滚动视图高级功能

**ViewController.h**

#import <UIKit/UIKit.h>

//当前视图控制器要实现UIScrollView的协议函数

@interface ViewController : UIViewController<UIScrollViewDelegate>

{

//定义一个滚动视图成员变量

UIScrollView\* \_scrollView;

}

@end

**ViewController.m**

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

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

self.view.backgroundColor=[UIColor whiteColor];

//创建滚动视图

\_scrollView = [[UIScrollView alloc]init];

\_scrollView.backgroundColor=[UIColor grayColor];

//设定滚动视图位置

\_scrollView.frame = CGRectMake(0, 0, Screen\_w, Screen\_h-100);

//弹动效果设置

\_scrollView.bounces = NO;

//是否允许通过点击屏幕让滚动视图响应事件

//Yes 视图滚动可以接受触碰事件

//no 不接受触碰事件

\_scrollView.userInteractionEnabled = YES;

//设置按页翻动

\_scrollView.pagingEnabled = YES;

//设置画布大小，纵向效果

\_scrollView.contentSize = CGSizeMake(Screen\_w, (Screen\_h-100)\*8);

for (int i = 1; i<9; i++)

{

//生成图片名

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

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

//创建图像视图对象

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

iView.backgroundColor=[UIColor blueColor];

//图像赋值

iView.image = image;

//设置图像视图在滚动视图画布中的位置

iView.frame =CGRectMake(0, (Screen\_h-100)\*(i-1),Screen\_w, Screen\_h-100);

[\_scrollView addSubview:iView];

}

[self.view addSubview:\_scrollView];

//取消按页滚动效果

\_scrollView.pagingEnabled = YES;

//滚动视图画布的移动位置，偏移位置

//功能：决定画布显示的最终图像结果

\_scrollView.contentOffset = CGPointMake(0 , 0);

//将当前视图控制器作为代理对象

\_scrollView.delegate = self;

//为了美观设置的label 提示用户点击空白处可以返回

UILabel\* lab = [[UILabel alloc]init];

lab.frame = CGRectMake(0, Screen\_h-100, Screen\_w, 100);

lab.text = @"touch for back";

lab.font = [UIFont systemFontOfSize:30];

lab.textAlignment = NSTextAlignmentCenter;

[self.view addSubview:lab];

}

//点击触发

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

{

//瞬间切换

//\_scrollView.contentOffset = CGPointMake(0, 0);

//动画效果切换

[\_scrollView scrollRectToVisible:CGRectMake(0, 0, Screen\_w, Screen\_h-100) animated:YES];

}

//当滚动视图移动时，只要offset坐标发生变化，都会调用此函数

//参数： 调用此协议的滚动视图对象

//可以使用此函数来监视滚动视图的位置

-(void)scrollViewDidScroll:(UIScrollView \*)scrollView

{

NSLog(@"y = %f",scrollView.contentOffset.y);

}

//当滚动视图结束拖动时调用此函数

-(void)scrollViewDidEndDragging:(UIScrollView \*)scrollView

{

NSLog(@"did end 拖动结束了！");

}

//视图即将开始被拖动时调用此函数

-(void)scrollViewWillBeginDragging:(UIScrollView \*)scrollView

{

NSLog(@"will begin 即将开始被拖动");

}

//视图即将结束拖动时调用

-(void)scrollViewWillEndDragging:(UIScrollView \*)scrollView withVelocity:(CGPoint)velocity targetContentOffset:(inout CGPoint \*)targetContentOffset

{

NSLog(@"will end 即将结束");

}

//视图即将进行减速动作时调用

-(void)scrollViewWillBeginDecelerating:(UIScrollView \*)scrollView

{

NSLog(@"will begin decekerating 即将减速");

}

//视图已经结束减速动作时调用，视图停止的瞬间调用

-(void)scrollViewDidEndDecelerating:(UIScrollView \*)scrollView

{

NSLog(@"视图停止移动");

}

- (void)didReceiveMemoryWarning {

[super didReceiveMemoryWarning];

// Dispose of any resources that can be recreated.

}

@end