UIGesture手势基础（单机双击响应）

**ViewController.h**

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

{

UIImageView\* \_imageView;

}

@end

**ViewController.m**

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

// Do any additional setup after loading the view, typically from a nib.

//加载图片从硬盘到内存中

UIImage\* image = [UIImage imageNamed:@"1.jpg"];

//创建图像视图

\_imageView = [[UIImageView alloc]init];

//将图像赋值

\_imageView.image = image;

\_imageView.frame = CGRectMake(50, 80, 200, 300);

[self.view addSubview:\_imageView];

//开启交互事件响应开关

//yes：可以响应交互事件

//no：不接受响应事件，默认值为no

\_imageView.userInteractionEnabled = YES;

//创建一个点击手势对象

//UITapGestureRecognize：点击手势类

//功能：识别点击手势

//p1：响应事件的拥有者对象，self表示当前视图控制器

//p2：响应事件函数

UITapGestureRecognizer\* tapOneGes = [[UITapGestureRecognizer alloc]initWithTarget:self action:@selector(tapOneAct:)];

//表示手势识别事件的事件类型：几次点击时触发

//默认值为：1

tapOneGes.numberOfTapsRequired = 1;

//表示几个手指点击时触发此事件函数

//默认值为：1

tapOneGes.numberOfTouchesRequired = 1;

//将点击事件添加到视图中，视图即可响应事件

[\_imageView addGestureRecognizer:tapOneGes];

UITapGestureRecognizer\* tapTwo = [[UITapGestureRecognizer alloc]

initWithTarget:self action:@selector(tapTwo:)];

tapTwo.numberOfTapsRequired = 2;

tapTwo.numberOfTouchesRequired = 1;

[\_imageView addGestureRecognizer:tapTwo];

//当单击操作遇到双击操作时，单击操作失效

//避免双击时出现单击事件的bug

[tapOneGes requireGestureRecognizerToFail:tapTwo];

}

//事件响应函数

//参数手势点击事件对象

//单机操作函数

-(void)tapOneAct:(UITapGestureRecognizer\*)tap

{

UIImageView\* imageView = (UIImageView\*)tap.view;

//开始动画

[UIView beginAnimations:nil context:nil];

imageView.frame = CGRectMake(50 , 80, 200, 300);

[UIView commitAnimations];

}

//双击操作函数

-(void)tapTwo:(UITapGestureRecognizer\*)tap

{

//获取手势监控的视图对象

UIImageView\* imageView = (UIImageView\*)tap.view;

//开始动画过程

[UIView beginAnimations:nil context:nil];

//设置动画时间

[UIView setAnimationDuration:0.5];

imageView.frame = CGRectMake(0,0,self.view.frame.size.width, self.view.frame.size.height);

//结束动画过程

[UIView commitAnimations];

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end