Storyboards and Segues
Key Terms and Definitions

Term	Definition
Nib (xib)	Files corresponding to a single view element that can be laid out in Interface Builder.
Segue	The transition that defines the flow of an app by defining the relationship between scenes.
UIKit	A framework that provides common classes for user interface design. UIKit defines objects, defines how objects behave, and defines how objects interact.
Modal View	Appears when offering the user the ability to accomplish a self-contained task related to the app's main function. A modal view can occupy the whole screen or the entire area of a parent view.
First Responder	The responder object that receives an events such as motion events and action messages first.
Storyboard	A file used to lay out multiple application views.
Interface Builder	A software development application that is part of Xcode that allows developers to create interfaces for apps using a graphical user interface.
View Controller	An instance of UIViewController that manages the displayed content; a vital link between an app's data and its visual appearance.
Push Segue	Helps with passing data between views since it adds another view controller to the navigation stack.
Root View Controller	The view that is the first view in the window hierarchy.
Modal Segue	Puts one scene on top; the top scene must be dismissed to go to the original scene.
Custom Segue	Creates a transition between scenes when a push segue or modal segue will not achieve the desired effect.