



Stanford CS193p

Developing Applications for iOS
Fall 2017-18



CS193p
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Today

- 👁 Views

PlayingCard demo continued

- 👁 Gestures

Getting multitouch input from users

- 👁 Demo: Manipulating our Playing Card

Swiping, tapping and pinching



Demo

👁️ PlayingCard continued ...

Now that we have our PlayingCard Model, time to implement our Controller and View

Creating a custom UIView subclass

Drawing with Core Graphics and UIBezierPath

UIView's contentMode (i.e. redraw vs. scaling the bits on bounds change)

Drawing with transparency

More NSAttributedString dictionary keys ... UIFont and NSParagraphStyle

UIFontMetrics scaling for users who want larger fonts

Managing subviews of your custom UIView

Using isHidden

CGAffineTransform

Constraint Priority

Assets.xcassets and drawing with UIImage

@IBDesignable and @IBInspectable

Using didSet to ensure redraws and layouts when properties change



Gestures

- We've seen how to draw in a UIView, how do we get touches?

We can get notified of the raw touch events (touch down, moved, up, etc.)

Or we can react to certain, predefined "gestures." The latter is the way to go!

- Gestures are recognized by instances of UIGestureRecognizer

The base class is "abstract." We only actually use concrete subclasses to recognize.

- There are two sides to using a gesture recognizer

1. Adding a gesture recognizer to a UIView (asking the UIView to "recognize" that gesture)
2. Providing a method to "handle" that gesture (not necessarily handled by the UIView)

- Usually the first is done by a Controller

Though occasionally a UIView will do this itself if the gesture is integral to its existence

- The second is provided either by the UIView or a Controller

Depending on the situation. We'll see an example of both in our demo.



Gestures

👁 Adding a gesture recognizer to a UIView

Imagine we wanted a UIView in our Controller's View to recognize a "pan" gesture. We can configure it to do so in the property observer for the outlet to that UIView ...

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@IBOutlet weak var pannableView: UIView {  
    didSet {  
        let panGestureRecognizer = UIPanGestureRecognizer(  
            target: self, action: #selector(ViewController.pan(recognizer:))  
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Gestures

- A handler for a gesture needs gesture-specific information

So each concrete subclass provides special methods for handling that type of gesture

- For example, UIPanGestureRecognizer provides 3 methods

```
func translation(in: UIView?) -> CGPoint // cumulative since start of recognition
```

```
func velocity(in: UIView?) -> CGPoint // how fast the finger is moving (points/s)
```

```
func setTranslation(CGPoint, in: UIView?)
```

This last one is interesting because it allows you to reset the translation so far

By resetting the translation to zero all the time, you end up getting “incremental” translation

- The abstract superclass also provides state information

```
var state: UIGestureRecognizerState { get }
```

This sits around in `.possible` until recognition starts

For a continuous gesture (e.g. pan), it moves from `.began` thru repeated `.changed` to `.ended`

For a discrete (e.g. a swipe) gesture, it goes straight to `.ended` or `.recognized`.

It can go to `.failed` or `.cancelled` too, so watch out for those!



Gestures

- So, given this information, what would the pan handler look like?

```
func pan(recognizer: UIPanGestureRecognizer) {  
    switch recognizer.state {  
        case .changed: fallthrough  
        case .ended:  
            let translation = recognizer.translation(in: pannableView)  
            // update anything that depends on the pan gesture using translation.x and .y  
            recognizer.setTranslation(CGPoint.zero, in: pannableView)  
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Remember that the action was pan(recognizer:)



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Now we do whatever we want with that information

By resetting the translation, the next one we get will be incremental movement



Gestures

👁 UIPinchGestureRecognizer

```
var scale: CGFloat // not read-only (can reset)
var velocity: CGFloat { get } // scale factor per second
```

👁 UIRotationGestureRecognizer

```
var rotation: CGFloat // not read-only (can reset); in radians
var velocity: CGFloat { get } // radians per second
```

👁 UISwipeGestureRecognizer

Set up the direction and number of fingers you want

```
var direction: UISwipeGestureRecognizerDirection // which swipe directions you want
var numberOfTouchesRequired: Int // finger count
```



Gestures

UITapGestureRecognizer

This is discrete, but you should check for `.ended` to actually do something.

Set up the number of taps and fingers you want ...

```
var numberOfTapsRequired: Int // single tap, double tap, etc.
```

```
var numberOfTouchesRequired: Int // finger count
```

UILongPressRecognizer

This is a continuous (not discrete) gesture (i.e. you'll get `.changed` if the finger moves)

You still configure it up-front ...

```
var minimumPressDuration: TimeInterval // how long to hold before its recognized
```

```
var numberOfTouchesRequired: Int // finger count
```

```
var allowableMovement: CGFloat // how far finger can move and still recognize
```

Very important to pay attention to `.cancelled` because of drag and drop



Demo Code

Download the demo code from today's lecture.

