Daniel Tull

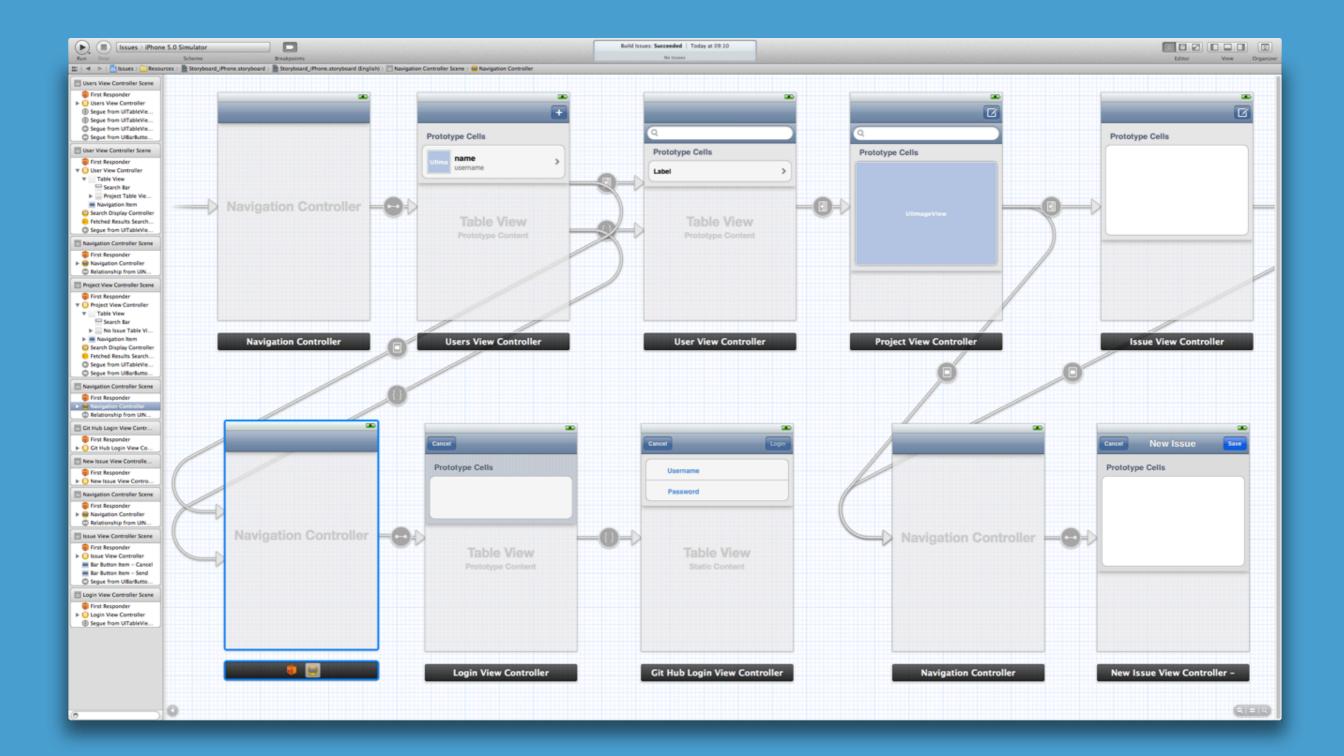
"Storyboards are the new way to define your application's user interface. In the past, you used nib files to define your user interface one view controller at a time. A storyboard file captures your entire user interface in one place and lets you define both the individual view controllers and the transitions between those view controllers. As a result, storyboards capture the flow of your overall user interface in addition to the content you present."

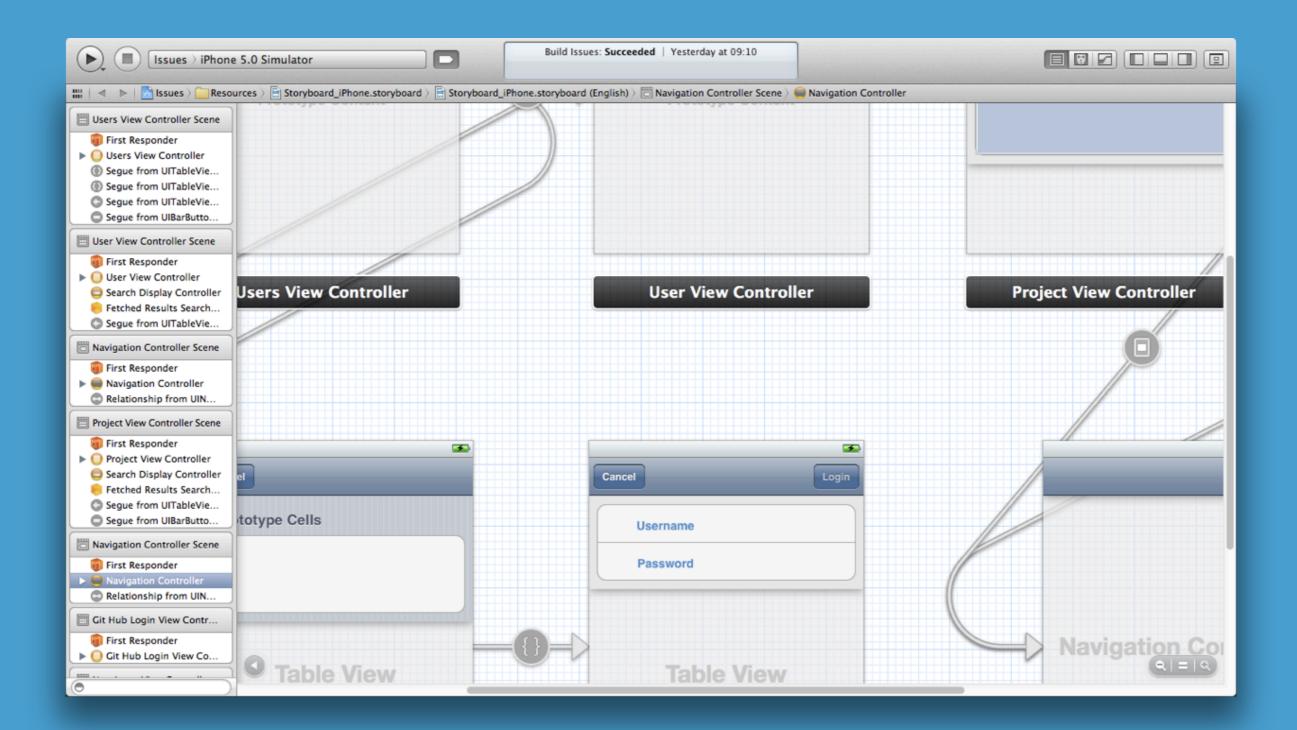
define transitions between view controllers

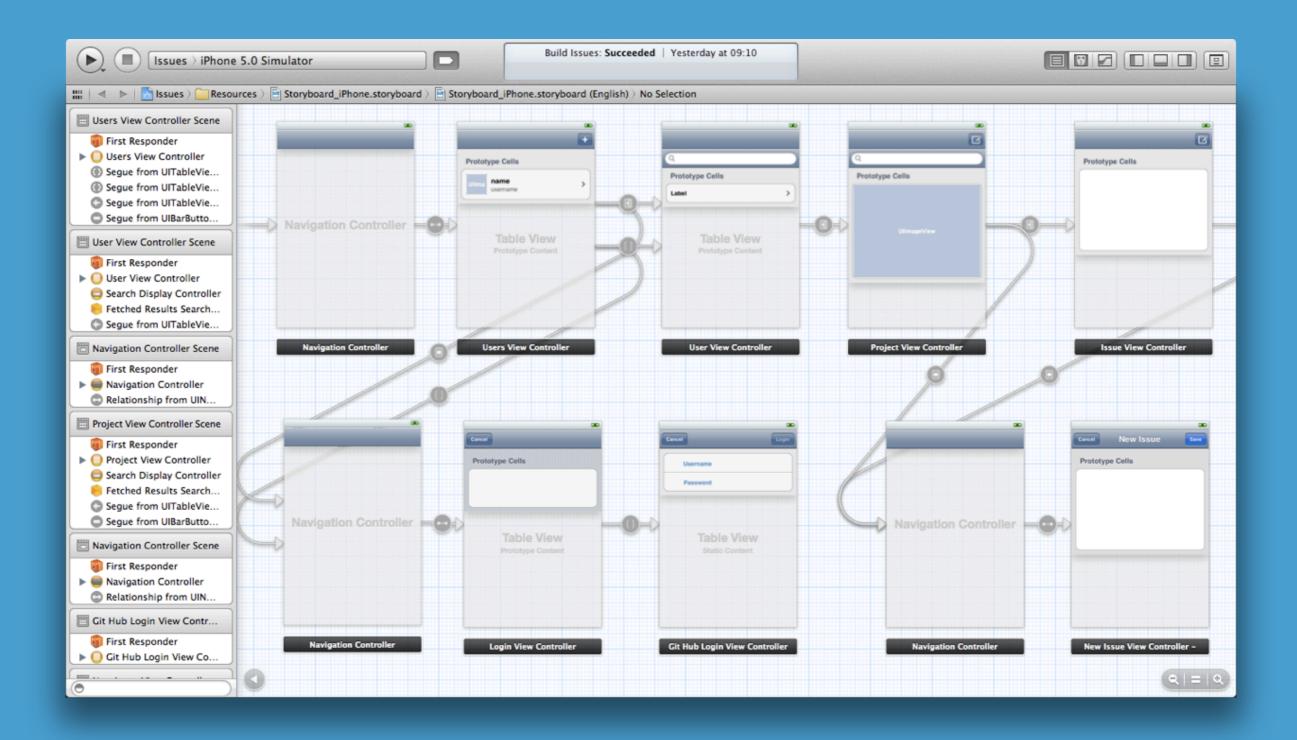
"Storyboards eases the development by managing the view controllers for you. You can specify the transitions and segues that are used when switching between views without having to code them by hand."

transitions and segues switch views without code

You dan view the whole app in one streem







prepare For Segue: sender: is an awesome method

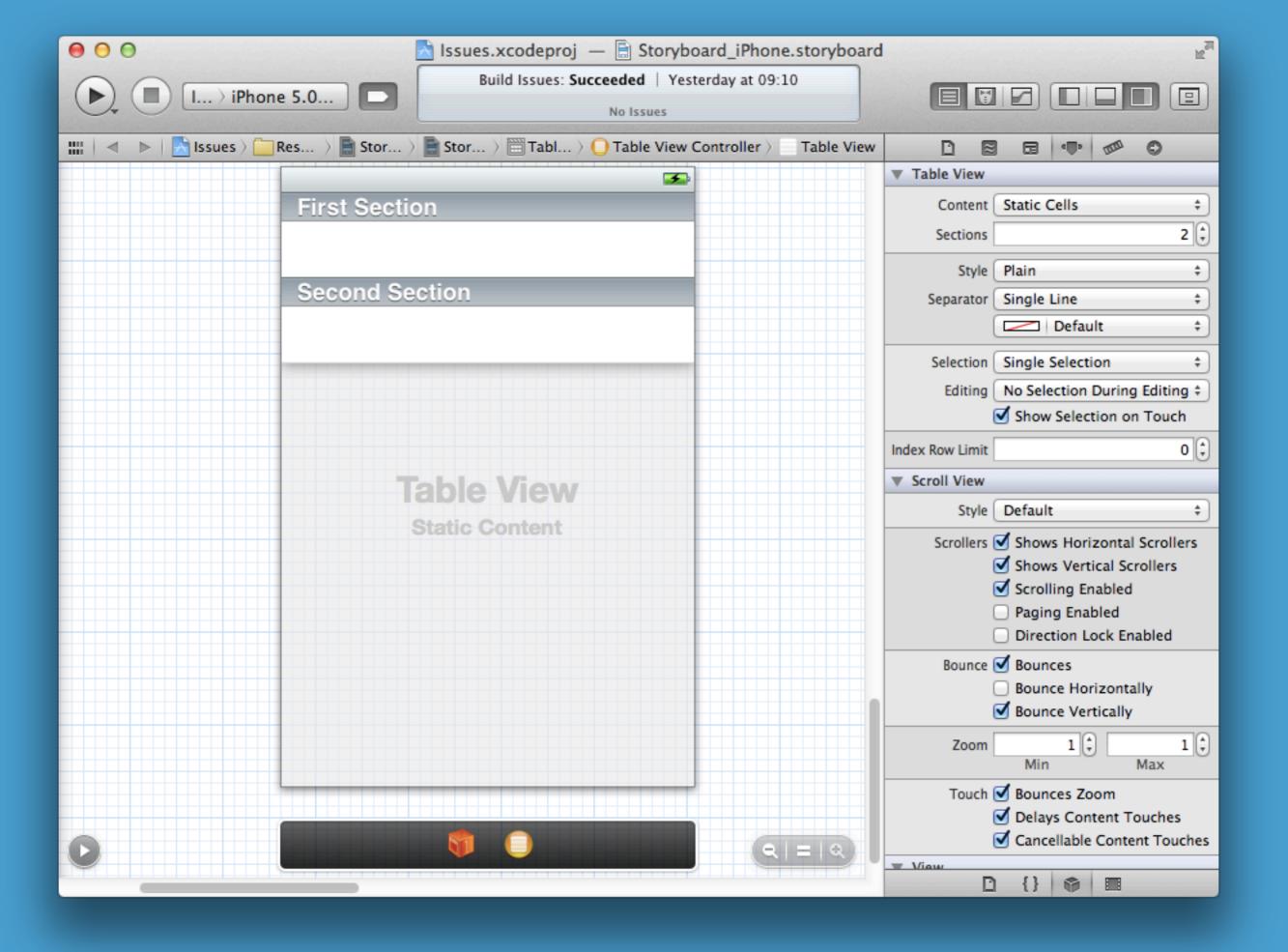
Single place to set up an incoming view controller

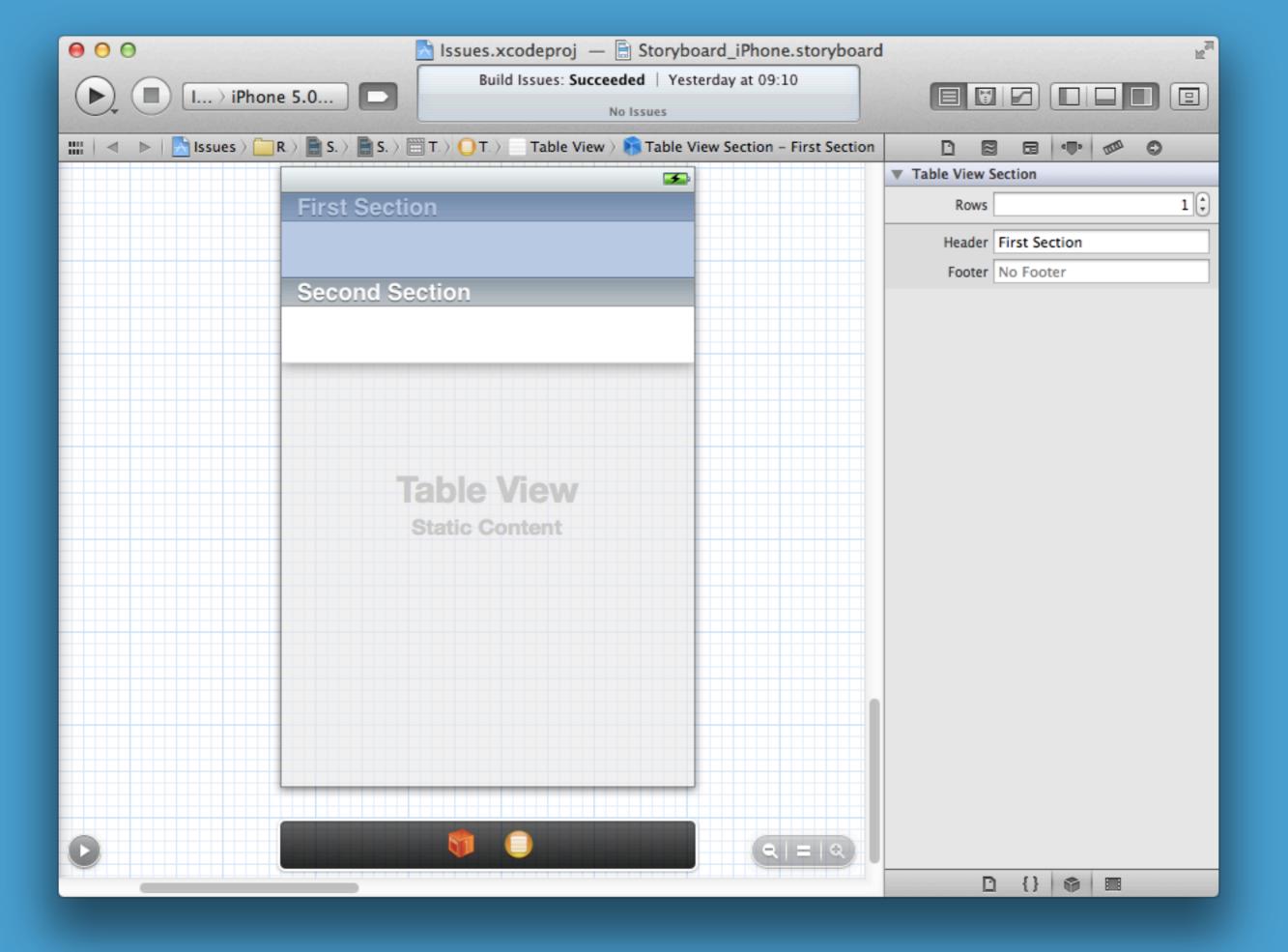
Called for any segue transition; modal, push, and austom

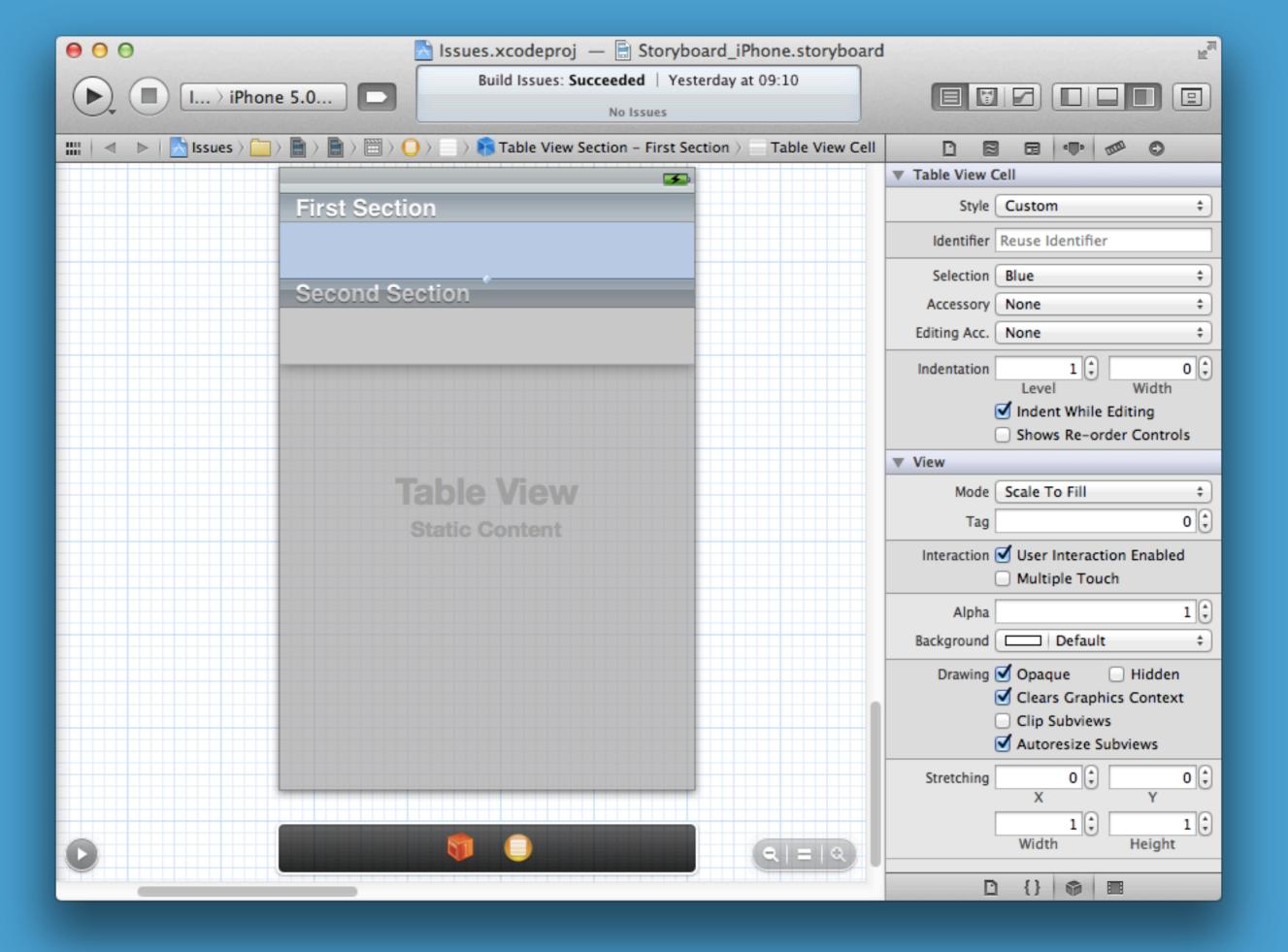
Segue has a reference to the view controller

This will be the container if it's d container...

Static table views



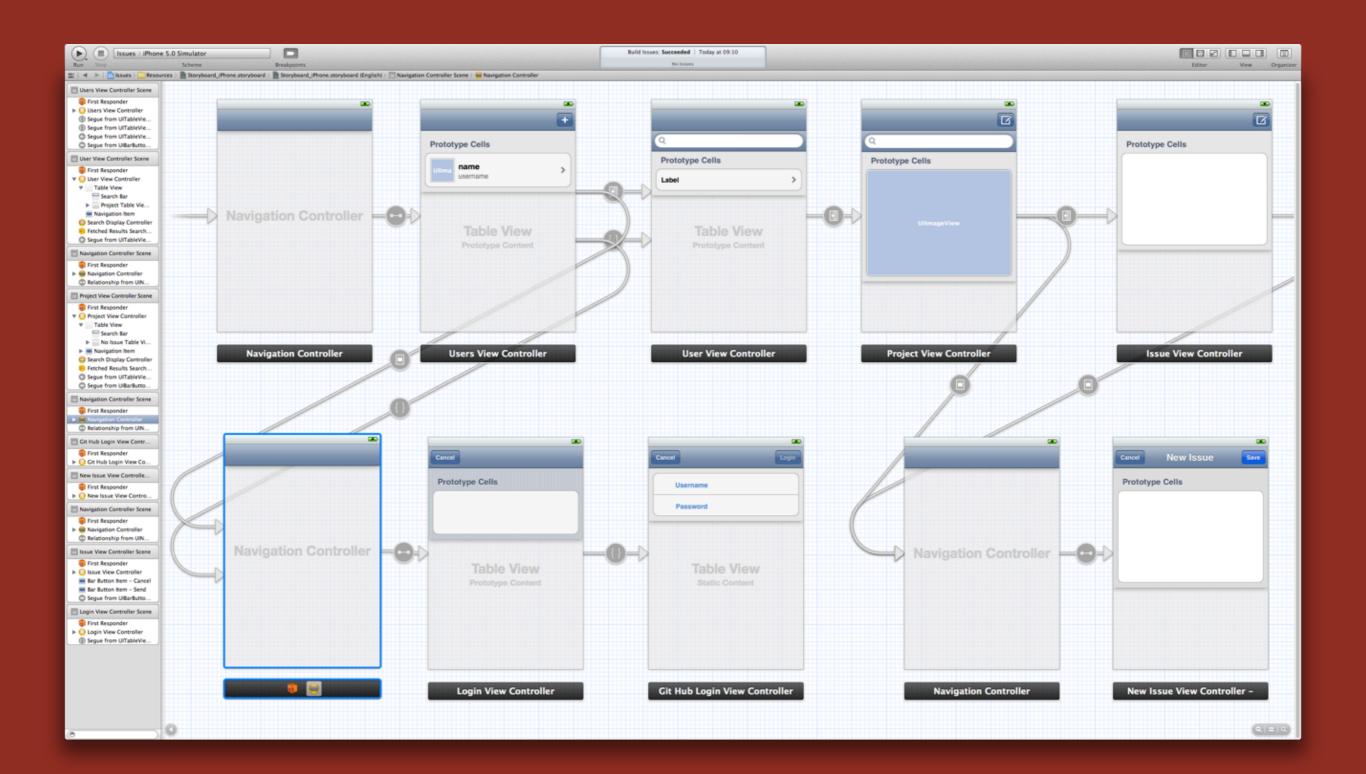




You can't use custom parent view controlers

You can't use custom parent view controlers

rdar://9972589



Set up parent view controllers in code

Cell designs can't be easily reused

Could copy and paste cell designs

Could copy and paste cell designs - YUK!

Use a nib for cels used in multiple tables

registerNib: forCellReuseldentifier: gives the table view benefits

Can't Define cels for a search controller's table

Again, use nibs for search results cell designs

Storyboard files are big chunks of XML

Merging is as nice ds merging a XIB

Don't expect it to solve all or maybe any) of your problems

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