

UI Customization (1)

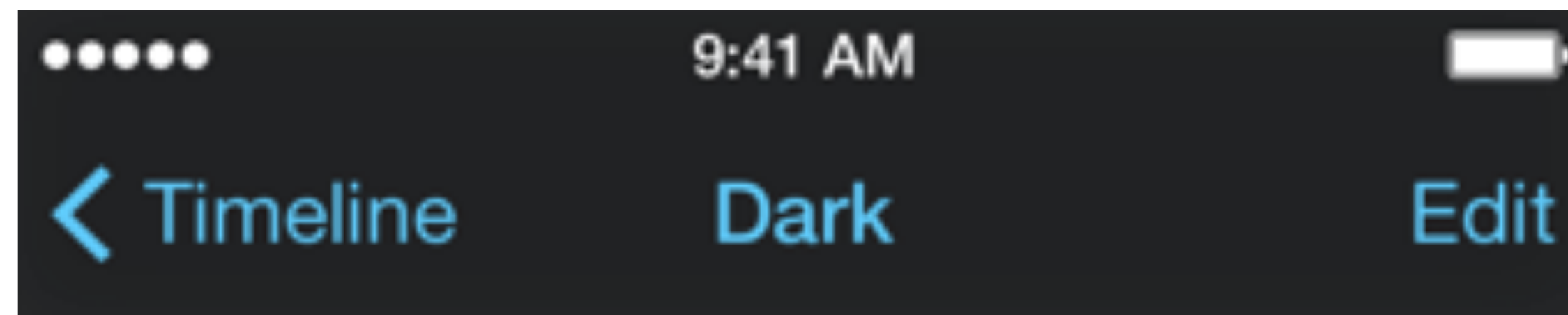
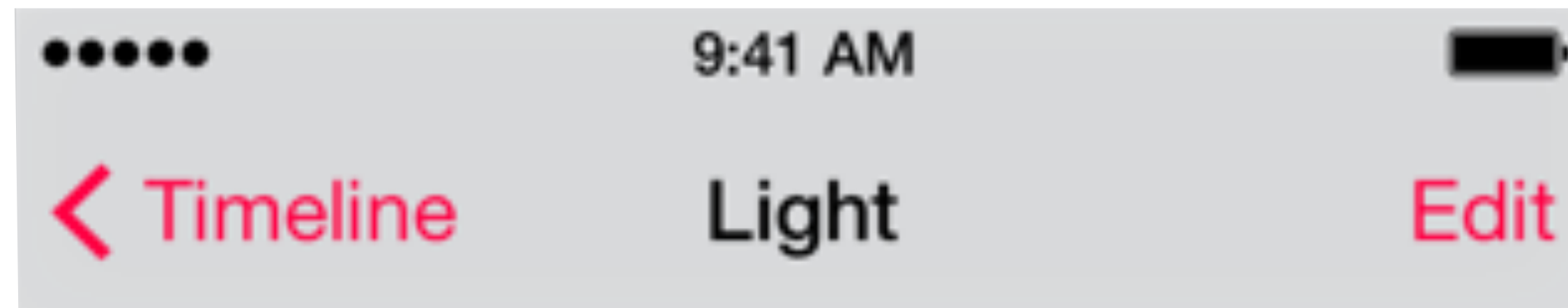
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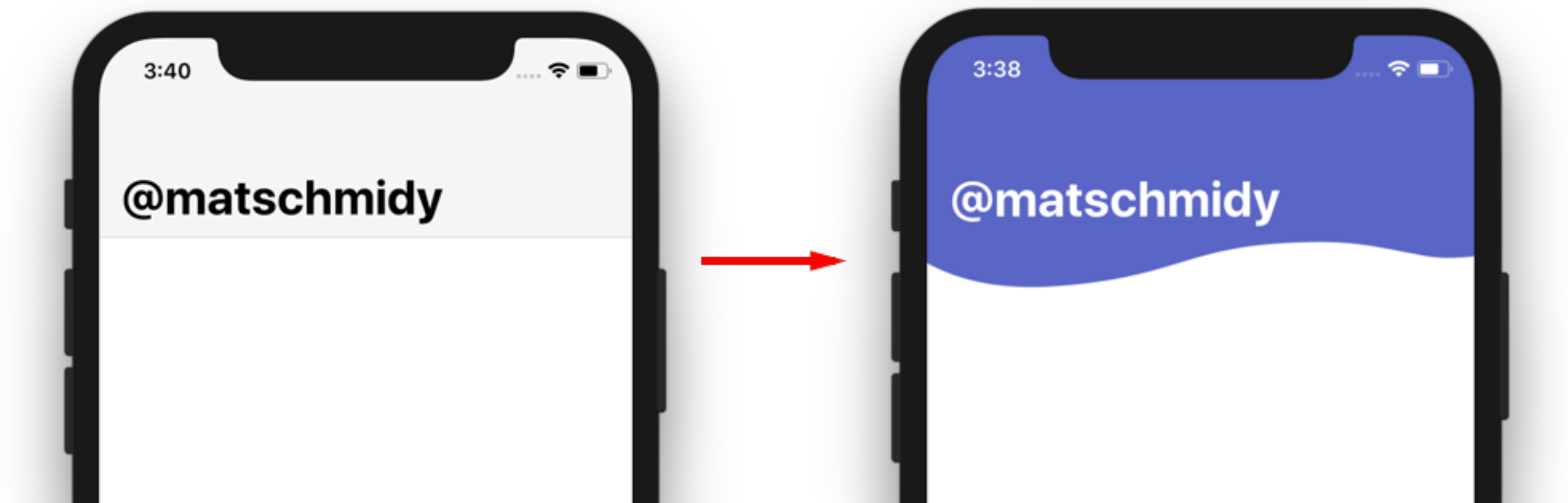
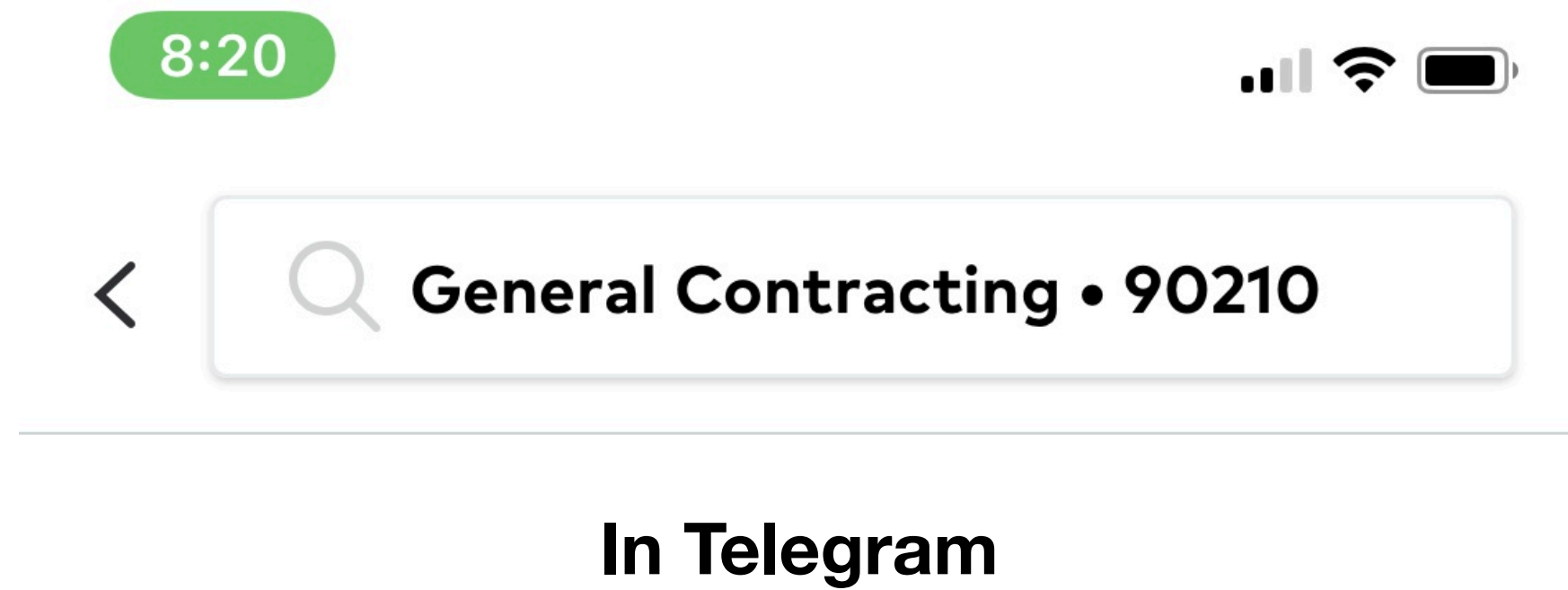
- Concept of Customization
- What is UI Customization in iOS
 - Screen display Structure in iOS
 - Principle, Process of UI Customizing
- Cocoa Touch Framework and User Interface
 - View Controller



– Concept of Customization



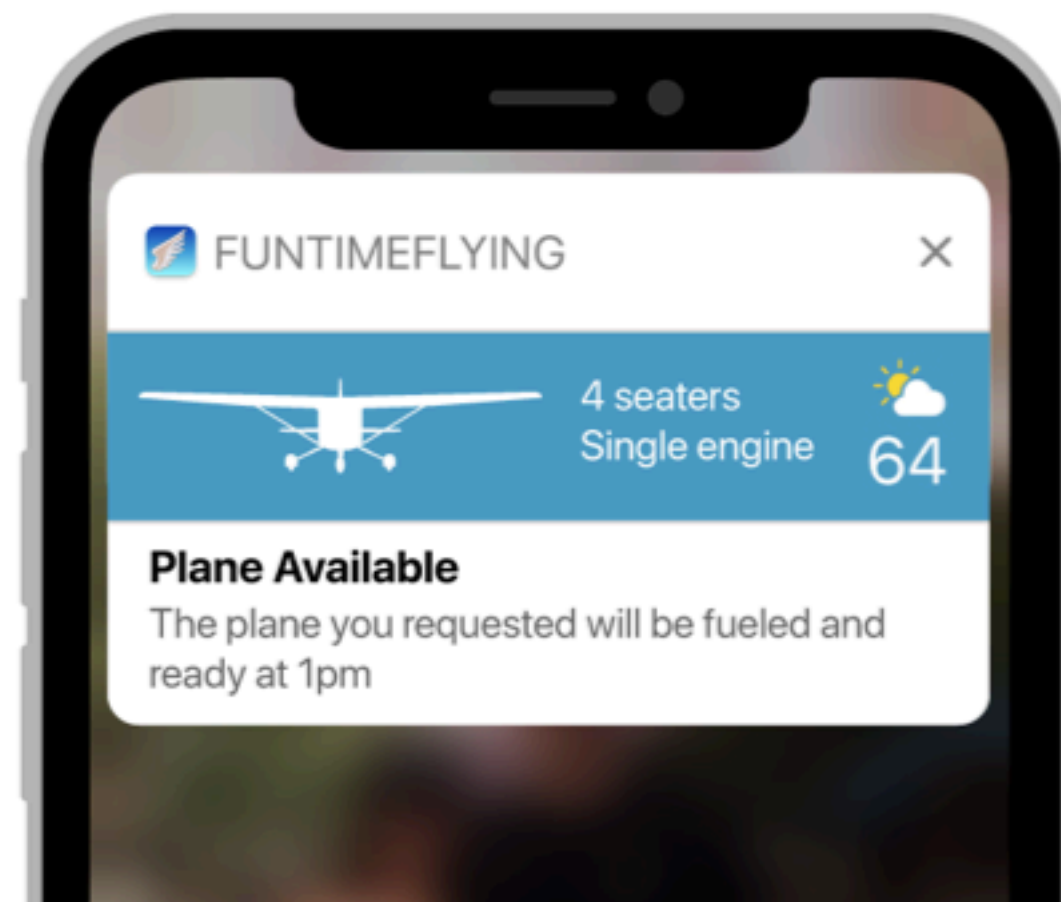
– Concept of Customization



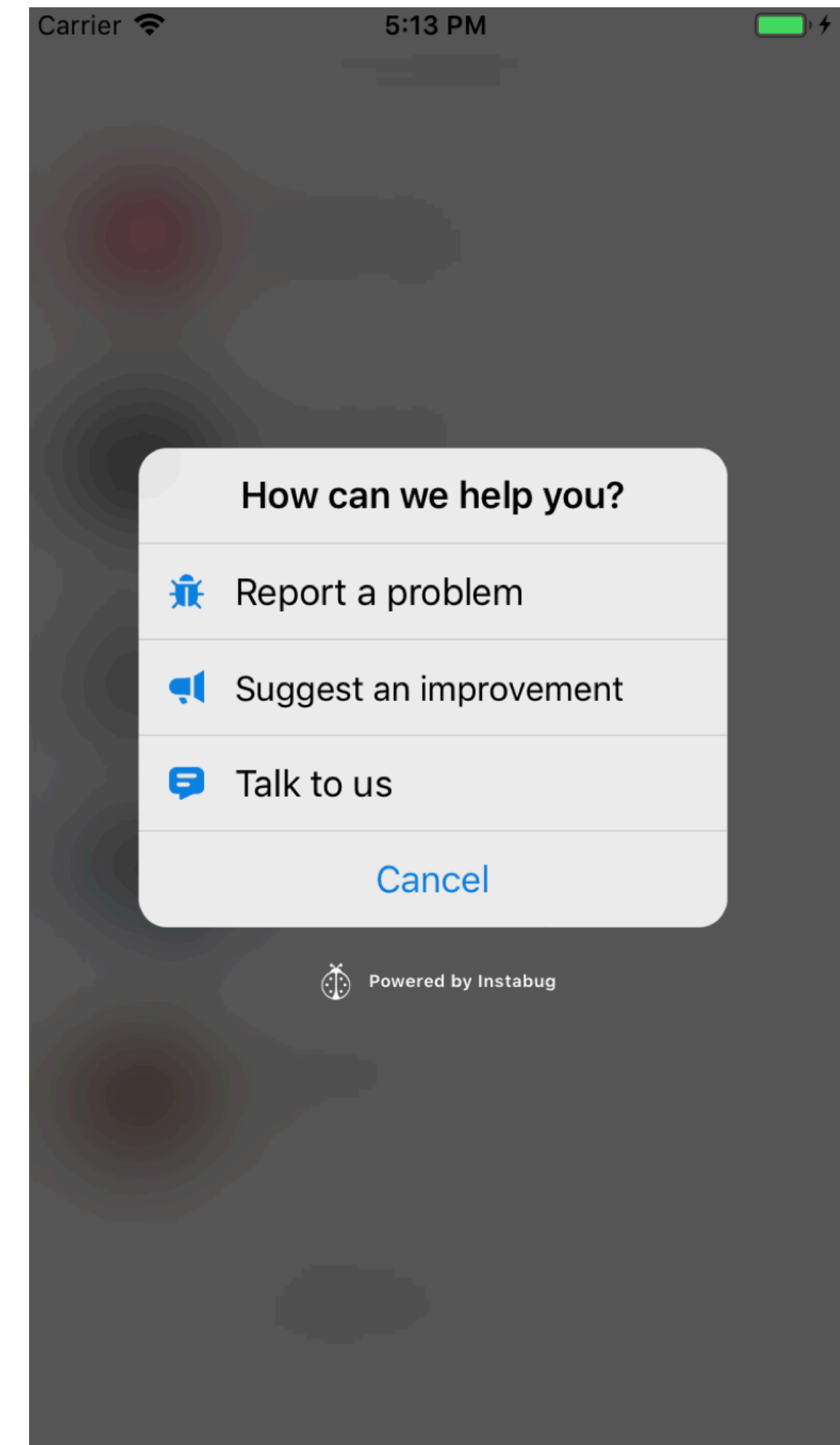
– What is UI Customization in iOS



Default UI



Custom UI

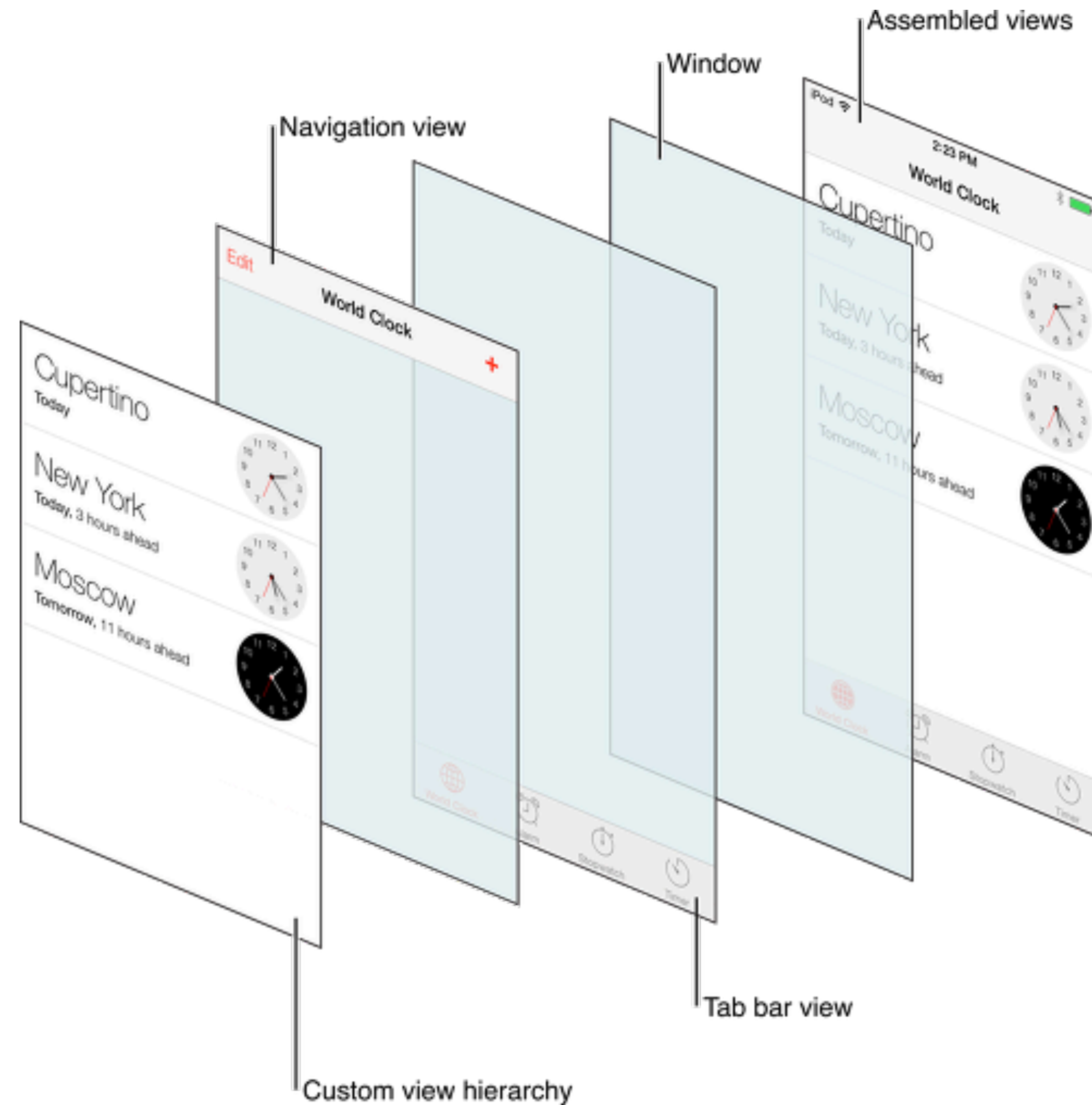




– Screen Display Structure in iOS

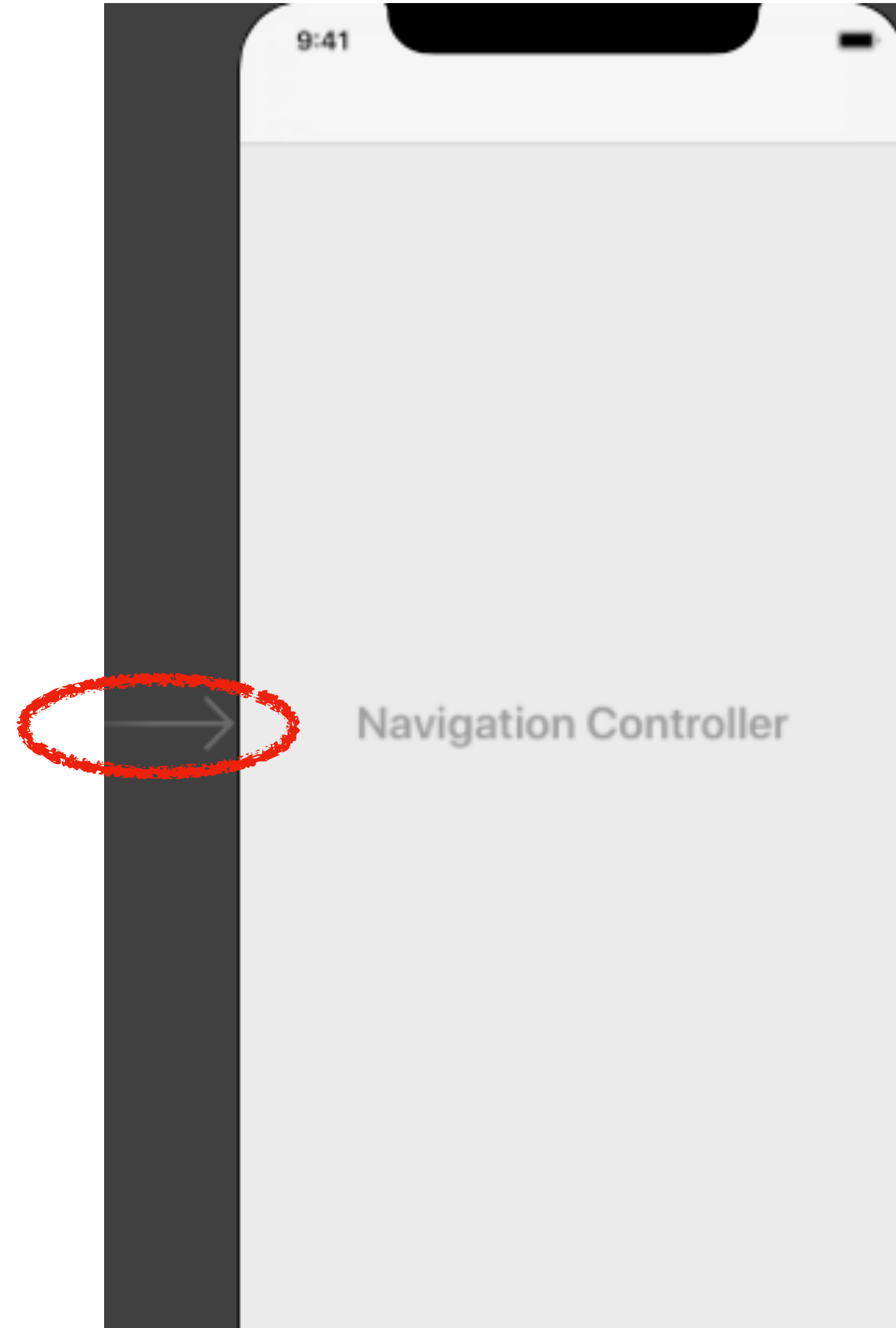
- 윈도우는 iOS에서 디바이스의 스크린을 빈틈없이 채우기 위한 객체
- 뷰는 콘텐츠를 담아 스크린에 표시하고, 사용자의 입력에 반응하는 객체
- 윈도우의 일부를 자신의 영역에 정의함
- 필요한 콘텐츠를 채워넣어 스크린에 나타내는 동시에 윈도우로부터 전달된 사용자의 입력에 반응하여 그에 맞는 결과 처리

– Screen Display Structure in iOS





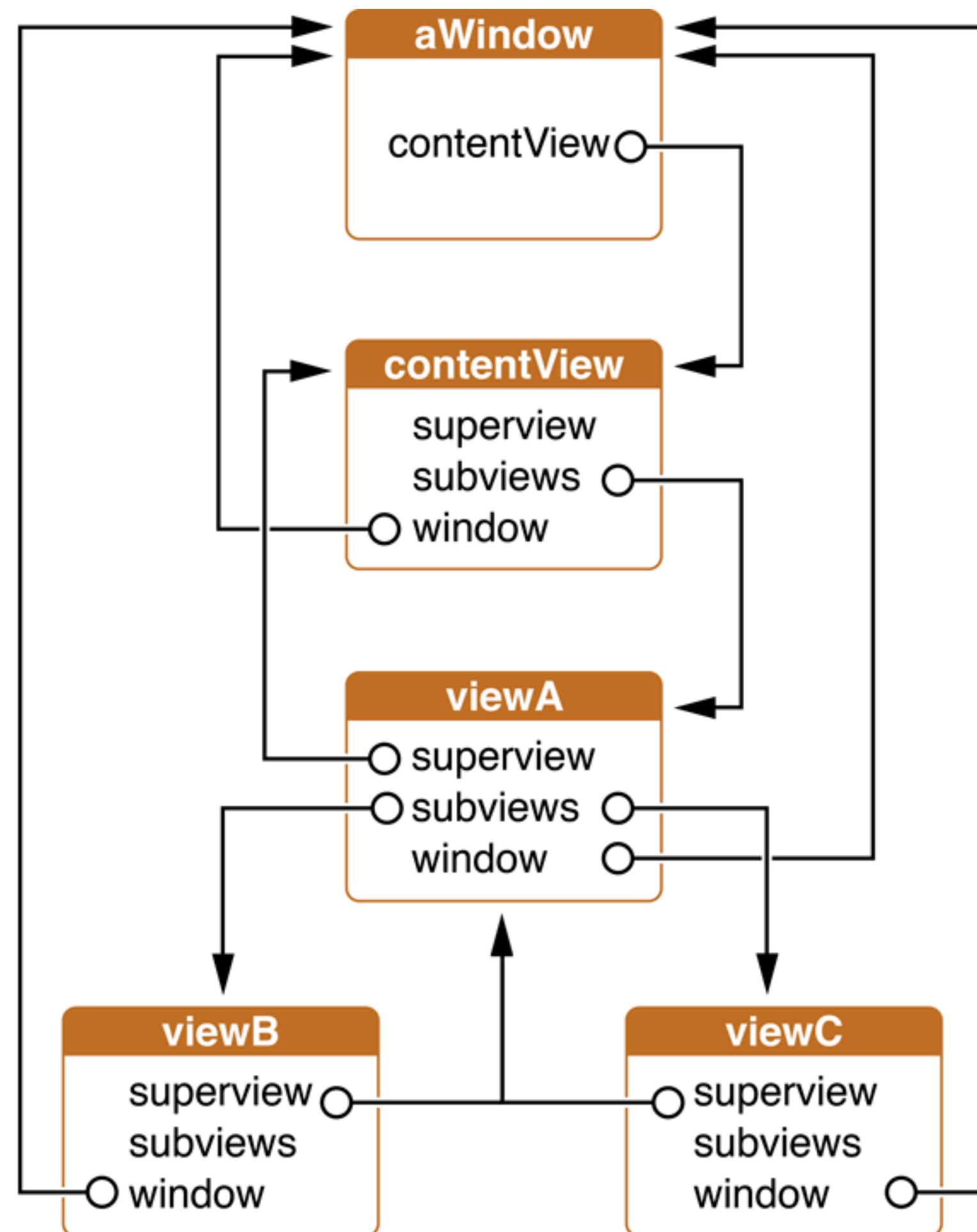
– Screen Display Structure in iOS



Scene



– Screen Display Structure in iOS

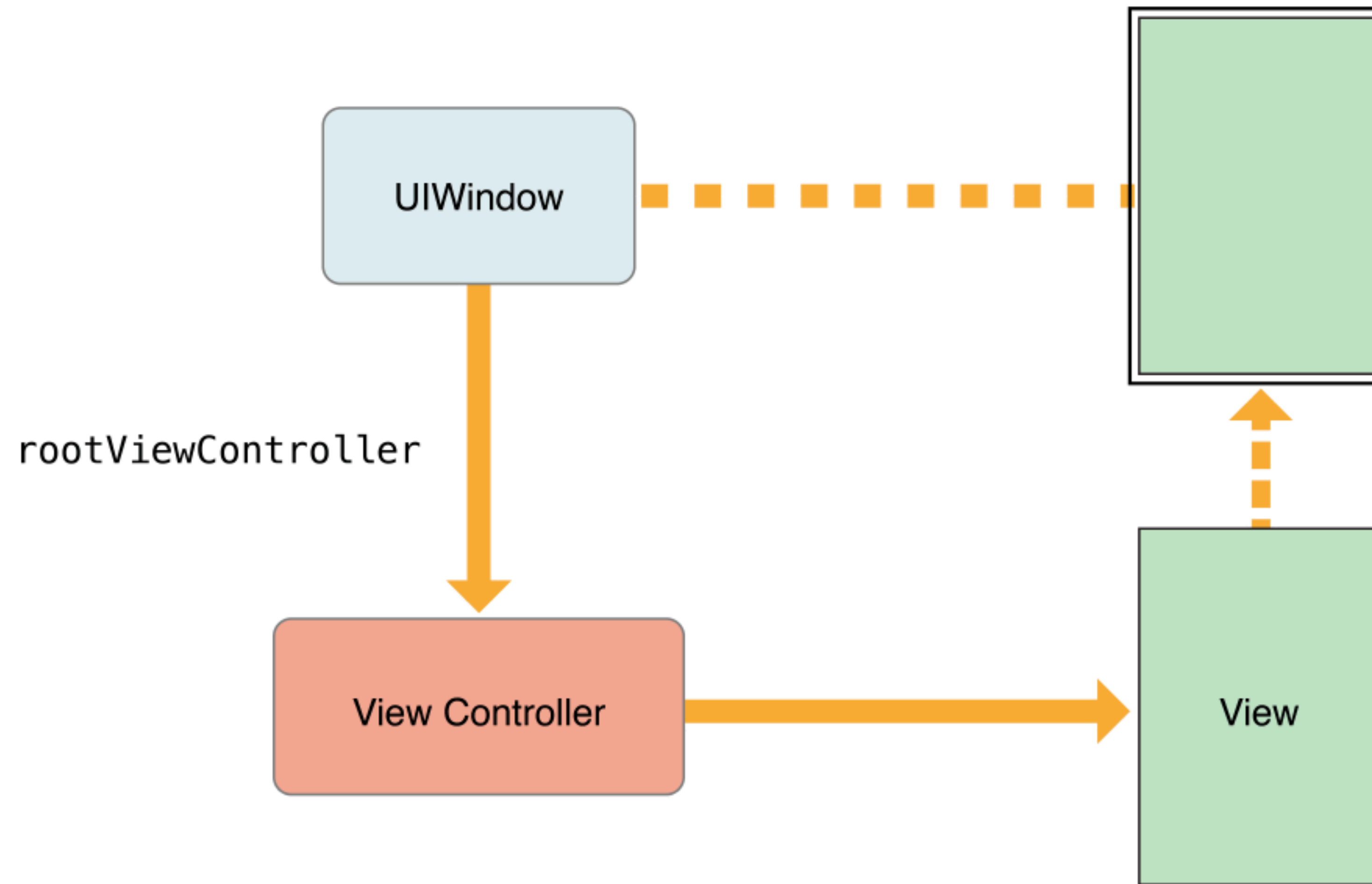


Superview

Subview

Root View

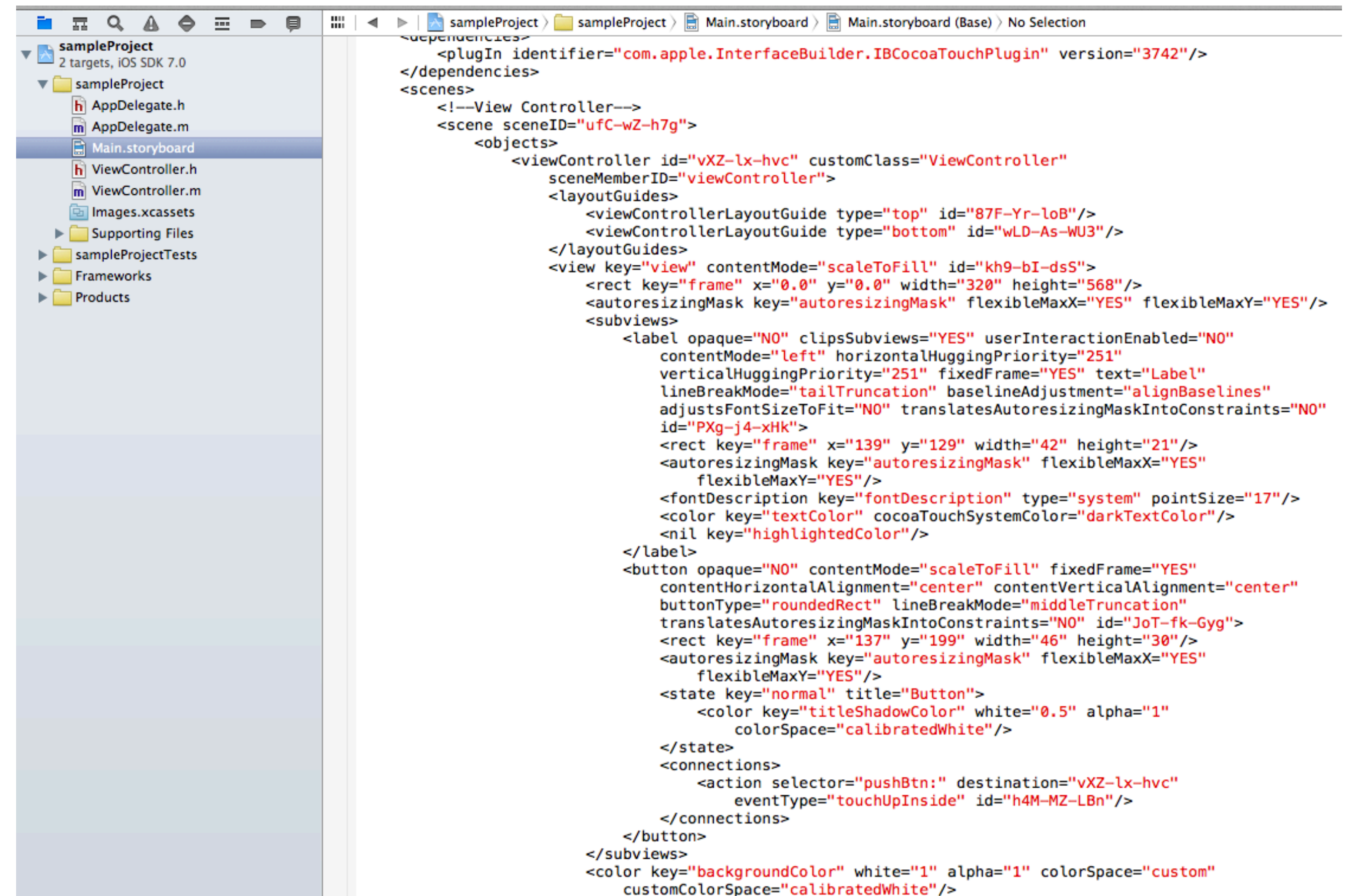
– Screen Display Structure in iOS





– Principle, Process of UI Customization

- Interface Builder —————> Programming Code

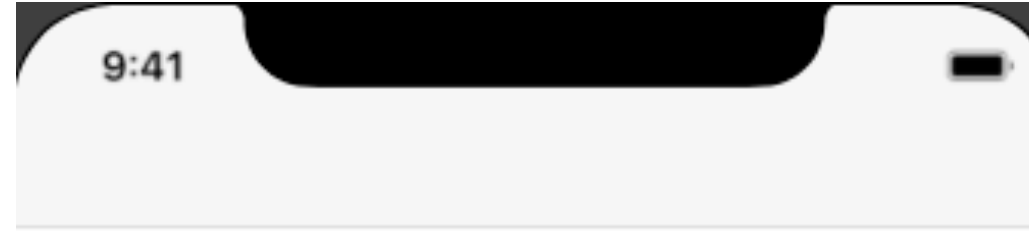




```
<dependencies>
  <plugin identifier="com.apple.InterfaceBuilder.IBCocoaTouchPlugin" version="3742"/>
</dependencies>
<scenes>
  <!--View Controller-->
  <scene sceneID="ufC-wZ-h7g">
    <objects>
      <viewController id="vXZ-lx-hvc" customClass="ViewController"
        sceneMemberID="viewController">
        <layoutGuides>
          <viewControllerLayoutGuide type="top" id="87F-Yr-loB"/>
          <viewControllerLayoutGuide type="bottom" id="wLD-As-WU3"/>
        </layoutGuides>
        <view key="view" contentMode="scaleToFill" id="kh9-bI-dsS">
          <rect key="frame" x="0.0" y="0.0" width="320" height="568"/>
          <autoresizingMask key="autoresizingMask" flexibleMaxX="YES" flexibleMaxY="YES"/>
          <subviews>
            <label opaque="NO" clipsSubviews="YES" userInteractionEnabled="NO"
              contentMode="left" horizontalHuggingPriority="251"
              verticalHuggingPriority="251" fixedFrame="YES" text="Label"
              lineBreakMode="tailTruncation" baselineAdjustment="alignBaselines"
              adjustsFontSizeToFit="NO" translatesAutoresizingMaskIntoConstraints="NO"
              id="PXg-j4-xHk">
              <rect key="frame" x="139" y="129" width="42" height="21"/>
              <autoresizingMask key="autoresizingMask" flexibleMaxX="YES"
                flexibleMaxY="YES"/>
              <fontDescription key="fontDescription" type="system" pointSize="17"/>
              <color key="textColor" cocoaTouchSystemColor="darkTextColor"/>
              <nil key="highlightedColor"/>
            </label>
            <button opaque="NO" contentMode="scaleToFill" fixedFrame="YES"
              contentHorizontalAlignment="center" contentVerticalAlignment="center"
              buttonType="roundedRect" lineBreakMode="middleTruncation"
              translatesAutoresizingMaskIntoConstraints="NO" id="JoT-fk-Gyg">
              <rect key="frame" x="137" y="199" width="46" height="30"/>
              <autoresizingMask key="autoresizingMask" flexibleMaxX="YES"
                flexibleMaxY="YES"/>
              <state key="normal" title="Button">
                <color key="titleShadowColor" white="0.5" alpha="1"
                  colorSpace="calibratedWhite"/>
              </state>
            </button>
          </subviews>
        </view>
      </viewController>
    </objects>
  </scene>
</scenes>
```



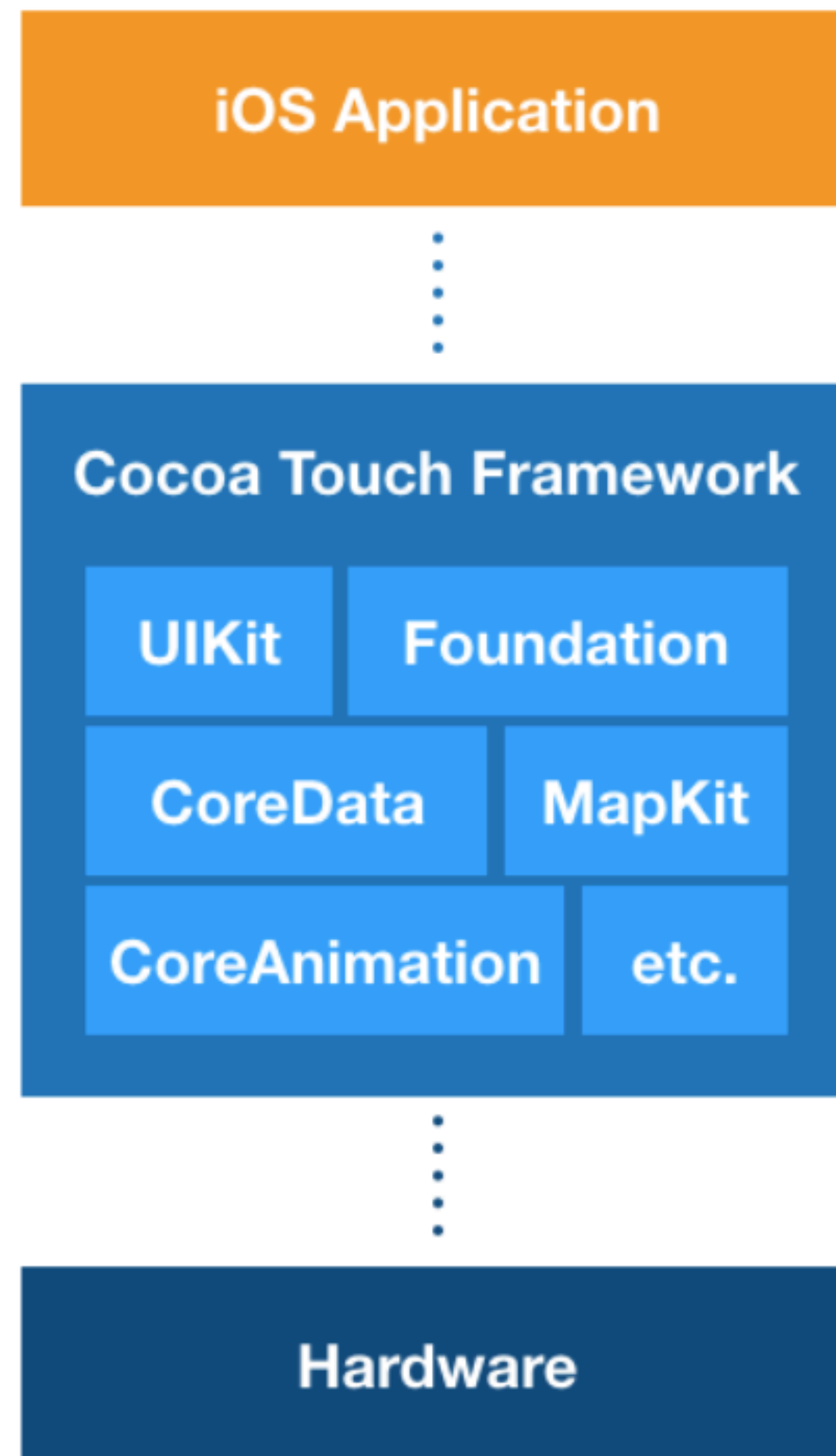
– Principle, Process of UI Customization



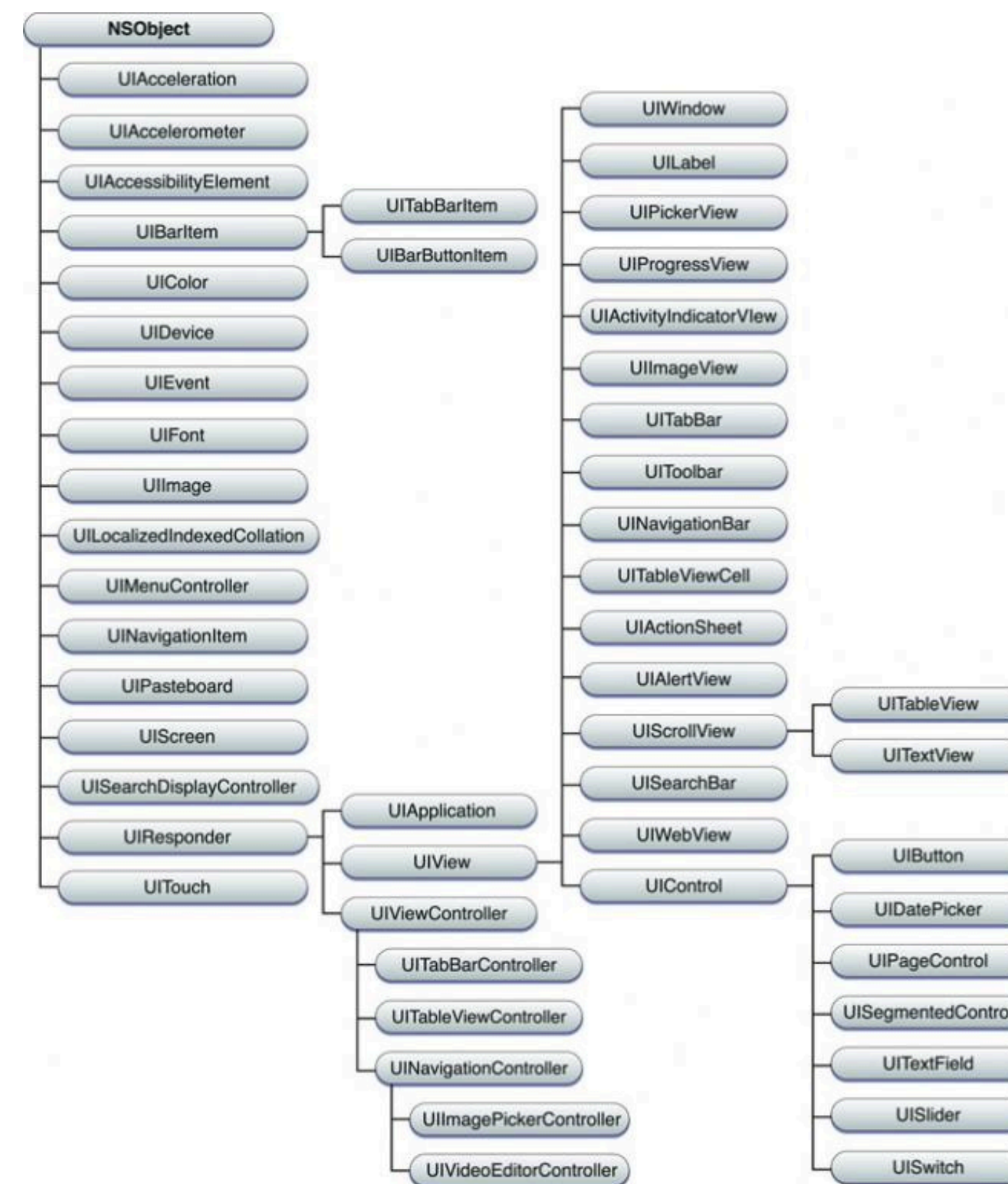
Rendering

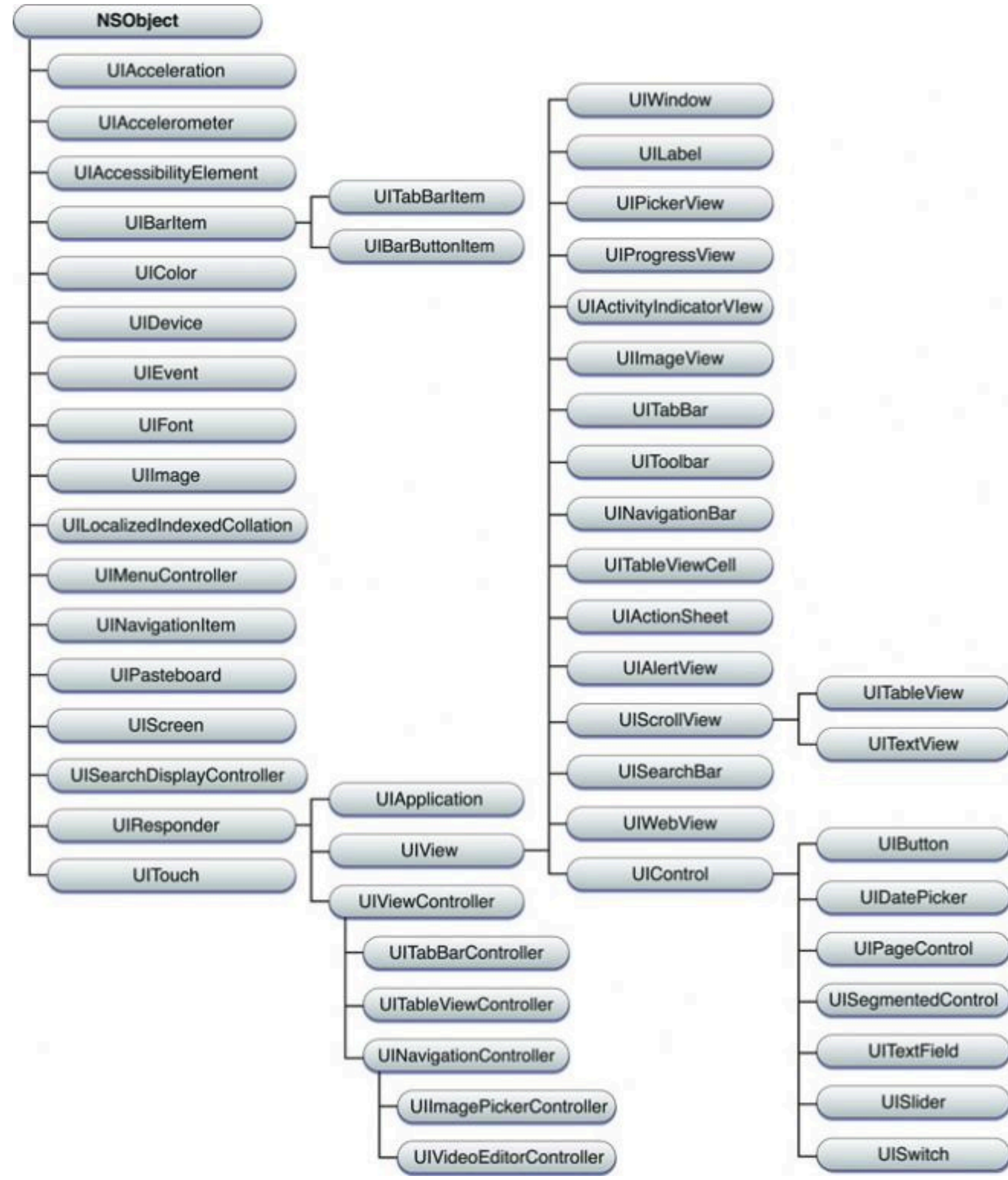


– Cocoa Touch Framework and UI



– Cocoa Touch Framework and UI







– View Controller

- 뷰 컨트롤러는 앱의 근간을 이루는 객체
- 윈도우 객체로부터 전달된 이벤트를 받아 내부적으로 구현된 비즈니스 로직을 실행
- 그 결과로 얻어진 데이터를 콘텐츠로 만들어 화면에 표현하는 등 일련의 작업을 처리



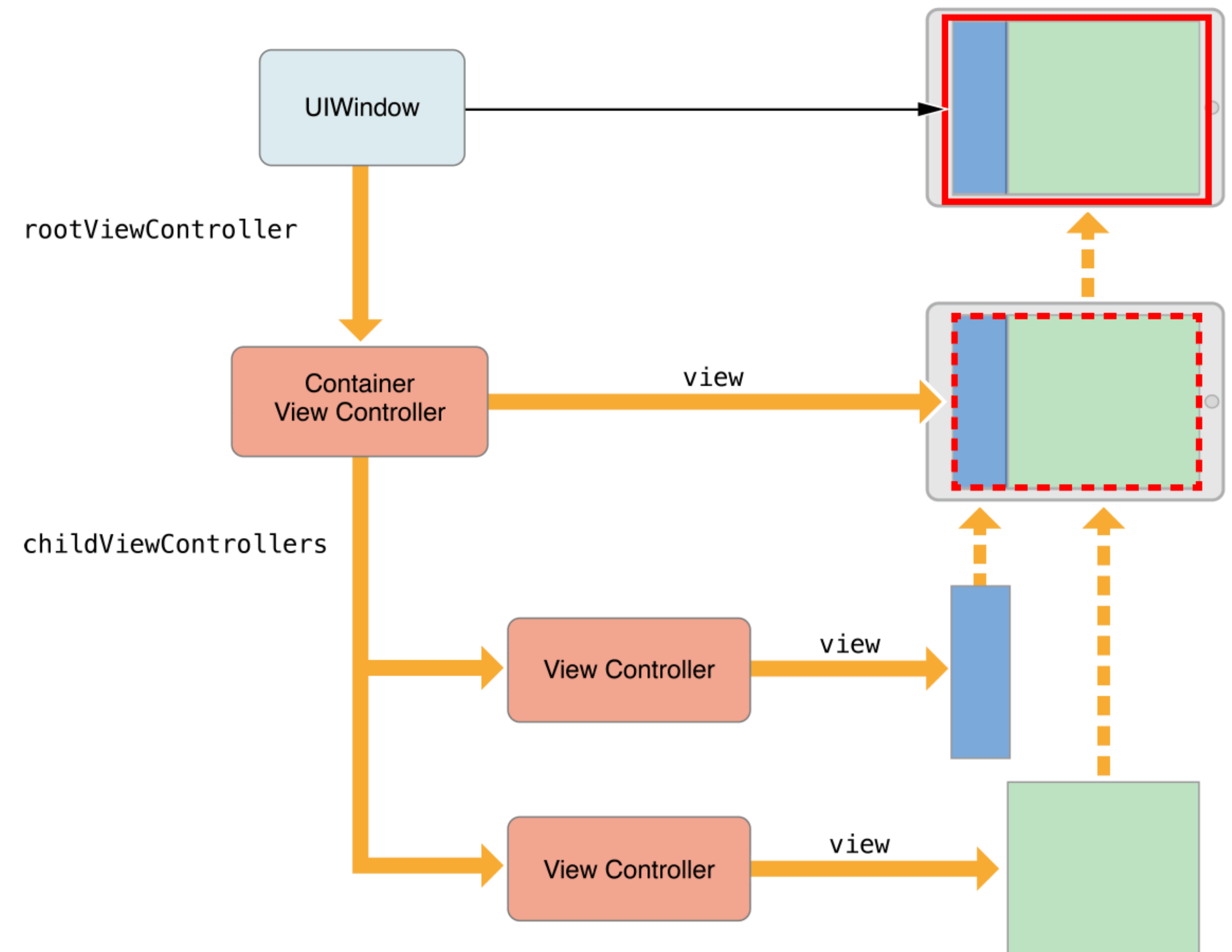
– View Controller

- Contents View Controller
 - Image, Text or HTML Page etc..
 - 기본 화면 구조에 따라..
 - UITableViewController
 - UICollectionViewController
 - UIScrollViewController
 - UIViewConotrller



– View Controller

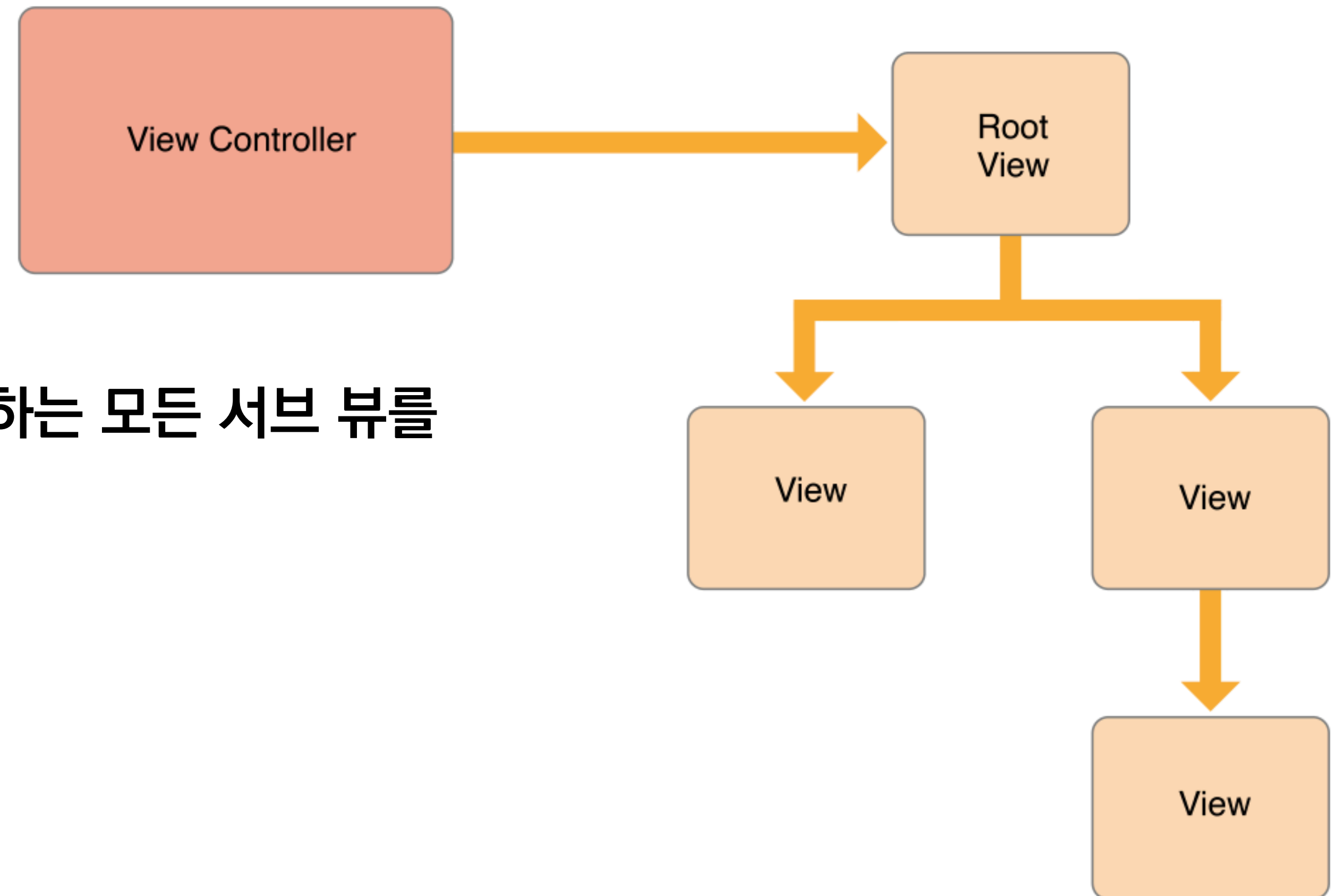
- Container View Controller
- 뷰 컨트롤러와 뷰 컨트롤러의 연결 관계를 관리하는 컨트롤러





– View Controller

- 콘텐츠 뷰 컨트롤러는 컨트롤러 내부에 존재하는 모든 서브 뷰를 포괄하는 단일한 루트 뷰를 가진다





QNA