

Journal Lesson 2

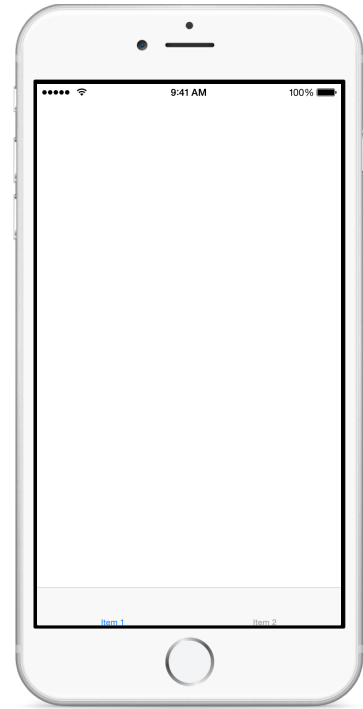


Description

Create a storyboard containing a table view controller.

Learning Outcomes

- Practice adding a storyboard to an Xcode project.
- Practice adding a table view controller to a storyboard.
- Describe the role of a configured main storyboard and initial view controller.
- Infer the purpose and behavior of a table view controller.



Vocabulary

storyboard	storyboard canvas	table view controller
initial view controller		

Materials

- **Journal Lesson 2** Xcode project

Opening

How do we add an interface with a flickable table to our app?

Agenda

- Discuss how the project does not contain a storyboard.
- Add a new storyboard (⌘N) called **Main.storyboard**, saving it in the **Base.lproj** directory, ensuring that the **Journal** group is selected, and ensuring that the **Journal** target is checked.
- Using the Project Navigator (⌘1), select the **Journal** project and set the Main Interface attribute to **Main**.



- Run the app (⌘R), and observe the console output (⇧⌘C).
- Explain that the app is reporting that a main storyboard is configured but has no default view controller.
- In the Project Navigator (⌘1), select the storyboard and observe how the canvas is empty.
- Using the Object Library (⇧⌘L), drag a new Table View Controller into the canvas.
- Observe the warning indicating that although view controllers exist in the storyboard, the table view controller scene is unreachable because no initial view controller has been specified.
- Using Interface Builder, select the table view controller, open the Attributes Inspector (⇧⌘4), ensure that the **Is Initial View Controller** attribute is checked, and observe how Interface Builder displays an arrow to the left of the table view controller scene.
- Explain how the configuration via Interface Builder determines which view controller the app delegate will instantiate when the app starts.
- Run the app (⌘R), observe the empty table cells, and click and drag to interact with the table.

Closing

What is the warning that Xcode reports when we run the app?

Modifications and Extensions

- Instead of using Interface Builder to create a table view controller, use code to create and display a table view controller and a table view with code in the app delegate `application:didFinishLaunchingWithOptions:` method. Compare the benefits and drawbacks of both approaches to building the app interface.

Resources

Cocoa Application Competencies for iOS: Storyboard <https://developer.apple.com/library/ios/documentation/General/Conceptual/Devpedia-CocoaApp/Storyboard.html>

Start Developing iOS Apps Today: Designing a User Interface <https://developer.apple.com/library/ios/referencelibrary/GettingStarted/RoadMapiOS/DesigningaUserInterface.html>

View Controller Basics <https://developer.apple.com/library/ios/featuredarticles/ViewControllerPGforiPhoneOS/AboutViewControllers/AboutViewControllers.html>

Table View Controller Programming Guide for iOS https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/TableView_iPhone/AboutTableViewsiPhone/AboutTableViewsiPhone.html

App Programming Guide for iOS: The App Life Cycle <https://developer.apple.com/library/ios/documentation/iPhone/Conceptual/iPhoneOSProgrammingGuide/TheAppLifeCycle/TheAppLifeCycle.html>