

Exercise (Instructions): Gestures Part 1

Objectives and Outcomes

In this exercise you will learn to use the PanResponder to add gesture support in your app. At the end of this exercise you will be able to:

- Use the methods supported by PanResponder to add gesture support in your app

Using PanResponder

- Open DishdetailComponent.js and update it as follows:

```
1  ...
2
3  import { Text, View, ScrollView, FlatList, Modal, StyleSheet, Button, Alert,
4    PanResponder } from 'react-native';
5  ...
6
7
8  const recognizeDrag = ({ moveX, moveY, dx, dy }) => {
9    if ( dx < -200 )
10     return true;
11    else
12      'Add Favorite',
13      'Are you sure you wish to add ' + dish.name + ' to favorite
14      '?',
15      [
16        {text: 'Cancel', onPress: () => console.log('Cancel Pressed'
17        ), style: 'cancel'},
18        {text: 'OK', onPress: () => {props.favorite ? console.log
19        ('Already favorite') : props.onPress()}},
20      ],
21      { cancelable: false }
22    );
23
24    return true;
25  }
26
27  if (dish != null) {
28    return(
29      <Animatable.View animation="fadeInDown" duration={2000} delay={1000}
30      {...panResponder.panHandlers}>
31
32  ...
33
34
35
36
37
38
39
40
41
```

- Save all the changes and do a Git commit with the message "Gestures Part 1".

Conclusions

In this exercise you learnt to use the PanResponder to add gesture support to your app.