

# 2019.07.05

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## Udemy 深入淺出iPhone開發（使用swift 4）

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### 第一節 你的第一款應用程式：Hello swift

- 申請成為開發者
  - 熟悉、使用xcode
  - 了解button連結 (action)
  - 了解label連結 (outlet)
  - `viewDidLoad()` 是在畫面剛讀入時執行
  - `didReceiveMemoryWarning()` 是在記憶體不夠時執行
  - 連結元件到程式碼是按住control鍵拖曳
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### 第二節 swift語言快速上手：基礎型別

- playground
- 變數宣告 `var a = 5`
- 常數宣告 `let b = 2.5`
- 變數/常數+型別

```
var age:Int = 4
var weight:Float = 66.6
let pi:Double = 3.14
```

- 浮點數

```
age / weight
//錯誤，整數不能直接除小數
Float(age) / weight
//須先轉型成Float，再做除法
5/2
// 2，整數除整數會無條件捨去到整數位
Double(5)/2
// 2.5，若要得到正確答案，須先轉型
```

- 布林值 `var isLocked:Bool = true`
- 字串

```
var language:String = "swift"
let hello:String = "Hello"

hello + " " + language
//output: "hello swift", 連結字串用加號
var str = "my language is \(language)"
//output: "my language is swift", 也可以用\ (變數) 來加入字串
"my language is \(\"swift\""
//output: "my language is \"swift\"", 若字串中有雙引號, 要在雙引號前放上跳脫字元\

var str = "aAbBCc"
str.lowercased() //output: "aabbcc"
str.uppercased() //output: "AABBCC"

var str = """
a b c
d e f
g h i
"""
//output: "a b c\nd e f\ng h i", 多行字串用"""包起來
```

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### 第三節 集合型別

- 陣列

```
//索引值從0開始
var array:[String] = ["A","b","c","D","EF"]
//索引值      0   1   2   3   4
array[0] //output: "A"
array[3] //output: "D"
array[5] //錯誤, 沒有5號元素

array.count //output: 5, 計算陣列有多少成員

array.append("ghi") //array: ["A", "b", "c", "D", "EF", "ghi"]
// array.append(): 在陣列後面加入新成員

array.insert("new", at: 3)
// array: ["A", "b", "c", "new", "D", "EF", "ghi"]
// array.insert(): 在指定位址插入新成員

array.remove(at: 2)
// array: ["A", "b", "new", "D", "EF", "ghi"]
// array.remove(): 刪除指定位置的成員

array.removeLast()
// array: ["A", "b", "new", "D", "EF"]
// array.removeLast(): 刪除最後一個元素
```

```
array.removeFirst()
// array: ["b", "new", "D", "EF"]
// array.removeFirst():刪除第一個元素

array.append(1)
//錯誤，array只能存放同一型別的成員

array.reverse()
// array: ["EF", "D", "new", "b"]
// array.reverse():將array反轉

var array2:[String] = ["1","2","3"]

array = array + array2
// array: ["EF", "D", "new", "b", "1", "2", "3"]
// array加法：把兩個陣列連起來

//建立空陣列的方法
var array:[Int] = []
var array2 = [Int]()
```

- 字典

```
var e2c:[String:String] = ["one":"一","two":"二","three":"三"]
// 鍵值對格式：key:value，每組鍵值對間用逗號隔開
e2c["one"]    // output: "一"
e2c["three"]  // output: "三"
e2c["two"]    // output: "二"
e2c["ten"]    // output: nil
// 用不存在的key取值會得到nil

// 更新value的方法
e2c["one"] = "壹"
// e2c: ["one": "壹", "two": "二", "three": "三"]
e2c.updateValue("一", forKey: "one")
// e2c: ["one": "一", "two": "二", "three": "三"]

// 加入新的鍵值對
e2c["four"] = "四"
e2c.updateValue("五", forKey: "five")
// e2c: ["one": "一", "three": "三", "four": "四", "five": "五", "two": "二"]

// 刪除鍵值對
e2c["five"] = nil; // nil代表空
e2c.removeValue(forKey: "four")
// e2c: ["one": "一", "two": "二", "three": "三"]
```

- if判斷式

```
var price = 80;

if price < 70{
    print("Very cheap")
} else if price > 130{
    print("Are you crazy?")
} else {
    print("buy it")
}

// && : 且, || : 或
```

- switch

```
var price = 80
switch price {
case 20...40:
    print("cheap")
case 70,80,90:
    print("ok")
case 200:
    print("expensive")
default:
    print("???")
}
// default不可省略
// 20...40 是指20到40都會進入這個case
// 70,80,90 是指70,80,90這三個會進入這個case
```

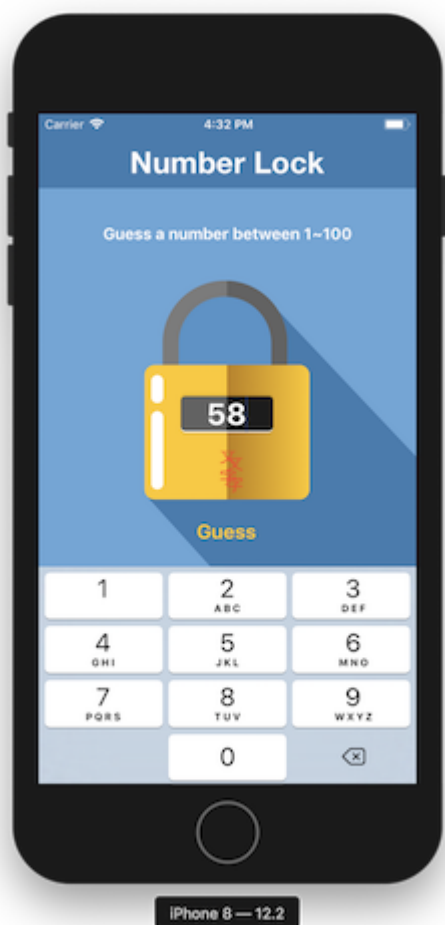
- 解鎖大師遊戲APP

```
// 取亂數
import GameKit
var answer:Int = GKRandomSource.sharedRandom().nextInt(upperBound:
100)+1

// 修改StatusBarStyle
override var preferredStatusBarStyle: UIStatusBarStyle{
    return .lightContent
}

// 修改背景圖
@IBOutlet weak var background: UIImageView!
background.image = UIImage(named: "Finish")
```

```
// 修改messageLabel.text  
messageLabel.text = "Guess a number between \(\min\) to \(\max\)"
```



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## 2019.07.19

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### 第五節 重複做事情的好幫手：迴圈

- for loop

```
// 格式  
for 自己設定的名字 in 陣列的名字{  
    // 要執行的程式碼  
}  
  
let array:[Int] = [1,2,3,4,5]  
for i in array{  
    print(i)  
}  
  
// output: "1\n2\n3\n4\n5\n"  
  
var array2:[Int] = []  
for i in array{  
    array2.append(i+2)}
```

```

}
// array2: [3, 4, 5, 6, 7]

let strArr:[String] = ["Acs","CcC","ewf","cAc"]
var strArr2:[String] = []
for str in strArr{
    strArr2.append(str.lowercased())
}
// output: ["acs", "ccc", "ewf", "cac"]

// 全閉範圍區間 1...5 指的是 (1,2,3,4,5)
// 半壁範圍區間 1..<5 指的是 (1,2,3,4)
for index in 1...100{
    print(index)
}
// 從1印到100

// 若for 中用不到index 可將index改為_
for _ in 1...3{
    print("HI")
}
// 迴圈做3次

// 九九乘法表
for num1 in 1..<10{
    for num2 in 1..<10{
        print("\(num1) * \(num2) = \(num1*num2)")
    }
}

for index in 1...10 where index%2 == 1{
    print(index)
}
// output: "1\n3\n5\n7\n9\n"

// for + dictionary
let e2c:[String:String] = ["one":"一","two":"二","three":"三"]
for (key,value) in e2c{
    print("\(key):\(value)")
}
// output: "three:三\ntwo:二\none:一\n"

```

- tuple 元組，把很多資料用小括號包起來

```

// (key,value) : 稱為元組(tuple)，把很多資料用小括號包起來

let colors = ("red","orange","yellow","green")
// 元組用 colors.0 的方式存取

// tuple 中可存不同型別
let tuple = ("a",12,true,3.14,[1,2,3])
let e2c = (one:"一",two:"二",three:"三")

```

```
e2c.one // output: "—"
e2c.0   // output: "—"
```

- while loop

```
var index = 1
while index <= 10 {
    print(index)
    index += 1
}

// while + array
let array:[Int] = [1,2,3,4,5]
var index = 0
while index < array.count{
    print(array[index])
    index += 1
}

// repeat-while
repeat{
    print("just do it \$(index) times.")
    index += 1
}while index < 11
// 從1印到10
// repeat-while 即使條件不符合，最少會執行一次，類似其他的do-while
```

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## 第六節 函式：呼叫我！使命必達！

- DRY:Don't Repeat Yourself：避免使用重複程式碼
- function

```
// 定義函式：函式還不會執行
func functionName(parameter){
    // 會需要重複做的事情
}

// 呼叫函式：函式執行
functionName(parameter)

func eat(foodName:String){
    print("eat "+foodName)
}
eat(foodName: "hamburger")
// output: eat hamburger
eat(foodName: "pizza")
// output: eat pizza

// 有回傳值的函式
```

```
func add(num1:Int,num2:Int) -> Int{
    return num1 + num2
}
let ans = add(num1: 2, num2: 6)

// 沒有回傳值的寫法
func functionName(parameter){
}
func functionName(parameter) -> Void{
}
func functionName(parameter) -> (){
}

// 外部參數名： withWidth、andHeight
// 內部參數名： width、height
func calculateArea(withWidth width:Float, andHeight height:Float) ->
Float{
    return width * height
}
calculateArea(withWidth: 12.3, andHeight: 45.6)

// 省略外部參數名
func buy(_ thing:String){
    print("buy "+thing)
}
buy("macbook")
```

- 變數可視範圍
  - 大括號裡面看得到外面

```
var a:Int = 10
if true{
    print(a)
}
// output: 10
```

- 大括號外面看不到裡面

```
if true{
    let i = 12
}
print(i)
// output: 5
```

- 大括號創造了新的命名空間



```
let i = 5
if true{
    let i = 12
}
print(i)
// output: 5
```

## 第七節 閉包：請先想成這是沒有名字的函式

- closure(閉包)
- 沒有外部參數名

```
let helloClosure = {
    print("hello")
}
helloClosure()

let add = {
    (num1:Int,num2:Int) -> Int in
    return num1 + num2
}
add(3,5)
// closure也有型別
// helloClosure 的型別是()->()
// add 的型別是(Int,Int)->Int
```

- 可當作變數傳入函式

```
func calculate(num1:Int,num2:Int,operation:(Int,Int)->Int){
    print(operation(num1,num2))
}
let add = {
    (num1:Int,num2:Int) -> Int in
    return num1 + num2
}
calculate(num1: 3, num2: 4, operation: add)
```

- 簡寫closure
  1. 已經能夠確認參數與回傳值得型別的話，可以刪除，可以刪除Closure裡面參數跟回傳值得型別

```
// before
let add = {
    (num1:Int,num2:Int) -> Int in
    return num1 + num2
}
```

```
// after
let add:(Int,Int)->Int = {
  (num1,num2) in
  return num1 + num2
}
```

2. 程式碼只有一行的情況下可以刪除return

```
// before
let add:(Int,Int)->Int = {
  (num1,num2) in
  return num1 + num2
}
// after
let add:(Int,Int)->Int = {
  (num1,num2) in num1 + num2
}
```

3. 用\$0,\$1,\$2...代替傳進來的參數名稱

```
// before
let add:(Int,Int)->Int = {
  (num1,num2) in num1 + num2
}
// after
let add:(Int,Int)->Int = { $0 + $1 }
```

4. 如果是最後或是唯一一個參數，可把closure放在參數小括號外

```
// before
let numberArrayAddTen = numberArray.map({ $0+10 })
// after
let numberArrayAddTen = numberArray.map(){ $0+10 }
```

5. 如果是唯一一個參數，可省略參數小括號

```
// before
let numberArrayAddTen = numberArray.map(){ $0+10 }
// after
let numberArrayAddTen = numberArray.map{ $0+10 }
```

- 陣列的 map() 方法：把陣列的每個成員拿出來做一些事情

```
var numberArray=[1,3,5,7,9,2,4,6,8,10]
let numberArrayAddTen = numberArray.map {$0 + 10}
}
// output: [11,13,15,17,19,12,14,16,18,20]
```

- 陣列的 filter() 方法：過濾功能

```
var numberArray=[1,3,5,7,9,2,4,6,8,10]
let numberArrayEven = numberArray.filter {$0 % 2 == 0}
// output: [2, 4, 6, 8, 10]
```

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## 第八節 optional 與質數判斷APP

- optional型別 (非必需的)

```
var i:Int = 10
// i的型別是Int，儲存10
var j:Int = nil
// error: j的型別是Int，無法儲存nil
var k:Int? = nil
// 為了儲存nil和Int，必須使用optional Int型別(Int?)
var isLightOn:Bool? = nil;
// 為了儲存nil和Bool，必須使用optional Bool型別(Int?)

var x:Int?
// x預設為nil

var y:Int? = 8;
print(y)
// output: optional(8)

y+2
// error: optional Int 和 Int無法相加

var z:Int!;
// 除了用Int?表示optional外，也可用Int!表示
// 用Int!在程式中，都不會檢查值是否為nil，類似其他語言
```

- 處理optional的方法
  - 強迫解開包裝 force unwarping

```
// 在變數後加上!可以強迫解開包裝
var x:Int? = 8
x! + 2
// output: 10
```

```
var y:Int? = nil
y! + 2
// error
```

## 2. 先判斷是否有值，再做後續的處理

```
var x:Int? = 8;
if x != nil{
    x! + 2
    // output: 10
    x = x! + 2
    // x: optional(10)
}
```

## 3. optional binding:最好的處理方式

```
var x:Int? = 8;
if let myNumber = x{
    myNumber + 2
}
```

- TernaryConditional operator(三元運算子)

```
var x:Int? = 3
var y:Int
y = x != nil ? x! : 0
//等價於下面
if x != nil{
    y = x!
} else {
    y = 0
}
```

- Nil-Coalescing operator(空值聚合運算子)

```
var x:Int? = 3
var y:Int
y = x ?? 0
//等價於下面
if x != nil{
    y = x!
} else {
```

```
    y = 0
}
```

- 質數判斷APP
- playground練習

```
let inputNumber: Int = 18
var isPrime: Bool? = true

if inputNumber <= 0 {
    isPrime = nil
} else if inputNumber == 1 {
    isPrime = true
} else {
    for i in 2..<inputNumber {
        if(inputNumber % i == 0) {
            isPrime = false
        }
    }
}

if isPrime == true {
    print("\(inputNumber) is prime")
} else if isPrime == false {
    print("\(inputNumber) isn't prime")
} else {
    print("reenter")
}

// 函數寫法
func checkPrime(withNumber testNumber: Int) -> String {
    var isPrime: Bool? = true

    if testNumber <= 0 {
        isPrime = nil
    } else if testNumber == 1 {
        isPrime = true
    } else {
        for i in 2..<testNumber {
            if(testNumber % i == 0) {
                isPrime = false
            }
        }
    }

    if isPrime == true {
        return "\(testNumber) is prime"
    } else if isPrime == false {
        return "\(testNumber) isn't prime"
    } else {

```

```

        return "reenter"
    }
}
print(checkPrime(withNumber: inputNumber))

```

- @IBAction interface builder Action
- push the keyboard on :inputTextField.becomeFirstResponder()
- viewController.swift

```

import UIKit

class ViewController: UIViewController {

    @IBOutlet weak var inputTextField: UITextField!

    @IBOutlet weak var resultLabel: UILabel!

    override var preferredStatusBarStyle: UIStatusBarStyle{
        return .lightContent
    }

    @IBAction func doThePrimeTest(_ sender: UIButton) {
        // 1.把文字輸入框的文字拿出
        if let inputText = inputTextField.text, let inputNumber =
Int(inputText){
            // 3.用checkPrime()得到輸出的字串
            // 4.用resultLabel顯示結果
            checkPrime(withNumber: inputNumber){
                self.resultLabel.text = $0
                self.resultLabel.isHidden = false
            }
        }
        inputTextField.text = ""
    }

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
        // push the keyboard on
        inputTextField.becomeFirstResponder()
    }

    func checkPrime(withNumber testNumber:Int) -> String{
        var isPrime:Bool? = true

        if testNumber <= 0 {
            isPrime = nil
        } else if testNumber == 1{
            isPrime = true
        } else {

```

```
        for i in 2..<testNumber{
            if(testNumber % i == 0) {
                isPrime = false
                break
            }
        }

        if isPrime == true {
            return "\(testNumber) is prime"
        } else if isPrime == false{
            return "\(testNumber) isn't prime"
        } else {
            return "reenter"
        }
    }

    func checkPrime(withNumber number:Int,andCompletionHandler
handler: (String)->()){
        handler(checkPrime(withNumber: number))
    }
}
```



- 作品截圖

---

## 第九節 物件導向程式設計(上)

- OOP : object-oriented programming

```
// Lego類別，可想成是製造物件的藍圖
// 類別名稱第1個字通常用大寫
class Lego{
    // 物件有的屬性(property)，描述物件的特性
    var color = "blue"
    var size = 8;

    // 物件的方法，描述物件會做的事
    func connect() {
        print("connect with another block")
    }
    func remove() {
        print("disconnect with another block")
    }
}

let oneBlock = Lego()
// Lego() : 建立樂高物件

oneBlock.color
```



```
oneBlock.size
// 存取oneBlock這塊樂高的屬性

class Baby {
    var name:String = "Tom"
    var age:Int = 1

    func sleep(){
        print("sleep")
    }

    func introduceSelf(){
        print("My name is \$(name)")
    }
}

let baby1 = Baby()
let baby2 = Baby()
baby2.name = "Nancy"

baby1.introduceSelf()
// output: My name is Tom
baby2.introduceSelf()
// output: My name is Nancy

// 每個不同的物件是相互獨立的
```

- 初始化

```
class Baby {
    var name:String
    var age:Int

    init(){
        // 要先初始化屬性，才能呼叫方法
        name = "Tom"
        age = 1
        introduceSelf()
    }
    init(name:String){
        self.name = name
        age = 2;
        introduceSelf()
    }
    init(age:Int){
        name = "Sophie"
        self.age = age
        introduceSelf()
    }
    init(name:String, age:Int) {
        self.name = name
        self.age = age
    }
}
```

```
        introduceSelf()
    }

    func sleep(){
        print("sleep")
    }
    func introduceSelf(){
        print("My name is \(name).I am \(age) years old")
    }
}

let baby1 = Baby()
let baby2 = Baby(name: "Ian")
let baby3 = Baby(age: 3)
let baby4 = Baby(name: "Eric", age: 2)
// output:
// My name is Tom.I am 1 years old
// My name is Ian.I am 2 years old
// My name is Sophie.I am 3 years old
// My name is Eric.I am 2 years old
```

- 子類別 Subclass : 繼承別的類別的屬性與方法

```
class Baby {
    var name:String
    var age:Int

    init(){
        // 要先初始化屬性，才能呼叫方法
        name = "Tom"
        age = 1
        introduceSelf()
    }
    init(name:String){
        self.name = name
        age = 2;
        introduceSelf()
    }
    init(age:Int){
        name = "Sophie"
        self.age = age
        introduceSelf()
    }
    init(name:String, age:Int) {
        self.name = name
        self.age = age
        introduceSelf()
    }

    func sleep(){
        print("sleep")
    }
}
```

```
func introduceSelf(){
    print("My name is \(name).I am \(age) years old")
}
}
// CuteBaby 繼承 Baby
class CuteBaby:Baby{
    var nickname:String
    func danceAndSing(){
        print("Dance and sing.")
    }
    // 覆寫 Baby 的 sleep()
    override func sleep() {
        print("sleep with cute smile")
        super.sleep()
    }
    // 覆寫 Baby 的 introduceSelf()
    override func introduceSelf() {
        print("My name ia \(nickname)")
    }
    // 覆寫 init() 順序
    // 1. 初始化子類別屬性
    // 2. super.init()
    // 3. 設定父類別屬性
    override init() {
        nickname = "QQ"
        super.init()
        name = "Sunny"
    }
}

let iAmSoQ = CuteBaby()
iAmSoQ.name
iAmSoQ.nickname
iAmSoQ.sleep()
// output:
// My name ia QQ
// sleep with cute smile
// sleep
```

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## 第十節 UIView 與記憶體管理

- `deinit()` 釋放記憶體

```
class Person{
    var firstName = "Ian"
    var lastName = "Lu"
    var fullName:String
    init() {
        fullName = firstName+lastName;
        print("A person is being initialized")
    }
}
```

```
    }
    deinit {
        print("A person is being deinitialized")
    }
}
var person1:Person? = Person();
// 小括號的完整意義
// 1. 啟動一塊記憶體
// 2. 然後執行init()方法

person1?.fullName

// 當person實體不在被人需要會執行deinit()方法，回收記憶體
// person1 = nil

// person1 和 person2 參考同一段記憶體
var person2:Person? = person1
person1?.firstName = "Wei"
// person1?.firstName : "Wei"
// person2?.firstName : "Wei"

var number1 = 1
var number2 = number1
number1 = 10
// number1 : 10
// number2 : 1

person2 = nil
// 現在還有person1 參考這段記憶體，所以不會執行deinit()方法
person1 = nil
// 當person1不在參考這段記憶體，就沒有其他變數會參考這段記憶體了，所以此時會執行
deinit()方法，回收記憶體
```

- retain cycle 循環參考

```
class Person{
    var heart:Heart?
    init() {
        print("A person is being initialized")
    }
    deinit {
        print("A person is being deinitialized")
    }
}
class Heart{
    var person:Person?
    init() {
        print("A heart is being initialized")
    }
    deinit {
        print("A heart is being deinitialized")
    }
}
```

```

}

var aPerson:Person? = Person()
var aHeart:Heart? = Heart()
//-----
aPerson = nil
aHeart = nil
//output:
//A person is being initialized
//A heart is being initialized
//A person is being deinitialized
//A heart is being deinitialized
//-----

//-----retain cycle
aPerson?.heart = aHeart
aHeart?.person = aPerson

aPerson = nil
// 由於aHeart.person仍在被使用所以不會釋放
aHeart = nil
// output:
//A person is being initialized
//A heart is being initialized
//-----

```

- 解決方法：weak弱參考

```

class Person{
    weak var heart:Heart?
    init() {
        print("A person is being initialized")
    }
    deinit {
        print("A person is being deinitialized")
    }
}

class Heart{
    weak var person:Person?
    init() {
        print("A heart is being initialized")
    }
    deinit {
        print("A heart is being deinitialized")
    }
}

var aPerson:Person? = Person()
var aHeart:Heart? = Heart()

aPerson?.heart = aHeart
aHeart?.person = aPerson

```

```
aPerson = nil
aHeart = nil
// output:
//A person is being initialized
//A heart is being initialized
//A person is being deinitialized
//A heart is being deinitialized
```

- UIView

- 屬性與方法

- backgroundColor
    - alpha
    - isHidden
    - addSubview()

- 範例

```
class ViewController: UIViewController {

    @IBOutlet weak var midRect: UIView!
    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
        // 調整背景色
        midRect.backgroundColor = UIColor.green
        // 調整透明度
        midRect.alpha = 0.5
        // 隱藏midRect
        // midRect.isHidden = true

        // optional chaining
        // view.viewWithTag(101)?.backgroundColor =
        UIColor.lightGray

        // 自己加入UIView
        let viewArea = CGRect(x: 50, y: 400, width: 100, height:
50)

        let smallRect = UIView(frame: viewArea)
        smallRect.backgroundColor = UIColor.purple
        // 將自己做的UIView加入self.view的subView
        // view.addSubview(smallRect)
        // 不一定要加入self.view的subView，也可以加入其他UIView的
        subView，如下
        view.viewWithTag(101)?.addSubview(smallRect)
    }
}
```

## 第十一節 認識基礎UI元件與自動排版

- UISwitch

```
class ViewController: UIViewController {
    @IBOutlet weak var mySwitch: UISwitch!

    @IBAction func makeAChange(_ sender: UISwitch) {
        if sender.isOn==true{
            print("isON")
            view.backgroundColor = .white
        } else {
            print("isOFF")
            view.backgroundColor = .black
        }
    }

    @objc func codeSwitchChanged(_ sender: UISwitch) {
        if sender.isOn==true{
            print("isON")
            view.backgroundColor = .white
        } else {
            print("isOFF")
            view.backgroundColor = .black
        }
    }

    override func viewDidLoad() {
        super.viewDidLoad()
        mySwitch.isOn = false
        makeAChange(mySwitch)

        // generate a UISwitch using code
        let callSwitch = UISwitch(frame: CGRect(x: view.frame.midX-
51/2, y: view.frame.maxY-100, width: 51, height: 31))
        view.addSubview(callSwitch)

        callSwitch.isOn = true;
        callSwitch.addTarget(self, action:
#selector(ViewController.codeSwitchChanged(_:)), for: .valueChanged)
    }
}
```

- UISegmentedControl

```
class ViewController: UIViewController {
    @IBAction func colorToggleChanged(_ sender: UISegmentedControl) {
        if sender.selectedSegmentIndex == 0{
            view.backgroundColor = .white
        } else if sender.selectedSegmentIndex == 1{
```

```

        view.backgroundColor = .black
    } else if sender.selectedSegmentIndex == 2{
        view.backgroundColor = .red
    } else if sender.selectedSegmentIndex == 3{
        view.backgroundColor = .orange
    } else if sender.selectedSegmentIndex == 4{
        view.backgroundColor = .yellow
    } else {

    }

}

@IBAction func myToggleChanged(_ sender: UISegmentedControl) {

    if sender.selectedSegmentIndex == 0{
        print("public")
    } else if sender.selectedSegmentIndex == 1{
        print("private")
    }
}

override func viewDidLoad() {
    super.viewDidLoad()
    // Do any additional setup after loading the view.
}
}

```

- UISlider

```

class ViewController: UIViewController {

    @IBOutlet weak var myLabel: UILabel!

    @IBAction func sliderChanged(_ sender: UISlider) {
        myLabel.text = "\(Int(sender.value))"
    }

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
    }
}

```

- auto layout 自動排版

- 因iPhone各版本大小不同如果用iPhone開發，用iPad開啟，就會發生跑版
- auto layout要設定以下屬性x,y,width,height
- 以UISwitch置中為例，要點選元件後按右下角align，選擇Horizontally in Container 和 Vertically in Container 在選取 Add Containers，這樣就完成 x,y 的調整，接下來點選右下角的Add New



Constraints設定width,height，就完成了

- 依照比例設定方法：
  1. 先設定等寬
  2. 再設定比例

- APP:color finder

- ViewController.swift

```
class ViewController: UIViewController {
    var redValue = 255
    var greenValue = 255
    var blueValue = 255
    @IBOutlet weak var redText: UILabel!
    @IBOutlet weak var greenText: UILabel!
    @IBOutlet weak var blueText: UILabel!

    @IBAction func redSliderChanged(_ sender: UISlider) {
        redValue = Int(sender.value)
        redText.text = "R: \(redValue)"
        changeBackgroundColor()
    }

    @IBAction func greenSliderChanged(_ sender: UISlider) {
        greenValue = Int(sender.value)
        greenText.text = "G: \(greenValue)"
        changeBackgroundColor()
    }

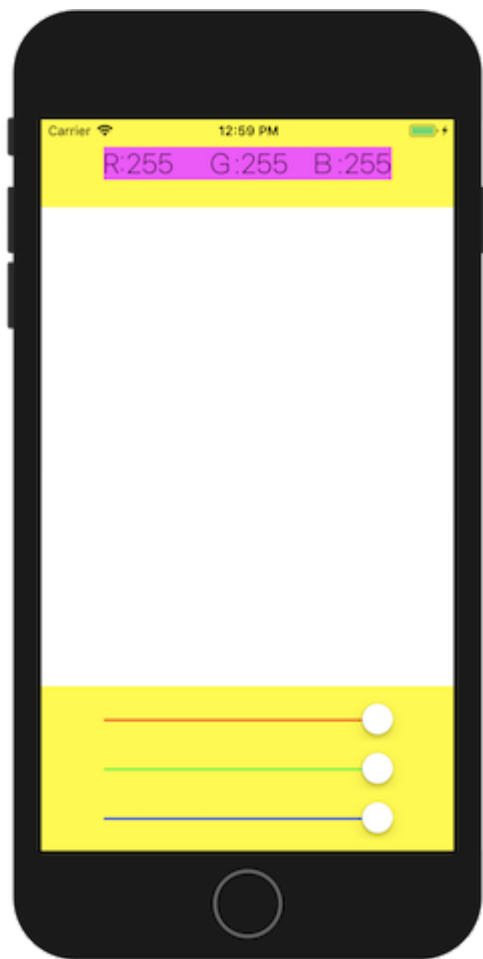
    @IBAction func blueSliderChanged(_ sender: UISlider) {
        blueValue = Int(sender.value)
        blueText.text = "B: \(blueValue)"
        changeBackgroundColor()
    }

    func changeBackgroundColor() {
        view.backgroundColor = UIColor(red: CGFloat(redValue)/255,
green: CGFloat(greenValue)/255, blue: CGFloat(blueValue)/255, alpha:
1)
    }

    override func viewDidLoad() {
        super.viewDidLoad()
        // Do any additional setup after loading the view.
    }
}
```

- layout

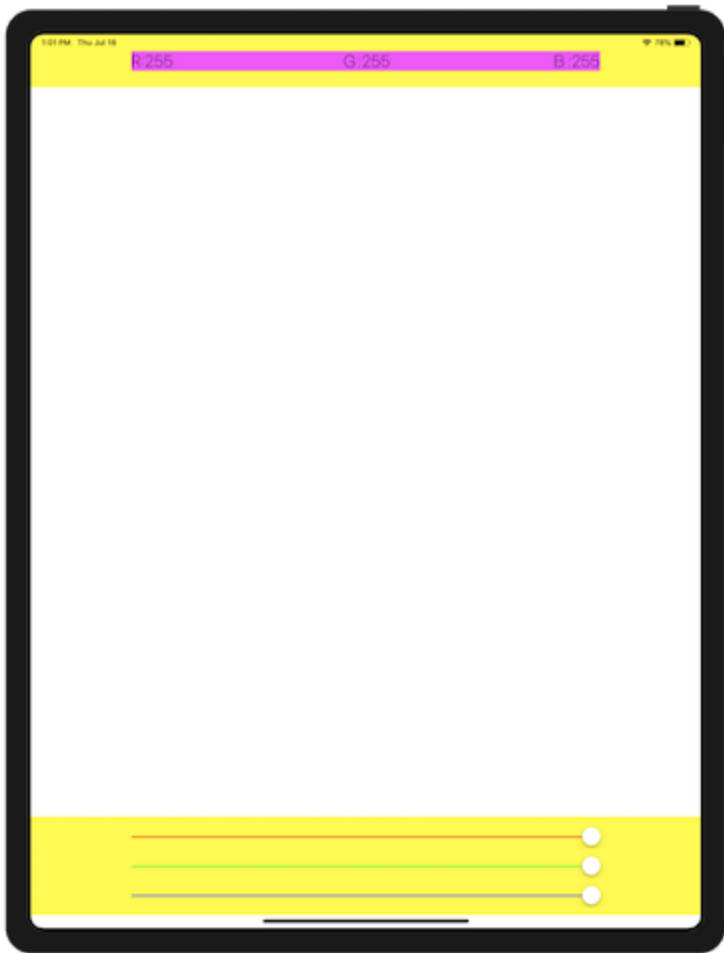
- 透過黃色UIView和紫色UIView協助label和slider的定位，再搭配auto layout設定x,y,width,height使得在各個畫面都能呈現想要的版型



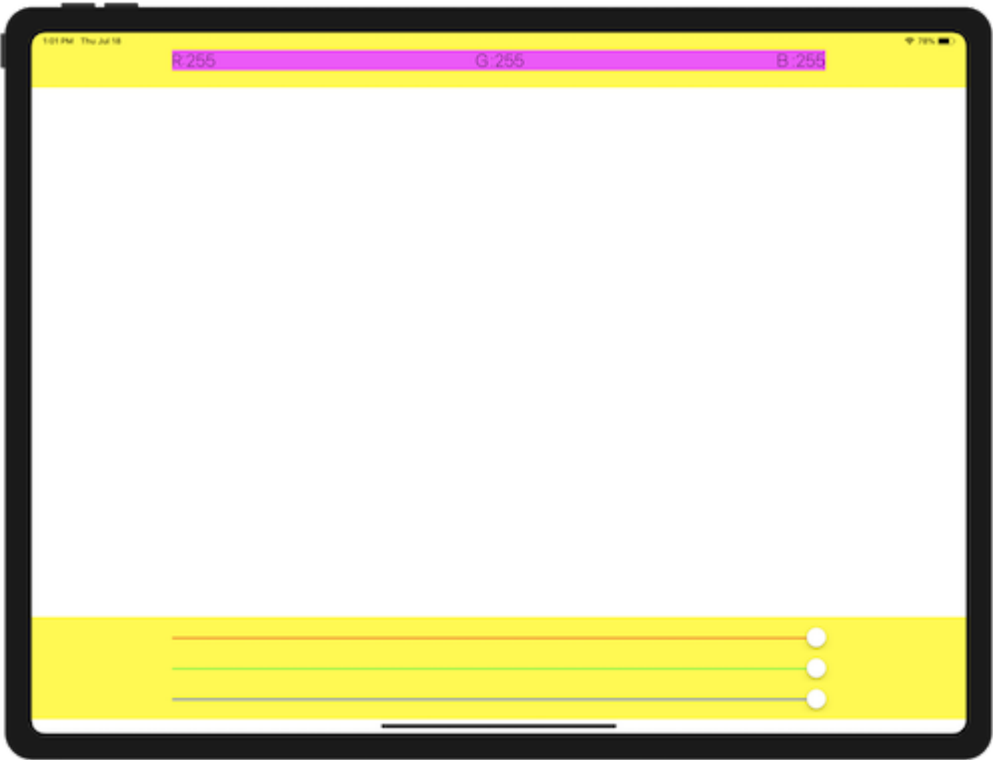
iPhone 8 — 12.2



iPhone 8 — 12.2



iPad Pro (12.9-inch) (3rd generation) — 12.2



iPad Pro (12.9-inch) (3rd generation) — 12.2

- 作品截圖

