UlGestureRecognizer

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UIGestureRecognizer

- 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



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

- UIGestureRecognizer Header file 보기
- UIGestureRecognizerDelegate

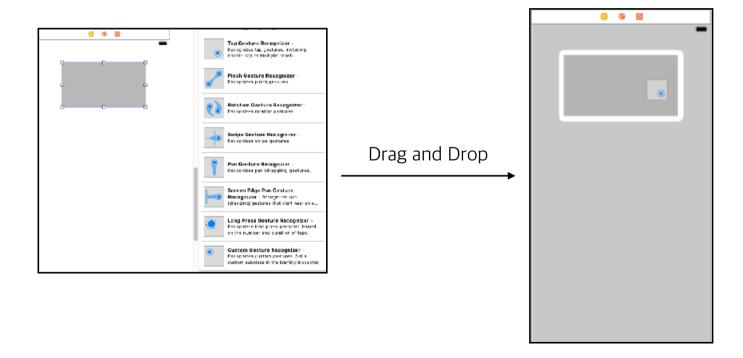


Step 2. Sample Code

```
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





Step 2. Using Storyboard

• 선택된 View 에 GestureRecognizer가 설정됨

▼ ☐ View Controller Scene	Triggered Segues	
▼ 📵 View Controller	action	
Top Layout Guide	Outlets	
Bottom Layout Guide	delegate	
▼ □ View	Sent Actions	
View	selector	
first Responder	Referencing Outlets	
Exit	New Referencing Outlet	
Tap Gesture Recognizer	Referencing Outlet Collections	
	gestureRecognizers — (* View	
	New Referencing Outlet Collection	



Step 3. Exercise

