

«TBExample»

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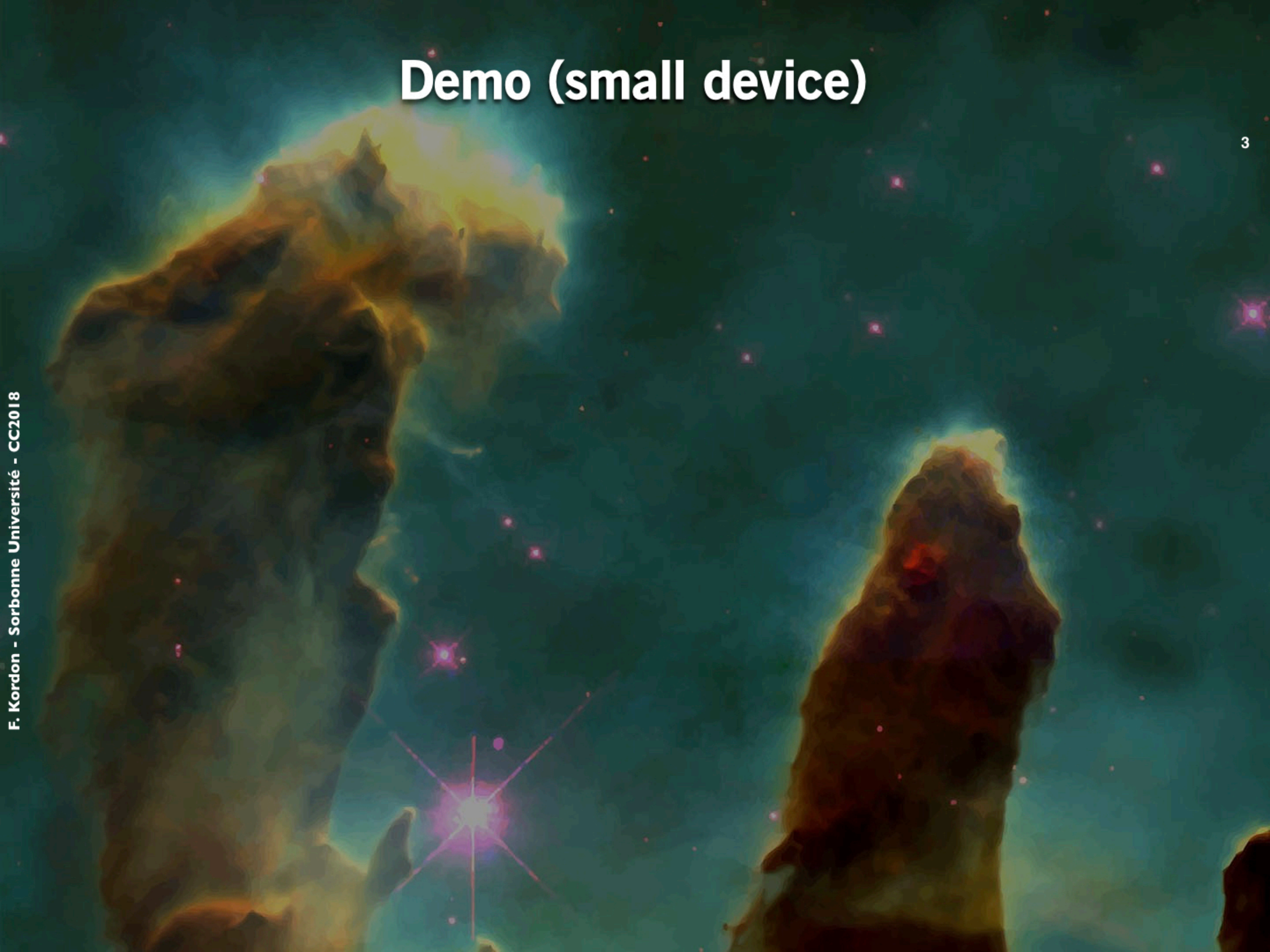
As an introduction...

Goals of the example

- Play with several hierarchies of views
- Show a simple but consistent vision of UITabBarController



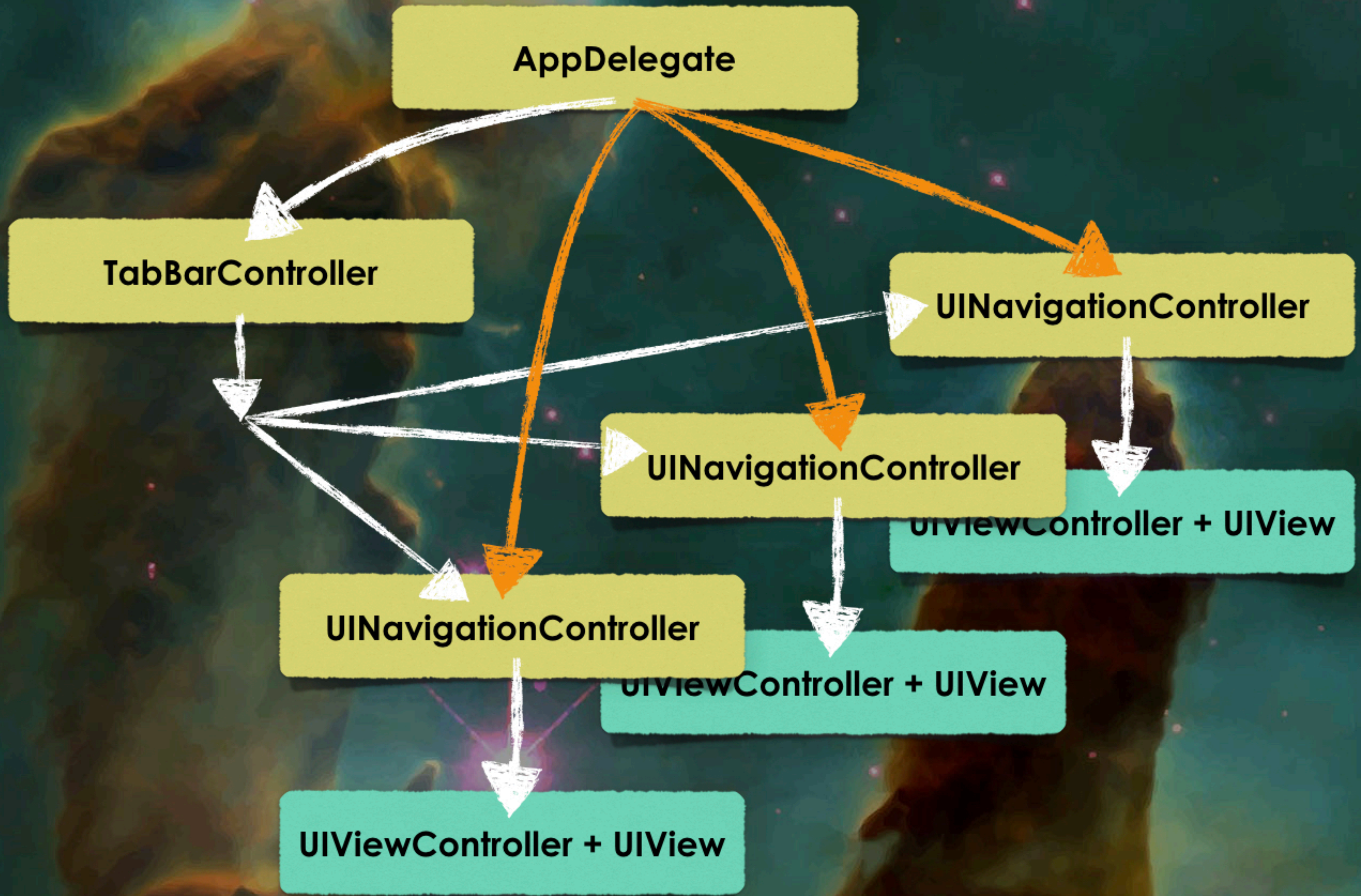
Demo (small device)



Demo (large device)



Architecture



AppDelegate

```
import UIKit

@UIApplicationMain
class AppDelegate: UIResponder, UIApplicationDelegate {

    var window: UIWindow?

    func application(_ application: UIApplication,
                    didFinishLaunchingWithOptions
                    launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> Bool {
        // Override point for customization after application launch.
        let vc1 = ViewController1()
        let vc2 = ViewController2()
        let vc3 = ViewController3()
        let nvc1 = UINavigationController(rootViewController: vc1)
        let nvc2 = UINavigationController(rootViewController: vc2)
        let nvc3 = UINavigationController(rootViewController: vc3)
        let tbc = UITabBarController()
        tbc.viewControllers = [nvc1, nvc2, nvc3]
        window?.rootViewController = tbc
        window?.makeKeyAndVisible()
        return true
    }

    // No need to change the other methods.
}
```

ViewController1

```
import UIKit

class ViewController1: UIViewController {

    private let l = UILabel()

    init () {
        super.init(nibName: nil, bundle: nil)
        let tbi = UITabBarItem(tabBarSystemItem: .mostViewed, tag: 1)
        self.tabBarItem = tbi
        self.title = "View 1" // used by the navigation Controller
    }

    required init?(coder aDecoder: NSCoder) {
        fatalError("init(coder:) has not been implemented")
    }

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
        self.view = UIView(frame: UIScreen.main.bounds)
        self.view.backgroundColor = UIColor.yellow
        l.text = "This is view 1"
        l.textAlignment = .center
        self.view.addSubview(l)
        self.drawInSize(UIScreen.main.bounds.size)
    }
}
```

ViewController1

```
func drawInSize(_ size: CGSize) {  
    l.frame = CGRect(x: 10.0, y: 100.0, width: size.width - 20.0, height: 20.0)  
}  
  
override func viewWillTransition(to size: CGSize,  
    with coordinator: UIViewControllerTransitionCoordinator) {  
    self.drawInSize(size)  
}  
}
```


ViewController2

```
import UIKit

class ViewController2: UIViewController {

    private let l = UILabel()

    init () {
        super.init(nibName: nil, bundle: nil)
        let icon = UIImage(named: "internet")
        let tbi = UITabBarItem(title: "view 2", image: icon, tag: 2)
        self.tabBarItem = tbi
        self.title = "View 2" // used by the navigation Controller
    }

    required init?(coder aDecoder: NSCoder) {
        fatalError("init(coder:) has not been implemented")
    }

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
        self.view = UIView(frame: UIScreen.main.bounds)
        self.view.backgroundColor = UIColor.red
        l.text = "This is view 2"
        l.textColor = UIColor.white
        l.textAlignment = .center
        self.view.addSubview(l)
        self.drawInSize(UIScreen.main.bounds.size)
    }
}
```

ViewController2

```
func drawInSize(_ size: CGSize) {  
    l.frame = CGRect(x: 10.0, y: 100.0, width: size.width - 20.0, height: 20.0)  
}  
  
override func viewWillTransition(to size: CGSize,  
    with coordinator: UIViewControllerTransitionCoordinator) {  
    self.drawInSize(size)  
}  
}
```

ViewController3

```
import UIKit

class ViewController3: UIViewController {

    private let l = UILabel()

    init () {
        super.init(nibName: nil, bundle: nil)
        let icon = UIImage(named: "smartphone")
        let tbi = UITabBarItem(title: "view 3", image: icon, tag: 3)
        self.tabBarItem = tbi
        self.title = "View 3" // used by the navigation Controller
    }

    required init?(coder aDecoder: NSCoder) {
        fatalError("init(coder:) has not been implemented")
    }

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view, typically from a nib.
        self.view = UIView(frame: UIScreen.main.bounds)
        self.view.backgroundColor = UIColor.blue
        l.text = "This is view 3"
        l.textColor = UIColor.white
        l.textAlignment = .center
        self.view.addSubview(l)
        self.drawInSize(UIScreen.main.bounds.size)
    }
}
```

ViewController3

```
func drawInSize(_ size: CGSize) {  
    l.frame = CGRect(x: 10.0, y: 100.0, width: size.width - 20.0, height: 20.0)  
}  
  
override func viewWillTransition(to size: CGSize,  
    with coordinator: UIViewControllerTransitionCoordinator) {  
    self.drawInSize(size)  
}  
}
```

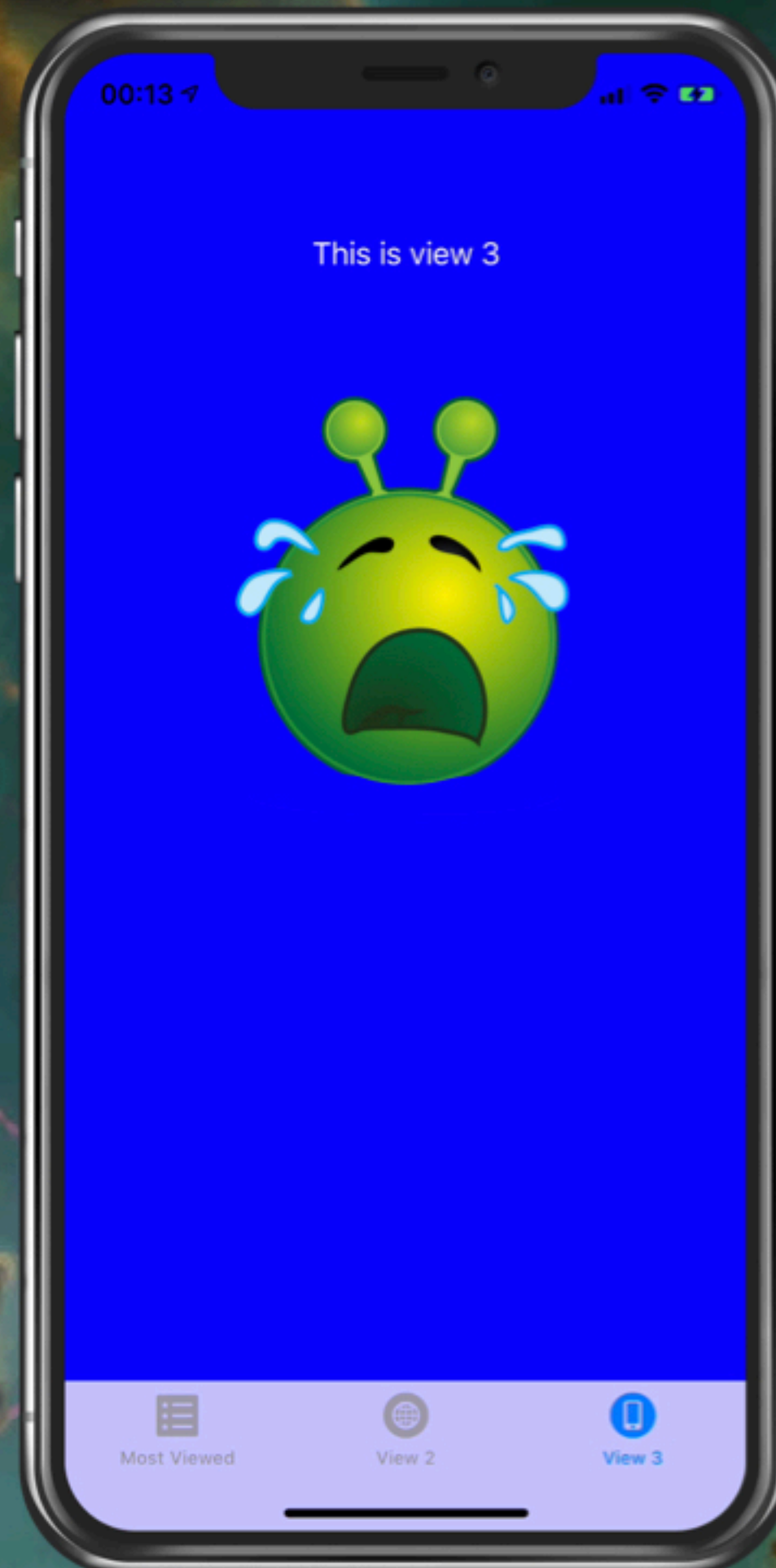
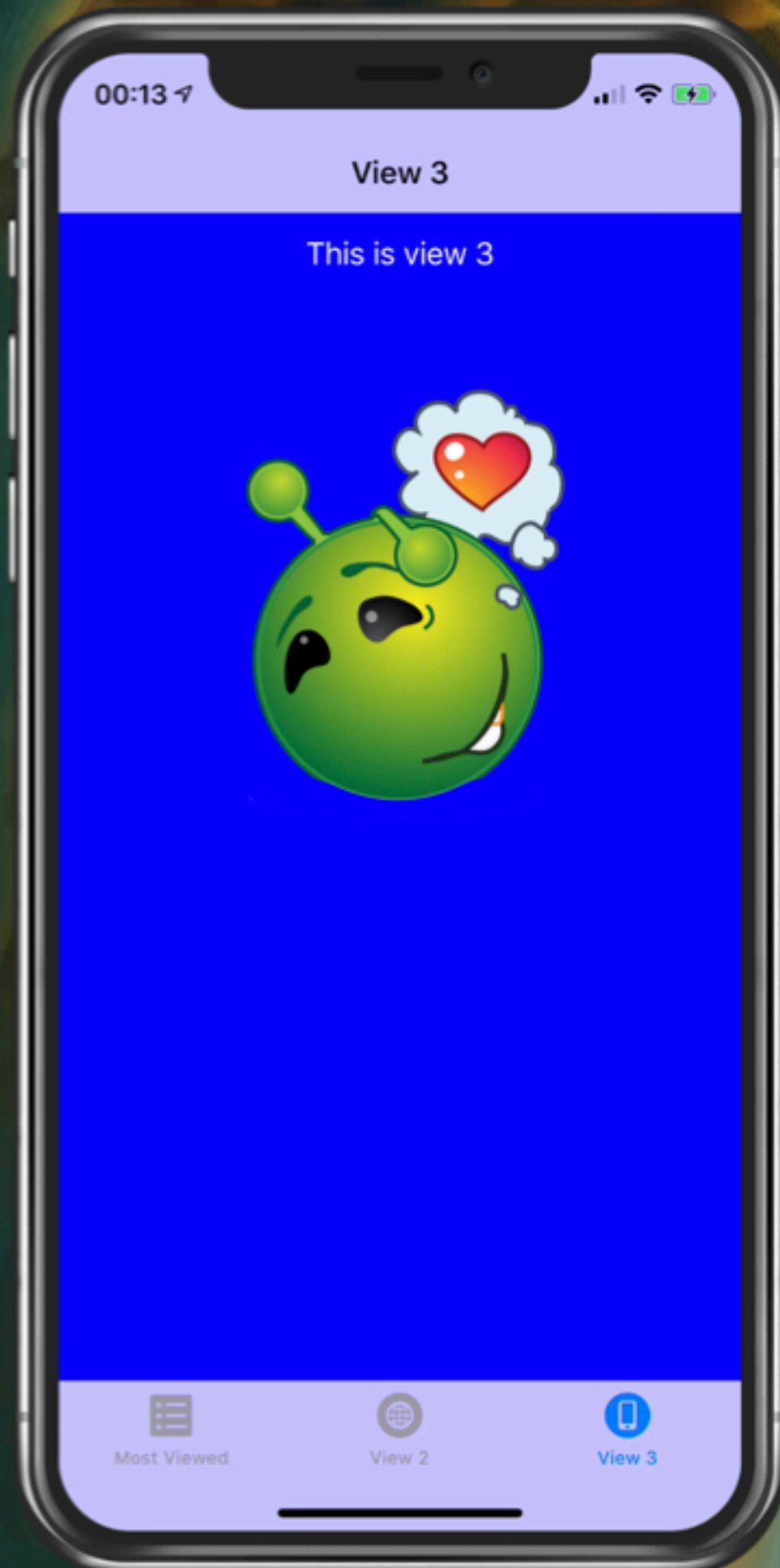
Important remark

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What if...

- No UINavigationController attached to each view controller?



As a conclusion...

Easy is'n't it?

- You can of course mix various type of controllers
 - ▶ UIViewControllers
 - ▶ UITableViewControllers
 - ▶ UINavigationController

Orientation for free!

You MUST use it!

- Standard
- Known by your users
- Customisable

