UITouch

**ViewController.h**

#import <UIKit/UIKit.h>

@interface ViewController : UIViewController

{

CGPoint \_last;

}

@end

**ViewController.m**

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

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

//加载一张图片到屏幕上

UIImage\* image = [UIImage imageNamed:@"02.jpeg"];

//创建图像视图

UIImageView\* iView = [[UIImageView alloc]init];

iView.image = image;

iView.frame = CGRectMake(50, 100, 220, 300);

iView.tag = 101;

[self.view addSubview:iView];

}

//点击屏幕开始的瞬间调用此函数

/\*一次点击的过程

1：手指触碰屏幕的瞬间

2：手机接触到屏幕并且还没离开，于屏幕保持接触，包括按住移动

3：手指离开屏幕的瞬间

\*/

//touchesBegin在1状态下被调用

-(void)touchesBegan:(NSSet<UITouch \*> \*)touches withEvent:(UIEvent \*)event

{

//获取点击对象，anyobject获取任何一个点击对象

//只有一个点击对象，获得的对象就是我们的点击对象

UITouch\* touch = [touches anyObject];

if (touch.tapCount == 1)

{

NSLog(@"单次点击");

}

else if (touch.tapCount == 2)

{

NSLog(@"双击");

}

\_last = [touch locationInView:self.view];

NSLog(@"手指触碰瞬间");

}

//手指在屏幕上调用时，并且移动数据可以获取

//在状态2时被调用

-(void)touchesMoved:(NSSet<UITouch \*> \*)touches withEvent:(UIEvent \*)event

{

//获得当前手指在屏幕上的相对坐标

//相对于当前视图的坐标

UITouch\* touch = [touches anyObject];

CGPoint pt = [touch locationInView:self.view];

//设置偏移量

float xoffset = pt.x - \_last.x;

float yoffset = pt.y - \_last.y;

\_last = pt;

UIImageView\* iView = (UIImageView\*)[self.view viewWithTag:101];

//添加偏移量

iView.frame = CGRectMake(iView.frame.origin.x+xoffset, iView.frame.origin.y+yoffset, iView.frame.size.width,iView.frame.size.height );

NSLog(@"x = %f,y = %f",pt.x,pt.y);

NSLog(@"手指按住移动时");

}

//手指离开屏幕时调用

//状态3时调用

-(void)touchesEnded:(NSSet<UITouch \*> \*)touches withEvent:(UIEvent \*)event

{

NSLog(@"手指离开屏幕时");

}

//在特殊情况中断屏幕事件时调用

//电话，紧急信息时，取消当前的点击手势作用时调用

//用来做紧急的数据处理保存

-(void)touchesCancelled:(NSSet<UITouch \*> \*)touches withEvent:(UIEvent \*)event

{

NSLog(@"紧急情况touch cancel");

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end