

WatchKit

Passing Data with Segues



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Interface Controller Lifecycle

```
init(context: AnyObject?)  
func willActivate()  
func didDeactivate()
```



Passing Data

- ⚙️ For segues triggered in code, pass something as the **context** parameter.

```
pushControllerWithName("MyInterfaceController", context: nil)  
presentControllerWithName("MyInterfaceController", context: nil)
```



Passing Data

- ⚙️ For storyboard segues, implement an additional method to provide context data.

```
override func contextForSegueWithIdentifier(segueIdentifier: String) -> AnyObject? {  
    return []  
}
```

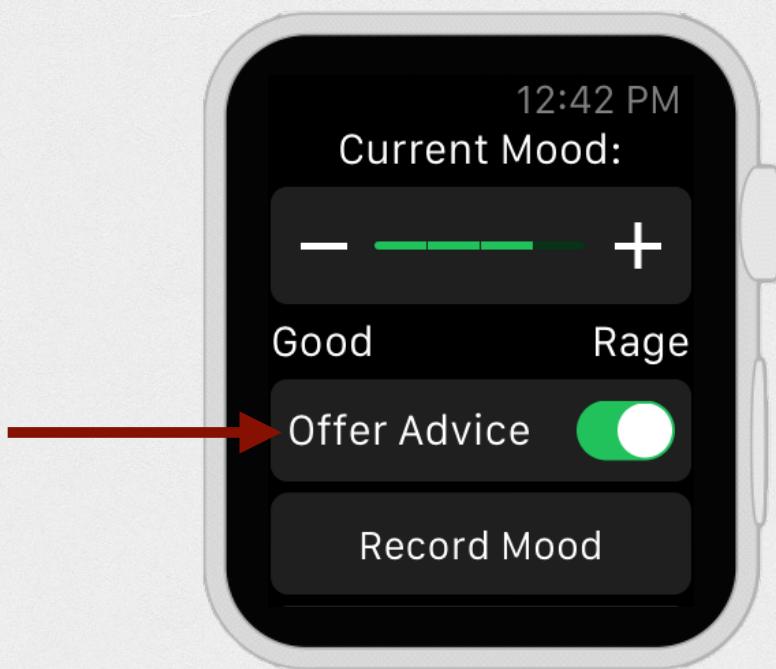


Demo

- ⚙️ Add a helper class and method to bundle up the context data
- ⚙️ Implement contextForSegueWithIdentifier
- ⚙️ Set the data in MoodDetailController



Challenge Time!



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