Diagramme de classes

Model

Controller

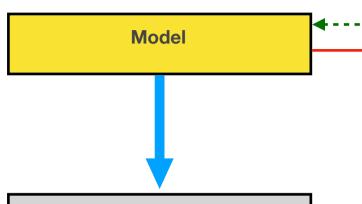**View**

LayoutManager

Properties

- var type: LayoutType!
- var listImages = [UIImage]()
- var isReadyForShare: Bool
- enum LayoutType
- var imageNeeded: Int

Methods

- currentImageOfButtonIs()
- toImage()
- transform()
- animateLayoutViewForSwipeUpToShare()
- animateLayoutViewForSwipeLeftToShare()
- shakeForBadSwipe()
- shareLayoutImages()

LayoutImagesView

- enum Layout

Property

- var setLayoutStandard: Layout

Methods

- showLayout1X2Buttons()
- showLayout2X1Buttons()
- showLayout2X2Buttons()
- setLayout()

SelectionLayout

Methods

- showTheSelectedButtonAtStartup()
- selectLayout1X2()
- selectLayout2X1()
- selectLayout2X2()

ViewController

Properties

- var selectFirstImageButton: UIButton?
- var selectSecondImageButton: UIButton?
- var selectThirdImageButton: UIButton?
- var LayoutManager = LayoutManager()

Methods

- setupUI()
- setStatusSwipeLabel()
- openImagePicker()
- imagePickerController()
- recognizeTheGesture()
- dragLayoutImagesView()