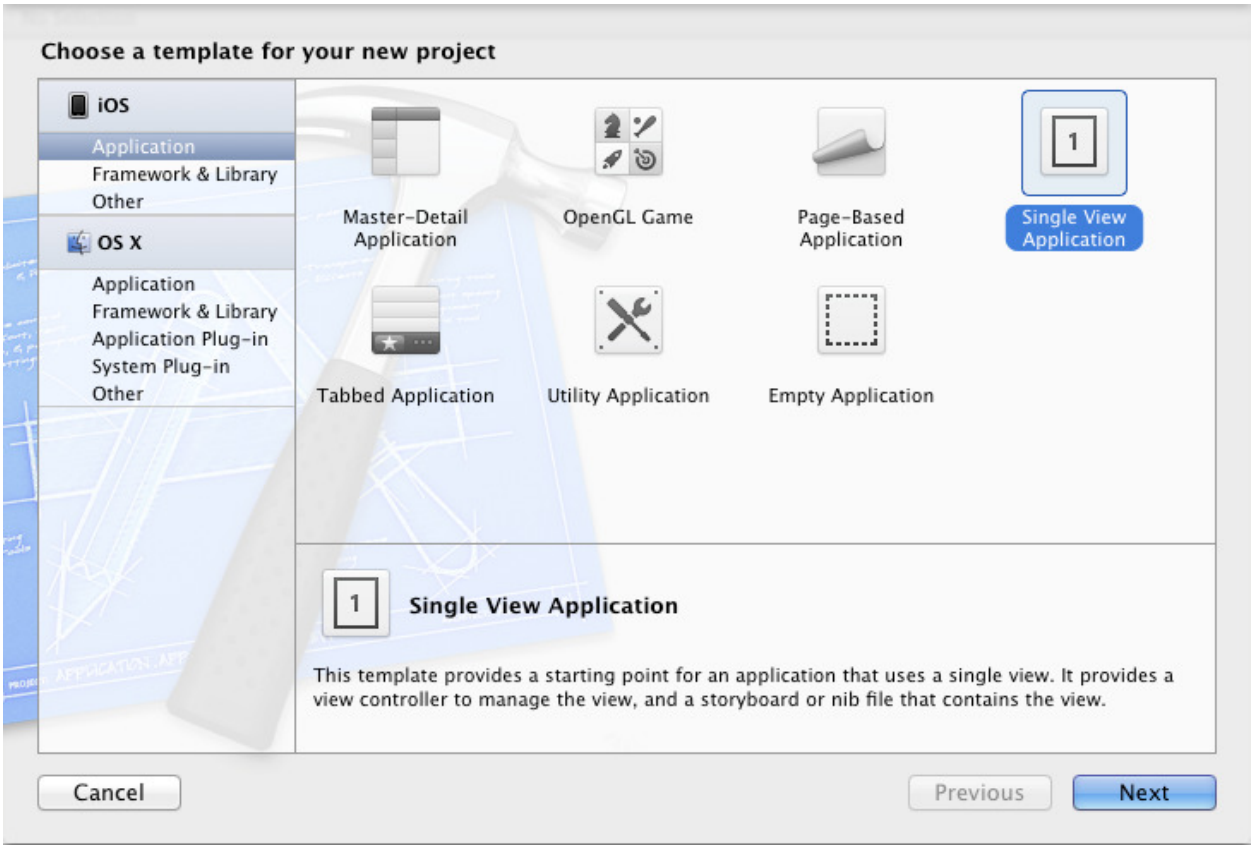
Navigation bar (Xcode version 4.5.2)

1. Create a new project.

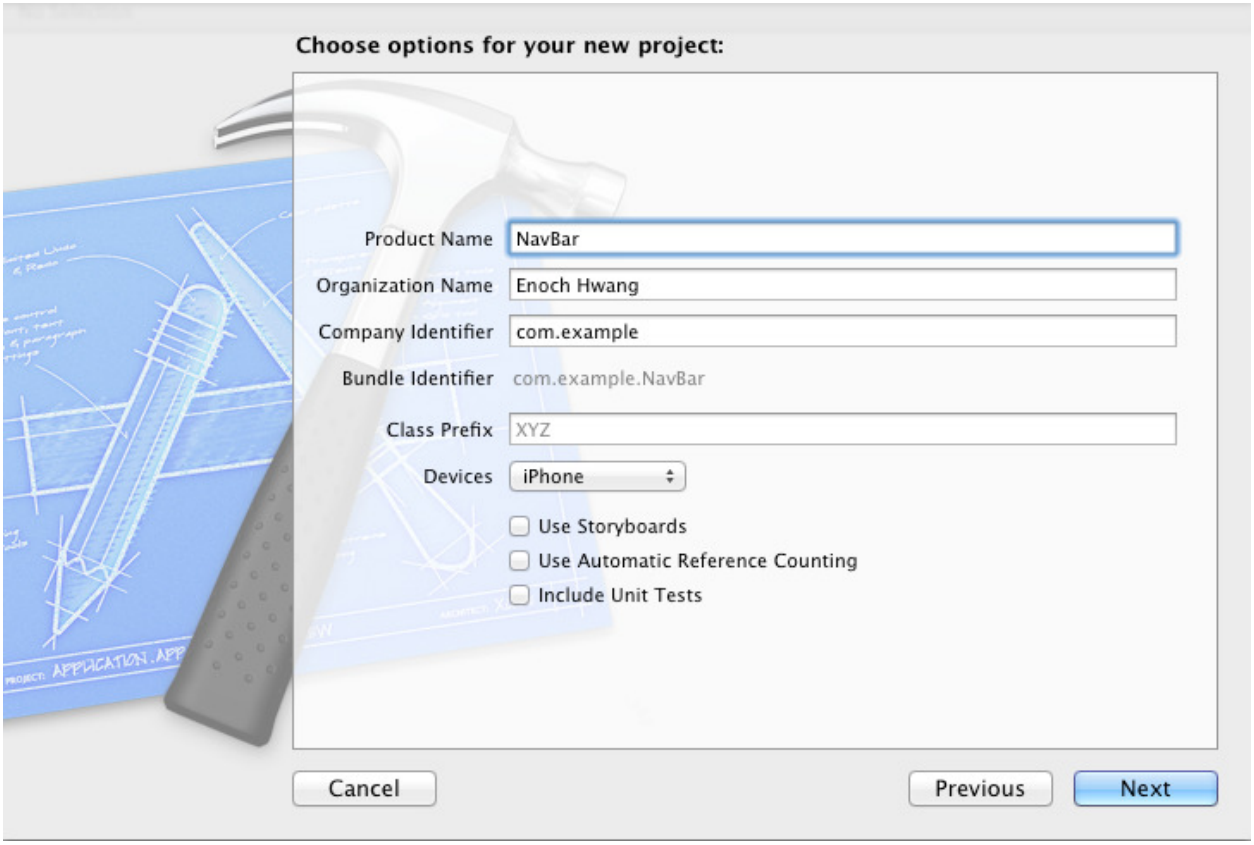
   From the Xcode menu, select File > New > Project

   Choose the Single View Application template



   Click Next.

In the Choose options for your new project screen, name the project NavBar.



Click Next.

In the next screen, select the location where you want to save your project.

Click Create.

2. Edit the AppDelegate.h file to match the following

```
//
//  AppDelegate.h
//  NavBar
//
//  Created by Enoch Hwang on 6/24/13.
//  Copyright (c) 2013 Enoch Hwang. All rights reserved.
//

#import <UIKit/UIKit.h>

@class ViewController;

@interface AppDelegate : UIResponder <UIApplicationDelegate>
{
    UINavigationController *navigationController;
}

@property (strong, nonatomic) UIWindow *window;

@property (strong, nonatomic) UINavigationController *navigationController;

@end
```

3. Edit the AppDelegate.m file to match the following

```
//
//  AppDelegate.m
//  NavBar
//
//  Created by Enoch Hwang on 6/24/13.
//  Copyright (c) 2013 Enoch Hwang. All rights reserved.
//

#import "AppDelegate.h"
#import "ViewController.h"

@implementation AppDelegate
@synthesize navigationController;

- (void)dealloc
{
    [_window release];
    [navigationController release];
    [super dealloc];
}

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

```
 */
}
```

4. Edit the ViewController.h file to match the following

```
//
//  ViewController.h
//  NavBar
//
//  Created by Enoch Hwang on 6/24/13.
//  Copyright (c) 2013 Enoch Hwang. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController
{
    UILabel *label;
}

@property (nonatomic, retain) IBOutlet UILabel *label;

- (IBAction)nextViewPressed:(id)sender;
@end
```

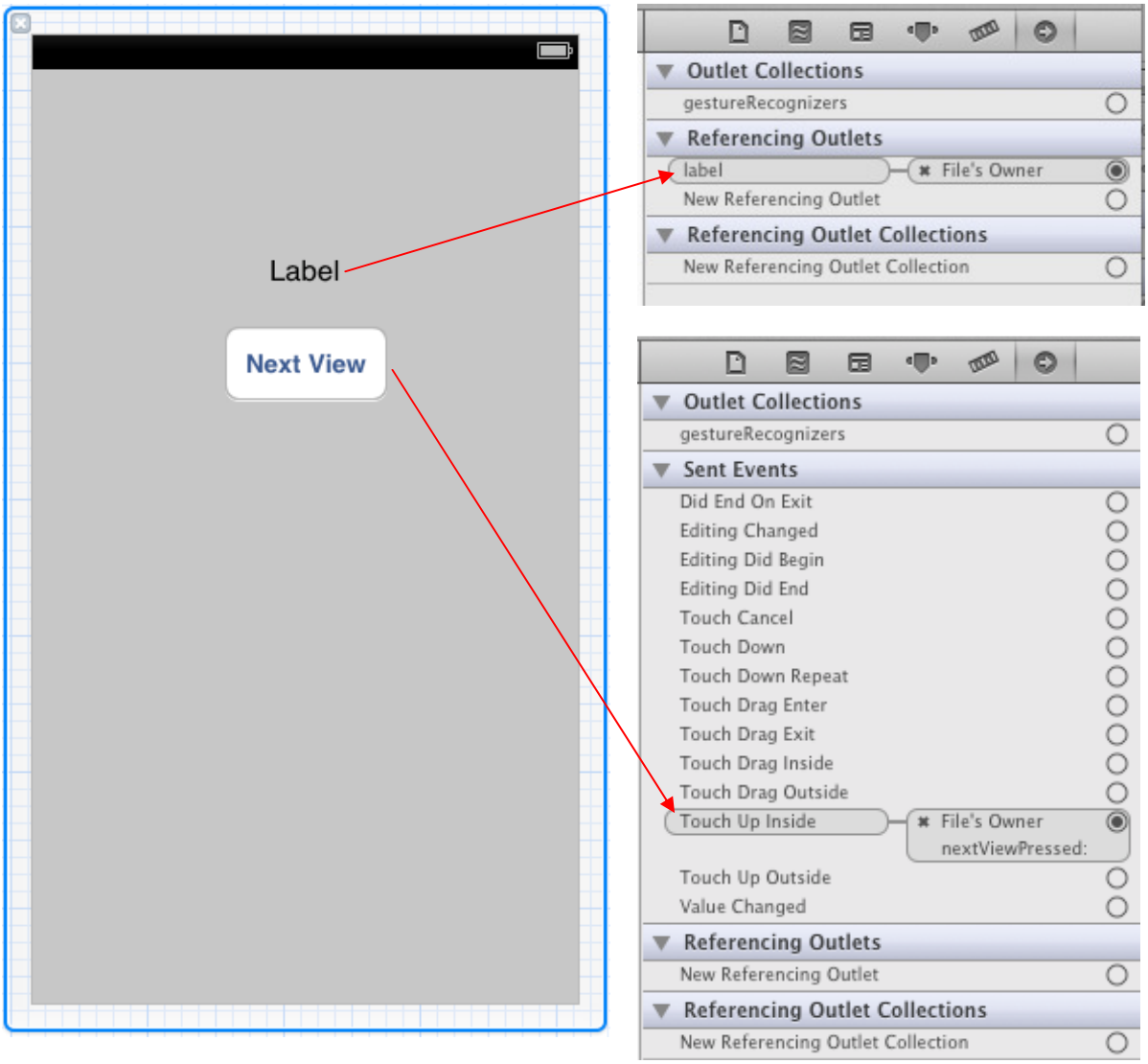
5. Edit the ViewController.m file to match the following

```
//
//  ViewController.m
//  NavBar
//
//  Created by Enoch Hwang on 6/24/13.
//  Copyright (c) 2013 Enoch Hwang. All rights reserved.
//

#import "ViewController.h"
#import "SecondLevel.h"

@interface ViewController ()

@end

@implementation ViewController
@synthesize label;

- (void)viewDidLoad
{
    [super viewDidLoad];
     // Do any additional setup after loading the view, typically from a nib.
    self.title = @"NavBar";    // set the bar title
     // initialize the right bar button
    self.navigationItem.rightBarButtonItem=[[[UIBarButtonItem alloc]initWithTitle:@"Save"
     style:UIBarButtonItemStylePlain target:self
     action:@selector(savePressed:)]autorelease];
}

- (void)savePressed:(id)sender {
    NSLog(@"save button pressed");
    label.text = @"save button pressed";
}

- (IBAction)nextViewPressed:(id)sender {
    label.text = @"next view button pressed";
    SecondLevel *next = [SecondLevel alloc];
    next.title = @"Second Level";
    next.myString = @"Hello there!";    // passing this parameter
    // move to second level screen
    [self.navigationController pushViewController:next animated:YES];
    [next release];
}
```

6. Edit the ViewController.xib file to match the following

   Drag a Label from the Objects library, and link its Referencing Outlet to label.

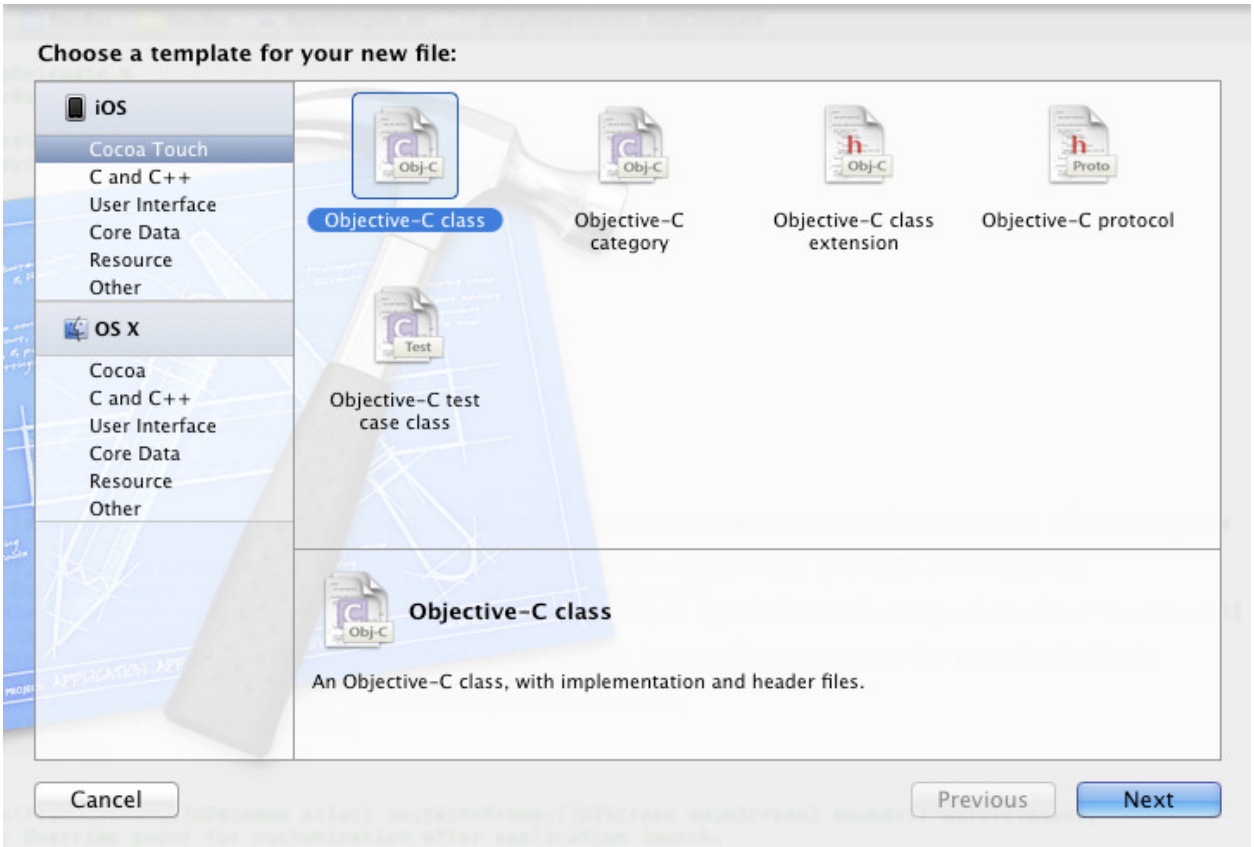
   Drag a Round Rect Button from the Objects library. Change the title to Next View and link its Touch Up Inside action to the nextViewPressed method.



7. Add a second view class.

   From the Xcode menu, select File > New > File

   Choose the Objective-C class template

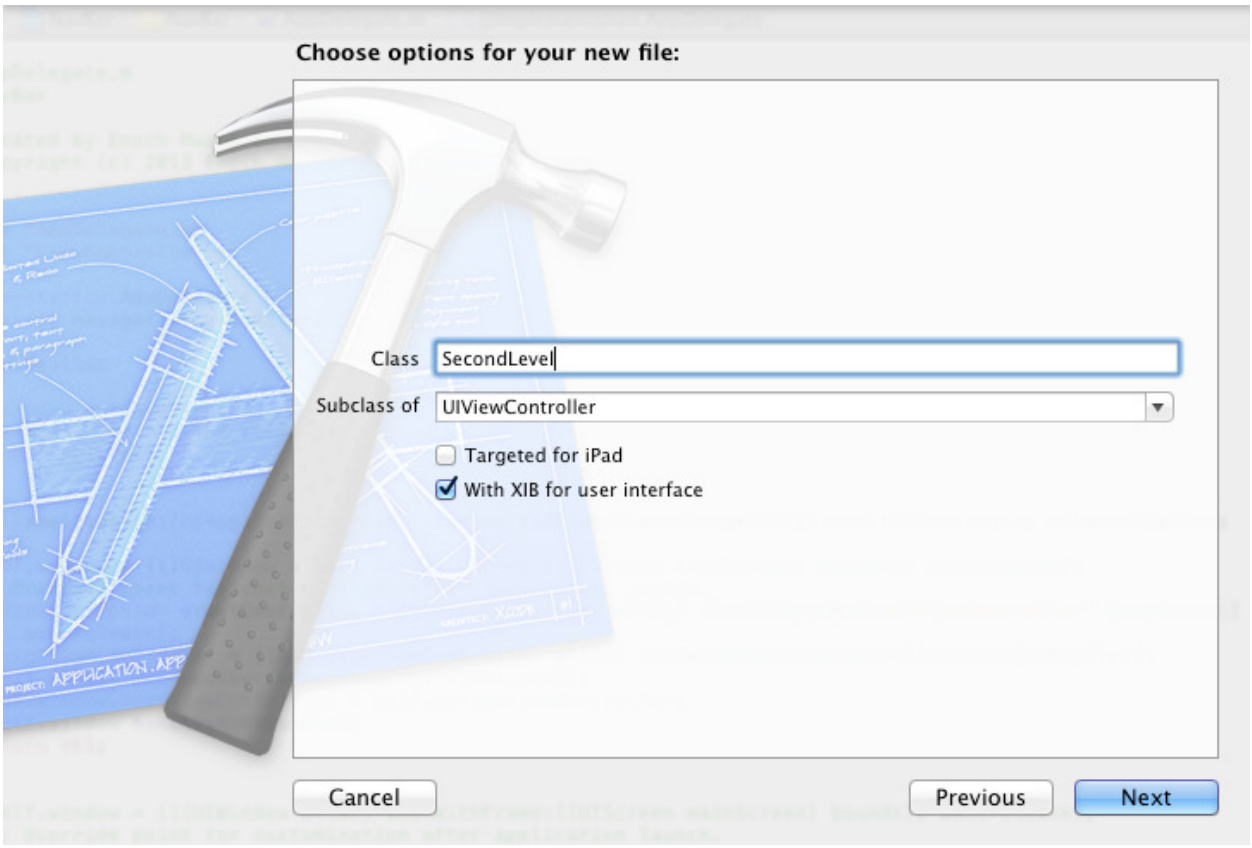


   Click Next.

In the Choose options for your new file screen, name the class SecondLevel.

Select the subclass of UIViewController.

Check the With XIB for user interface.



Click Next.

Click Create in the next screen.

8. Edit the SecondLevel.h file to match the following

```
//
//  SecondLevel.h
//  NavBar
//
//  Created by Enoch Hwang on 6/24/13.
//  Copyright (c) 2013 Enoch Hwang. All rights reserved.
//

#import <UIKit/UIKit.h>

@interface SecondLevel : UIViewController
{
    UILabel *label;
    NSString *myString;
}

@property (nonatomic, retain) IBOutlet UILabel *label;
@property (nonatomic, retain) NSString *myString;
@end
```

9. Edit the SecondLevel.m file to match the following

```
//
//  SecondLevel.m
//  NavBar
//
//  Created by Enoch Hwang on 6/24/13.
//  Copyright (c) 2013 Enoch Hwang. All rights reserved.
//

#import "SecondLevel.h"

@interface SecondLevel ()

@end

@implementation SecondLevel
@synthesize label;
@synthesize myString;

- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil];
    if (self) {
        // Custom initialization
    }
    return self;
}

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view from its nib.
    label.text = myString;

    self.navigationItem.rightBarButtonItem=[[[UIBarButtonItem alloc]initWithTitle:@"Edit"
     style:UIBarButtonItemStylePlain target:self
     action:@selector(editPressed:)]autorelease];
}

- (void)editPressed:(id)sender {
    NSLog(@"edit button pressed");
    label.text = @"edit button pressed";
}

- (void)didReceiveMemoryWarning
```

```
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

@end
```

10. Edit the SecondLevel.xib file to match the following

    Drag a Label from the Objects library, and link its Referencing Outlet to label.