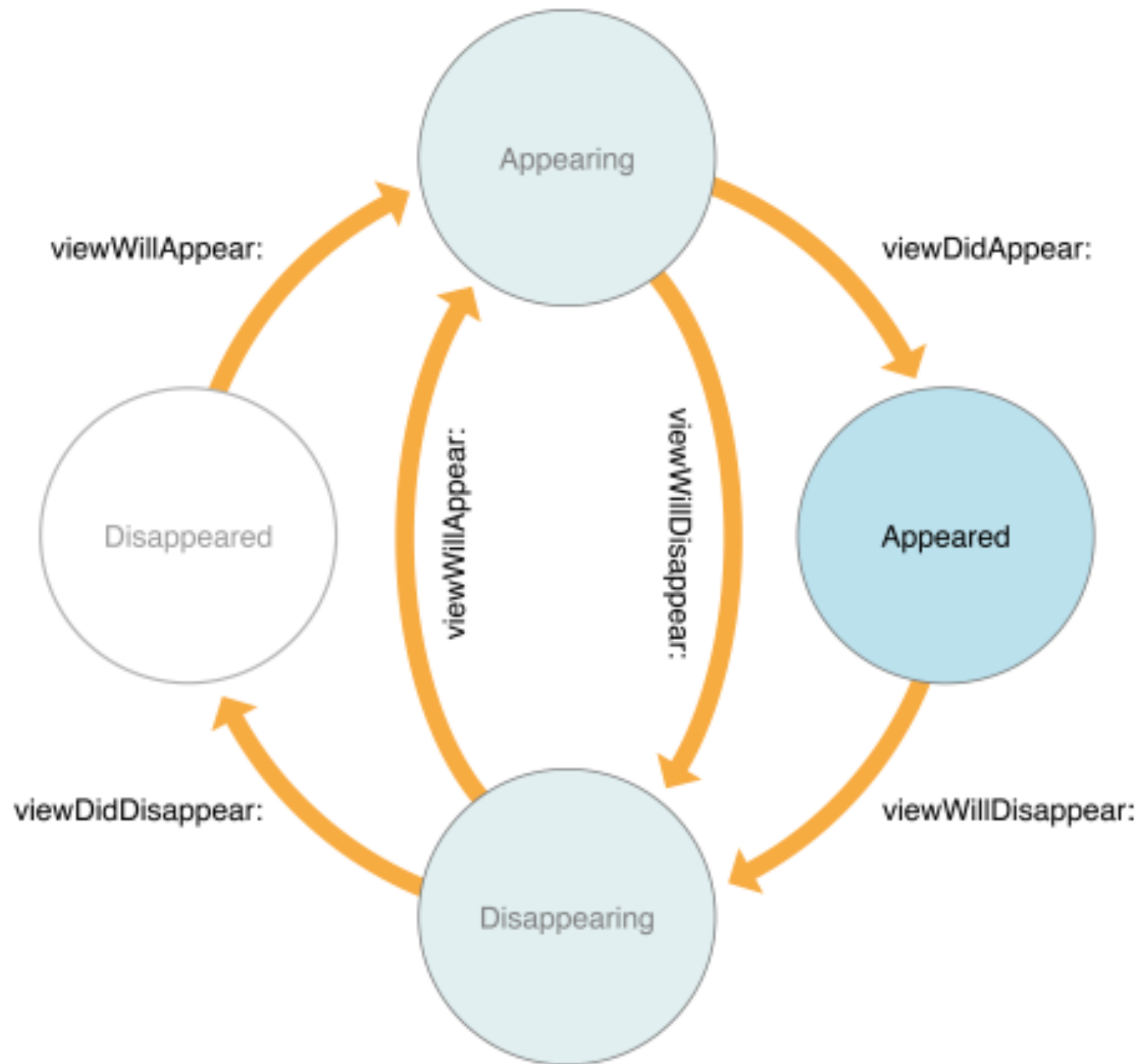


Collection View Controller

Container View Controllers



View Controller LifeCycle



View Controllers Life Cycle

viewDidLoad()

View Controllers Life Cycle

viewDidLoad()

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

View Controllers Life Cycle

viewDidLoad()

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

View Controllers Life Cycle

viewDidLoad()

- Called when the view controller's content view is created and loaded from a storyboard
- Intended for initial setup
- Might be called multiple times since views may be purged

View Controllers Life Cycle

viewWillAppear()

View Controllers Life Cycle

`viewWillAppear()`

- Always called immediately before the content view appears onscreen

View Controllers Life Cycle

`viewWillAppear()`

- 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()

View Controllers Life Cycle

`viewDidAppear()`

- Always called immediately after the content view appears onscreen

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

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

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

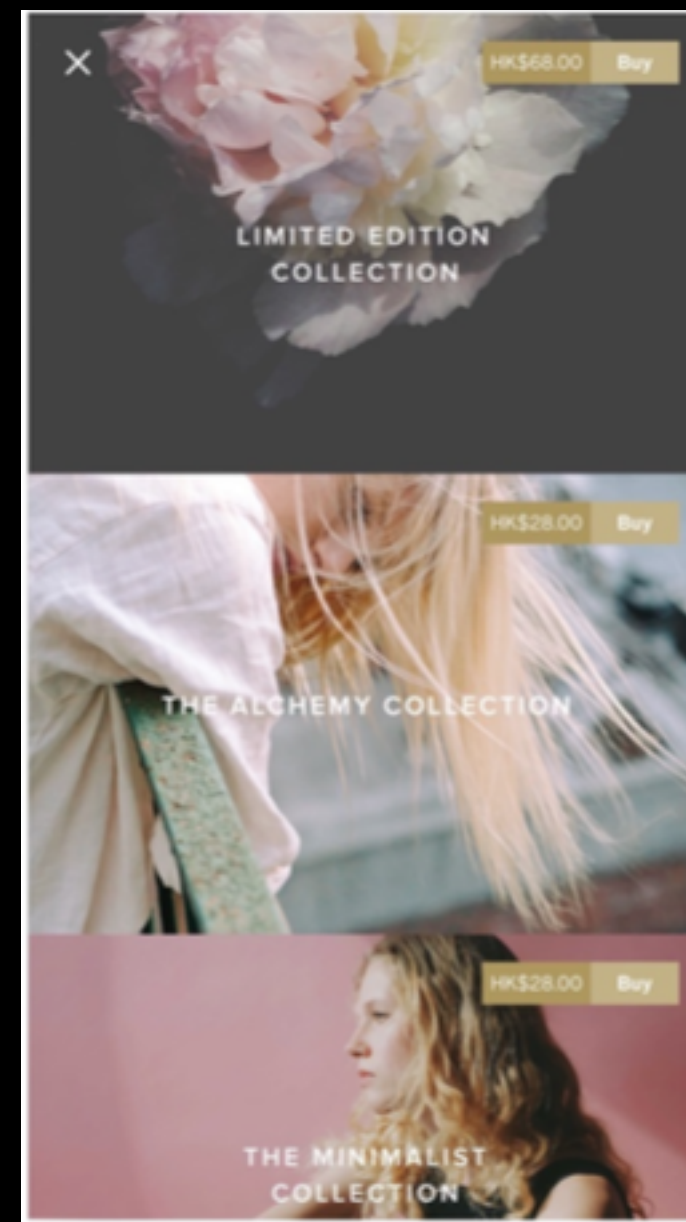
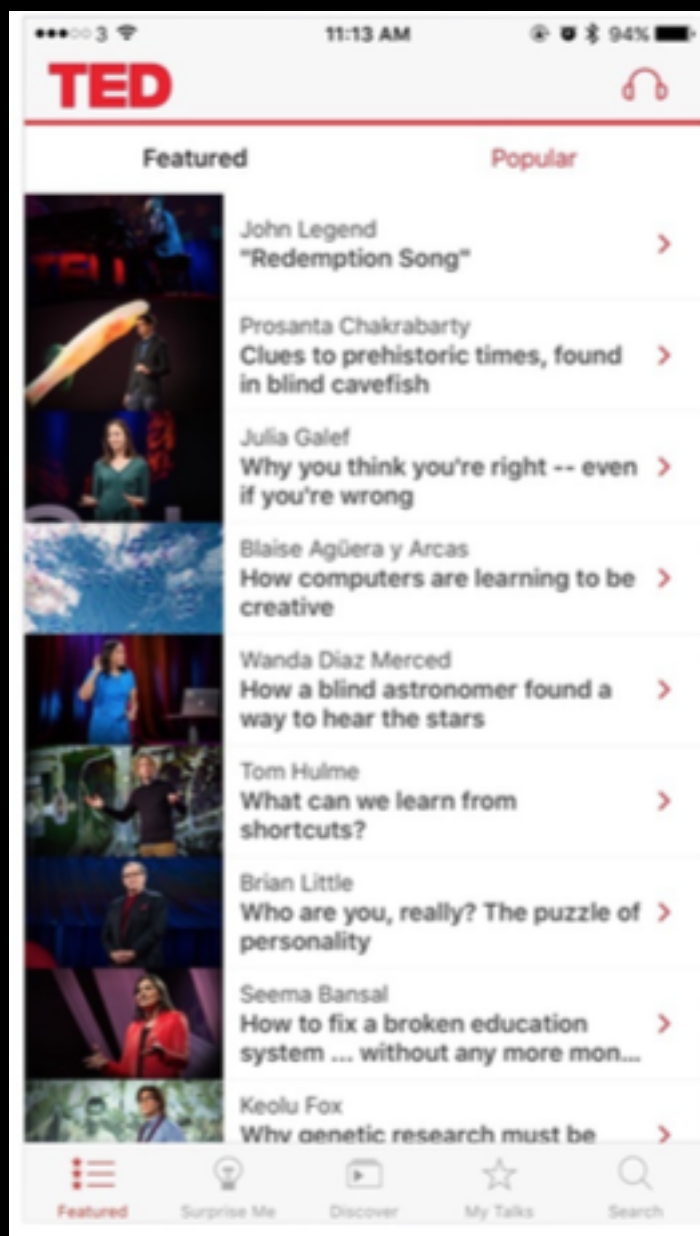
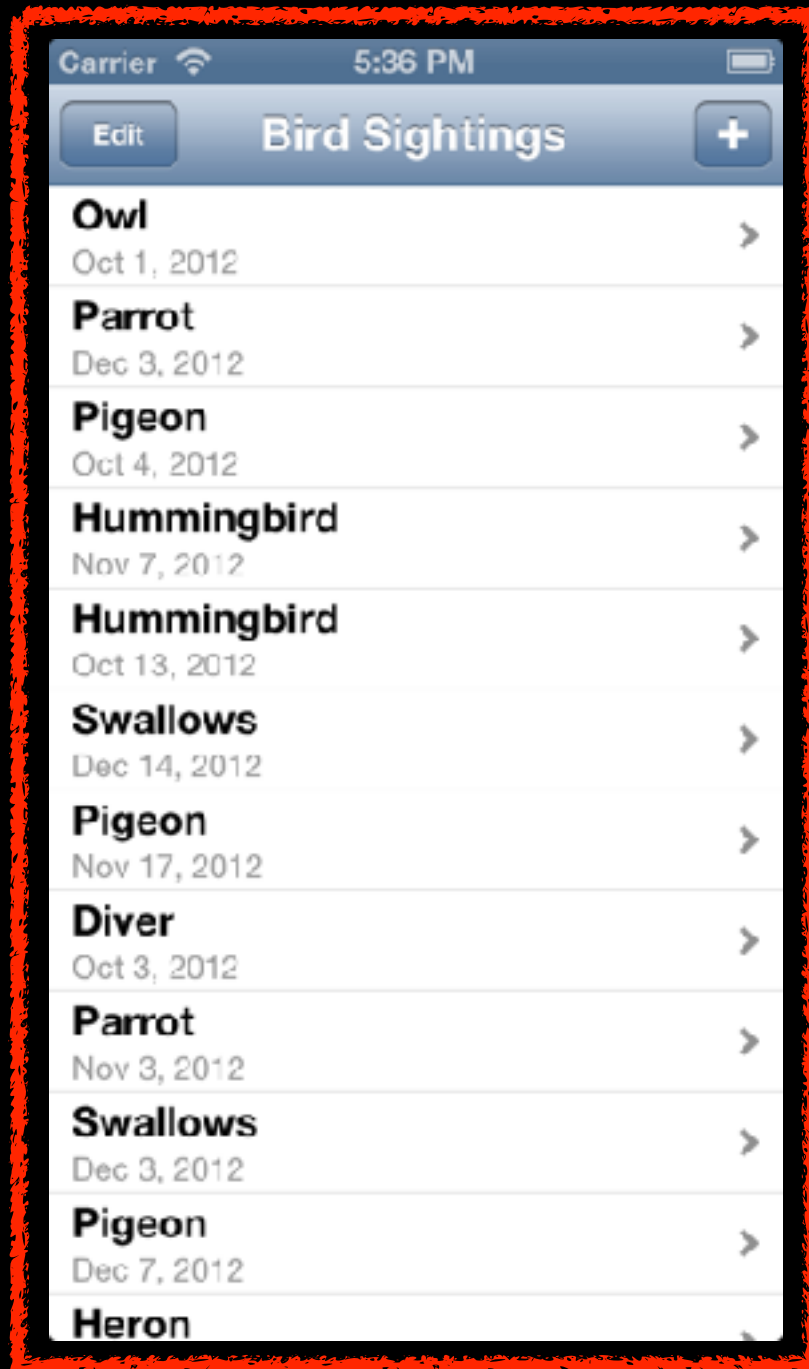


Table View Styles



This screenshot shows an iPhone app interface with a status bar at the top displaying 'Carrier', signal strength, Wi-Fi, and the time '5:36 PM'. The app's title bar is 'Bird Sightings' with an 'Edit' button on the left and a '+' button on the right. The table below lists bird sightings with a plain style: no grid lines, no alternating row colors, and no section headers. Each row contains the bird name, the date, and a chevron icon on the right.

Bird Sightings		
Owl	Oct 1, 2012	>
Parrot	Dec 3, 2012	>
Pigeon	Oct 4, 2012	>
Hummingbird	Nov 7, 2012	>
Hummingbird	Oct 13, 2012	>
Swallows	Dec 14, 2012	>
Pigeon	Nov 17, 2012	>
Diver	Oct 3, 2012	>
Parrot	Nov 3, 2012	>
Swallows	Dec 3, 2012	>
Pigeon	Dec 7, 2012	>
Heron		>

Plain

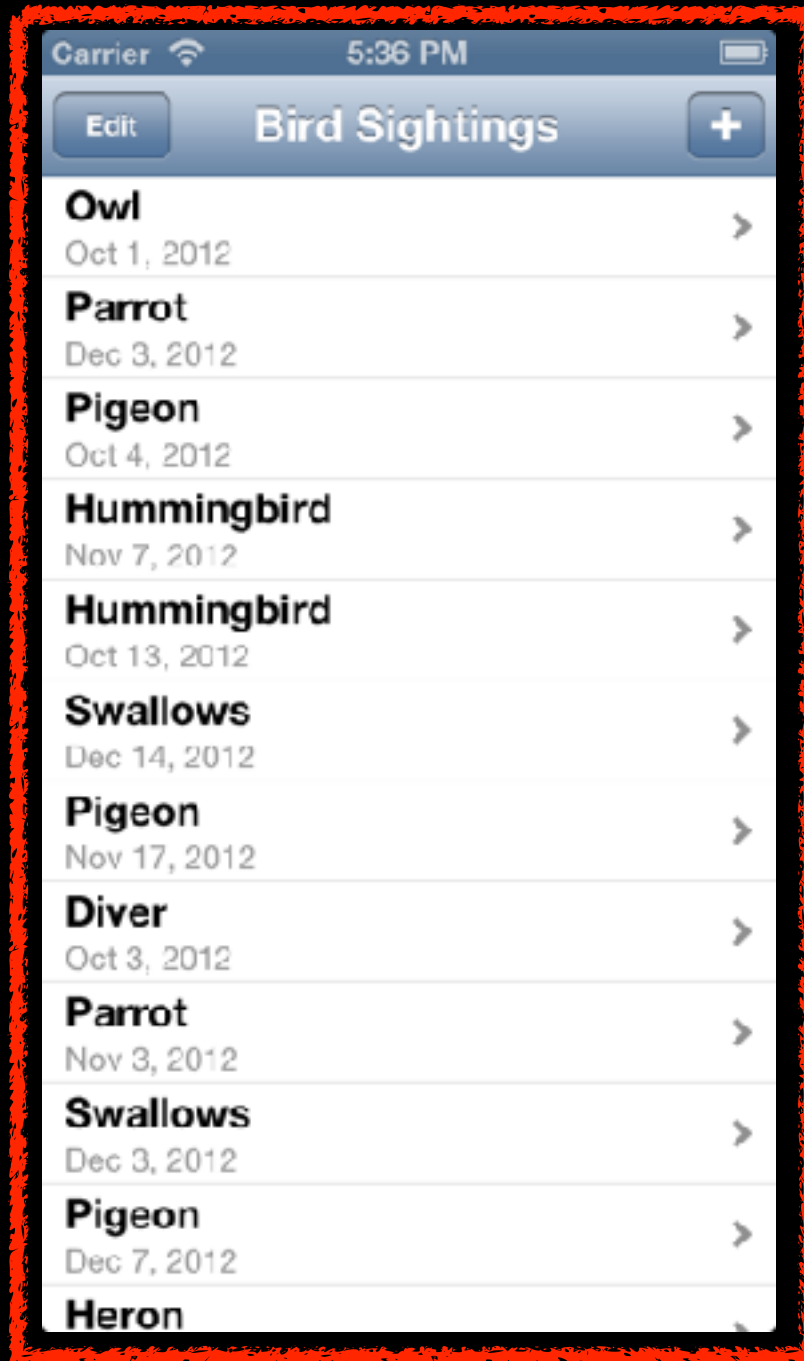


This screenshot shows an iPhone app interface with a status bar at the top displaying 'Carrier', signal strength, Wi-Fi, and the time '4:30 PM'. The app's title bar is 'State'. The table below lists chemical elements with a grouped style: sections are separated by light gray background bars, and rows within a section have alternating white and light gray backgrounds. Each row contains the element's symbol, name, and a chevron icon on the right. A bottom tab bar shows 'Zinc' as the selected element, with icons for Name, Number, Symbol, and State.

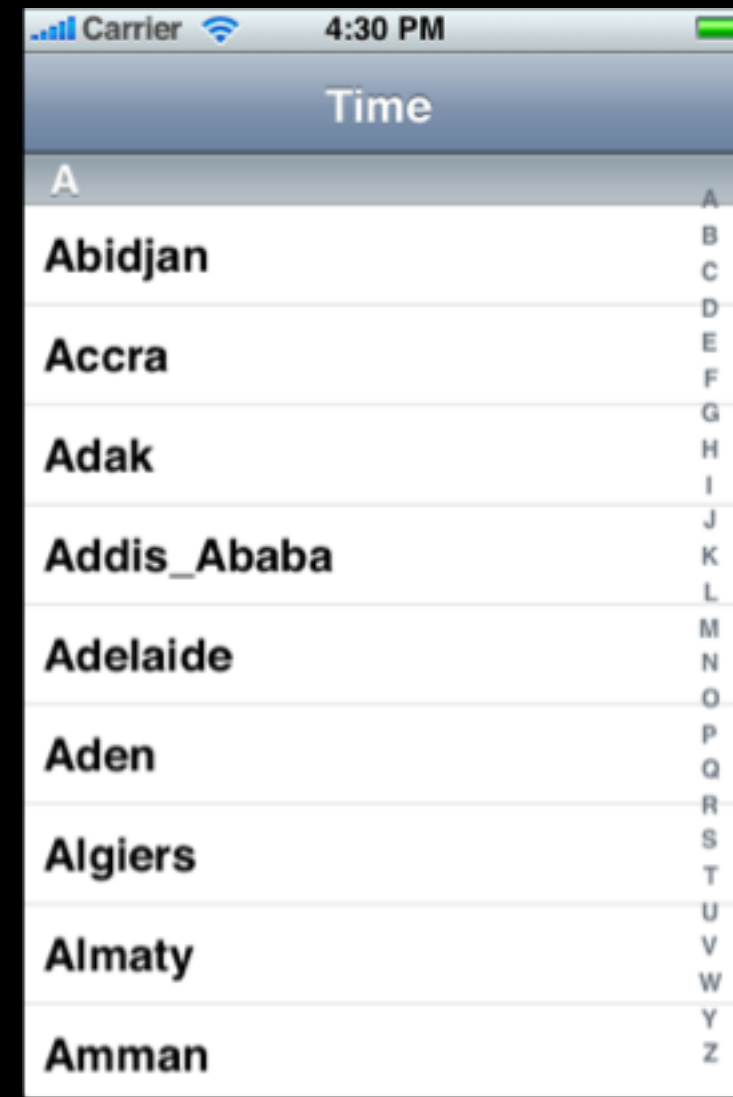
State		
Zr	Zirconium	>
Liquid		
35 Br	Bromine	>
80 Hg	Mercury	>
Gas		
18 Ar	Argon	>
17 Cl	Chlorine	>
9 F	Fluorine	>

Grouped

Plain Table Views



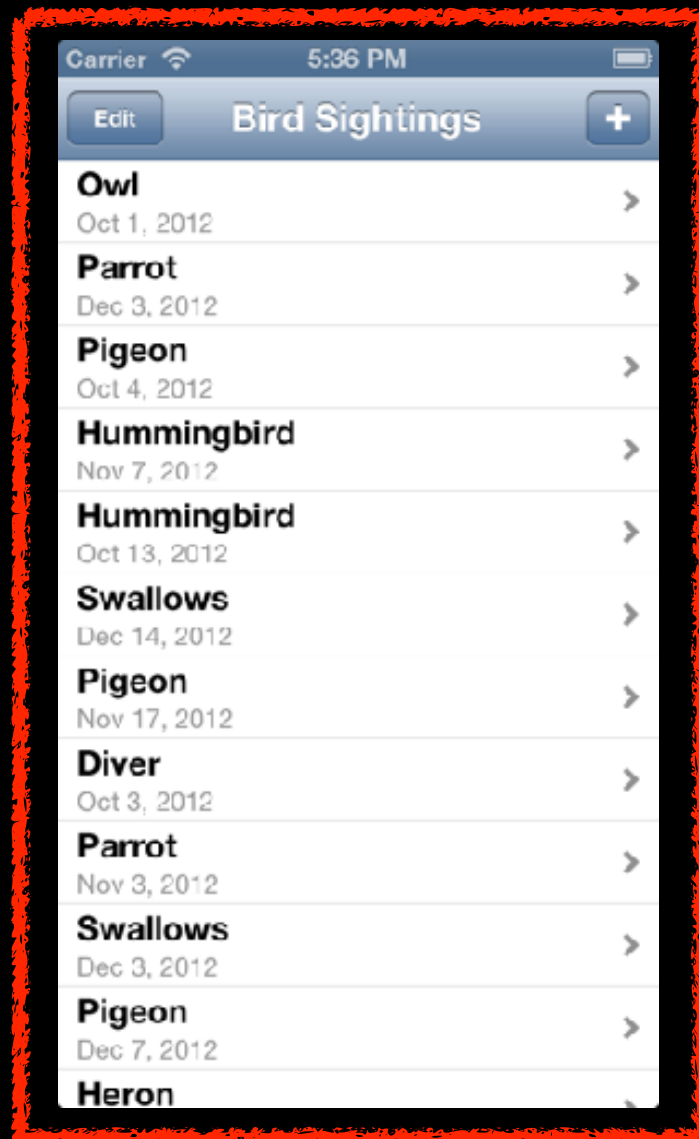
Regular



Indexed List

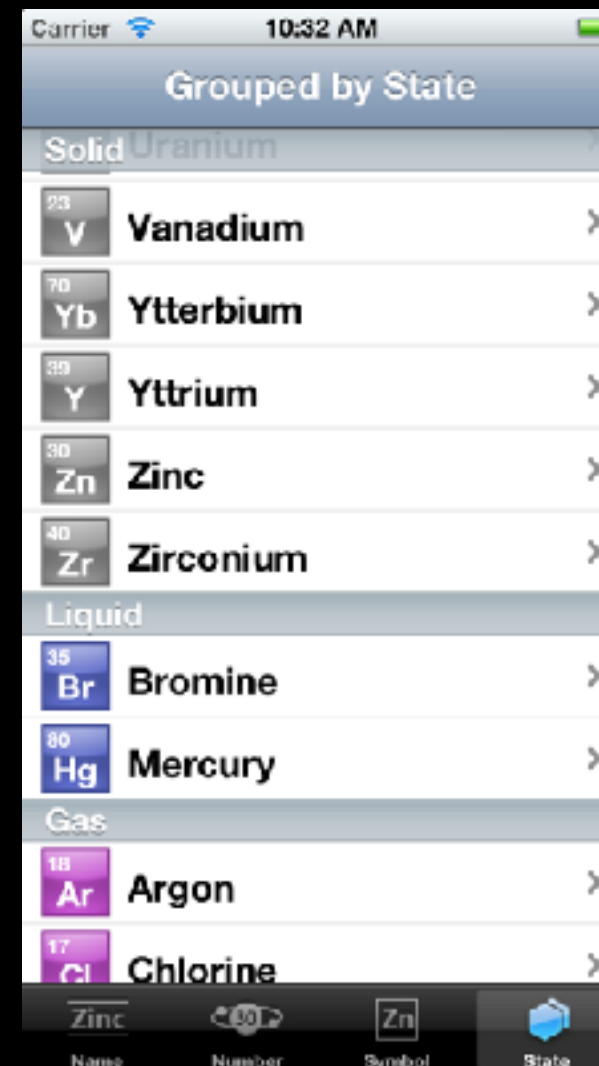
Table View Data Organization

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



Bird Sightings	
Owl	Oct 1, 2012
Parrot	Dec 3, 2012
Pigeon	Oct 4, 2012
Hummingbird	Nov 7, 2012
Hummingbird	Oct 13, 2012
Swallows	Dec 14, 2012
Pigeon	Nov 17, 2012
Diver	Oct 3, 2012
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Heron	

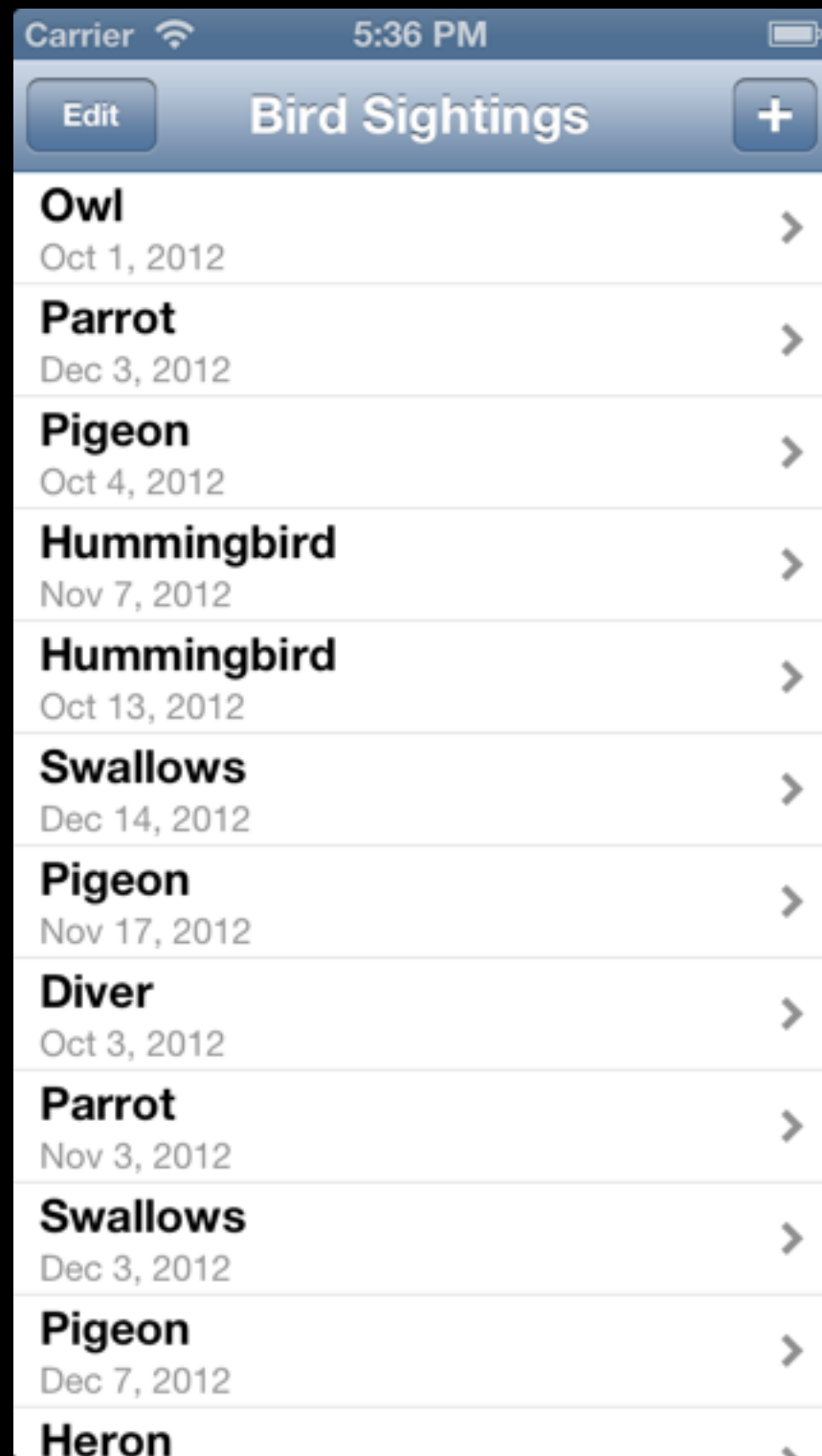
One Section



Grouped by State	
Solid	
23 V	Vanadium
70 Yb	Ytterbium
39 Y	Yttrium
30 Zn	Zinc
40 Zr	Zirconium
Liquid	
35 Br	Bromine
80 Hg	Mercury
Gas	
18 Ar	Argon
17 Cl	Chlorine

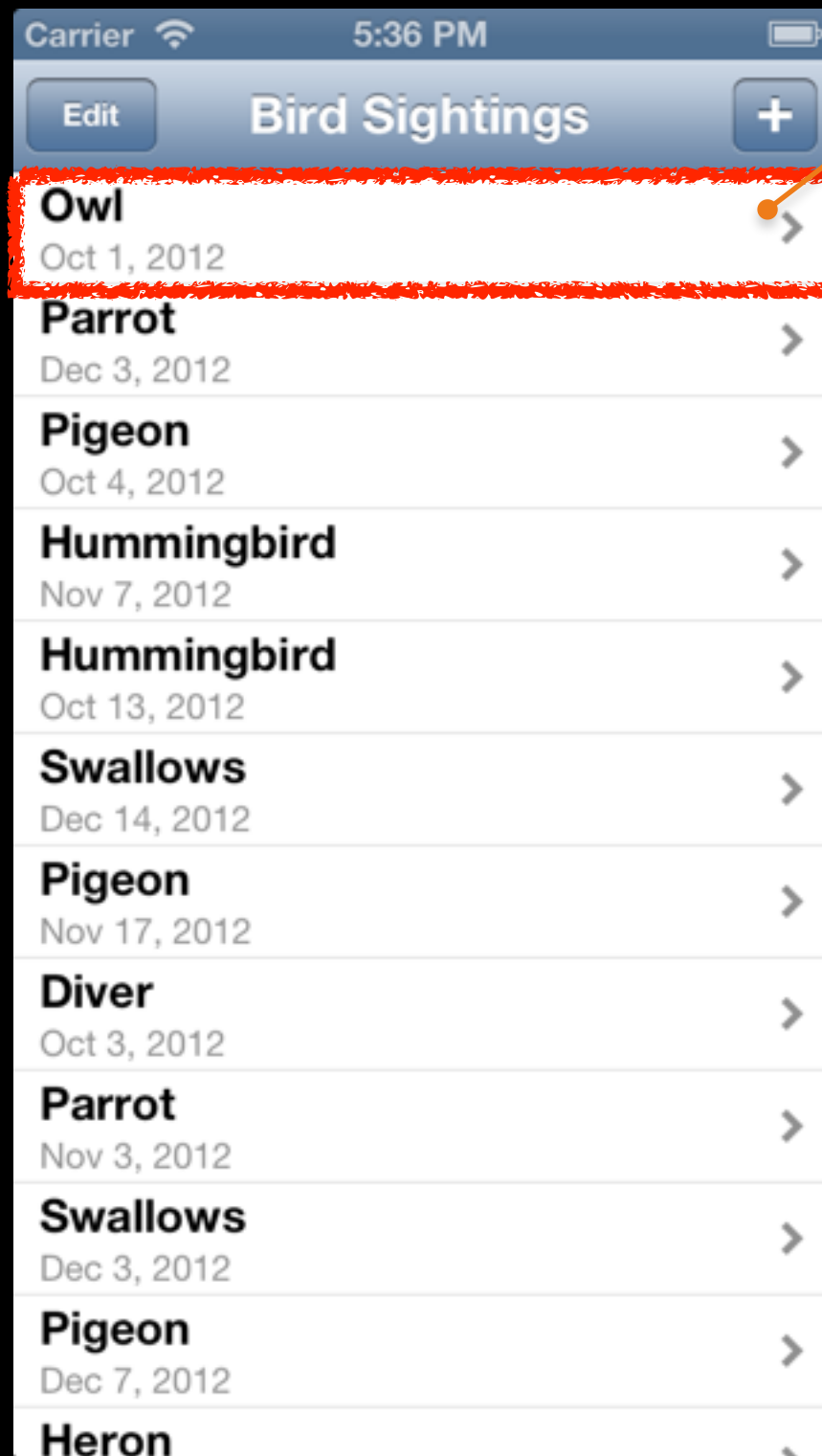
Multiple Sections

The Anatomy of A Table View



Carrier 5:36 PM		
Edit	Bird Sightings	+
Owl	Oct 1, 2012	>
Parrot	Dec 3, 2012	>
Pigeon	Oct 4, 2012	>
Hummingbird	Nov 7, 2012	>
Hummingbird	Oct 13, 2012	>
Swallows	Dec 14, 2012	>
Pigeon	Nov 17, 2012	>
Diver	Oct 3, 2012	>
Parrot	Nov 3, 2012	>
Swallows	Dec 3, 2012	>
Pigeon	Dec 7, 2012	>
Heron		>

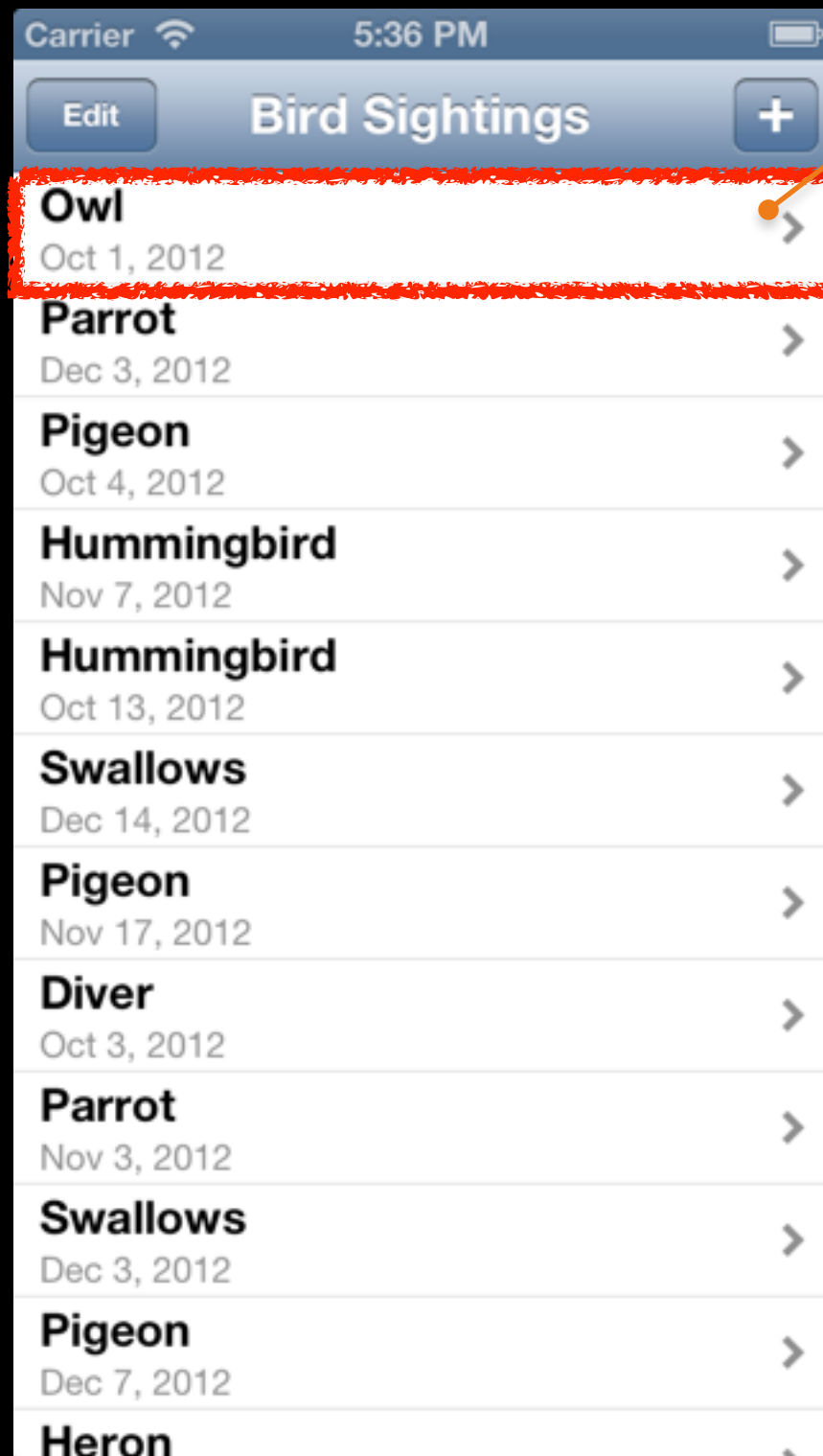
The Anatomy of A Table View



Bird Sightings		
Owl	Oct 1, 2012	>
Parrot	Dec 3, 2012	>
Pigeon	Oct 4, 2012	>
Hummingbird	Nov 7, 2012	>
Hummingbird	Oct 13, 2012	>
Swallows	Dec 14, 2012	>
Pigeon	Nov 17, 2012	>
Diver	Oct 3, 2012	>
Parrot	Nov 3, 2012	>
Swallows	Dec 3, 2012	>
Pigeon	Dec 7, 2012	>
Heron		>

Table View Cell

The Anatomy of A Table View



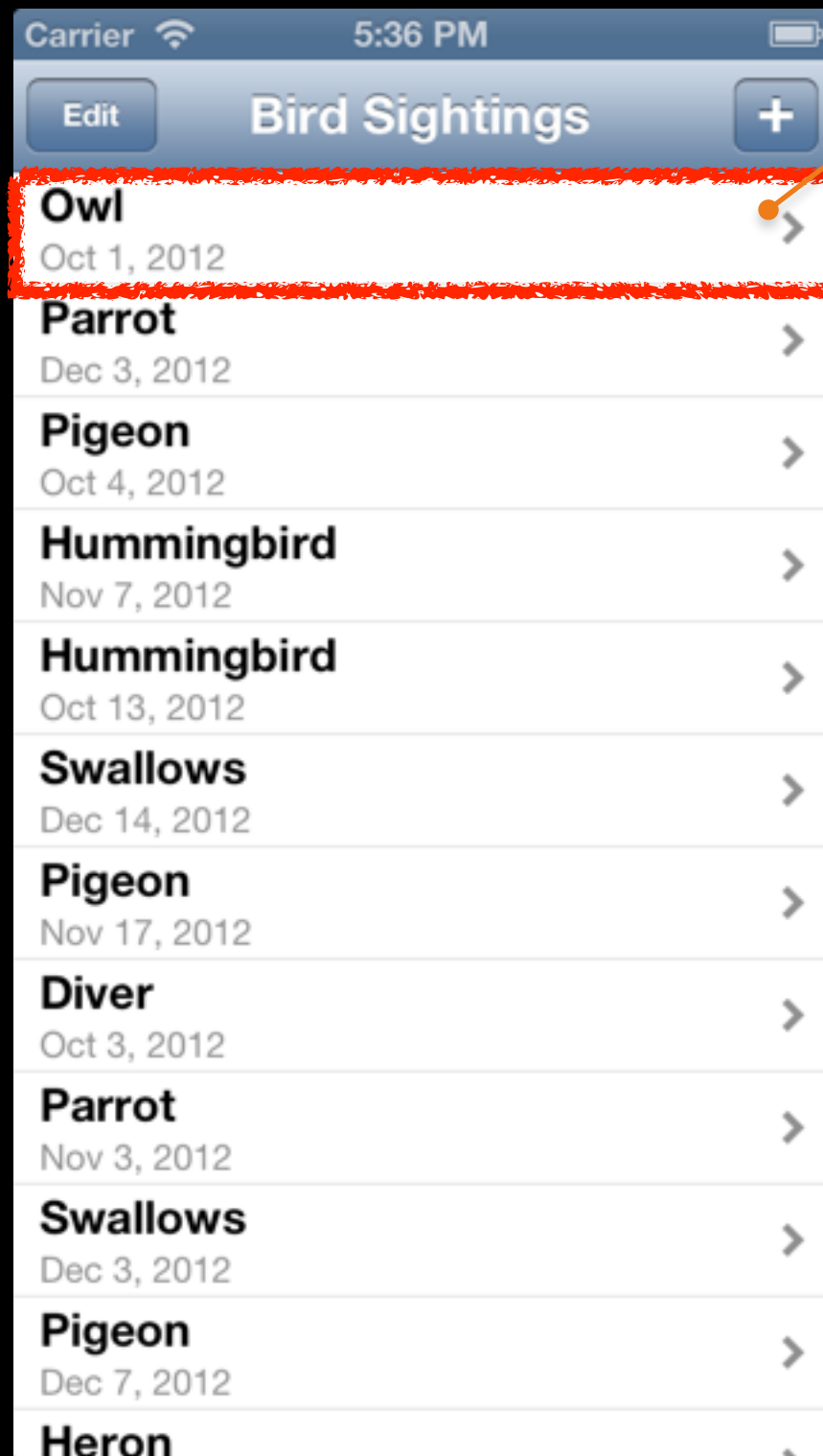
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Pigeon	Dec 7, 2012	>
Heron		>

Table View Cell



Owl	Oct 1, 2012	>
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The Anatomy of A Table View



Bird Sightings	
Owl	Oct 1, 2012
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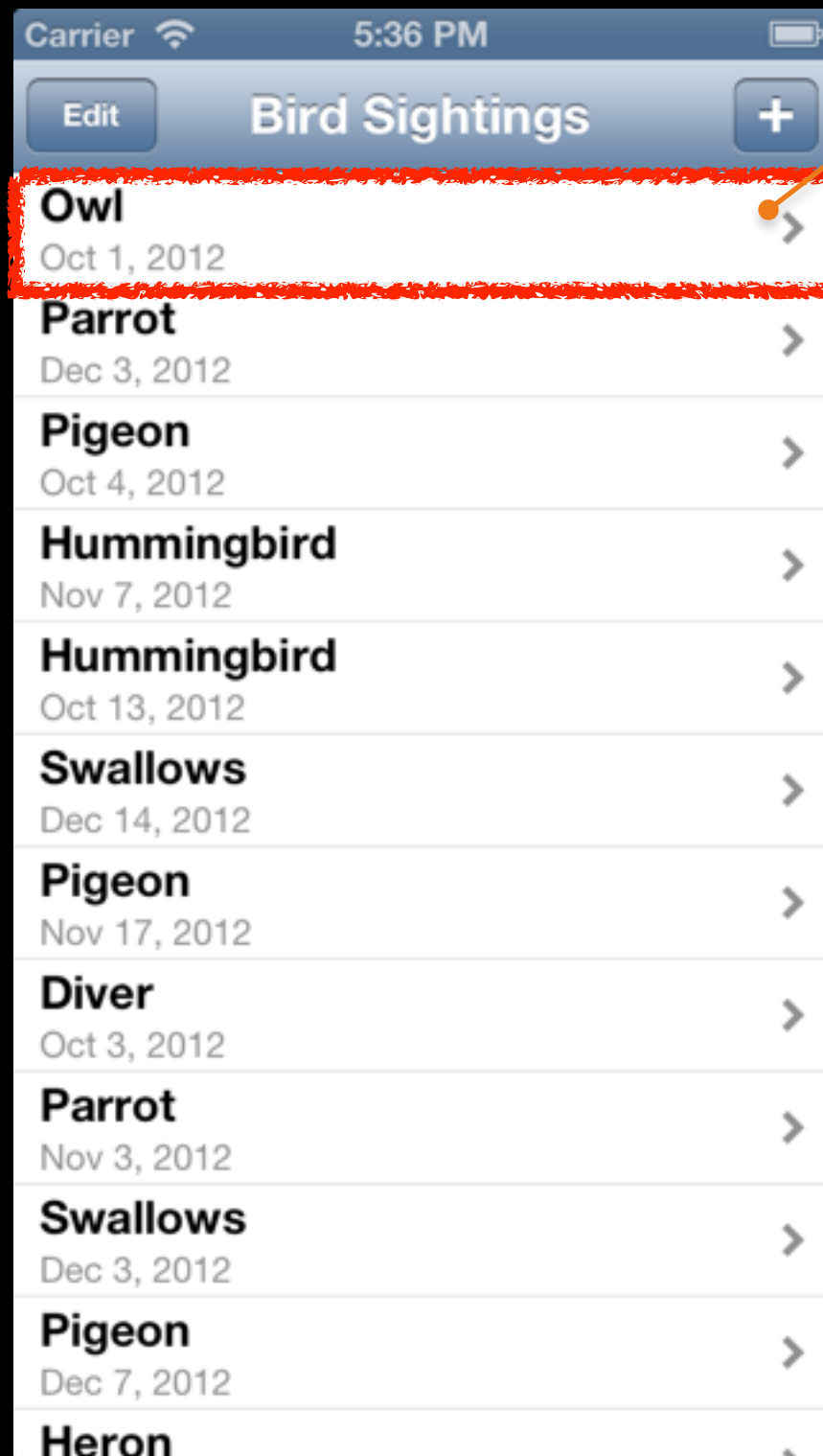
Table View Cell

Content View



Owl	Oct 1, 2012
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The Anatomy of A Table View



Bird Sightings		
Owl	Oct 1, 2012	>
Parrot	Dec 3, 2012	>
Pigeon	Oct 4, 2012	>
Hummingbird	Nov 7, 2012	>
Hummingbird	Oct 13, 2012	>
Swallows	Dec 14, 2012	>
Pigeon	Nov 17, 2012	>
Diver	Oct 3, 2012	>
Parrot	Nov 3, 2012	>
Swallows	Dec 3, 2012	>
Pigeon	Dec 7, 2012	>
Heron		>

Table View Cell

Content View

Accessory View



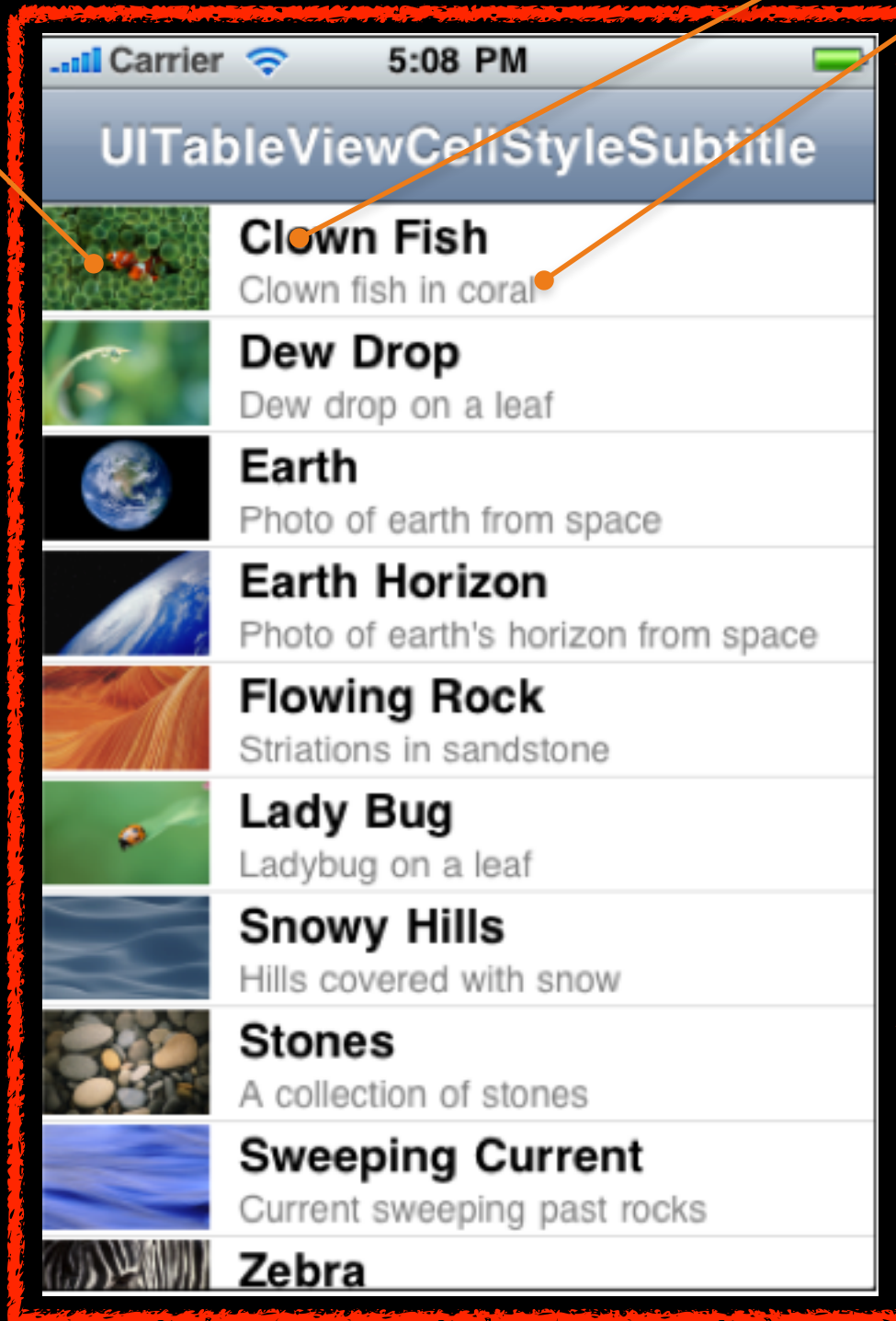
Owl Oct 1, 2012	>
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Table View Cells

cell.image

cell.textLabel

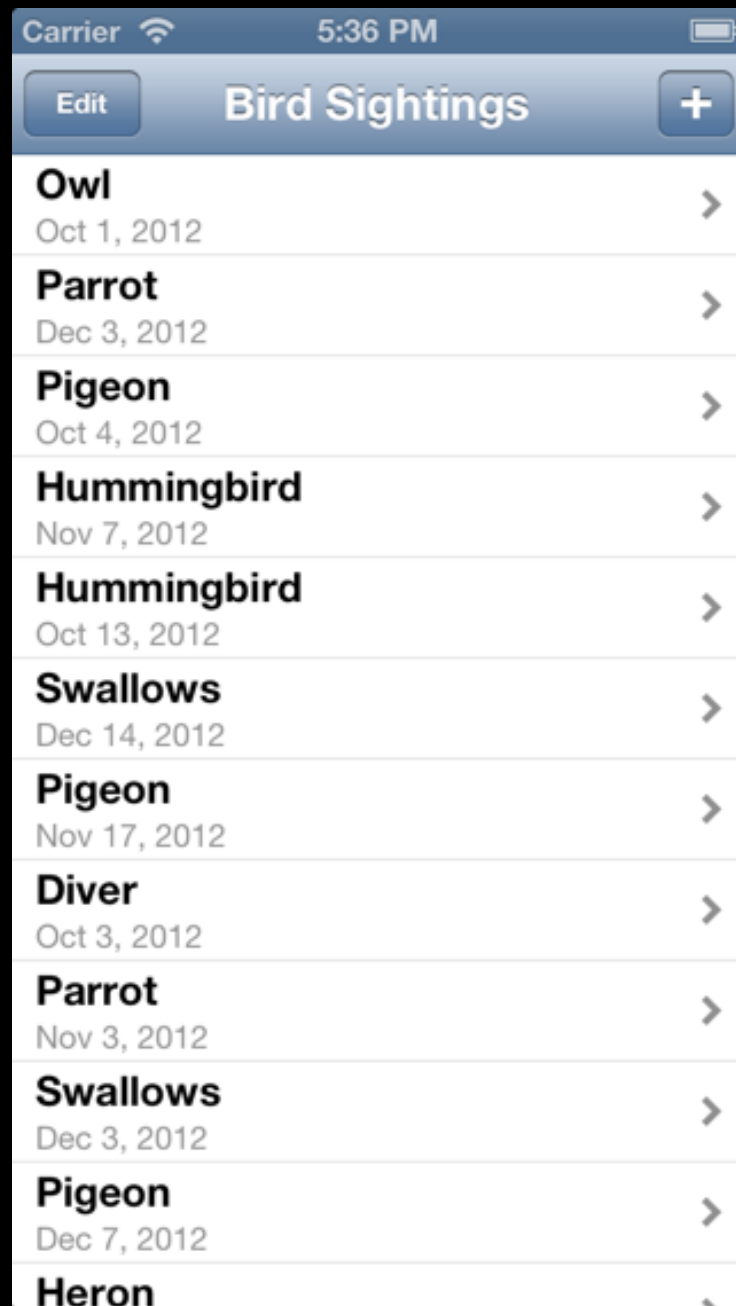
cell.detailTextLabel



Standard - Subtitle

Custom

Static/Prototype Table View



A screenshot of an iPhone app showing a 'Bird Sightings' table. The table has a blue header with 'Edit', 'Bird Sightings', and a '+' button. The table contains 12 rows, each with a bird name, a date, and a chevron icon. The data is as follows:

Bird Name	Date	Action
Owl	Oct 1, 2012	>
Parrot	Dec 3, 2012	>
Pigeon	Oct 4, 2012	>
Hummingbird	Nov 7, 2012	>
Hummingbird	Oct 13, 2012	>
Swallows	Dec 14, 2012	>
Pigeon	Nov 17, 2012	>
Diver	Oct 3, 2012	>
Parrot	Nov 3, 2012	>
Swallows	Dec 3, 2012	>
Pigeon	Dec 7, 2012	>
Heron		>

Prototype



A screenshot of an iPhone app showing a 'Sighting Info' form. The form has a blue header with 'Bird Sightings' and 'Sighting Info'. The form contains three rows of data: Bird Name, Location, and Date. The data is as follows:

Field	Value
Bird Name	Pigeon
Location	Beijing
Date	Dec 1, 2012

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;
-

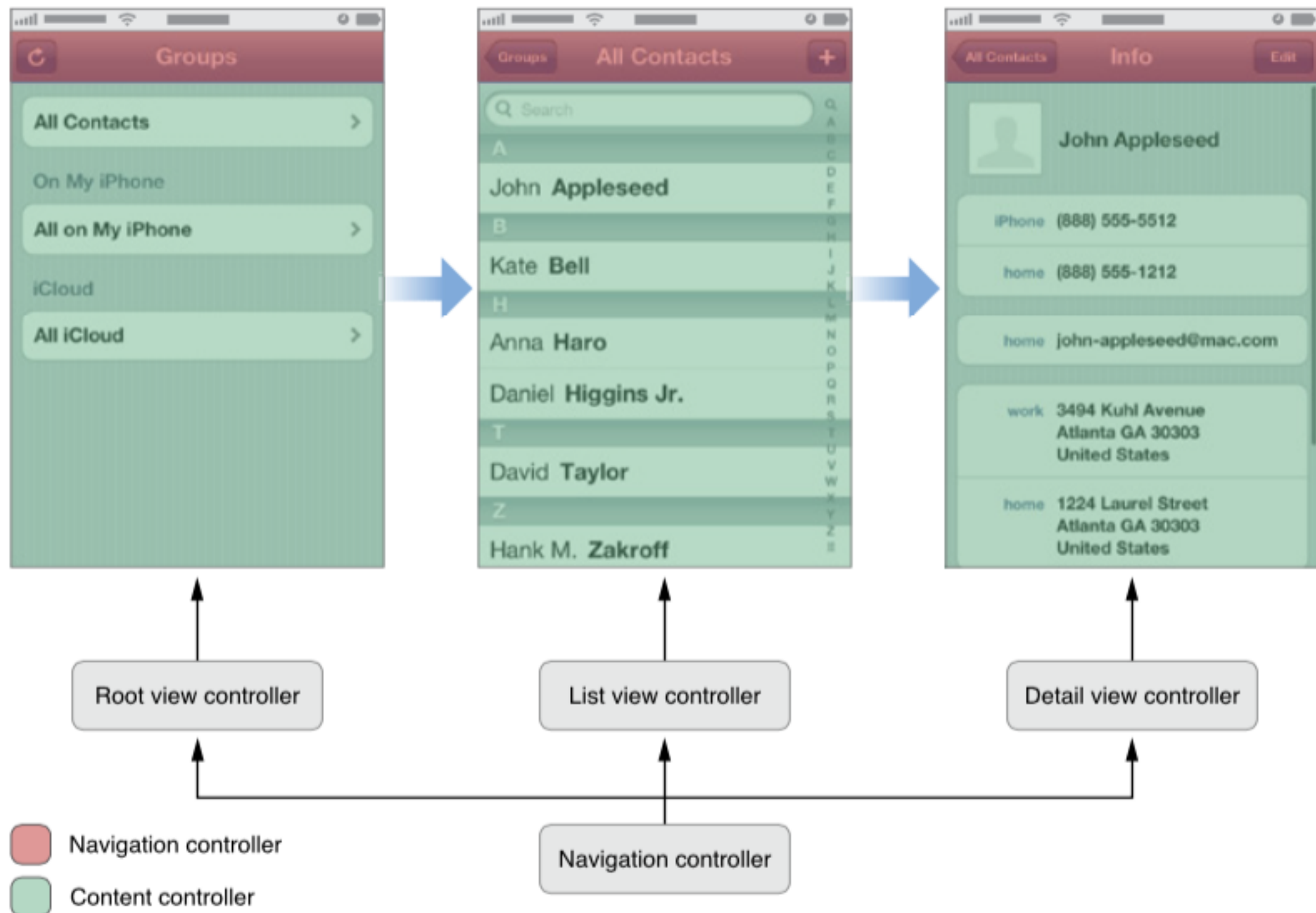
UITableViewDelegate Protocol

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

Navigation Controllers

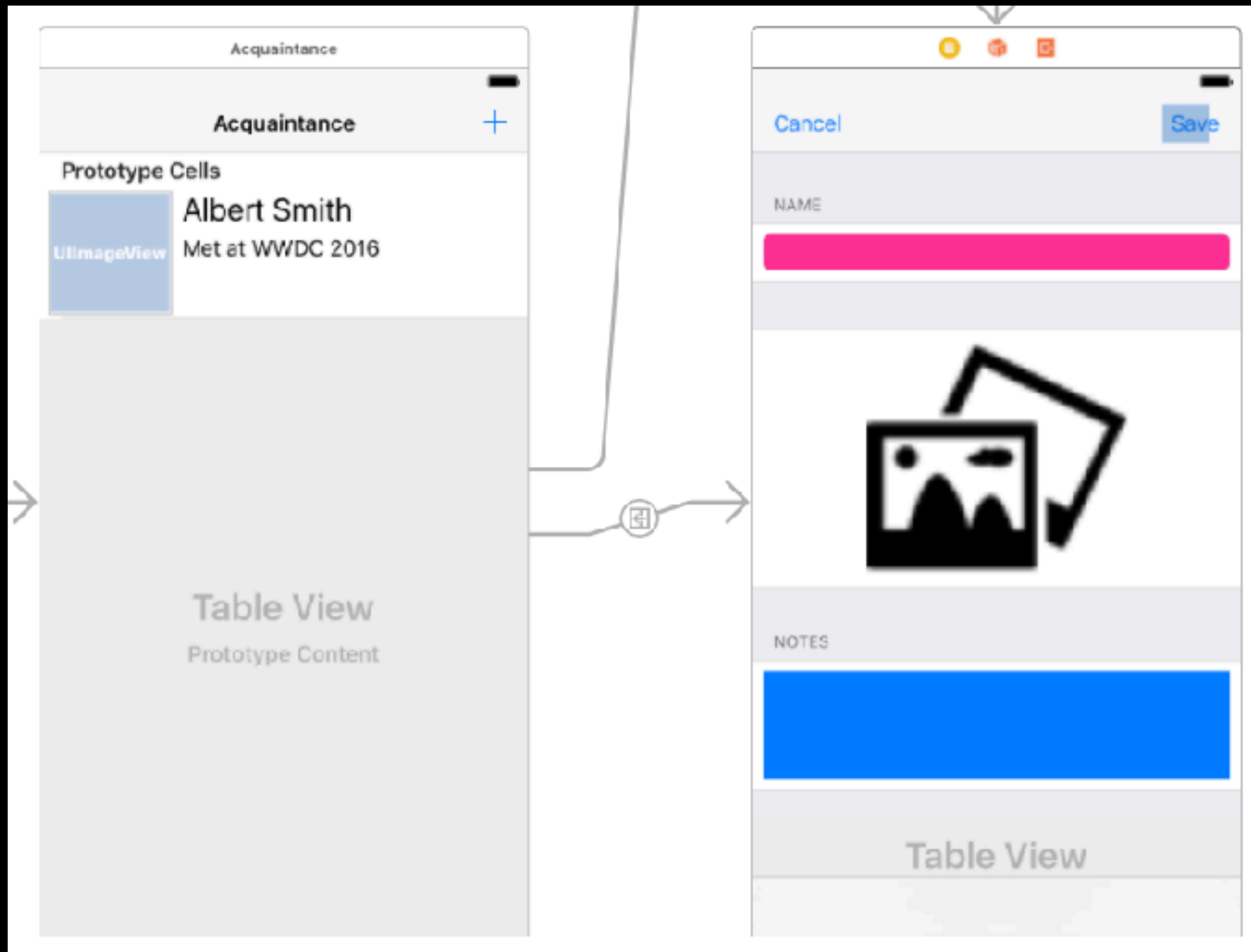
UINavigationController

A drill-down interface for hierarchical content



What's a Segue?

- A segue 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”