

# UIGestureRecognizer

# GestureRecognizer Type

- 탭 - Tap
- 확대/축소 - Pinch
- 회전 - Rotation
- 특정방향으로 밀기 - Swipe
- 드래깅 - Pan
- 오래 누르기 - LongPress
- 화면 모서리 드래깅 - ScreenEdgePan



**Tap Gesture Recognizer** - Recognizes tap gestures, including double-tap or multiple-touch.



**Pinch Gesture Recognizer** - Recognizes pinch gestures.



**Rotation Gesture Recognizer** - Recognizes rotation gestures.



**Swipe Gesture Recognizer** - Recognizes swipe gestures.



**Pan Gesture Recognizer** - Recognizes pan (dragging) gestures.



**Screen Edge Pan Gesture Recognizer** - Recognizes pan (dragging) gestures that start near an edge of the screen.



**Long Press Gesture Recognizer** - Recognizes long press gestures, based on the number and duration of taps.

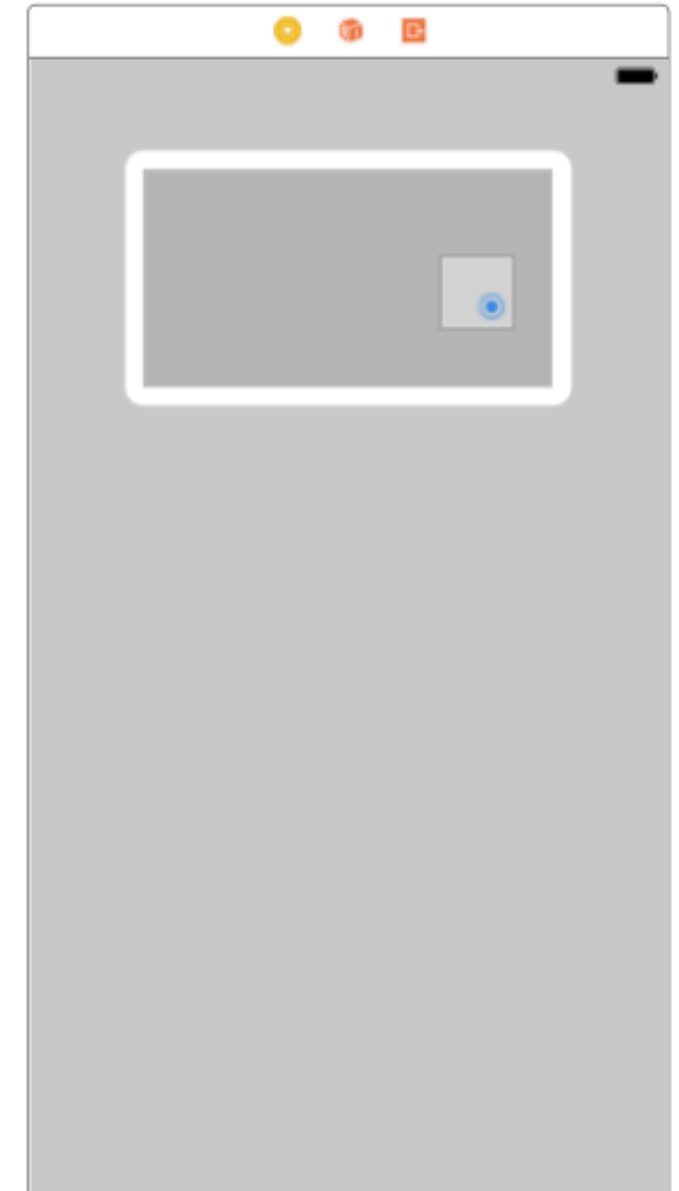


**Custom Gesture Recognizer** - Recognizes custom gestures. Set a custom subclass in the Identity inspector.

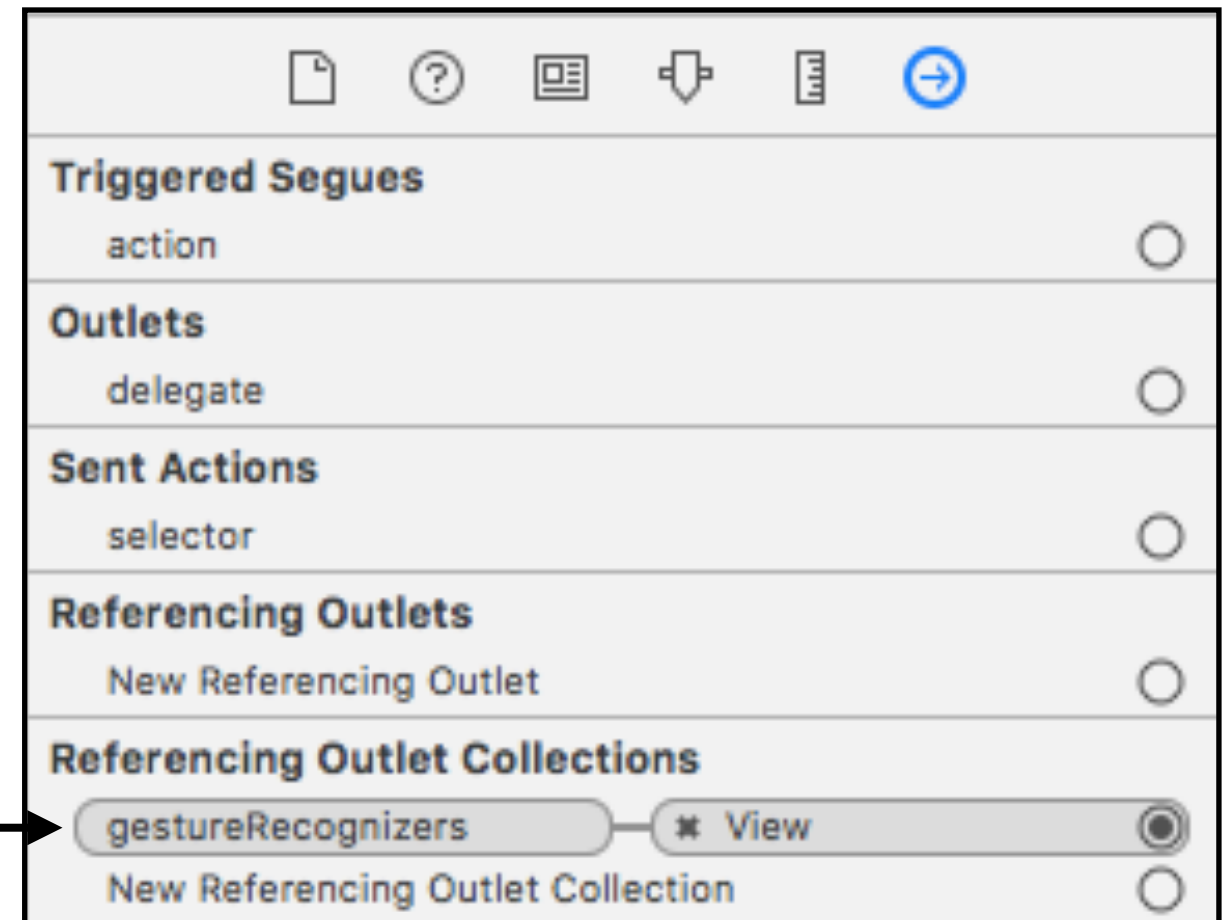
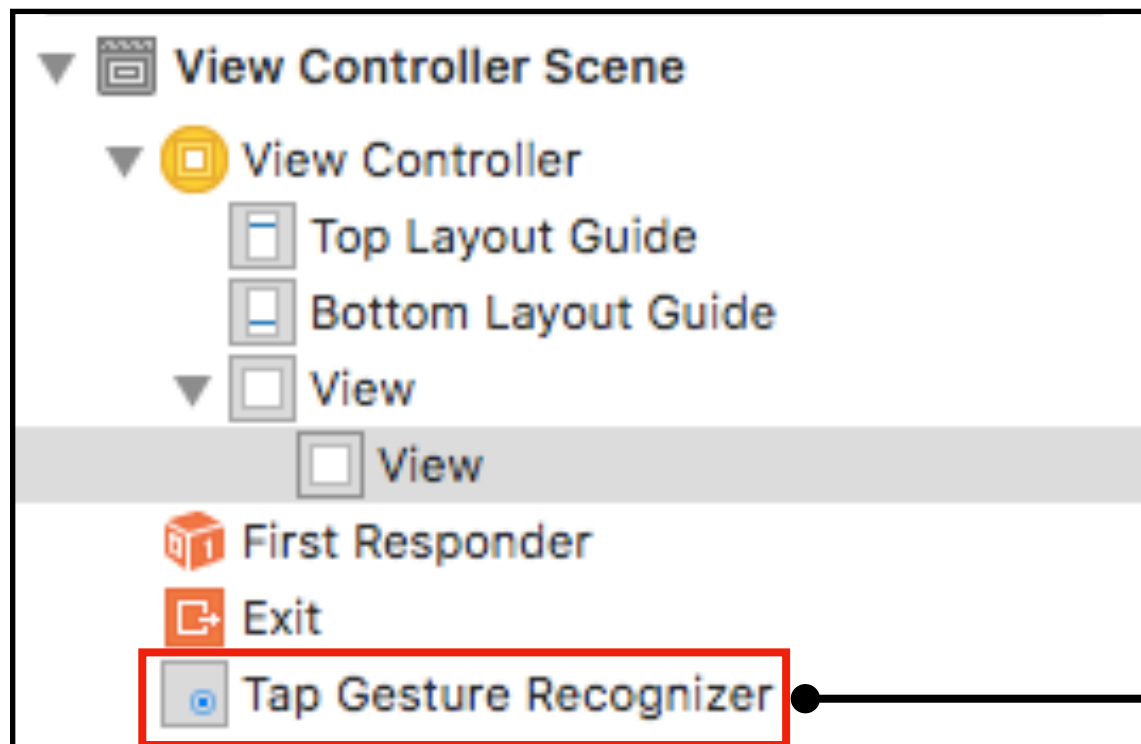
# Storyboard



Drag & Drop



# Storyboard



```
override func viewDidLoad() {  
    super.viewDidLoad()  
  
    let tapGesture = UITapGestureRecognizer(  
        target: self,  
        action: #selector(handleTap(_:))  
    )  
    view.addGestureRecognizer(tapGesture)  
}  
  
@objc func handleTap(_ sender: UITapGestureRecognizer) {  
    // code  
}
```

# Attributes Inspector

각 Recognizer 는 서로 다른 속성을 지님

단, 공통 부모 클래스인 Gesture Recognizer 에 대해서는 동일

## Tap Gesture Recognizer

Recognize

터치 횟수

1

Taps

손가락 개수

1

Touches

## Gesture Recognizer

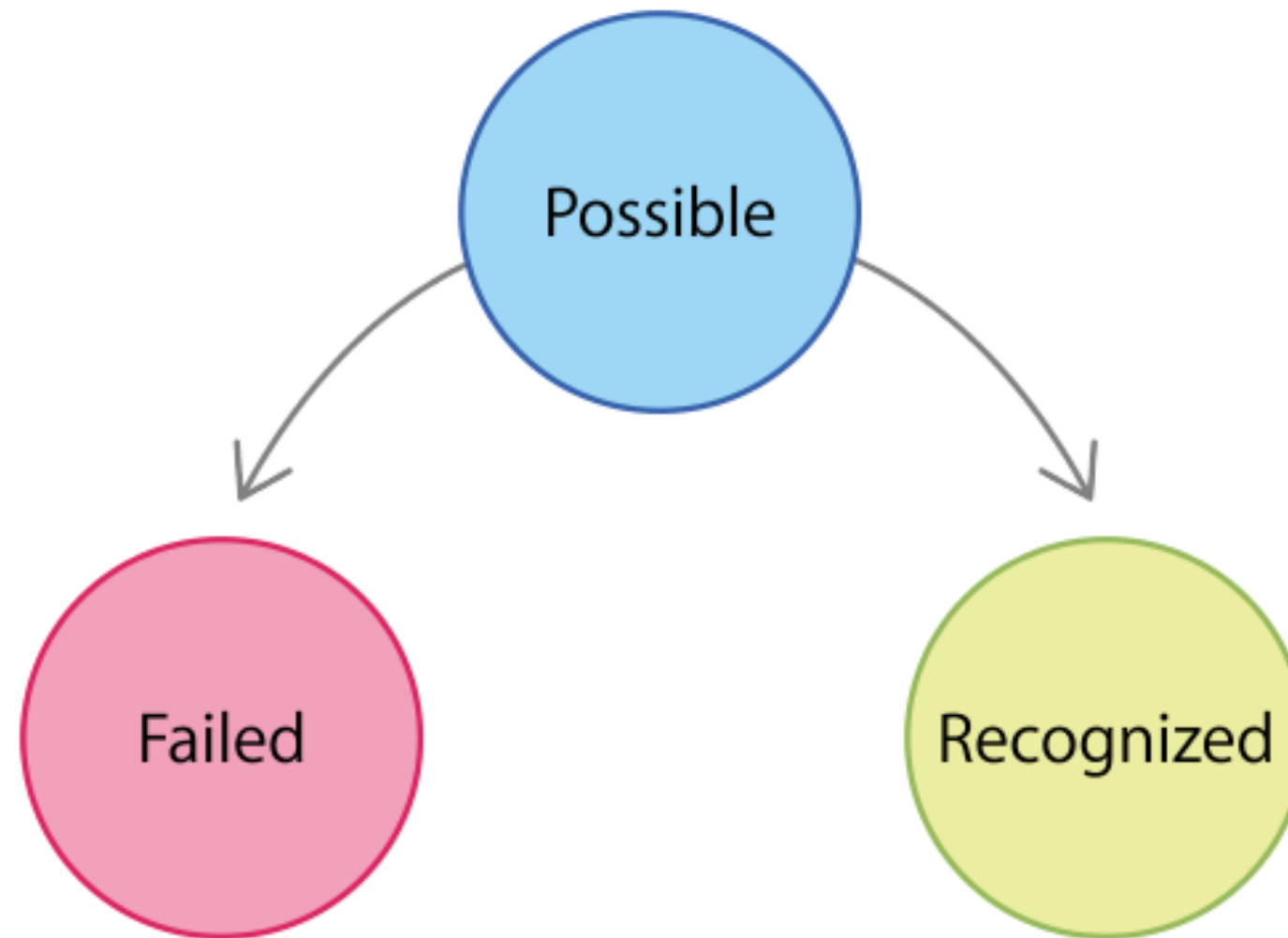
State ☒ Enabled

Behavior ☒ Cancels touches in view

☐ Delays touches began

☒ Delays touches ended

# The states of a discrete gesture



# The states of a continuous gesture

