



iOS Dev Camp #3 Week 4

Attributed Strings

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Today

- NSAttributedString
- UIColor
- UIFont

UIColor

UIColor

- An object representing a color.
- Initializers for creating a color based on RGB, HSB and even a pattern (UIImage).
- Colors can also have alpha
 - UIColor *color = [otherColor colorWithAlphaComponent: 0.3].
- A handful of “standard” colors have class methods
 - [UIColor greenColor]

A few “system” colors also have class methods

- [UIColor lightTextColor]

UIFont

UIFont

- It is best to get a UIFont by asking for the preferred font for a given text style.
- There are also “system” fonts.
- There are used in places like button
 - + (UIFont *)systemFontOfSize:(CGFloat)pointSize;
 - + (UIFont *)boldSystemFontOfSize:(CGFloat)pointSize;

NSAttributedString

NSRange

- c struct (not a class)
- Used to specify subranges inside strings and array.

```
typedef struct {  
    NSUInteger location;  
    NSUInteger length;  
} NSRange;
```


NSAttributedString

- How text looks on screen.
- Think of it as an NSString where each character has an NSDictionary of “attributes”. The attributes are things like the font, the color, underlining or not, etc., of the character.
- Can ask an NSAttributedString all about the attributes at a given location in the string.
- It's not inherit from NSString.

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