

Tab Based App

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App

- We are going to create a Tab Based App
- There will be 2 tabs
 - One to set properties
 - One to view properties

Choose a template for your new project:

iOS

Application

Framework & Library

Other

Mac OS X

Application

Framework & Library

Application Plug-in

System Plug-in

Other

Navigation-based
Application

OpenGL ES
Application

Split View-based
Application

Tab Bar Application

Utility Application

View-based
Application

Window-based
Application



Tab Bar Application

This template provides a starting point for an application that uses a tab bar. It provides a user interface configured with a tab bar controller, and a view controller for the first tab bar item.

Cancel

Previous

Next

Choose options for your new project:

Product Name

Tab

Company Identifier

net.itsbrent

Bundle Identifier

net.itsbrent.Tab

Device Family

iPhone

☐ Include Unit Tests

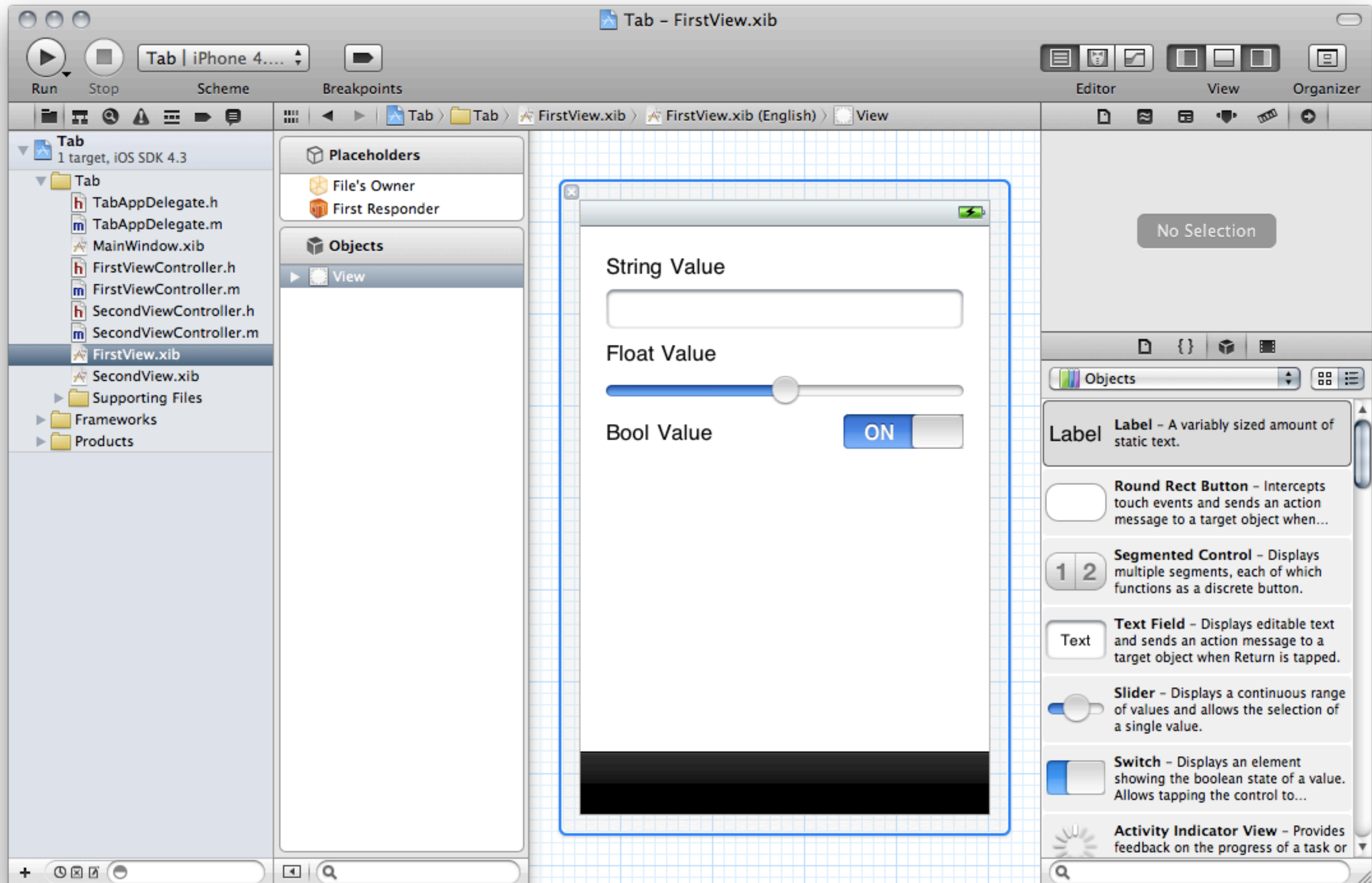
Cancel

Previous

Next

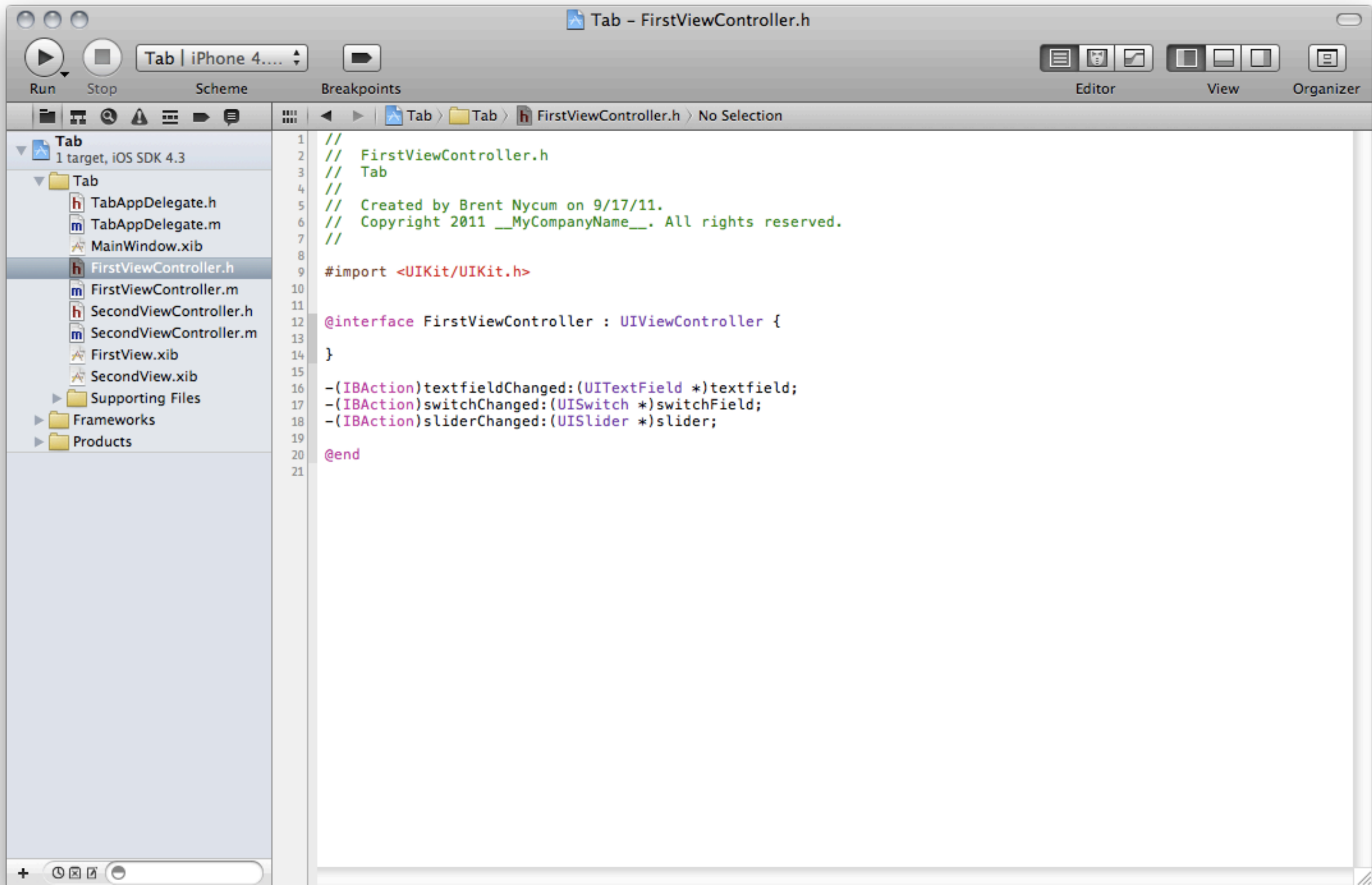
First View

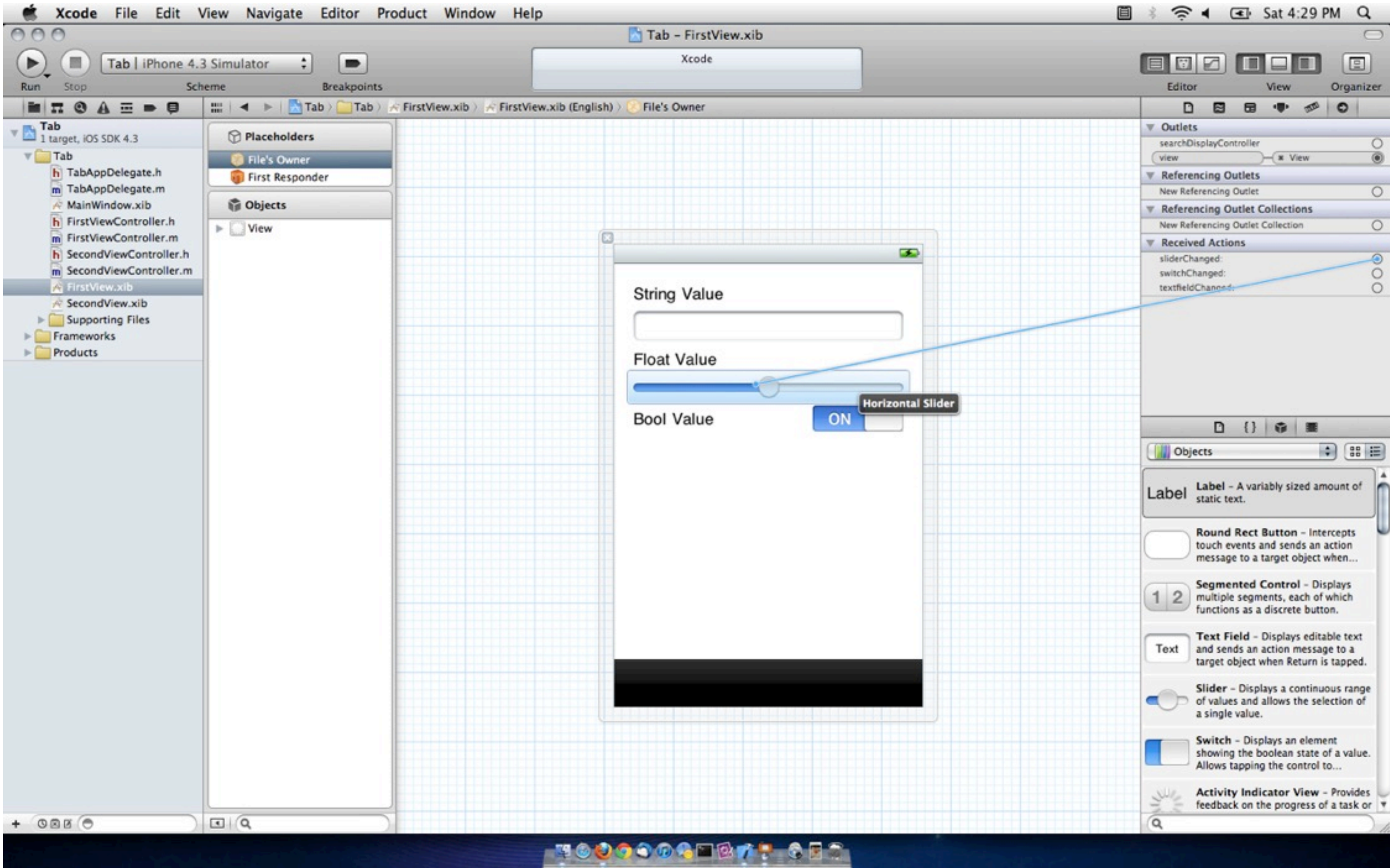
- Going to set a String, Float, and Boolean value
- We will need
 - Text Field
 - Slider
 - Switch
- Open FirstView.xib

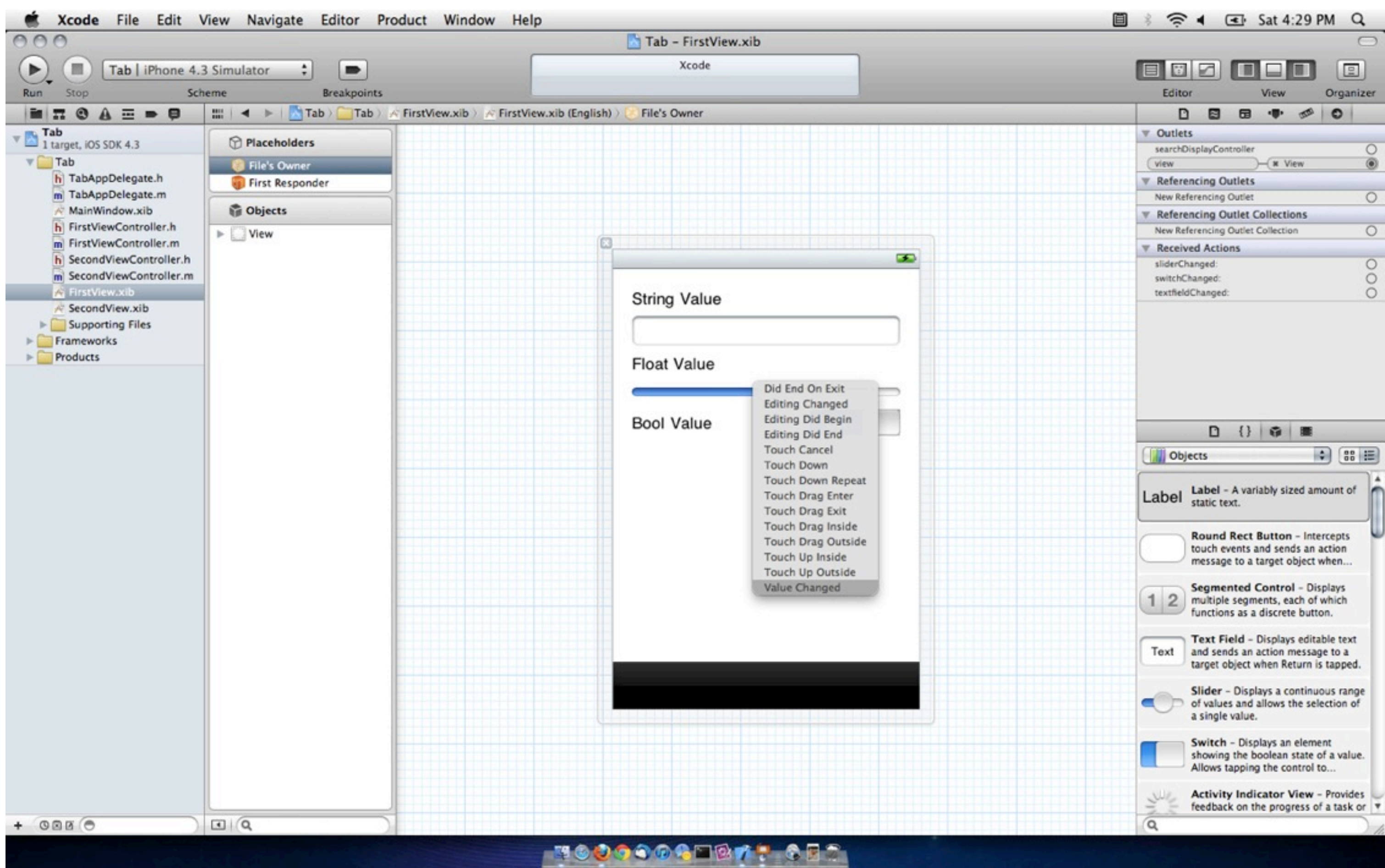


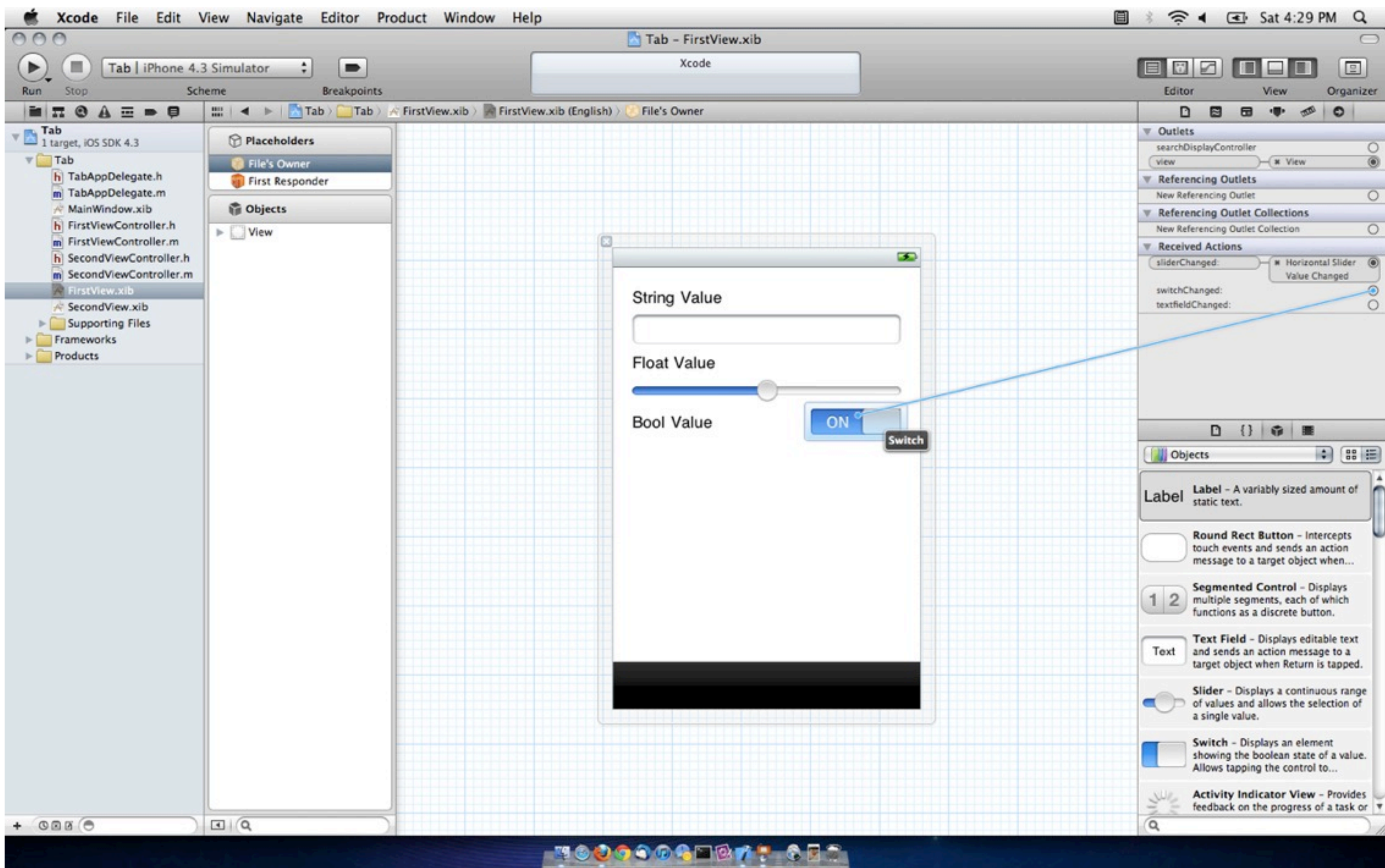
Setup Our Actions

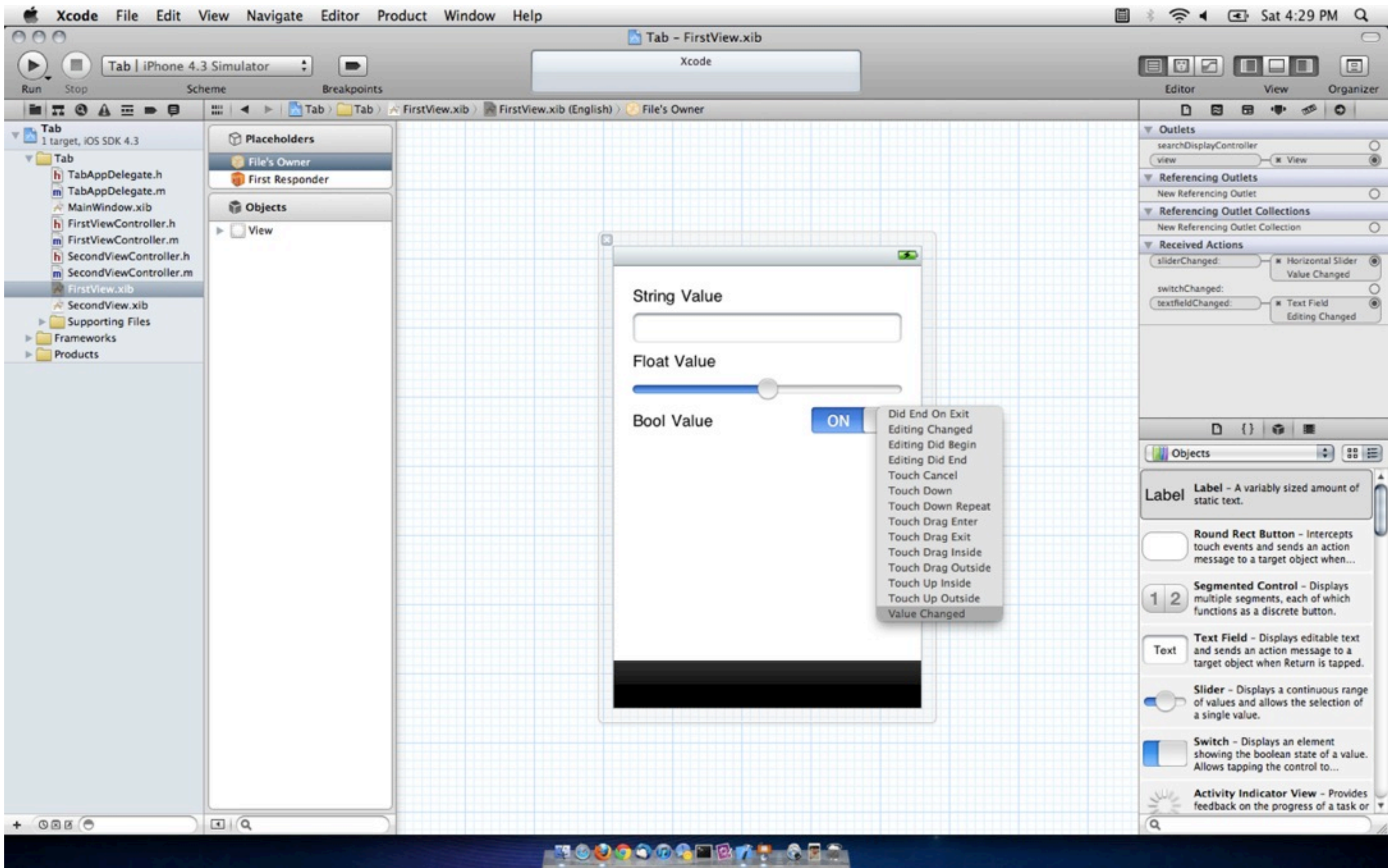
- FirstViewController
 - -(IBAction)textFieldChanged:(UITextField *)textField;
 - -(IBAction)switchChanged:(UISwitch *)switchField;
 - -(IBAction)sliderChanged:(UISlider *)slider;

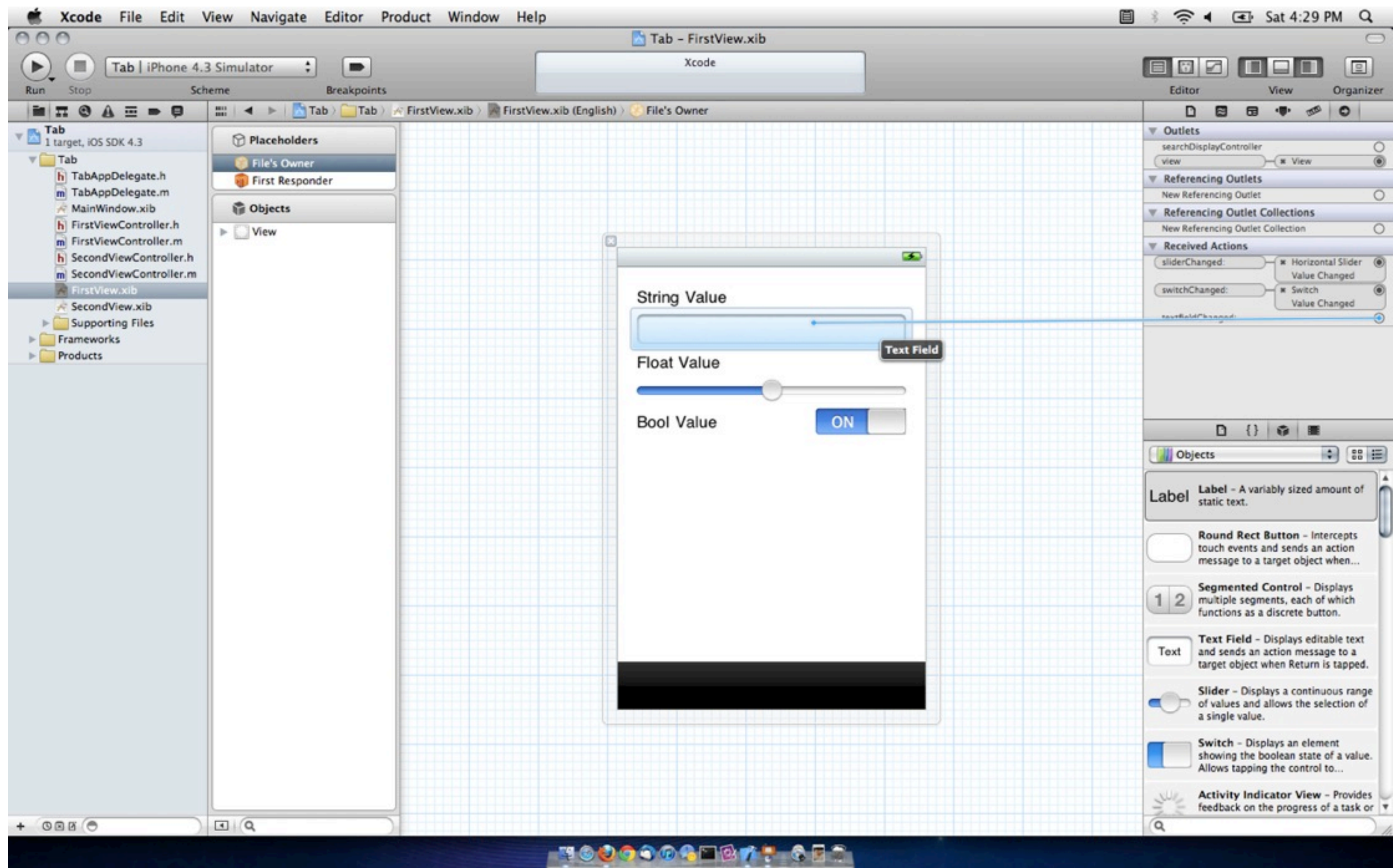


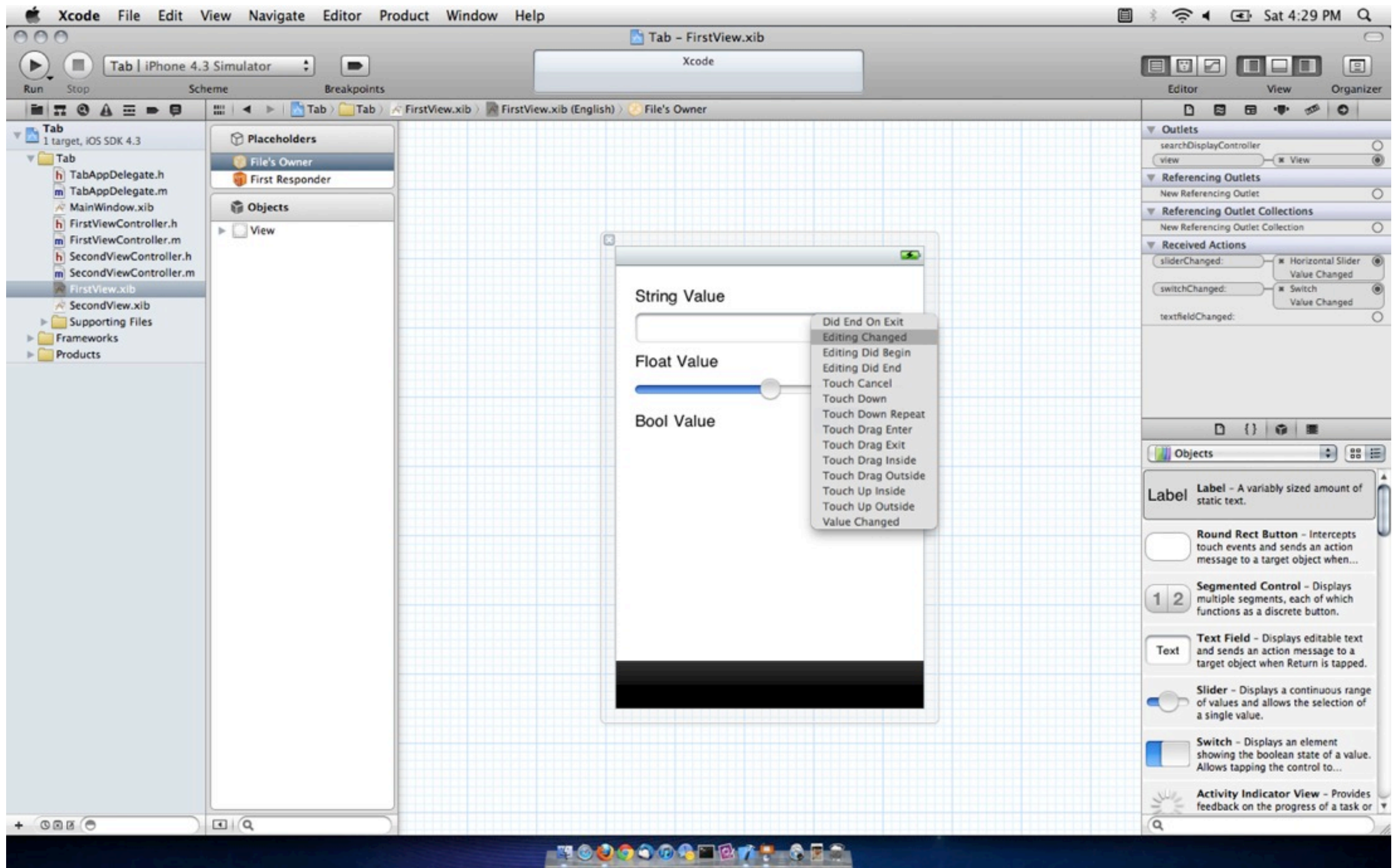


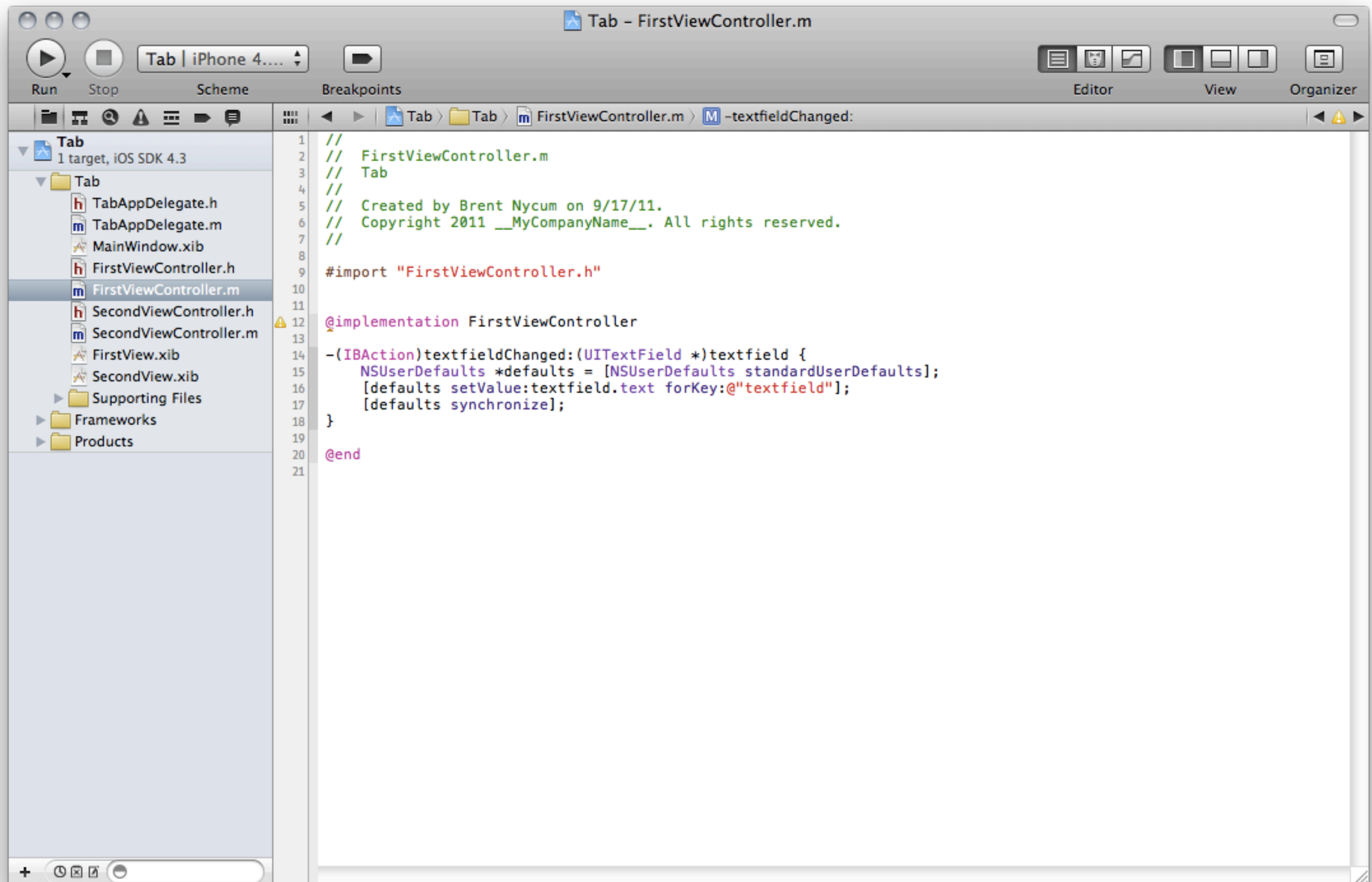




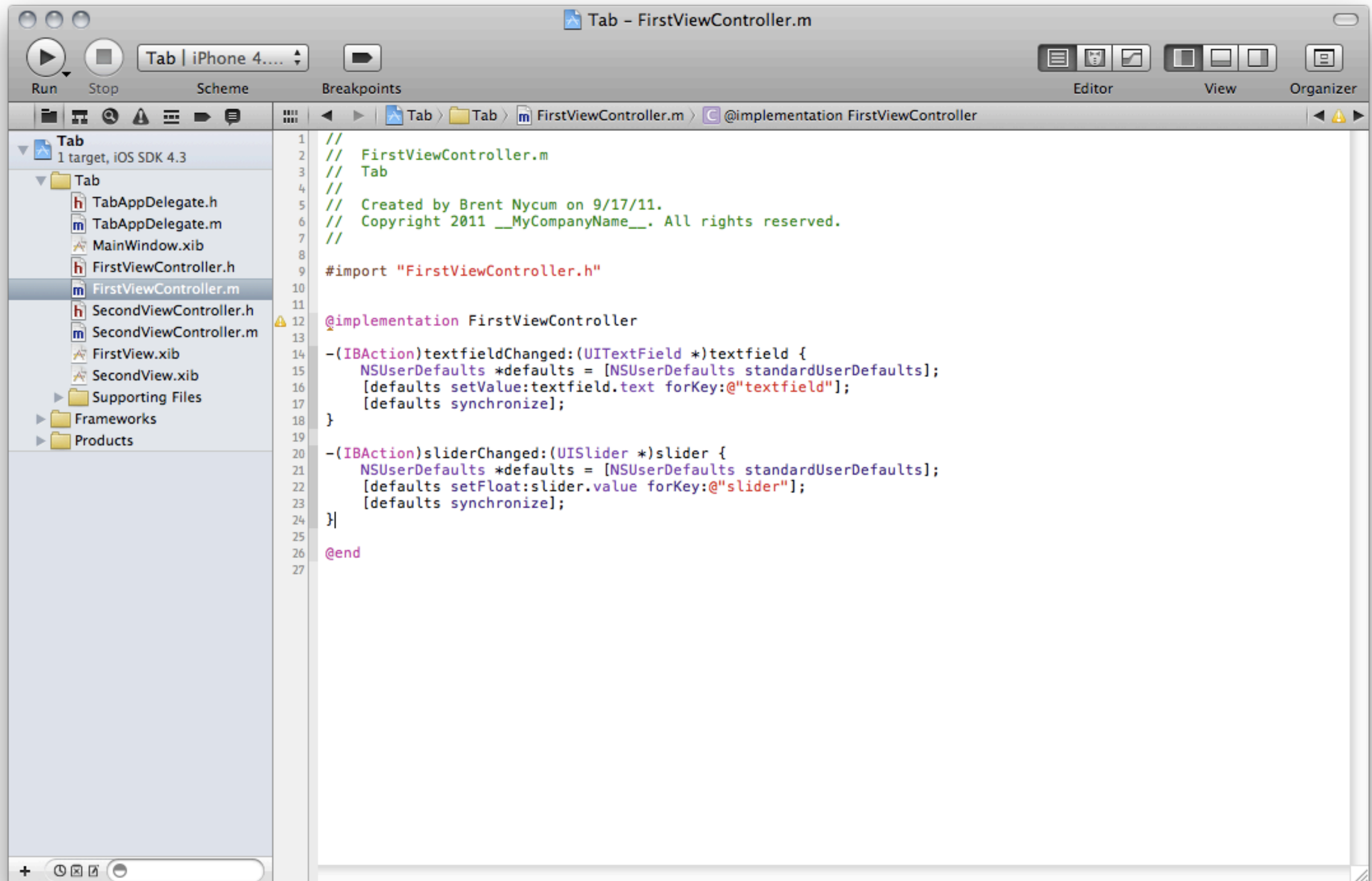




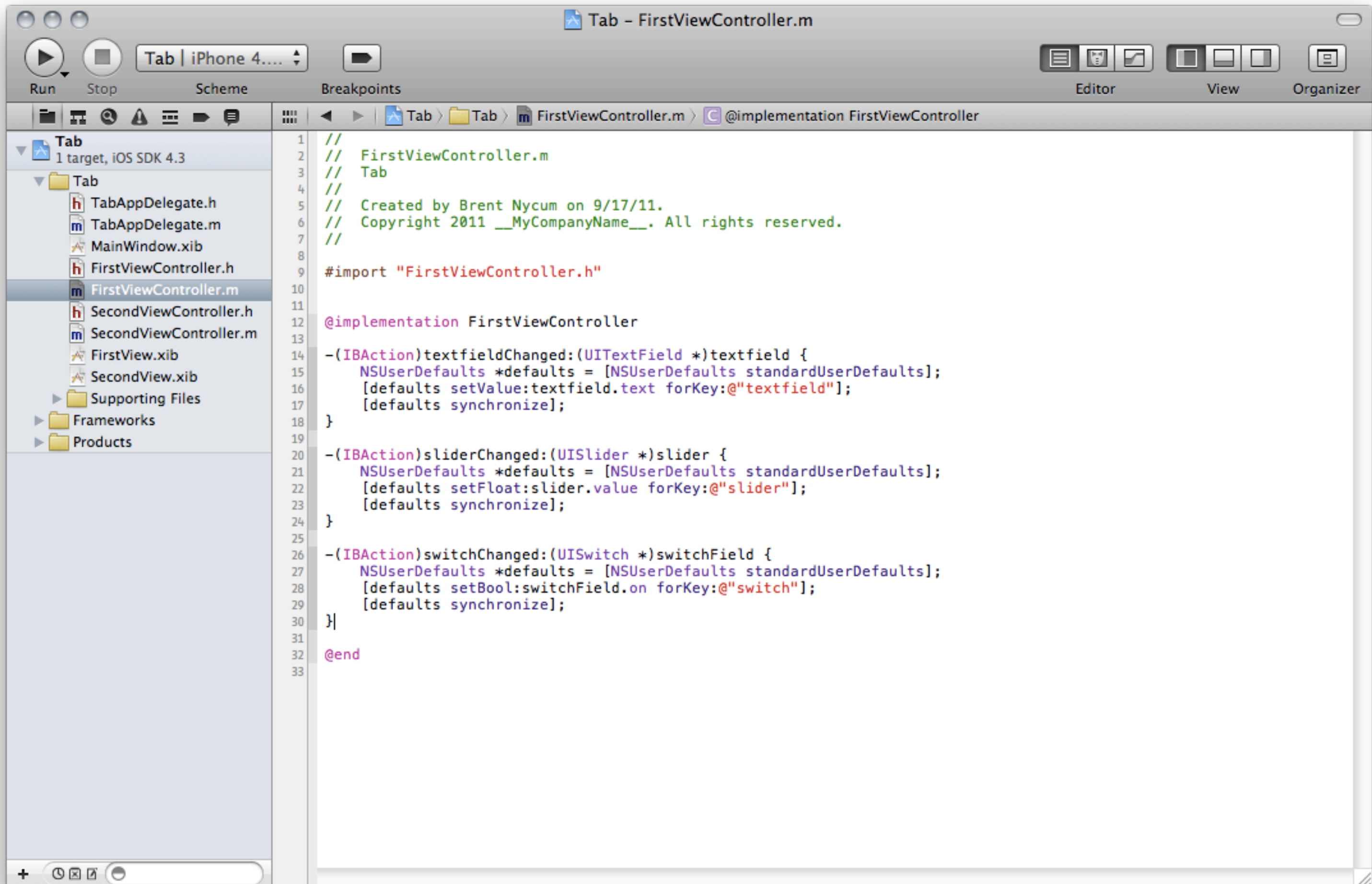




```
-(IBAction)textFieldChanged:(UITextField *)textField {  
    NSUserDefaults *defaults = [NSUserDefaults standardUserDefaults];  
    [defaults setValue:textfield.text forKey:@"textfield"];  
    [defaults synchronize];  
}
```



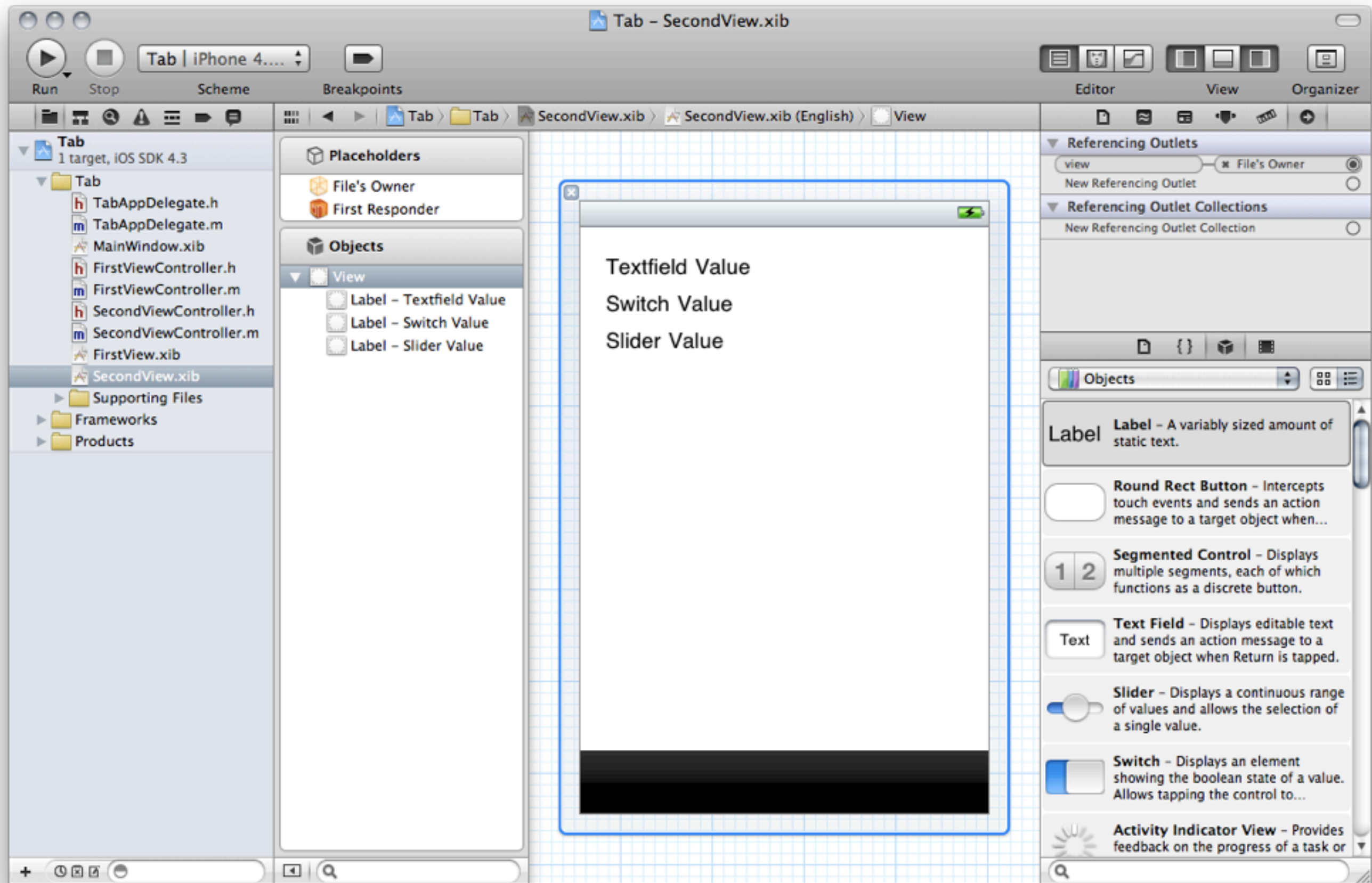
```
-(IBAction)sliderChanged:(UISlider *)slider {  
    NSUserDefaults *defaults = [NSUserDefaults standardUserDefaults];  
    [defaults setFloat:slider.value forKey:@"slider"];  
    [defaults synchronize];  
}
```



```
-(IBAction)switchChanged:(UISwitch *)switchField {  
   NSUserDefaults *defaults = [NSUserDefaults standardUserDefaults];  
    [defaults setBool:switchField.on forKey:@"switch"];  
    [defaults synchronize];  
}
```

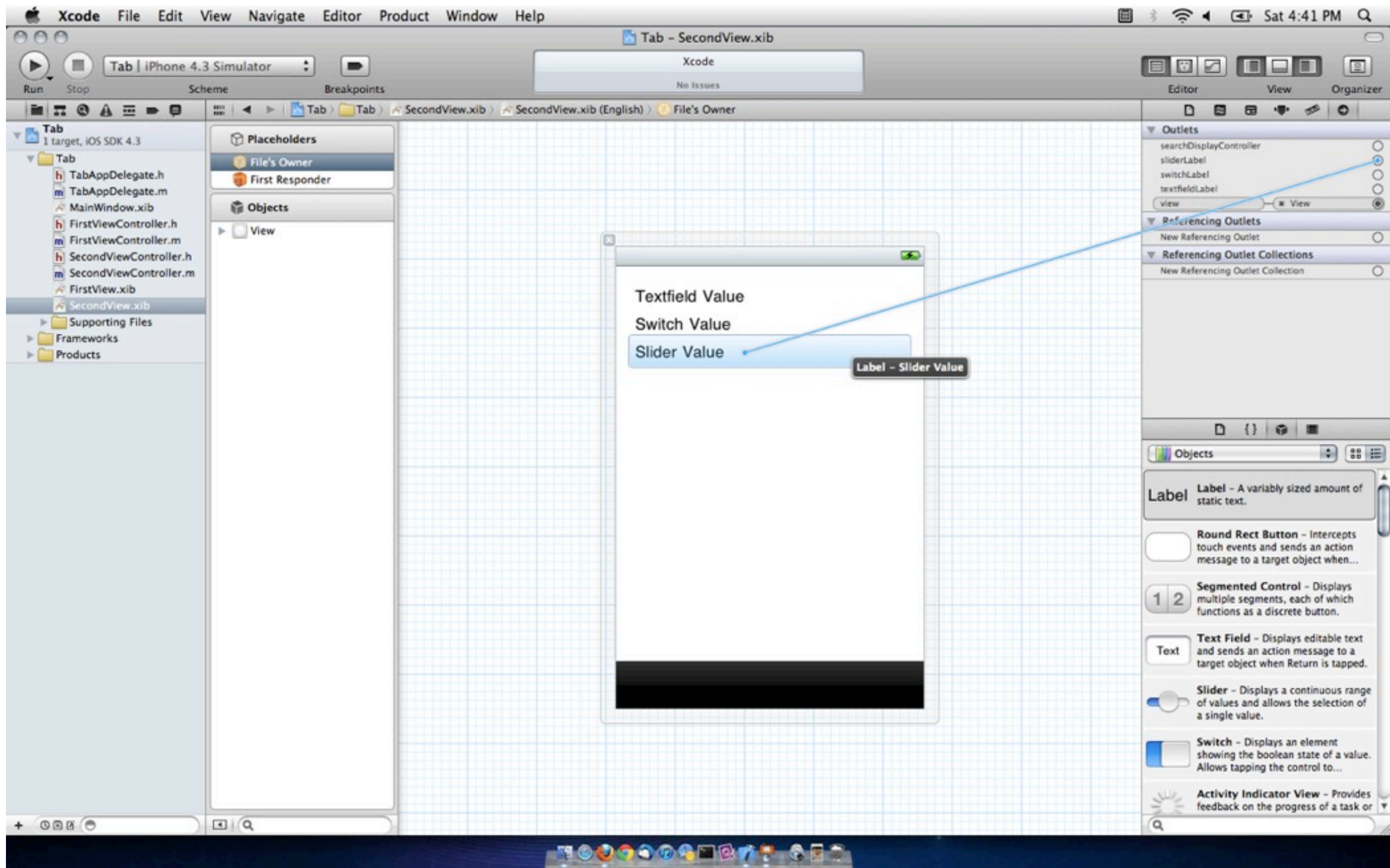
View our Defaults

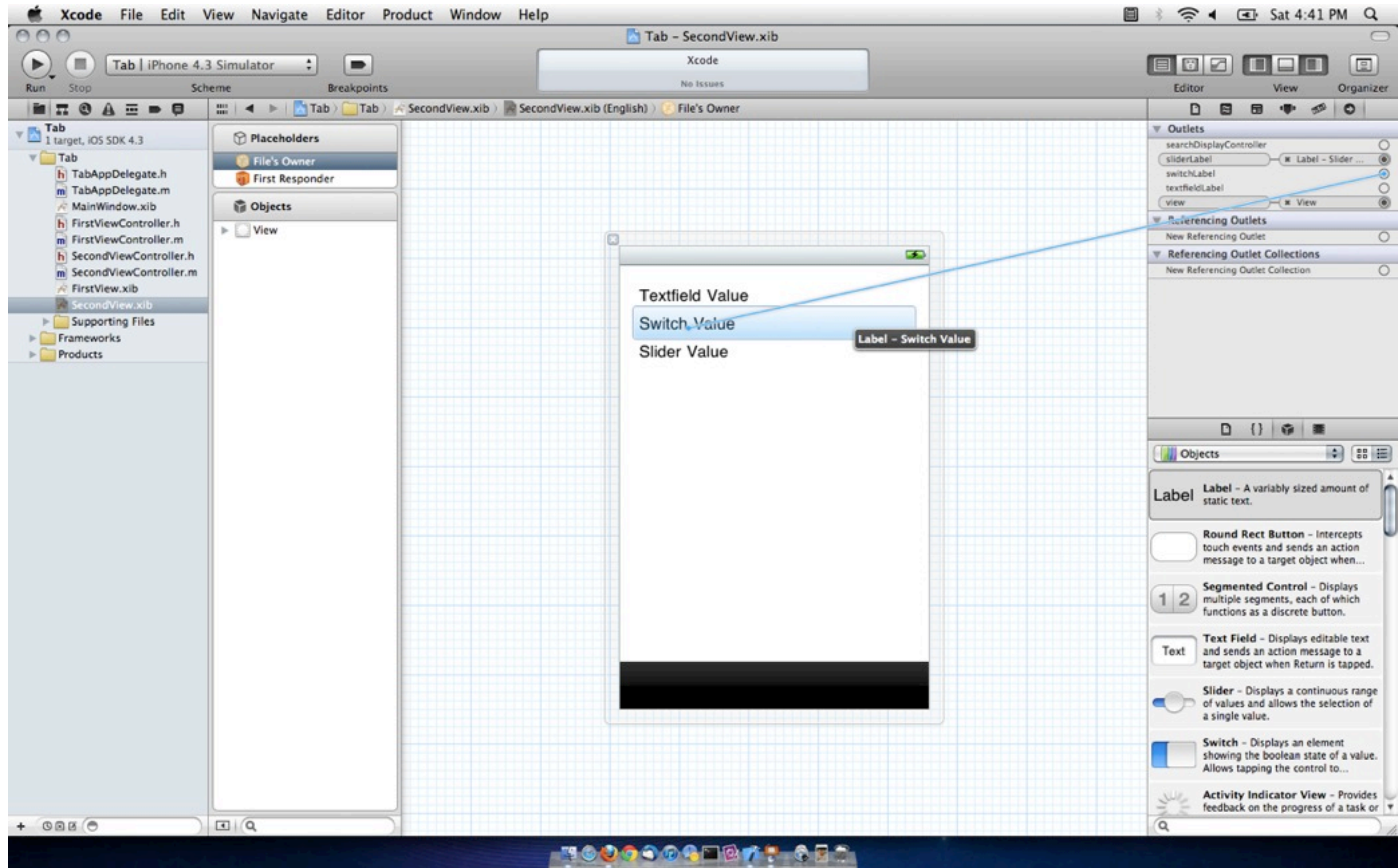
- SecondView.xib
- Labels
 - Textfield value
 - Switch value
 - Slider value

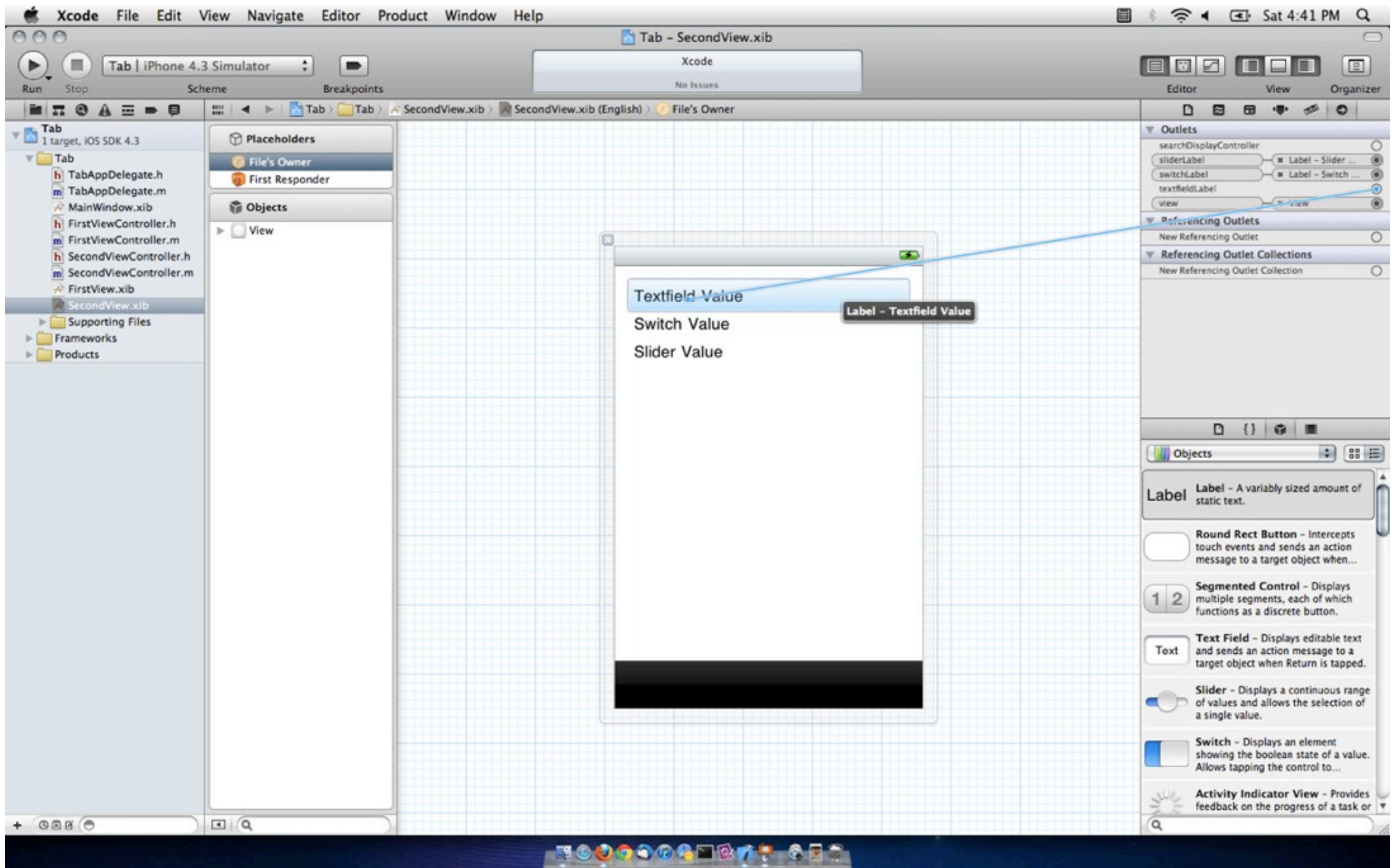


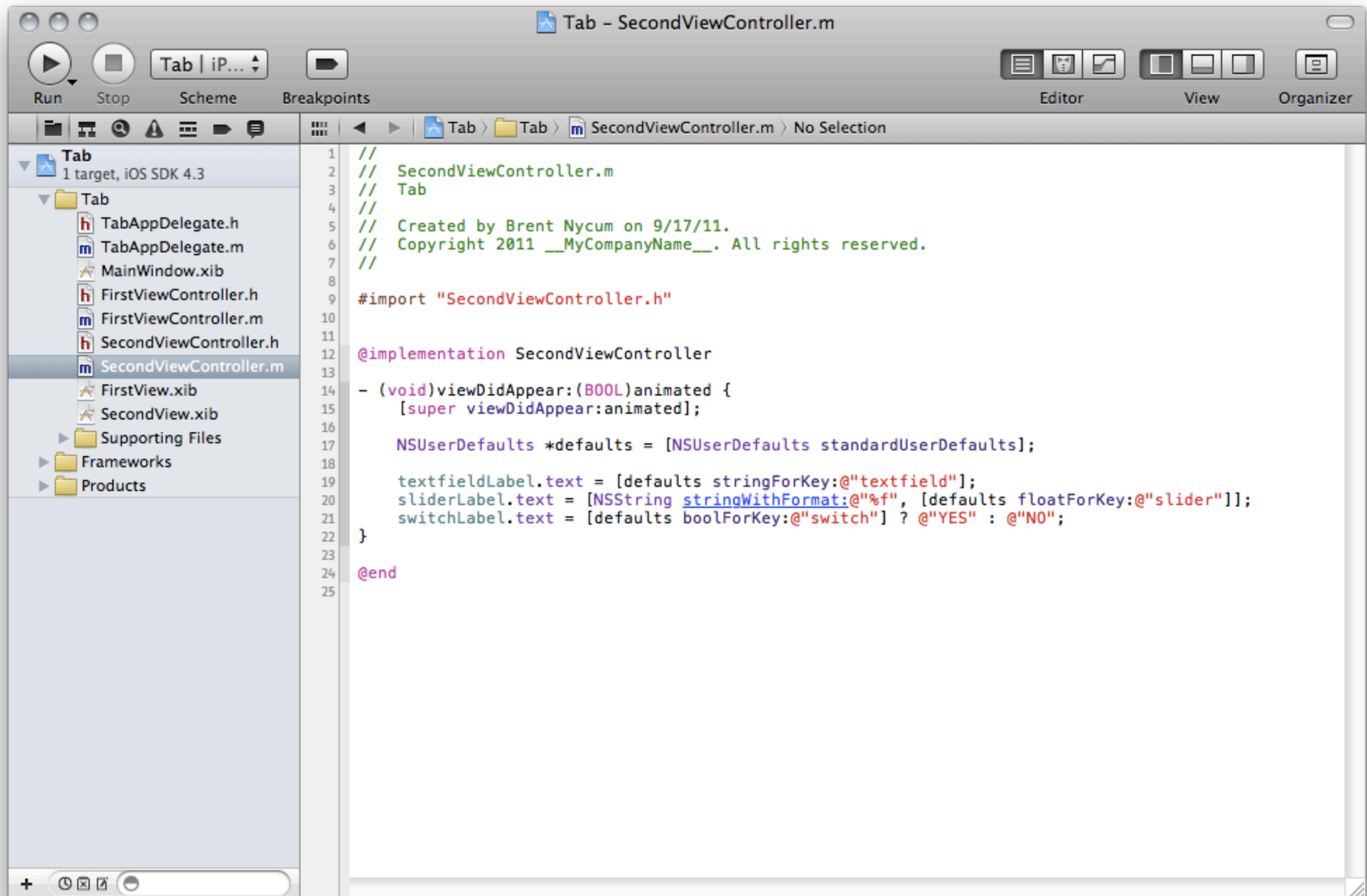
Add our Outlets

- Second View Controller
 - IBOutlet UILabel *textFieldLabel;
 - IBOutlet UILabel *switchLabel;
 - IBOutlet UILabel *sliderLabel;





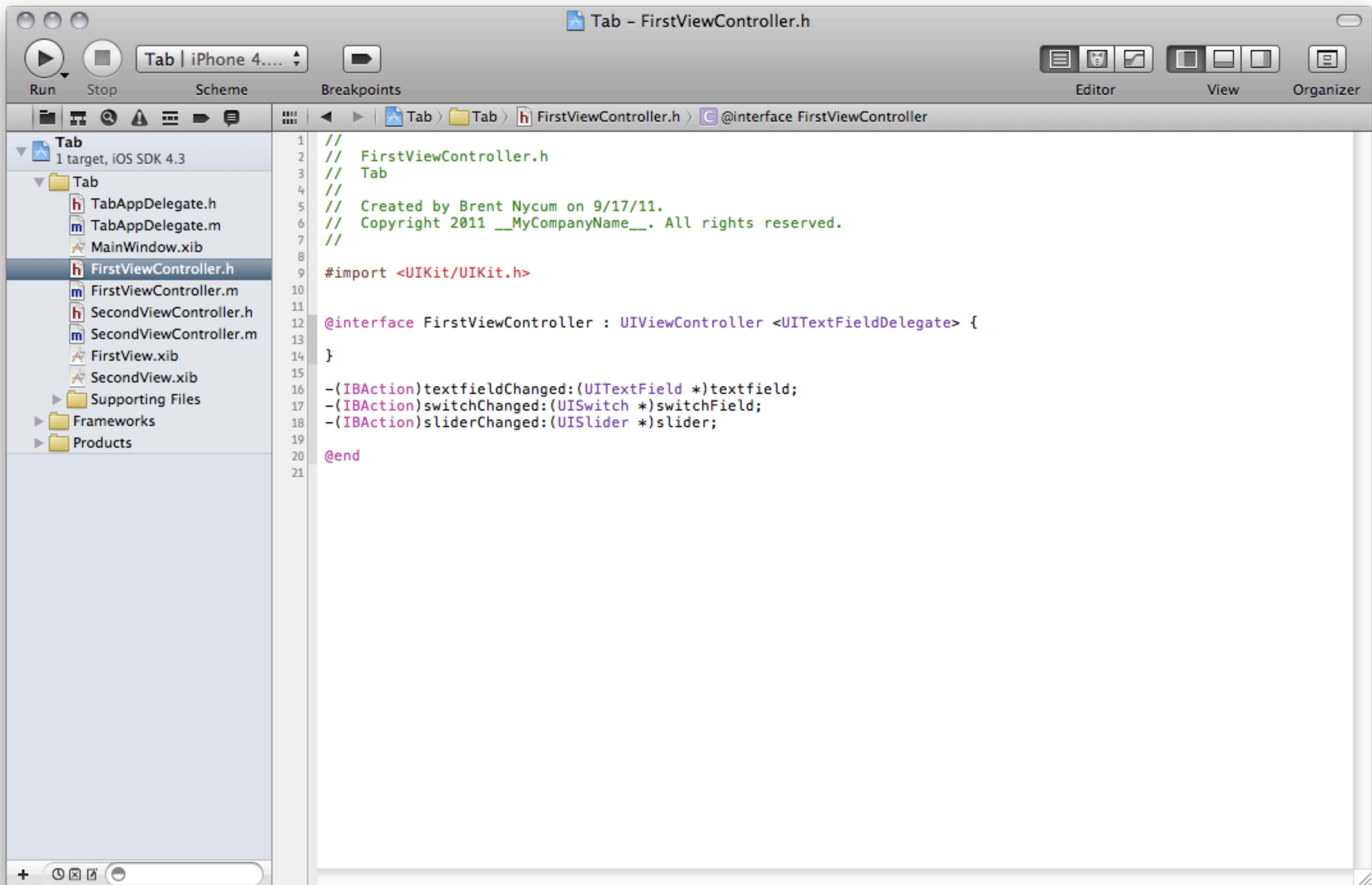


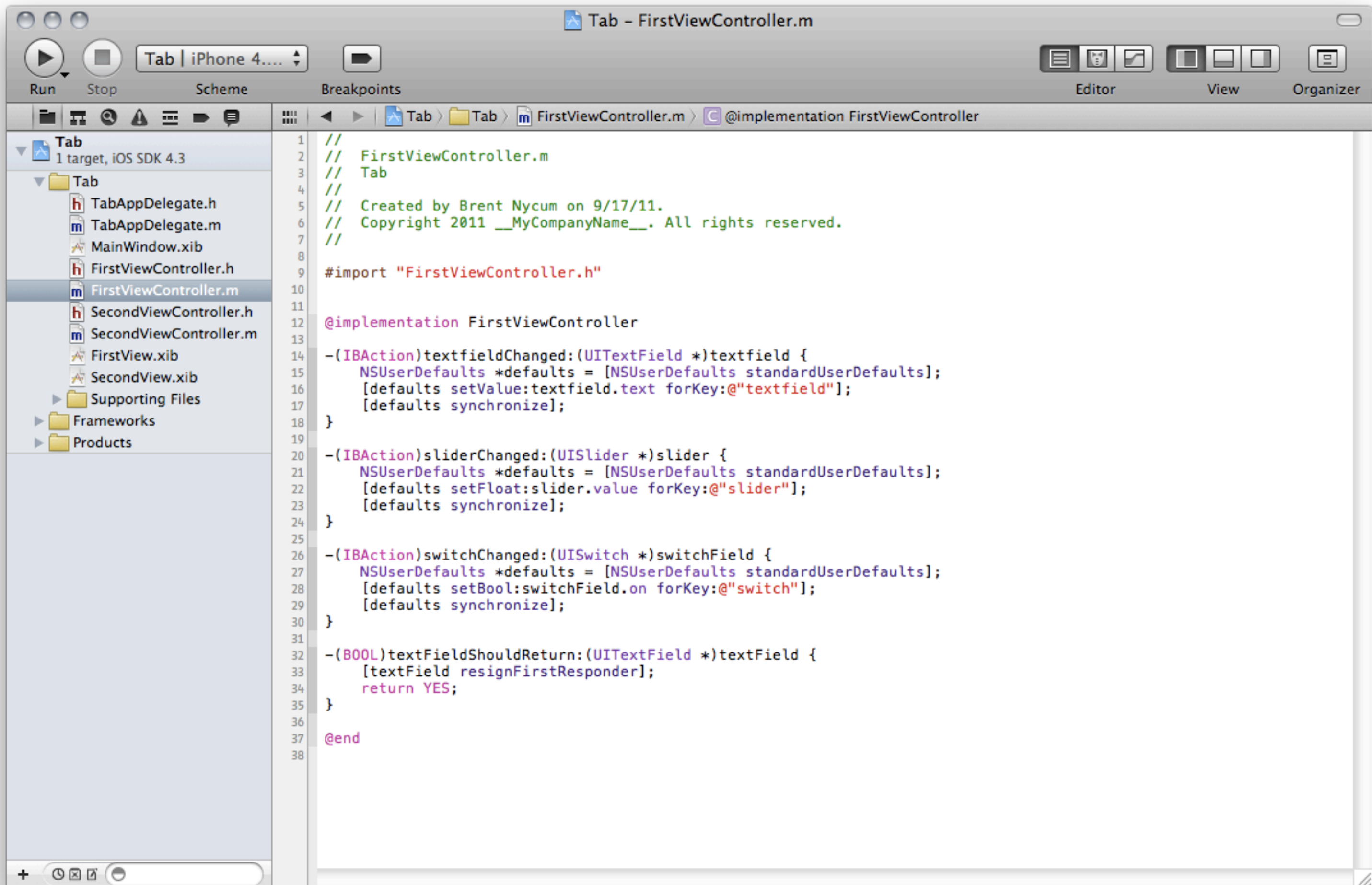


```
- (void)viewDidAppear:(BOOL)animated {  
    [super viewDidAppear:animated];  
  
   NSUserDefaults *defaults = [NSUserDefaults standardUserDefaults];  
  
    textFieldLabel.text = [defaults stringForKey:@"textfield"];  
  
    sliderLabel.text = [NSString stringWithFormat:@"%f", [defaults  
floatForKey:@"slider"]];  
  
    switchLabel.text = [defaults boolForKey:@"switch"] ? @"YES" : @"NO";  
}
```

Hide the Keyboard

- Make FirstViewController conform to UITextFieldDelegate
- Override
 - `-(BOOL)textFieldShouldReturn:(UITextField *)textField`





```
-(BOOL)textFieldShouldReturn:(UITextField *)textField {  
    [textField resignFirstResponder];  
    return YES;  
}
```

