```objc
/**
 *  AppDelegate.h
 *  CellStylesExample
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@interface AppDelegate : UIResponder <UIApplicationDelegate>

@property (strong, nonatomic) UIWindow *window;

@property (strong, nonatomic) UINavigationController *navigationController;

@end
```

```objc
/**
 *  AppDelegate.m
 *  CellStylesExample
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "AppDelegate.h"

#import "MasterViewController.h"

@implementation AppDelegate

@synthesize window = _window;
@synthesize navigationController = _navigationController;

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
    // Override point for customization after application launch.

    MasterViewController *masterViewController = [[MasterViewController alloc] initWithNibName:@"MasterViewController" bundle:nil];
    self.navigationController = [[UINavigationController alloc] initWithRootViewController:masterViewController];
    self.window.rootViewController = self.navigationController;
    [self.window makeKeyAndVisible];
    return YES;
}

- (void)applicationWillResignActive:(UIApplication *)application
{
    // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
    // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause the game.
}

- (void)applicationDidEnterBackground:(UIApplication *)application
{
    // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to restore your application to its current state in case it is terminated later.
    // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
}

- (void)applicationWillEnterForeground:(UIApplication *)application
{
    // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the background.
```

```
45. }
46.
47. - (void)applicationDidBecomeActive:(UIApplication *)application
48. {
49.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the background, optionally refresh the user interface.
50. }
51.
52. - (void)applicationWillTerminate:(UIApplication *)application
53. {
54.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
55. }
56.
57. @end
```

```h
/**
 *  MasterViewController.h
 *  CellStylesExample
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@interface MasterViewController : UITableViewController

@end
```

```m
/**
 *  MasterViewController.m
 *  CellStylesExample
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "MasterViewController.h"

@interface MasterViewController ()

@property (strong, nonatomic) NSMutableDictionary *fruits;

@end

@implementation MasterViewController

@synthesize fruits = _fruits;

- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil];
    if (self) {
        self.title = @"Cell Styles";

        // load dictionary from plist
        self.fruits = [[NSMutableDictionary alloc] initWithContentsOfFile:
                       [[NSBundle mainBundle] pathForResource:@"Fruits" ofType:@"plist"]];
    }
    return self;
}

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)viewDidUnload
{
    [super viewDidUnload];
}

- (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
{
    return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
}

```

```
49. - (void)insertNewObject:(id)sender
50. {
51. }
52.
53. #pragma mark - Table View
54.
55. - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
56. {
57.     return 1;
58. }
59.
60. - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
61. {
62.     return self.fruits.allKeys.count;
63. }
64.
65. - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
66. {
67.     static NSString *CellIdentifier = @"Cell";
68.
69.     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
70.     if (cell == nil) {
71.         cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleValue1 reuseIdentifier:CellIdentifier];
72.         cell.accessoryType = UITableViewCellAccessoryDisclosureIndicator;
73.     }
74.
75.     // main cell text is fruit name, detail text is description of fruit
76.     cell.textLabel.text = [self.fruits.allKeys objectAtIndex:indexPath.row];
77.     cell.detailTextLabel.text = [self.fruits objectForKey:[self.fruits.allKeys objectAtIndex:indexPath.row]];
78.
79.     return cell;
80. }
81.
82. @end
```

```objc
/**
 *  AppDelegate.h
 *  CustomCellsExample
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@interface AppDelegate : UIResponder <UIApplicationDelegate>

@property (strong, nonatomic) UIWindow *window;

@property (strong, nonatomic) UINavigationController *navigationController;

@end
```

```objc
/**
 *  AppDelegate.m
 *  CustomCellsExample
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "AppDelegate.h"

#import "MasterViewController.h"

@implementation AppDelegate

@synthesize window = _window;
@synthesize navigationController = _navigationController;

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
    // Override point for customization after application launch.

    MasterViewController *masterViewController = [[MasterViewController alloc] initWithNibName:@"MasterViewController" bundle:nil];
    self.navigationController = [[UINavigationController alloc] initWithRootViewController:masterViewController];
    self.window.rootViewController = self.navigationController;
    [self.window makeKeyAndVisible];
    return YES;
}

- (void)applicationWillResignActive:(UIApplication *)application
{
    // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
    // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause the game.
}

- (void)applicationDidEnterBackground:(UIApplication *)application
{
    // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to restore your application to its current state in case it is terminated later.
    // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
}

- (void)applicationWillEnterForeground:(UIApplication *)application
{
    // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the background.
```

```
45. }
46.
47. - (void)applicationDidBecomeActive:(UIApplication *)application
48. {
49.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the background, optionally refresh the user interface.
50. }
51.
52. - (void)applicationWillTerminate:(UIApplication *)application
53. {
54.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
55. }
56.
57. @end
```

```
1.  /**
2.   *  MasterViewController.h
3.   *  CustomCellsExample
4.   *
5.   *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
6.   *
7.   */
8.
9.  #import <UIKit/UIKit.h>
10.
11. @interface MasterViewController : UITableViewController
12.
13. @property (weak, nonatomic) IBOutlet UITableViewCell *customCell;
14.
15. @end
```

```m
/**
 *  MasterViewController.m
 *  CustomCellsExample
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "MasterViewController.h"

@interface MasterViewController ()

@property (strong, nonatomic) NSMutableDictionary *fruits;

@end

@implementation MasterViewController

@synthesize customCell = _customCell;
@synthesize fruits = _fruits;

- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil];
    if (self) {
        self.title = @"Custom Cells";

        // load dictionary from plist
        self.fruits = [[NSMutableDictionary alloc] initWithContentsOfFile:
                       [[NSBundle mainBundle] pathForResource:@"Fruits" ofType:@"plist"]];

    }
    return self;
}

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)viewDidUnload
{
    [super viewDidUnload];
}

- (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
{
    return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
```

```
49. }
50.
51. #pragma mark - Table View
52.
53. - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
54. {
55.     return 1;
56. }
57.
58. - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
59. {
60.     return self.fruits.count;
61. }
62.
63. - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
64. {
65.     static NSString *CellIdentifier = @"Cell";
66.
67.     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
68.     if (cell == nil) {
69.         // load cell from nib into self.customCell
70.         [[NSBundle mainBundle] loadNibNamed:@"CustomCell" owner:self options:nil];
71.
72.         // current cell should use newly loaded cell
73.         cell = self.customCell;
74.
75.         // clear cell so it can be loaded again
76.         self.customCell = nil;
77.     }
78.
79.     // main cell text is fruit name
80.     UILabel *leftLabel = (UILabel *)[cell viewWithTag:10];
81.     leftLabel.text = [self.fruits.allKeys objectAtIndex:indexPath.row];
82.
83.     // detail text is description of fruit
84.     UILabel *rightLabel = (UILabel *)[cell viewWithTag:11];
85.     rightLabel.text = [self.fruits objectForKey:[self.fruits.allKeys objectAtIndex:indexPath.row]];
86.
87.     return cell;
88. }
89.
90. @end
```

```objc
//
//  AddFruitViewController.h
//  EditableTableViewController
//
//  Created by Tommy MacWilliam on 3/27/12.
//  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
//

#import <UIKit/UIKit.h>

@protocol AddTodoDelegate
- (void)didFinishWithTodo:(NSString *)todo;
@end

@interface AddTodoViewController : UIViewController

@property (weak, nonatomic) id<AddTodoDelegate> delegate;
@property (weak, nonatomic) IBOutlet UITextField *textField;

- (IBAction)buttonPressed:(id)sender;

@end
```

```m
//
//  AddFruitViewController.m
//  EditableTableViewController
//
//  Created by Tommy MacWilliam on 3/27/12.
//  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
//

#import "AddTodoViewController.h"

@implementation AddTodoViewController

@synthesize delegate = _delegate;
@synthesize textField = _textField;

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)viewDidUnload
{
    [super viewDidUnload];
}

- (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
{
    return (interfaceOrientation == UIInterfaceOrientationPortrait);
}

- (void)buttonPressed:(id)sender
{
    [self.delegate didFinishWithTodo:self.textField.text];
}

@end
```

```
1. //
2. //  AppDelegate.h
3. //  EditableTableViewController
4. //
5. //  Created by Tommy MacWilliam on 3/27/12.
6. //  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @interface AppDelegate : UIResponder <UIApplicationDelegate>
12.
13. @property (strong, nonatomic) UIWindow *window;
14.
15. @property (strong, nonatomic) UINavigationController *navigationController;
16.
17. @end
```

```m
//
//  AppDelegate.m
//  EditableTableViewController
//
//  Created by Tommy MacWilliam on 3/27/12.
//  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
//

#import "AppDelegate.h"

#import "MasterViewController.h"

@implementation AppDelegate

@synthesize window = _window;
@synthesize navigationController = _navigationController;

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
    // Override point for customization after application launch.

    MasterViewController *masterViewController = [[MasterViewController alloc] initWithNibName:@"MasterViewController" bundle:nil];
    self.navigationController = [[UINavigationController alloc] initWithRootViewController:masterViewController];
    self.window.rootViewController = self.navigationController;
    [self.window makeKeyAndVisible];
    return YES;
}

- (void)applicationWillResignActive:(UIApplication *)application
{
    // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
    // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause the game.
}

- (void)applicationDidEnterBackground:(UIApplication *)application
{
    // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to restore your application to its current state in case it is terminated later.
    // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
}

- (void)applicationWillEnterForeground:(UIApplication *)application
{
    // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the background.
```

```
45. }
46.
47. - (void)applicationDidBecomeActive:(UIApplication *)application
48. {
49.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the background, optionally refresh the user interface.
50. }
51.
52. - (void)applicationWillTerminate:(UIApplication *)application
53. {
54.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
55. }
56.
57. @end
```

```
1. //
2. //  MasterViewController.h
3. //  EditableTableViewController
4. //
5. //  Created by Tommy MacWilliam on 3/27/12.
6. //  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import "AddTodoViewController.h"
10. #import <UIKit/UIKit.h>
11.
12. @interface MasterViewController : UITableViewController <AddTodoDelegate>
13.
14. -(void)addTodo;
15.
16. @end
```

```m
//
//  MasterViewController.m
//  EditableTableViewController
//
//  Created by Tommy MacWilliam on 3/27/12.
//  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
//

#import "AddTodoViewController.h"
#import "MasterViewController.h"

@interface MasterViewController ()

@property (strong, nonatomic) NSMutableArray *todos;

@end

@implementation MasterViewController

@synthesize todos = _todos;

- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil];
    if (self) {
        self.title = @"TODOs";
        self.todos = [[NSMutableArray alloc] init];
    }
    return self;
}

- (void)viewDidLoad
{
    [super viewDidLoad];

    self.navigationItem.leftBarButtonItem = self.editButtonItem;

    UIBarButtonItem *addButton = [[UIBarButtonItem alloc] initWithBarButtonSystemItem:UIBarButtonSystemItemAdd target:self action:@selector(addTodo)];
    self.navigationItem.rightBarButtonItem = addButton;
}

- (void)viewDidUnload
{
    [super viewDidUnload];
}

- (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
```

```
48. {
49.     return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
50. }
51.
52. #pragma mark - Table View
53.
54. - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
55. {
56.     return 1;
57. }
58.
59. - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
60. {
61.     return [self.todos count];
62. }
63.
64. - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
65. {
66.     static NSString *CellIdentifier = @"Cell";
67.
68.     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
69.     if (cell == nil) {
70.         cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault reuseIdentifier:CellIdentifier];
71.         cell.accessoryType = UITableViewCellAccessoryDisclosureIndicator;
72.     }
73.
74.     // set text of cell to be fruit text
75.     cell.textLabel.text = [self.todos objectAtIndex:indexPath.row];
76.
77.     return cell;
78. }
79.
80. - (BOOL)tableView:(UITableView *)tableView canEditRowAtIndexPath:(NSIndexPath *)indexPath
81. {
82.     return YES;
83. }
84.
85. - (void)tableView:(UITableView *)tableView commitEditingStyle:(UITableViewCellEditingStyle)editingStyle forRowAtIndexPath:(NSIndexPath *)
    indexPath
86. {
87.     // row was deleted
88.     if (editingStyle == UITableViewCellEditingStyleDelete) {
89.         // update model
90.         [self.todos removeObjectAtIndex:indexPath.row];
91.
92.         // update view
93.         [tableView deleteRowsAtIndexPaths:[NSArray arrayWithObject:indexPath] withRowAnimation:UITableViewRowAnimationFade];
94.     }
```

```
 95. }
 96.
 97. - (void)tableView:(UITableView *)tableView moveRowAtIndexPath:(NSIndexPath *)fromIndexPath toIndexPath:(NSIndexPath *)toIndexPath
 98. {
 99.     // determine what fruit was moved
100.     NSString *moved = [self.todos objectAtIndex:fromIndexPath.row];
101.
102.     // remove fruit from previous location in the model
103.     [self.todos removeObjectAtIndex:fromIndexPath.row];
104.
105.     // re-insert fruit at new locaation in the model
106.     [self.todos insertObject:moved atIndex:toIndexPath.row];
107. }
108.
109. - (BOOL)tableView:(UITableView *)tableView canMoveRowAtIndexPath:(NSIndexPath *)indexPath
110. {
111.     return YES;
112. }
113.
114. - (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:(NSIndexPath *)indexPath
115. {
116.     // create and show new alertview with a message to the user
117.     UIAlertView *alert = [[UIAlertView alloc] initWithTitle:@"You selected "
118.                                                     message:[self.todos objectAtIndex:indexPath.row]
119.                                                    delegate:nil
120.                                           cancelButtonTitle:@"Thanks!"
121.                                           otherButtonTitles:nil];
122.     [alert show];
123. }
124.
125. - (void)addTodo
126. {
127.     // create new view controller
128.     AddTodoViewController* addTodoViewController = [[AddTodoViewController alloc] initWithNibName:@"AddTodoViewController" bundle:nil];
129.
130.     // attach delegate
131.     addTodoViewController.delegate = self;
132.
133.     // display view controller
134.     [self.navigationController pushViewController:addTodoViewController animated:YES];
135. }
136.
137. - (void)didFinishWithTodo:(NSString *)todo
138. {
139.     // update model
140.     [self.todos addObject:todo];
141.
142.     // update view
```

```
143.     [self.tableView reloadData];
144. 
145.     // return to tableview
146.     [self.navigationController popViewControllerAnimated:YES];
147. }
148. 
149. @end
```

```objc
/**
 *  AppDelegate.h
 *  FruitTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@interface AppDelegate : UIResponder <UIApplicationDelegate>

@property (strong, nonatomic) UIWindow *window;

@property (strong, nonatomic) UINavigationController *navigationController;

@end
```

```
/**
 *  AppDelegate.m
 *  FruitTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "AppDelegate.h"

#import "MasterViewController.h"

@implementation AppDelegate

@synthesize window = _window;
@synthesize navigationController = _navigationController;

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
    // Override point for customization after application launch.

    MasterViewController *masterViewController = [[MasterViewController alloc] initWithNibName:@"MasterViewController" bundle:nil];
    self.navigationController = [[UINavigationController alloc] initWithRootViewController:masterViewController];
    self.window.rootViewController = self.navigationController;
    [self.window makeKeyAndVisible];
    return YES;
}

- (void)applicationWillResignActive:(UIApplication *)application
{
    // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
    // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause the game.
}

- (void)applicationDidEnterBackground:(UIApplication *)application
{
    // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to restore your application to its current state in case it is terminated later.
    // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
}

- (void)applicationWillEnterForeground:(UIApplication *)application
{
    // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the background.
```

```
45. }
46.
47. - (void)applicationDidBecomeActive:(UIApplication *)application
48. {
49.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the background, optionally refresh the user interface.
50. }
51.
52. - (void)applicationWillTerminate:(UIApplication *)application
53. {
54.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
55. }
56.
57. @end
```

```
/**
 *  FruitImageViewController.h
 *  FruitTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@interface FruitImageViewController : UIViewController {
    UILabel *_fruitTitle;
    UIImageView *_fruitImageView;
    UIBarButtonItem *_barButton;
    NSString *_fruit;
    NSString *_imageName;
}

@property (nonatomic, retain) IBOutlet UILabel *fruitTitle;
@property (nonatomic, retain) IBOutlet UIImageView *fruitImageView;
@property (nonatomic, retain) IBOutlet UIBarButtonItem *barButton;
@property (nonatomic, retain) NSString *fruit;
@property (nonatomic, retain) NSString *imageName;

- (IBAction)barButtonPressed;

@end
```

```m
/**
 *  FruitImageViewController.m
 *  FruitTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "FruitImageViewController.h"

@implementation FruitImageViewController

@synthesize fruitTitle = _fruitTitle;
@synthesize fruitImageView = _fruitImageView;
@synthesize fruit = _fruit;
@synthesize imageName = _imageName;
@synthesize barButton = _barButton;

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
}

#pragma mark - View lifecycle

- (void)viewDidLoad
{
    [super viewDidLoad];

    // add button to right of navigation bar
    self.navigationItem.rightBarButtonItem = self.barButton;
}

/**
 * Remember, viewDidLoad is not called every time the tableview is going to be shown, but viewWillAppear is
 *
 */
- (void)viewWillAppear:(BOOL)animated
{
    [super viewWillAppear:animated];

    // display fruit information (passed from the previous controller)
    self.navigationItem.title = self.fruit;
    self.fruitTitle.text = [NSString stringWithFormat:@"This is the %@", self.fruit];
    self.fruitImageView.image = [UIImage imageNamed:self.imageName];
}

/**
```

```
 * Display a friendly message to the user
 * Fired when user presses barButton in the navigation menu
 *
 */
- (IBAction) barButtonPressed
{
    // create and show alert message
    UIAlertView *alert = [[UIAlertView alloc] initWithTitle:@"Hello!"
                                                    message:@"Hi there!"
                                                   delegate:nil
                                          cancelButtonTitle:@"Go away!"
                                          otherButtonTitles:@"Hi!", nil];

    [alert show];
}

@end
```

```
/**
 *  FruitWebViewController.h
 *  FruitTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@interface FruitWebViewController : UIViewController {
    UIWebView *_webView;
    NSString *_fruit;
}

@property (nonatomic, retain) IBOutlet UIWebView *webView;
@property (nonatomic, retain) NSString *fruit;

@end
```

```m
/**
 *  FruitWebViewController.m
 *  FruitTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "FruitWebViewController.h"

@implementation FruitWebViewController

@synthesize fruit = _fruit;
@synthesize webView = _webView;


- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
}

#pragma mark - View lifecycle

- (void)viewDidLoad
{
    [super viewDidLoad];

    // allow user to pinch-zoom page (though wikipedia disables this)
    self.webView.scalesPageToFit = YES;
    self.webView.multipleTouchEnabled = YES;
}

- (void)viewWillAppear:(BOOL)animated
{
    [super viewWillAppear:animated];
    self.navigationItem.title = [NSString stringWithFormat:@"Wikipedia: %@", self.fruit];

    // request wikipedia page for selected object
    [self.webView loadRequest:[NSURLRequest requestWithURL:[NSURL URLWithString:
                                                            [NSString stringWithFormat:@"http://en.wikipedia.org/wiki/%@", self.fruit]]]];
}

@end
```

```
/**
 *  MasterViewController.h
 *  FruitTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@class FruitWebViewController;

@interface MasterViewController : UITableViewController

@property (strong, nonatomic) IBOutlet FruitWebViewController *fruitWebViewController;

@end
```

```m
/**
 *  MasterTableViewController.m
 *  FruitTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "FruitImageViewController.h"
#import "FruitWebViewController.h"
#import "MasterViewController.h"

@interface MasterViewController ()

// private properties
@property (strong, nonatomic) NSMutableDictionary *fruits;

@end

@implementation MasterViewController

@synthesize fruits = _fruits;
@synthesize fruitWebViewController = _fruitWebViewController;

- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil];
    if (self) {
        self.title = @"Fruits";
        self.fruits = [[NSMutableDictionary alloc] initWithContentsOfFile:
                       [[NSBundle mainBundle] pathForResource:@"Fruits" ofType:@"plist"]];
    }
    return self;
}

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)viewDidUnload
{
    [super viewDidUnload];
}

- (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
{
    return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
```

```
49. }
50.
51. #pragma mark - Table View
52.
53. - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
54. {
55.     return 1;
56. }
57.
58. - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
59. {
60.     return [self.fruits allKeys].count;
61. }
62.
63. - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
64. {
65.     static NSString *CellIdentifier = @"Cell";
66.
67.     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
68.     if (cell == nil) {
69.         cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault reuseIdentifier:CellIdentifier];
70.         cell.accessoryType = UITableViewCellAccessoryDisclosureIndicator;
71.     }
72.
73.     cell.textLabel.text = [[self.fruits allKeys] objectAtIndex:indexPath.row];
74.     cell.accessoryType = UITableViewCellAccessoryDetailDisclosureButton;
75.     return cell;
76. }
77.
78. /**
79.  * User selected cell in table, show FruitImageViewController
80.  *
81.  */
82. - (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:(NSIndexPath *)indexPath
83. {
84.     // allocate a new viewcontroller to display the fruit
85.     FruitImageViewController *fruitImageViewController = [[FruitImageViewController alloc]
86.                                                           initWithNibName:@"FruitImageViewController" bundle:nil];
87.
88.     // pass the selected fruit to the new view controller
89.     fruitImageViewController.fruit = [[self.fruits allKeys] objectAtIndex:indexPath.row];
90.     fruitImageViewController.imageName = [self.fruits objectForKey:[[self.fruits allKeys] objectAtIndex:indexPath.row]];
91.
92.     // push new view controller onto the stack
93.     [self.navigationController pushViewController:fruitImageViewController animated:YES];
94. }
95.
96. /**
```

```
 97.   * User selected detail button, show FruitWebViewController
 98.   *
 99.   */
100. - (void)tableView:(UITableView *)tableView accessoryButtonTappedForRowWithIndexPath:(NSIndexPath *)indexPath
101. {
102.     // set the fruit for the viewcontroller to be the selected fruit
103.     self.fruitWebViewController.fruit = [[self.fruits allKeys] objectAtIndex:indexPath.row];
104. 
105.     // push new view controller onto the stack
106.     [self.navigationController pushViewController:self.fruitWebViewController animated:YES];
107. }
108. 
109. @end
```

```
1.  /**
2.   *  AppDelegate.h
3.   *  MLBTableViewController
4.   *
5.   *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
6.   *
7.   */
8.
9.  #import <UIKit/UIKit.h>
10.
11. @interface AppDelegate : UIResponder <UIApplicationDelegate>
12.
13. @property (strong, nonatomic) UIWindow *window;
14.
15. @property (strong, nonatomic) UINavigationController *navigationController;
16.
17. @end
```

```
/**
 *  AppDelegate.m
 *  MLBTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "AppDelegate.h"

#import "MasterViewController.h"

@implementation AppDelegate

@synthesize window = _window;
@synthesize navigationController = _navigationController;

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
    // Override point for customization after application launch.

    MasterViewController *masterViewController = [[MasterViewController alloc] initWithNibName:@"MasterViewController" bundle:nil];
    self.navigationController = [[UINavigationController alloc] initWithRootViewController:masterViewController];
    self.window.rootViewController = self.navigationController;
    [self.window makeKeyAndVisible];
    return YES;
}

- (void)applicationWillResignActive:(UIApplication *)application
{
    // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
    // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause the game.
}

- (void)applicationDidEnterBackground:(UIApplication *)application
{
    // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to restore your application to its current state in case it is terminated later.
    // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
}

- (void)applicationWillEnterForeground:(UIApplication *)application
{
    // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the background.
```

```
45. }
46.
47. - (void)applicationDidBecomeActive:(UIApplication *)application
48. {
49.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the background, optionally refresh the user interface.
50. }
51.
52. - (void)applicationWillTerminate:(UIApplication *)application
53. {
54.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
55. }
56.
57. @end
```

```objc
/**
 *  DivisionsViewController.h
 *  MLBTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>


@interface DivisionsViewController : UITableViewController

@property (strong, nonatomic) NSMutableDictionary *divisions;

@end
```

```m
/**
 *  DivisionsViewController.m
 *  MLBTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "DivisionsViewController.h"
#import "TeamsViewController.h"

@implementation DivisionsViewController

@synthesize divisions = _divisions;

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
}

#pragma mark - View lifecycle

- (void)viewDidLoad
{
    [super viewDidLoad];
    self.title = @"Divisions";
}

#pragma mark - Table view data source

- (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
{
    return 1;
}

- (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
{
    return [self.divisions count];
}

- (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
{
    static NSString *CellIdentifier = @"Cell";

    UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
    if (cell == nil) {
        cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault reuseIdentifier:CellIdentifier];
    }
```

```
49.
50.     // set text of cell to be plist key
51.     cell.textLabel.text = [[self.divisions allKeys] objectAtIndex:indexPath.row];
52.     cell.accessoryType = UITableViewCellAccessoryDisclosureIndicator;
53.
54.     return cell;
55. }
56.
57. #pragma mark - Table view delegate
58.
59. - (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:(NSIndexPath *)indexPath
60. {
61.     TeamsViewController *teamsViewController = [[TeamsViewController alloc] initWithNibName:@"TeamsViewController"
62.                                                                                       bundle:nil];
63.     teamsViewController.teams = [self.divisions objectForKey:[[self.divisions allKeys] objectAtIndex:indexPath.row]];
64.     [self.navigationController pushViewController:teamsViewController animated:YES];
65. }
66.
67. @end
```

```h
/**
 *  MasterViewController.h
 *  MLBTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@interface MasterViewController : UITableViewController

@end
```

```m
/**
 *  MasterViewController.m
 *  MLBTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "DivisionsViewController.h"
#import "MasterViewController.h"

@interface MasterViewController ()

@property (nonatomic, retain) NSMutableDictionary *leagues;

@end

@implementation MasterViewController

@synthesize leagues = _leagues;

- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil];
    if (self) {
        self.title = @"Leagues";

        // read information from Teams.plist
        self.leagues = [[NSMutableDictionary alloc] initWithContentsOfFile:
                        [[NSBundle mainBundle] pathForResource:@"Teams" ofType:@"plist"]];

    }
    return self;
}

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)viewDidUnload
{
    [super viewDidUnload];
}

- (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
{
    return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
```

```
49. }
50.
51. #pragma mark - Table View
52.
53. - (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
54. {
55.     return 1;
56. }
57.
58. - (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
59. {
60.     return [self.leagues count];
61. }
62.
63. // Customize the appearance of table view cells.
64. - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
65. {
66.     static NSString *CellIdentifier = @"Cell";
67.
68.     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
69.     if (cell == nil) {
70.         cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault reuseIdentifier:CellIdentifier];
71.         cell.accessoryType = UITableViewCellAccessoryDisclosureIndicator;
72.     }
73.
74.     // set text of cell to be plist key
75.     cell.textLabel.text = [[self.leagues allKeys] objectAtIndex:indexPath.row];
76.     cell.accessoryType = UITableViewCellAccessoryDisclosureIndicator;
77.
78.     return cell;
79. }
80.
81. - (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:(NSIndexPath *)indexPath
82. {
83.     DivisionsViewController *divisionsViewController = [[DivisionsViewController alloc] initWithNibName:@"DivisionsViewController"
84.                                                                                                   bundle:nil];
85.     divisionsViewController.divisions = [self.leagues objectForKey:[[self.leagues allKeys] objectAtIndex:indexPath.row]];
86.     [self.navigationController pushViewController:divisionsViewController animated:YES];
87. }
88.
89. @end
```

```objc
/**
 *  TeamsViewController.h
 *  MLBTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@interface TeamsViewController : UITableViewController

@property (strong, nonatomic) NSMutableDictionary *teams;

@end
```

```m
/**
 *  TeamsViewController.m
 *  MLBTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "TeamsViewController.h"
#import "TeamViewController.h"

@implementation TeamsViewController

@synthesize teams = _teams;

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
}

#pragma mark - View lifecycle

- (void)viewDidLoad
{
    [super viewDidLoad];
    self.navigationItem.title = @"Teams";
}

#pragma mark - Table view data source

- (NSInteger)numberOfSectionsInTableView:(UITableView *)tableView
{
    return 1;
}

- (NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
{
    return [self.teams count];
}

- (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
{
    static NSString *CellIdentifier = @"Cell";

    UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
    if (cell == nil) {
        cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault reuseIdentifier:CellIdentifier];
    }
```

```
49.
50.     // set text of cell to be plist key
51.     cell.textLabel.text = [[self.teams allKeys] objectAtIndex:indexPath.row];
52.     cell.accessoryType = UITableViewCellAccessoryDisclosureIndicator;
53.
54.     return cell;
55. }
56.
57. #pragma mark - Table view delegate
58.
59. - (void)tableView:(UITableView *)tableView didSelectRowAtIndexPath:(NSIndexPath *)indexPath
60. {
61.     // create new viewcontroller
62.     TeamViewController *teamViewController = [[TeamViewController alloc] initWithNibName:@"TeamViewController"
63.                                                                                    bundle:nil];
64.
65.     // pass data about selected team to viewcontroller
66.     teamViewController.teamId = [self.teams objectForKey:[[self.teams allKeys] objectAtIndex:indexPath.row]];
67.     teamViewController.team = [[self.teams allKeys] objectAtIndex:indexPath.row];
68.
69.     // show new viewcontroller to user
70.     [self.navigationController pushViewController:teamViewController animated:YES];
71. }
72.
73. @end
```

```
/**
 *  TeamViewController.h
 *  MLBTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import <UIKit/UIKit.h>

@interface TeamViewController : UIViewController

@property (strong, nonatomic) IBOutlet UIWebView *webView;
@property (strong, nonatomic) NSString *teamId;
@property (strong, nonatomic) NSString *team;

@end
```

```m
/**
 *  TeamViewController.m
 *  MLBTableViewController
 *
 *  Tommy MacWilliam <tmacwilliam@cs.harvard.edu>
 *
 */

#import "TeamViewController.h"

@implementation TeamViewController

@synthesize team=_team;
@synthesize teamId=_teamId;
@synthesize webView=_webView;

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
}

#pragma mark - View lifecycle

- (void)viewDidLoad
{
    [super viewDidLoad];

    // fit page to screen and allow user to pinch-zoom
    self.webView.scalesPageToFit = YES;
    self.webView.multipleTouchEnabled = YES;}

- (void)viewDidAppear:(BOOL)animated
{
    [super viewDidAppear:animated];
    self.navigationItem.title = self.team;

    // request homepage for selected team
    [self.webView loadRequest:[NSURLRequest requestWithURL:[NSURL URLWithString:
                                                            [NSString stringWithFormat:@"http://mlb.mlb.com/index.jsp?c_id=%@", self.teamId]]]];
}

@end
```

```
1. //
2. //  AppDelegate.h
3. //  TableViewExample
4. //
5. //  Created by Tommy MacWilliam on 3/28/12.
6. //  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @class ViewController;
12.
13. @interface AppDelegate : UIResponder <UIApplicationDelegate>
14.
15. @property (strong, nonatomic) UIWindow *window;
16.
17. @property (strong, nonatomic) ViewController *viewController;
18.
19. @end
```

```m
//
//  AppDelegate.m
//  TableViewExample
//
//  Created by Tommy MacWilliam on 3/28/12.
//  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
//

#import "AppDelegate.h"

#import "ViewController.h"

@implementation AppDelegate

@synthesize window = _window;
@synthesize viewController = _viewController;

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
    // Override point for customization after application launch.
    self.viewController = [[ViewController alloc] initWithNibName:@"ViewController" bundle:nil];
    self.window.rootViewController = self.viewController;
    [self.window makeKeyAndVisible];
    return YES;
}

- (void)applicationWillResignActive:(UIApplication *)application
{
    // Sent when the application is about to move from active to inactive state. This can occur for certain types of temporary interruptions (such as an incoming phone call or SMS message) or when the user quits the application and it begins the transition to the background state.
    // Use this method to pause ongoing tasks, disable timers, and throttle down OpenGL ES frame rates. Games should use this method to pause the game.
}

- (void)applicationDidEnterBackground:(UIApplication *)application
{
    // Use this method to release shared resources, save user data, invalidate timers, and store enough application state information to restore your application to its current state in case it is terminated later.
    // If your application supports background execution, this method is called instead of applicationWillTerminate: when the user quits.
}

- (void)applicationWillEnterForeground:(UIApplication *)application
{
    // Called as part of the transition from the background to the inactive state; here you can undo many of the changes made on entering the background.
}

```

```
45. - (void)applicationDidBecomeActive:(UIApplication *)application
46. {
47.     // Restart any tasks that were paused (or not yet started) while the application was inactive. If the application was previously in the background, optionally refresh the user interface.
48. }
49. 
50. - (void)applicationWillTerminate:(UIApplication *)application
51. {
52.     // Called when the application is about to terminate. Save data if appropriate. See also applicationDidEnterBackground:.
53. }
54. 
55. @end
```

```
1. //
2. //  ViewController.h
3. //  TableViewExample
4. //
5. //  Created by Tommy MacWilliam on 3/28/12.
6. //  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
7. //
8.
9. #import <UIKit/UIKit.h>
10.
11. @interface ViewController : UITableViewController
12.
13. @property (strong, nonatomic) IBOutlet UITableView *tableView;
14.
15. @end
```

```m
//
//  ViewController.m
//  TableViewExample
//
//  Created by Tommy MacWilliam on 3/28/12.
//  Copyright (c) 2012 __MyCompanyName__. All rights reserved.
//

#import "ViewController.h"

@interface ViewController ()

@property (strong, nonatomic) NSArray *tfs;

@end

@implementation ViewController

@synthesize tableView = _tableView;
@synthesize tfs = _tfs;

- (void)viewDidLoad
{
    [super viewDidLoad];

    // initialze TF array with contents
    self.tfs = [NSArray arrayWithObjects:@"David", @"Tommy", @"Rob", nil];
}

- (void)viewDidUnload
{
    [super viewDidUnload];
}

- (BOOL)shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
{
    return (interfaceOrientation != UIInterfaceOrientationPortraitUpsideDown);
}

/**
 * TableView has a single section
 *
 */
- (int)numberOfSectionsInTableView:(UITableView *)tableView
{
    return 1;
}

```

```
49. /**
50.  * Each TF has a single row
51.  *
52.  */
53. - (int)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
54. {
55.     return self.tfs.count;
56. }
57. 
58. /**
59.  * Cell contains text of TF's name
60.  *
61.  */
62. - (UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:(NSIndexPath *)indexPath
63. {
64.     // identifier that allows cell to be pulled from cache
65.     static NSString *CellIdentifier = @"Cell";
66. 
67.     // try to get cell from cache
68.     UITableViewCell *cell = [tableView dequeueReusableCellWithIdentifier:CellIdentifier];
69. 
70.     // no cell in cache, so allocate a new cell
71.     if (cell == nil) {
72.         cell = [[UITableViewCell alloc] initWithStyle:UITableViewCellStyleDefault reuseIdentifier:CellIdentifier];
73.     }
74. 
75.     // text of cell is TF's name
76.     cell.textLabel.text = [self.tfs objectAtIndex:indexPath.row];
77.     return cell;
78. }
79. 
80. @end
```