UIGestureRecognizer

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UIGestureRecognizer

- 사용자의 입력을 전달받을 수 있는 방법을 제공

- Tap, Pinch, Rotation, Swipe, Pan(drag), Edge Pan, Long Press 등을 인지하는 각각의 서브클래스 존재

- View 위에 얹어 액션을 핸들링

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UIGestureRecognizer 종류

Tap Gesture Recognizer - Recognizes tap gestures, including double-tap or multiple-touch.

Pinch Gesture Recognizer - Recognizes pinch gestures.

Rotation Gesture Recognizer - Recognizes rotation gestures.

Swipe Gesture Recognizer - Recognizes swipe gestures.

Pan Gesture Recognizer - Recognizes pan (dragging) gestures.

Screen Edge Pan Gesture Recognizer - Recognizes pan (dragging) gestures that start near a...

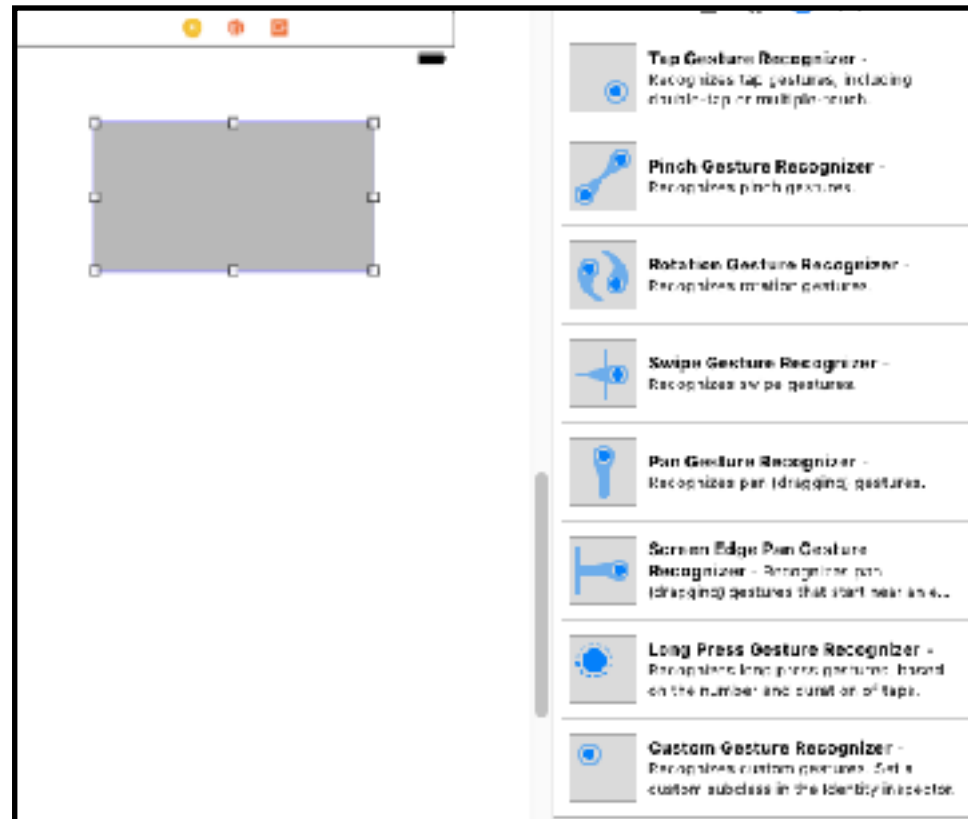**Long Press Gesture Recognizer** - Recognizes long press gestures, based on the number and duration of...

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Step 1. header file 보기

- UIGestureRecognizer Header file 보기

- UIGestureRecognizerDelegate

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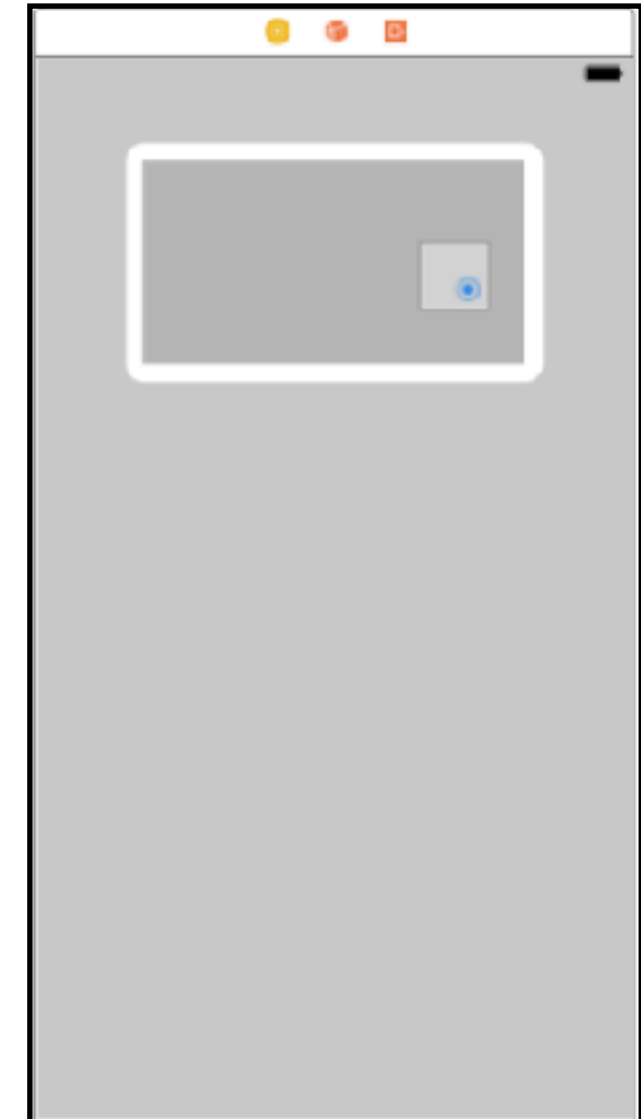
Step 2. Sample Code

```swift
let tapGesture = UITapGestureRecognizer(target: self,
                            action: #selector(ViewController.tapAction(_:)))

self.view.addGestureRecognizer(tapGesture)

//ViewController내 존재 하는 함수
@objc func tapAction(_ sender:UITapGestureRecognizer)
{

}
```
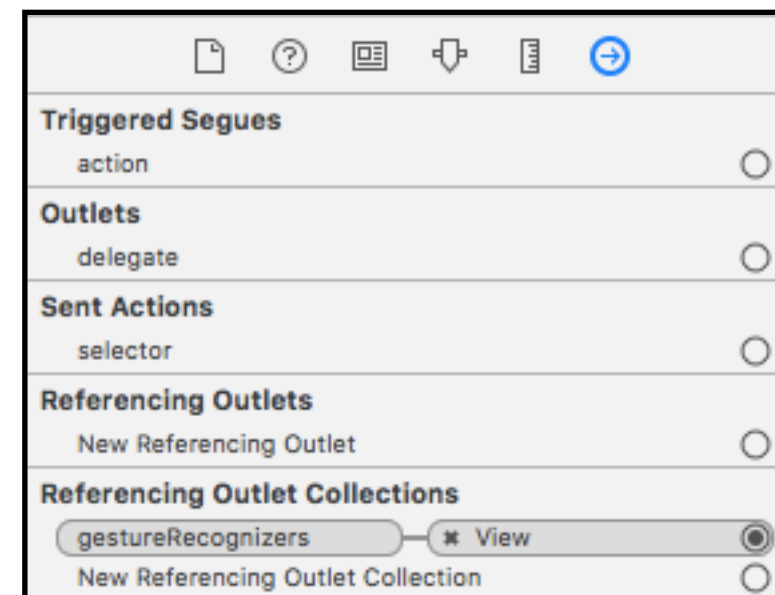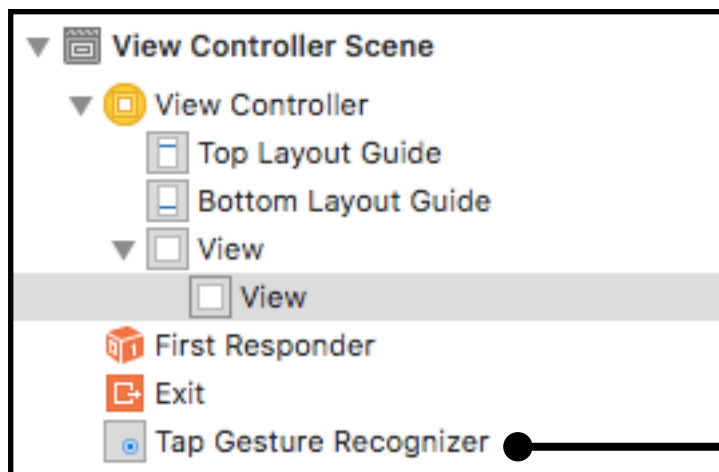
Step 2. Using Storyboard

Drag and Drop

Step 2. Using Storyboard

- 선택된 View 에 GestureRecognizer가 설정됨

Gesture Delegate

*가장 많이 사용하는 Delegate메소드

```swift
func gestureRecognizer(_ gestureRecognizer:
UIGestureRecognizer, shouldReceive touch: UITouch) -> Bool {
    //터치된 포인트가 inView위치에 어느 좌표에 해당되는지 표시
    print("xposition", touch.location(in: touch.view).x)
    //터치가 일어난 시간 반환
    print("touch timeStamp”,touch.timestamp)
    //연속적으로 일어난 터치의 횟수
    print("touch tapCount",touch.tapCount)
    return true
}
```

```
xposition 61.6666564941406
touch timeStamp 188786.85859217
touch tapCount 1
```

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Step 3. Exercise