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# UIGestureRecognizer

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# UIGestureRecognizer

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- 사용자의 입력을 전달받을 수 있는 방법을 제공
- Tap, Pinch, Rotation, Swipe, Pan(drag), Edge Pan, Long Press 등을 인지하는 각각의 서브클래스 존재
- View 위에 얹어 액션을 핸들링

# UIGestureRecognizer 종류

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## **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 a...



## **Long Press Gesture Recognizer -**

Recognizes long press gestures, based on the number and duration of...

# Step 1. header file 보기

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- UIGestureRecognizer Header file 보기
- UIGestureRecognizerDelegate

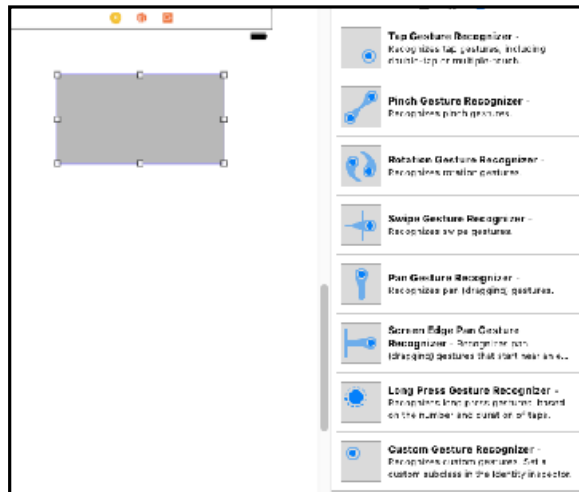
## Step 2. Sample Code

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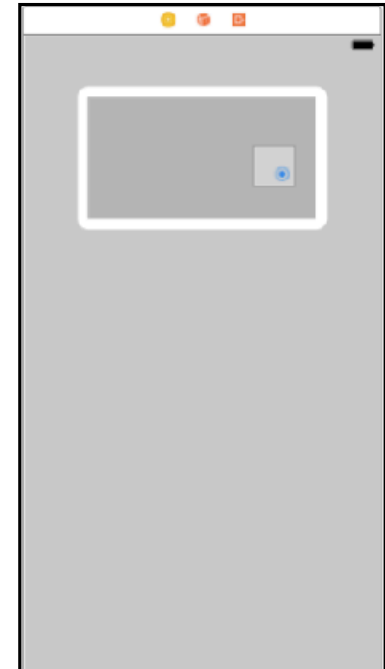
```
let tapGesture = UITapGestureRecognizer(target: self,  
                                       action: #selector(ViewController.tapAction(_:)))  
  
self.view.addGestureRecognizer(tapGesture)  
  
//ViewController내 존재 하는 함수  
func tapAction(_ sender:UITapGestureRecognizer)  
{  
  
}
```

# Step 2. Using Storyboard

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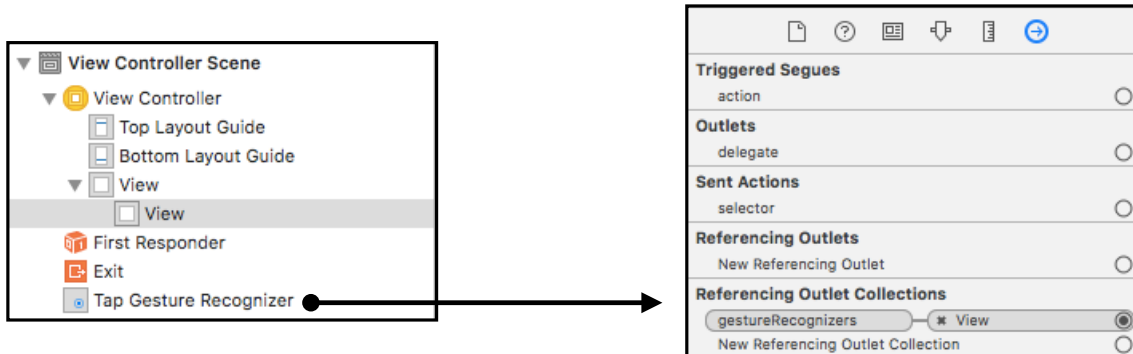
Drag and Drop



# Step 2. Using Storyboard

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- 선택된 View 에 GestureRecognizer가 설정됨



# Step 3. Exercise

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