Swift 5 for ios

Swift 5 is a programming language . Apple products use the Swift 5 programming language for its ios applications.

ABI stands for Application Binary Interface.

It enables binary compatibility between apps and libraries compiled with different Swift versions. Before Swift 5 every ios application has its own swift version because it isn’t available as part of the ios itself.

From Swift 5, ABI stability would allow future swift versions to be binary compatible with Swift 5.

Fragments

Fragment is an activity uses multiple times. Multiple fragments can be use in single activity to build a multi pane UI. Fragment is flexible. It can fit to large screen like tablet.

If we take an example that an activity having list of contents. All contents which having multiple activities that can be combine in single activity. Here can add or remove the fragment while the activity is running.

Adapter

Adapter is like a bridge to connect the data for the views and adapterview . Adapter provides access to the data items.

ArrayAdapter: It provides the collection of view data items.

Recyclerview

Recyclerview is use to display the same data repeatedly. Here when a data is design in a format ,that same data format is needed for multiple times we use recyclerview.

EventHandler and EventListener

These two are input events, used to respose from button,editText. When we click on button and touches the edittext ,it should be react and function.

EventListener interface with view class that has single callback method. The interfacing listerners are onclick( ), onLongclick( ), onTouch( ).

Event handlers

If you're building a custom component from View, then you'll be able to define several callback methods used as default event handlers.

[onKeyDown(int, KeyEvent)](https://developer.android.com/reference/android/view/View.html#onKeyDown(int,%20android.view.KeyEvent)) - Called when a new key event occurs.

[onKeyUp(int, KeyEvent)](https://developer.android.com/reference/android/view/View.html#onKeyUp(int,%20android.view.KeyEvent)) - Called when a key up event occurs.

[onTrackballEvent(MotionEvent)](https://developer.android.com/reference/android/view/View.html#onTrackballEvent(android.view.MotionEvent)) - Called when a trackball motion event occurs.

[onTouchEvent(MotionEvent)](https://developer.android.com/reference/android/view/View.html#onTouchEvent(android.view.MotionEvent)) - Called when a touch screen motion event occurs.

[onFocusChanged(boolean, int, Rect)](https://developer.android.com/reference/android/view/View.html#onFocusChanged(boolean,%20int,%20android.graphics.Rect)) - Called when the view gains or loses focus.

Gestures

Guesters are use to interface with app. By touch or clicking on any guester it will be take to another function or take to details of that content.

Different types of gestures: [scroll gesture](https://developer.android.com/training/gestures/scroll.html)**,** [multi-touch gestures](https://developer.android.com/training/gestures/multi.html)**,** [Drag and scale](https://developer.android.com/training/gestures/scale.html)**,** [touch events](https://developer.android.com/training/gestures/viewgroup.html)