Parsing The Plist Value In TableView

Open Xcode and create new project.

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◾п९д♦≡∍₽	Choose a template for y	your new project				D 🗟
	 IOS Application Framework & Library Other cocos2d v2.x OS X Application Framework & Library Application Plug-in System Plug-in Other cocos2d v2.x 	Master-Detail Application Tabbed Application	OpenGL Game	Page-Based Application Empty Application	I Single View Single View A SpriteKit Game	No Selection
	Cancel			Pre	evious Next	Push Button - Intercepts mouse-down events and sends an
						Cradient Button - Intercepts mouse-down events and sends an action message to a target Rounded Rect Button - Intercepts mouse-down events and sends an action message to
						····

Give the **product name** for a project.

Choose options for your new project:		
Product Name	SimpleApp	- 1
Froduct Name.	SimpleApp	
Organization Name:	MakeSchool	
Organization Identifier:	com.makeschool	
Bundle Identifier:	com.makeschool.SimpleApp	
Language:	Swift	
Devices:	Universal	
	Use Core Data	
Ornerl		
Cancel	Pre	evious

Open the ViewController.swift and we have to write the code here.



Creation of Plist

Right click on the project name and click the New File.



Search for Resource, Choose the Property List and Click Next.



- Give name for the Plist and Create the Property List.
- The Plist will be created and Plist have Keys, Type and Value.
- We have to create some Arrays, Dictionaries and Values.
- We will use the keys for appending the data.

🔢 < > 🧕 MyPlistPlayground > 🚞 Resources > 📄 myAPlKeys.plist > No Selection							
Key	Т	Гуре	Value				
▼ Root		Array	(2 items)				
▼Item 0		Dictionary	(3 items)				
apiKeyName		String	facebookAPIKey				
apiKeyValue		String	ValueOfMyFacebookAPIKey				
keyType		String	facebook				
▼Item 1	00	Dictionary	(3 items)				
apiKeyName		String	twitterAPIKey				
apiKeyValue		String	ValueOfMyTwitterAPIKey				
keyType		String	twitter				

We created Arrays, Dictionaries and Values. Also, We created the keys and values for append the data.

Creation Of Tableview

- Go to **Main.storyboard** and Top right corner of **Xcode** we have a **Utilities**. Click that **Utilities** and that will show the **Inspectors** and **Libraries**.
- Then search Table View in Object library filter. Select tableview and drag & drop in the Viewcontroller.



- In every Table View we need to put Table View Cell. Then only, we can show the data.
- Set reuseidentifier name for Table View Cell.

Table View Controller UITableViewController		
Manages a UITableView, automatically creating an instance with	🗅 {} 💿 🗉	
the correct dimensions and resizing mask, and acting as the table view's delegate and data source. The UITableViewController class also provides toggling of editing modes.	Table View Controller - A controller that manages a table view.	1
	Tab Bar Controller - A controller that manages a set of view controllers that represent tab bar items.	
Done	Split View Controller – A	

Then create @IBOutlet for Table View.

	9	import UIKit	
Connection Object Name	Outlet \bigcirc 1 View Controller listTableView 2	<pre>class ViewController: UIViewController {</pre>	
Туре	UITableView S		
Storage Cancel	Weak Connect	<pre>override func viewDidLoad() { super.viewDidLoad() // Do any additional</pre>	[

Data from plist

- We need to create array value for append the data from plist and also we use the value for tableview to show the appended data.
- The variable b is created with **Var.** Var is used for declaring variable that can changed further in the coding.

```
@IBOutlet weak var tabview: UITableView!
override func viewDidLoad() {
super.viewDidLoad()
let file = Bundle.main.path let dic = NSDictionary(contentsOfFile:file!) as! [String:Any]
for dats in arr
{
    if let gems = dats as?[String:ANy]
    {
        b.append . That is stored as dictionary.
    }
}
```

• The empty array is used here to append the data from plist. We gave keys to pick the value. Every value have the key. So, the keys are need to pick the data from plist.

Load the data in tableview

impor	t									UIK	Ĵit
class				ViewContr	oller,UITable	ViewDataSou	urce,	UITable	ViewDel	egat	e
{											
func	tableVie	w(_	tableView:UITa	bleView,numl	berofRowsIn	Section:Int)		->	Int		{
return									b	.cou	nt
}											
func	tableView(_	tableView	v:UITableView,co	ellForRowAt	indexPath:	IndexPath)	->	UITabl	eViewC	ell	{

let	cell	=	tableView.dequeueReusableCell	for:indexPath)
cell.textLabel?.te	xt		=	b[indexPath.row]
return				cell

- }
 - In every tableview we need connect datasource, delegate to use functions and load data.
 - We need two function to load the data. We took the functions from datasource.
 - One function is numberOfRowsInSection. It is used for how many rows need in tableview to show.
 - Another function is cellForRowAt. It is used for reusecell in tableview.
 - Inside the function we use label to show the data in tableview.

Run and execution of simulator

- After finishing the coding part check for any error and fix the error and RUN the program.
- The run button runs the program and select the iPhone Simulator and RUN the program.