

BoostCamp 4 주차 발표

Settings App

구현을 어떻게 ?

Settings App

API provided by Apple's SDK

Settings App

1. 밝기 조절

Settings App



`mainScreen` is a static property of `UIScreen` class. So it should be in Swift like so:

11

WRONG ORIGINAL :



```
UIScreen mainScreen().setBrightness(0.5)
```

END

I have no compiler at hand so check the capitalization and `mainScreen` can also be a property and not a function. Try also without `()`.

EDIT:

https://developer.apple.com/library/prerelease/ios/documentation/UIKit/Reference/UIScreen_Class/index.html#//apple_ref/occ/instp/UIScreen/brightness

From the docs the proper answer is as in comment:

```
UIScreen mainScreen().brightness = CGFloat(0.5)
```

share improve this answer

edited Jun 17 '14 at 13:22

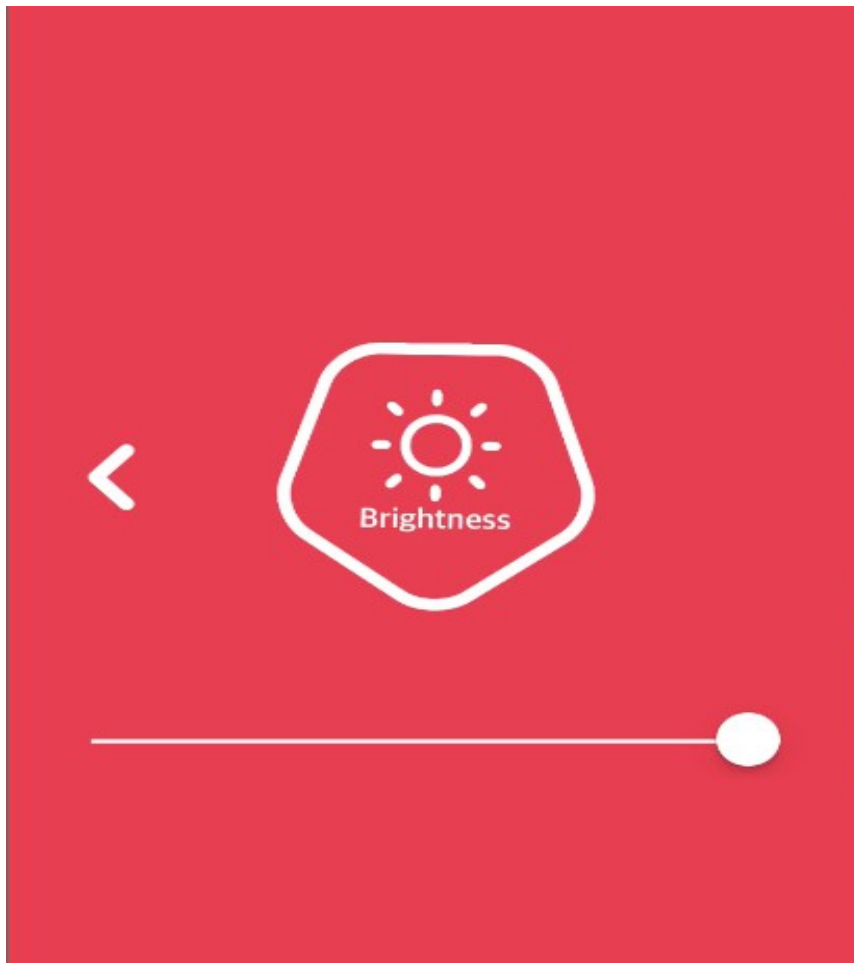
answered Jun 17 '14 at 13:14



stride

1,193 ● 1 ● 9 ● 18

Settings App



UISlider 에 연동
시켜 구현완료

Settings App

2. 볼륨 조절

Settings App

1 Answer

active

oldest

votes



First you need to import media player like,

1

```
import MediaPlayer
```



Then you can set the system volume like,

```
let volumeView = MPVolumeView()
if let view = volumeView.subviews.first as? UISlider
{
    view.value = 0.1    // set b/w 0 to 1.0
}
```

Hope this will help you.

share improve this answer

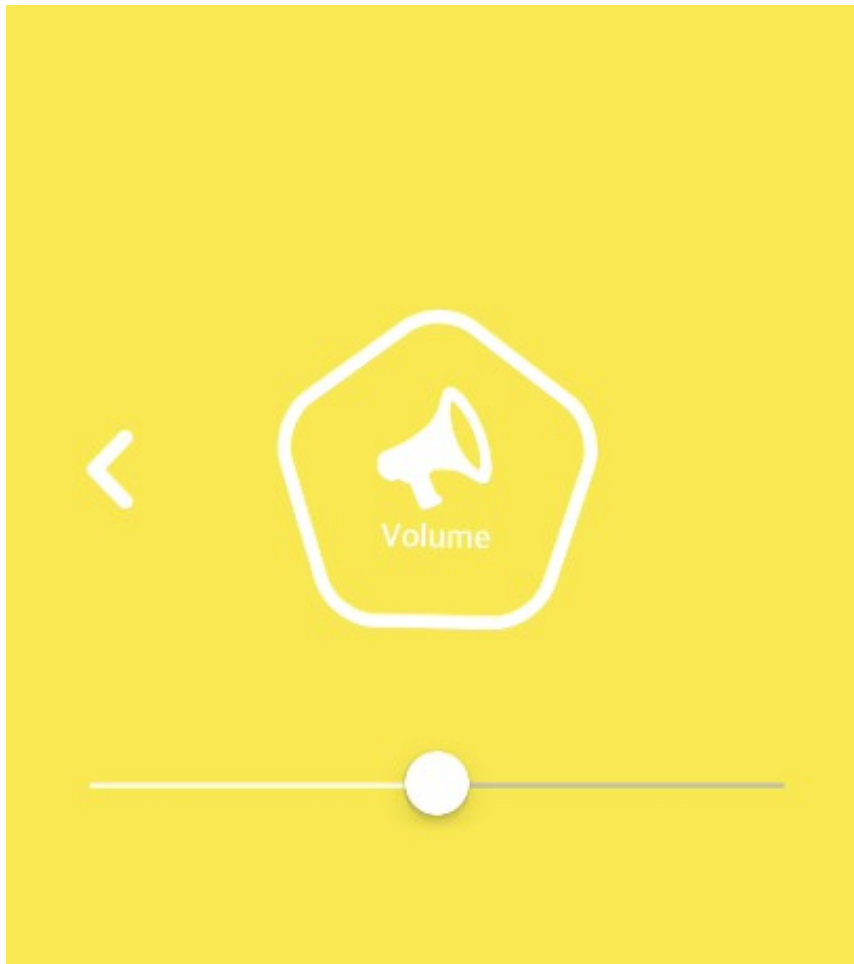
answered Jun 17 '16 at 6:07



Jigar Tarsariya

1,304 ● 1 ● 4 ● 21

Settings App



UISlider 에 연동
시켜 구현완료

Settings App

There isn't a way using the APIs provided by the SDK. It's trivial to do if you use private frameworks, but if you use private frameworks, you will be in violation of Apple's SDK license agreement.

I've already written such an app for my own purposes (toggling Bluetooth on and off), but for obvious reasons I can't distribute it. Details can be found [here](#) if you are interested:

[Stormy Productions: The most useful iPhone app I can't release](#)

Settings App

Every single App Store app is sandboxed with entitlements.

What you are trying to achieve is simply not possible if you want to distribute your app in the App Store. Your App simply cannot get enough privileges to achieve anything remotely similar. You cannot set global settings that changes the behaviour of the system. Apple will never allow that.

At the best you can monitor the status of the network connectivity via reachability but this is pretty much it. Using private API = straight app rejection.

[share](#) [improve this answer](#)

answered Feb 20 '14 at 2:59



Tibidabo

17.6k ● 4 ● 69 ● 71

User Defaults

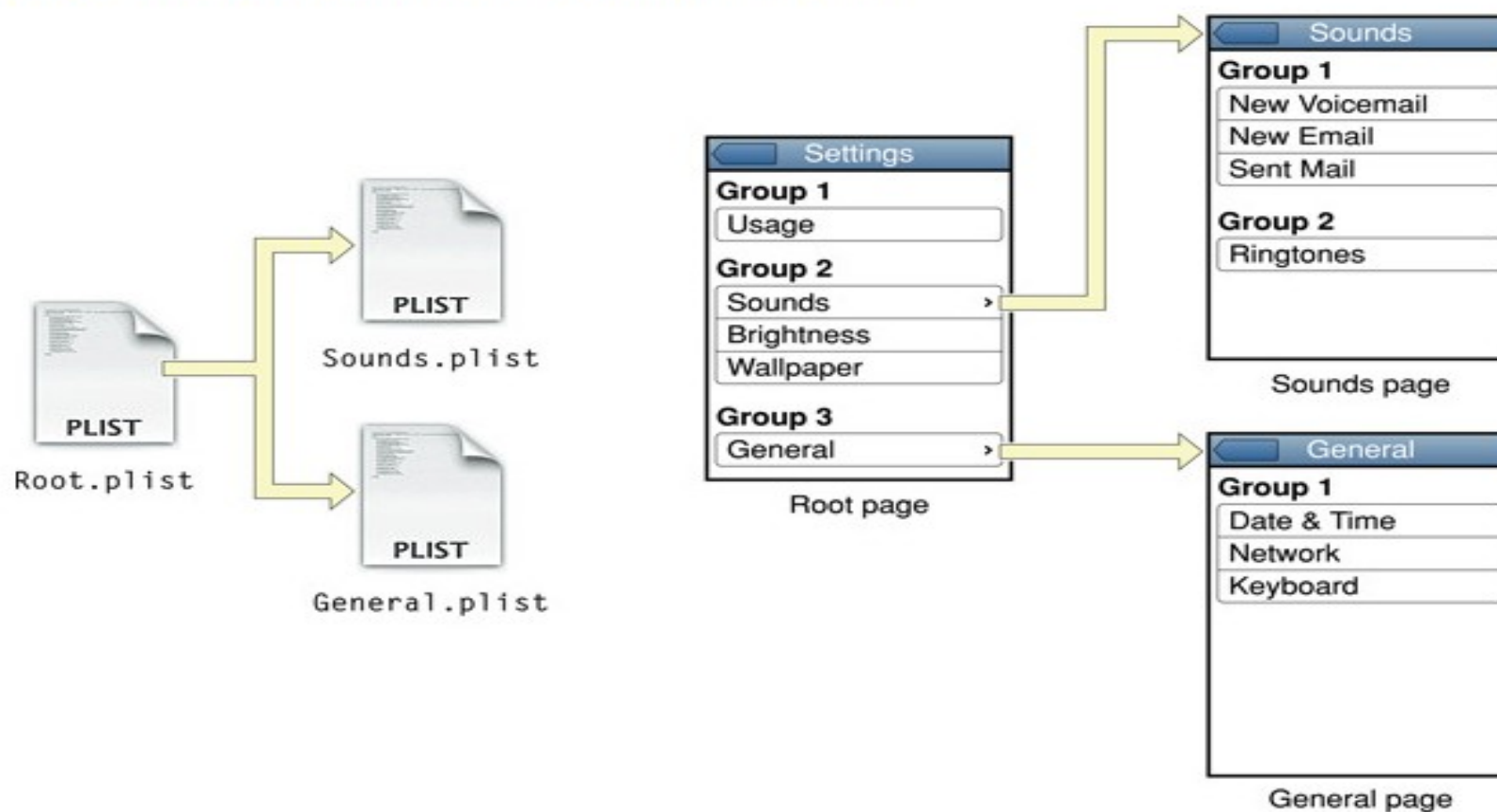
The screenshot shows the 'Settings' app interface. At the top, the status bar displays 'Settings', signal strength, Wi-Fi, time '오전 9:41', location, Bluetooth, and battery. Below the status bar, there's a navigation bar with a back arrow and '설정' (Settings) on the left, and 'Settings' on the right. The main content area is divided into sections. The first section is 'PERSONAL INFO' with a light blue header. It contains three rows: 'Name' with the value 'hyunsoo park', 'School' with the value 'charles s', and 'Married' with a toggle switch that is currently off. The second section is 'AGE' with a light blue header, followed by a horizontal slider control.

Section	Field	Value
PERSONAL INFO	Name	hyunsoo park
	School	charles s
	Married	<input type="checkbox"/>
AGE	Slider	~50%


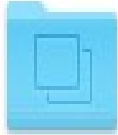








App Setting

User Defaults

Figure 4-1 Organizing preferences using child panes



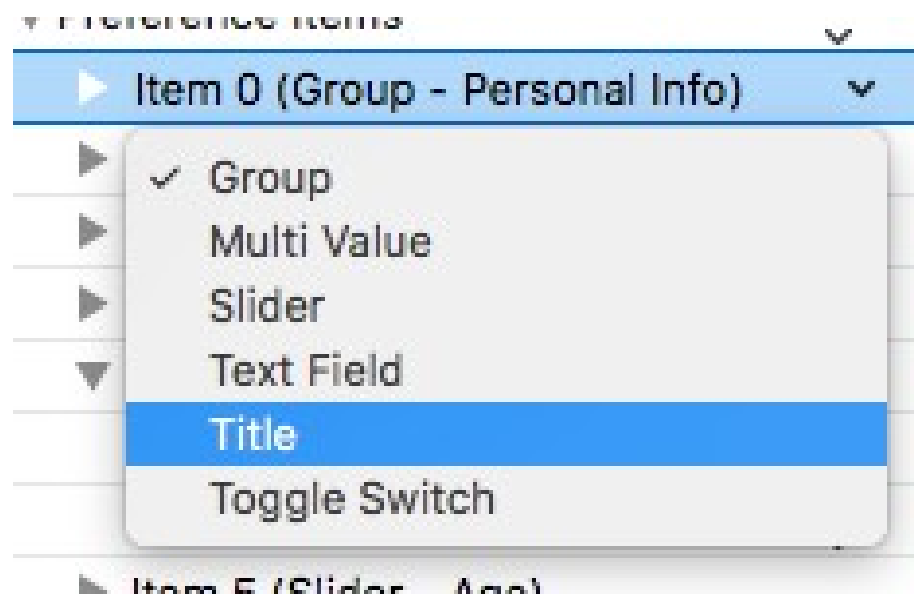
User Defaults

Resource				
				
Notification Simulation File	Asset Catalog	GeoJSON File	GPX File	Property List
				
Rich Text File	SceneKit Particle System File	SceneKit Scene File	Settings Bundle	SpriteKit Action

User Defaults

Settings	?	Key	Type	Value
Property List.plist	?	▼ iPhone Settings Schema	Dictionary	(2 items)
Settings		Strings Filename	String	Root
AppDelegate.swift	?	▼ Preference Items	Array	(7 items)
SettingsM...troller.swift	?	▶ Item 0 (Group - Personal Info)	Dictionary	(2 items)
SettingsDe...troller.swift	?	▶ Item 1 (Text Field - Name)	Dictionary	(3 items)
Settings.bundle	M	▶ Item 2 (Text Field - School)	Dictionary	(3 items)
en.lproj		▶ Item 3 (Toggle Switch - Married)	Dictionary	(4 items)
Root.strings	A	▼ Item 4 (Group - Age)	Dictionary	(2 items)
Root.plist	A	Type	String	Group
Main.storyboard	M	Title	String	Age
Assets.xcassets	M	▶ Item 5 (Slider - Age)	Dictionary	(6 items)
		▶ Item 6 (Multi Value - Experience	Dictionary	(9 items)

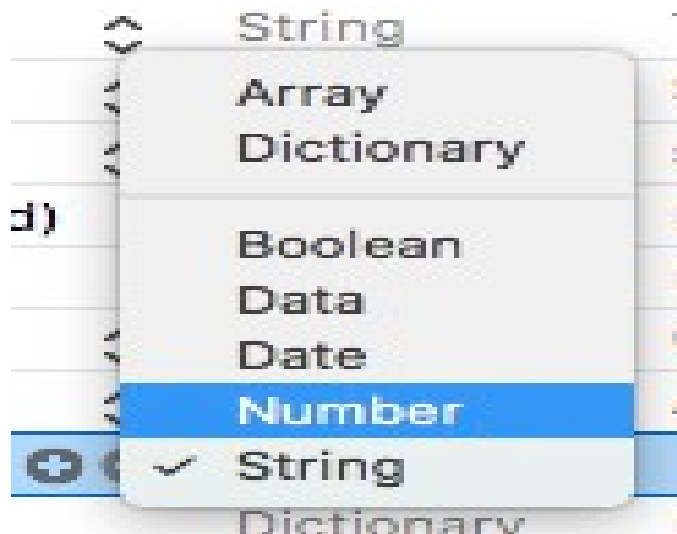
User Defaults



구성요소

- Text Field
- Title
- Toggle Switch
- Slider
- MultiValue
- Group
- Child Pane

User Defaults



설정 가능 자료형

- Number
- String
- Data
- Date
- Boolean
- Array
- Dictionary

User Defaults

Item	Type	String	Default Value
▼ Item 1 (Text Field - Name)		Dictionary	(3 items)
Type	⇅	String	Text Field
Title	⇅	String	Name
Identifier	⇅	String	name
▼ Item 2 (Text Field - School)		Dictionary	(3 items)
Type	⇅	String	Text Field
Title	⇅	String	School
Identifier	⇅ + -	String	⇅ school
▼ Item 3 (Toggle Switch - Married)		Dictionary	(4 items)
Type	⇅	String	Toggle Switch
Title	⇅	String	Married
Identifier	⇅	String	married
Default Value	⇅	Boolean	NO

User Defaults

```
let userDefaults = UserDefaults()  
userDefaults.set(newText, forKey: "name")  
userDefaults.set(newText, forKey: "school")
```

설정된 항목들 값 설정

User Defaults

```
let defaults = UserDefaults()  
  
nameField.text = defaults.object(forKey: "name") as? String  
schoolField.text = defaults.object(forKey: "school") as? String  
ageLabel.text = "Age : \(defaults.integer(forKey: "age"))"  
ageSlider.value = Float(defaults.integer(forKey: "age"))  
marriedSwitch.isOn = defaults.bool(forKey: "married")
```

설정된 항목들 값 불러와서 적용

State Restoration

어플리케이션 종료 후 재실행 시, 종료 직전의
원래 상태를 복구

State Restoration

State Restoration 을 위해 우리가 해야할 일들

- UIKit 에 상태복원 작업을 할 것이라고 알려주기
- UIKit 에 어떠한 뷰와 뷰컨트롤러들이 유지되어 복구될지 알려주기
- 복구에 포함시킬 관련 데이터를 인코딩과 디코딩 작업을 통해 이전 상태를 재생성

State Restoration

1. 상태저장과 상태복원 허가

State Restoration

```
func application(_ application: UIApplication, shouldSaveApplicationState coder: NSCoder) -> Bool {  
    return true  
}
```

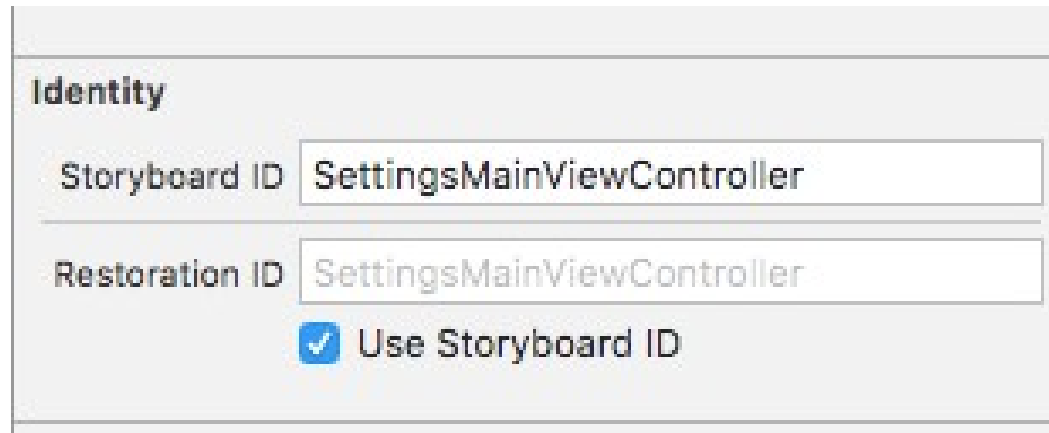
```
func application(_ application: UIApplication, shouldRestoreApplicationState coder: NSCoder) -> Bool {  
    return true  
}
```

- shouldSaveApplicationState = 현재상태저장
- shouldRestoreApplicationState = 저장상태복원

State Restoration

2. 상태복원 지정자 (identifier) 세팅

State Restoration



The image shows a screenshot of the 'Identity' section in Xcode's interface. It contains two text input fields. The first field is labeled 'Storyboard ID' and contains the text 'SettingsMainViewController'. The second field is labeled 'Restoration ID' and also contains the text 'SettingsMainViewController'. Below these fields is a checkbox that is checked, with the label 'Use Storyboard ID'.

Identity	
Storyboard ID	SettingsMainViewController
Restoration ID	SettingsMainViewController
<input checked="" type="checkbox"/> Use Storyboard ID	

- 각 뷰 컨트롤러에 Storyboard ID 를 지정
- Use Storyboard ID 체크

State Restoration

```
override func encodeRestorableState(with coder: NSCoder) {  
    if let brightness = self.brightness {  
        coder.encode(brightness, forKey: "brightness")  
    }  
  
    if let tagNumber = self.receivedTagNumber {  
        coder.encode(tagNumber, forKey: "tagNumber")  
    }  
  
    coder.encode(nameField.text, forKey: "name")  
    coder.encode(schoolField.text, forKey: "school")  
    coder.encode(marriedSwitch.isOn, forKey: "married")  
    coder.encode(ageSlider.value, forKey: "age")  
    super.encodeRestorableState(with: coder)  
}
```

상태를 있는 그대로 복원시킬 데이터를 인코딩하는
구문

State Restoration

```
override fun decodeRestorableState(with coder: NSCoder) {  
    brightness = coder.decodeFloat(forKey: "brightness")  
    receivedTagNumber = coder.decodeInteger(forKey: "tagNumber")  
    nameField.text = coder.decodeObject(forKey: "name") as? String  
    schoolField.text = coder.decodeObject(forKey: "school") as? String  
    marriedSwitch.isOn = coder.decodeBool(forKey: "married")  
    ageSlider.value = coder.decodeFloat(forKey: "age")  
    ageLabel.text = "Age : \((Int(coder.decodeFloat(forKey: "age")))"  
  
    super.decodeRestorableState(with: coder)  
}
```

어플리케이션 재실행시 인코딩 해둔 상태를 복원과
동시에 디코딩하는 구문

감 사 합 니 다