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LEARNING OBJECTIVES

- + Create an activity indicator
- + Create an alert controller
- + Create a share sheet

ACTIVITY INDICATOR

The activity indicator is the little spinner that communicates loading.

It's convenient UI shorthand for telling your user that they need to wait while content is loaded or downloaded.

It works much like other UI elements, with two distinguishing aspects: its size can't be adjusted and it has methods for starting and stopping its animation.

```
myActivityIndicator.startAnimating()
myActivityIndicator.stopAnimating()
```

ALERT CONTROLLER

An alert controller is a menu that iOS brings up to present the user with an urgent message or choice.

It can present itself via one of two styles: as an action sheet:

```
let myAlertController = UIAlertController(title: myTitle, message:
    myMessage, preferredStyle: UIAlertControllerStyle.actionSheet)
```

...or as an alert:

```
let myAlertController = UIAlertController(title: myTitle, message:
    myMessage, preferredStyle: UIAlertControllerStyle.alert)
```

ALERT CONTROLLER

You can add options to an alert controller with its addAction method:

Alert controllers should be used sparingly, since they appear to the user as something that requires immediate attention - almost an emergency.



SHARE SHEET

You can share content from your app using an activity view controller.

Each sharing activity has different requirements for what types you send it, so be thoughtful with the activity items you select.

SHARE SHEET

Practice:

- 1) Create a UI with an image view and three buttons.
- 2) Make the first button retrieve an image from giphy, with a spinner spinning before the image appears.
- 3) Make the second button bring up an action sheet with two options: I like this picture and I don't like this picture.
- 4) Make the third button bring up a share sheet that will share the text "I'm using giphy!"

Classes You'll Need:

UIActivityIndicator
UIAlertController
UIActivityViewController