UIScorllView滚动视图

**ViewController.m**

#import "ViewController.h"

#define Screen\_W self.view.frame.size.width

#define Screen\_H self.view.frame.size.height

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

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

UIScrollView\* sv = [[UIScrollView alloc]init];

//设置滚动视图的位置，使用矩形来定位视图位置

sv.frame = CGRectMake(0, 0, Screen\_W , Screen\_H);

//是否按照整页来滚动视图

sv.pagingEnabled = YES;

//是否可以开启滚动效果

sv.scrollEnabled = YES;

//设置画布的大小，画布显示在滚动视图内部，一般大于Frame的大小

sv.contentSize = CGSizeMake(Screen\_W \*5, Screen\_H);

//是否可以边缘弹动效果

sv.bounces = YES;

//开启横向弹动效果

sv.alwaysBounceHorizontal = YES;

//开启纵向弹动效果

sv.alwaysBounceVertical = NO;

//是否显示横向滚动条

sv.showsHorizontalScrollIndicator = NO;

//是否显示纵向滚动条

sv.showsVerticalScrollIndicator = NO;

//设置背景颜色

sv.backgroundColor = [UIColor grayColor];

[self.view addSubview:sv];

for(int i =0;i<5;i++)

{

NSString\* strName = [NSString stringWithFormat:@"%d.jpg",i+1];

UIImage\* image = [UIImage imageNamed:strName];

UIImageView\* iView = [[UIImageView alloc]initWithImage:image];

iView.frame = CGRectMake(Screen\_W \*i, 0, Screen\_W , Screen\_H);

[sv addSubview:iView];

}

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end