

# UITabBarController

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# As an introduction...

## What about having cohabiting hierarchies of view?

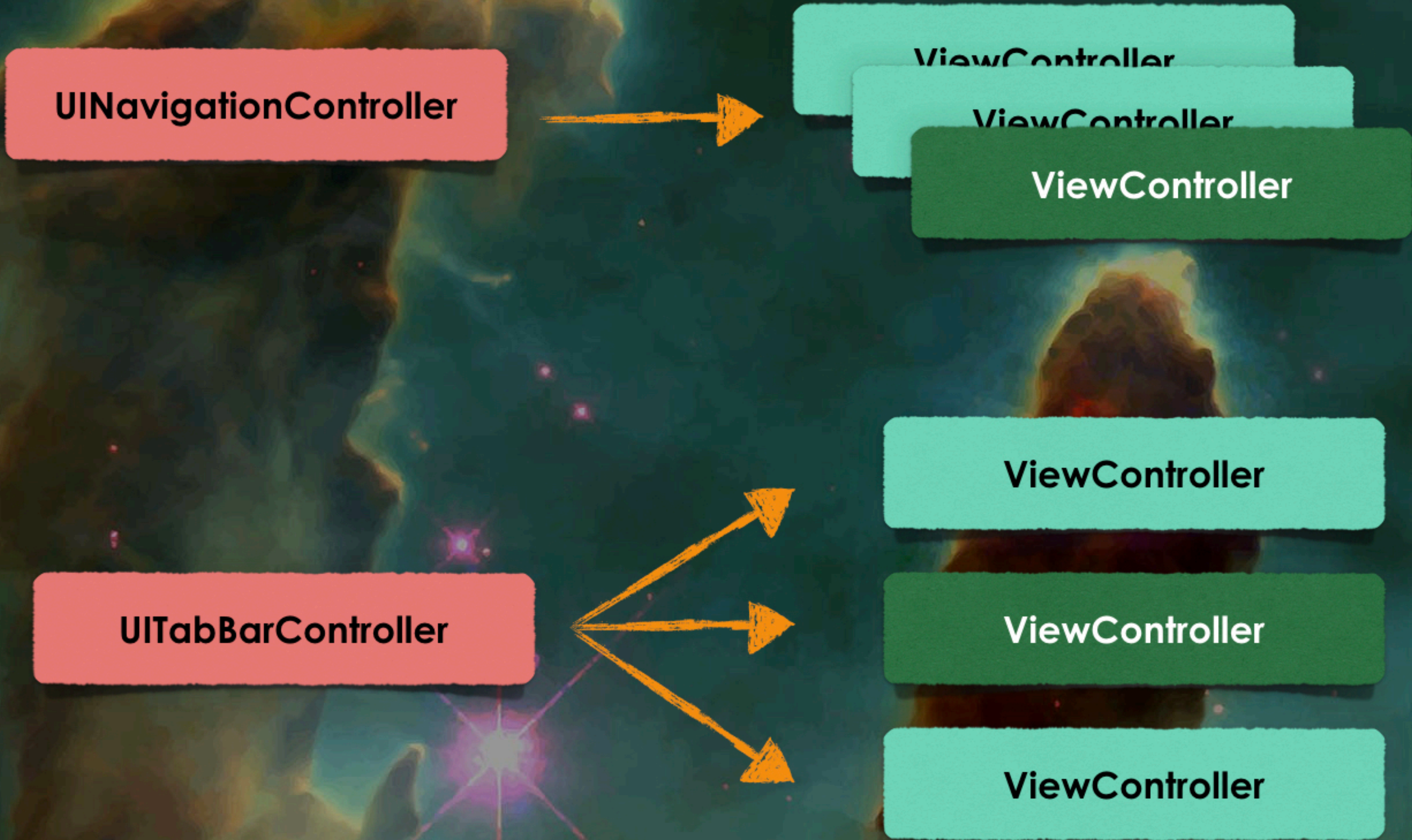
- UINavigationController / UINavigationController ?
  - ▶ Only one hierarchy at a time
- There is a need for another mechanism
  - ▶ Handling several hierarchies «side-by-side»

## UITabBarController

- Handles several hierarchies
- Allows to pass from one to another
  - ▶ Each hierarchy of views has its own root
  - ▶ Root view controllers are stored in an array



# UINavigationController & UITabBarController





# UINavigationController & UITabBarController

UINavigationController



**You may use both**

Reverence a UINavigationController embedding a UIViewController



**You may also...**

Reverence a UITableViewController (and its embedded UINavigationController)

UITabBarController

ViewController



# Managing a UITabBarController

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## 📱 Once again, in the AppDelegate

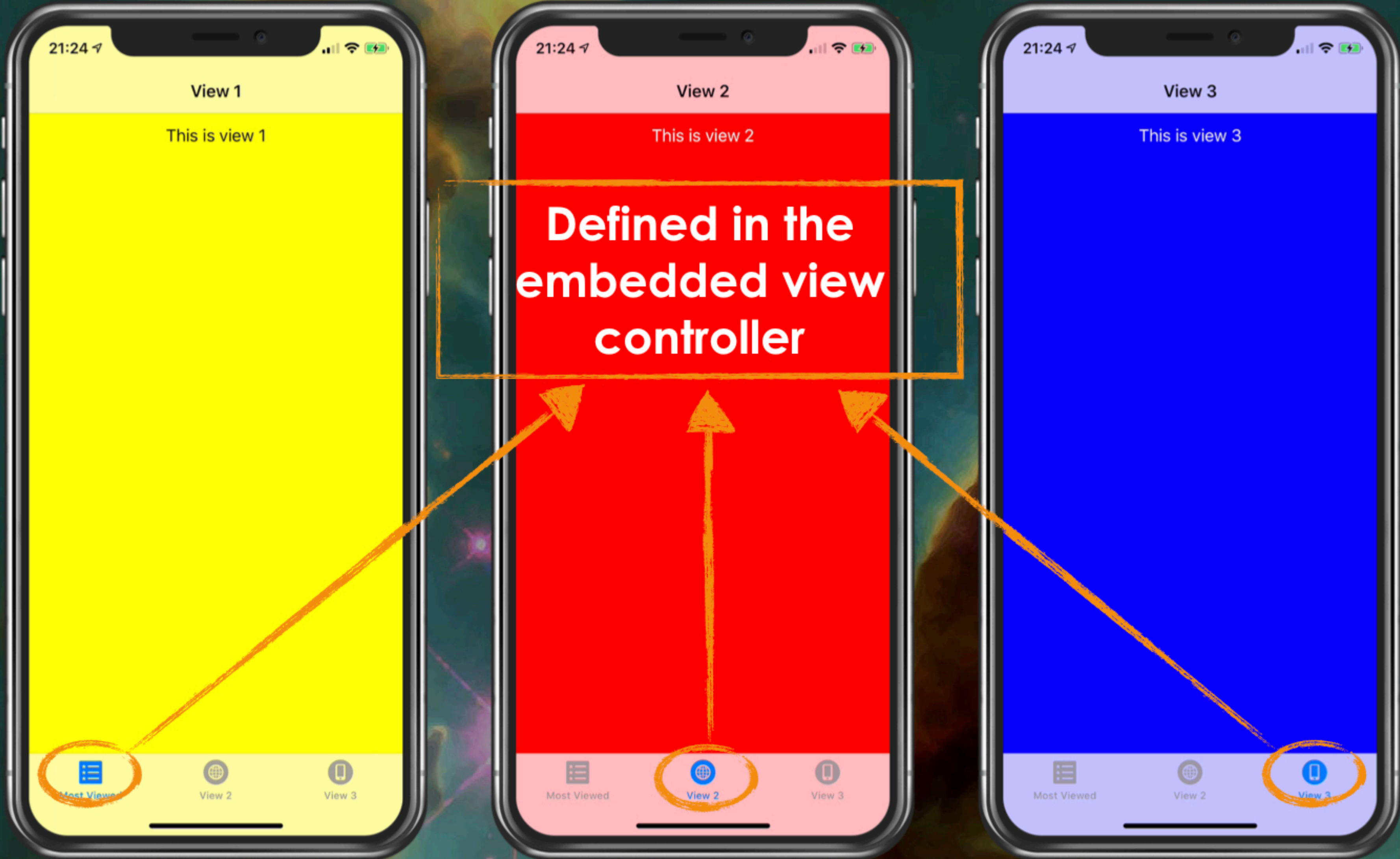
- 👤 Create view controllers
  - ▶ Apple's chart recommend to embed these in a navigation controller
- 👤 Build an array with such controllers
  - ▶ the original ones or their navigation controllers
- 👤 Create the UITabBarController
  - ▶ List of controllers located in the viewControllers property
- 👤 Set-up the root view controller in the «windows»

## 📱 Inside the view controllers

- 👤 Define the elements of the «items» in the tabBar
  - ▶ Text + icon
  - ▶ Predefined item



# Anatomy of a «Tabbed Application»









# Anatomy of a «Tabbed Application»



**What if too many items?**

dedicated mechanism handled by the UITabBarController



**Orientation?**

Included for free (not for embedded controllers)



# Tab bar items icons & names

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## You must insert icon & text in a UITabBarItem

- To be done in the ViewController (SE point of view)
- To be done in `init()`
  - ▶ In the `viewDidLoad`, it is too late

## Predefined TabBar item

```
init(tabBarItem systemItem: UITabBarItem.SystemItem,  
      tag: Int)
```

- Standard icon (to be used appropriately)
- title included

## Custom TabBar item

```
init(title: String?, image: UIImage?, tag: Int)
```

- the image must be 25x25 (75x75 at @3x)
- Format: png + transparency



# Tab bar items icons & names



## You must insert

- To be done in the
- To be done in init
- ▶ In the viewDidLoad



## Predefined TabBarItems

```
init(tabBarSystemItem:  
tag: Int)
```

- Standard icon (to
- title included



## Custom TabBarItems

```
init(title: String)
```

- the image must be 20x20 pixels
- Format: png + transparency

### Predefined items (swift)

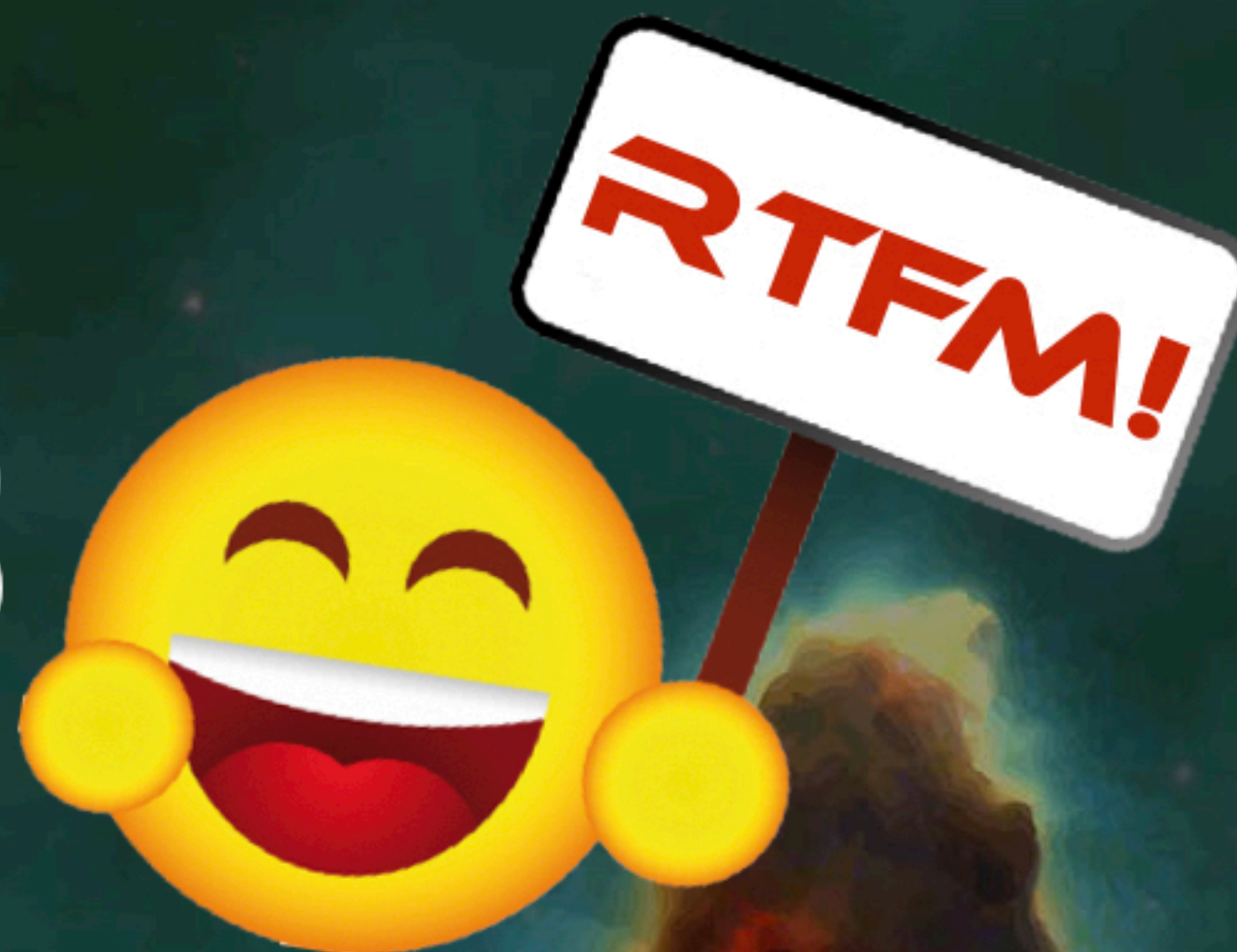
value	appearance
more	...
favorites	☆
featured	☆
topRated	☆
recents	🕒
contacts	👤
history	🕒
bookmark	📖
search	🔍
downloads	⬇️
mostRecent	📁+
mostViewed	👥 ?



# As a conclusion...

## You may also customise some behaviours

- UINavigationController protocol
  - ▶ tabBar(\_:willBeginCustomizing:)
  - ▶ tabBar(\_:didBeginCustomizing:)
  - ▶ tabBar(\_:willEndCustomizing:changed:)
  - ▶ tabBar(\_:didEndCustomizing:changed:)
  - ▶ tabBar(\_:didSelect:)



## Once again

- It's easy
- It's useful
- Tou MUST use it

