

UI Customization (1)

G4ENG

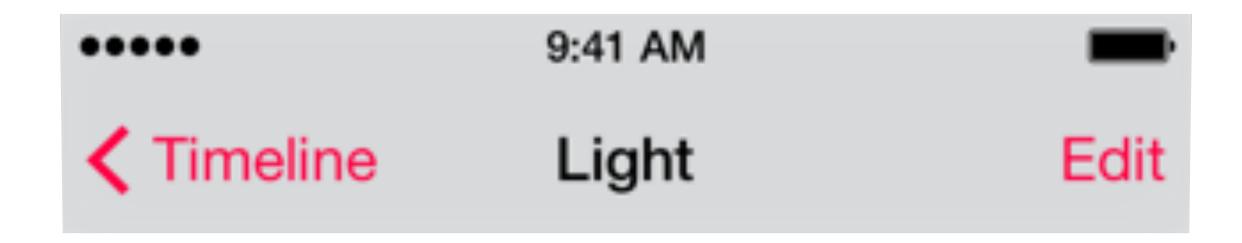
- Agneda

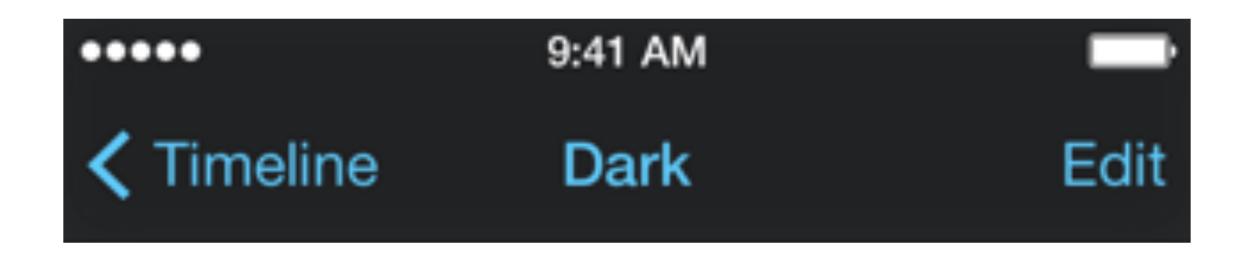
- Concept of Customization
- What is UI Customization in iOS
 - Screen display Structure in iOS
 - Principle, Process of UI Customizing
- Cocoa Touch Framework and User Interface
 - View Controller



- Concept of Customization







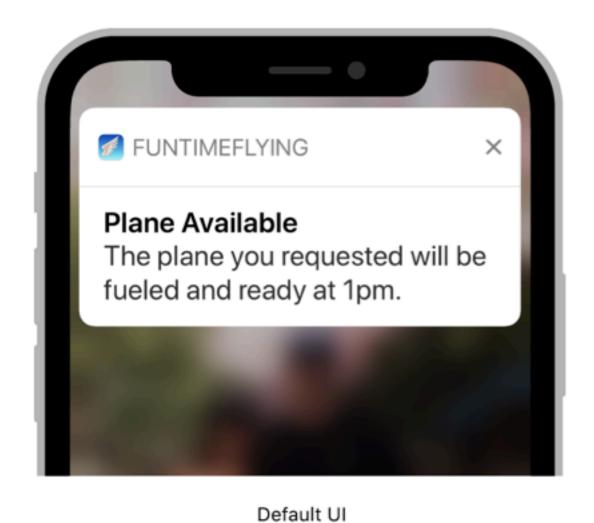


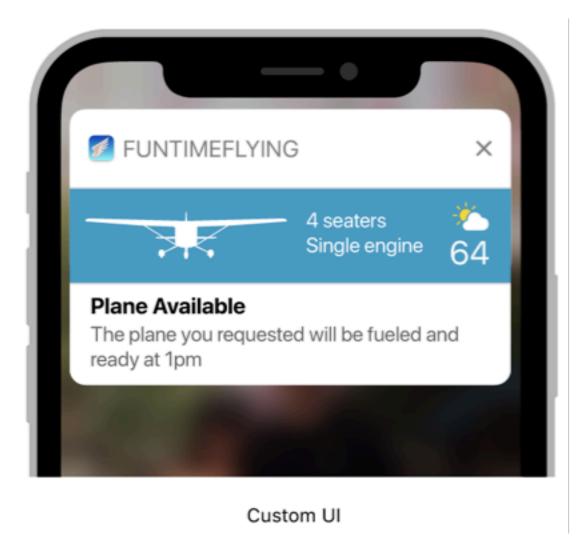
- Concept of Customization

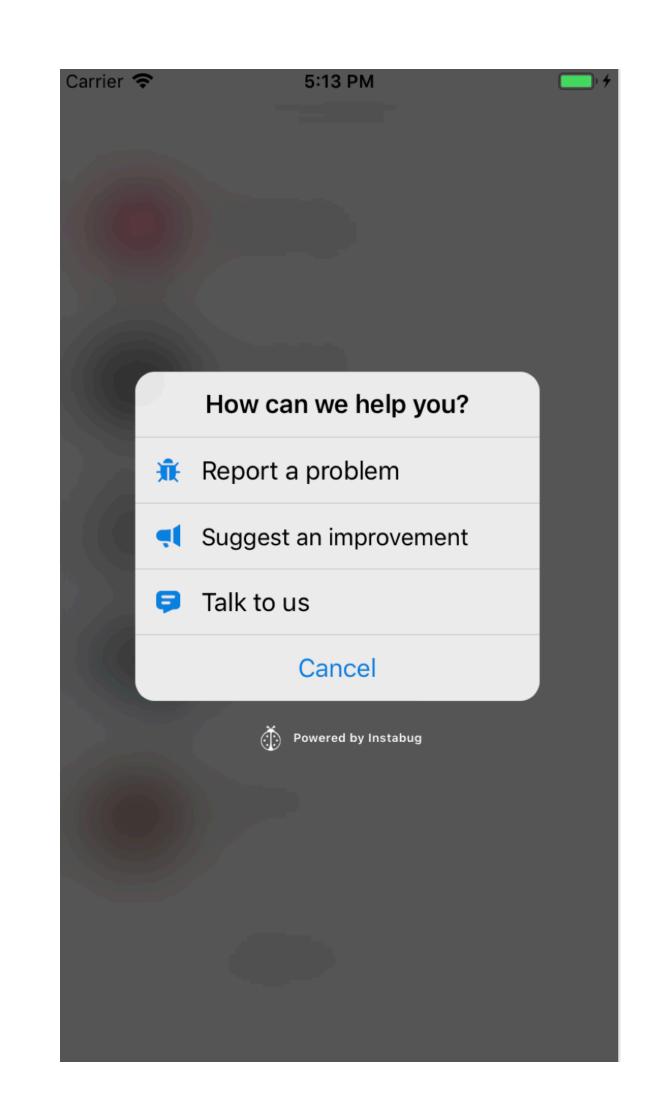




- What is UI Customization in iOS



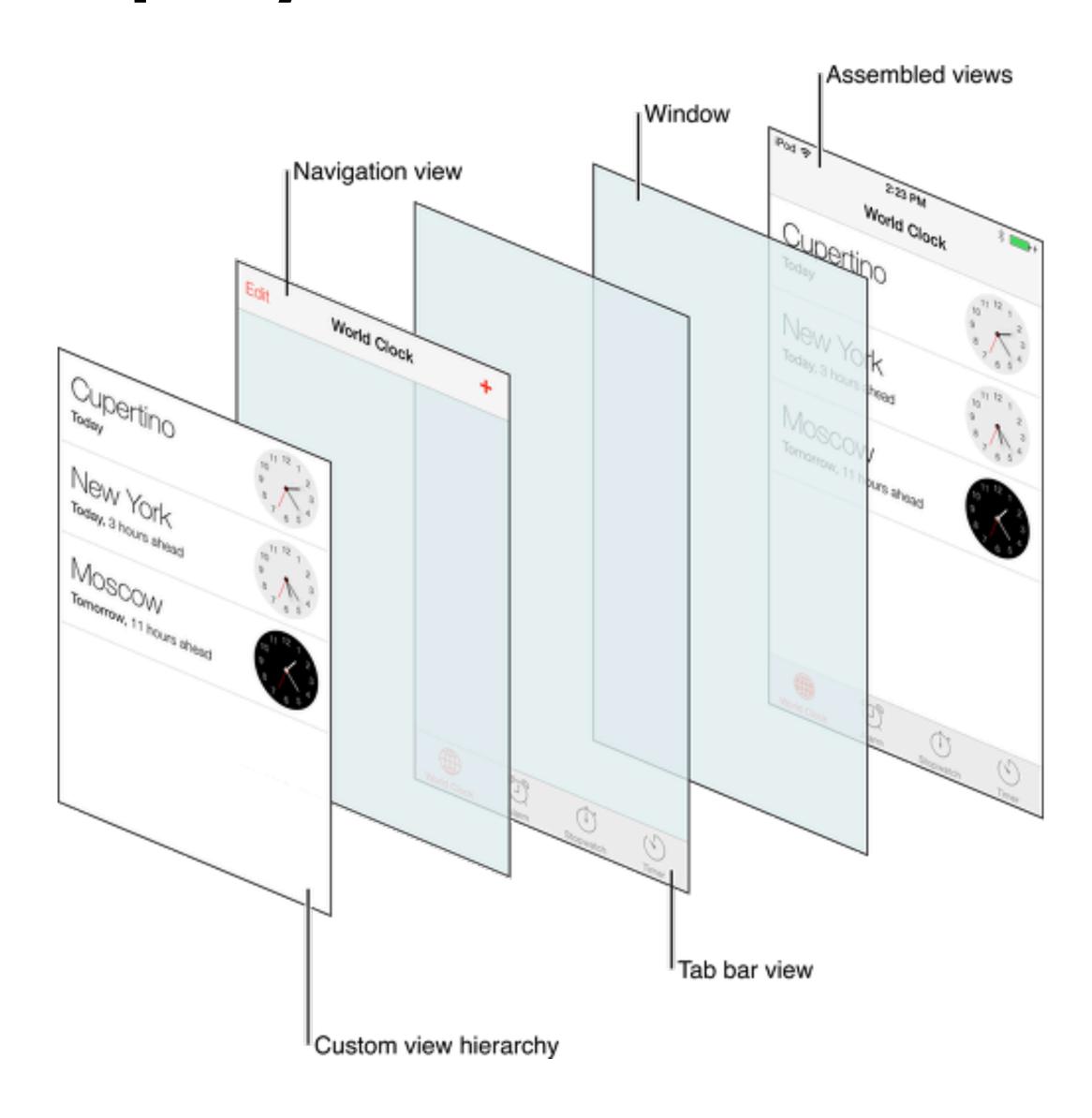


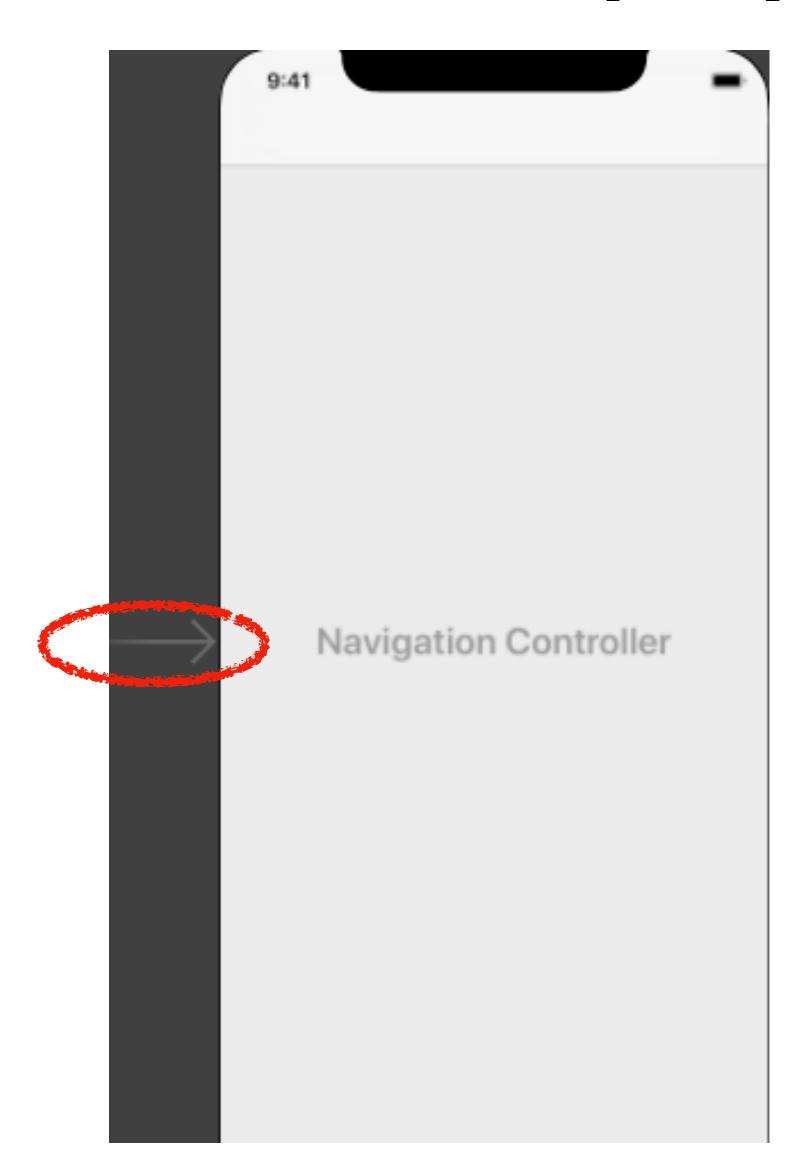




- 윈도우는 iOS에서 디바이스의 스크린을 빈틈없이 채우기 위한 객체
- 뷰는 컨텐츠를 담아 스크린에 표시하고, 사용자의 입력에 반응하는 객체
 - 윈도우의 일부를 자신의 영역에 정의함
 - 필요한 컨텐츠를 채워넣어 스크린에 나타내는 동시에 윈도우로부터 전달된 사용자의 입력에 반응하여 그에 맞는 결과 처리



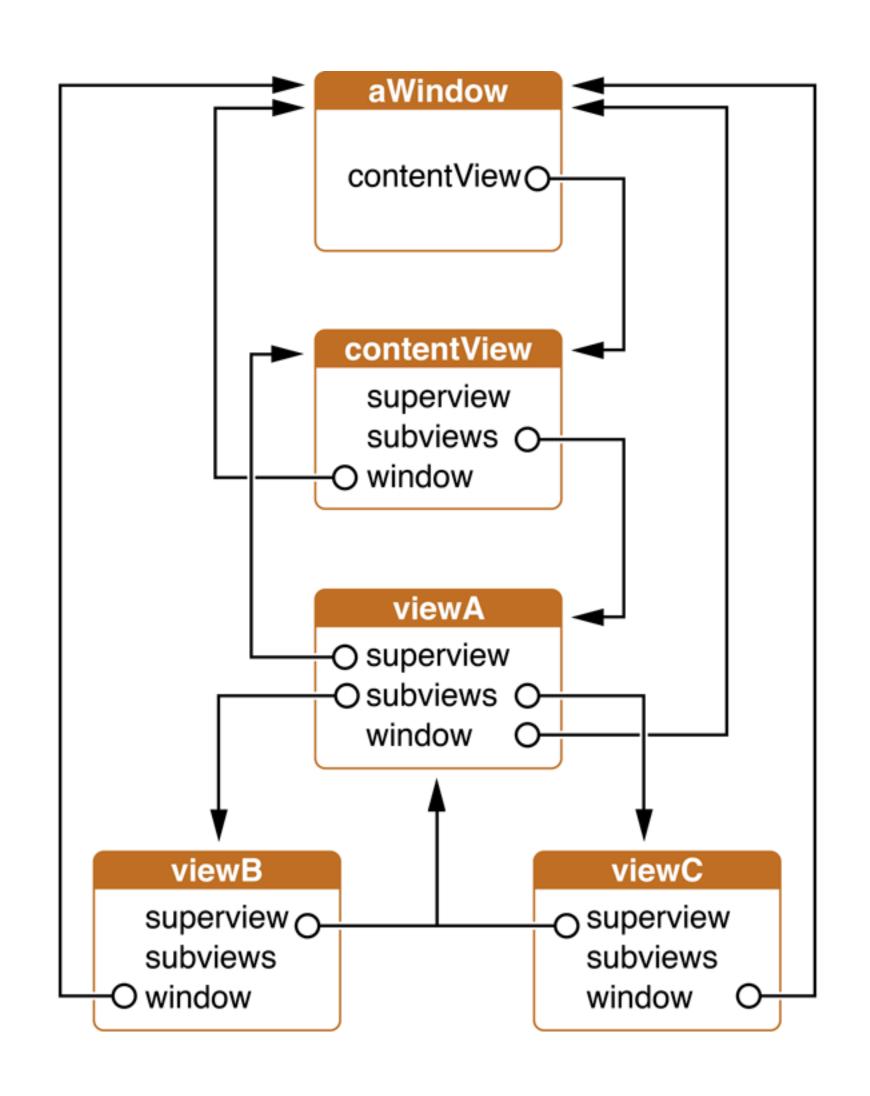




Scene



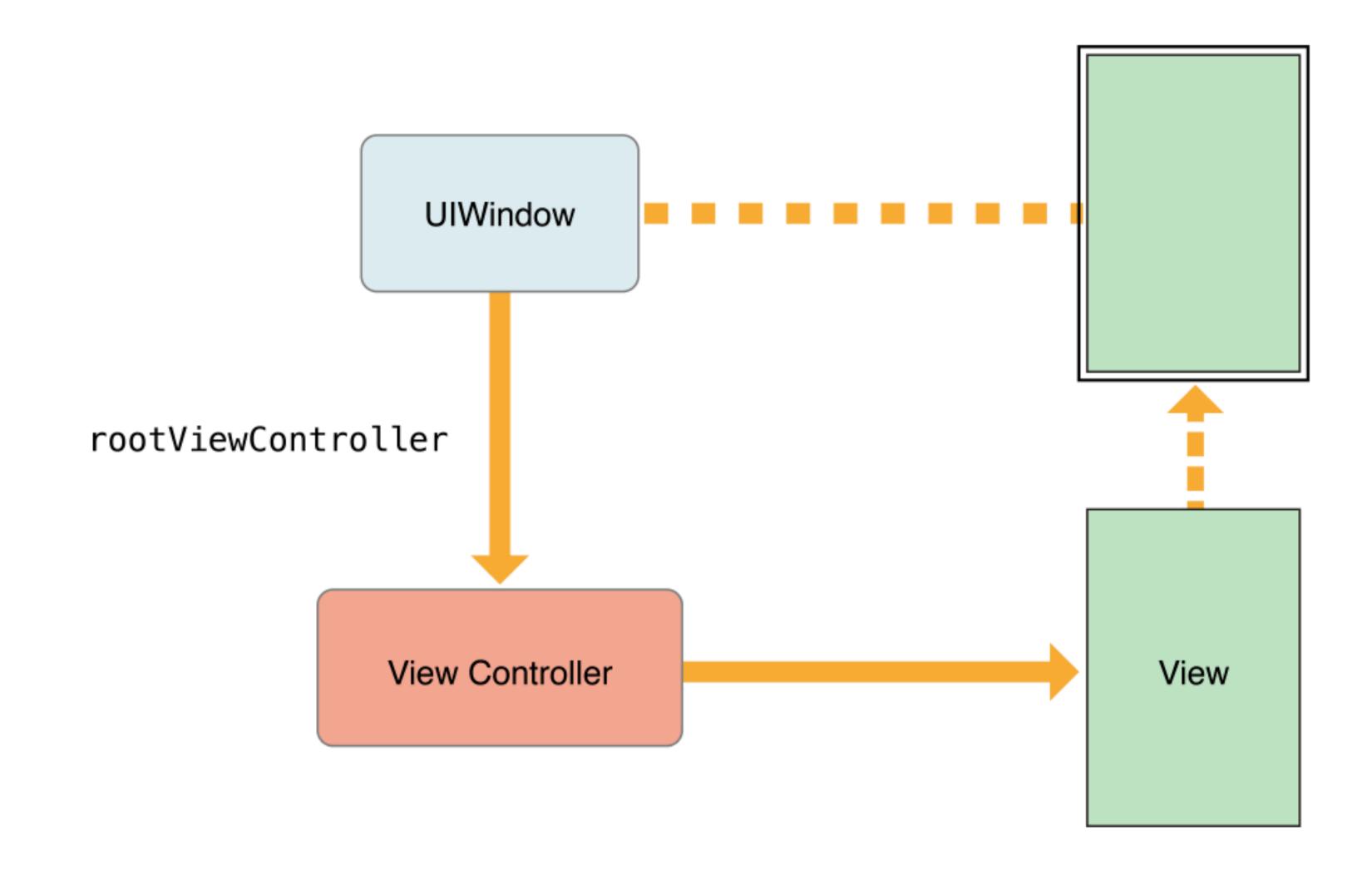




Superview

Subview

Root View





- Principle, Process of UI Customization

Interface Builder —————————> Programming Code

```
\mid 🏭 🗸 🕨 📗 sampleProject 🕽 🧰 sampleProject 🕽 🖺 Main.storyboard 🕽 🗎 Main.storyboard (Base) 🕻 No Selection
sampleProject
                                             <plugIn identifier="com.apple.InterfaceBuilder.IBCocoaTouchPlugin" version="3742"/>
2 targets, iOS SDK 7.0
                                         </dependencies>
▼ image sampleProject
                                         <scenes>
    h AppDelegate.h
                                             <!--View Controller-->
                                             <scene sceneID="ufC-wZ-h7g">
    m AppDelegate.m
                                                     <viewController id="vXZ-lx-hvc" customClass="ViewController"</pre>
    h ViewController.h
                                                         sceneMemberID="viewController">
    m ViewController.m
                                                         <layoutGuides>
     Images.xcassets
                                                             <viewControllerLayoutGuide type="top" id="87F-Yr-loB"/>
                                                             <viewControllerLayoutGuide type="bottom" id="wLD-As-WU3"/>
  ▶ i Supporting Files
                                                         </layoutGuides>
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Frameworks
                                                             <rect key="frame" x="0.0" y="0.0" width="320" height="568"/>
▶ Products
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                                                                      id="PXq-j4-xHk">
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                                                                      <autoresizingMask key="autoresizingMask" flexibleMaxX="YES"</pre>
                                                                          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"</pre>
                                                                      contentHorizontalAlignment="center" contentVerticalAlignment="center"
                                                                     buttonType="roundedRect" lineBreakMode="middleTruncation"
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                                                                      <rect key="frame" x="137" y="199" width="46" height="30"/>
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                                                                              colorSpace="calibratedWhite"/>
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                                                                      <connections>
                                                                          <action selector="pushBtn:" destination="vXZ-lx-hvc"
                                                                              eventType="touchUpInside" id="h4M-MZ-LBn"/>
                                                                      </connections>
                                                                 </button>
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```

```
~uepenuencies>
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</dependencies>
<scenes>
    <!--View Controller-->
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                sceneMemberID="viewController">
                <layoutGuides>
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                    <viewControllerLayoutGuide type="bottom" id="wLD-As-WU3"/>
                </layoutGuides>
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                            <fontDescription key="fontDescription" type="system" pointSize="17"/>
                            <color key="textColor" cocoaTouchSystemColor="darkTextColor"/>
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                        <button opaque="NO" contentMode="scaleToFill" fixedFrame="YES"</pre>
                            contentHorizontalAlignment="center" contentVerticalAlignment="center"
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                            translatesAutoresizingMaskIntoConstraints="NO" id="JoT-fk-Gyg">
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                            <autoresizingMask key="autoresizingMask" flexibleMaxX="YES"</pre>
                                flexibleMaxY="YES"/>
                            <state key="normal" title="Button">
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```



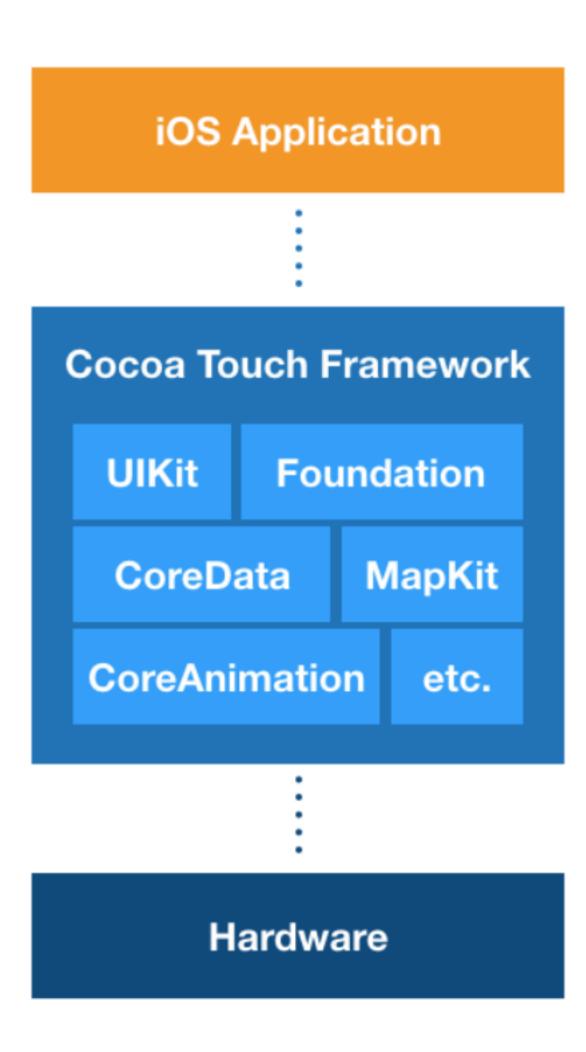
- Principle, Process of Ul Customization



Rendering

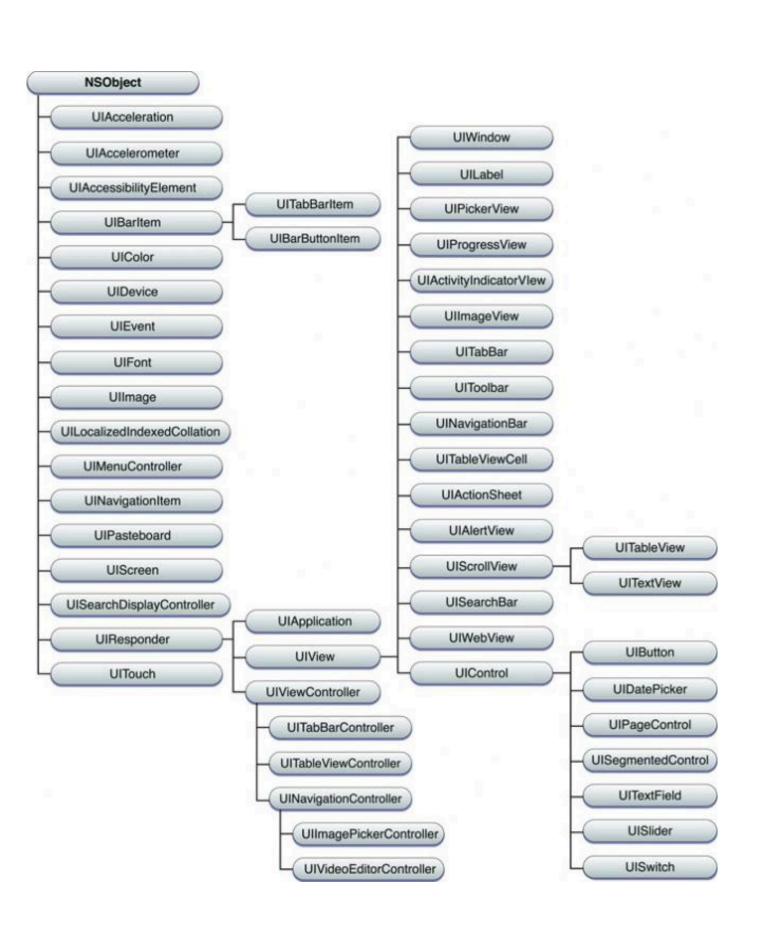


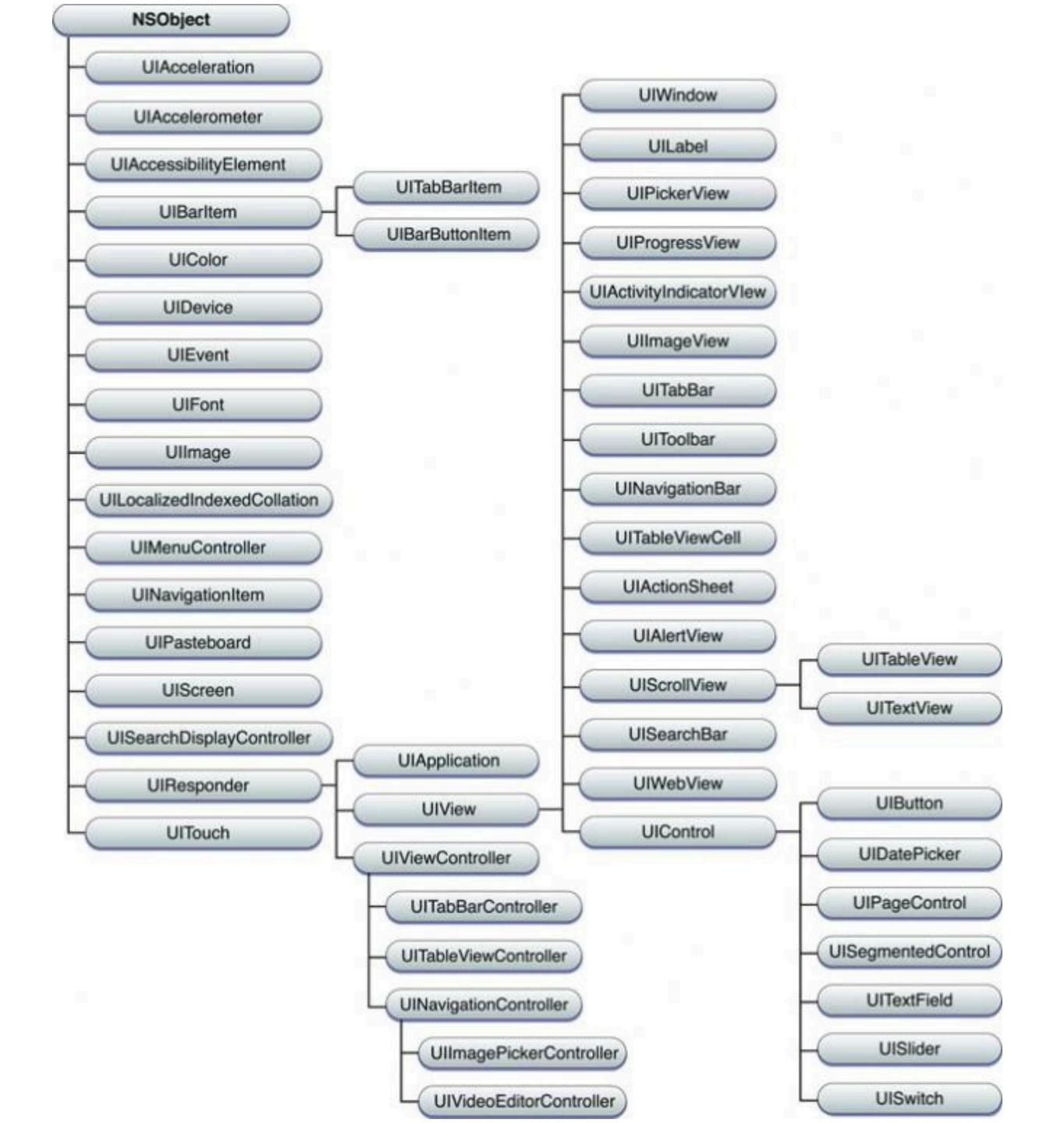
- Cocoa Touch Framework and Ul



- Cocoa Touch Framework and Ul







- View Controller



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

- View Controller

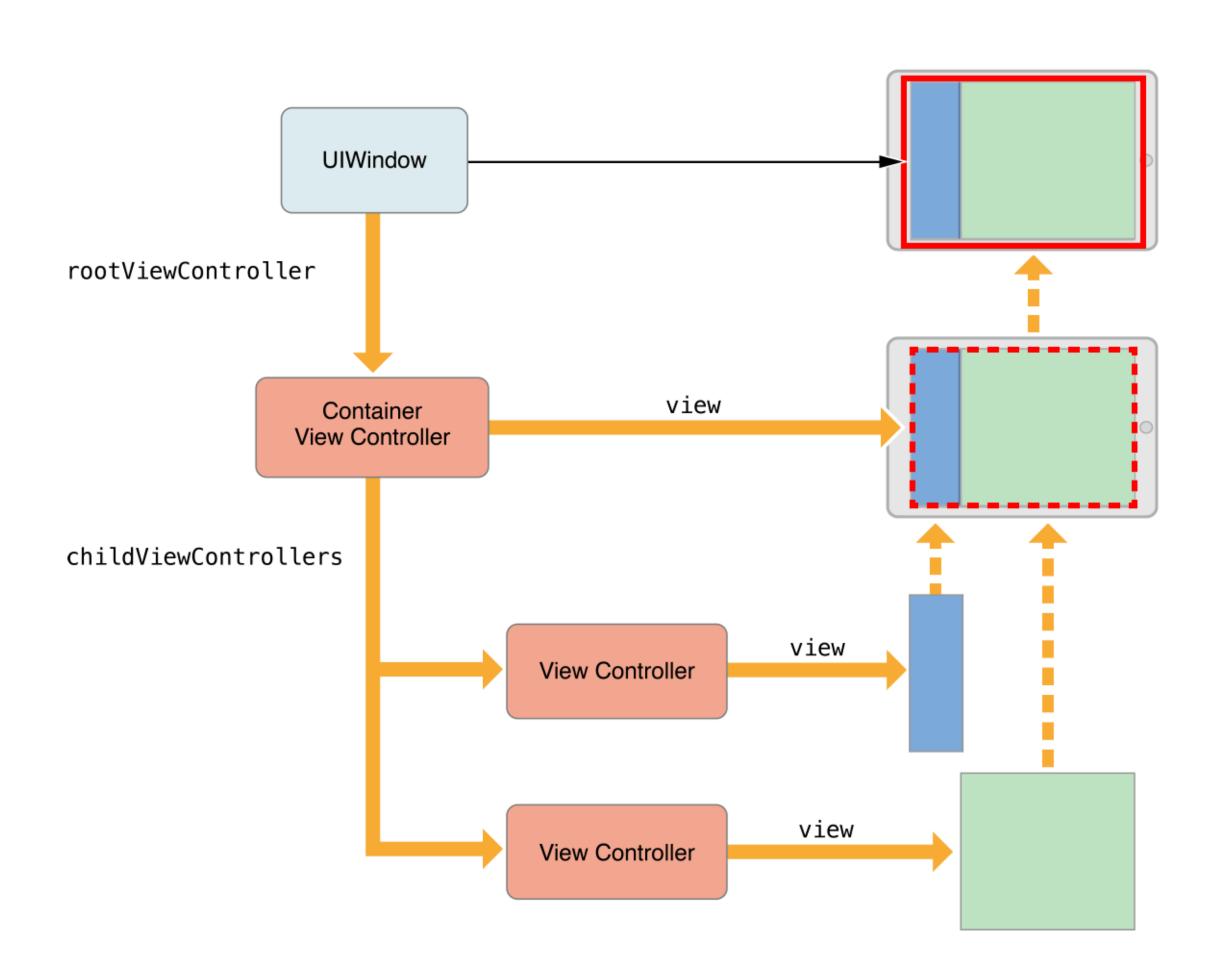


- Contents View Controller
 - Image, Text or HTML Page etc..
 - 기본 화면 구조에 따라..
 - UITableViewController
 - UICollectionViewController
 - UIScrollViewController
 - UIViewConotrller



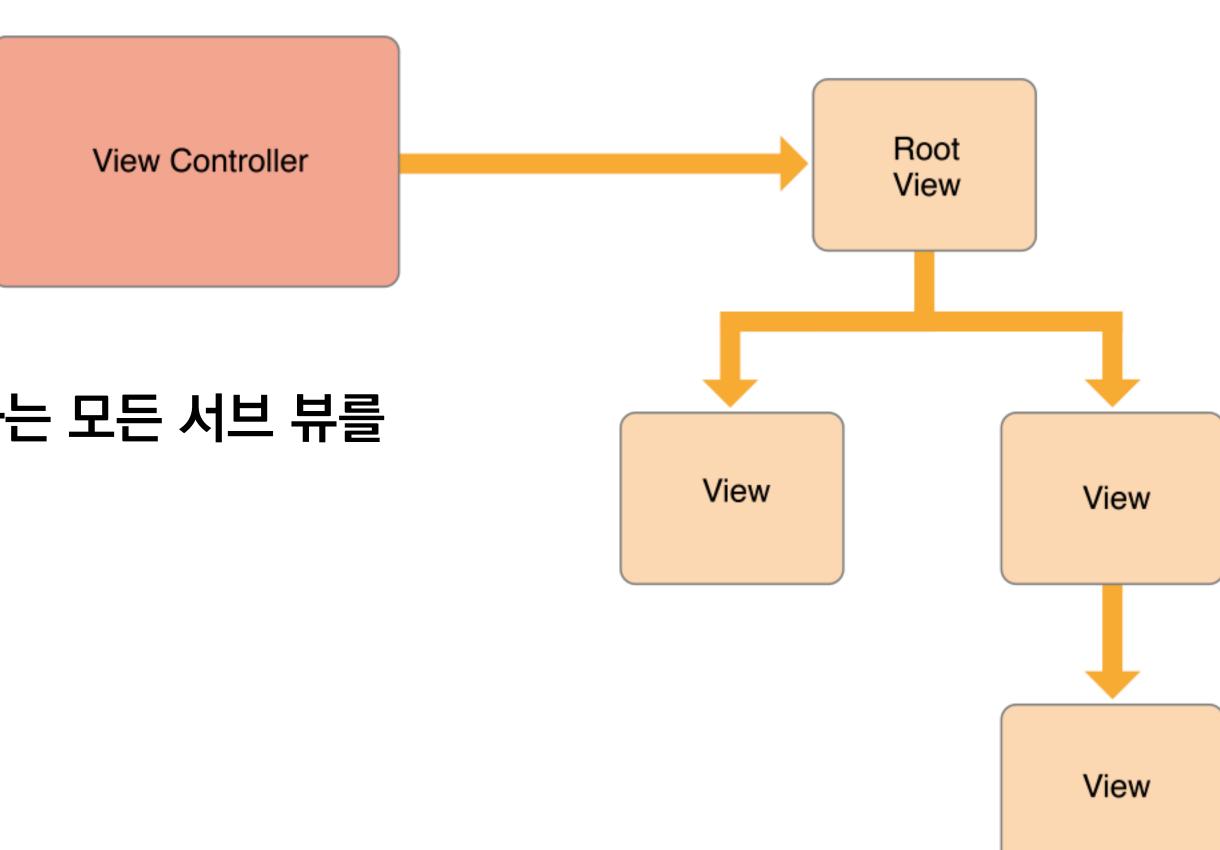


- Container View Controller
 - 뷰 컨트롤러와 뷰 컨트롤러의 연결 관계를 관리하는 컨트롤러





View Controller



• 컨텐츠 뷰 컨트롤러는 컨트롤러 내부에 존재하는 모든 서브 뷰를 포괄하는 단일한 루트 뷰를 가진다



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