

Mobile Apps Development for Journalists

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Agenda

- Review of Segues, Passing Data
- In-Class Exercise: High/Low Guessing Game

Segues

- Define Segues in Storyboard
- Set Identifier on the Segue
- Destination view controller
- Built-in view controllers
- Custom view controllers

Segue Identifiers

- You can have more than one segue on the screen
- Important to check to see which segue is being called

```
if segue.identifier == "MySegue" {  
    // do something  
} else if segue.identifier == "AnotherSegue" {  
    //do something else  
}
```

Segue Destination View Controller

```
let secondViewController =  
segue.destinationViewController as!  
SecondViewController
```

Destination View Controller

- What is going on there?
- Downcasting
- UINavigationController vs SecondViewController
- as! operator

Setting Variables

- On Second View Controller, can declare a variable that your First View Controller can set in `prepareForSegue()`

```
var displayText:String? = nil
```

- Notice the `String?` - this value can be `nil`
- What is `nil`?
- The `?` after `String` shows that this is an optional value

Doing something with the variable

- Now that we've passed a variable to the Second View Controller
- Can do something in `viewDidLoad()`
- For instance, update the title in the nav bar, or fill in a label that has an outlet

In-Class Exercise

- Keep the same basic structure as the first
- We'll make a guessing game for numbers
- Add a Text Field with a numeric input
- The button on the first screen will say Guess
- The second screen will say High, Low, or Correct
- Bonus: Make the number to guess Random
- 2nd Bonus: Make some colors change!