

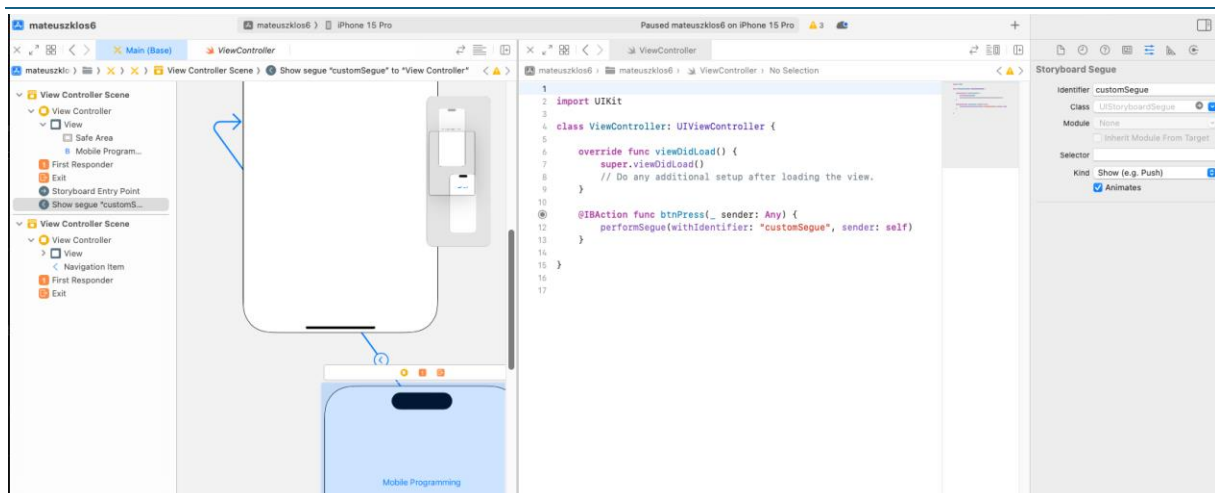
Laboratorium 6 – IOS cz. 2

Programowanie mobilne

Zadanie 2. Tworzenie kontrolerów i widoków.

```
<viewController id="BYZ-38-t0r" customClass="ViewController" customModule="mateuszklos6" customModuleProvider="target"
  sceneMemberID="viewController">
  <view key="view" contentMode="scaleToFill" id="8bC-Xf-vdC">
    <rect key="frame" x="0.0" y="0.0" width="393" height="852"/>
    <autoresizingMask key="autoresizingMask" widthSizable="YES" heightSizable="YES"/>
    <subviews>
      <button opaque="NO" contentMode="scaleToFill" fixedFrame="YES" contentHorizontalAlignment="center"
        contentVerticalAlignment="center" buttonType="system" lineBreakMode="middleTruncation"
        translatesAutoresizingMaskIntoConstraints="NO" id="L7L-0Q-pGc">
        <rect key="frame" x="105" y="176" width="182" height="35"/>
        <autoresizingMask key="autoresizingMask" flexibleMaxX="YES" flexibleMaxY="YES"/>
        <state key="normal" title="Button"/>
        <buttonConfiguration key="configuration" style="plain" title="Mobile Programming"/>
      </button>
    </subviews>
    <viewLayoutGuide key="safeArea" id="6Tk-OE-BBY"/>
    <color key="backgroundColor" systemColor="systemBackgroundColor"/>
  </view>
</viewController>
<placeholder identifier="IBFirstResponder" id="dkx-z0-nzr" sceneMemberID="firstResponder"/>
</objects>
<point key="canvasLocation" x="77" y="-27"/>
</scene>
<!--View Controller-->
<scene sceneID="UHq-cR-cHe">
  <objects>
    <viewController id="EBq-w5-fAE" sceneMemberID="viewController">
      <view key="view" contentMode="scaleToFill" id="f3y-Da-dpw">
        <rect key="frame" x="0.0" y="0.0" width="393" height="852"/>
        <autoresizingMask key="autoresizingMask" widthSizable="YES" heightSizable="YES"/>
        <subviews>
          <label opaque="NO" userInteractionEnabled="NO" contentMode="left" horizontalHuggingPriority="251" verticalHuggingPriority="251"
            fixedFrame="YES" text="Mobile Programming View Controller" textAlignment="natural" lineBreakMode="tailTruncation"
            baselineAdjustment="alignBaselines" adjustsFontSizeToFit="NO" translatesAutoresizingMaskIntoConstraints="NO" id="IGC-Lj-ONn">
            <rect key="frame" x="57" y="289" width="279" height="21"/>
            <autoresizingMask key="autoresizingMask" flexibleMaxX="YES" flexibleMaxY="YES"/>
            <fontDescription key="fontDescription" type="system" pointSize="17"/>
            <nil key="textColor"/>
            <nil key="highlightedColor"/>
          </label>
        </subviews>
        <viewLayoutGuide key="safeArea" id="1Kx-ia-63T"/>
      </view>
    </viewController>
  </objects>
</scene>
```

Zadanie 3. Przejścia.



Zadanie 4. Rozpoznawanie dotyku za pomocą *UIGestureRecognizer*'a.

