UISlider和UIProgressView

**ViewController.h**

@interface ViewController : UIViewController

{

//进度条对象

//一般用来表示下载或者视频播放的进度

UIProgressView\* \_progressView;

//滑动条对象

//一般用来进行调整音乐的音量等

UISlider\* \_slider;

}

@property (retain,nonatomic)UIProgressView\* pView;

@property(retain,nonatomic)UISlider\* slider;

@end

**ViewController.m**

@implementation ViewController

@synthesize slider = \_slider;

@synthesize pView = \_progressView;

- (void)viewDidLoad {

[super viewDidLoad];

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

//进度条的创建

\_progressView = [[UIProgressView alloc]init];

//进度条的位置大小设置

//进度条的高度是不可以变化的

\_progressView.frame = CGRectMake(30, 100, 300, 40);

//设置进度条的风格颜色值 默认是蓝色的

\_progressView.progressTintColor = [UIColor redColor];

//进度条另一半颜色

\_progressView.trackTintColor = [UIColor blueColor];

//设置进度条的进度值

//范围从0-1

//最小值为0 最大为1

//数值相当于百分值

\_progressView.progress = 0.5;

\_progressView.progressViewStyle = UIProgressViewStyleBar;

[self.view addSubview:\_progressView];

//创建滑动条

\_slider = [[UISlider alloc]init];

//设置位置，高度不可变

\_slider.frame = CGRectMake(30, 200, 300, 40);

//设置滑动条的最大值

\_slider.maximumValue = 100;

//设置滑动条的最小值，可以为负值

\_slider.minimumValue = 0;

//设置滑动条的滑块位置float值

\_slider.value = 30;

//左侧滑条背景色min

\_slider.minimumTrackTintColor = [UIColor blueColor];

//右侧滑条背景色max

\_slider.maximumTrackTintColor = [UIColor redColor];

//滑块颜色

\_slider.thumbTintColor = [UIColor orangeColor];

//对滑动条添加事件函数

[\_slider addTarget:self action:@selector(pressSlider) forControlEvents:UIControlEventValueChanged];

[self.view addSubview:\_slider];

}

-(void)pressSlider

{

\_progressView.progress = (\_slider.value-\_slider.minimumValue)/(\_slider.maximumValue-\_slider.minimumValue);

NSLog(@"value = %f",\_slider.value);

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end