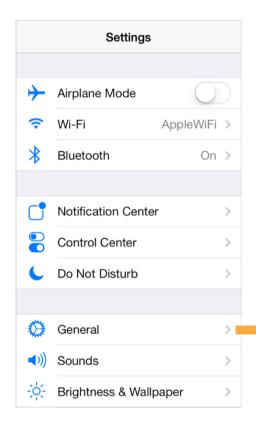
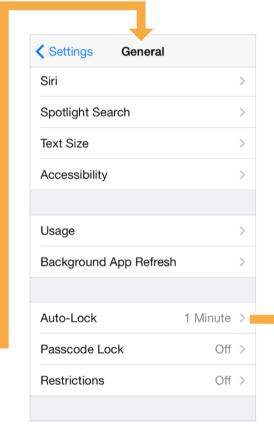
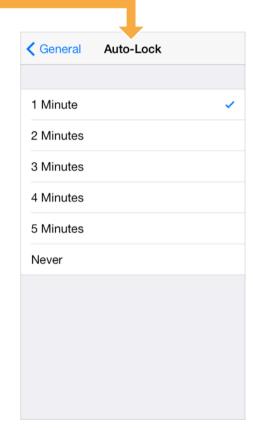
# Table View and Navigation Controller

Mar. 24 '16

# Navigation Controller







## UINavigationController

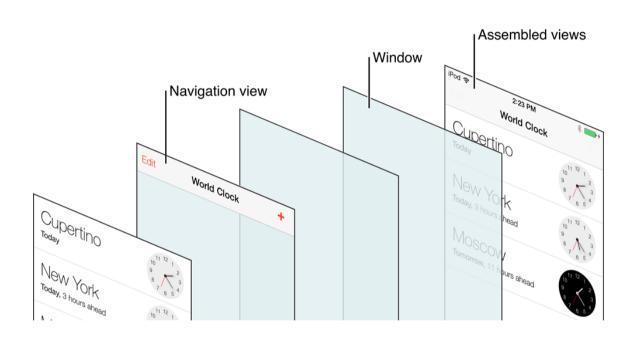
A navigation controller manages a stack of view controllers to provide a drill-down interface for hierarchical content.

The top view controller is the one current showing. You push a view controller in to send users to next level, and pop the top view controller to bring users back.

UINavigationController is one of container view controllers in the iOS and is widely used in the iOS.

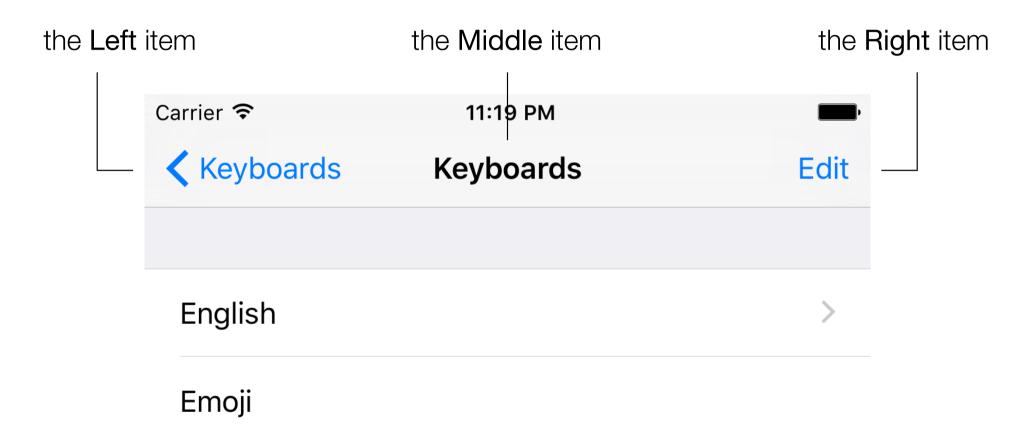
For each view controller, use navigationController property to access current UINavigationController.

## Navigation Bar and Item



Each view controller has a property navigationItem which is used to customize the navigation bar.

# UINavigationItem



Navigation Controller > Navigation Bar and Navigation Item

# UINavigationItem

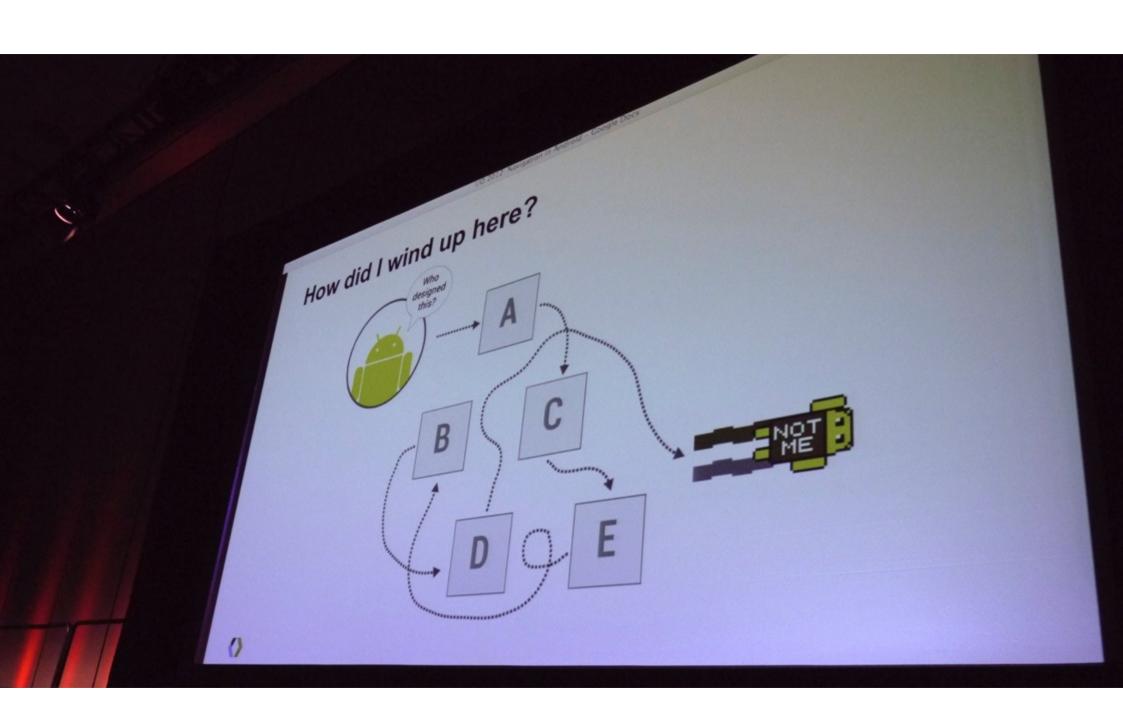
The middle item shows the title of a view controller by default.

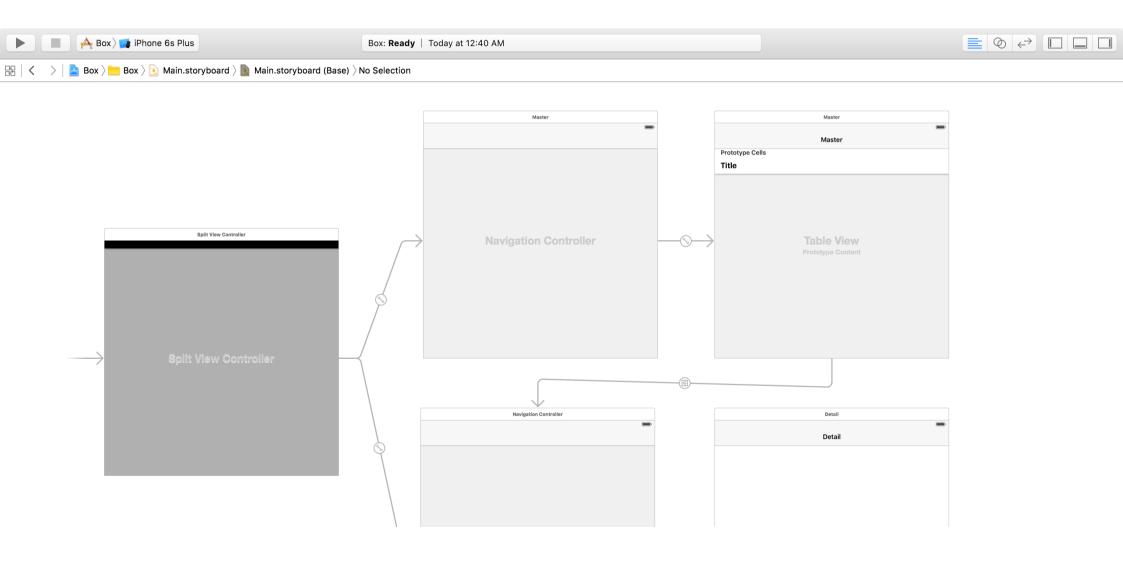
Assign a view as <u>titleView</u> of the navigation item to replace it.

The right item is **empty** by default.

The left item shows a back arrow with title of previous view controller by default.

Set <u>leftBarButtonItem</u> or <u>backBarButtonItem</u> of the navigation item to customize.



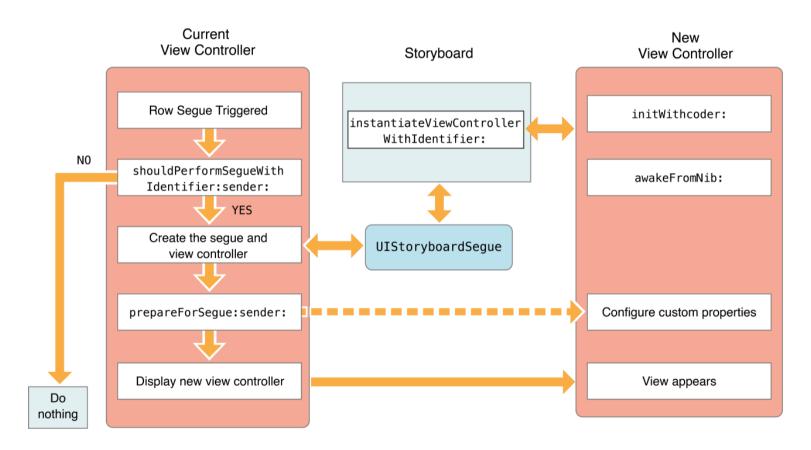


Segue is responsible for performing the <u>visual transition</u> between two view controllers. Segue is also used to represent <u>relationship</u> between view controllers.

Override methods of UIViewController to handle segue events.

Use identifier to access segue in code.

Also use *control+drag* to create segues.



Storyboard Segue

# Storyboard Segue - Future Topics

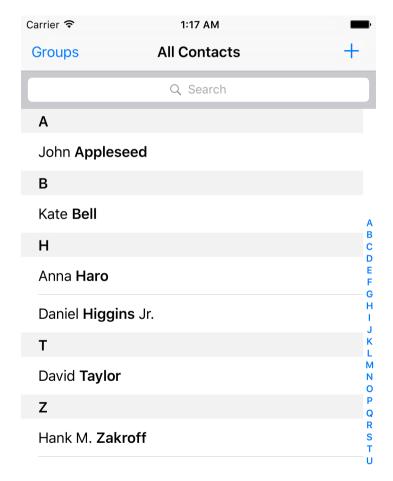
Common segue patterns

Unwind segue

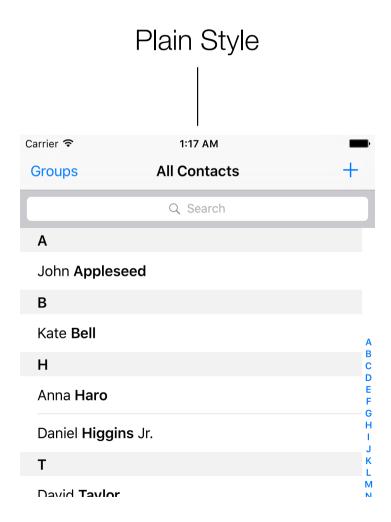
Custom segues

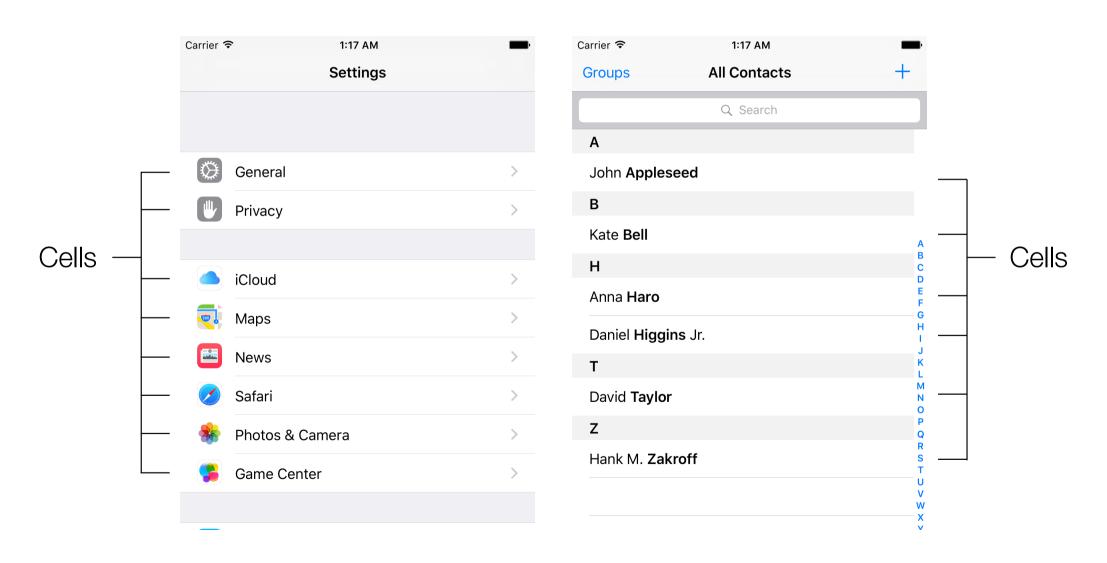
Perform segue via code

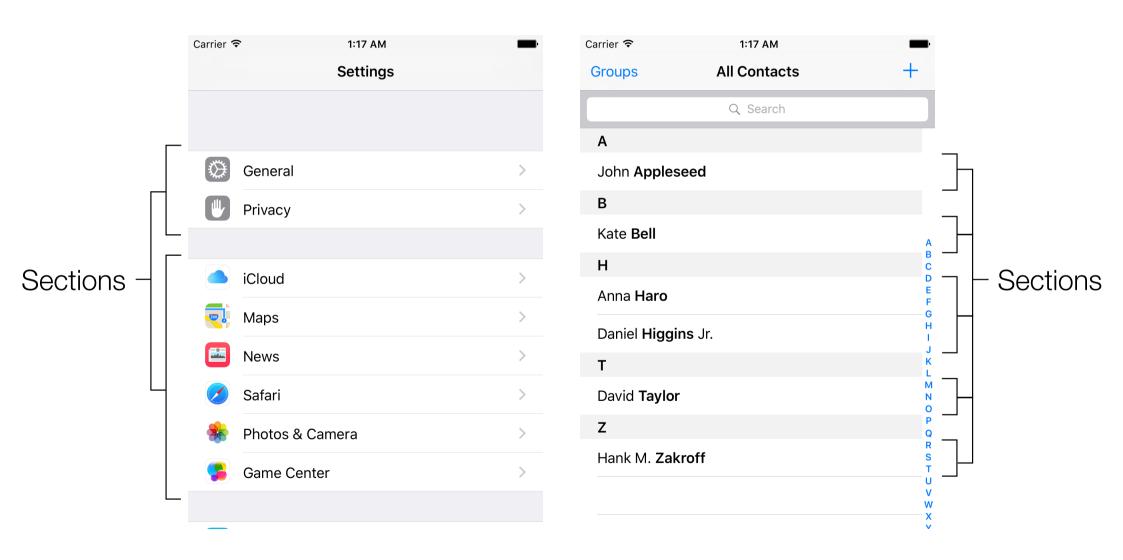


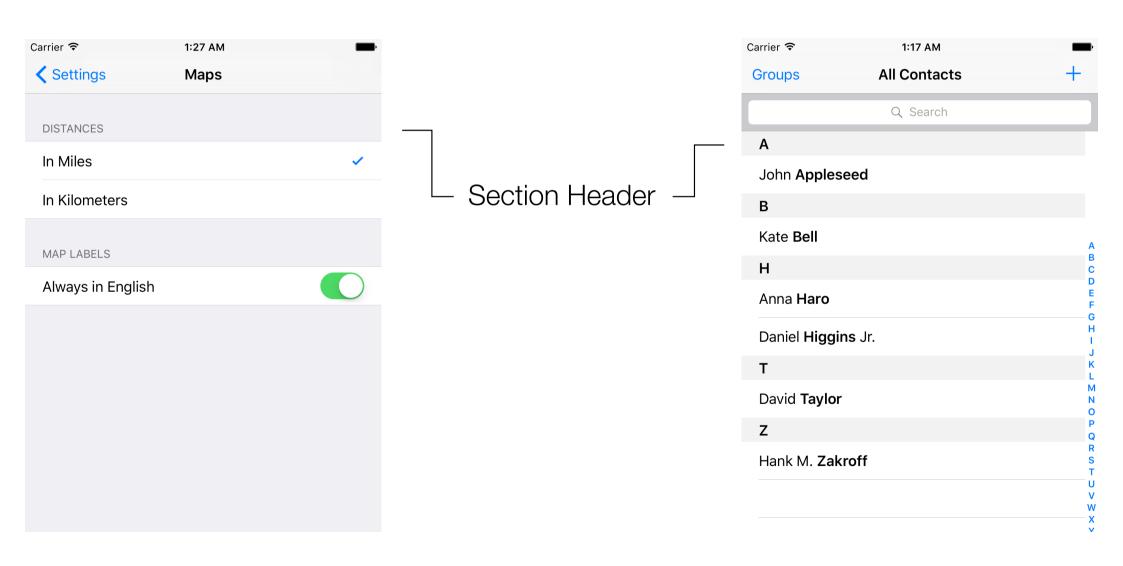




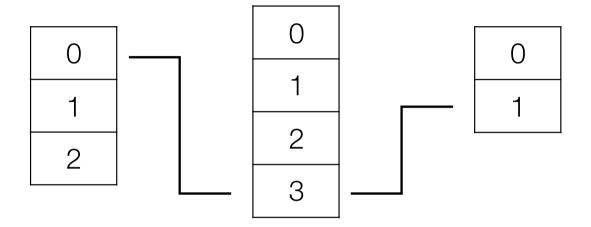








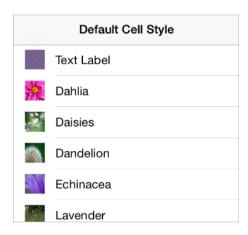
#### **NSIndexPath**

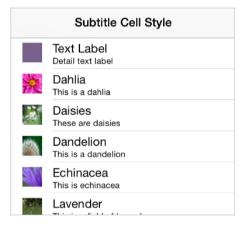


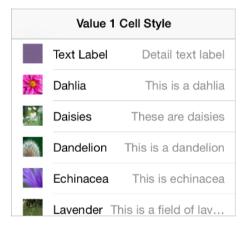
The NSIndexPath class represents the path to a specific node in a tree of nested array collections.

**UITableView** uses **NSIndexPath** to represents cell position by section and row.

## Styles of UITableViewCell





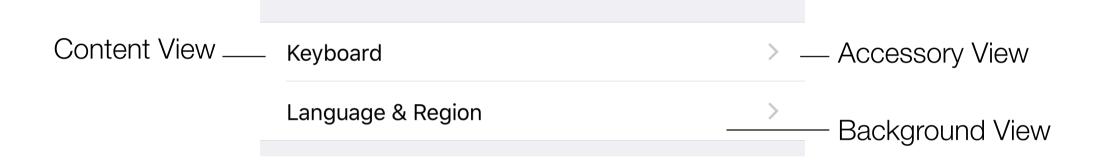




UITableViewCell has 4 standard styles.

Use properties like textLabel to access these standard style content.

#### **UITableViewCell**

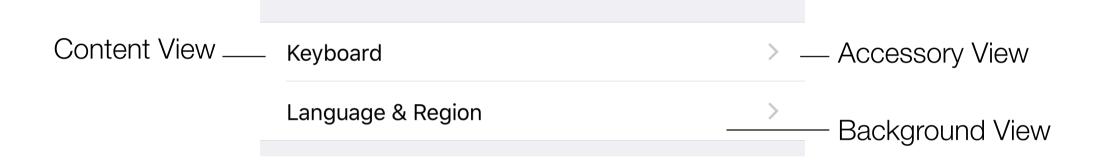


Use tag to access subviews in cells is easier than using outlets. To use outlets, you have to create a subclass of UlTableViewCell.

Storyboard supports to create static UITableViewCell.

Table View > Cell Content

#### **UITableViewCell**



Select Segue are triggered by events on the <u>cell</u> itself.

Accessory Action (Segue) are triggered by the Accessory view.

#### **Table View Performance**

Reuse cells. (UITableView has provided reuse mechanism.)

Object allocation has a performance cost, especially if the allocation has to happen repeatedly over a short period.

Use opaque subviews and avoid to relayout/redraw of content.

Use static or rendered images, make things easier while reusing. When customizing table view cells, make the subviews of the cell not transparent.

Leave main thread doing UI job.

Fetch resources and perform I/O in other thread. Use preloading and caching.

## Delegation Pattern

The **UITableView** uses delegation pattern to fetch data and configure appearance and behavior.

The UITableViewDataSource is designed for providing data for the table view. And the UITableViewDelegate is used to configure the table view and its events.

The UITableViewController is a shortcut which conforms to both the 2 protocols.

# Property List

# **Property List**

A file presentation to store Foundation data types.

2 formats: XML and Binary.

OS X and iOS uses Property List to save <u>settings and preferences</u>. Apps use Info.plist to save app info.

Available data types are: NSArray, NSDictionary, NSString, NSData, NSDate, NSNumber.

"NSDate" is date-time representation in Objective-C, and "NSData" is a wrapper of binary bytes.

# **Property List**

```
let array = [1, 2, 3]
(array as NSArray).writeToFile(path, atomically: true)
let array2: NSArray? = NSArray(contentsOfFile: path)
```

For <u>NSString</u> and <u>NSData</u>, they are written into plain files directly. String is written as text file, and data as binary file.

For NSArray and NSDictionary, they are saved into plist files.

Set "atomically" to use auxiliary file when writing files.

#### References

<u>UINavigationController references</u>

Navigation Controllers

View Controller Catalog for iOS

<u>Using Segues</u>

View Controller Programming Guide for iOS

Table View Programming guide for iOS

Property List Programming Guide