[2017.06.30]

iOS UI Seminar

Why?

1. iOS UI 만드는 방법
2. Design guide
3. Animation

iOS UI 만드는 방법

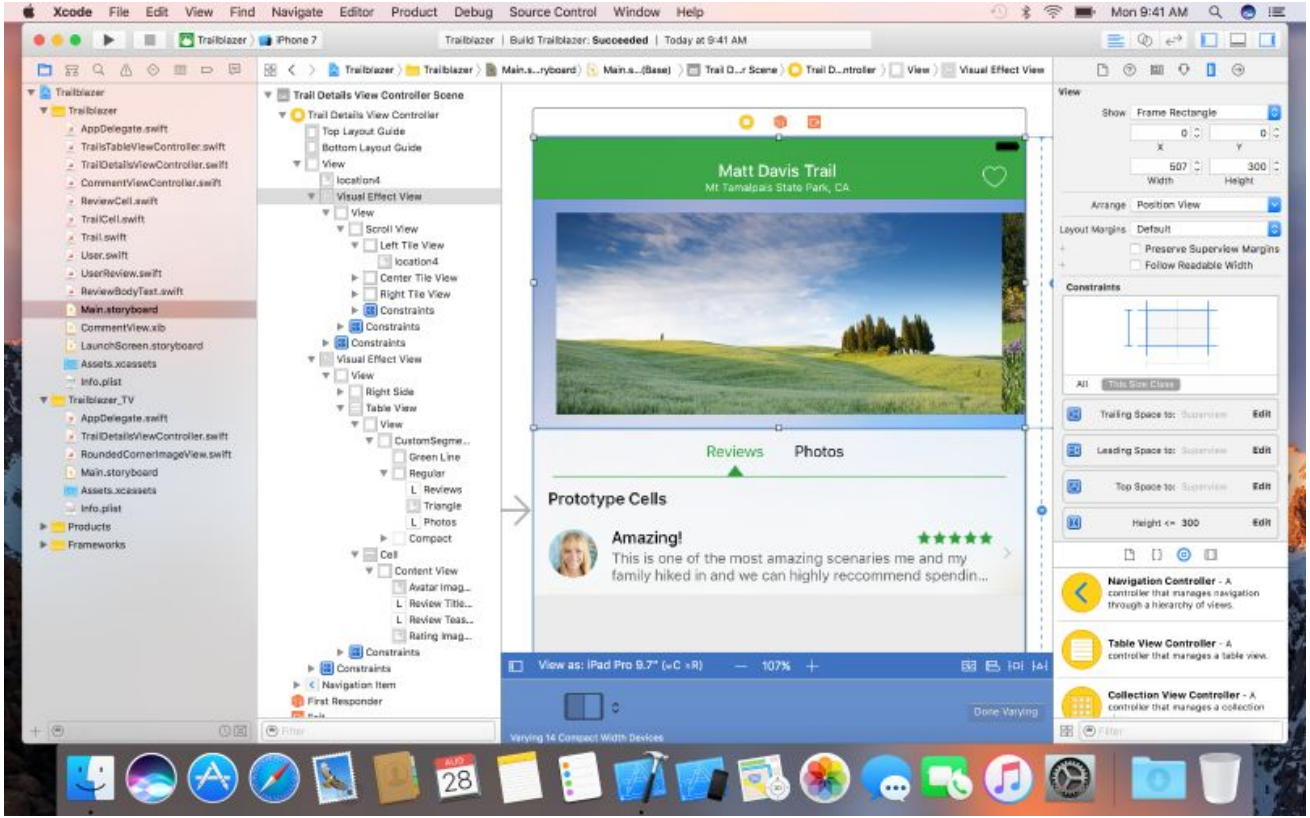
1. Storyboard
2. XIB
3. Code

Storyboard

A storyboard is a visual representation of the user interface of an iOS application, showing screens of content and the connections between those screens. A storyboard is composed of a sequence of scenes, each of which represents a view controller and its views; scenes are connected by segue objects, which represent a transition between two view controllers.

iOS UI Seminar

iOS UI를 만드는 방법 - Storyboard



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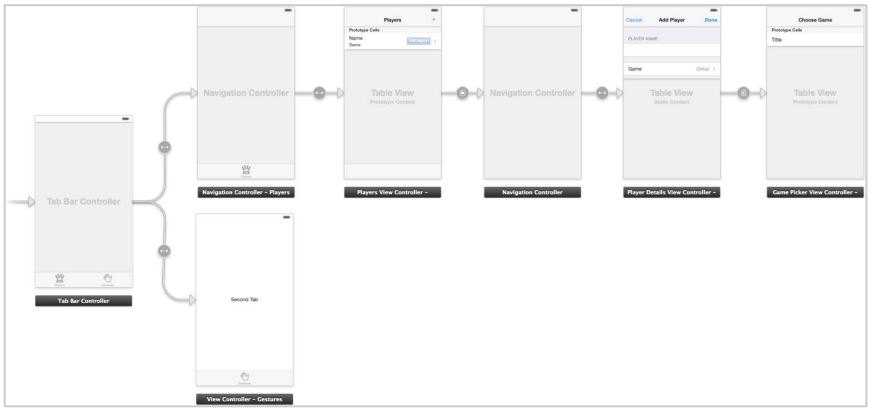
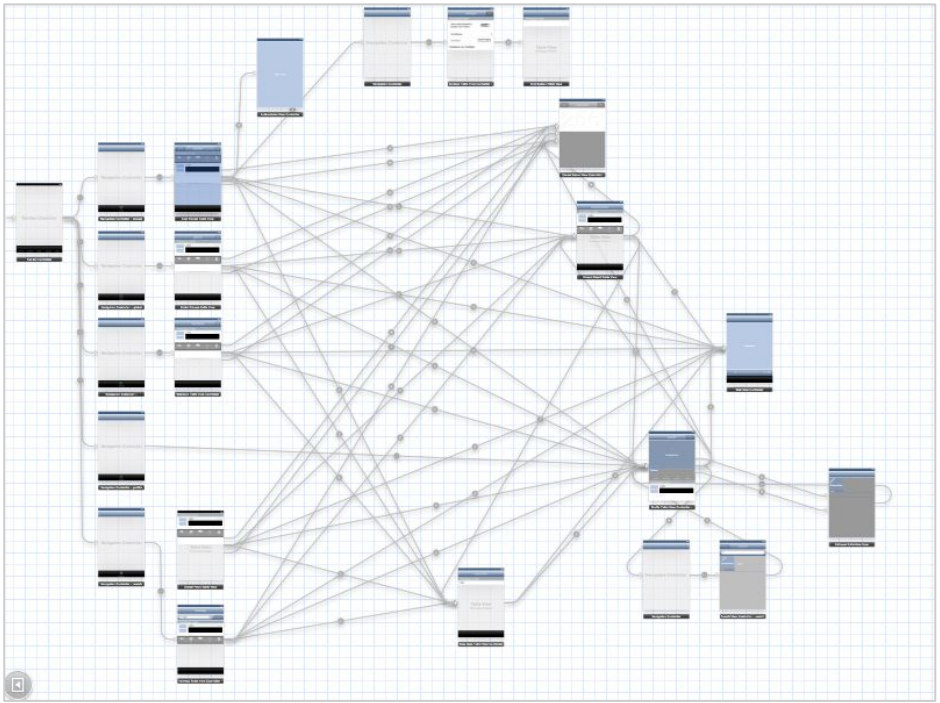
iOS UI를 만드는 방법 - Storyboard



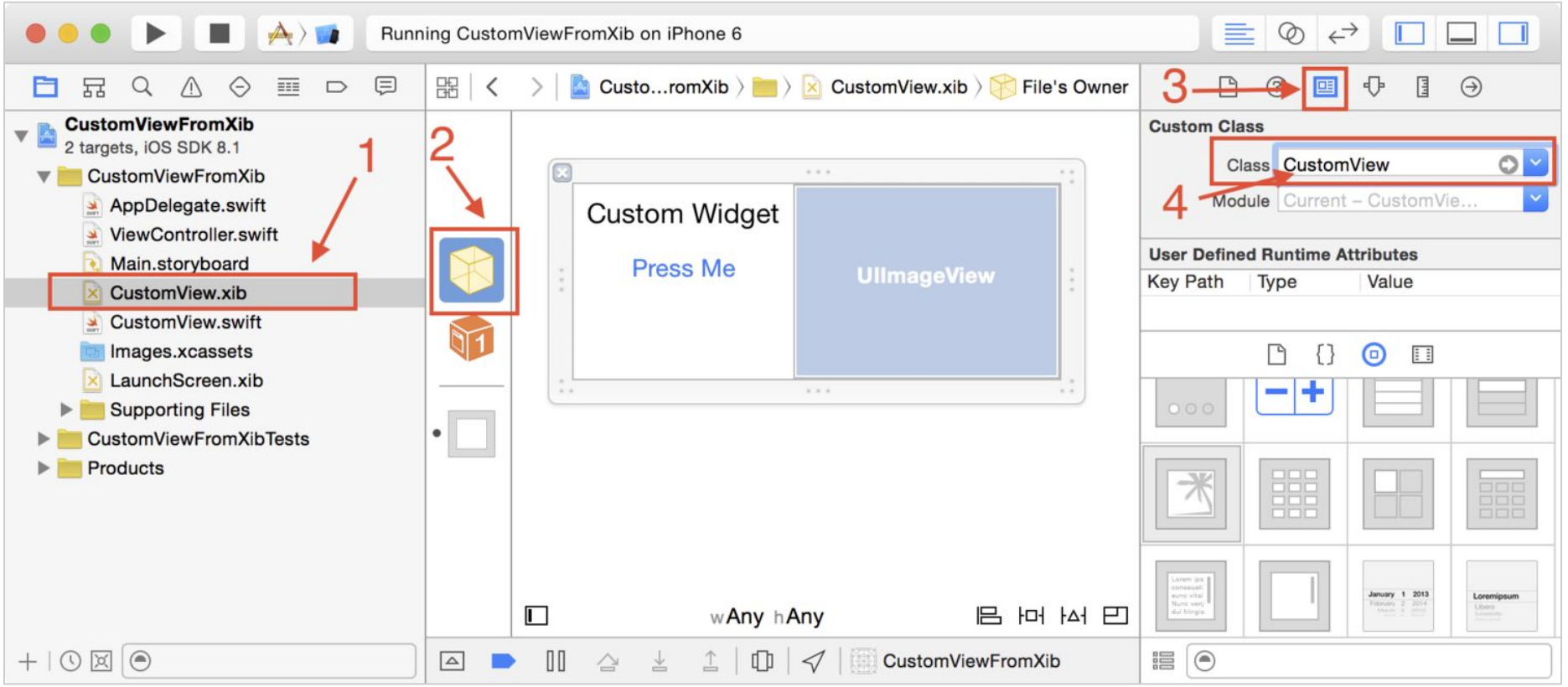


XIB

XIB stands for the XML Interface Builder.

Interface Builder is a software application which allows you to develop Graphical User Interface with the help of Cocoa and carbon. The generated files are either stored as NIB or XIB files. These files are copied into the app bundle and loaded at run time to provide the user interface for the application. XIB files were introduced in 2007 with Leopard (Xcode 3.0).

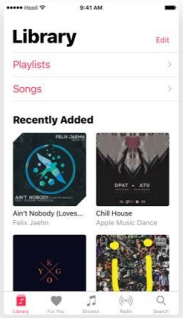
XIB files is not a package, but a self-contained XML file. Xcode will convert the XIB file into deploy-able NIB when the project is built and will include the NIB file in the finished application.

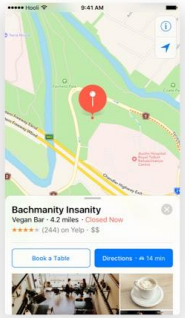

Running CustomViewFromXib on iPhone 6
CustomViewFromXib
2 targets, iOS SDK 8.1
CustomViewFromXib
AppDelegate.swift
ViewController.swift
Main.storyboard
CustomView.xib
CustomView.swift
Images.xcassets
LaunchScreen.xib
Supporting Files
CustomViewFromXibTests
Products
1
2
3
4
Custo...romXib
CustomView.xib
File's Owner
Custom Widget
Press Me
UIImageView
wAny hAny
Custom Class
Class CustomView
Module Current – CustomVie...
User Defined Runtime Attributes
Key Path
Type
Value
CustomViewFromXib

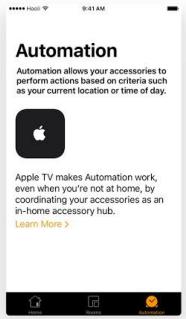
Code

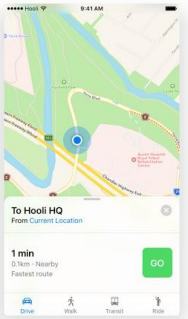
iOS UI Seminar

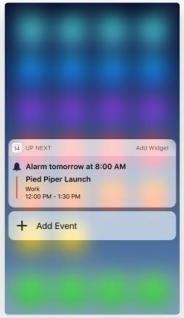
iOS UI를 만드는 방법 - Code

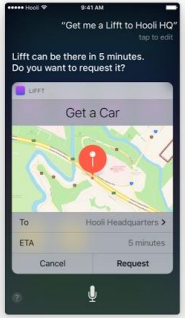


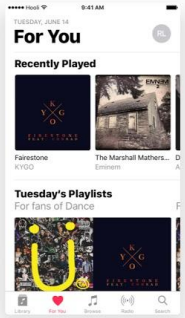


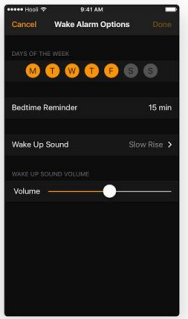








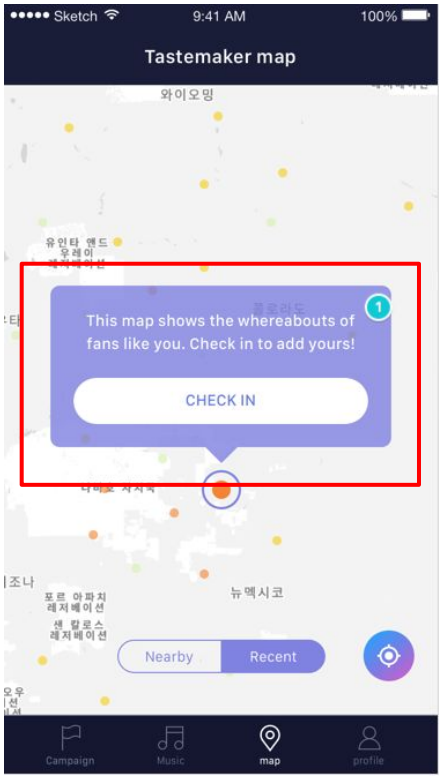


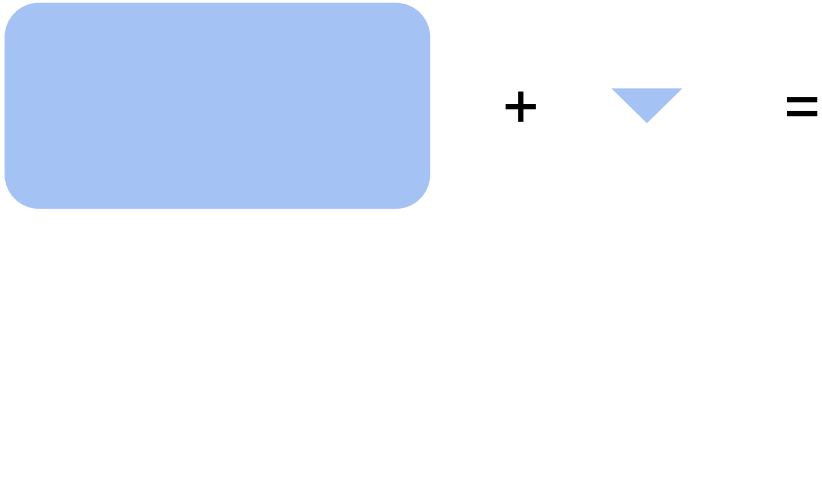


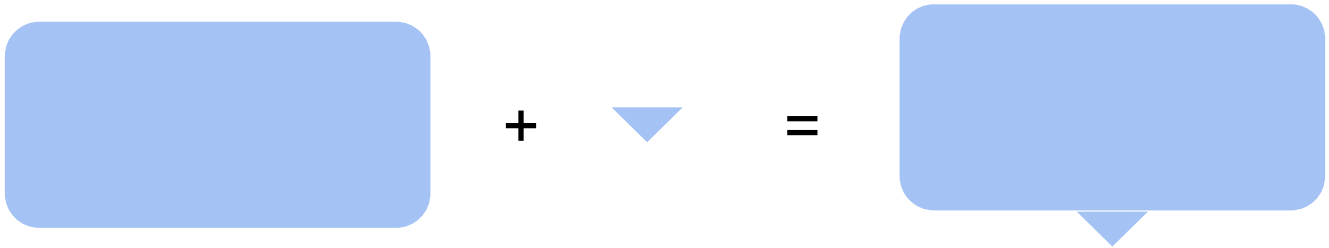
```
let path: UIBezierPath = UIBezierPath(roundedRect: self.bounds, cornerRadius: self.layer.cornerRadius)
let arrow: UIBezierPath = UIBezierPath()
arrow.move(to: CGPoint(x: arrowStartX, y: arrowStartY))
arrow.addLine(to: CGPoint(x: arrowStartX + arrowWidth, y: arrowStartY))
arrow.addLine(to: CGPoint(x: arrowStartX + arrowWidth, y: arrowStartY + arrowThickness))
arrow.addLine(to: CGPoint(x: arrowStartX, y: arrowStartY + arrowThickness))
arrow.addLine(to: CGPoint(x: arrowStartX, y: arrowStartY))
arrow.move(to: CGPoint(x: arrowStartX + arrowWidth, y: arrowStartY + arrowThickness))
arrow.addLine(to: CGPoint(x: arrowStartX + arrowWidth, y: arrowStartY + arrowWidth))
arrow.addLine(to: CGPoint(x: arrowStartX + arrowWidth - arrowThickness, y: arrowStartY + arrowWidth))
arrow.addLine(to: CGPoint(x: arrowStartX + arrowWidth - arrowThickness, y: arrowStartY + arrowThickness))
arrow.addLine(to: CGPoint(x: arrowStartX + arrowWidth, y: arrowStartY + arrowThickness))
path.append(arrow)
self.arrowLayer.frame = self.bounds
self.arrowLayer.path = path.cgPath
self.arrowLayer.transform = CATransform3DMakeRotation(CGFloat(M_PI_4), 0, 0, 1)
self.arrowLayer.fillColor = UIColor.white.cgColor
self.arrowLayer.fillRule = kCAFillRuleEvenOdd

self.layer.mask = arrowLayer

self.topArrowLineLayer.frame = CGRect(x: arrowStartX - 1, y: arrowStartY - 1, width: arrowWidth - arrowThickness + 2,
    height: arrowThickness + 2)
self.topArrowLineLayer.fillColor = UIColor.red.cgColor
self.topArrowLineLayer.path = UIBezierPath(rect: CGRect(x: 0, y: 0, width: 0, height: arrowThickness + 1)).cgPath
self.arrowLayer.addSublayer(self.topArrowLineLayer)

self.bottomArrowLineLayer.frame = CGRect(x: arrowStartX + arrowWidth - arrowThickness - 1, y: arrowStartY - 1, width:
    arrowThickness + 2, height: arrowWidth + 2)
self.bottomArrowLineLayer.fillColor = UIColor.red.cgColor
self.bottomArrowLineLayer.path = UIBezierPath(rect: CGRect(x: 0, y: 0, width: arrowThickness + 2, height: 0)).cgPath
self.arrowLayer.addSublayer(self.bottomArrowLineLayer)

let diameter: CGFloat = (sqrt(2) * arrowWidth)
self.circleLayer.frame = CGRect(x: (self.bounds.width - diameter)/2, y: (self.bounds.height - diameter)/2, width:
    diameter, height: diameter)
self.circleLayer.colors = [UIColor(red:0.20, green:0.62, blue:0.99, alpha:1.00).cgColor, UIColor(red:0.74, green:0.40,
    blue:0.83, alpha:1.00).cgColor]
self.circleLayer.startPoint = CGPoint(x: 0, y: 0)
self.circleLayer.endPoint = CGPoint(x: 1, y: 1)

self.circleMaskLayer.frame = CGRect(x: 0, y: 0, width: diameter, height: diameter)
self.circleMaskLayer.path = UIBezierPath(roundedRect: CGRect(x: arrowThickness/2, y: arrowThickness/2, width: diameter-
    arrowThickness, height: diameter-arrowThickness), cornerRadius: diameter/2).cgPath
self.circleMaskLayer.strokeColor = UIColor(red:0.48, green:0.45, blue:0.88, alpha:1.00).cgColor
self.circleMaskLayer.lineWidth = arrowThickness
self.circleMaskLayer.strokeEnd = 0
self.circleMaskLayer.fillColor = UIColor.clear.cgColor
self.circleMaskLayer.transform = CATransform3DMakeRotation(CGFloat(M_PI), 0, 0, 1)
self.circleLayer.mask = self.circleMaskLayer
```

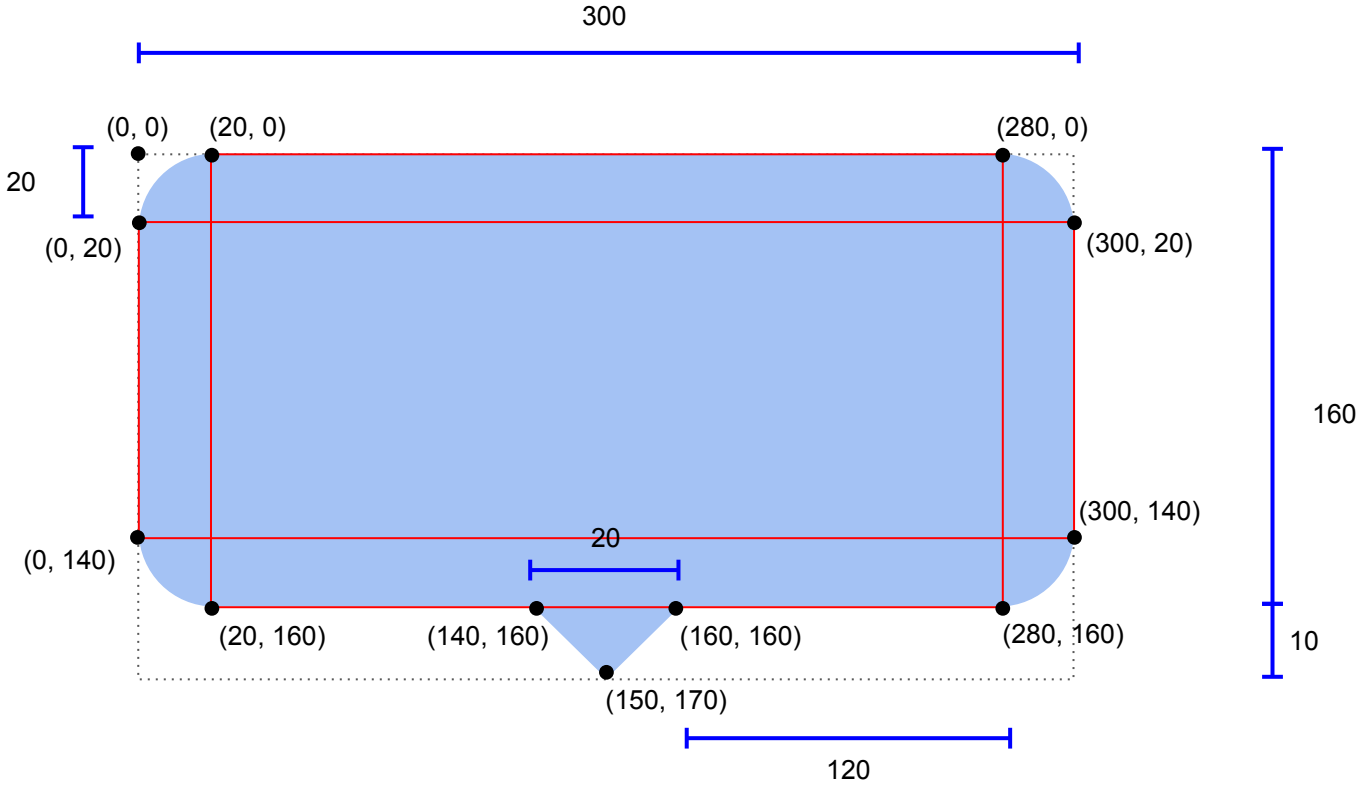
When to use code

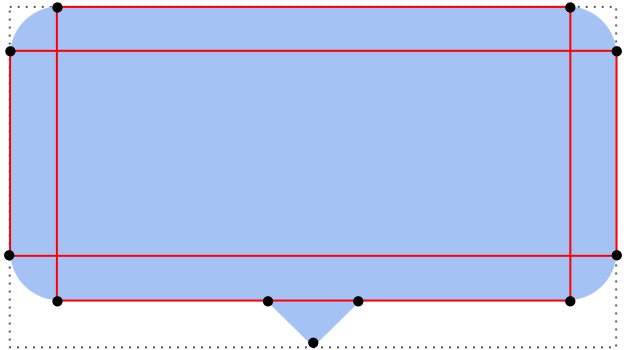
1. Dynamic layouts.
2. Views with effects, such as rounded corners, shadows, etc.
3. Any case in which using NIBs and Storyboards is complicated or infeasible.


Sketch
9:41 AM
100%
Tastemaker map
와이오밍
This map shows the whereabouts of fans like you. Check in to add yours!
CHECK IN
뉴멕시코
Nearby
Recent
Campaign
Music
map
profile


Sketch
9:41 AM
100%
Tastemaker map
This map shows the whereabouts of fans like you. Check in to add yours!
CHECK IN
Nearby
Recent
Campaign
Music
map
profile




300
(0, 0)
(20, 0)
(280, 0)
20
(0, 20)
(300, 20)
160
(300, 140)
20
(0, 140)
(20, 160)
(140, 160)
(160, 160)
(280, 160)
10
(150, 170)
120



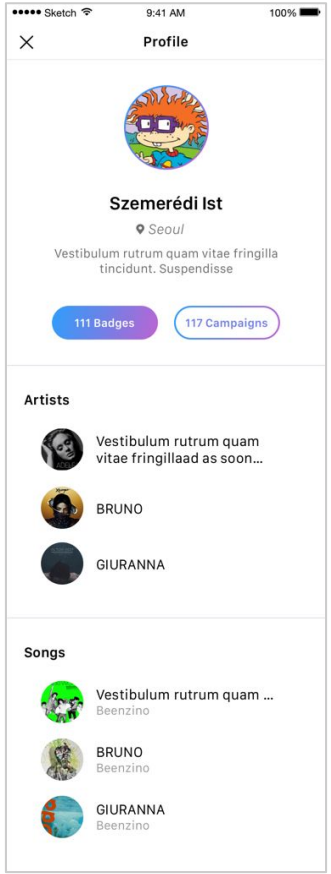
```
let radius: CGFloat = 8
let popupWidth: CGFloat = 295
let popupHeight: CGFloat = 140
let arrowWidth: CGFloat = 28
let arrowHeight: CGFloat = 14

let path: UIBezierPath = UIBezierPath()
path.move(to: CGPoint(x: radius, y: 0))
path.addLine(to: CGPoint(x: popupWidth - radius, y: 0))
path.addQuadCurve(to: CGPoint(x: popupWidth, y: radius), controlPoint: CGPoint(x: popupWidth, y: 0))
path.addLine(to: CGPoint(x: popupWidth, y: popupHeight - radius))
path.addQuadCurve(to: CGPoint(x: popupWidth - radius, y: popupHeight), controlPoint: CGPoint(x: popupWidth, y: popupHeight))
path.addLine(to: CGPoint(x: (popupWidth + arrowWidth)/2, y: popupHeight))
path.addLine(to: CGPoint(x: popupWidth/2, y: popupHeight + arrowHeight))
path.addLine(to: CGPoint(x: (popupWidth - arrowWidth)/2, y: popupHeight))
path.addLine(to: CGPoint(x: radius, y: popupHeight))
path.addQuadCurve(to: CGPoint(x: 0, y: popupHeight - radius), controlPoint: CGPoint(x: 0, y: popupHeight))
path.addLine(to: CGPoint(x: 0, y: radius))
path.addQuadCurve(to: CGPoint(x: radius, y: 0), controlPoint: CGPoint(x: 0, y: 0))
path.close()
self.checkPopupLayer.path = path.cgPath
```

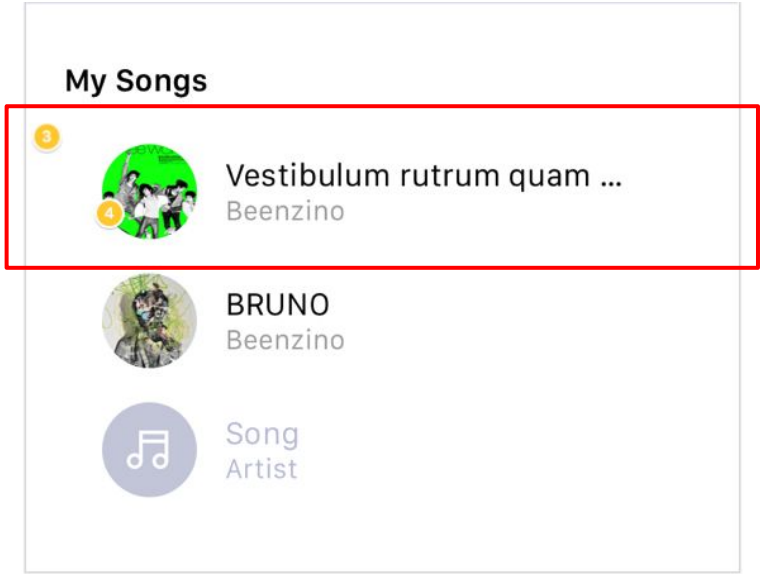
Design guide

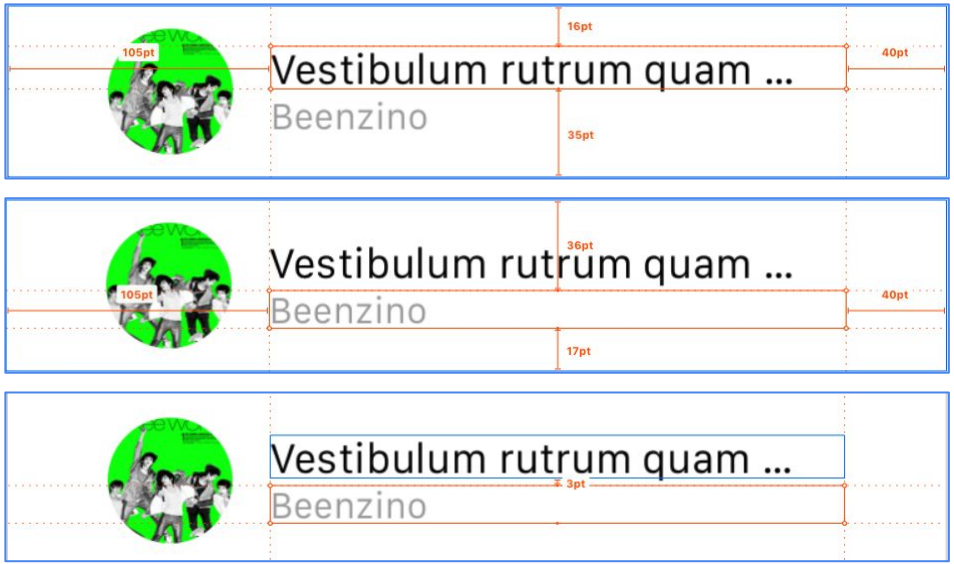
1. User profile - My Songs
2. Edit profile
3. Error view

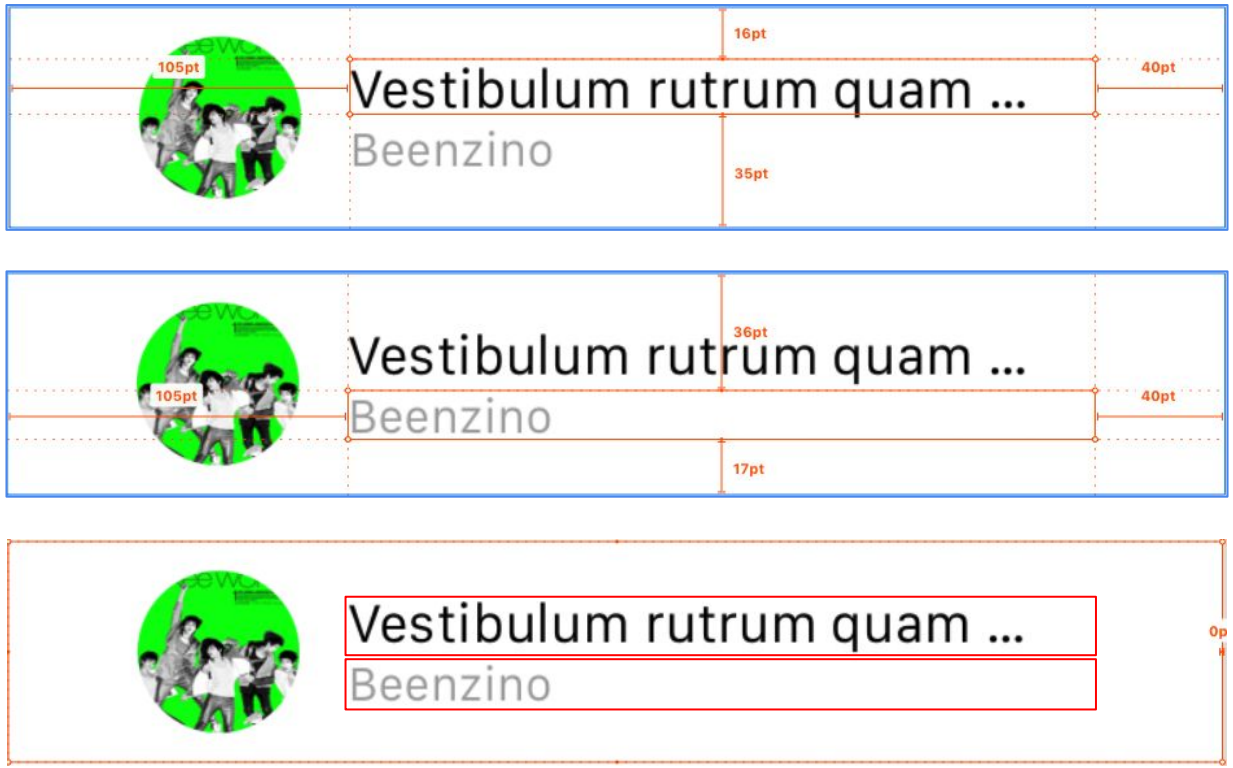
iOS UI Seminar

Design Guide - My Profile my Songs



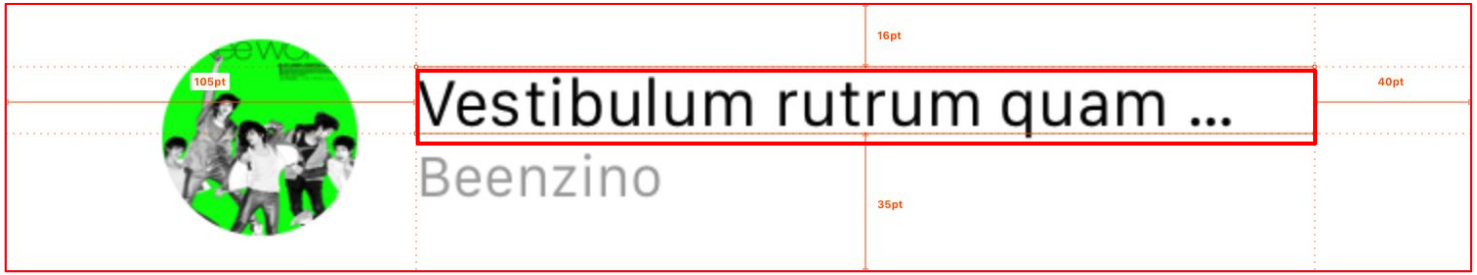

My Songs
3
4
Vestibulum rutrum quam ...
Beenzino
BRUNO
Beenzino
Song
Artist


16pt
105pt
Vestibulum rutrum quam ...
40pt
Beenzino
35pt
36pt
105pt
Vestibulum rutrum quam ...
40pt
Beenzino
17pt
Vestibulum rutrum quam ...
3pt
Beenzino


105pt
16pt
Vestibulum rutrum quam ...
Beenzino
35pt
40pt
105pt
36pt
Vestibulum rutrum quam ...
Beenzino
17pt
40pt
Vestibulum rutrum quam ...
Beenzino
0p

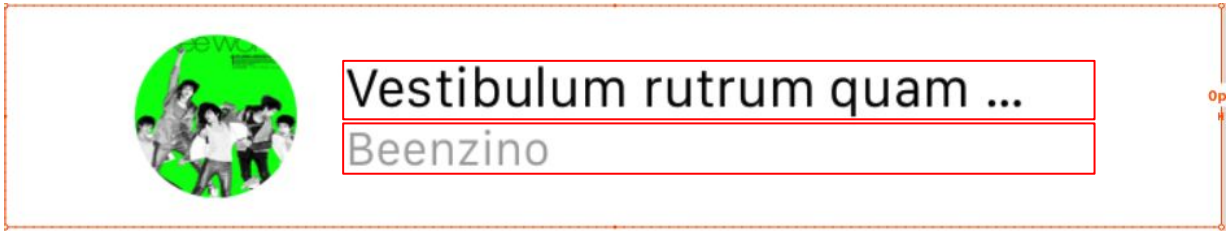
Zeplin
가이드

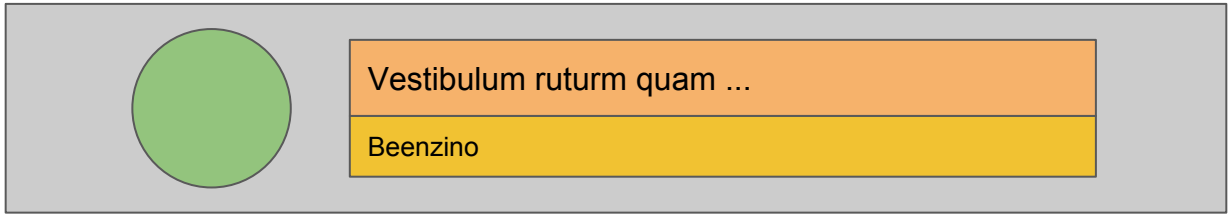
Xcode 구현



Zeplin
가이드

Xcode 구현

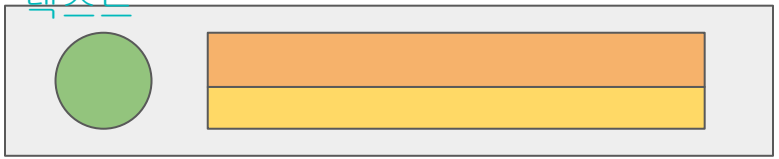


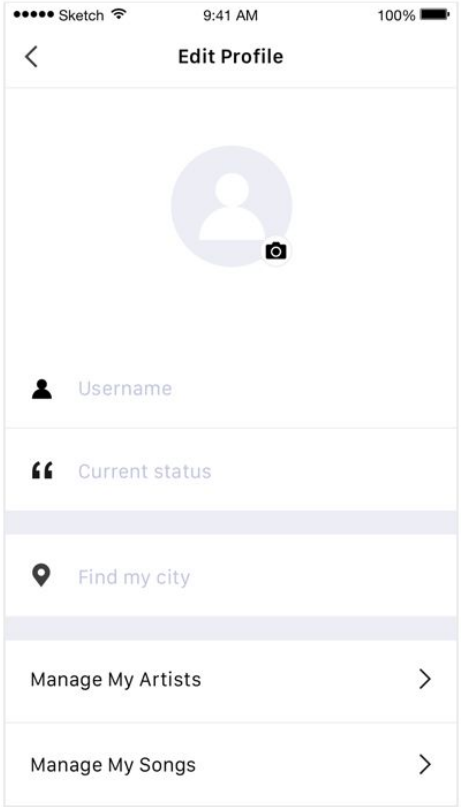


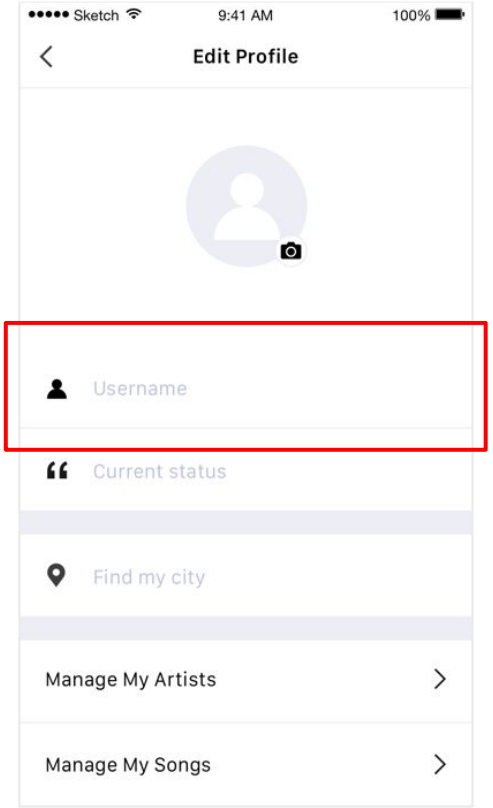
한줄 텍스트

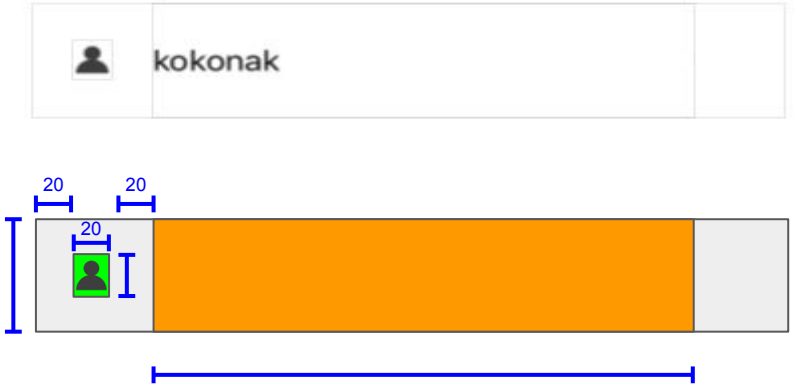
한줄 이상

두개 텍스트 박스, 한줄 텍스트

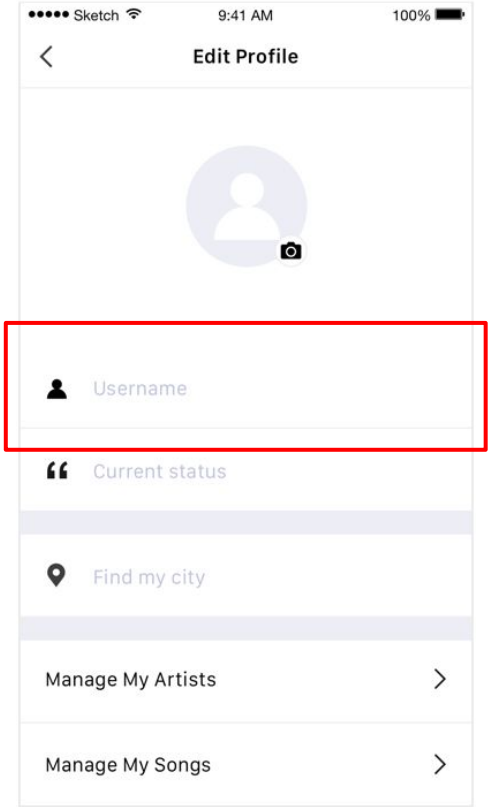


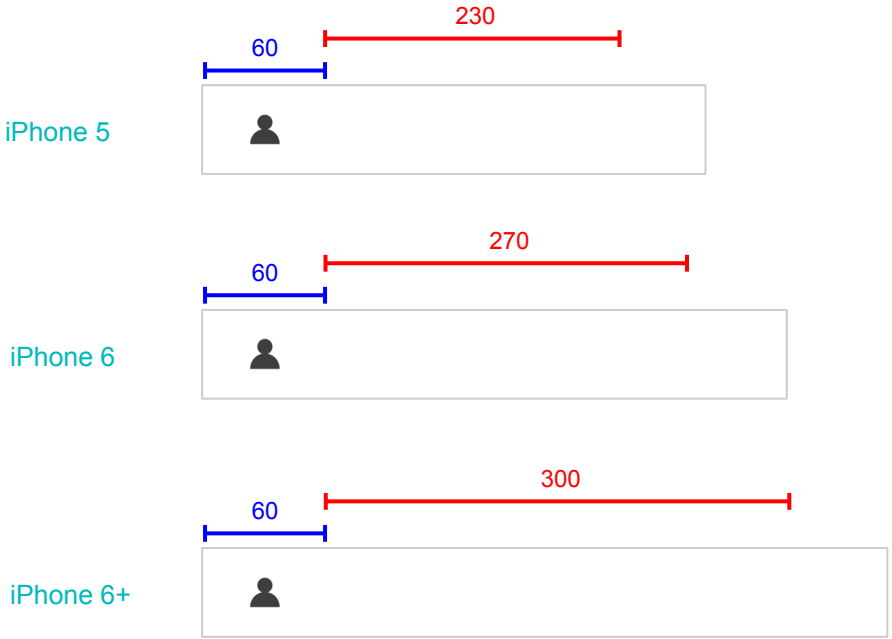

Sketch
9:41 AM
100%
Edit Profile
Username
Current status
Find my city
Manage My Artists
Manage My Songs

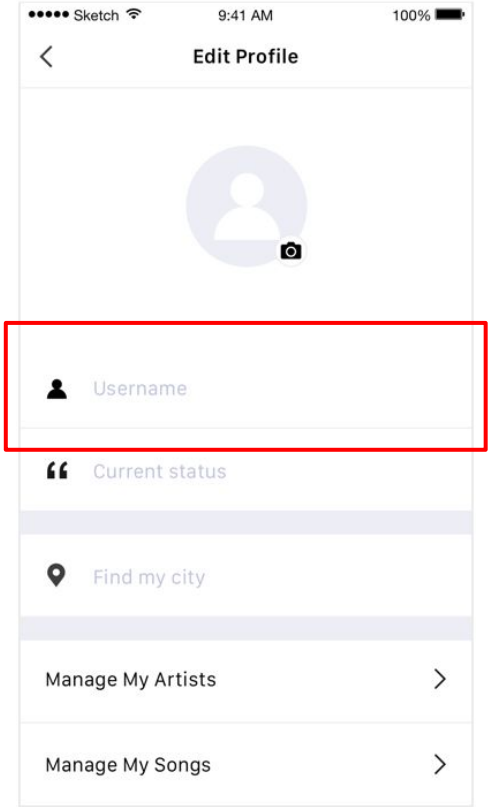


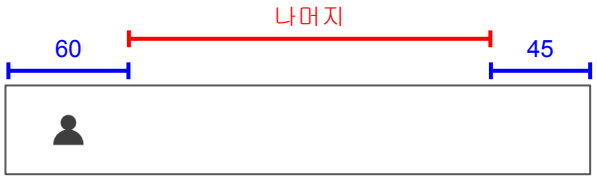


텍스트박스
사이즈
5 - 230
6 - 270
plus - 300


Sketch
9:41 AM
100%
Edit Profile
Username
Current status
Find my city
Manage My Artists
Manage My Songs


230
60
iPhone 5
270
60
iPhone 6
300
60
iPhone 6+





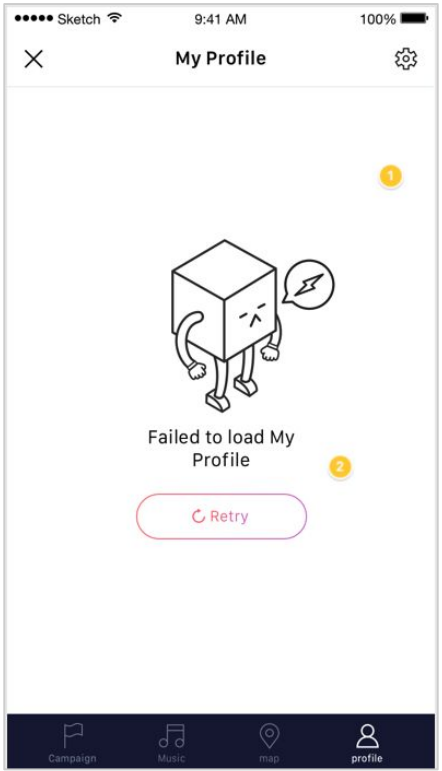
iPhone 5, iPhone 6, iPhone 6+

```swift
// Case 1
var textLabelWidth: CGFloat = 230
switch UIDevice.current.screenType {
case .iPhone6:
    textLabelWidth = 270
case .iPhone6Plus:
    textLabelWidth = 300
default: break
}
self.textLabel?.frame = CGRect(x: 60, y: 0, width: textLabelWidth, height: self.frame.height)
```

```swift
// Case 2
self.textLabel?.frame = CGRect(x: 60, y: 0, width: self.frame.width - 60 - 45, height: self.frame.height)
```

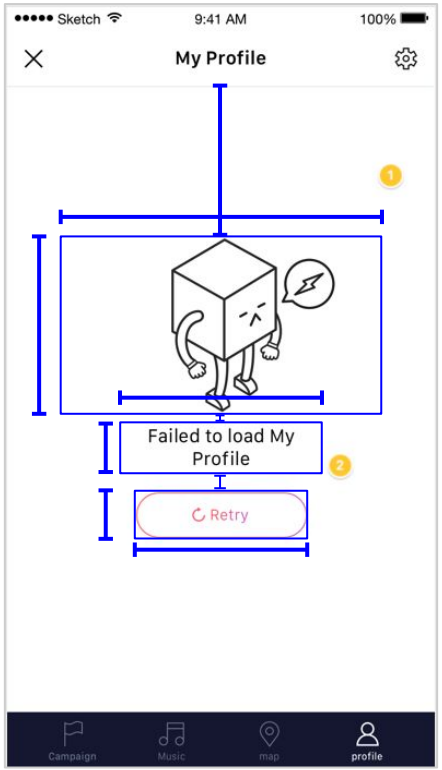
iOS UI Seminar

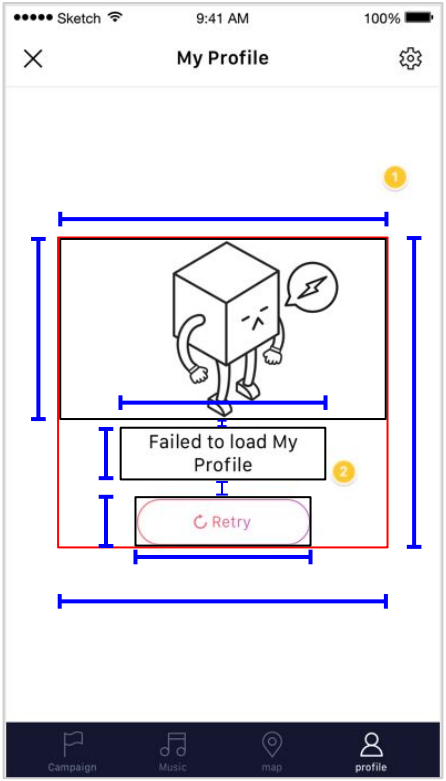
Design Guide - Error view



iOS UI Seminar

Design Guide - Error view

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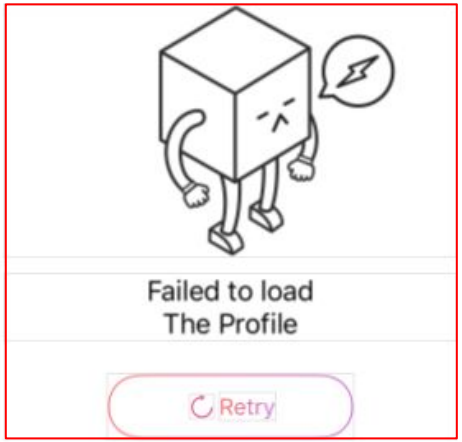
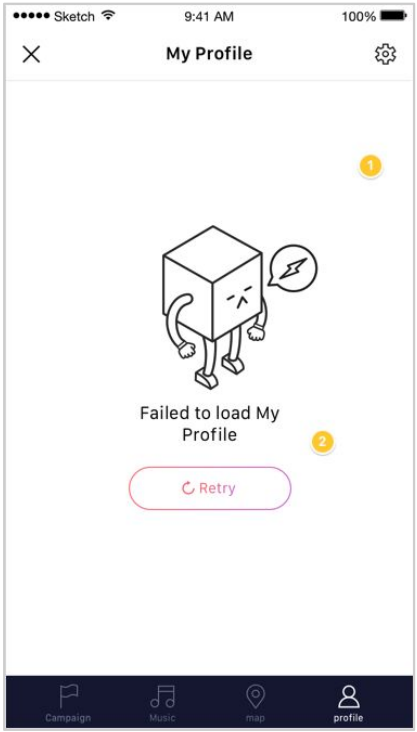
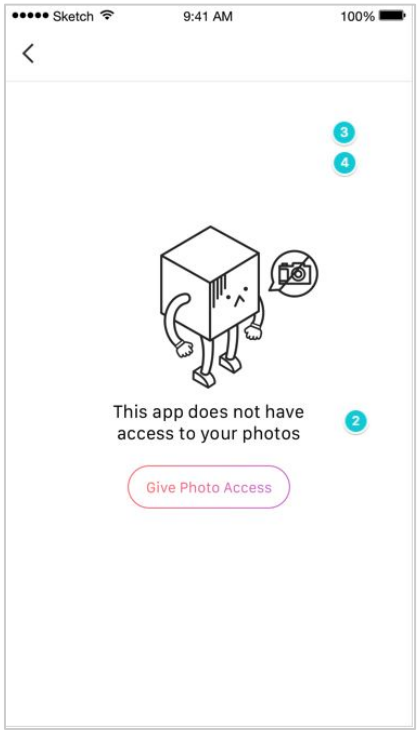
9:41 AM
100%
My Profile
1
Failed to load My Profile
2
Retry
Campaign
Music
map
profile

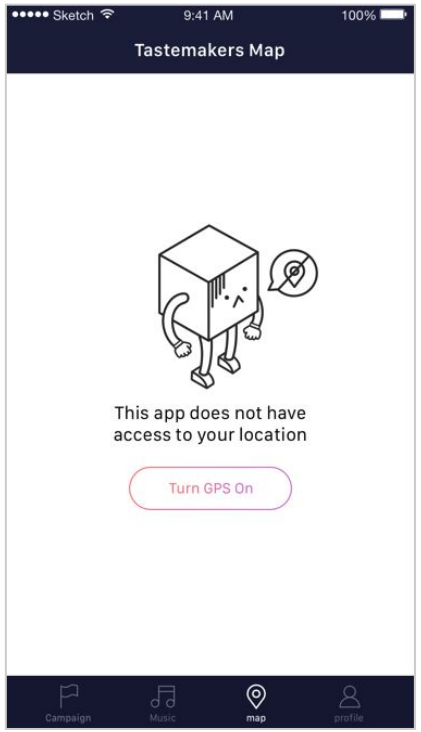

Failed to load
The Profile
Retry

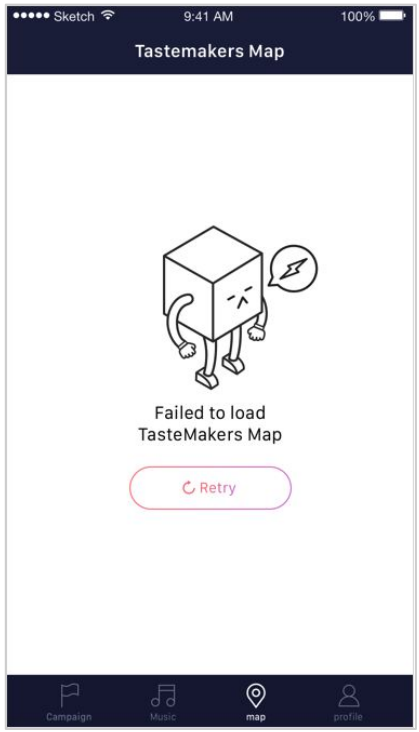
iOS UI Seminar

Design Guide - Error view









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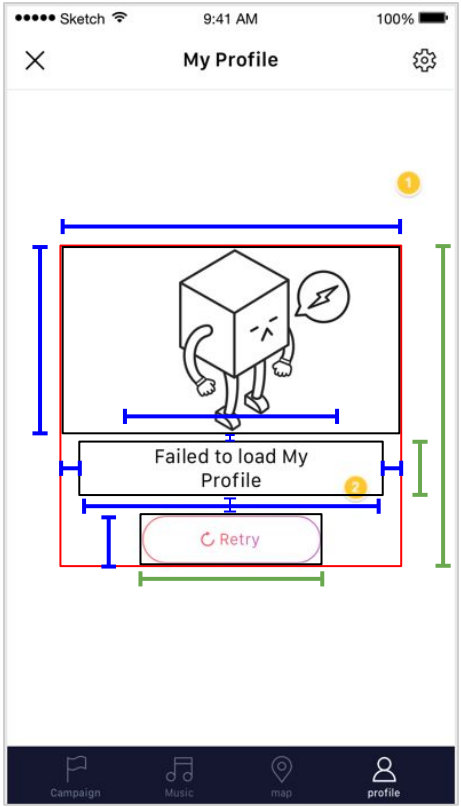
Design Guide - Error view



Animation

1. Arrow button animation
2. Song quiz animation

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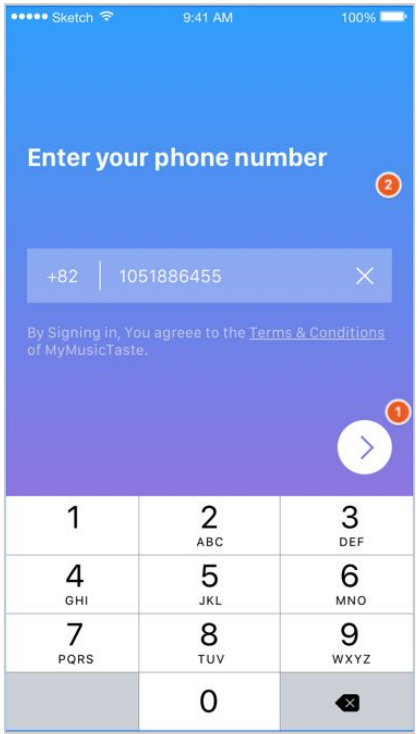
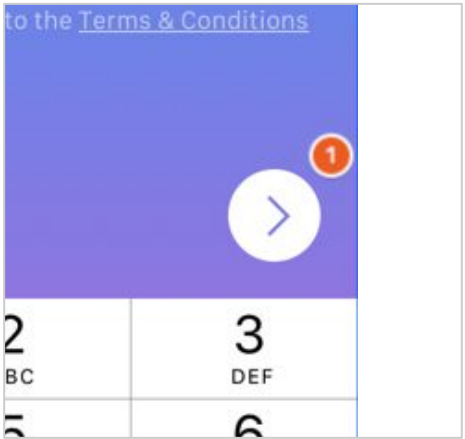
Arrow button animation



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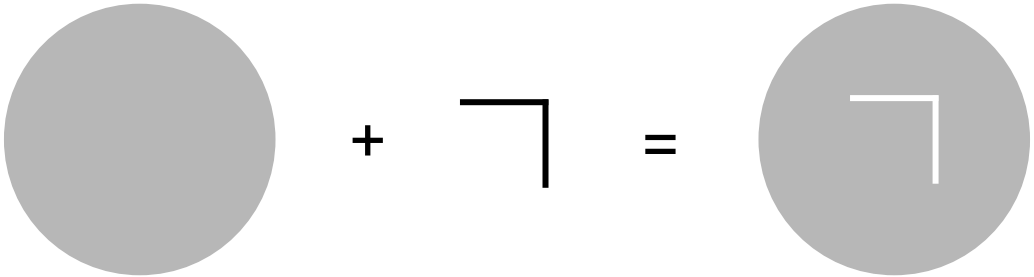
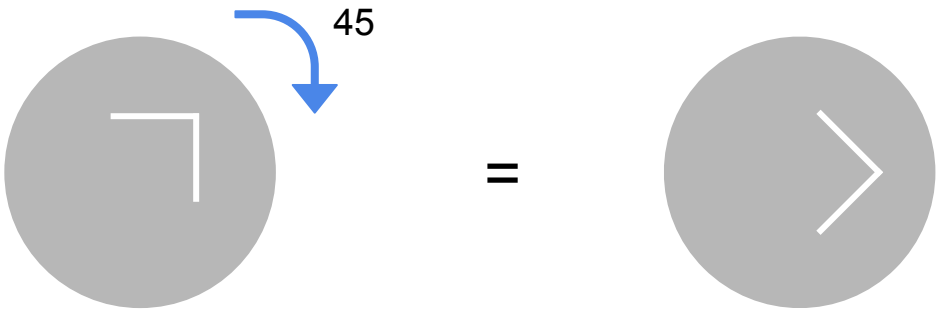
to the Terms & Conditions
1
2
BC
3
DEF
??

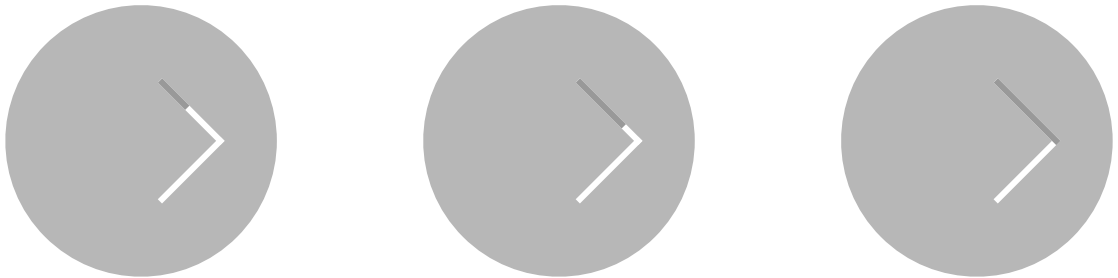
Draw arrow



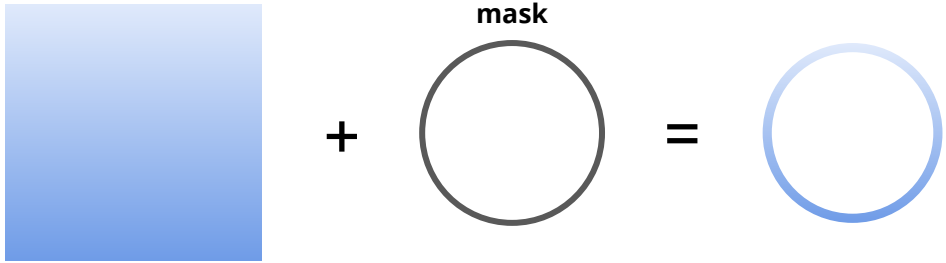
Rotate



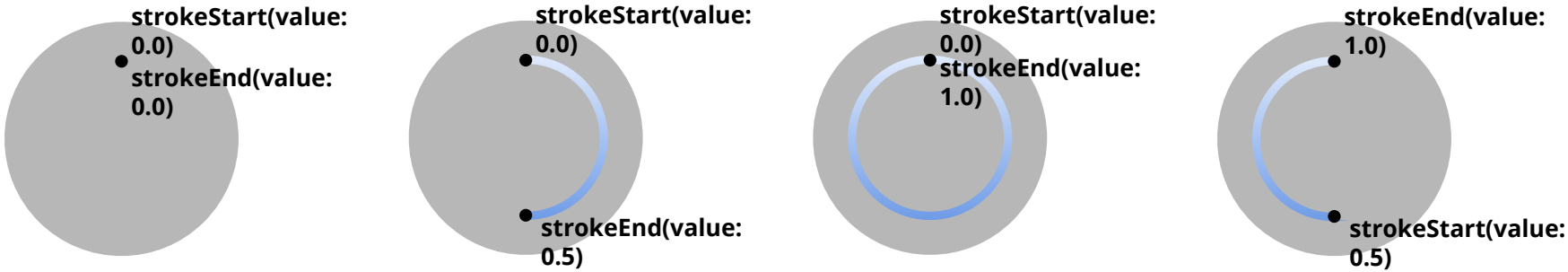
Arrow animation



Create circle



strokeStart, strokeEnd



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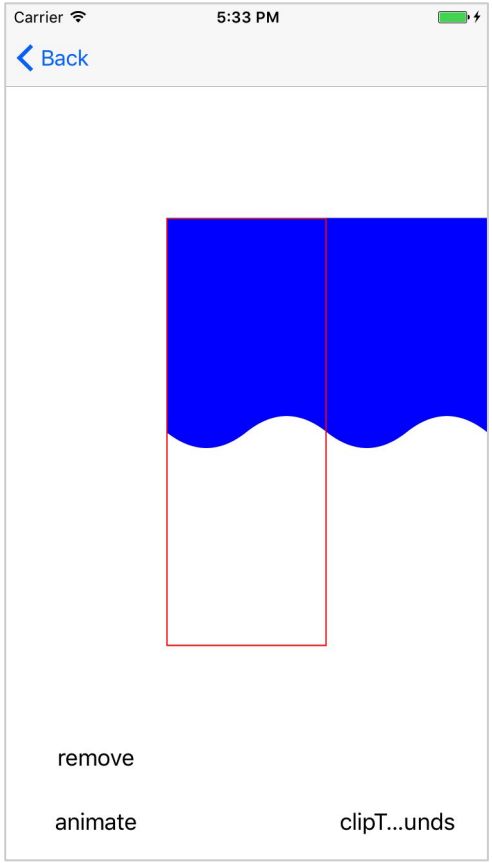
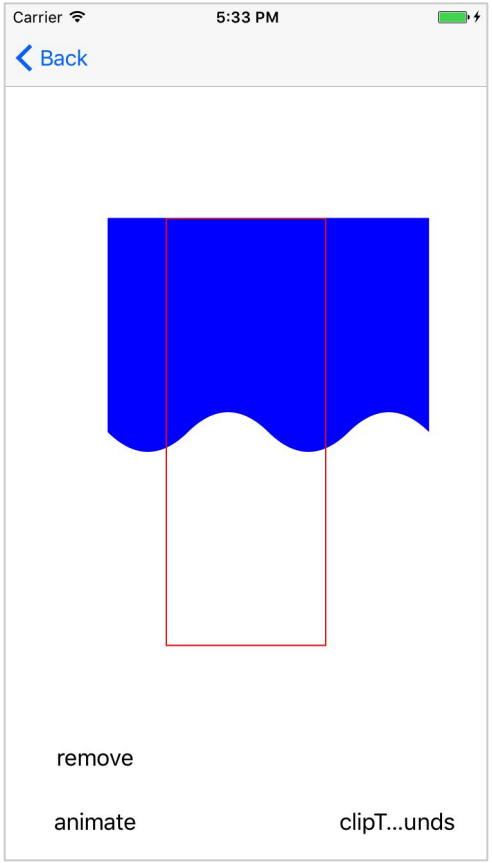
Song quiz animation


Carrier
5:33 PM
Back
remove
animate
clipT...unds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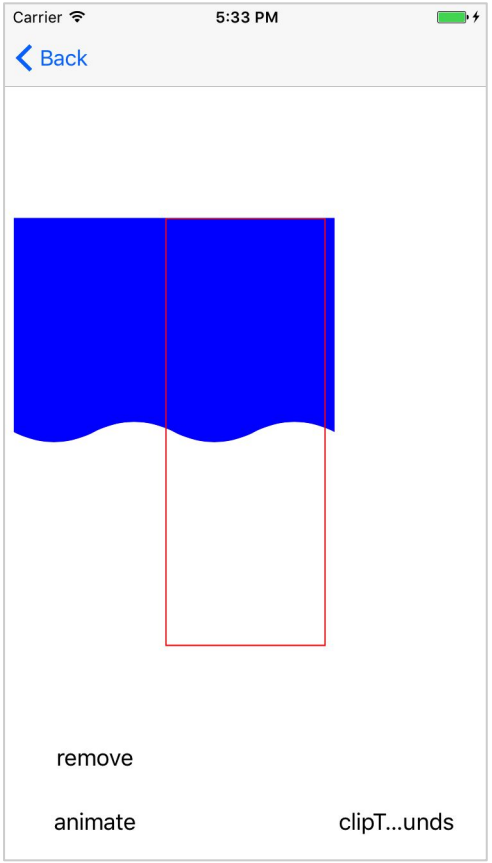
animate
clipT...unds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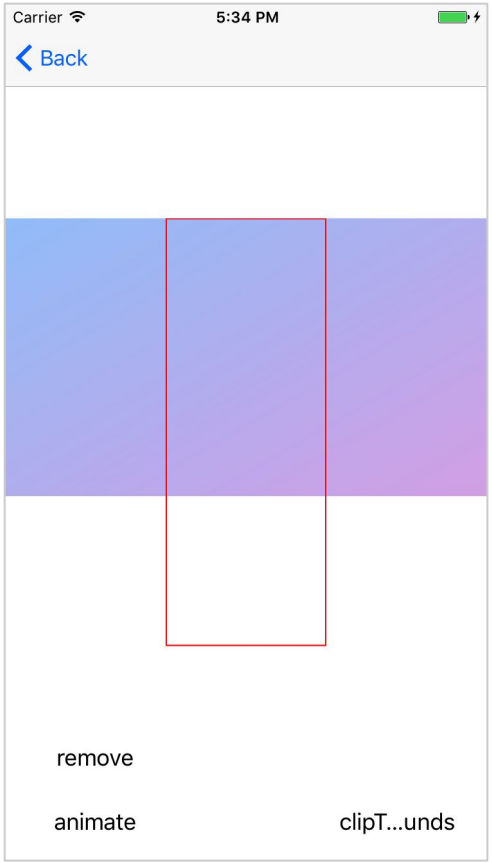
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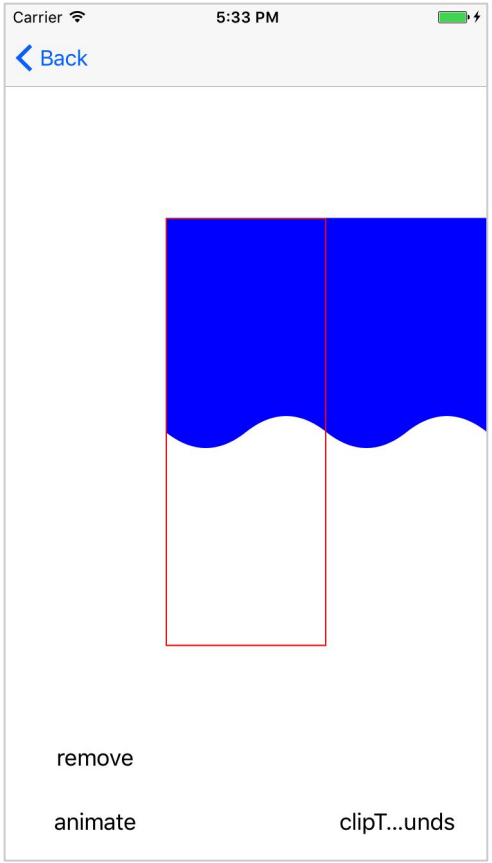
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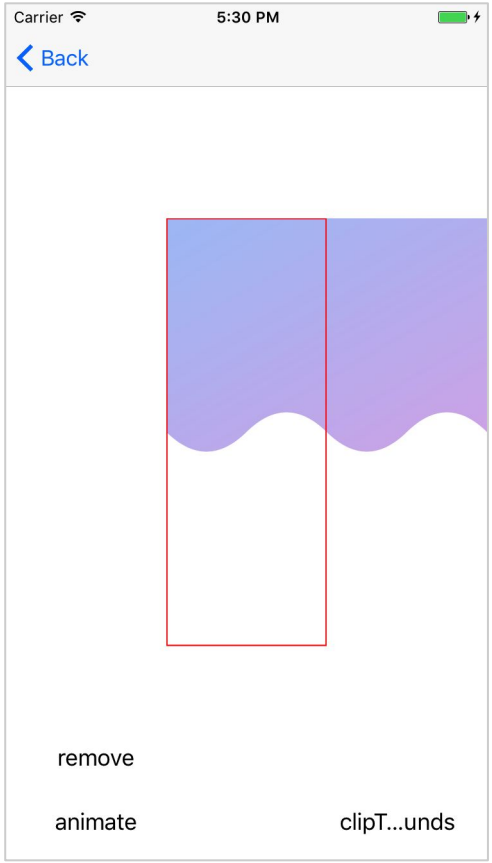
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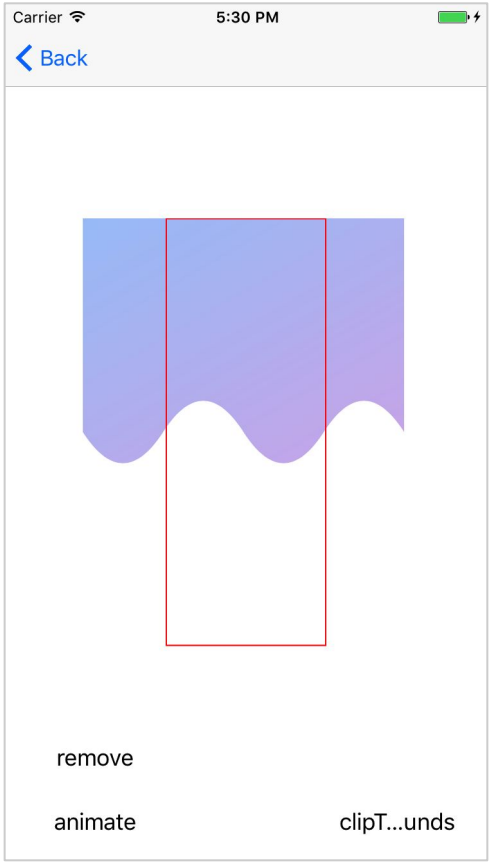
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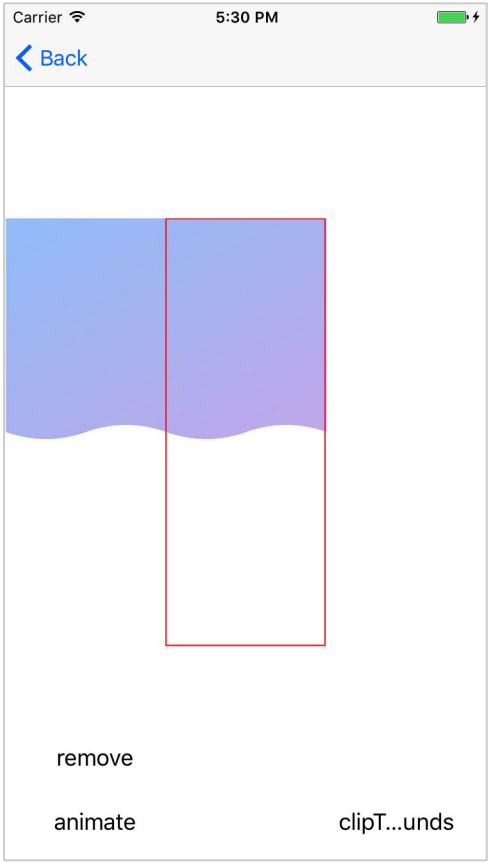
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Q&A

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