

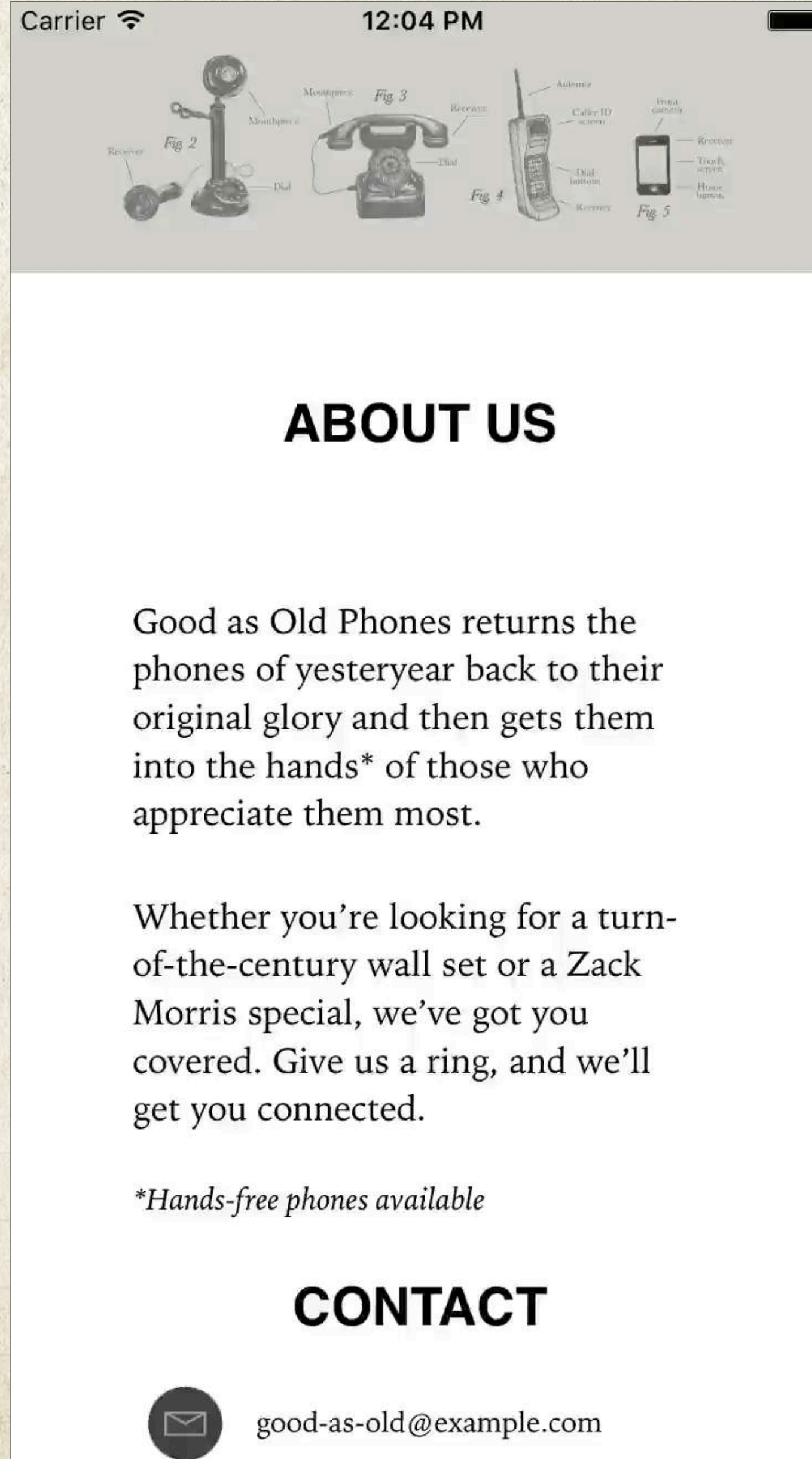
with *Swift*

Level 3

Scroll Views



Demo: Content Scrolling on the Screen

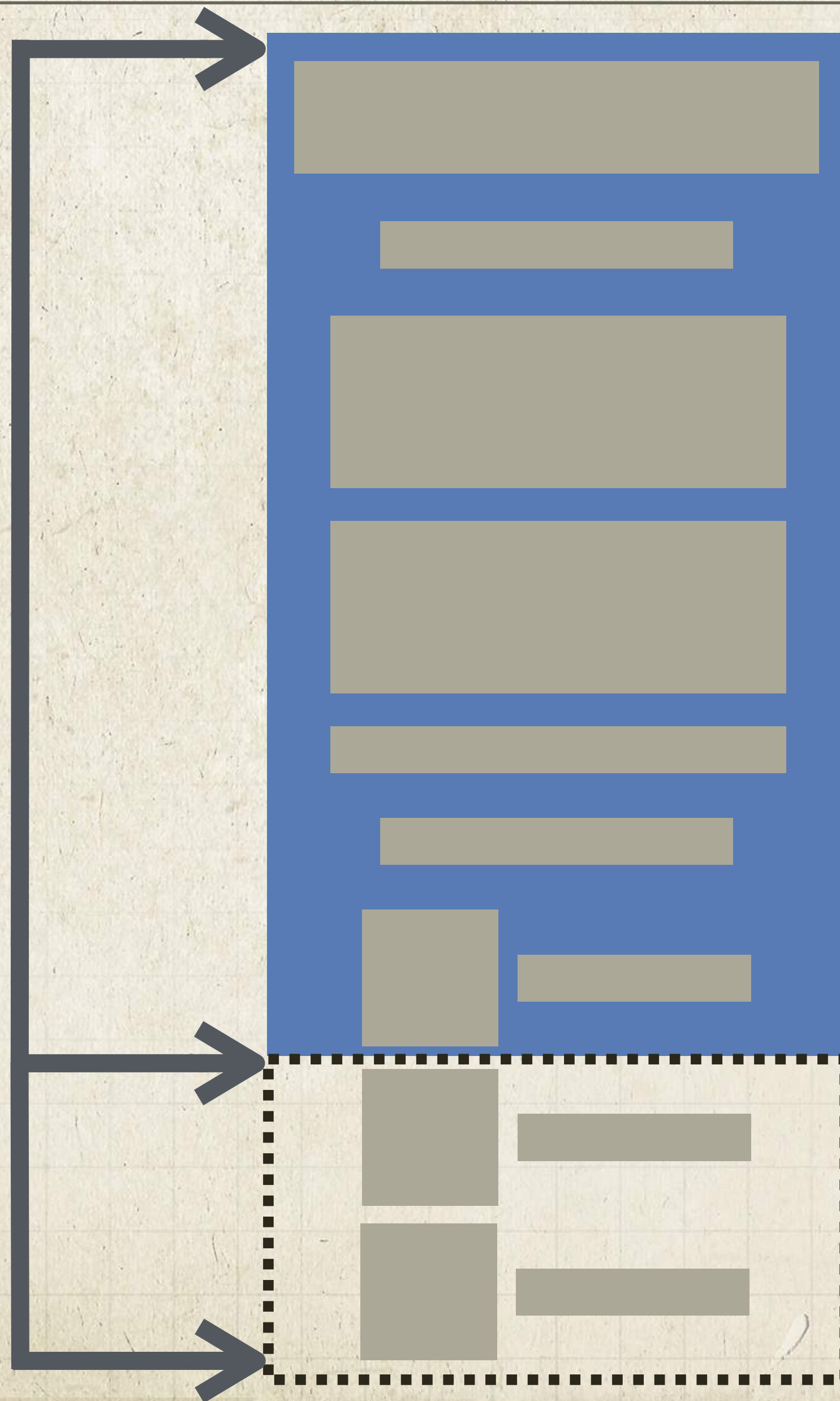


APP
EVOLUTION
with Swift

How a Scroll View Works

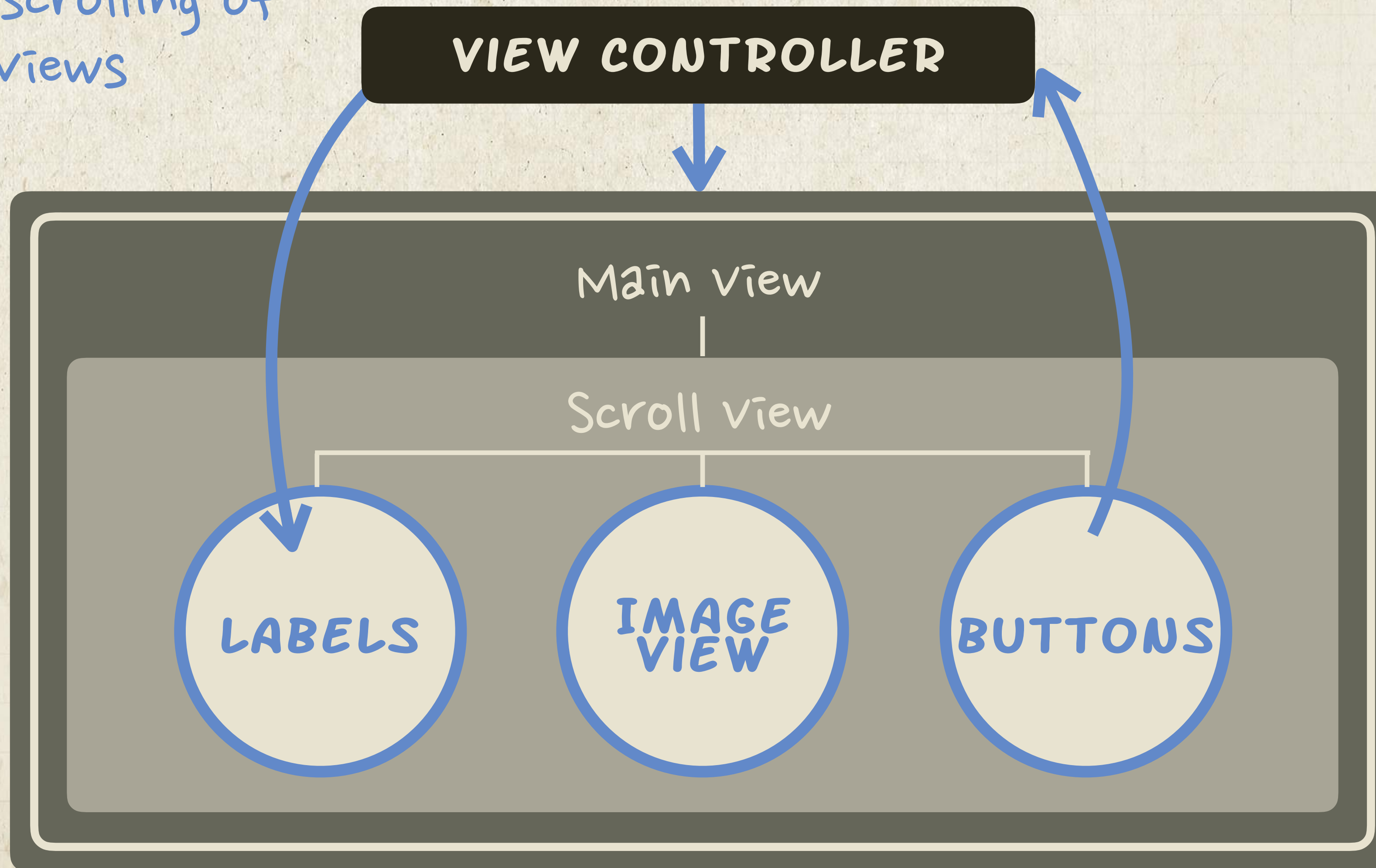
The available space
on the iPhone screen

Sometimes your
content needs more
space than that



Scroll Views Contain Any Subviews That Can Be Scrolled

A UIScrollView object manages the scrolling of all of its subviews



Screencast: Creating a Scroll View in the Storyboard



Problem: Scroll View Isn't Connected

The scroll view in our storyboard scene isn't a subview of the main view, so we need to manually set that in code.

**CONTACT VIEW
CONTROLLER**



Main view

Scroll view

LABELS

IMAGE
VIEWS

The scroll view isn't
connected to anything
right now!

Connecting the Scroll View to the Main View

ContactViewController.swift

```
class ContactViewController: UIViewController {  
    @IBOutlet weak var scrollView: UIScrollView!  
  
    override func viewDidLoad() {  
        super.viewDidLoad()  
  
        view.addSubview(scrollView)  
    }  
}
```

This makes the scroll view part of the main view

CONTACT VIEW CONTROLLER



Main view

Scroll view

LABELS

IMAGE
VIEWS

Problem: The Scroll View Isn't Scrolling




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Need to tell the scroll view the height and width of the extra content it contains

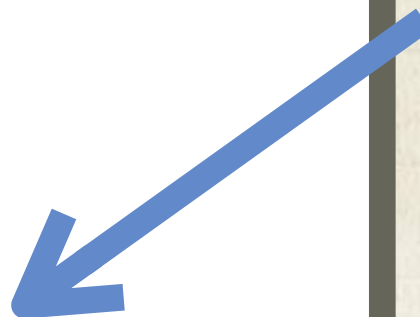


Adding a Function That Runs After viewDidLoad

ContactViewController.swift

```
class ContactViewController: UIViewController {  
    @IBOutlet weak var scrollView: UIScrollView!  
  
    override func viewDidLoad() {  
        super.viewDidLoad()  
  
        view.addSubview(scrollView)  
    }  
  
    override func viewWillLayoutSubviews() {  
        super.viewWillLayoutSubviews()  
    }  
}
```

Any time you're changing the size of a subview, do it in this function




Setting the Scroll View's Content Size

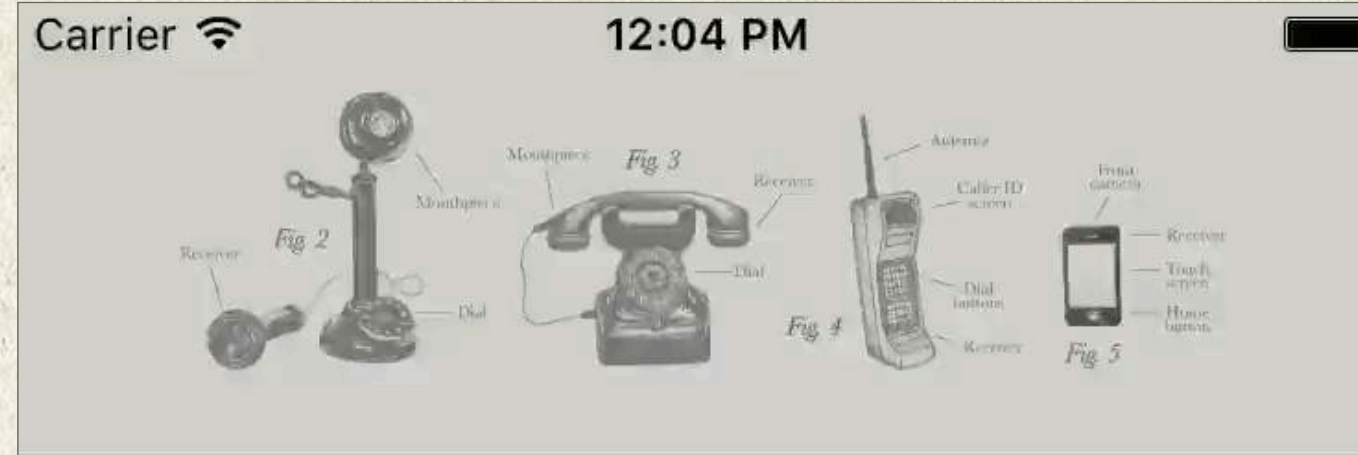
ContactViewController.swift

```
class ContactViewController: UIViewController {  
    @IBOutlet weak var scrollView: UIScrollView!  
  
    override func viewDidLoad() {  
        super.viewDidLoad()  
        view.addSubview(scrollView)  
    }  
  
    override func viewWillAppearSubviews() {  
        super.viewWillAppearSubviews()  
  
        scrollView.contentSize = CGSizeMake(375, 800)  
    }  
}
```

This number should be big enough to hold all of the content



Demo: The Working Scroll View



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