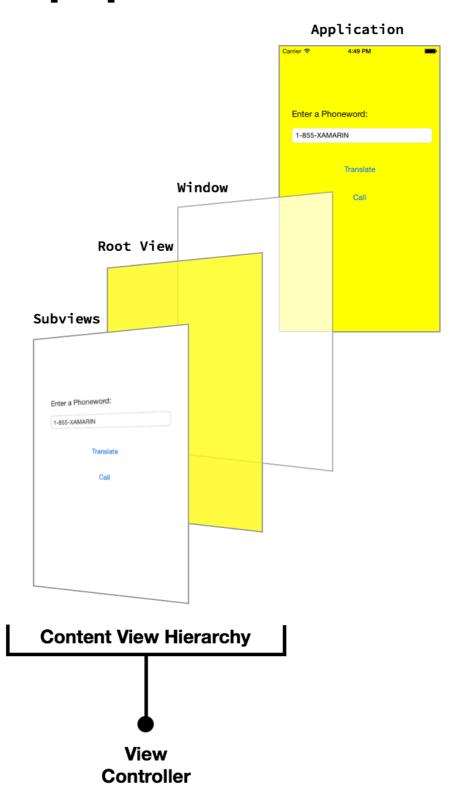
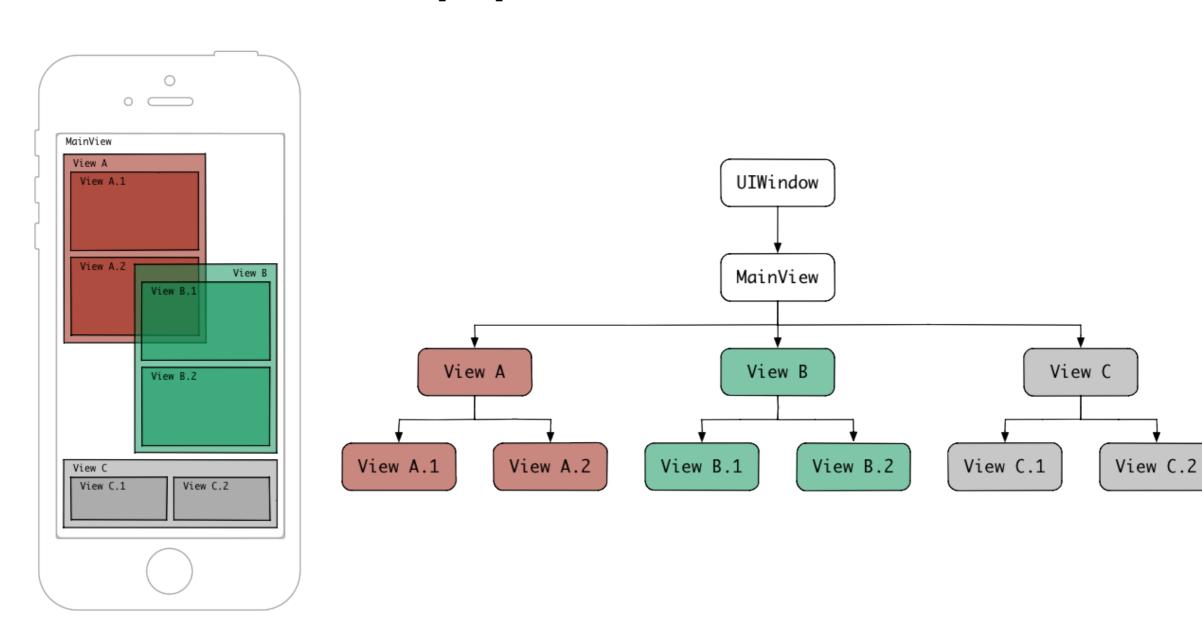
UlKit Framework

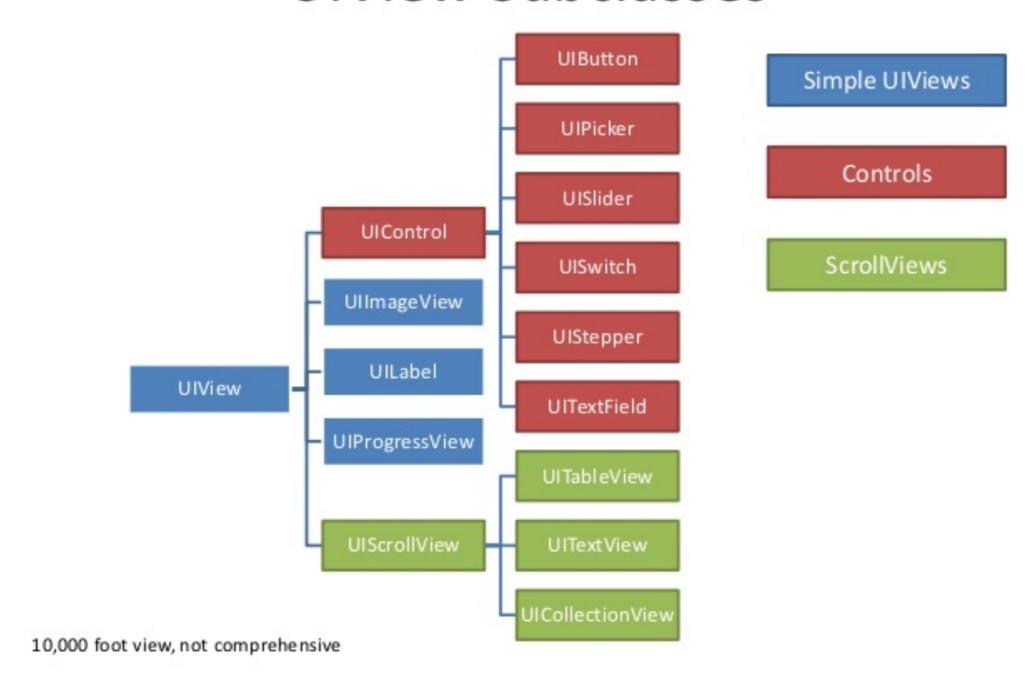
iOS App의 View 계층



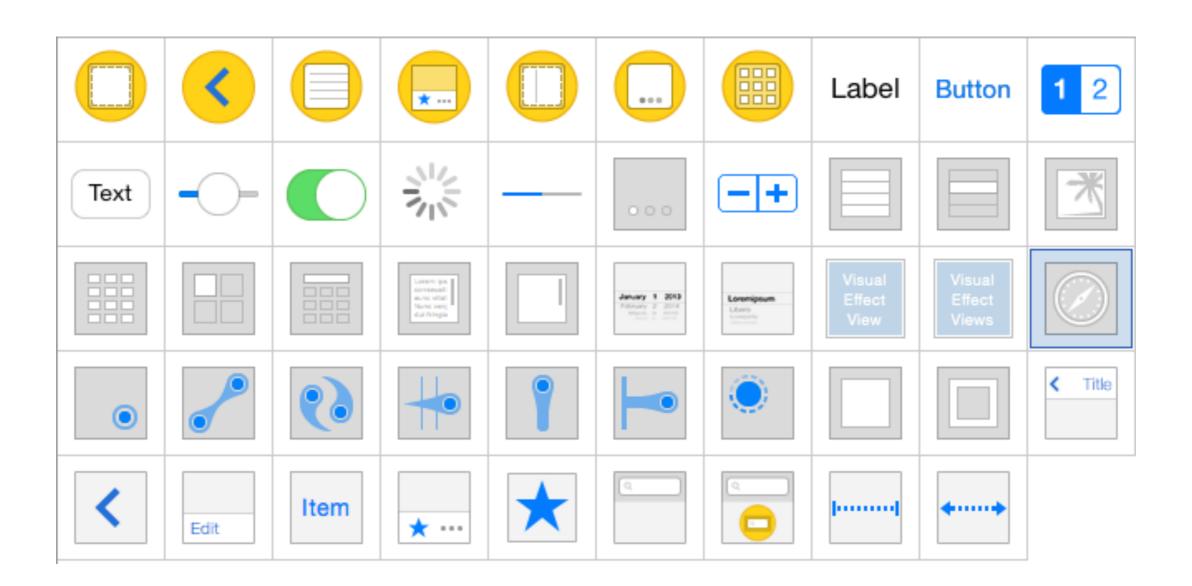
iOS App의 View 계층



UIView Subclasses



UIKit Controls & Views



UIView 실습

```
override func viewDidLoad() {
    super.viewDidLoad()
    let view1 = UIView()
    view1.frame = CGRect(x: 100, y: 100,
          width: 200, height: 200)
    let color = UIColor(red: 1.0, green: 0, blue: 0, alpha:
  1)
    view1.backgroundColor = color
    view.addSubview(view1)
}
```

UlLabel 실습

```
override func viewDidLoad() {
    super.viewDidLoad()
    let label1 = UILabel()
    label1.frame = CGRect(x: 100, y: 100, width: 200, height: 50)
    label1.text = "HelloWorld!"
    label1.font = UIFont.systemFont(ofSize:30)
    view.addSubview(label1);
}
```

UlLabel 실습

```
@IBOutlet weak var label: UILabel!
override func viewDidLoad() {
  super.viewDidLoad()
  label.text = "안녕하세요?"
    label.textColor
      = UIColor(red: 1, green: 0, blue: 1, alpha: 1)
    label.backgroundColor = UIColor.orange
    label.font = UIFont.boldSystemFont(ofSize: 30)
    label.textAlignment = NSTextAlignment.center
```

UIButton 실습

```
class ViewController: UIViewController {
@IBOutlet weak var button: UIButton!
@IBAction func actTouch(_ sender: Any) {
     label.text = "누르셨네요."
}
override func viewDidLoad() {
    super.viewDidLoad()
    button.setTitle("눌러주세요", for: UIControlState.normal)
    button.setTitleColor(UIColor.blue, for: .normal)
```

UISegment 실습

```
@IBOutlet weak var segmentControl: UISegmentedControl!
@IBAction func actChange(_sender: Any) {
     label.text = "\(segmentControl.selectedSegmentIndex+1)
            번째를 눌러주셨습니다."
}
override func viewDidLoad() {
   super.viewDidLoad()
   segmentControl.setTitle("네번째", forSegmentAt: 3)
   segmentControl.setEnabled(false, forSegmentAt: 2)
   segmentControl.selectedSegmentIndex = 1
```

UITextField 실습

```
@IBOutlet weak var textField: UITextField!

@IBAction func didEndOnExit(_ sender: Any) {
   textField.resignFirstResponder()
   label.text = textField.text
}
```

UISlider 실습

```
@IBOutlet weak var slider: UISlider!
@IBAction func actSliderValueChange(_ sender: Any) {
   label.text = "\(slider.value)"
}
override func viewDidLoad() {
   super.viewDidLoad()
   slider.maximumValue = 100
   slider.minimumValue = -100
   slider.value = 0
}
```

UISwitch 실습

```
@IBOutlet weak var switch1: UISwitch!

@IBAction func actSwitch(_ sender: Any) {
  if switch1.isOn {
    label.text = "스위치가 켜졌습니다."
  } else {
    label.text = "스위치가 꺼졌습니다."
  }
}
```

UIProgress 실습

```
@IBOutlet weak var progress: UIProgressView!

override func viewDidLoad() {
   super.viewDidLoad()
   progress.progress = 0.7 //0 ~ 1.0
}
```

UIStepper 실습

```
@IBOutlet weak var stepper: UIStepper!
@IBAction func actStepperValueChange(_ sender: Any) {
  label.text = "\(stepper.value)"
}
override func viewDidLoad() {
  super.viewDidLoad()
  stepper.minimumValue = 0
  stepper.maximumValue = 10
  stepper.stepValue = 0.2
  stepper.value = 0
}
```

UIDatePicker 실습

```
@IBOutlet weak var datePicker: UIDatePicker!

@IBAction func actDateChanged(_ sender: Any) {
   let date = datePicker.date
   let dateFormatter:DateFormatter = DateFormatter()
   dateFormatter.dateFormat = "yyyy-MM-dd HH:mm:ss"
   label.text = dateFormatter.string(from: date)
}
```

UllmageView 실습1

```
@IBOutlet weak var imageView: UIImageView!

override func viewDidLoad() {
   super.viewDidLoad()
   let image = UIImage(named: "bts2")
   imageView.image = image
}
```

UllmageView 실습2

```
var index = 0
var arrbts = ["bts1", "bts2", "bts3", "bts4", "bts5", "bts6", "bts7",
"bts8", "bts9"]
@IBOutlet weak var imageView: UIImageView!
@IBAction func actPrev(_ sender: Any) {
     if index > 0 {
        index -= 1
        let image = UIImage(named: arrbts[index])
        imageView.image = image
@IBAction func actNext(_ sender: Any) {
     if index < arrbts.count-1 {</pre>
        index += 1
        let image = UIImage(named: arrbts[index])
        imageView.image = image
}
```

UIPageControl 실습

```
@IBOutlet weak var pageControl: UIPageControl!

override func viewDidLoad() {
   super.viewDidLoad()
   pageControl.numberOfPages = arrbts.count
   pageControl.currentPage = index
}
```

UIScrollView 실습

```
@IBOutlet weak var scrollView: UIScrollView!
@IBOutlet weak var imageView: UIImageView!
override func viewDidLoad() {
   super.viewDidLoad()
   scrollView.contentSize = CGSize(width: 320, height: 2100)
   scrollView.contentOffset.y = 100
}
```