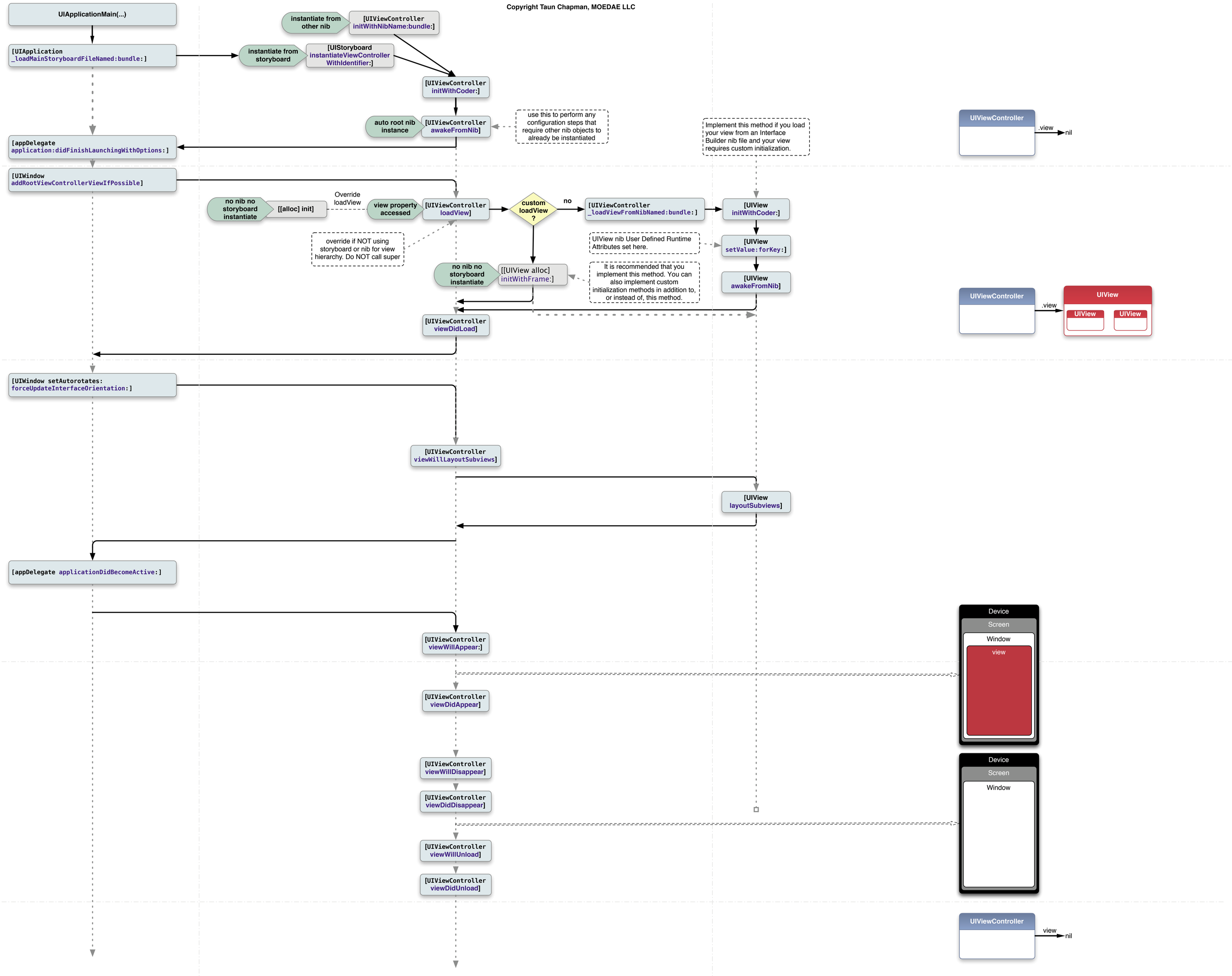
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UIApplicationMain(...)
[UIApplication _loadMainStoryboardFileNamed:bundle:]
instantiate from other nib
[UIViewController initWithNibName:bundle:]
instantiate from storyboard
[UIStoryboard instantiateViewController WithIdentifier:]
[UIViewController initWithCoder:]
auto root nib instance
[UIViewController awakeFromNib]
use this to perform any configuration steps that require other nib objects to already be instantiated
Implement this method if you load your view from an Interface Builder nib file and your view requires custom initialization.
UIViewController
.view
nil
[appDelegate application:didFinishLaunchingWithOptions:]
[UIWindow addRootViewControllerViewIfPossible]
no nib no storyboard instantiate
[[alloc] init]
Override loadView
view property accessed
[UIViewController loadView]
custom loadView ?
no
[UIViewController _loadViewFromNibNamed:bundle:]
[UIView initWithCoder:]
override if NOT using storyboard or nib for view hierarchy. Do NOT call super
UIView nib User Defined Runtime Attributes set here.
[UIView setValue:forKey:]
no nib no storyboard instantiate
[[UIView alloc] initWithFrame:]
It is recommended that you implement this method. You can also implement custom initialization methods in addition to, or instead of, this method.
[UIView awakeFromNib]
UIViewController
.view
UIView
UIView
UIView
[UIViewController viewDidLoad]
[UIWindow setAutorotates: forceUpdateInterfaceOrientation:]
[UIViewController viewWillLayoutSubviews]
[UIView layoutSubviews]
[appDelegate applicationDidBecomeActive:]
[UIViewController viewWillAppear:]
Device
Screen
Window
view
[UIViewController viewDidAppear]
[UIViewController viewWillDisappear]
[UIViewController viewDidDisappear]
Device
Screen
Window
[UIViewController viewWillUnload]
[UIViewController viewDidUnload]
UIViewController
view
nil