

Introduction to Storyboarding

Session 309

Joshua Pennington
Interface Builder Engineer

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

DailyBuzz		
Brazilian Cerrado	6/5/11	>
203.0 °F		
Costa Rican Tres Rios	6/5/11	>
195.0 °F		
Rwandan Musasa	6/5/11	>
205.0 °F		
Brazilian Sul de Minas	6/5/11	>
205.0 °F		

Cancel
Add Session
Done

Coffee None >






Temperature None

DailyBuzz
Brew Details

Coffee Brazilian Cerrado

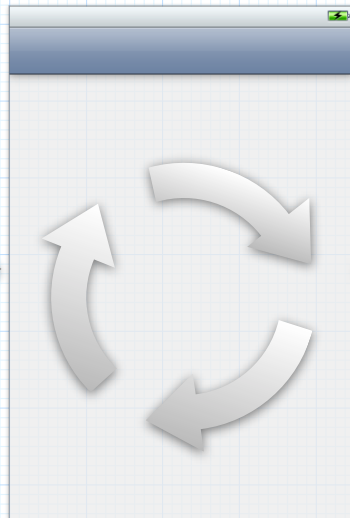
Temperature 203.0 °F

Date 6/5/11

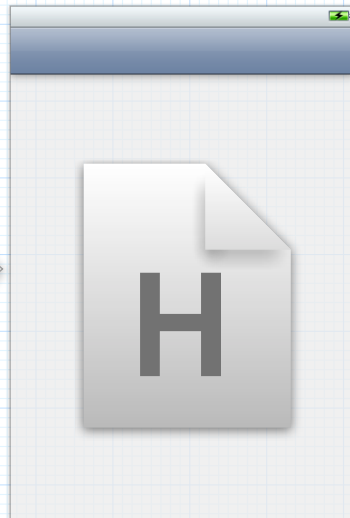
Add Session Coffees	
Brazilian	
	Cerrado Bright, with a light cocoa touch.
	Sul de Minas Hints of chocolate & nuts with minor acidity.
Costa Rican	
	Tarrazu Mid-body, with a strong nuttiness.
	Tres Rios Full body followed by a surge of citrus.
Rwandan	
	Musasa Low-body, with an overwhelming wave of bright...



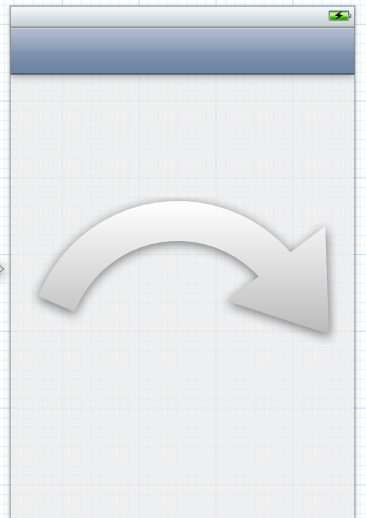
Key Concepts



Moving Data



API



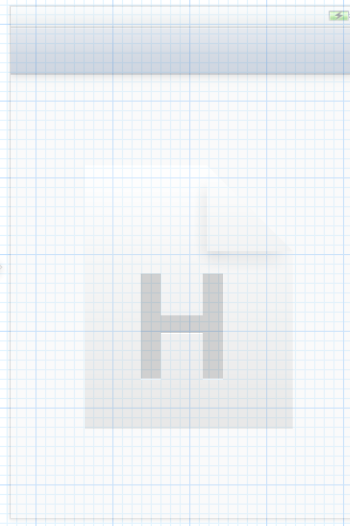
Adoption



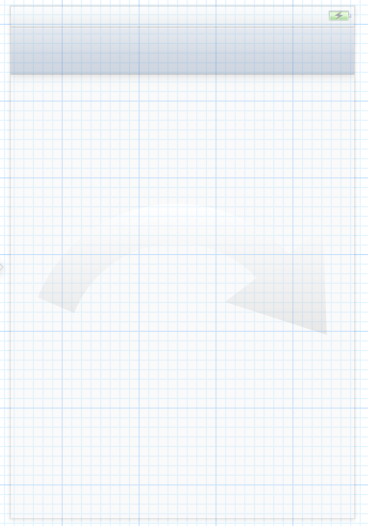
Key Concepts



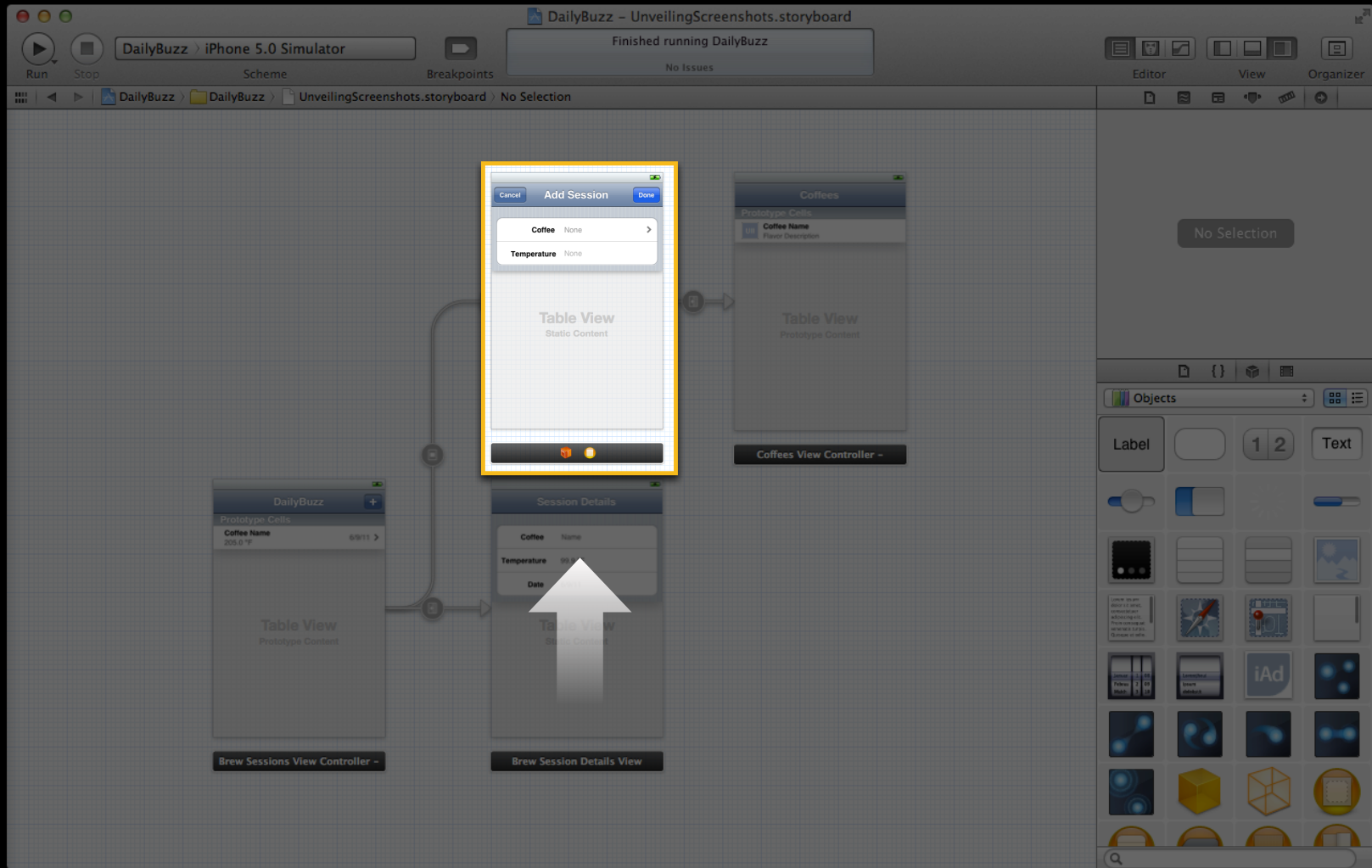
Moving Data



API

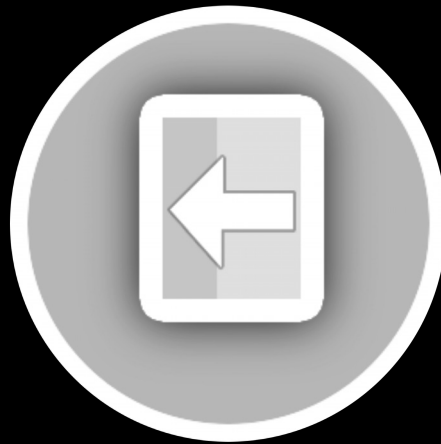


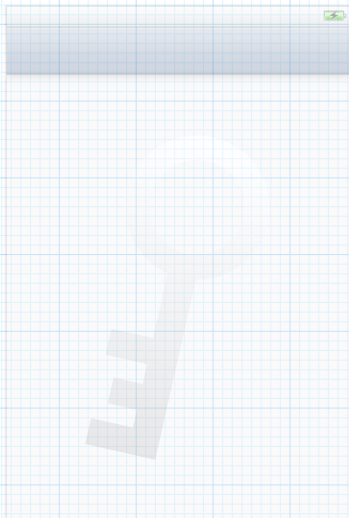
Adoption



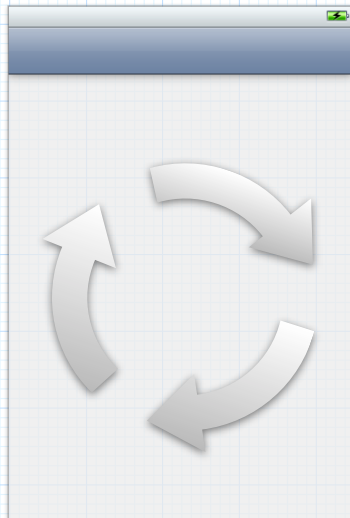
Segue

- Navigation between scenes
- Push, Modal, Popover, and more
- Customizable

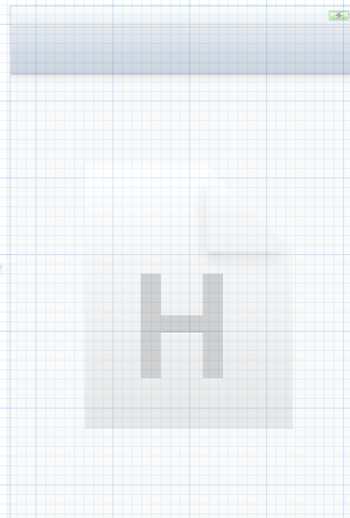




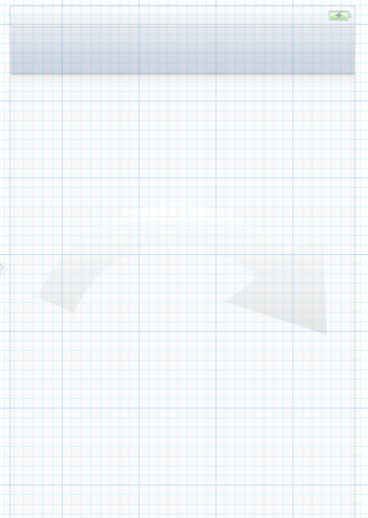
Key Concepts



Moving Data

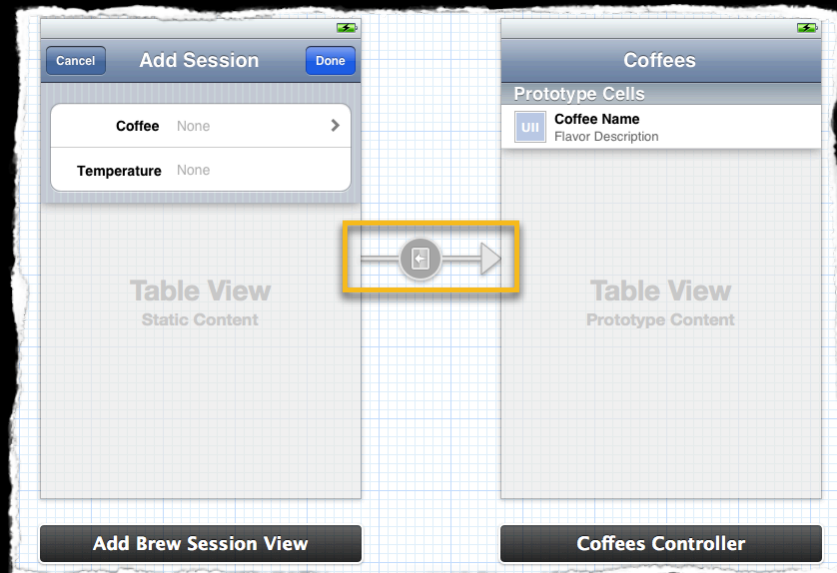


API



Adoption

Moving Data Between Controllers



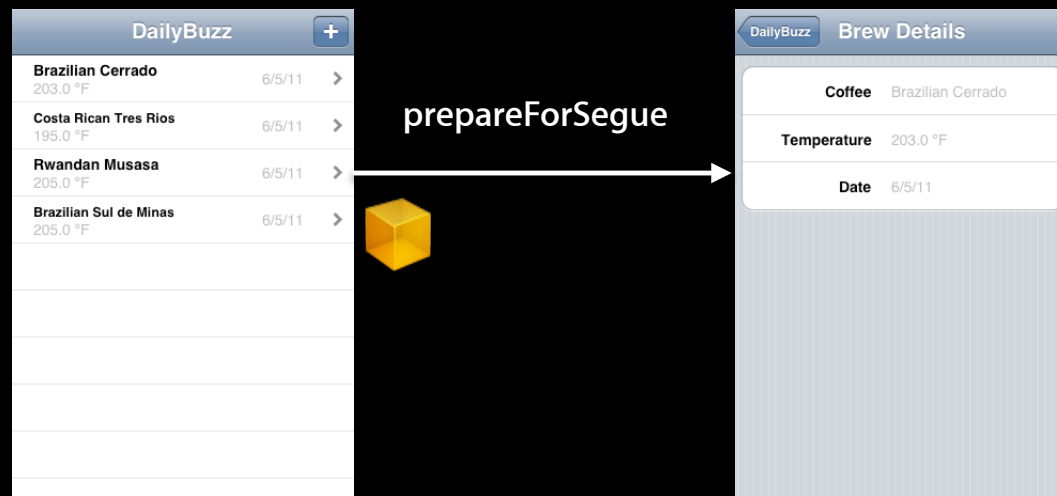
- Passing data to new scenes
- Bringing results back

```
-[UIViewController prepareForSegue:sender:]
```

Moving Data Between Controllers

Passing data down

- Invoked on source
- Override to pass data



Moving Data Between Controllers

Getting results back

- Pass object back via delegate

DailyBuzz		
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205.0 °F		

Delegate



Prototype-based Tables



- Easy to create
- Efficient
- Dequeue copies at runtime

Static Table Views








- Design cells inline
- Sections, headers, and footers
- No data source!

DailyBuzz		+
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Costa Rican Tres Rios 195.0 °F	6/5/11	>
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Cancel Add Session Done

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Temperature None

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Demo

Building DailyBuzz

Recap

What you just saw

- Building scenes and segues
- Passing Data
- Table View support

Storyboarding in Depth

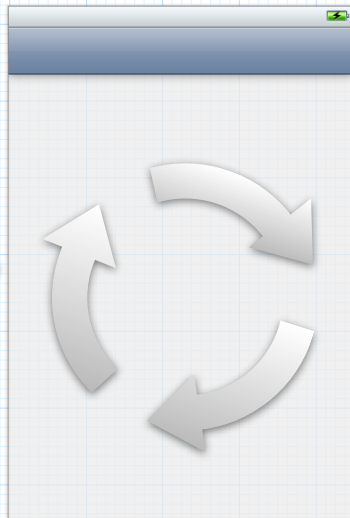
Tips, tricks, and advanced practices

Rob Marini

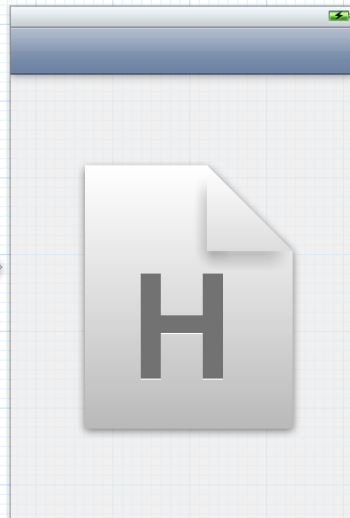
Interface Builder Engineer



Key Concepts



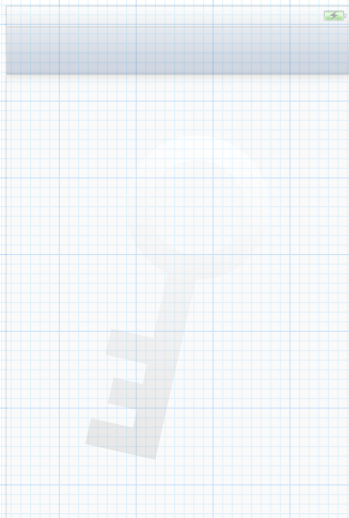
Moving Data



API



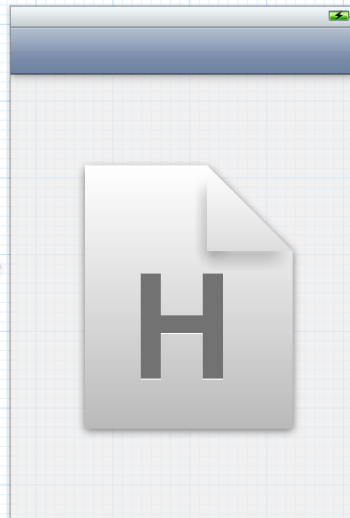
Adoption



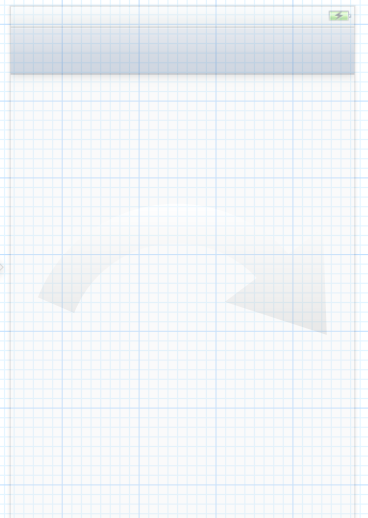
Key Concepts



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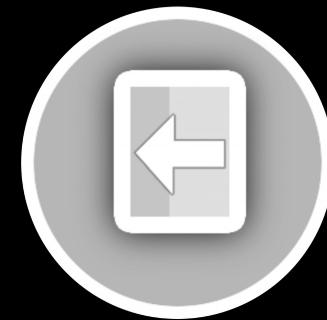
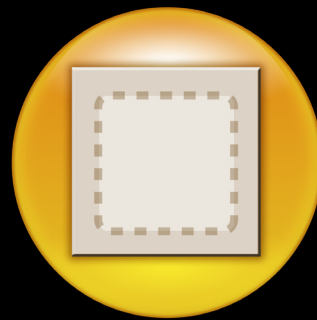
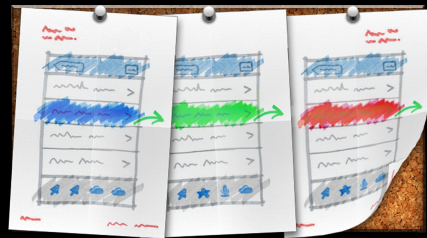
API



Adoption

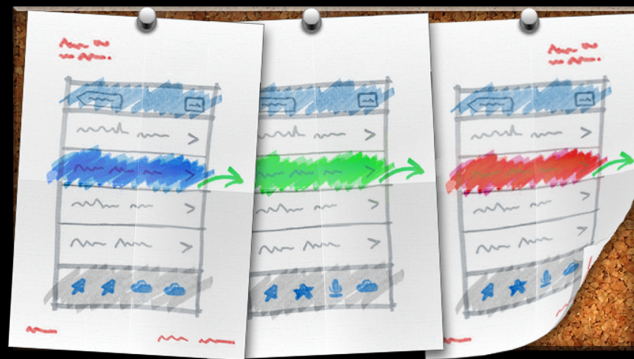
Storyboards at Runtime

Interacting with Storyboards in code



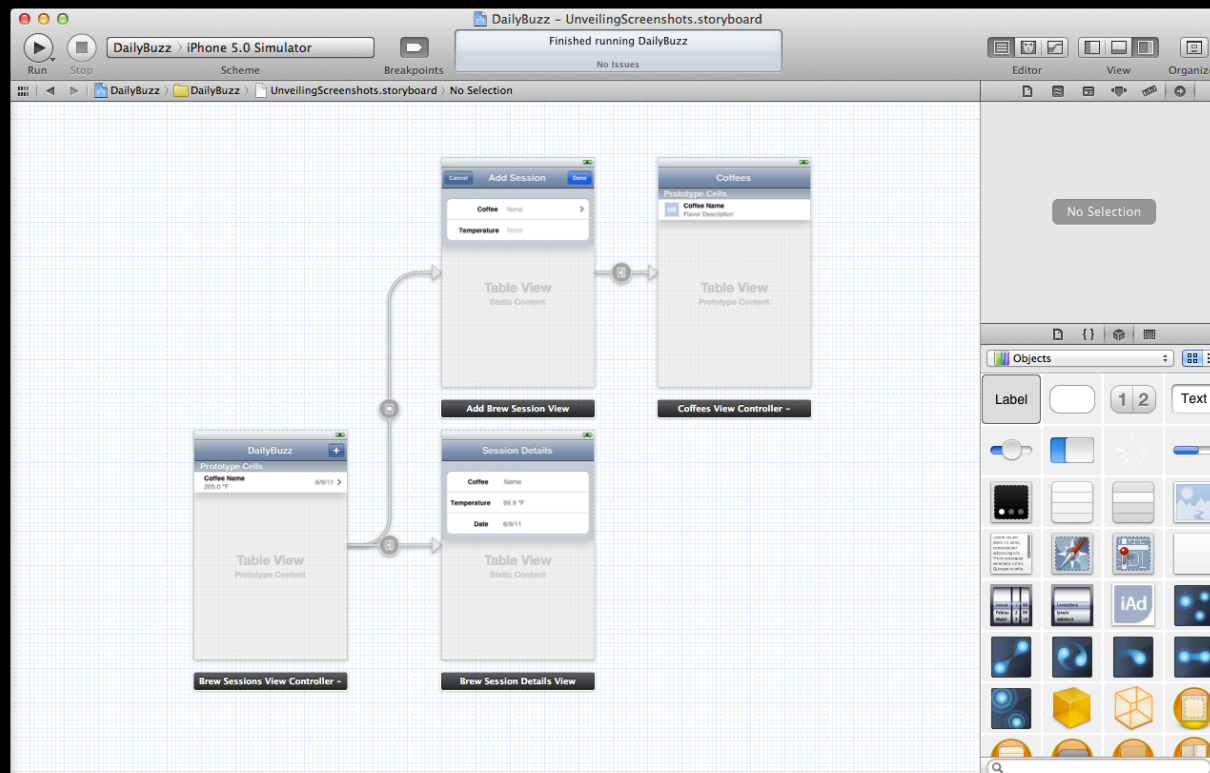
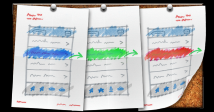
Storyboards at Runtime

Interacting with Storyboards in code



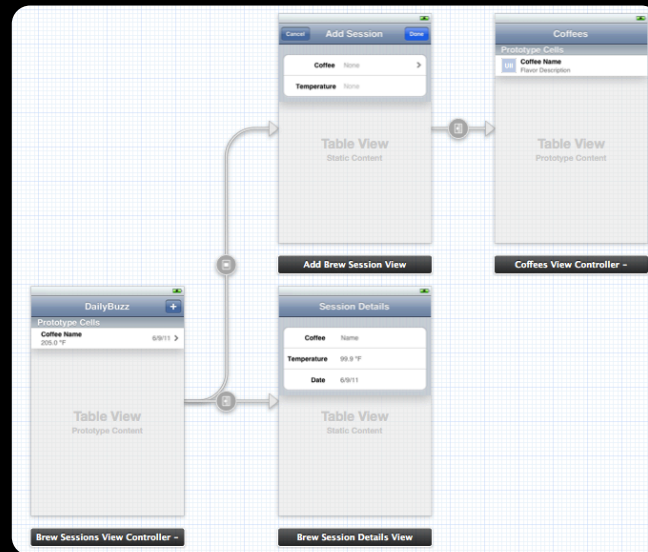
UIStoryboard

Runtime Representation of Your Editor



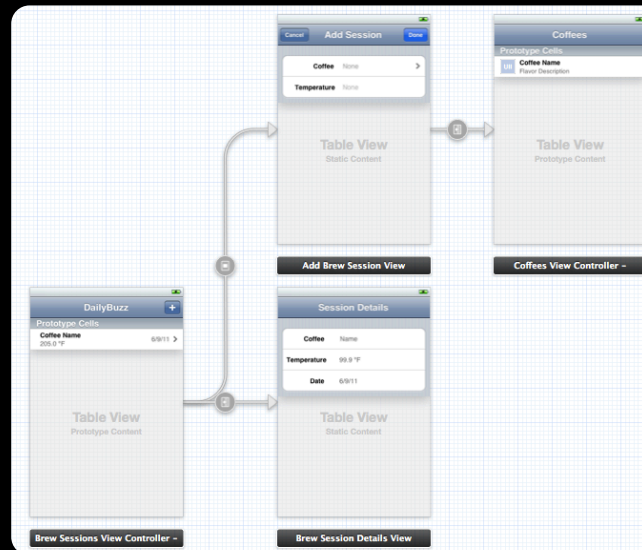
UIStoryboard

Runtime Representation of Your Editor



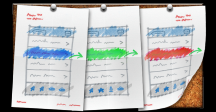
UIStoryboard

Runtime Representation of Your Editor



UIStoryboard

Loading a Storyboard



- Loaded on demand
 - +`[UIStoryboard storyboardWithName:bundle:]`
- Set up for you by UIApplication

```
<key>UIMainStoryboardFile</key>
```

UIStoryboard

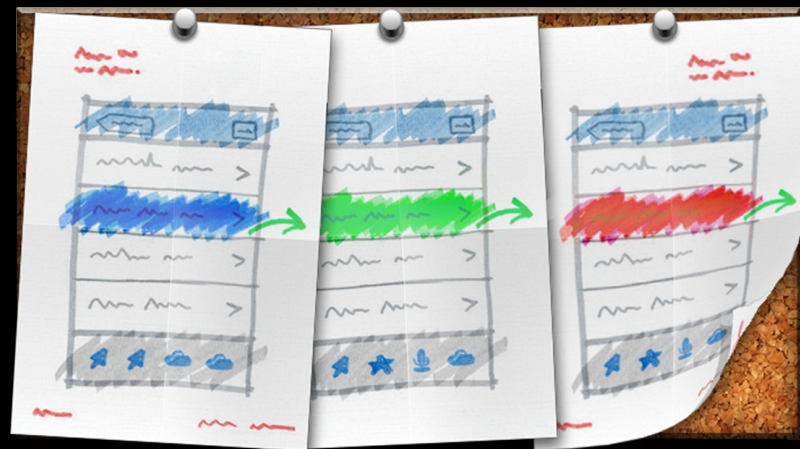
Instantiating View Controllers



- Starting Scene of a Storyboard
 - `[UIStoryboard instantiateInitialViewController]`
- Arbitrary View Controllers by identifier
 - `[UIStoryboard instantiateViewControllerWithIdentifier:]`

UIStoryboard

Storyboard Internals



UIStoryboard

Storyboard Internals



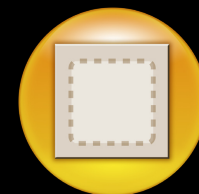
- Familiar override points for custom initialization
 - [UIViewController viewDidLoad]
 - [NSObject awakeFromNib]
 - [UIViewController initWithCoder:]

UIStoryboard

Storyboard Internals



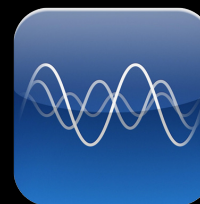
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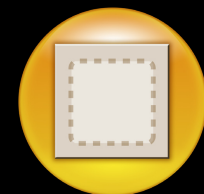


UIViewController

Passing Data and Context

- Setting up a downstream View Controller
 - [UIViewController prepareForSegue:sender:]
- Loading other View Controllers from a Storyboard
 - [UIViewController storyboard]
- Performing a Segue
 - [UIViewController performSegueWithIdentifier:sender:]

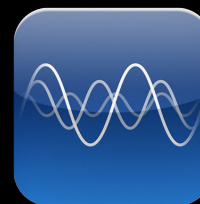




UIViewController

Passing Data and Context

- Setting up a downstream View Controller
 - `[UIViewController prepareForSegue:sender:]`
- Loading other View Controllers from a Storyboard
 - `[UIViewController storyboard]`
- Performing a Segue
 - `[UIViewController performSegueWithIdentifier:sender:]`





UINavigationController

Preparing for a Segue

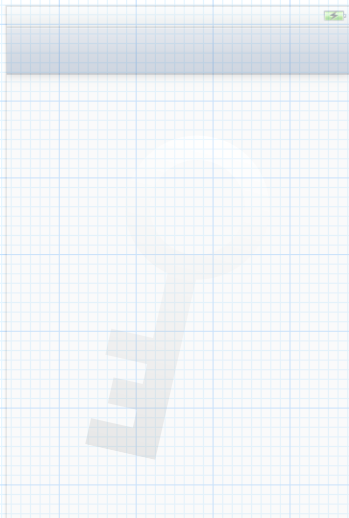
- Context for setup
 - [UINavigationController destinationViewController]
 - [UINavigationController identifier]
- UINavigationControllerPopoverSegue
 - [UINavigationControllerPopoverSegue popoverController]



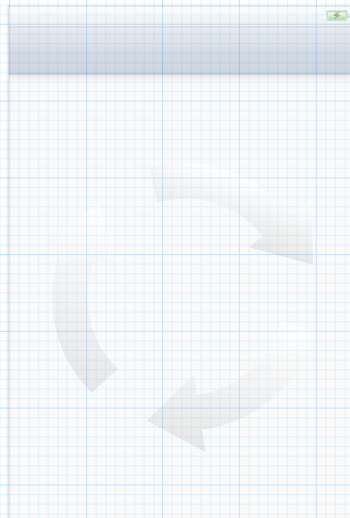
UIStoryboardSegue

Performing a Segue

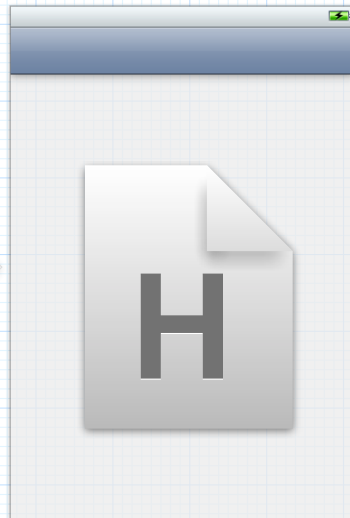
- Context for setup
 - [UIStoryboardSegue sourceViewController]
 - [UIStoryboardSegue destinationViewController]
- Performing the visual transition
 - [UIStoryboardSegue perform]



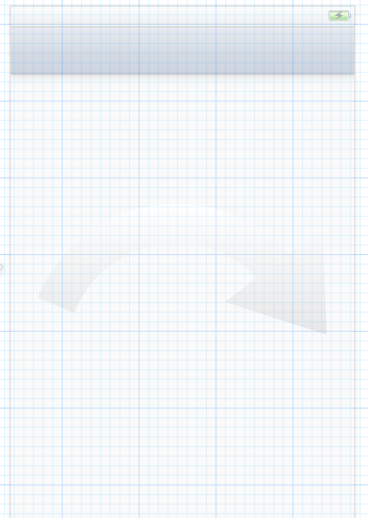
Key Concepts



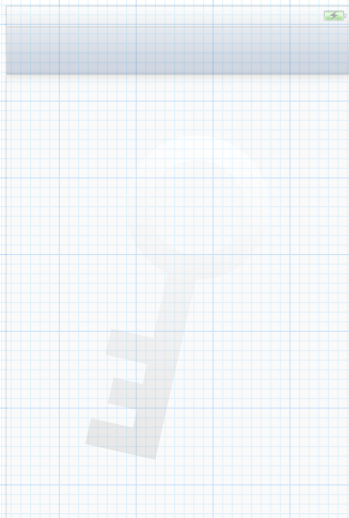
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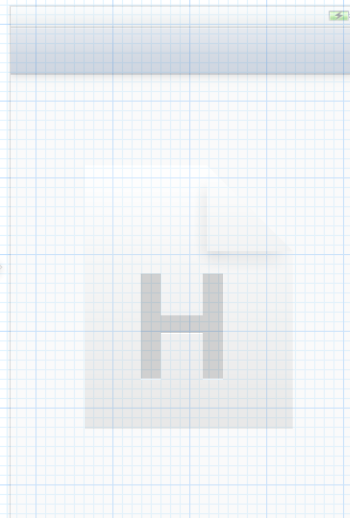
Adoption



Key Concepts



Moving Data



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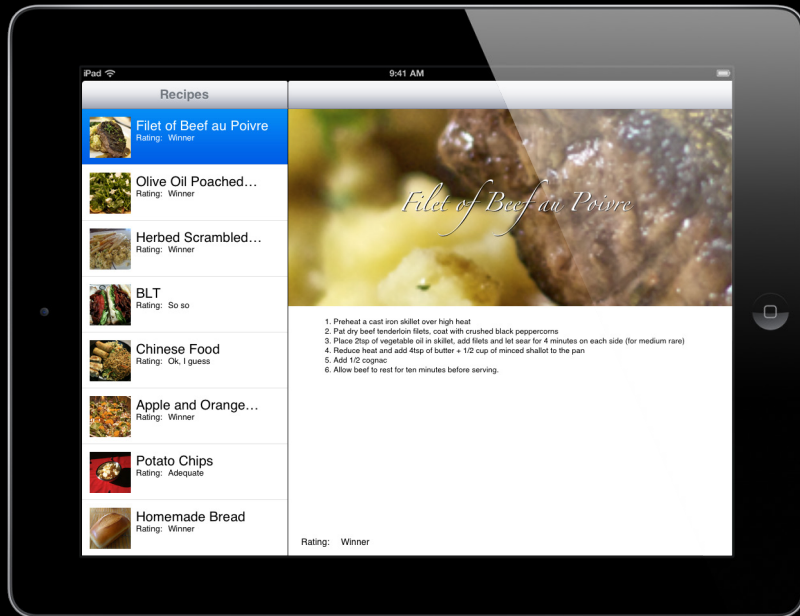
Roadmap

Adopting Storyboards in your applications

- Designed to be flexible
- Wholesale conversion
 - One Storyboard for entire application
- Incremental adoption
 - Storyboard as you go

Road Map

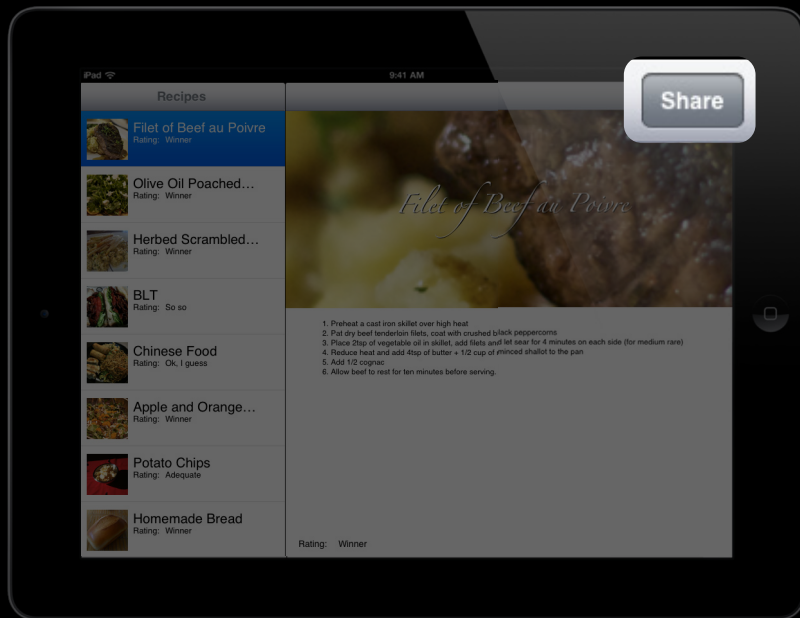
Extending recipes



- Existing application
- Load Storyboard for new UI

Road Map

Extending recipes



- Existing application
- Load Storyboard for new UI

Road Map

Extending recipes



- Existing application
- Load Storyboard for new UI

Demo

Extending your applications

Recap

What you just saw

- Can load a Storyboard for all or part of an application UI
- Creating and using Custom Segues

Key Points

What you just saw

- Introduction to Storyboards
- Building a Storyboard-based iPhone application
- Storyboards at Runtime
- Leveraging Storyboards in existing applications

Related Sessions

Using Interface Builder in Xcode 4

Pacific Heights
Tuesday 2:00PM

What's New in Cocoa Touch

Pacific Heights
Thursday 4:30PM

Core Animation Essentials

Mission
Thursday 11:30AM

Labs

Interface Builder Storyboarding Lab

Developer Tools Lab B
Wednesday 2:00PM

Cocoa Touch Lab

Application Frameworks Lab D
Wednesday 2:00PM

More Information

Michael Jurewitz

Developer Tools Evangelist
jurewitz@apple.com

Documentation

What's New in iOS 5
<http://developer.apple.com/iOS>

Apple Developer Forums

<http://devforums.apple.com>

