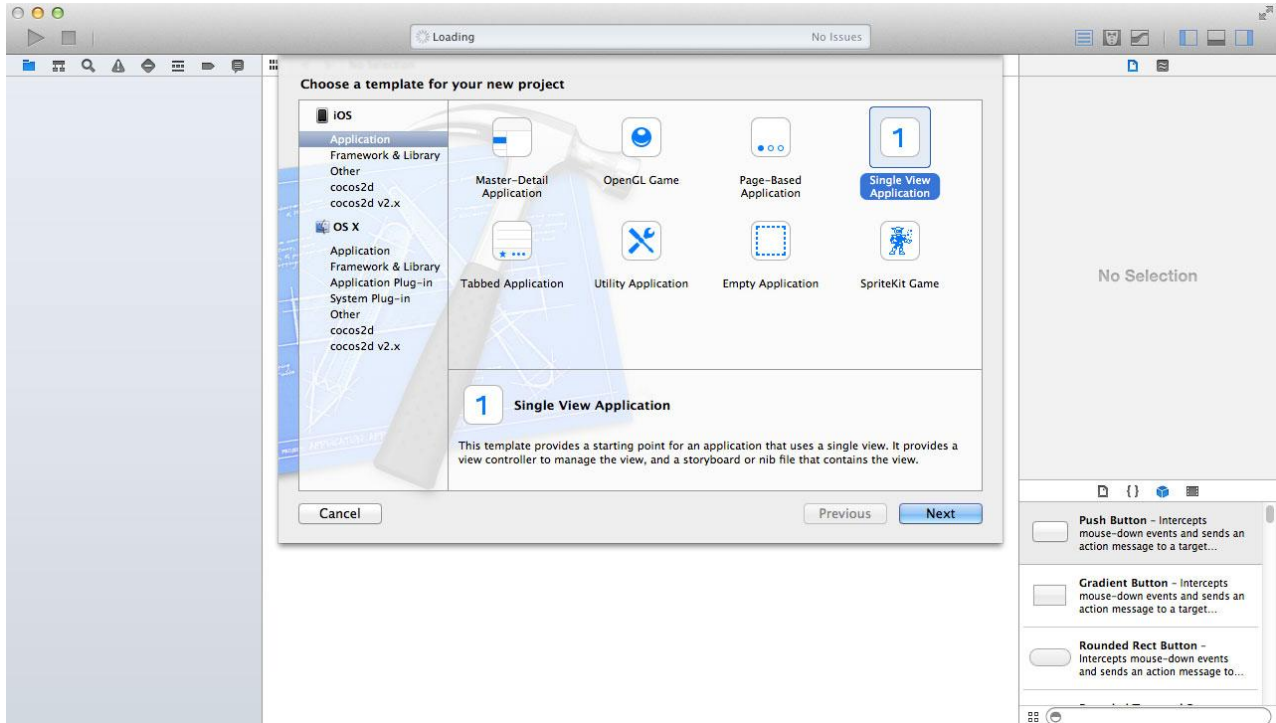
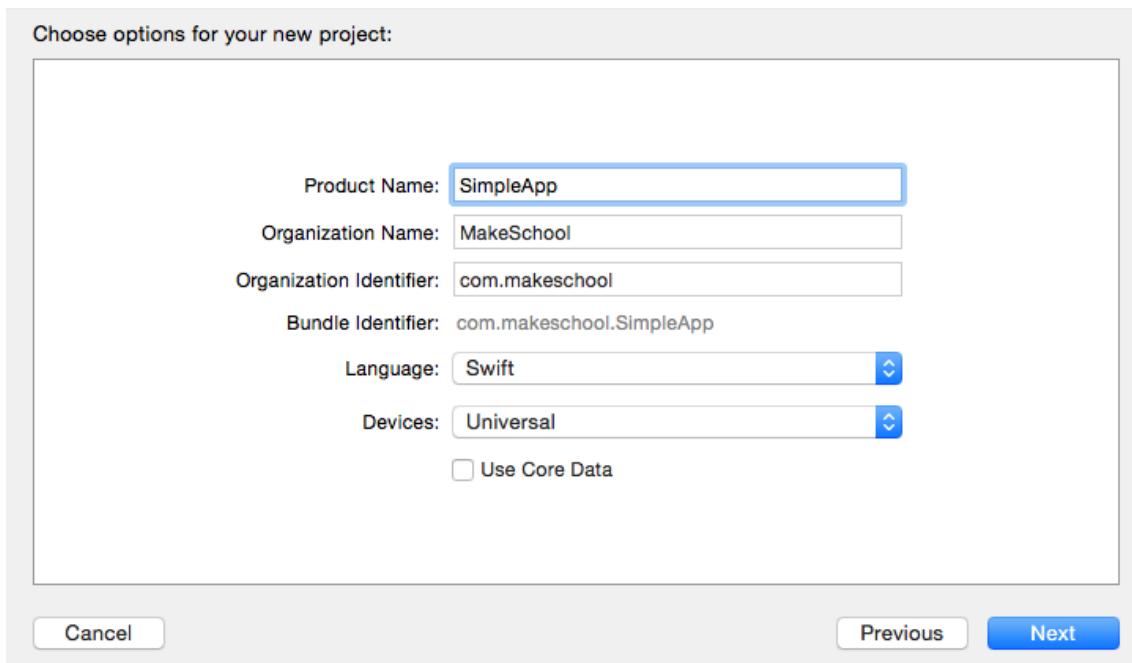


## Parsing The Plist Value In TableView

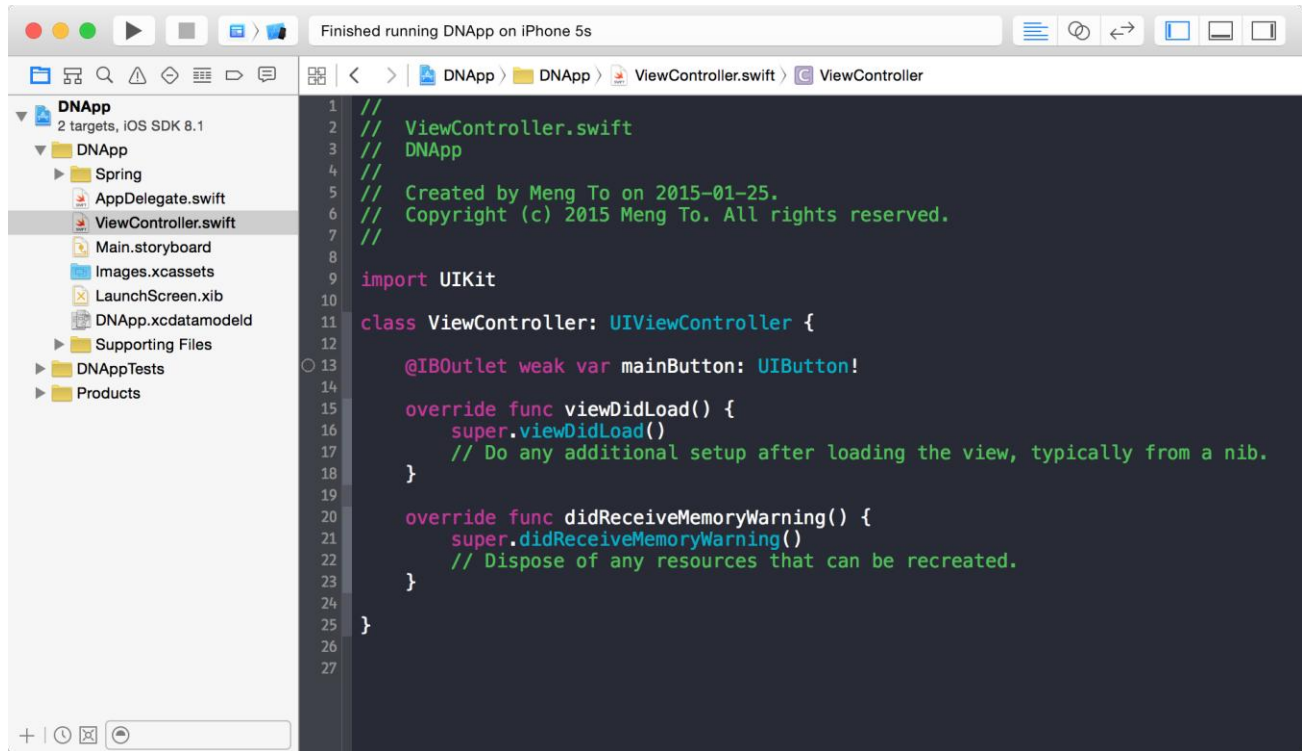
Open **Xcode** and create new project.



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

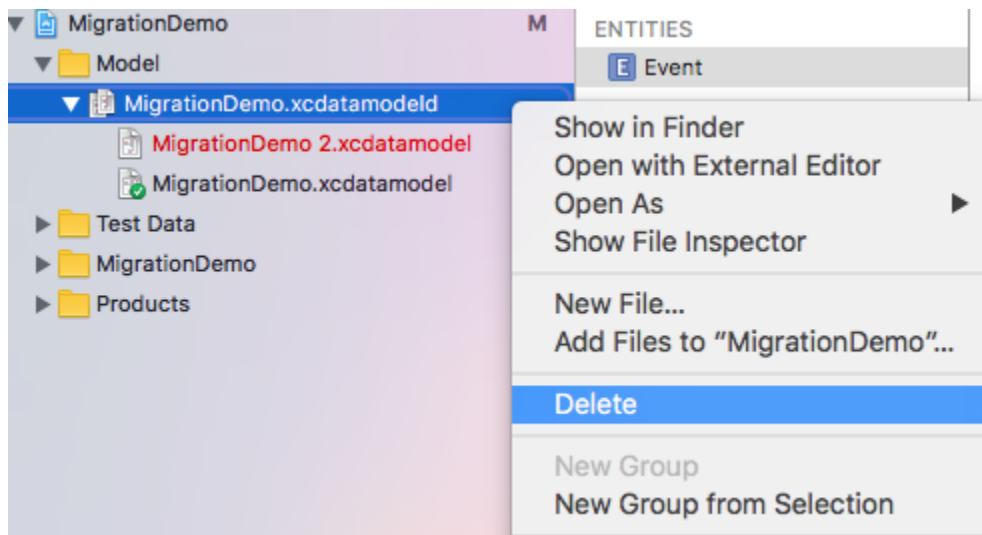


Open the **ViewController.swift** and we have to write the code here.

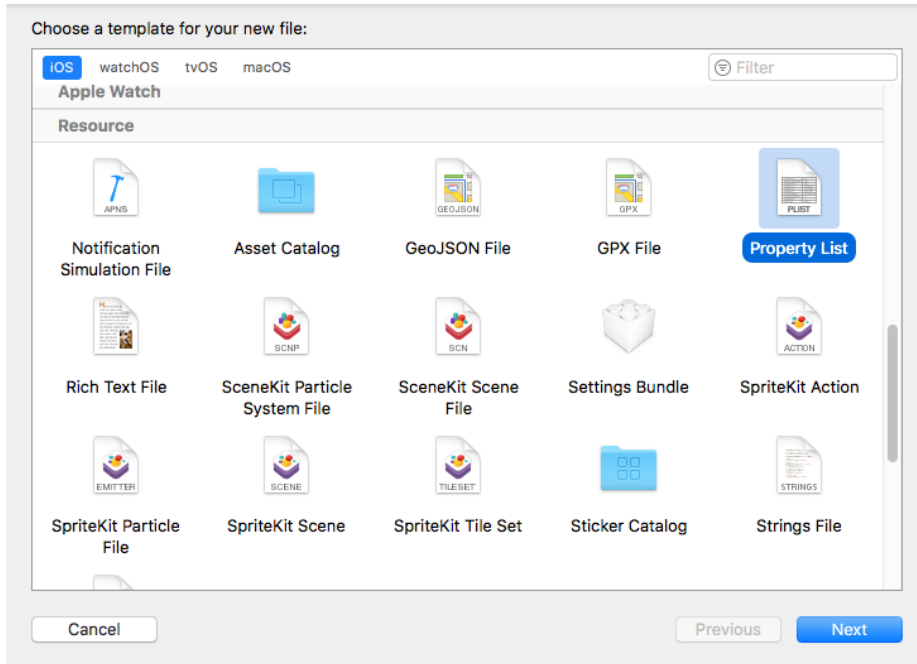


## Creation of Plist

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.

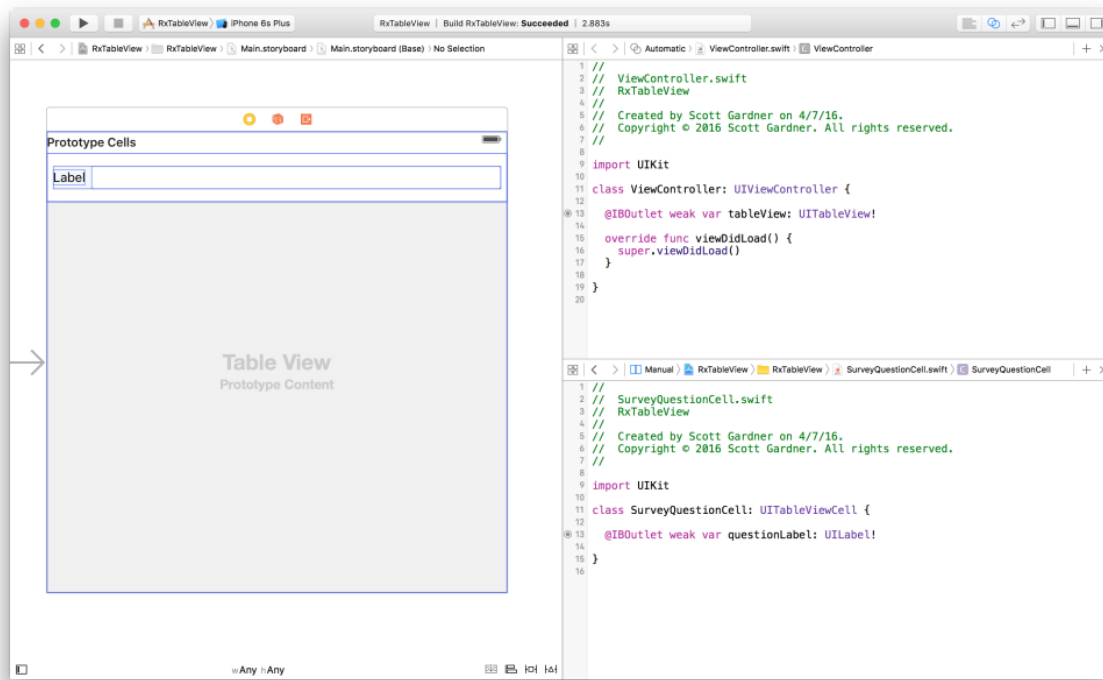
MyPlistPlayground > Resources > myAPIKeys.plist > No Selection

Key	Type	Value
▼ Root	Array	(2 items)
▼ Item 0	Dictionary	(3 items)
apiKeyName	String	facebookAPIKey
apiKeyValue	String	ValueOfMyFacebookAPIKey
keyType	String	facebook
▼ Item 1	Dictionary	(3 items)
apiKeyName	String	twitterAPIKey
apiKeyValue	String	ValueOfMyTwitterAPIKey
keyType	String	twitter

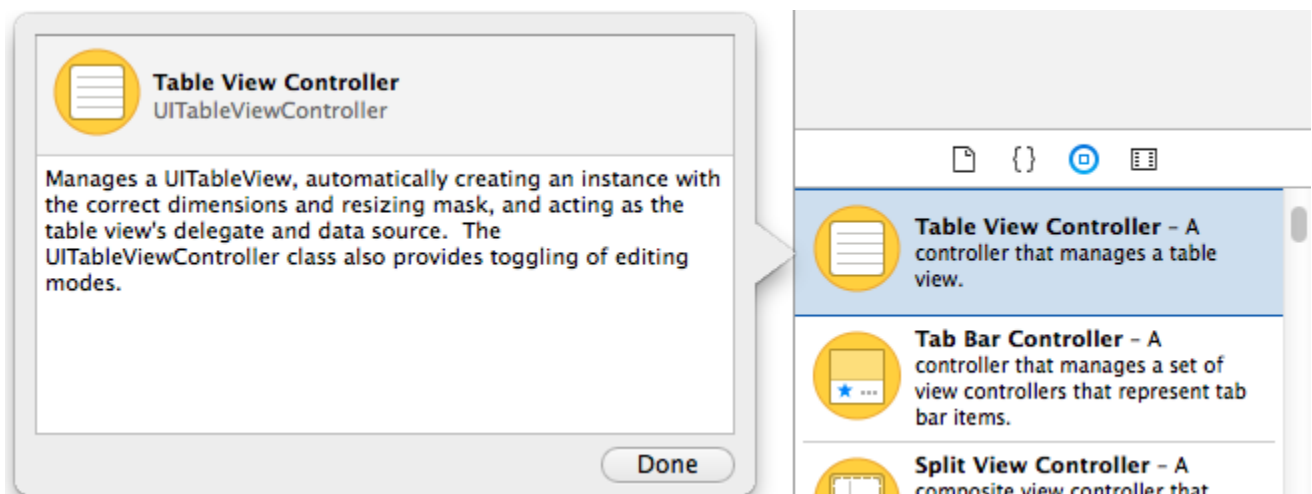
We created Arrays, Dictionaries and Values. Also, We created the keys and values for append the data.

## Creation Of Tableview

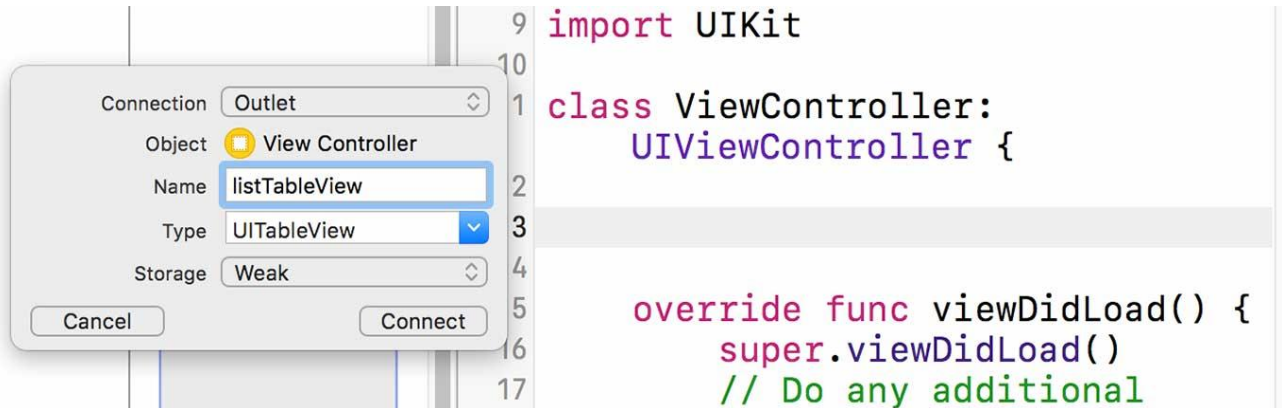
- Go to **Main.storyboard** and Top right corner of **Xcode** we have a **Utilities**. Click that **Utilities** and that will show the **Inspectors** and **Libraries**.
- Then search **Table View** in **Object library** filter. Select tableview and drag & drop in the **ViewController**.



- 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.



Then create @IBOutlet for Table View.



## 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 tableView: 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

```
import UIKit  
class ViewController:UITableViewController,UITableViewDataSource,UITableViewDelegate  
{  
    func tableView(_ tableView:UITableView,numberOfRowsInSection:Int) -> Int {  
        return b.count  
    }  
    func tableView(_ tableView:UITableView,cellForRowAt indexPath: IndexPath) -> UITableViewCell {
```

```
let cell = tableView.dequeueReusableCell(withIdentifier: indexPath)
cell.textLabel?.text = dataSource[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.