

Creating the UI

Our Two Fold Process



The User Interface



The Logic

Our Two Fold Process

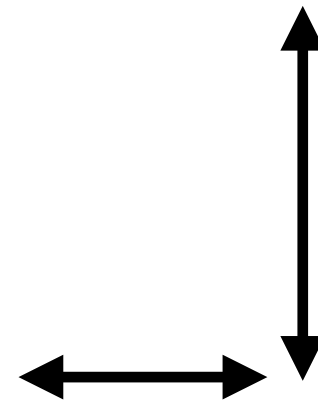


The User Interface



The Logic

Our Two Fold Process

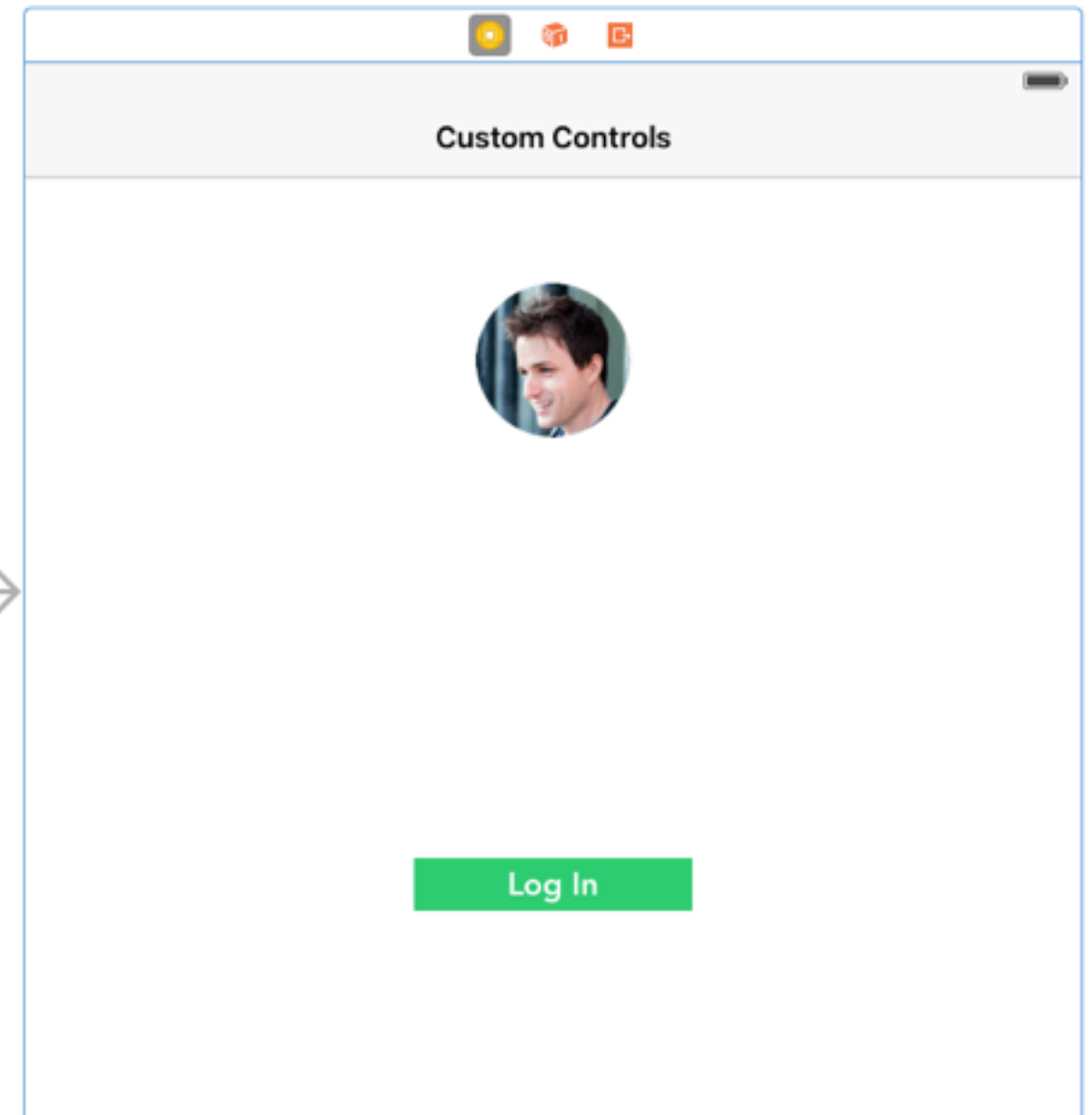


The User Interface

```
myControl.frame = CGRectMake(0,0,200,200);
```

```
self.inputEmail = LogInField(frame:
CGRectMake(self.view.width/2 - 100,
self.view.centerY - 20, 200, 40), type: .Email)

self.view.addSubview(inputEmail)
```



```
class MyControl: ...?
```

◀ What do I subclass?

Objects for Creating Custom Controls



UIView



UIControl



UIResponder

```
import UIKit

let responder = UIResponder()

//A responder handling motion
responder.motionBegan(UISubtypeMotionShake,
withEvent: UIEvent())

//A responder handling touches
responder.touchesBegan(Set([UITouch()]),
withEvent: UIEvent())
```

◀ Responds to and handles events

◀ Handling motion

◀ Handling touch


```
import UIKit

let aView = UIView()

let anotherView = UIView()
aView.addSubview(anotherView)

let aViewController = UIViewController()
aViewController.view.addSubview(anotherView)

let aSwipe = UISwipeGestureRecognizer()
aView.addGestureRecognizer(aSwipe)
```

- ◀ Draws and manages content within a rectangular area
- ◀ Can house subviews
- ◀ Every UIViewController has a view property
- ◀ Recognizes and responds to swipes

```
import UIKit

let aControl = UIControl()

func doSomething() {}
let aViewController = UIViewController()
aControl.addTarget(aViewController, action:
Selector(doSomething()), forControlEvents: .TouchUpInside)

// aViewController == The "Thing"
// doSomething == The Action
// Touching inside the control == The Event

// doSomething() is invoked when the slider moves
let aSlider = UISlider()
aSlider.addTarget(aViewController, action:
Selector(doSomething()), forControlEvents: .ValueChanged)
```

◀ Focused towards creating controls

◀ Target-Action built in

◀ Target-Action being used for a UISlider

Which To Use?

UIViews Are:

- Multipurpose
- Might be just a container



UIControls Are:

- Very focused
- Just for controls

Demo

Project Overview

Adding Files

Creating Constructors

Demo

Add properties for the user interface

Layout our views

Add our control to a view controller

Demo

Hide and show animations

Implement UITextFieldDelegate

Demo

Setup Auto Layout constraints

Use custom control on a storyboard