



디자이너에서  
**협업하는**  
디자이너로!

배우자마자 바로 적용 해볼 수 있는 실전 협업 수업!



### 3. 아이폰 앱을 수정해봅시다

iOS

iOS 기초 이론

iOS 실습

정리

One

# iOS 기초 이론

iOS와 관련된 기본적인 사항들을 배워봅시다

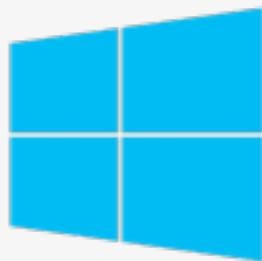
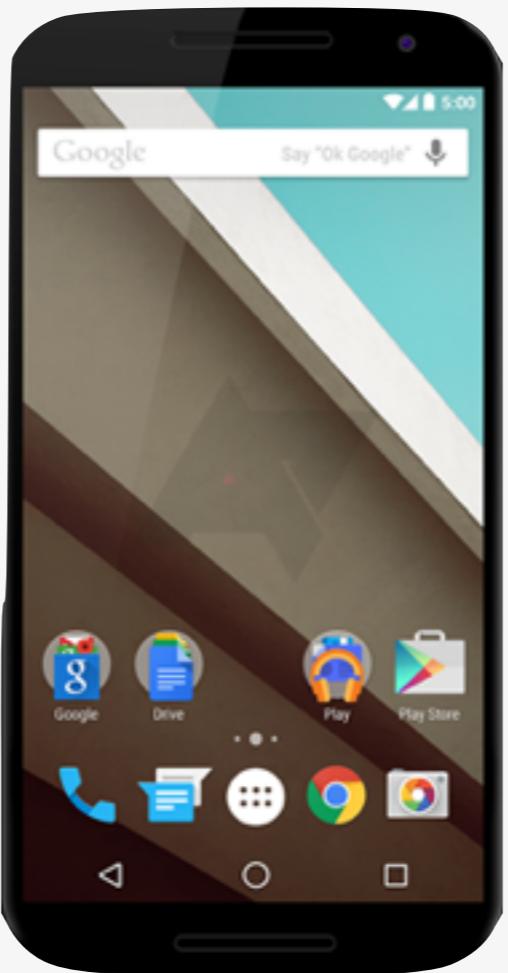
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# #이제 무엇인지 아시죠? iOS

저번 수업에서 알려드렸듯이

macOS, Windows 같은 ‘OS’ 입니다

# #무엇일까요? iOS



#iOS 에서는 dp 를 안쓰나요? pt

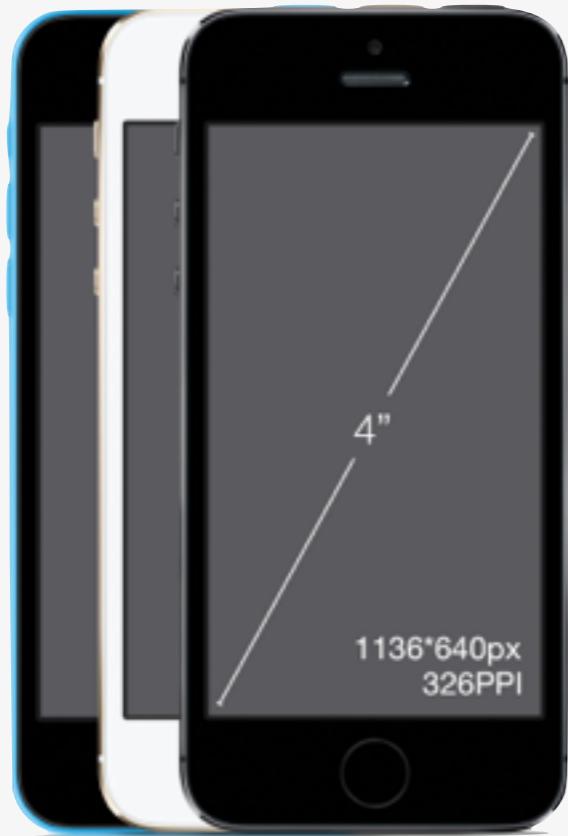
iOS 에서는 dp 를 쓰지는 않습니다.

하지만 같은 개념으로 pt 라는 단위를 씁니다!

# #iOS 에서는 dp 를 안쓰나요? pt



# #iOS 에서는 dp 를 안쓰나요? pt



iPhone 5/5s  
2x

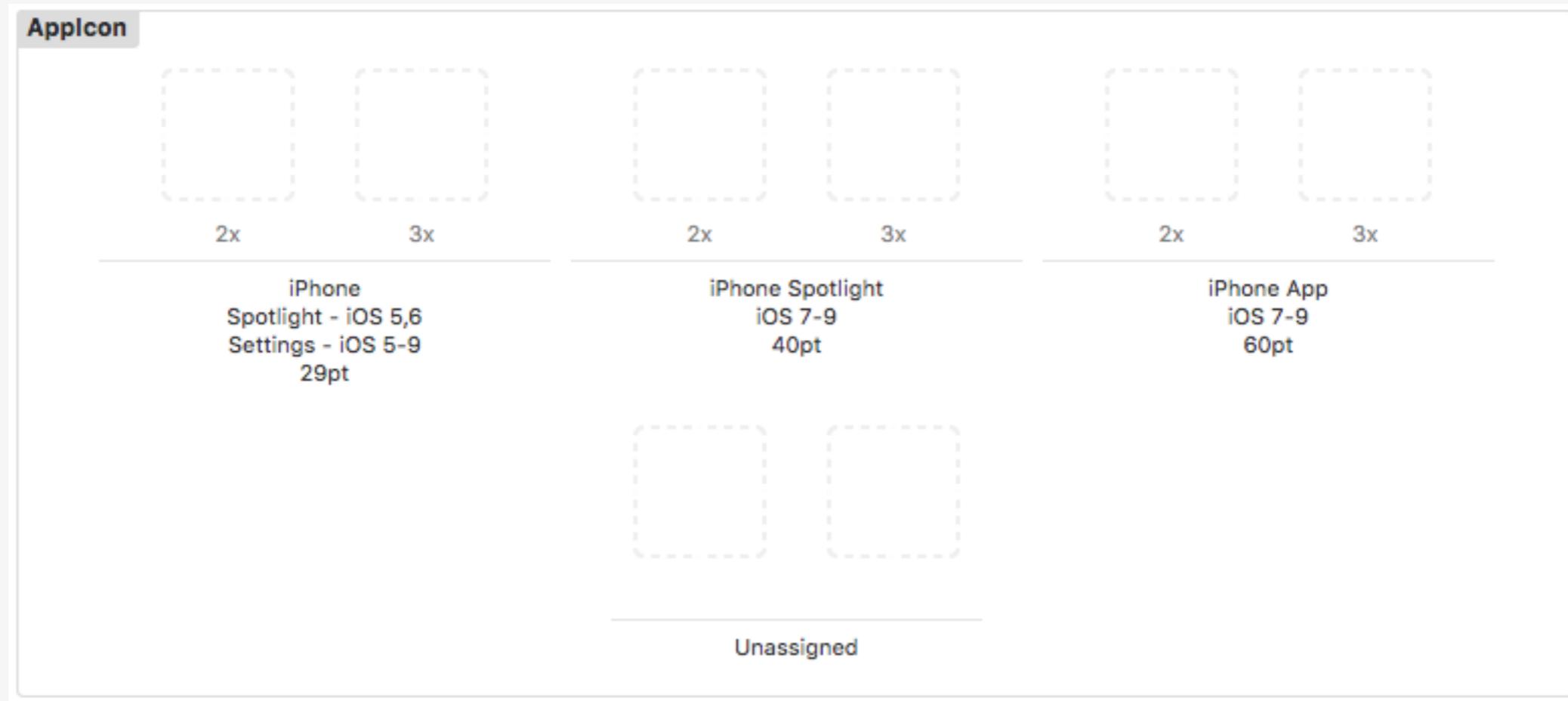


iPhone 6/6s  
2x

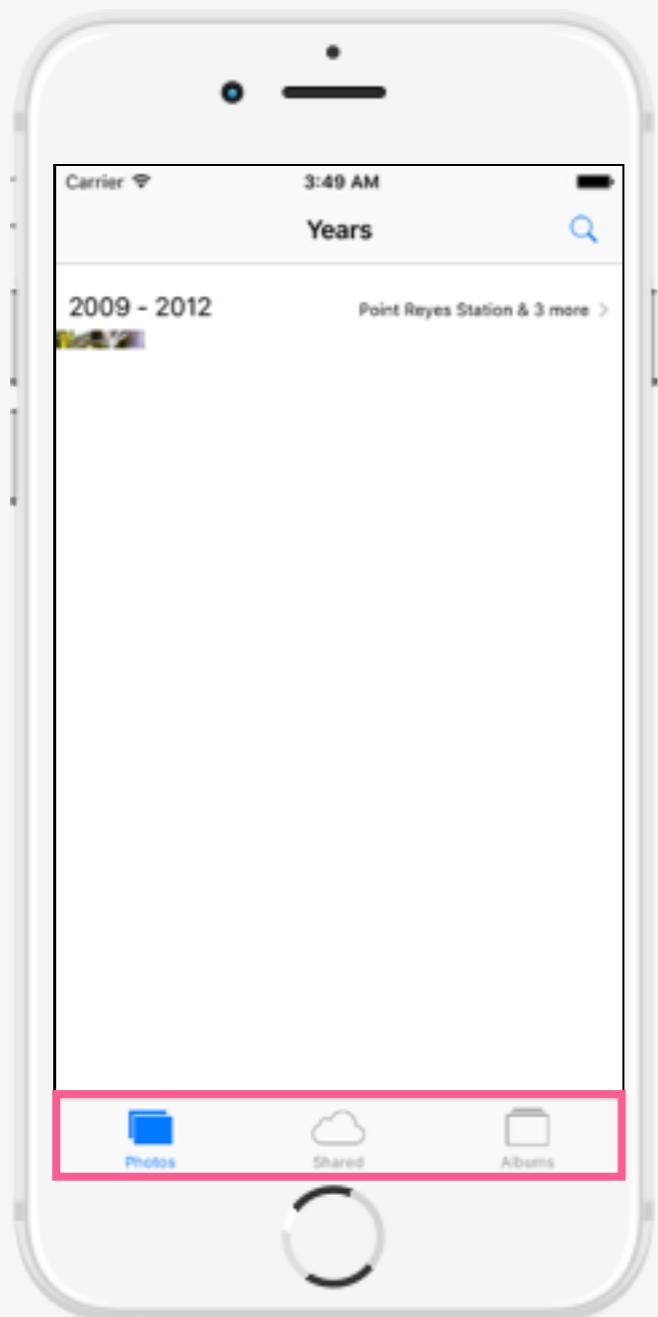


iPhone 6/6s plus  
3x

# #iOS 에서는 dp 를 안쓰나요? pt



# #iOS 의 두 컨테이너



TabBarController

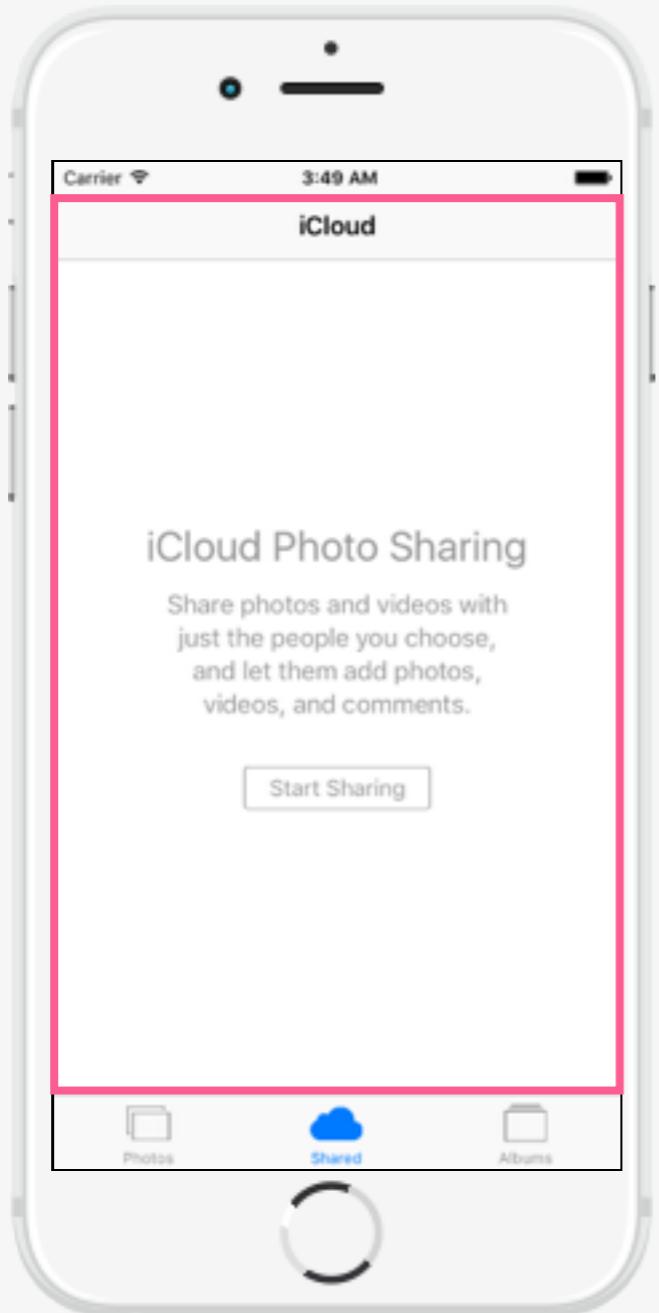
# #iOS 의 두 컨테이너



## TabBarController

기능적으로 분리된 View를  
보여줄 때

# #iOS 의 두 컨테이너

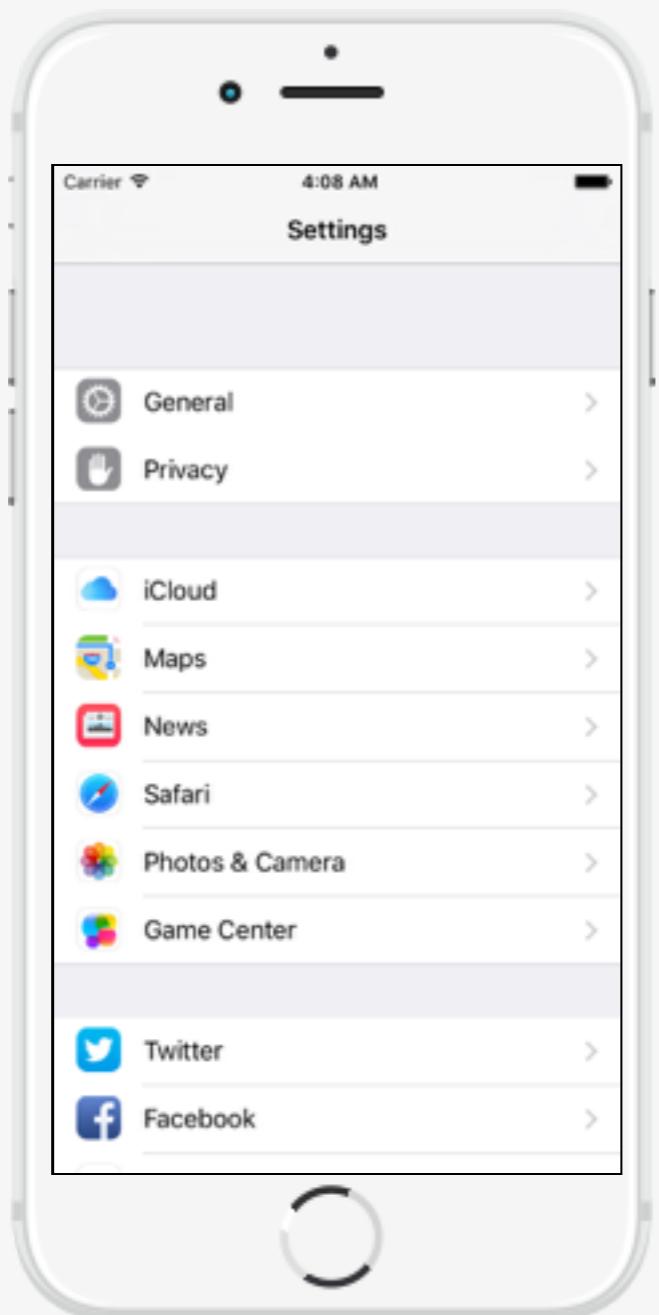


## TabBarController

기능적으로 분리된 View를  
보여줄 때

TabBar 위에 다른 View 가 들어  
갑니다

# #iOS 의 두 컨테이너



## NavigationController

# #iOS 의 두 컨테이너



## NavController

흐름을 따라 이동하는 View 를  
보여줄 때

# #iOS 의 두 컨테이너

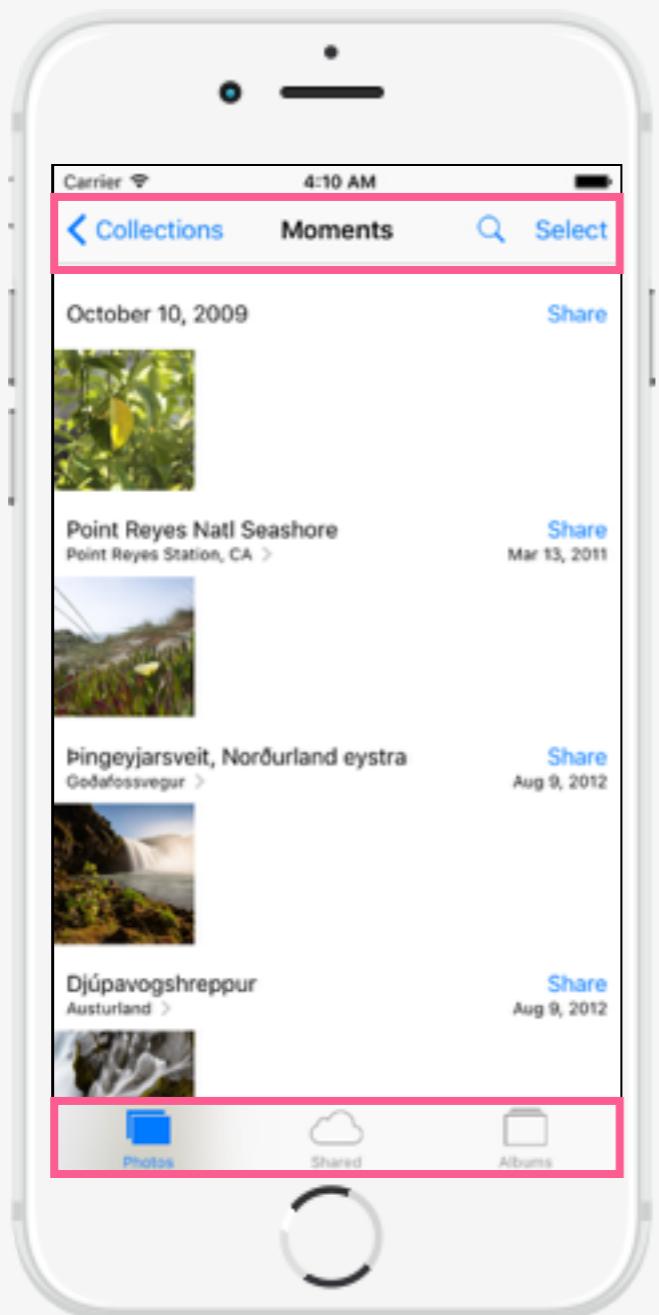


## NavigationController

흐름을 따라 이동하는 View 를  
보여줄 때

아래에 다른 View 가 들어갑니  
다

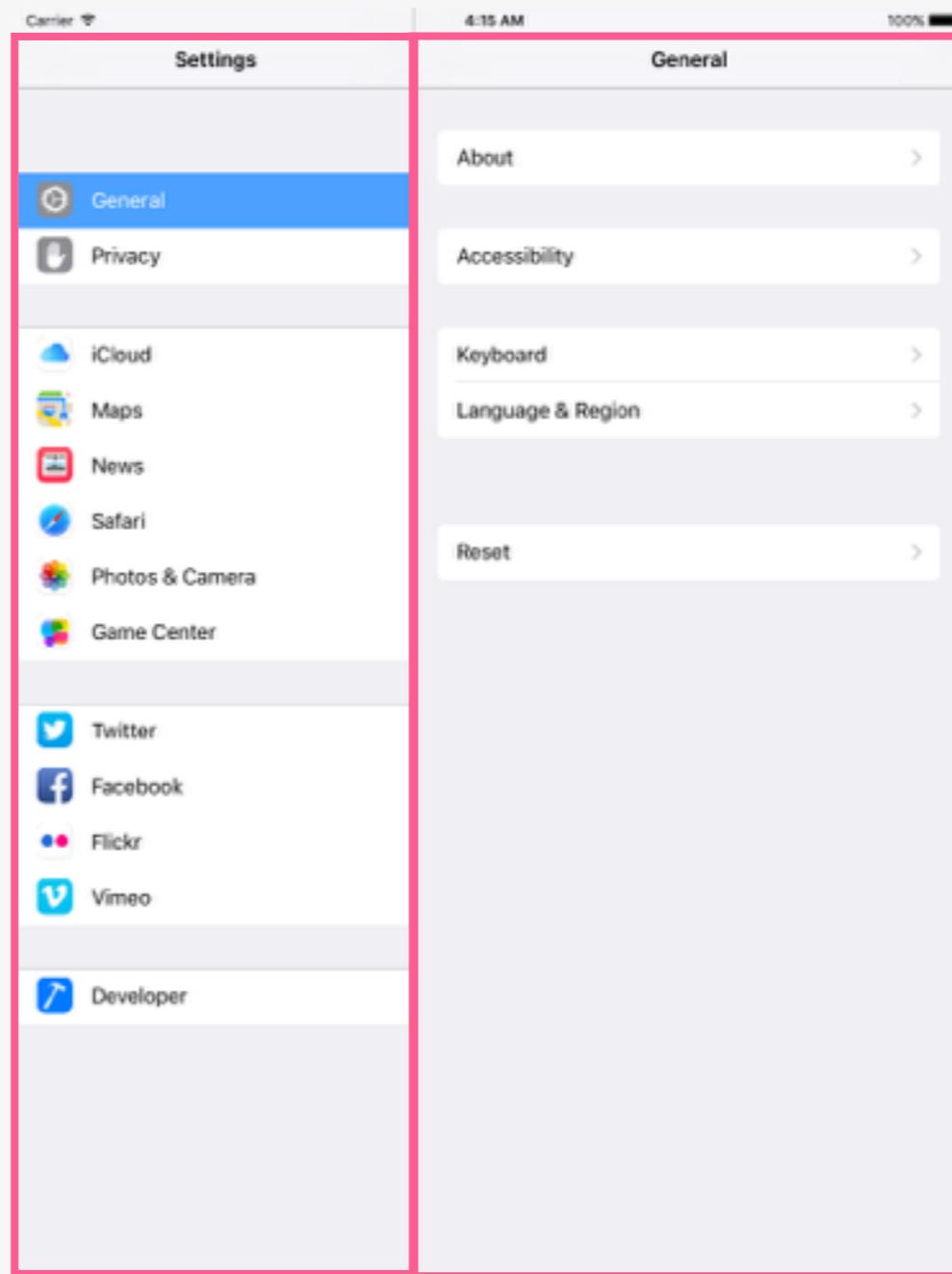
# #iOS 의 두 컨테이너



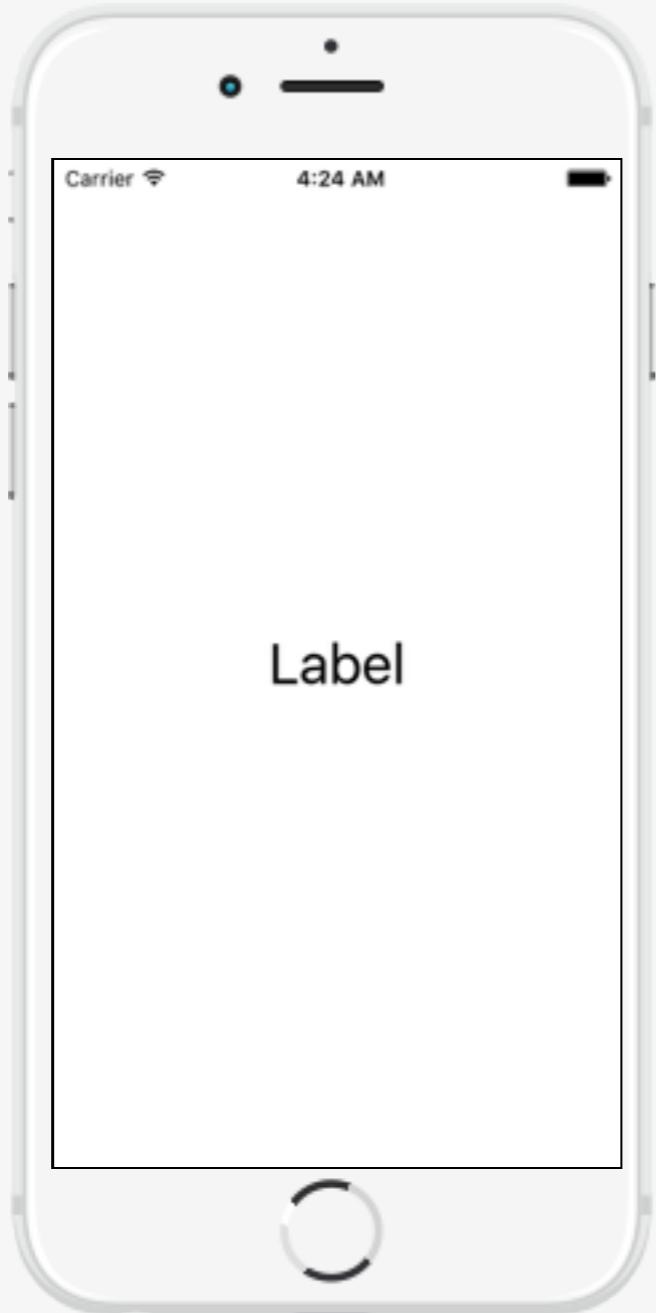
TabBarController 안에  
NavigationController 가 쓰일  
수 있습니다

# #iOS 의 두 컨테이너

\* SplitViewController 도 있습니다



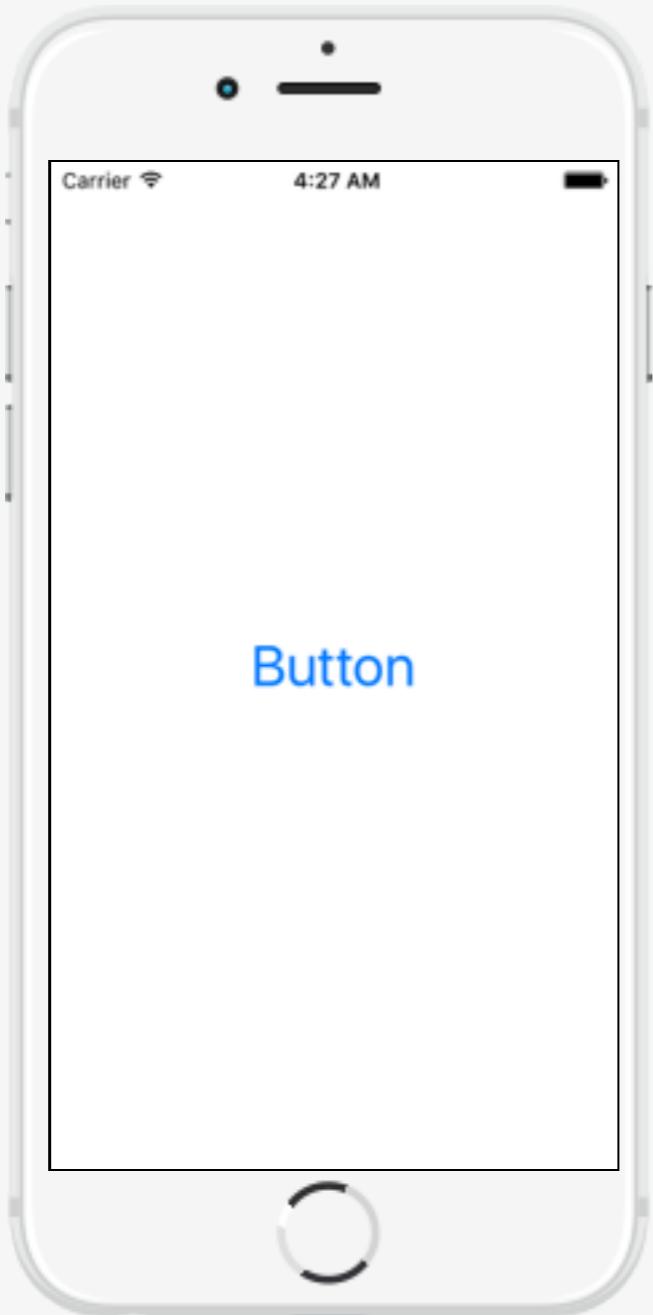
# #iOS 의 View



Label

텍스트를 보여줍니다

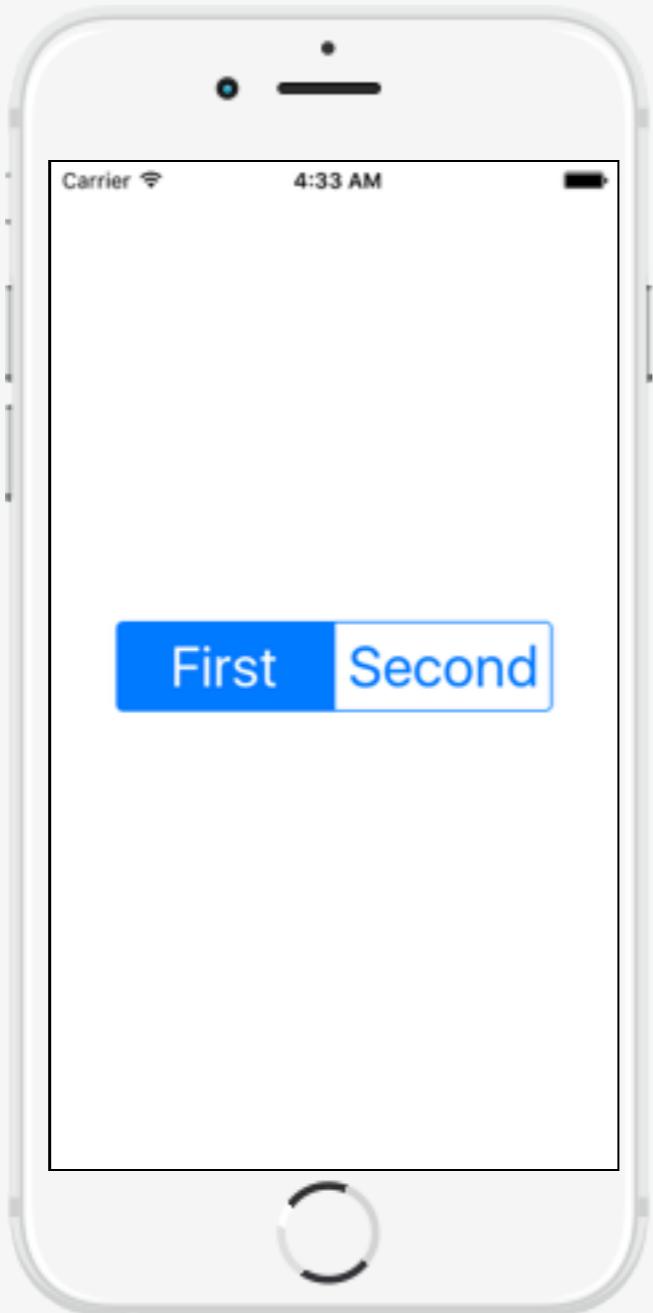
# #iOS 의 View



Button

누를 수 있는 버튼입니다

## #iOS 의 View



### Segmented Control

여러개 중 하나를 선택할 수 있는 컨트롤입니다

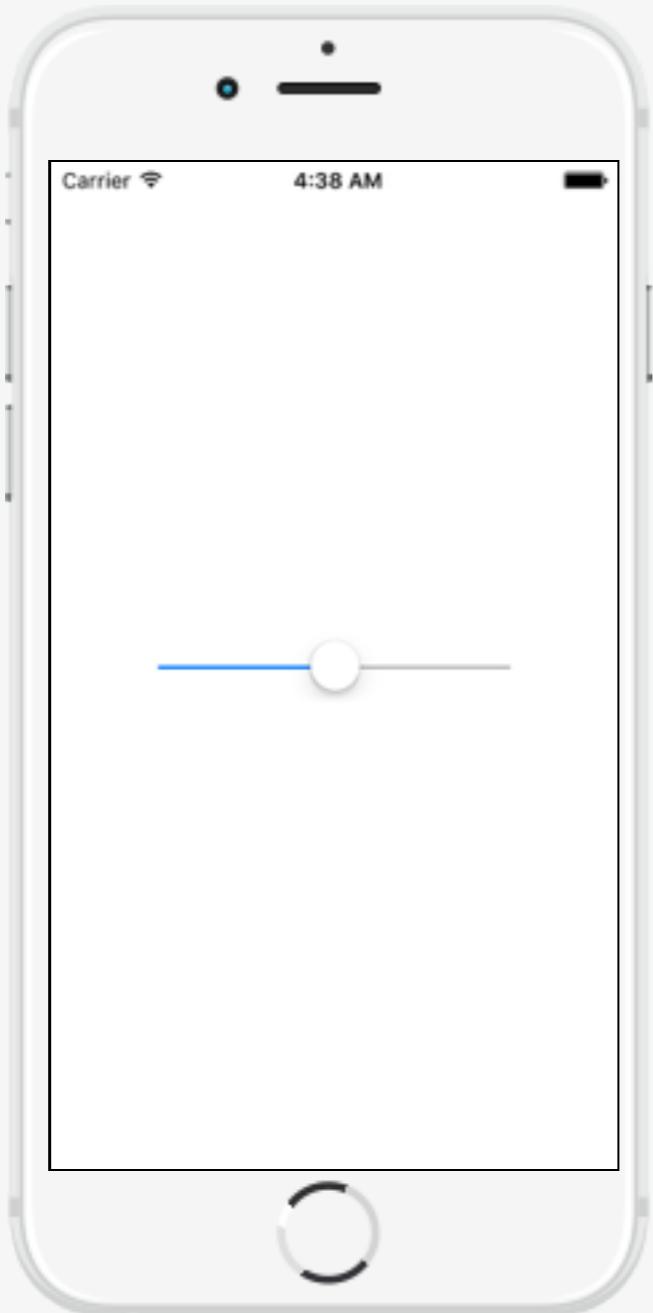
# #iOS 의 View



TextField

텍스트를 입력 받습니다

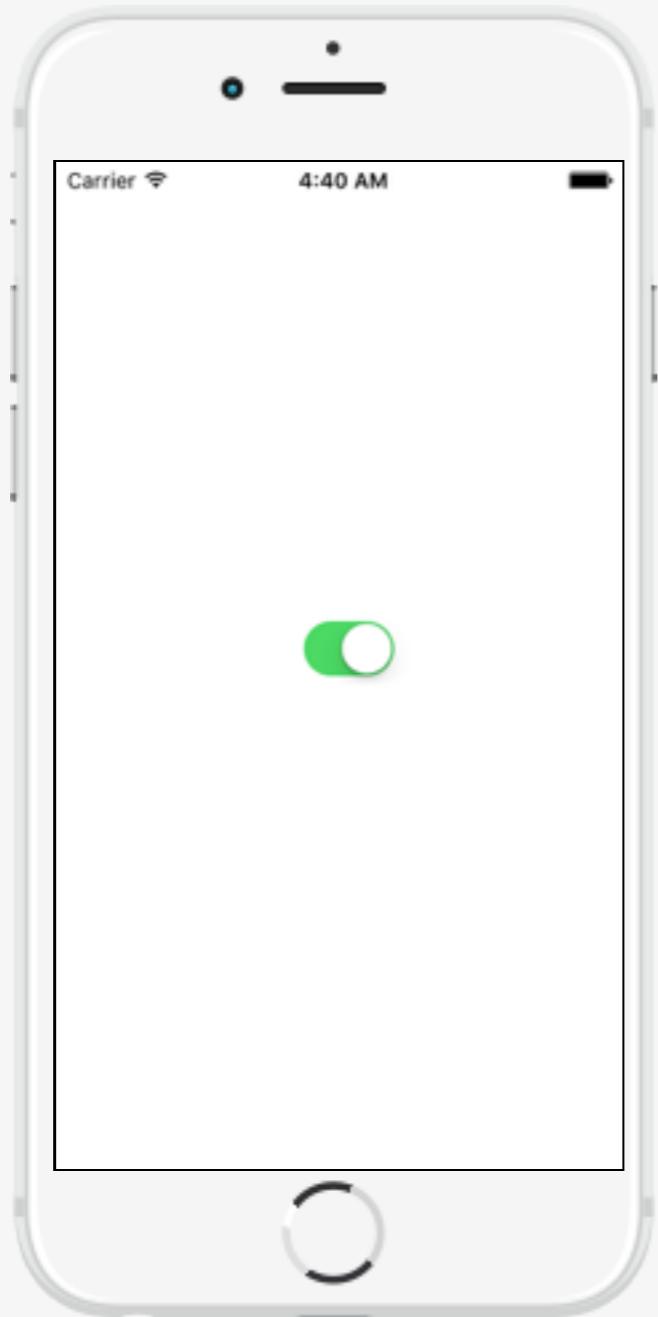
## #iOS 의 View



Slider

정도를 나타냅니다

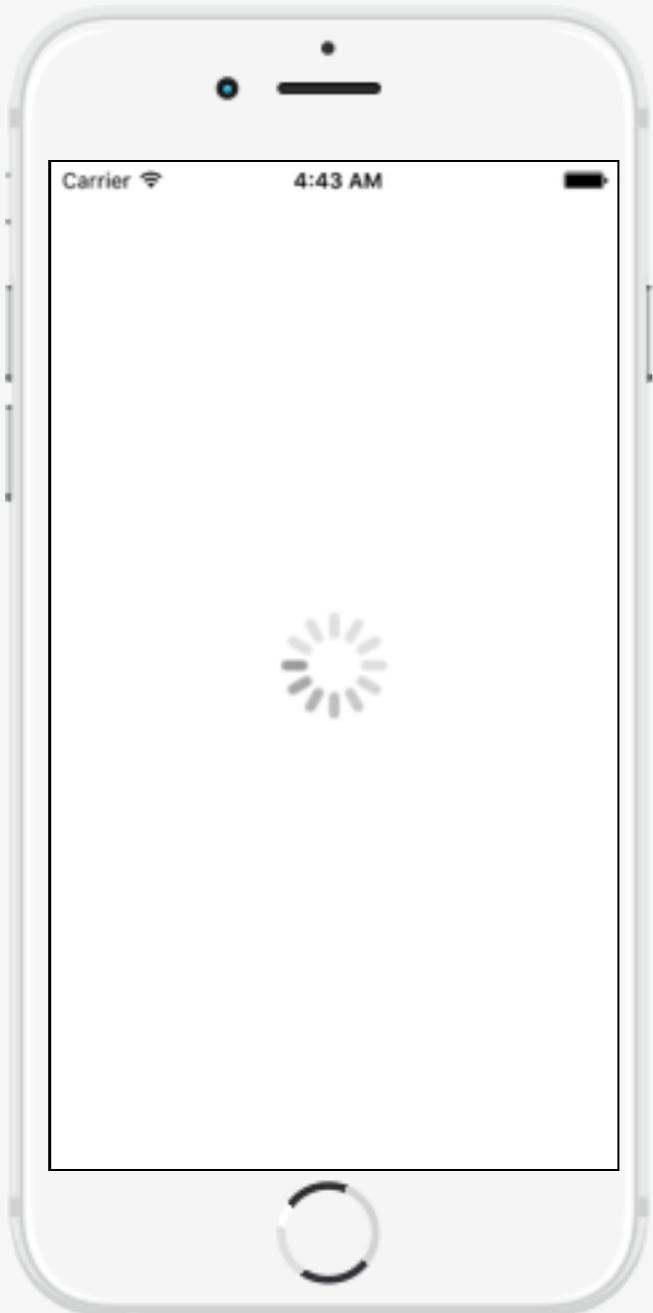
## #iOS 의 View



Switch

스위치

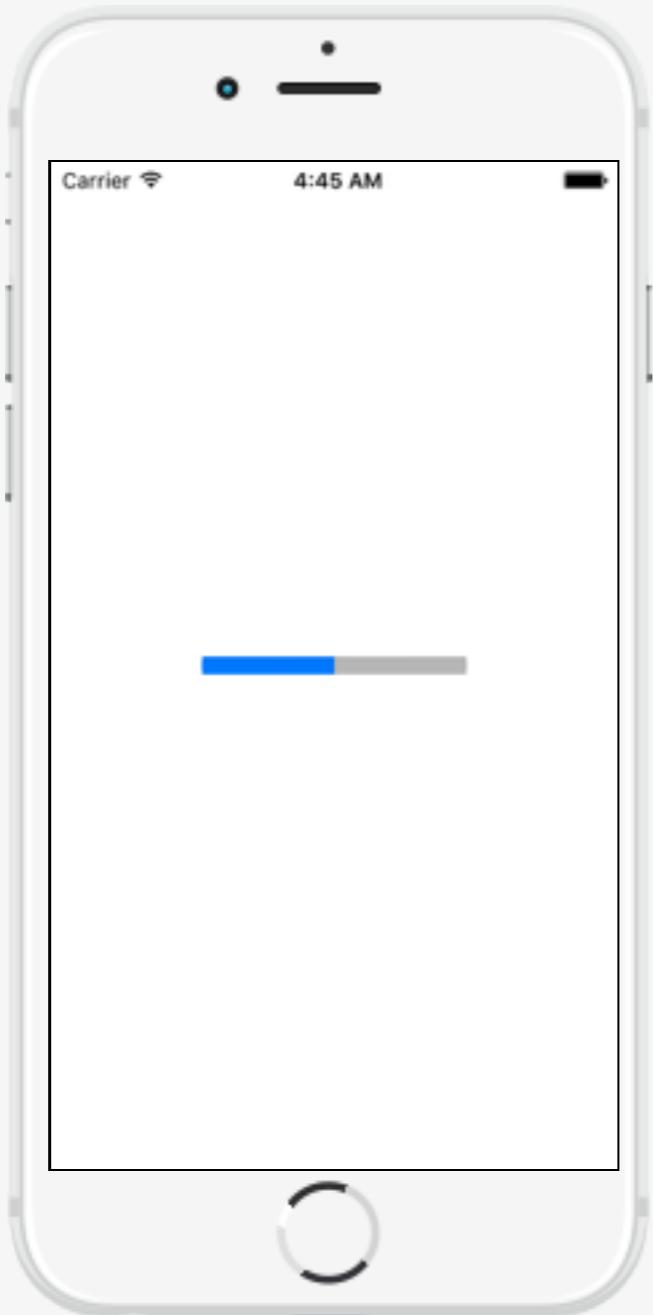
## #iOS 의 View



Activity Indicator View  
(Spinner)

작업중임을 표시합니다

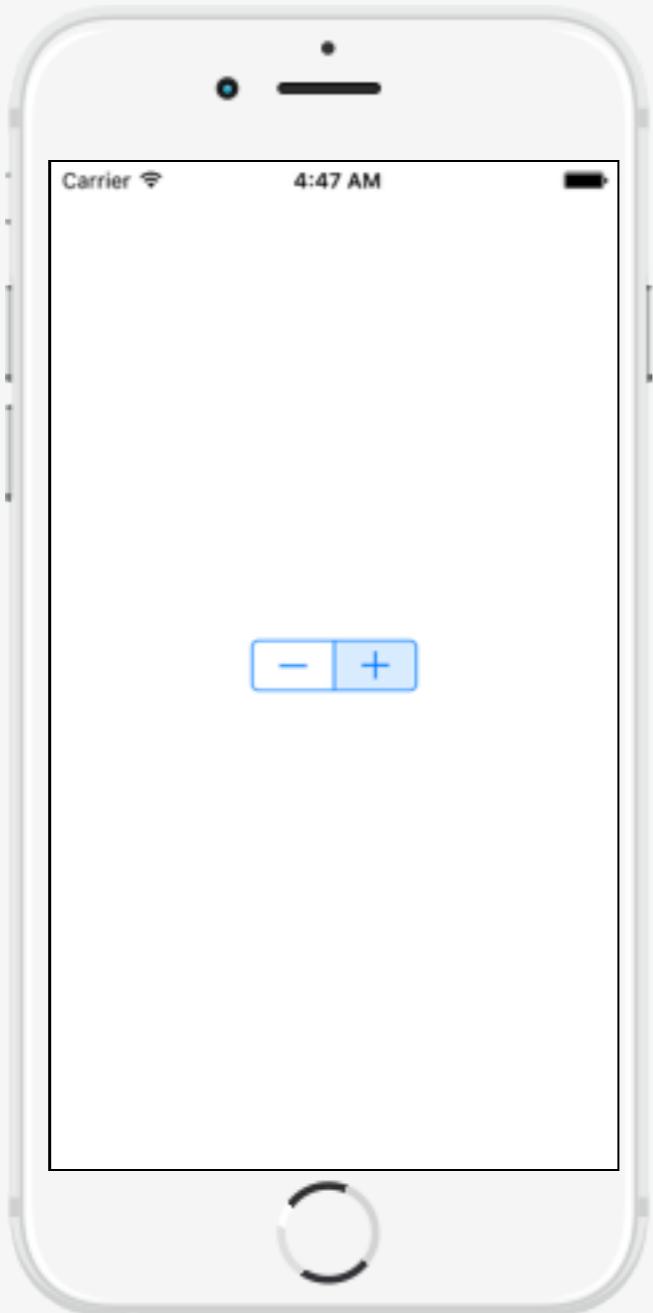
## #iOS 의 View



### Progress View

진행 정도를 표시합니다

## #iOS 의 View



### Stepper

값을 늘리거나 줄일 때 씁니다

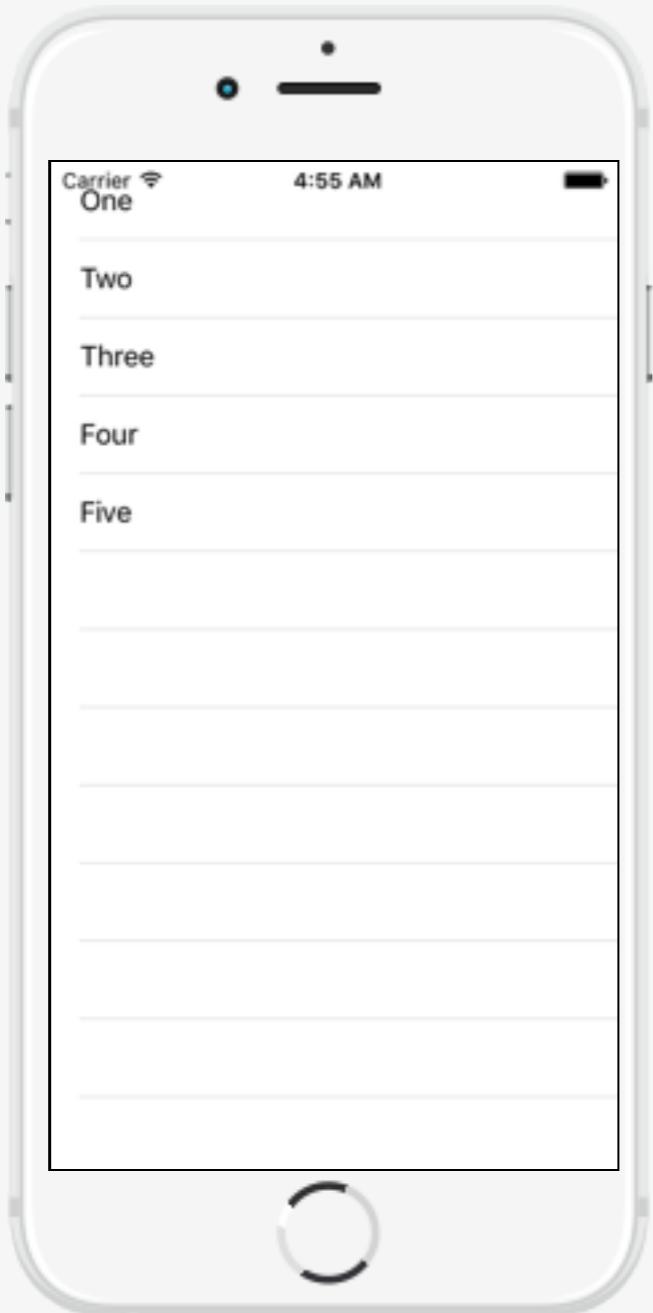
## #iOS 의 View



Image View

이미지를 표시합니다

# #iOS 의 View



TableView

테이블을 보여줍니다

## #iOS 의 View

기본적으로 좀 이쁘게 생겼습니다!  
(동의 하시나요?)

커스터마이징 하기가 정말 **더럽게** 빽셉니다

## #iOS 의 View

있는거 가져다 써주세요..

Awesome-iOS

<http://awesomeios.com/>

Awesome-iOS-UI (업데이트 안되고 있음)

<https://github.com/cjwirth/awesome-ios-ui>

Two

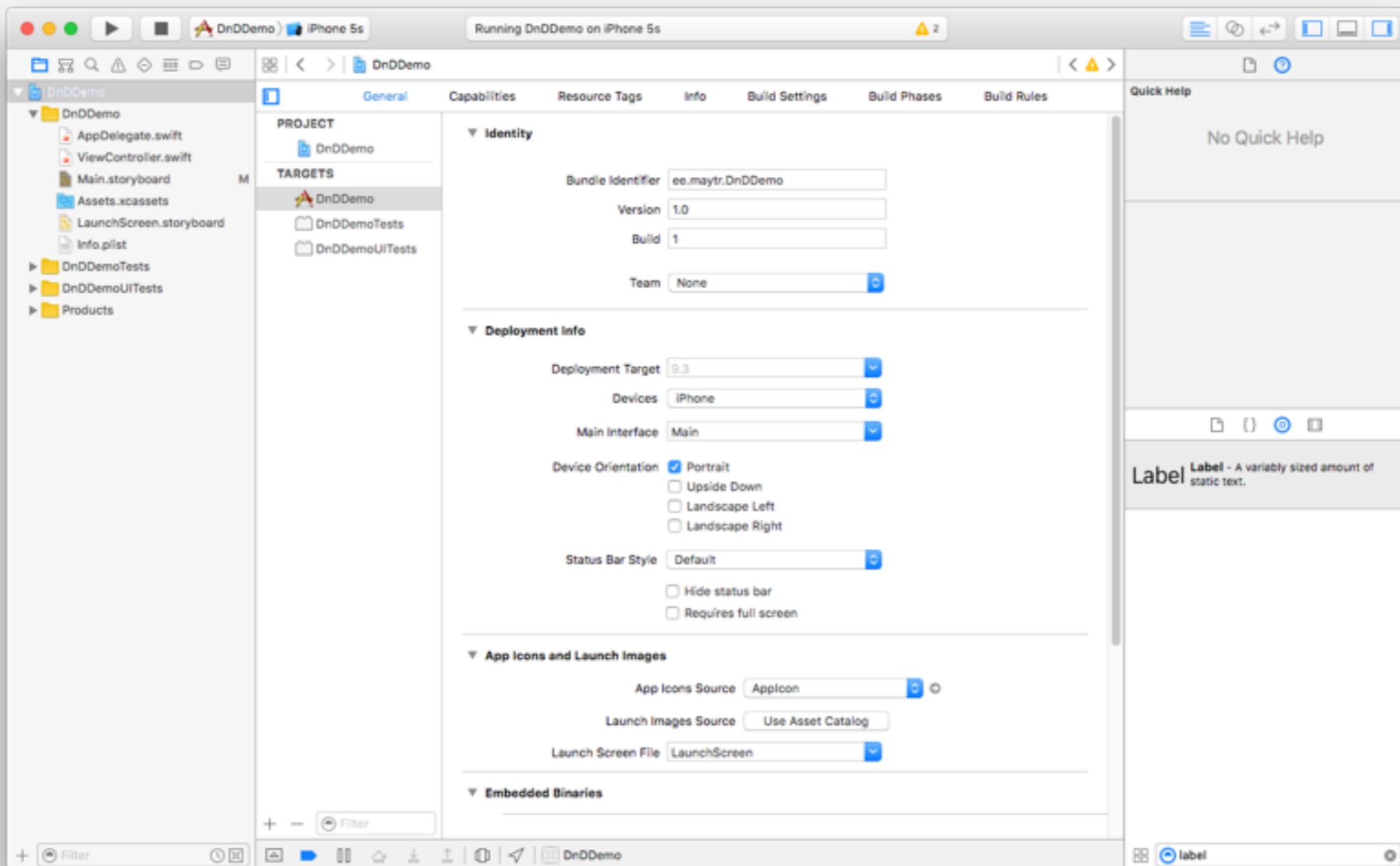
# iOS 실습

iOS UI 를 직접 꾸며봅시다!

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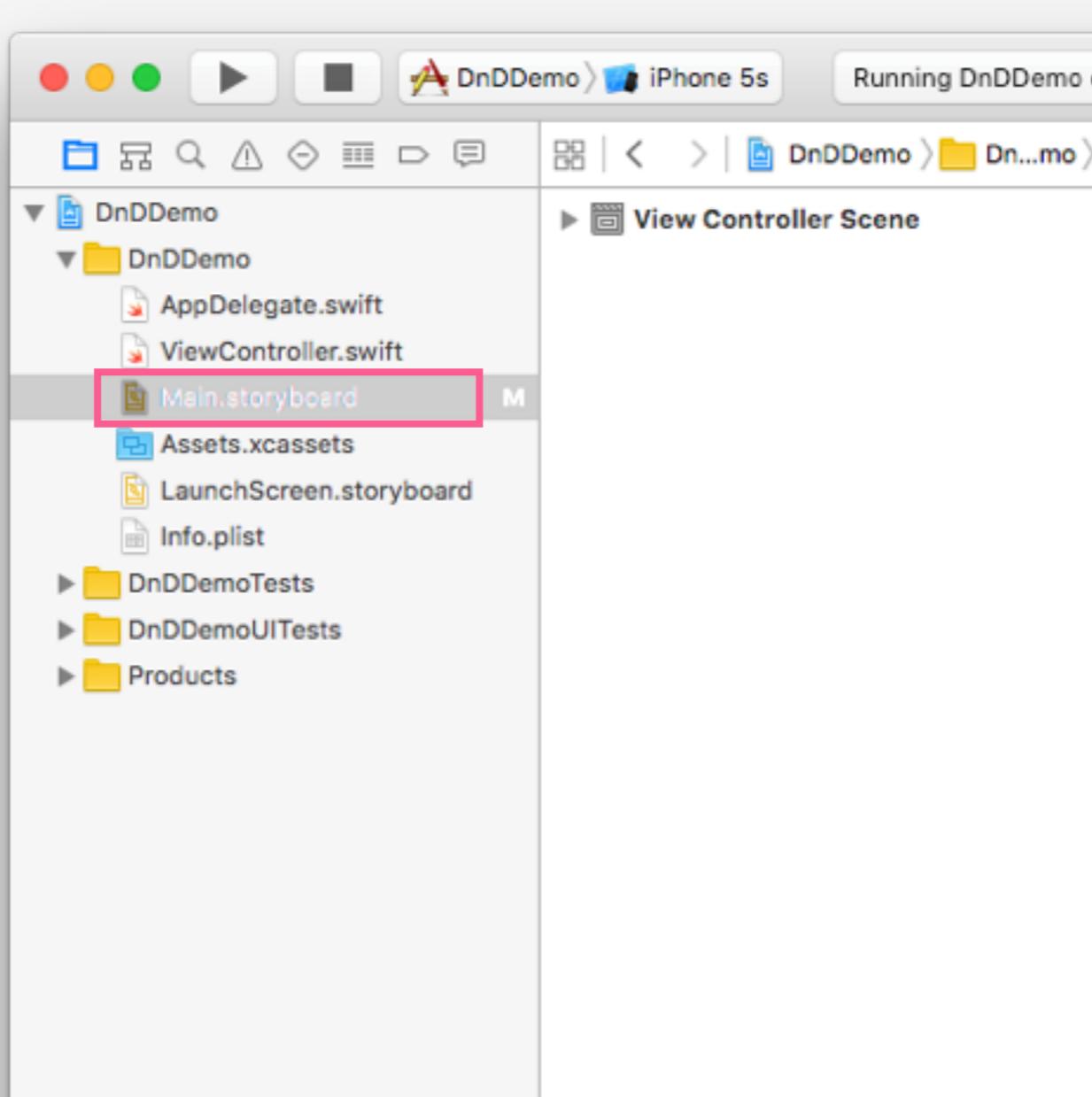
# #iOS 실습

Xcode 를 실행해봅시다

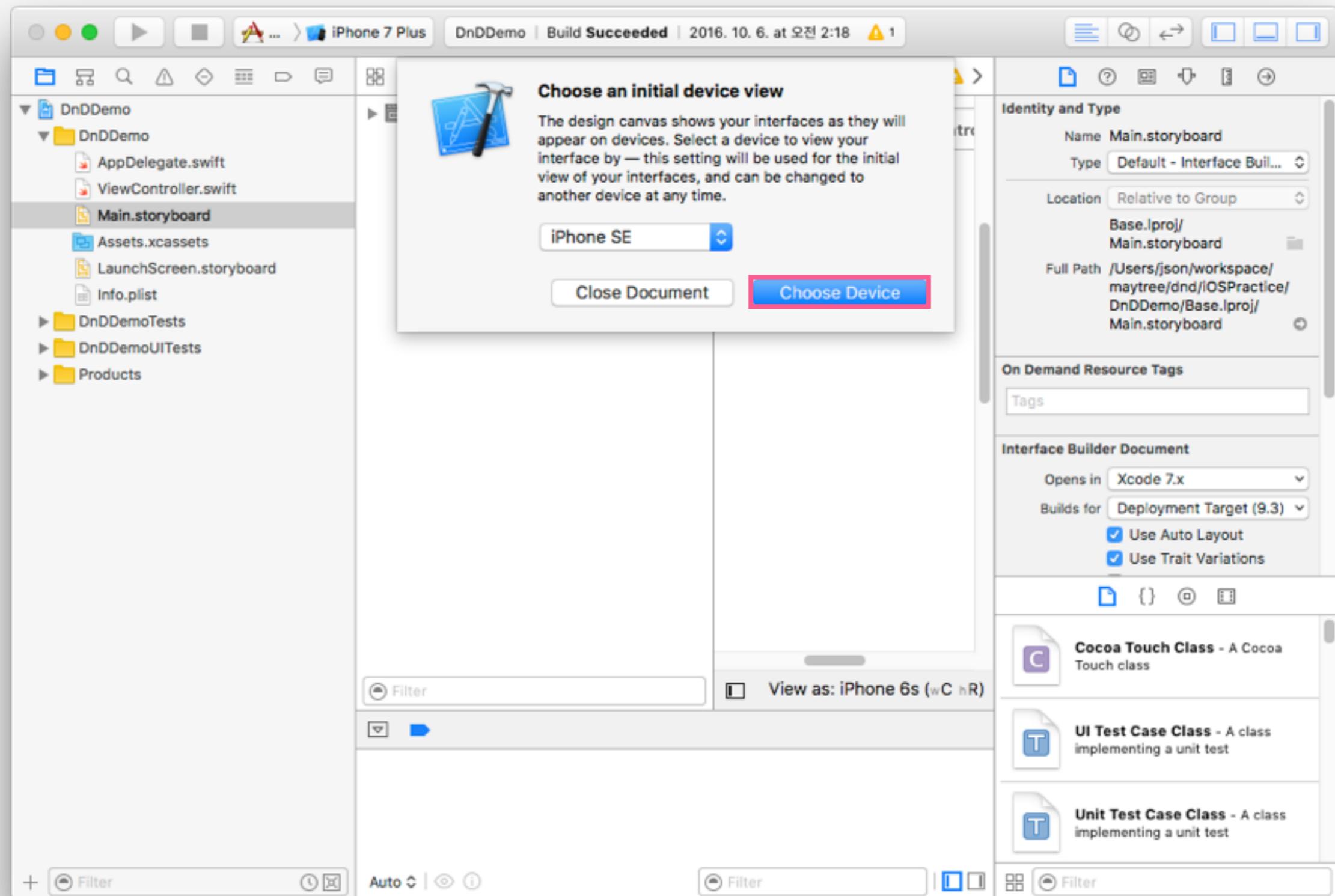


# #iOS 실습

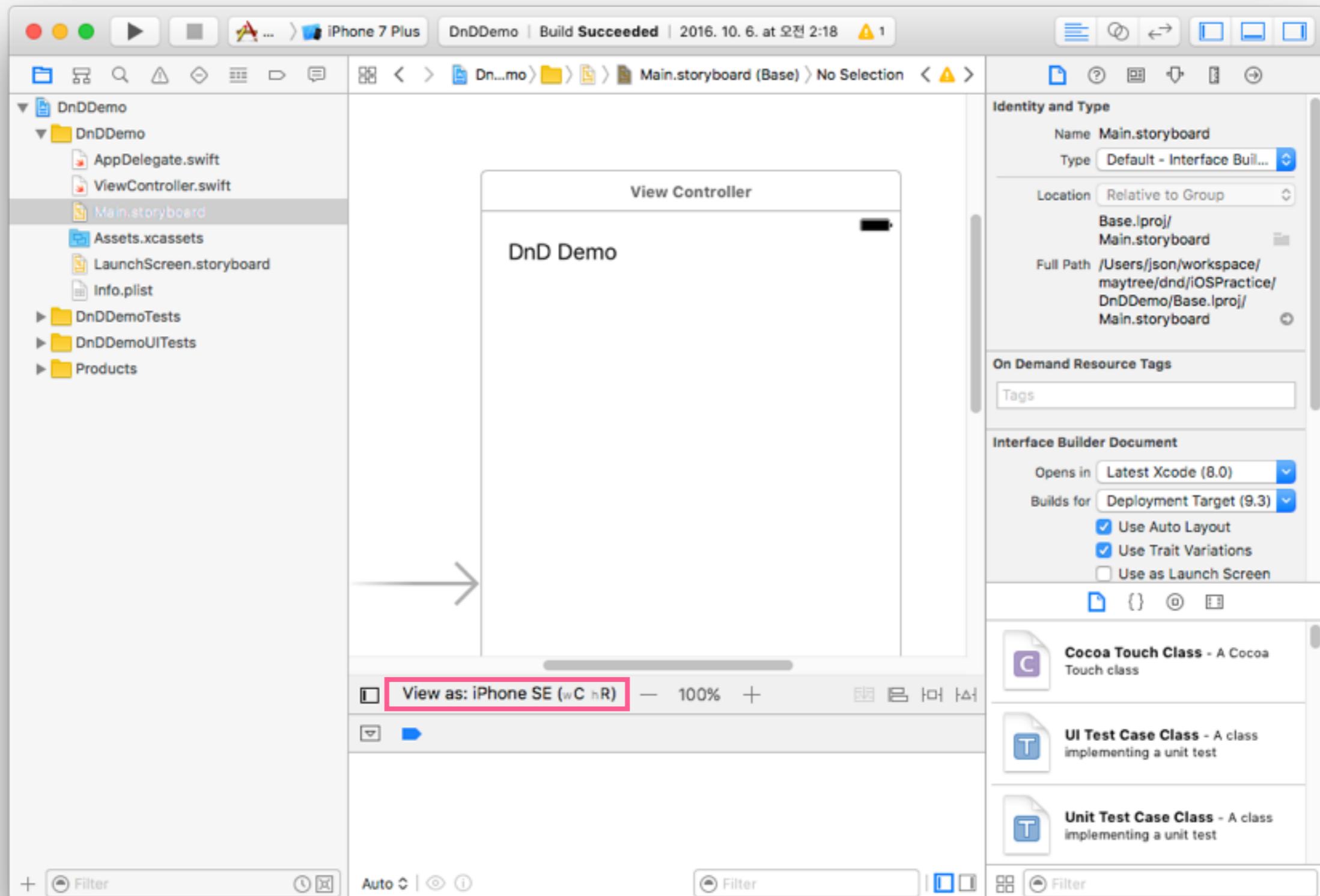
Main.storyboard 클릭



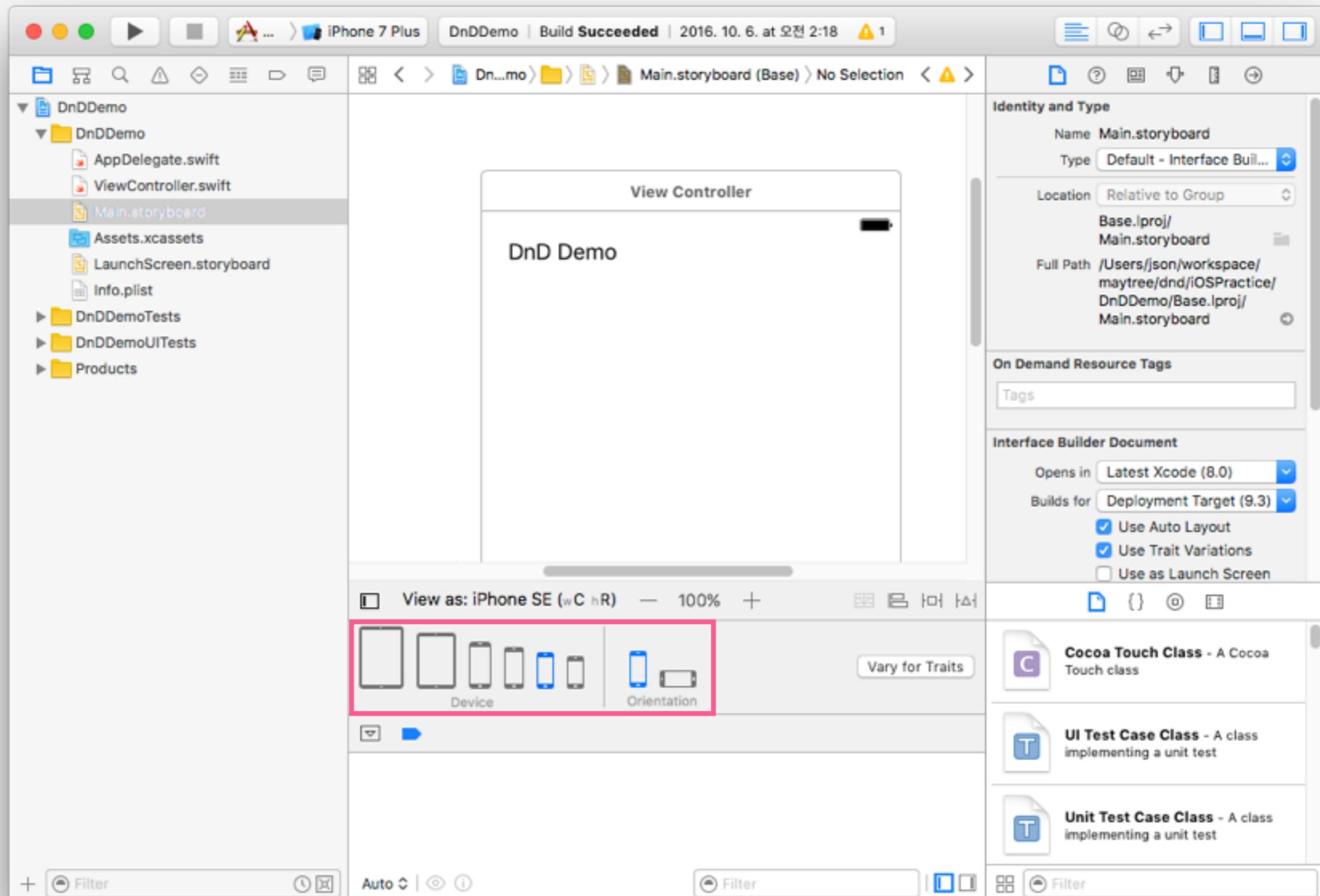
# #iOS 실습 Xcode 8



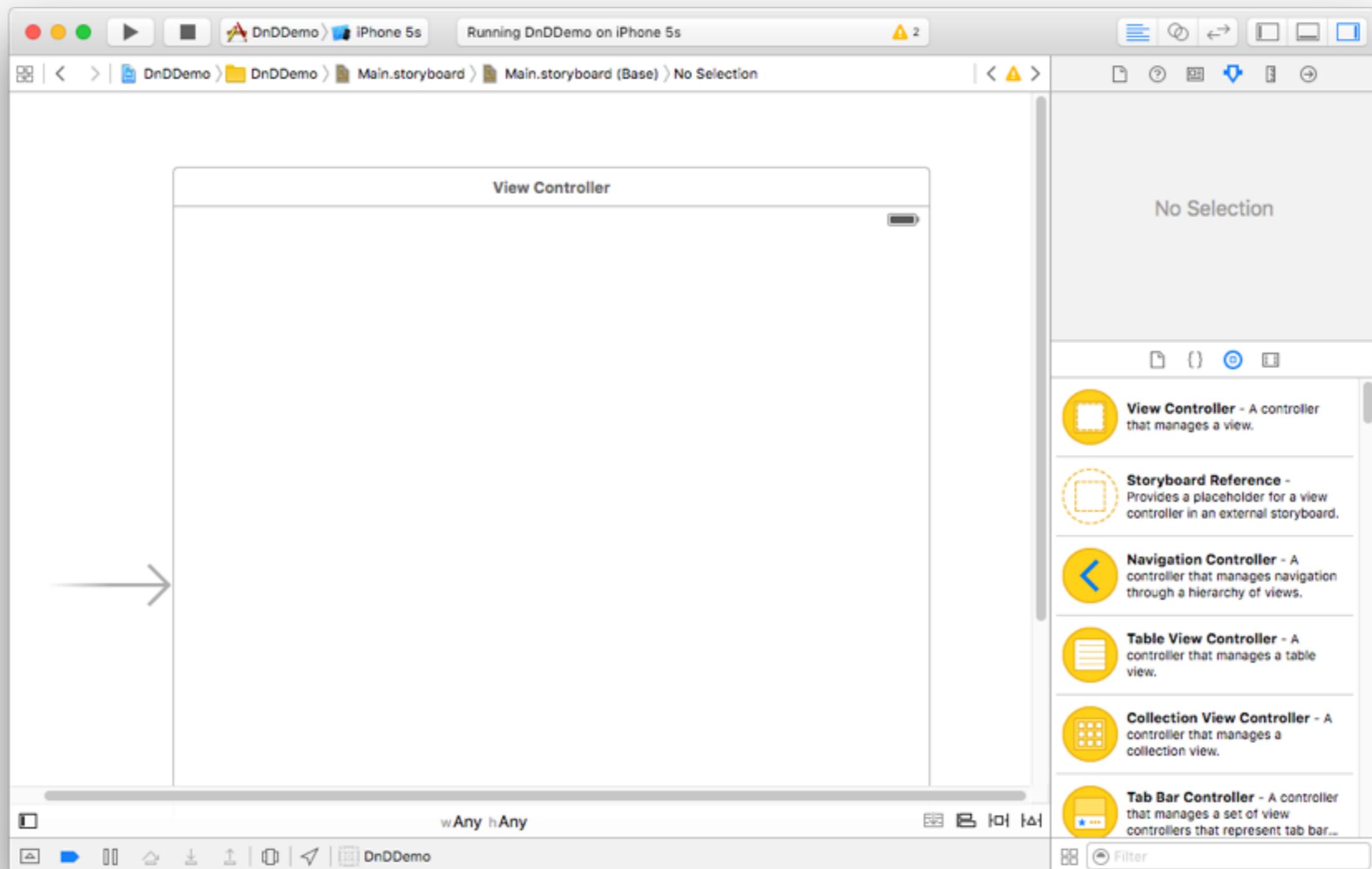
# #iOS 실습 Xcode 8



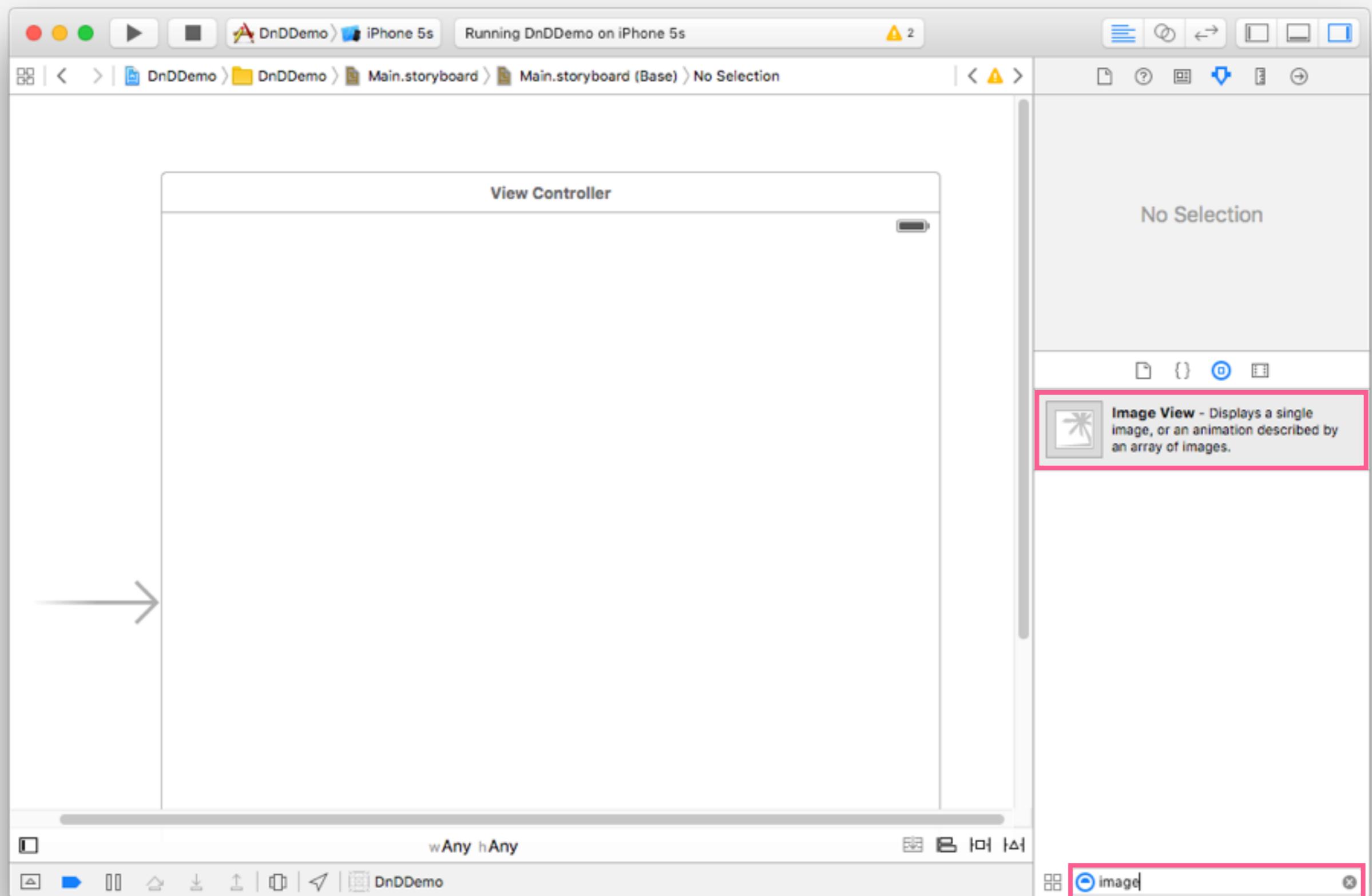
# #iOS 실습 Xcode 8



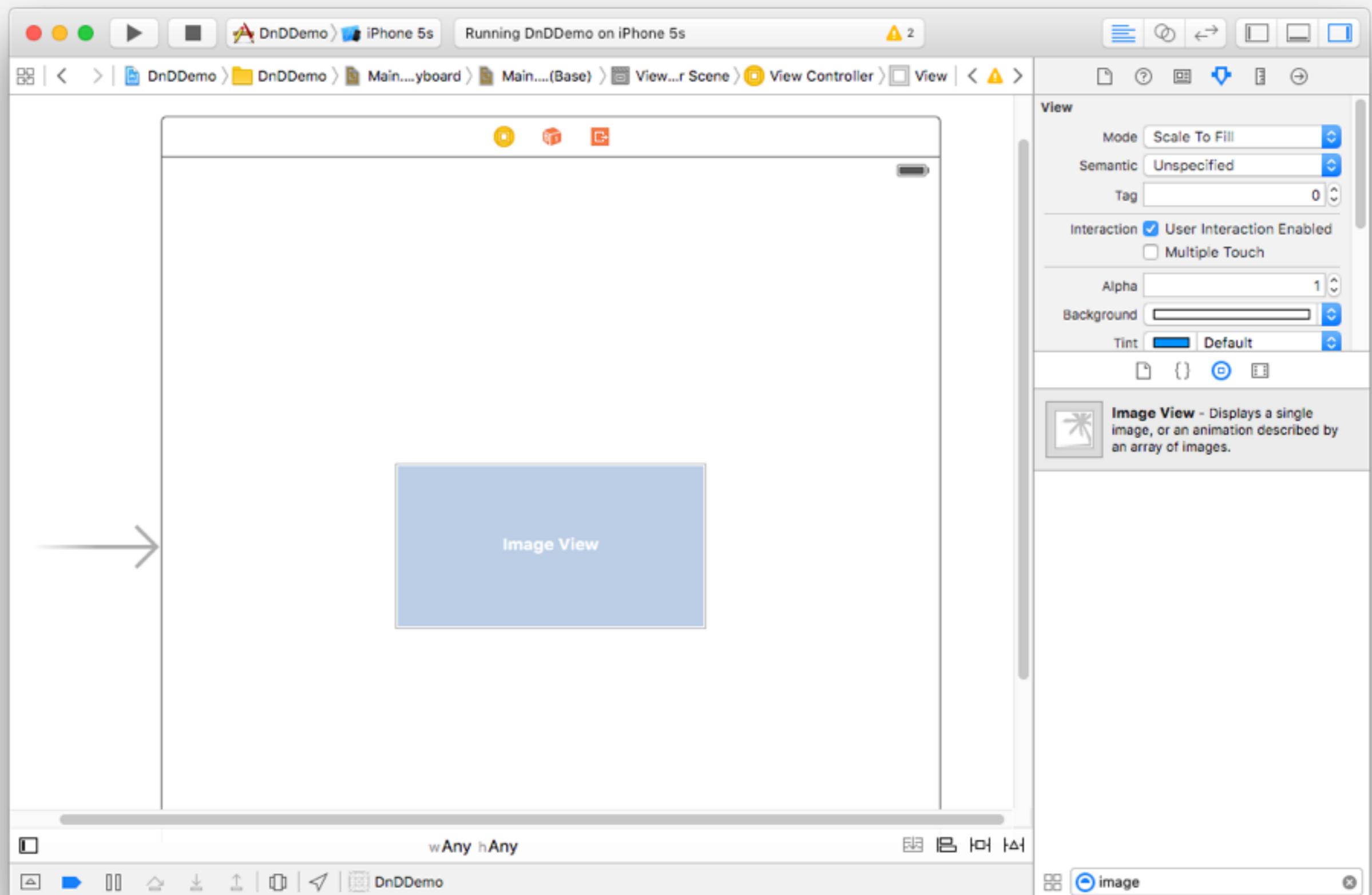
# #iOS 그림판 storyboard



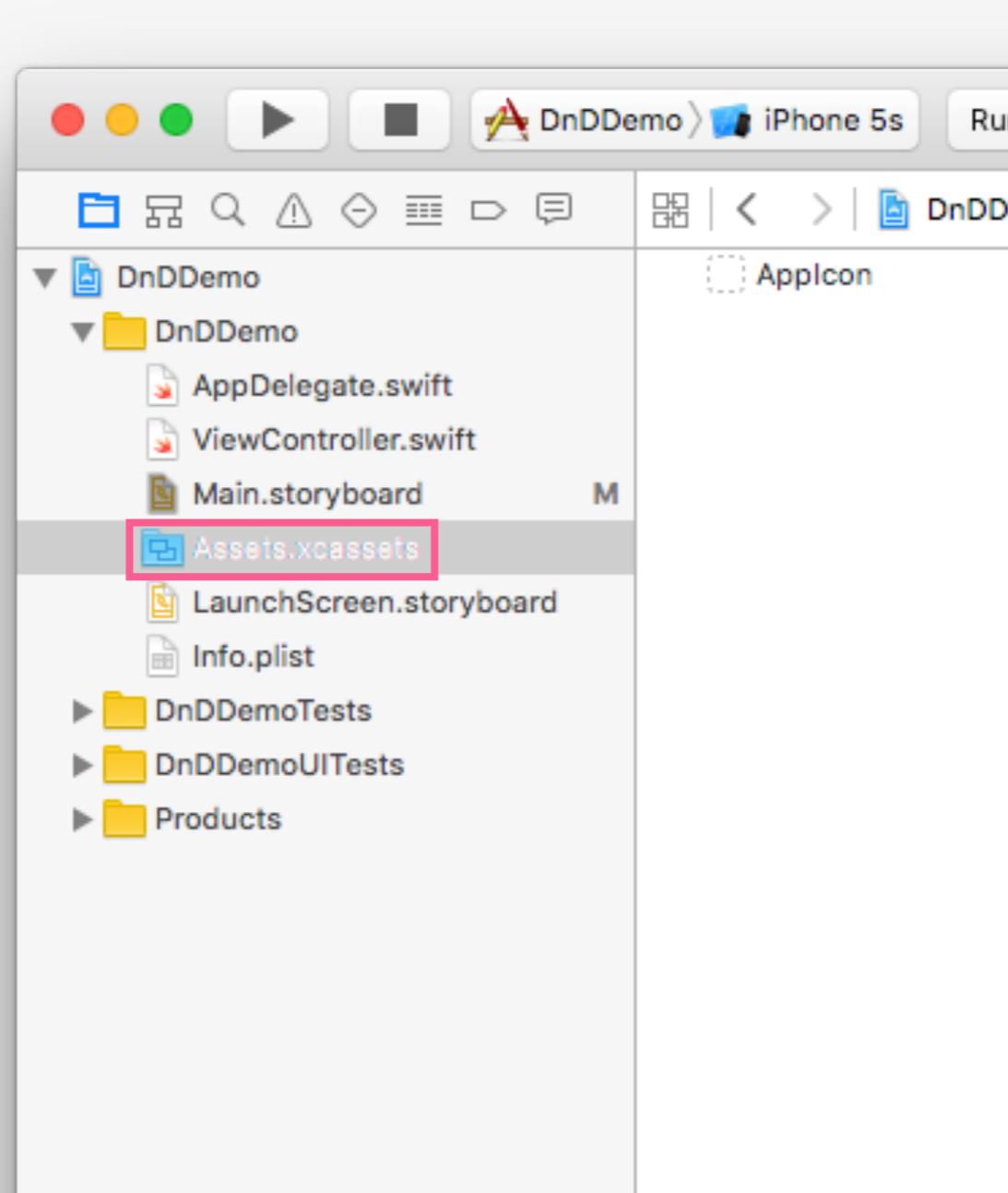
# #이미지를 넣어봅시다 ImageView



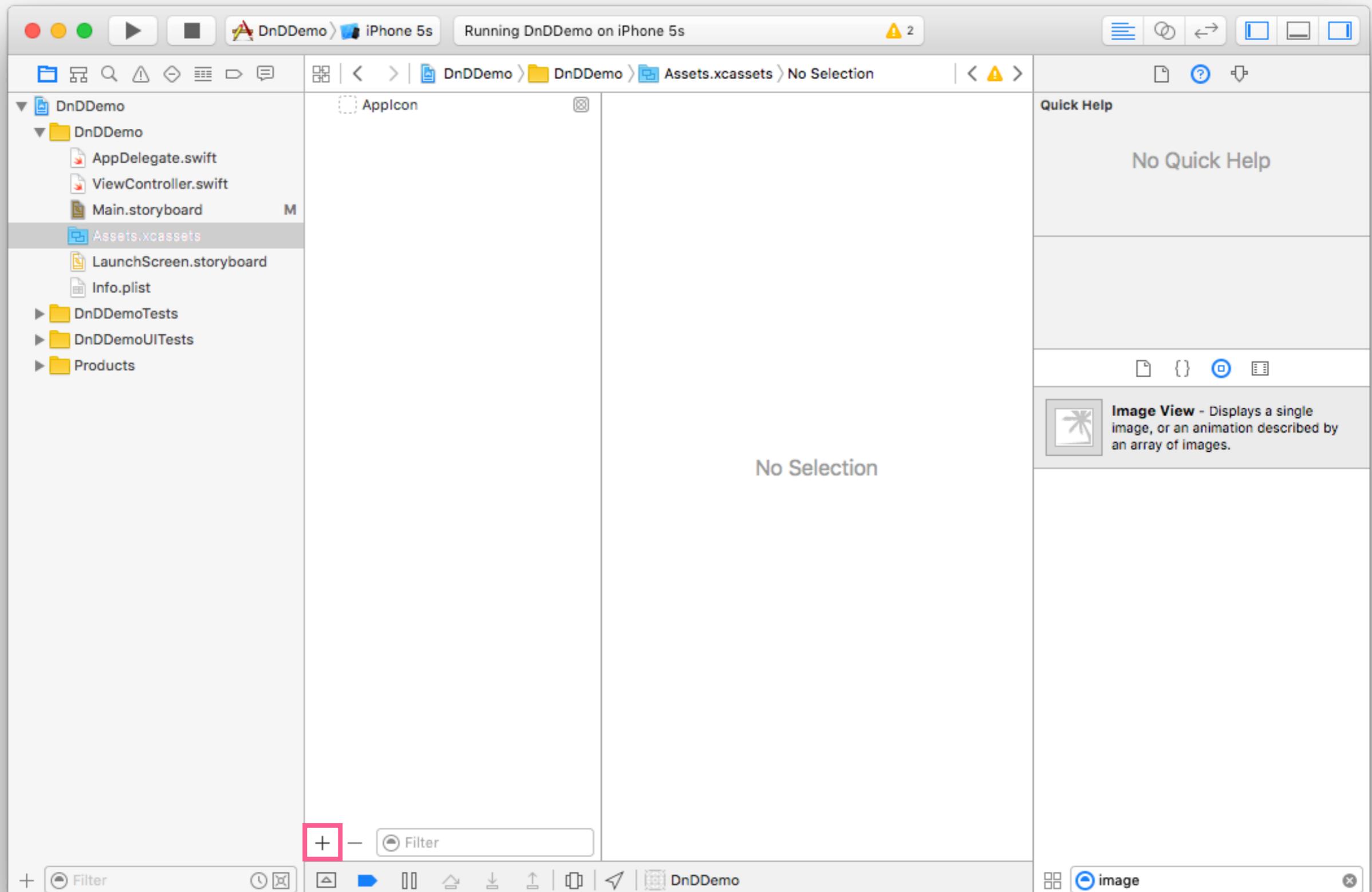
# #이미지를 넣어봅시다 ImageView



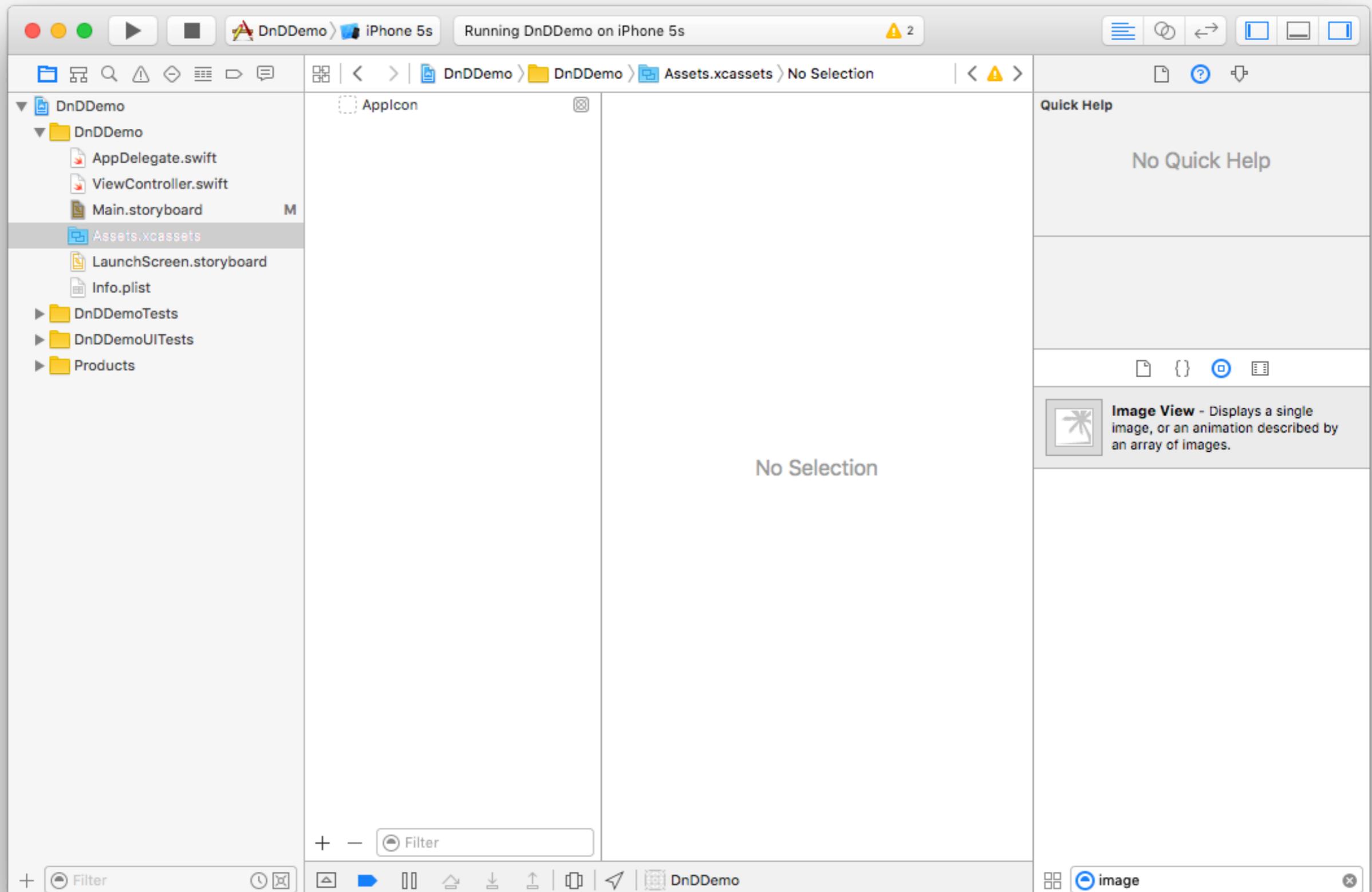
# #이미지 리소스를 추가해봅시다 Assets



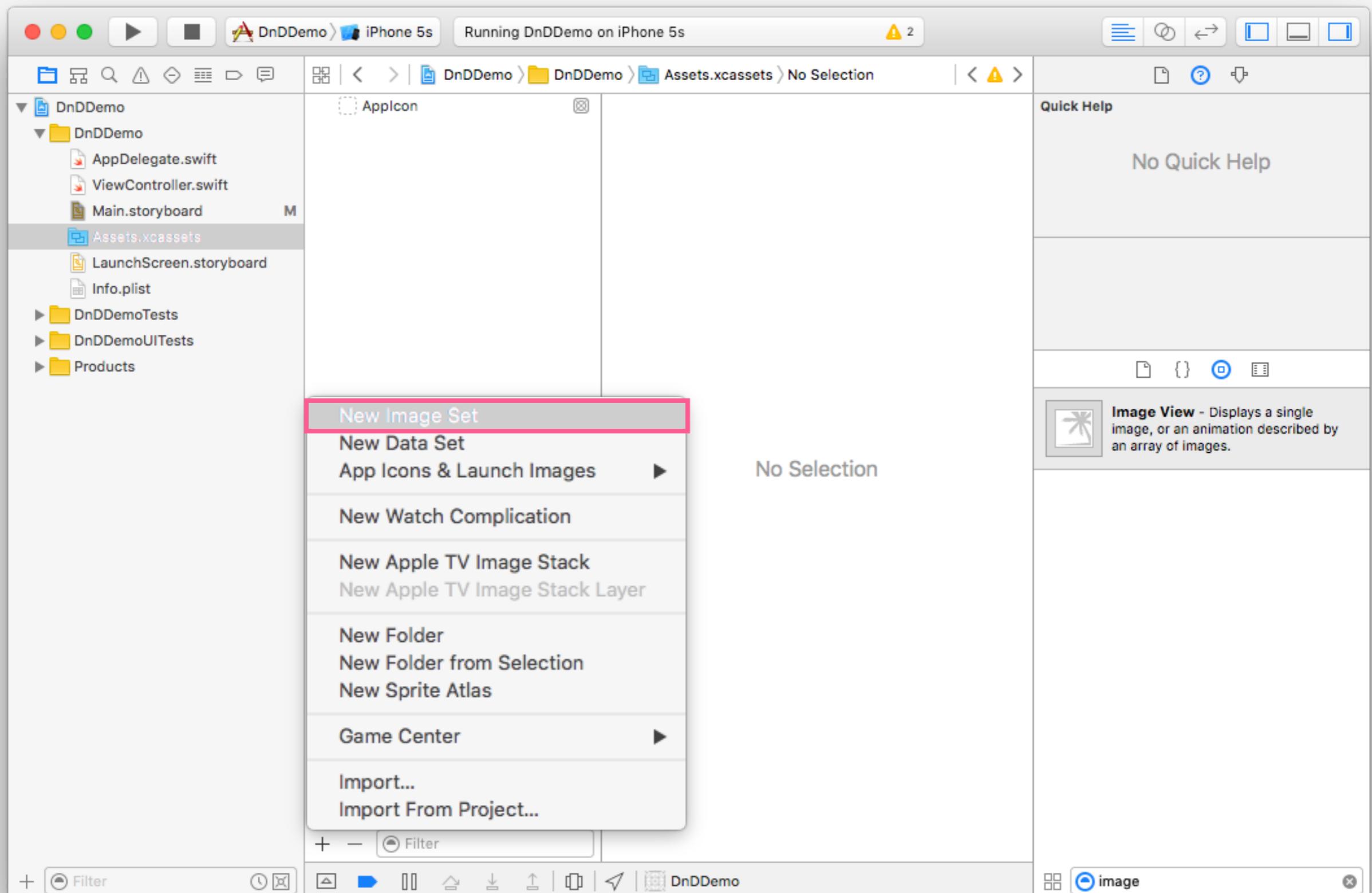
# #이미지 리소스를 추가해봅시다 Assets



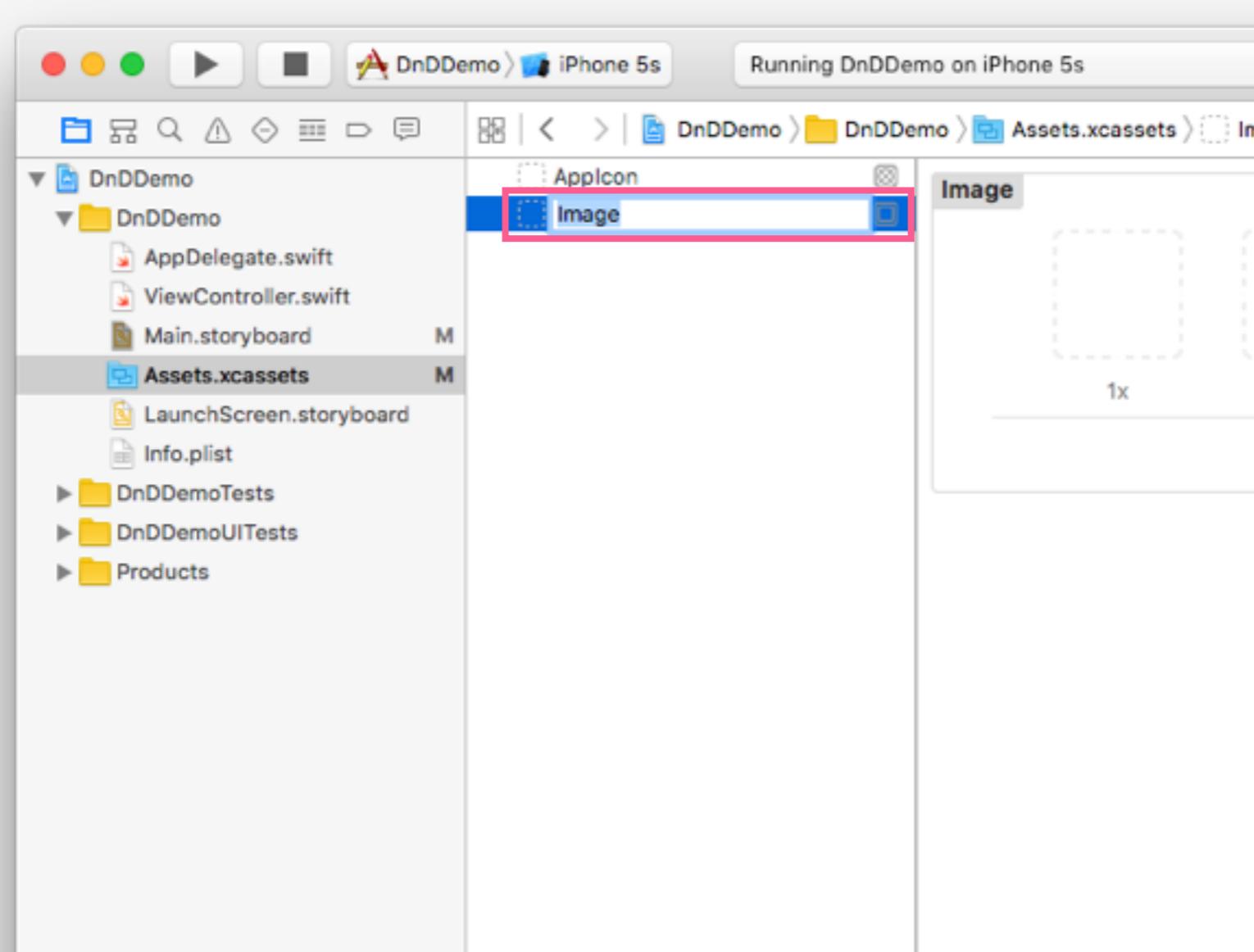
# #이미지 리소스를 추가해봅시다 Assets



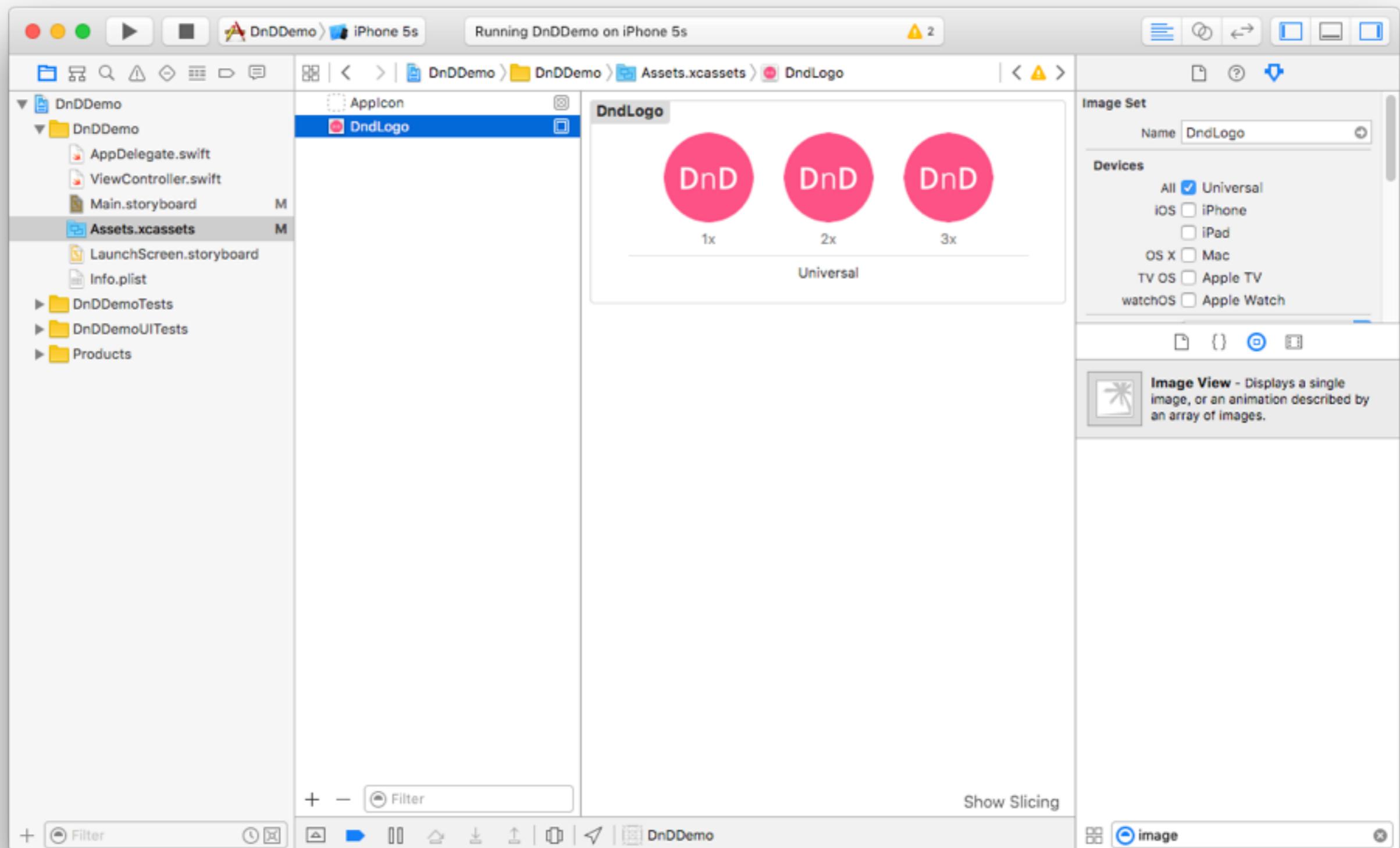
# #이미지 리소스를 추가해봅시다 Assets



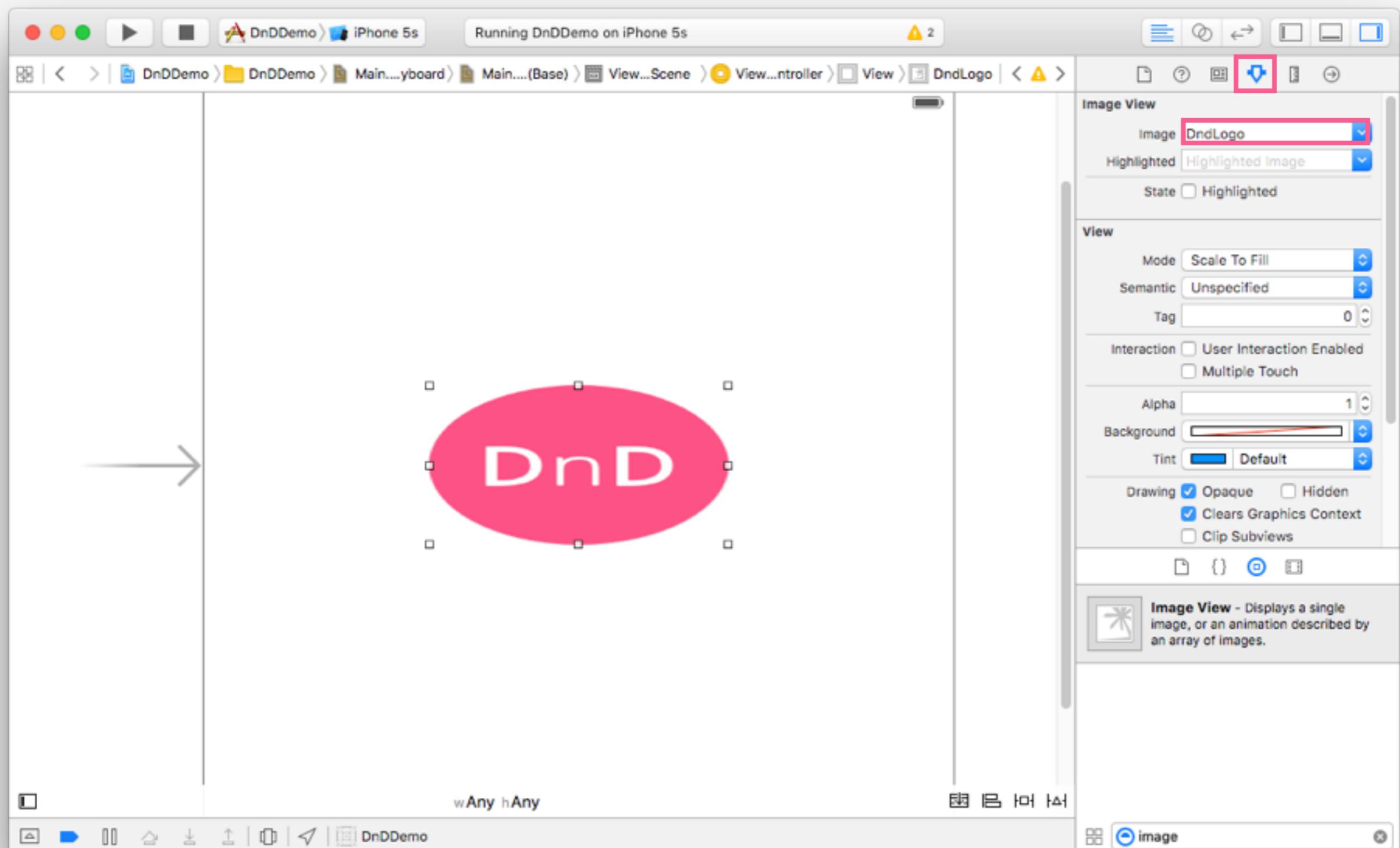
# #이미지 리소스를 추가해봅시다 Assets



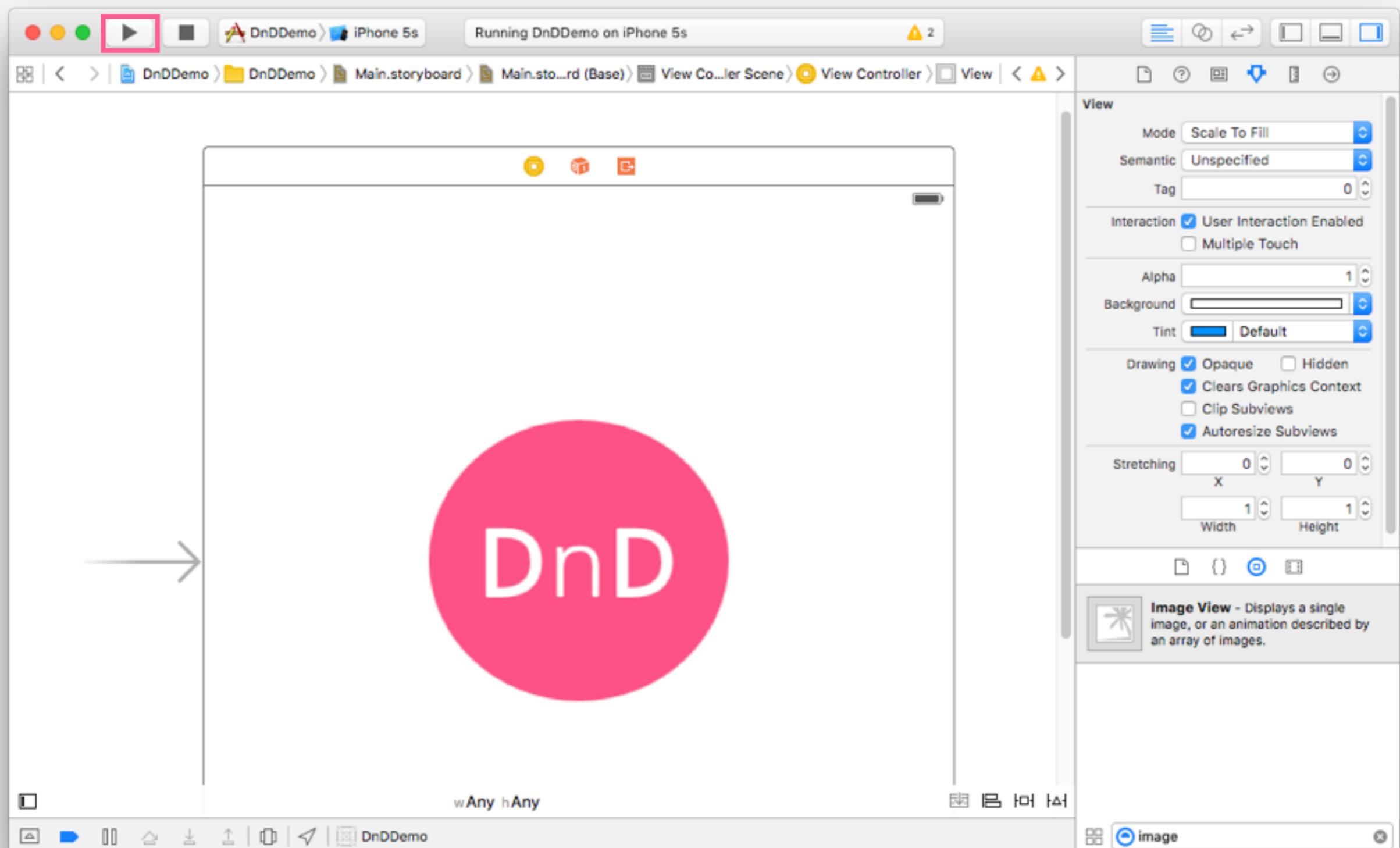
# #이미지 리소스를 추가해봅시다 Assets



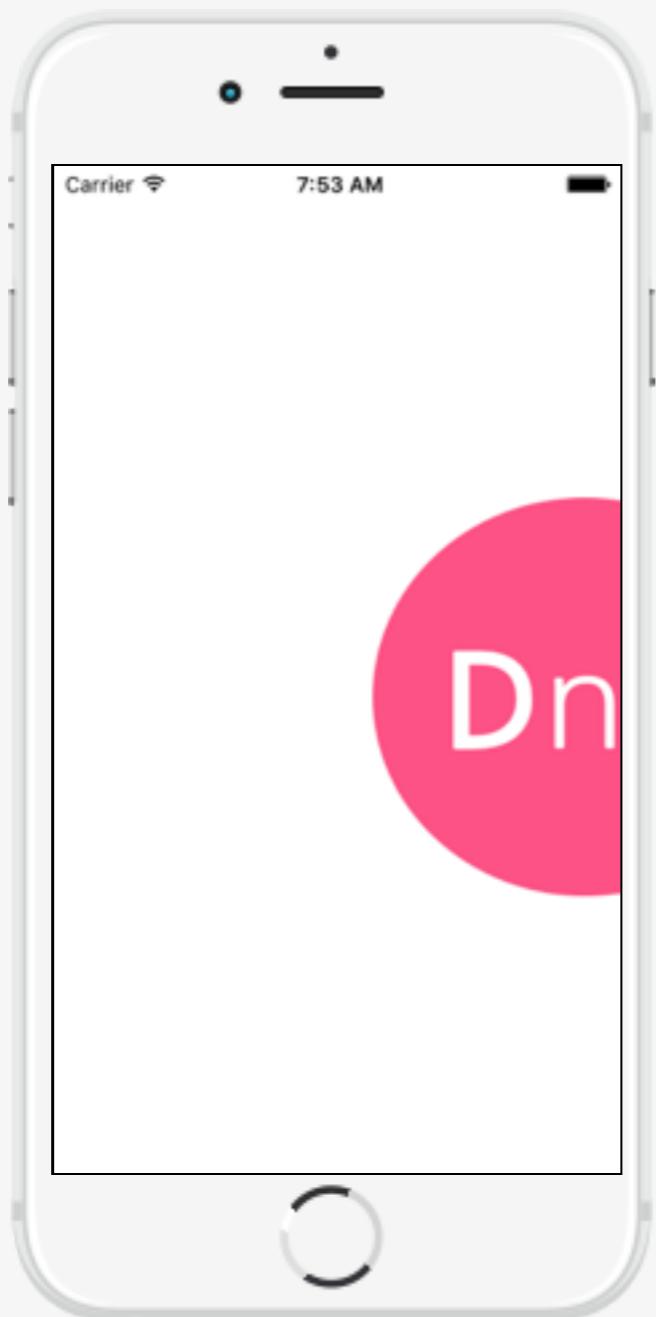
# #이미지를 넣어봅시다 ImageView



# #이미지를 넣어봅시다 ImageView



## #이미지를 넣어봅시다 Image View



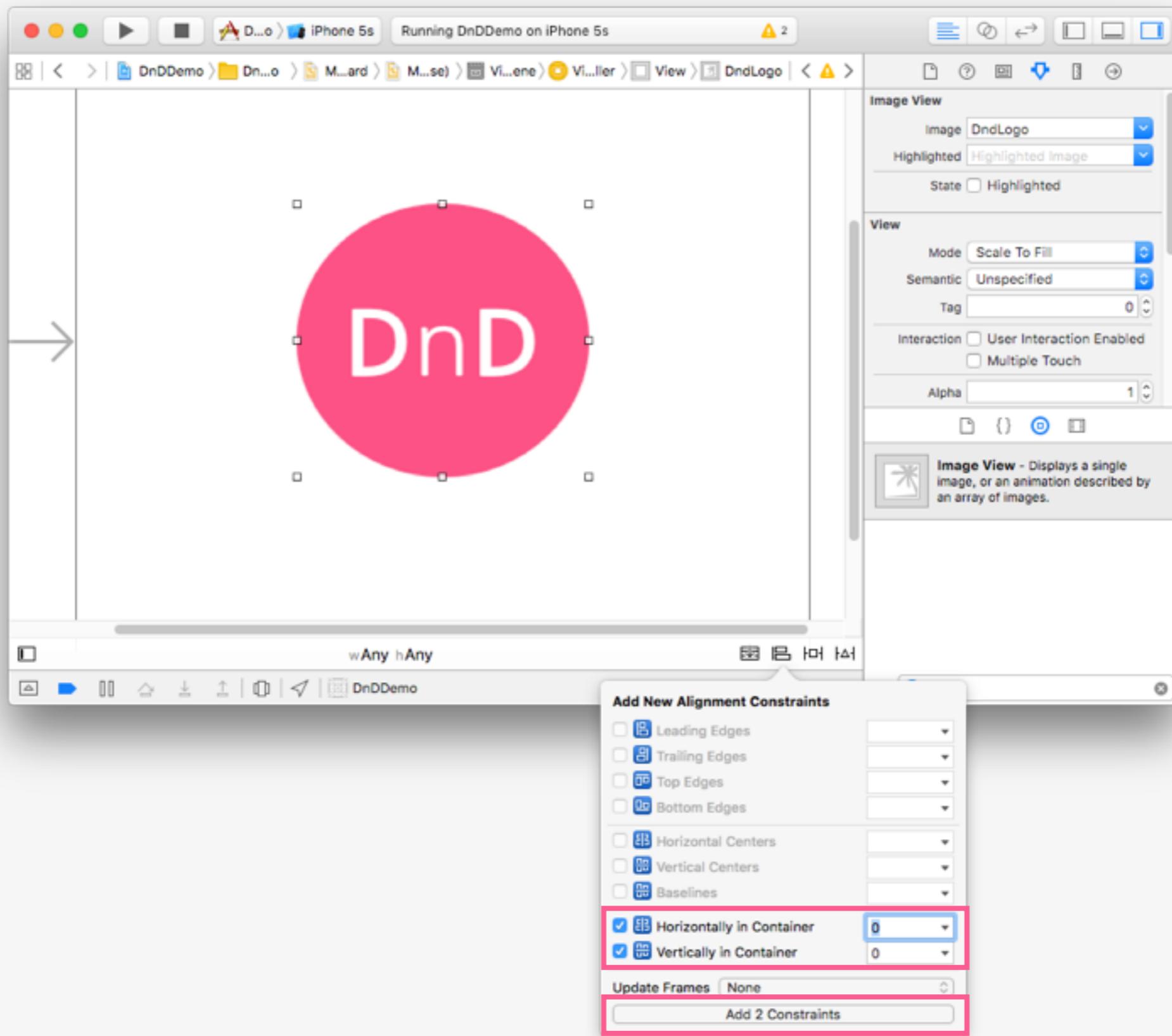
으아니!

# #이것은 마술입니다 Auto Layout

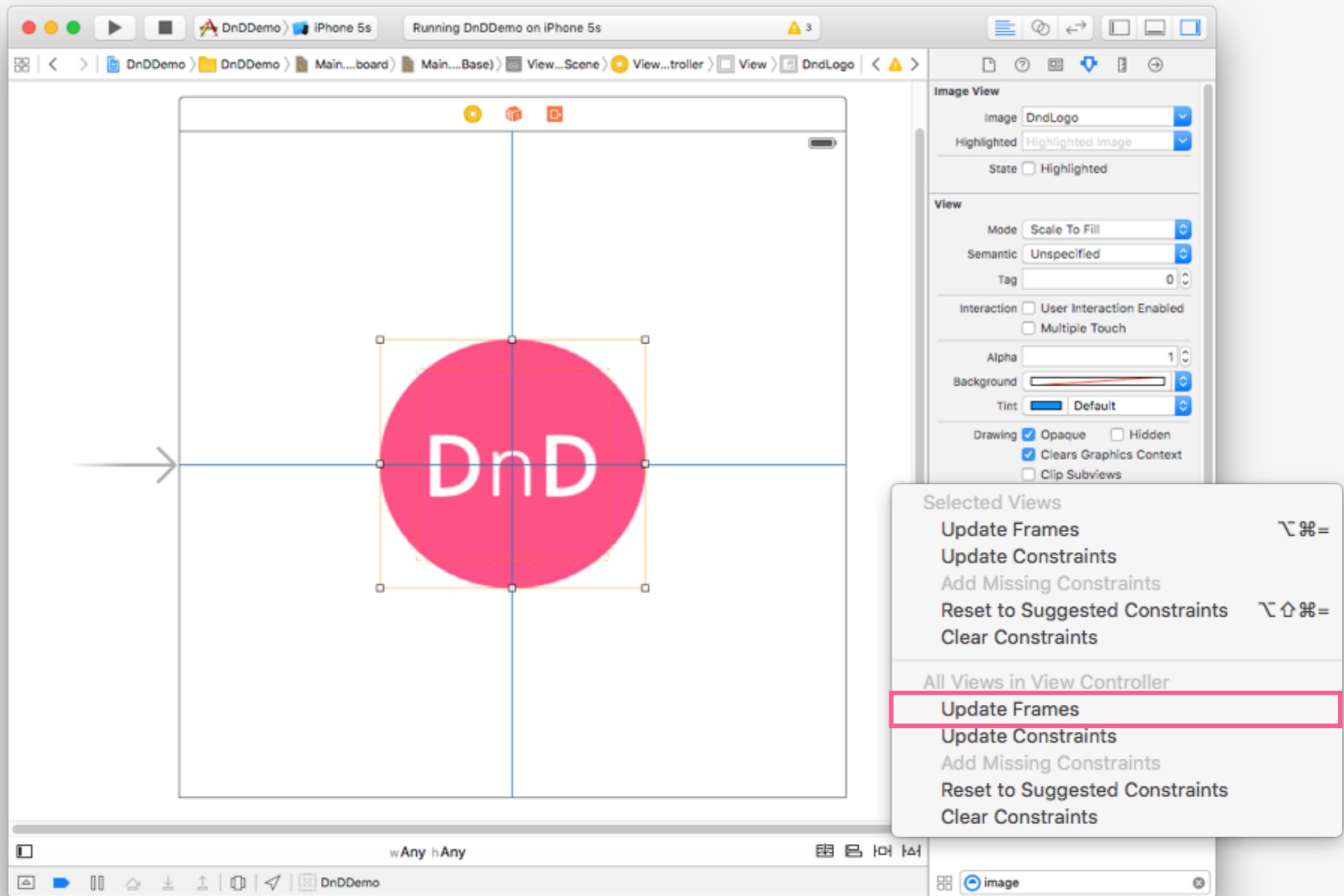
Storyboard 크기는 왜 저렇게 생겼을까요?



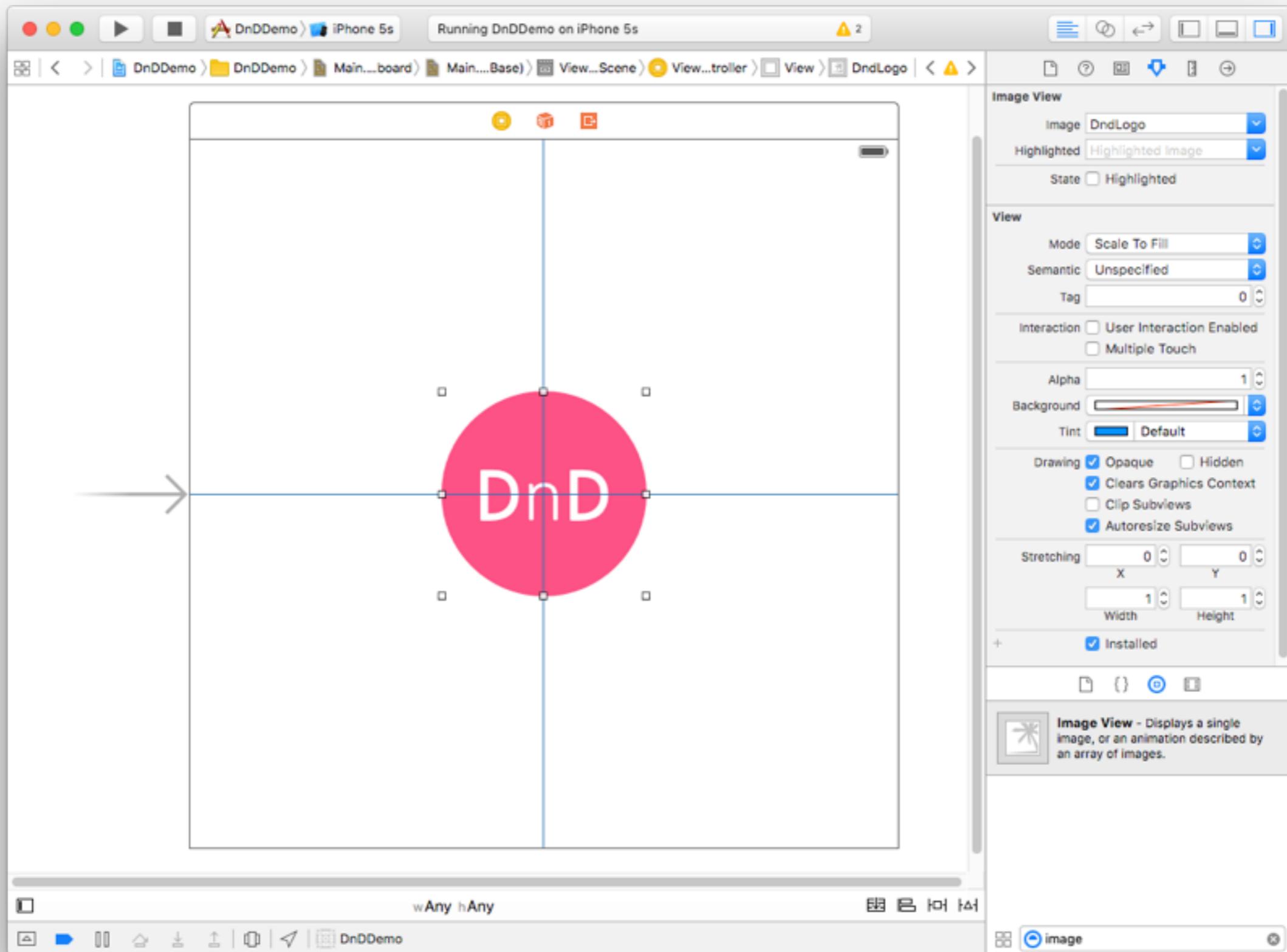
# #이것은 마술입니다 Auto Layout



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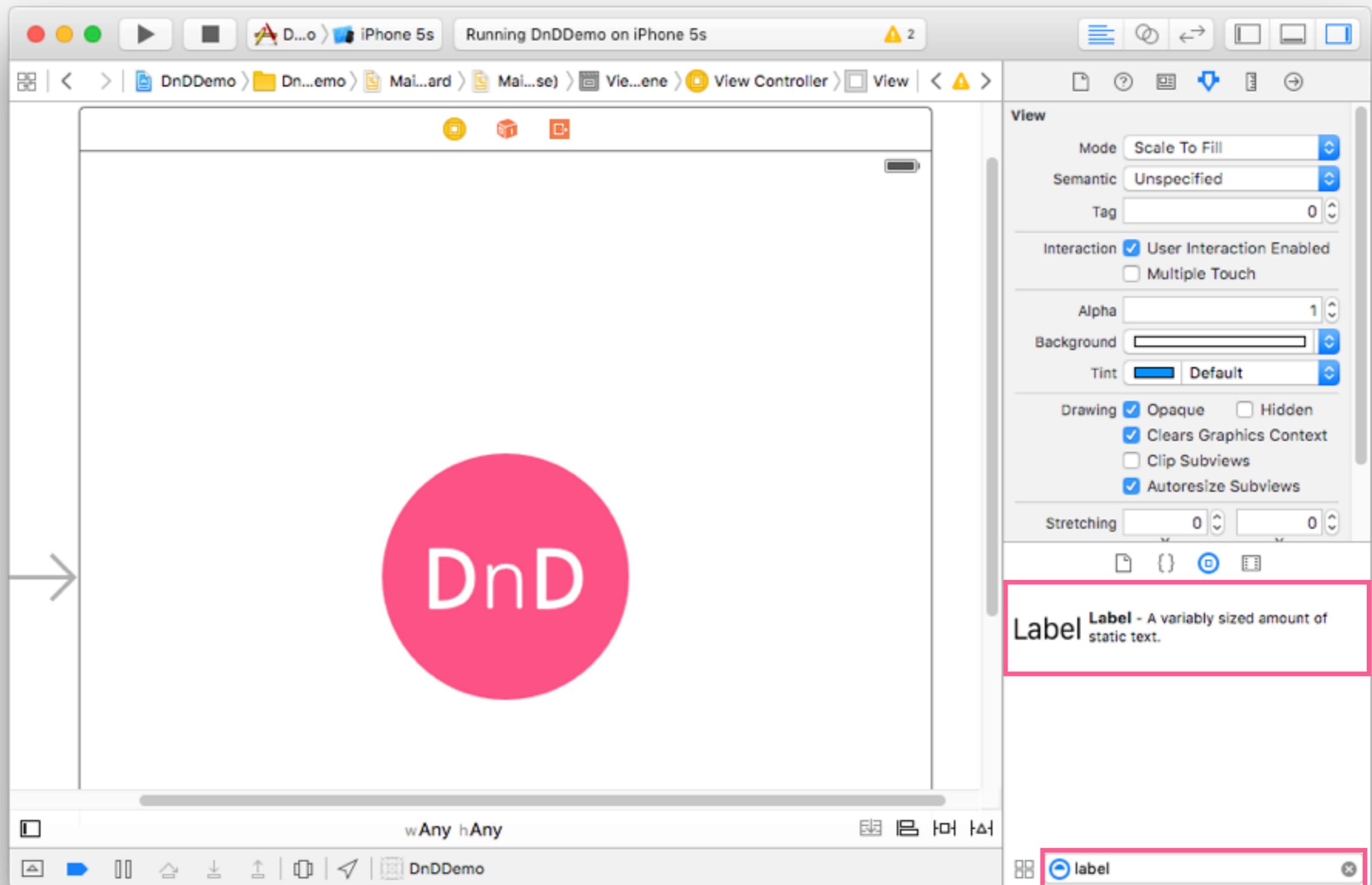


## #이미지를 넣어봅시다 Image View

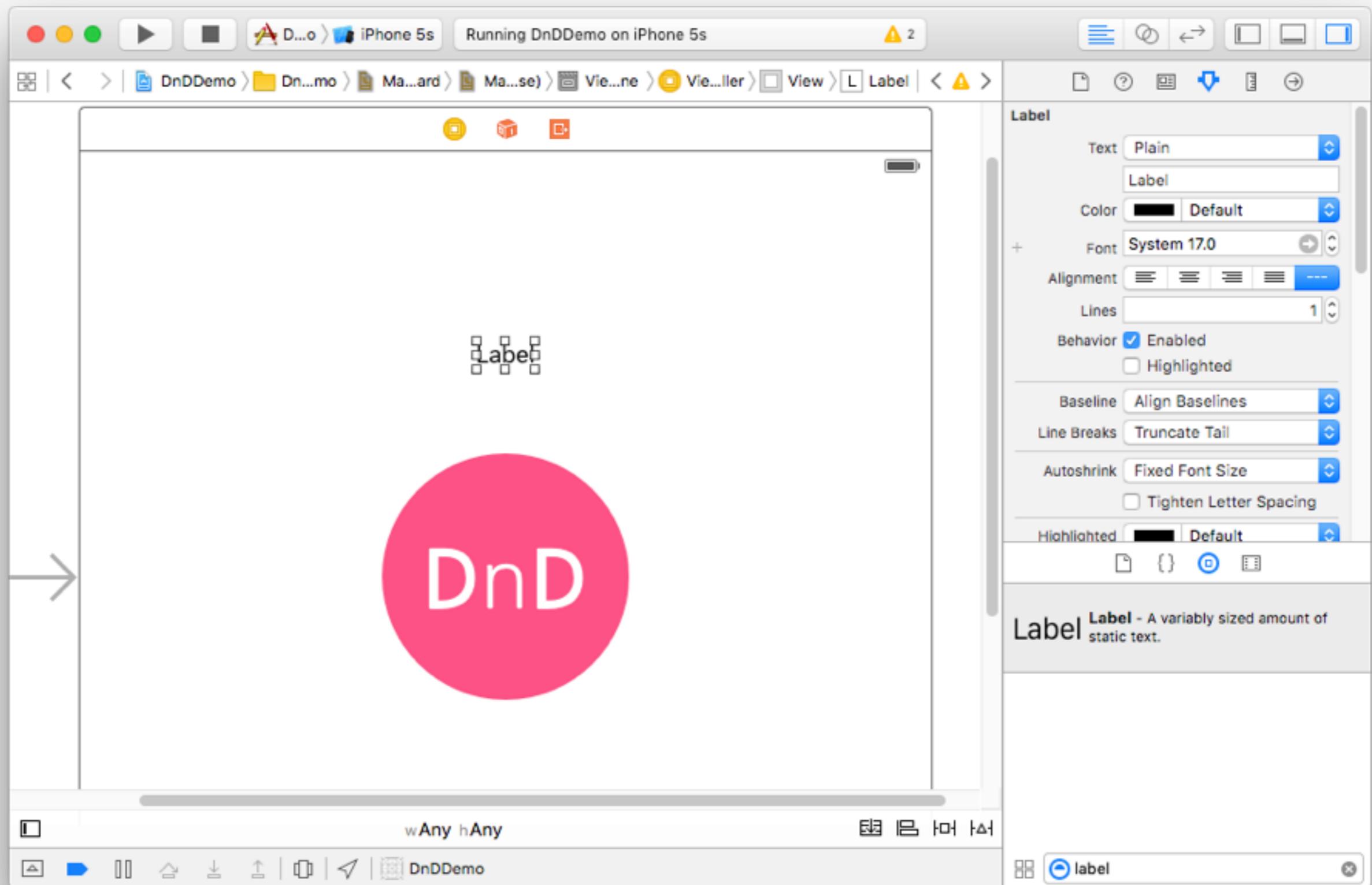


Good!

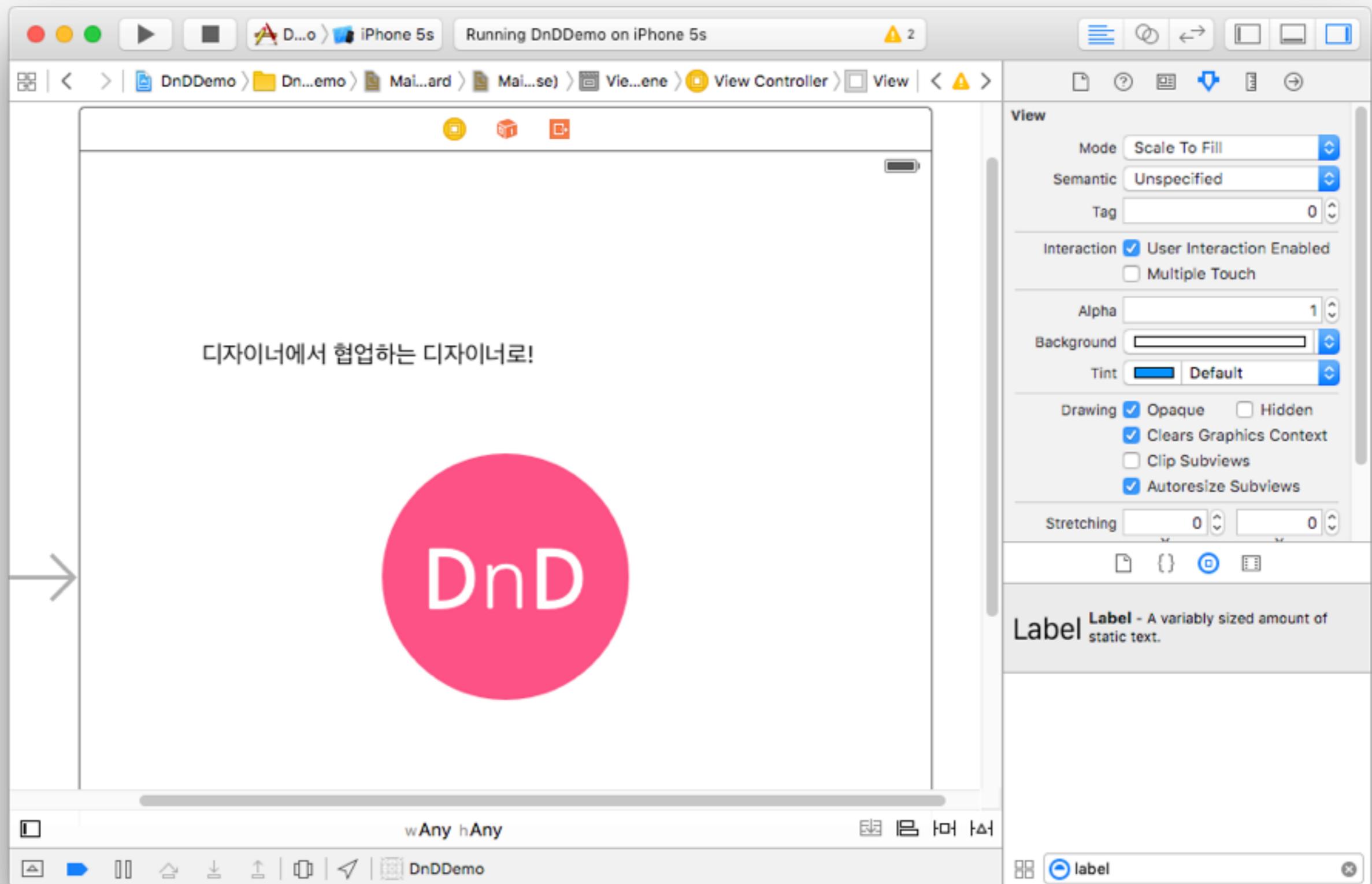
# #텍스트를 넣어봅시다 Label



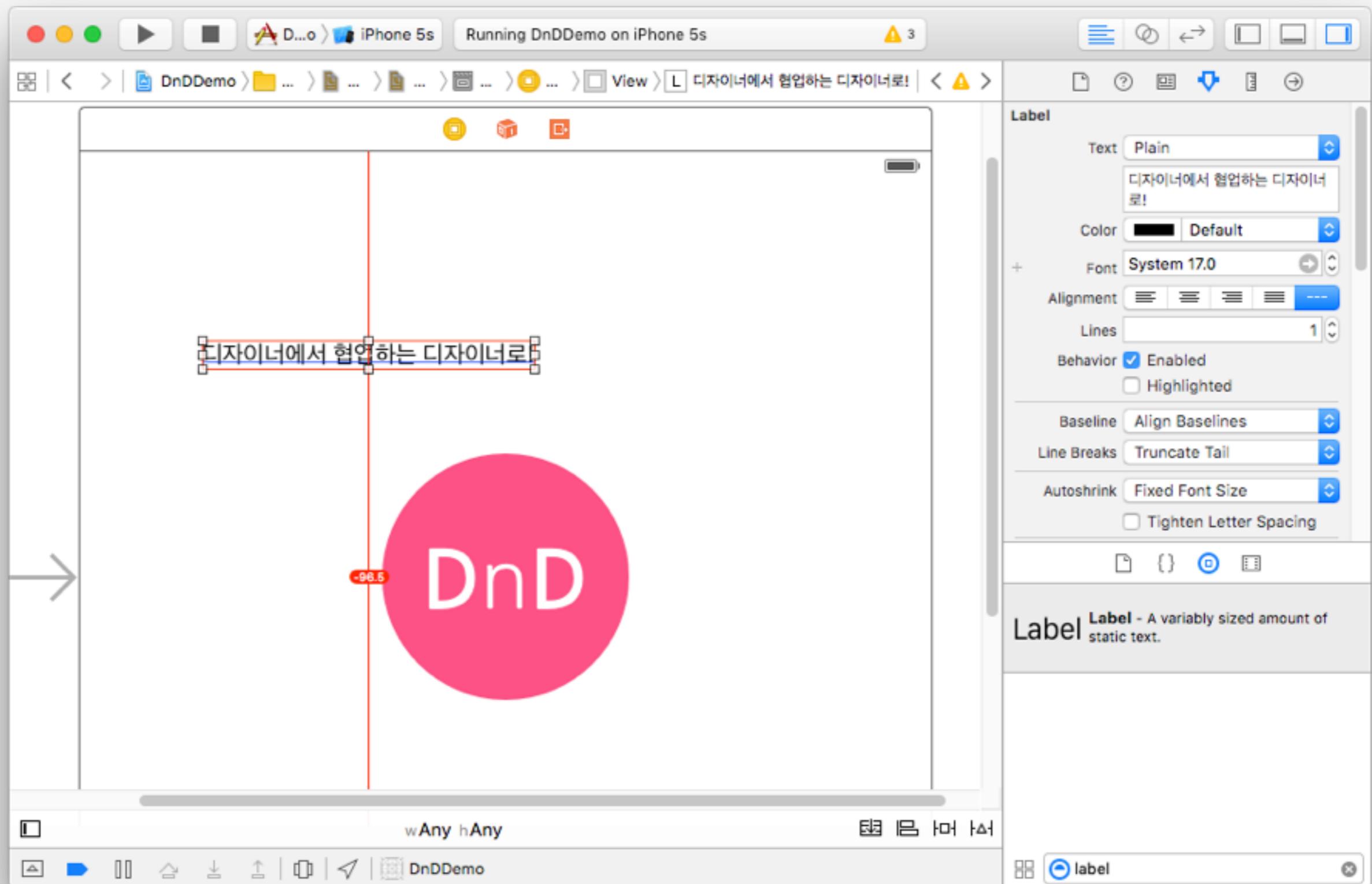
# #텍스트를 넣어봅시다 Label



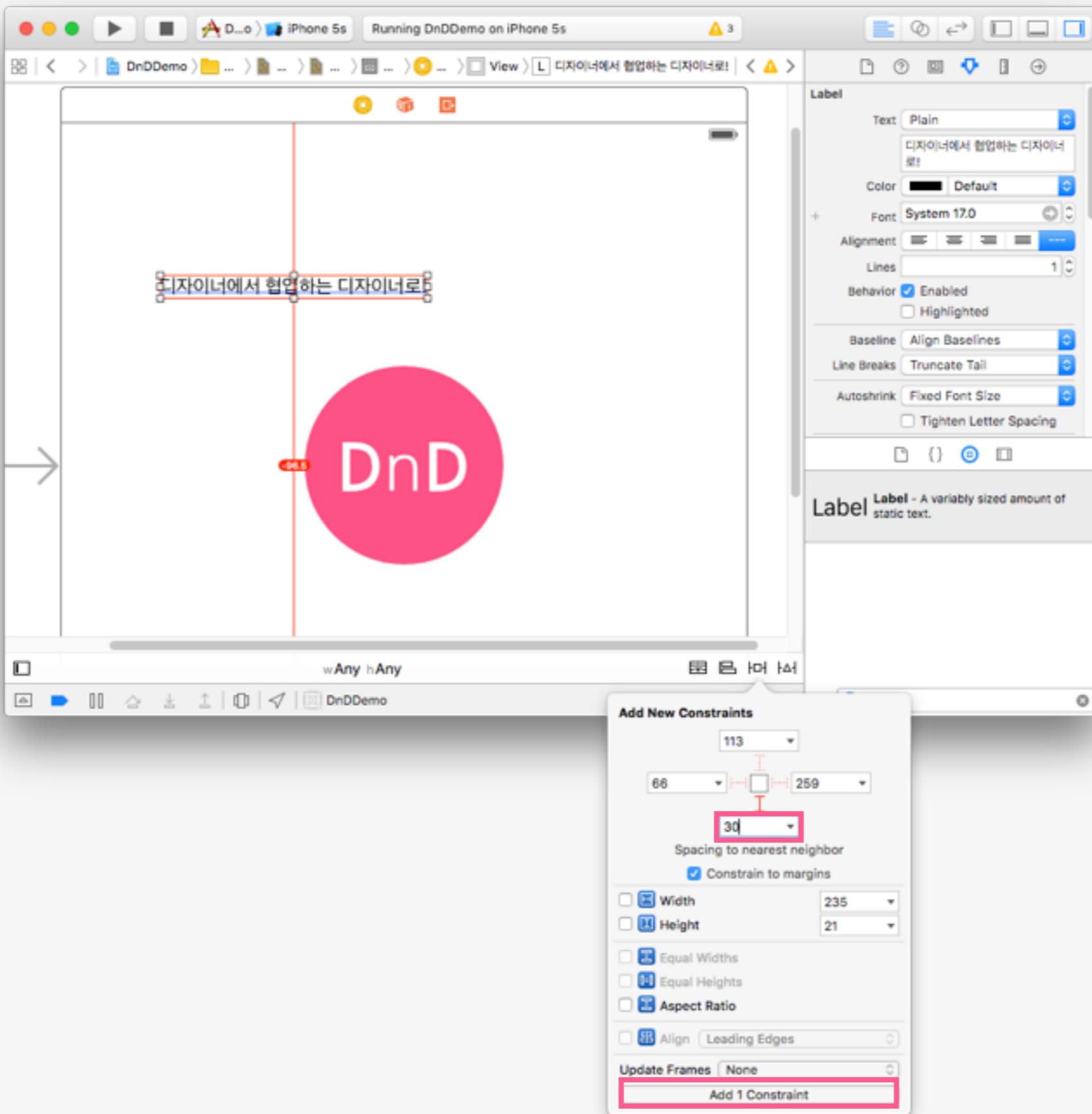
# #텍스트를 넣어봅시다 Label



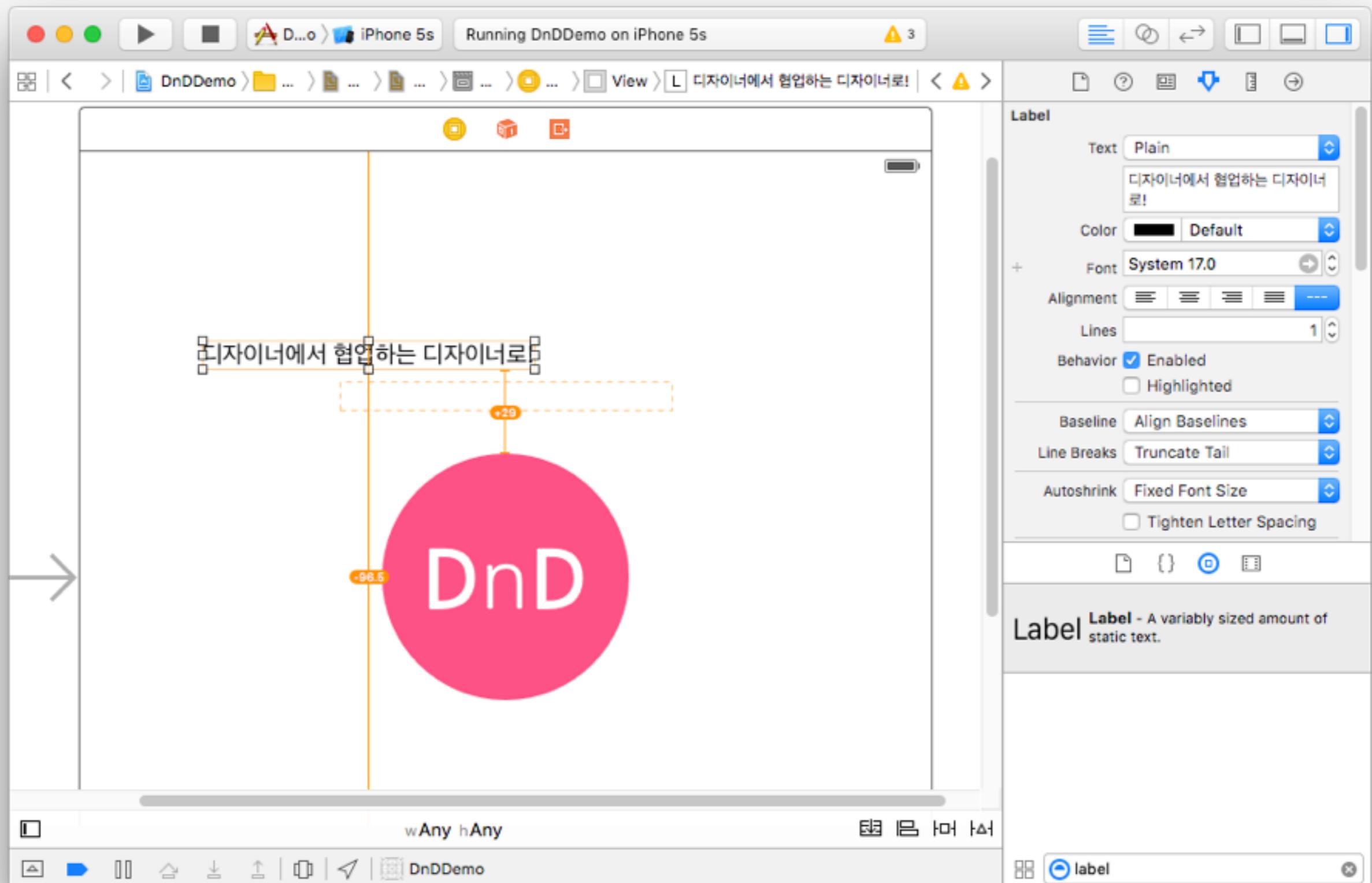
# #텍스트를 넣어봅시다 Label



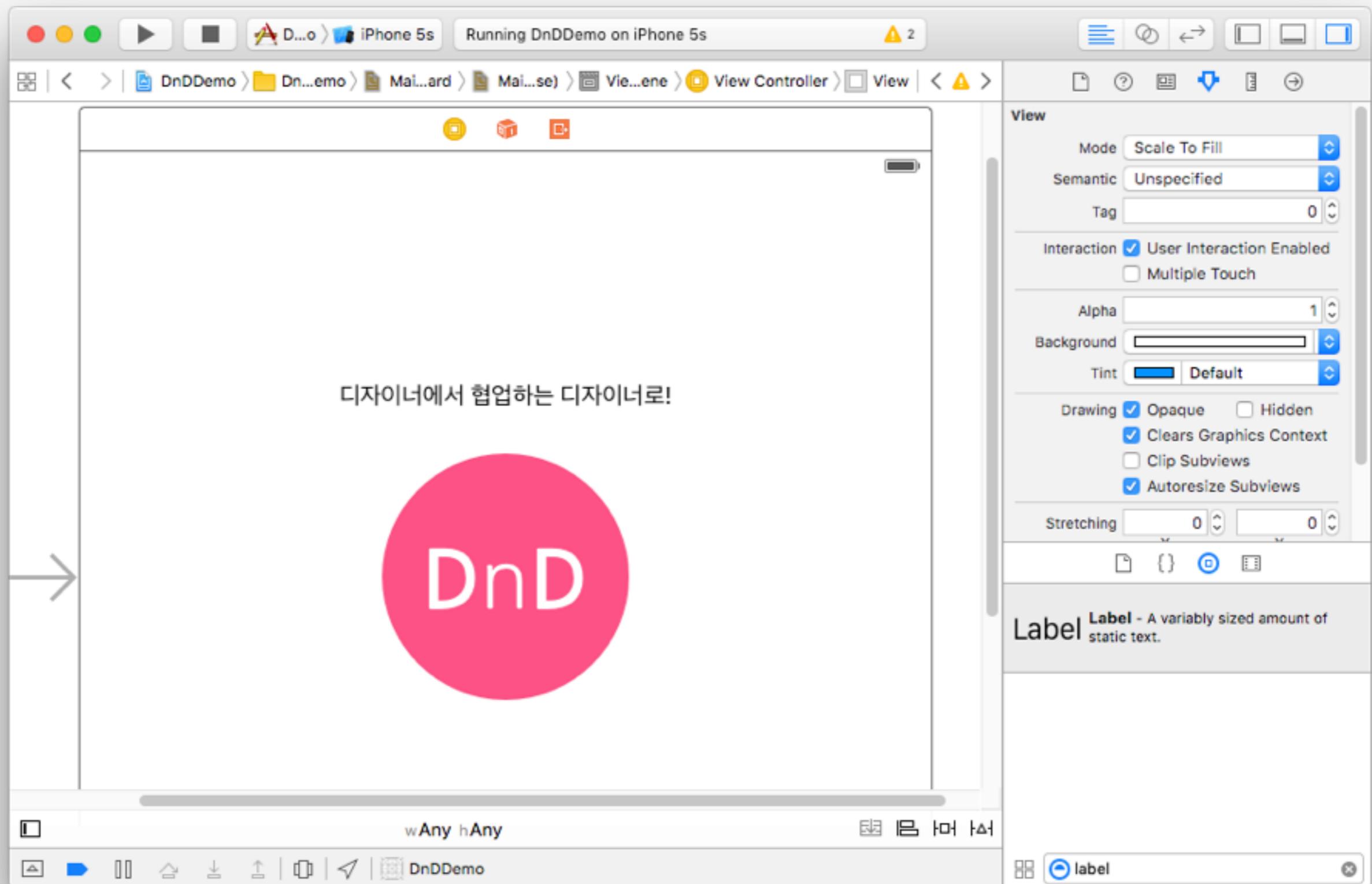
# #텍스트를 넣어봅시다 Label



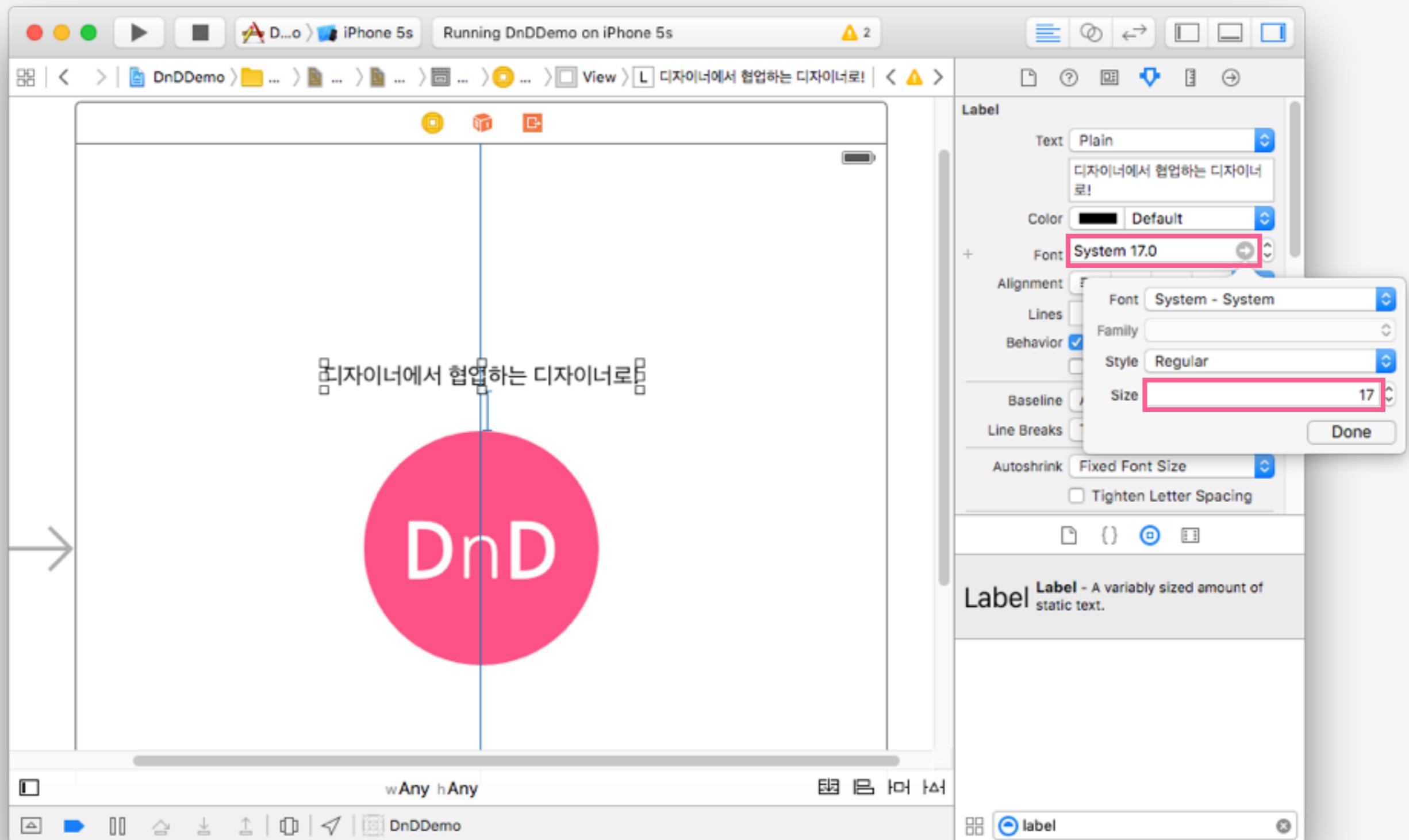
# #텍스트를 넣어봅시다 Label



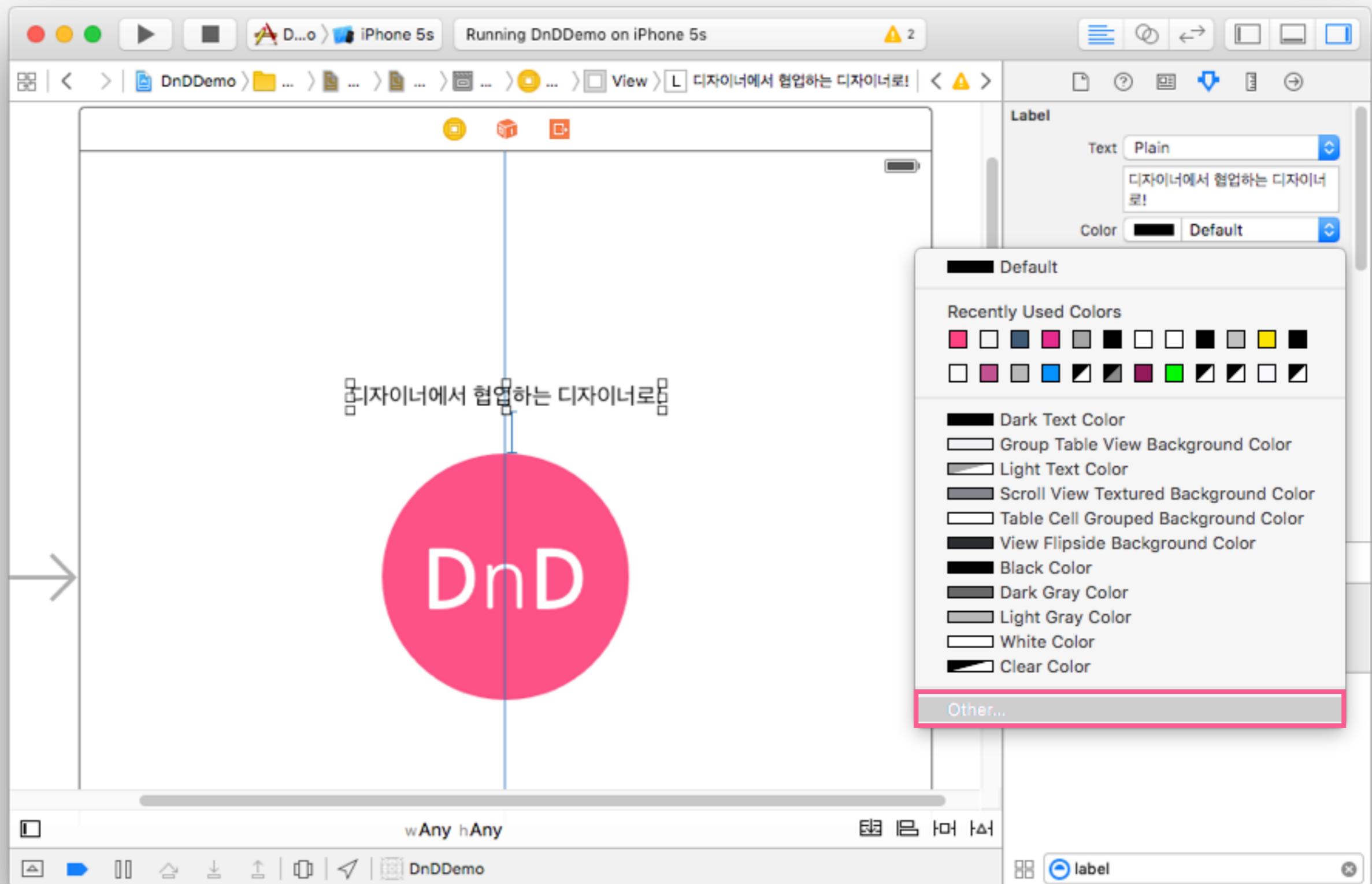
# #텍스트를 넣어봅시다 Label



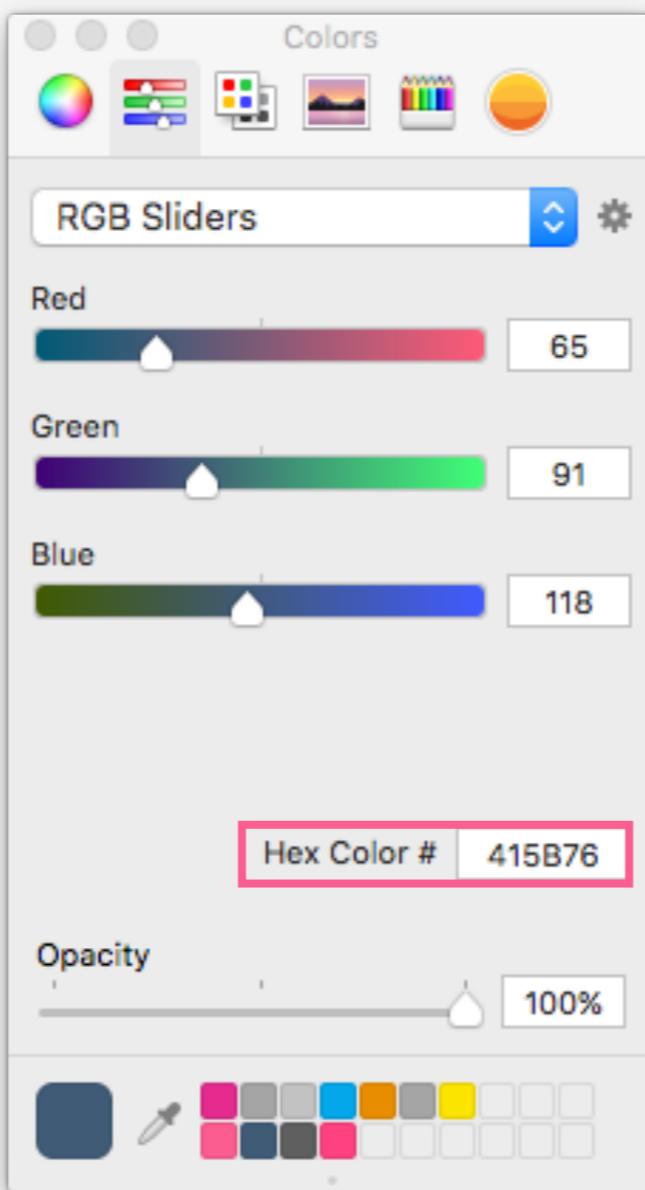
# #텍스트를 넣어봅시다 Label



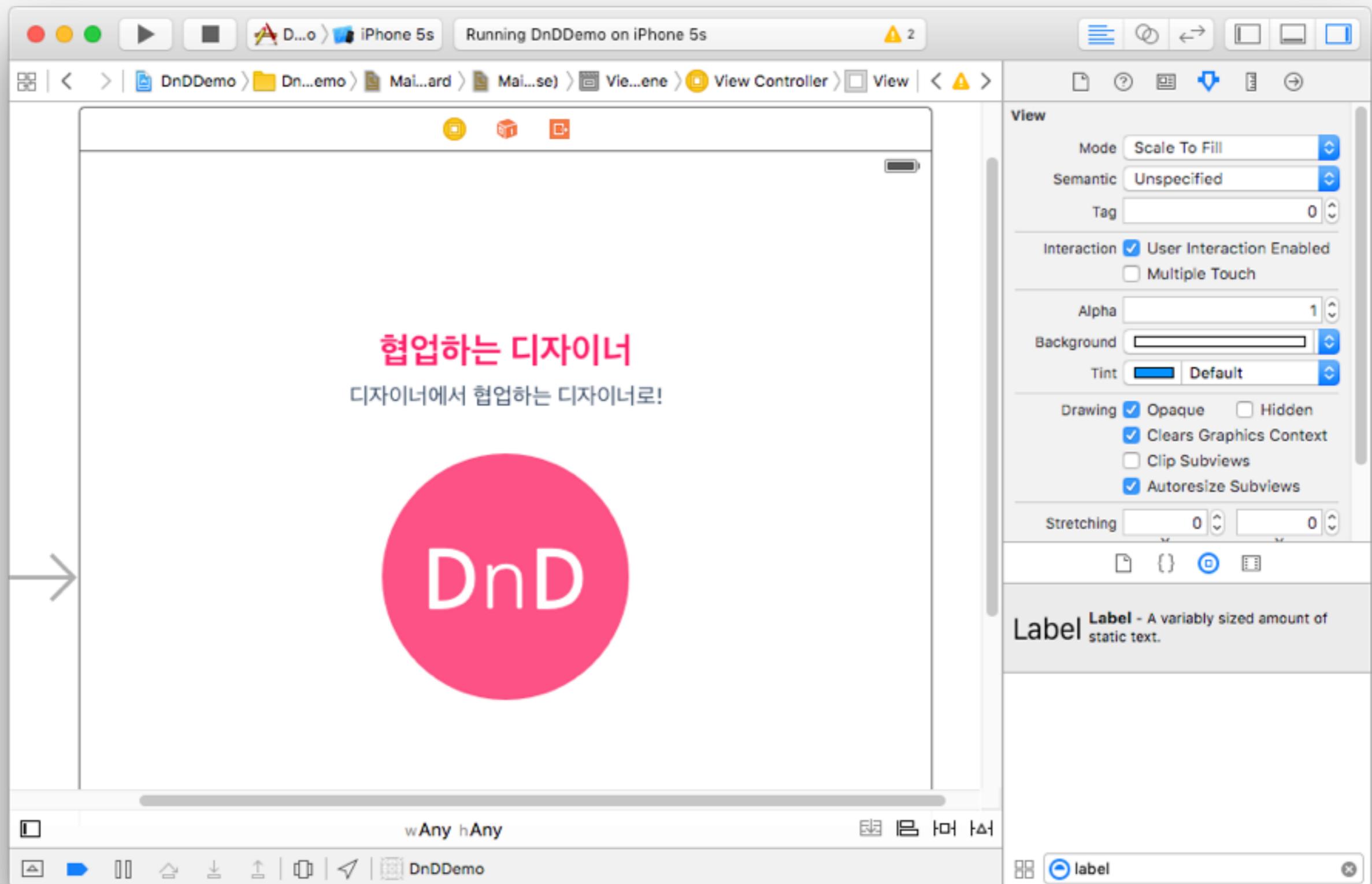
# #텍스트를 넣어봅시다 Label



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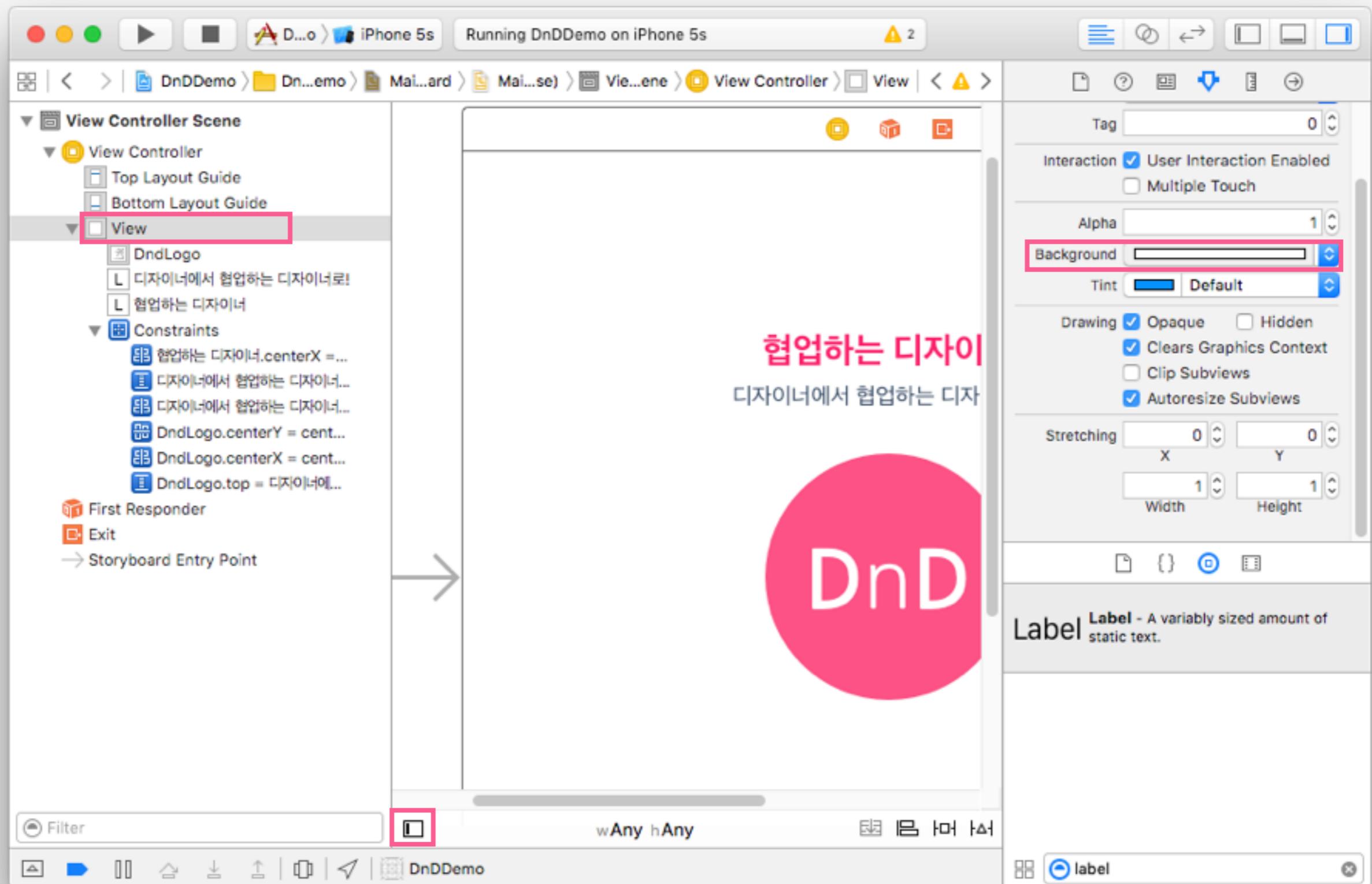


## #텍스트를 넣어봅시다 Label

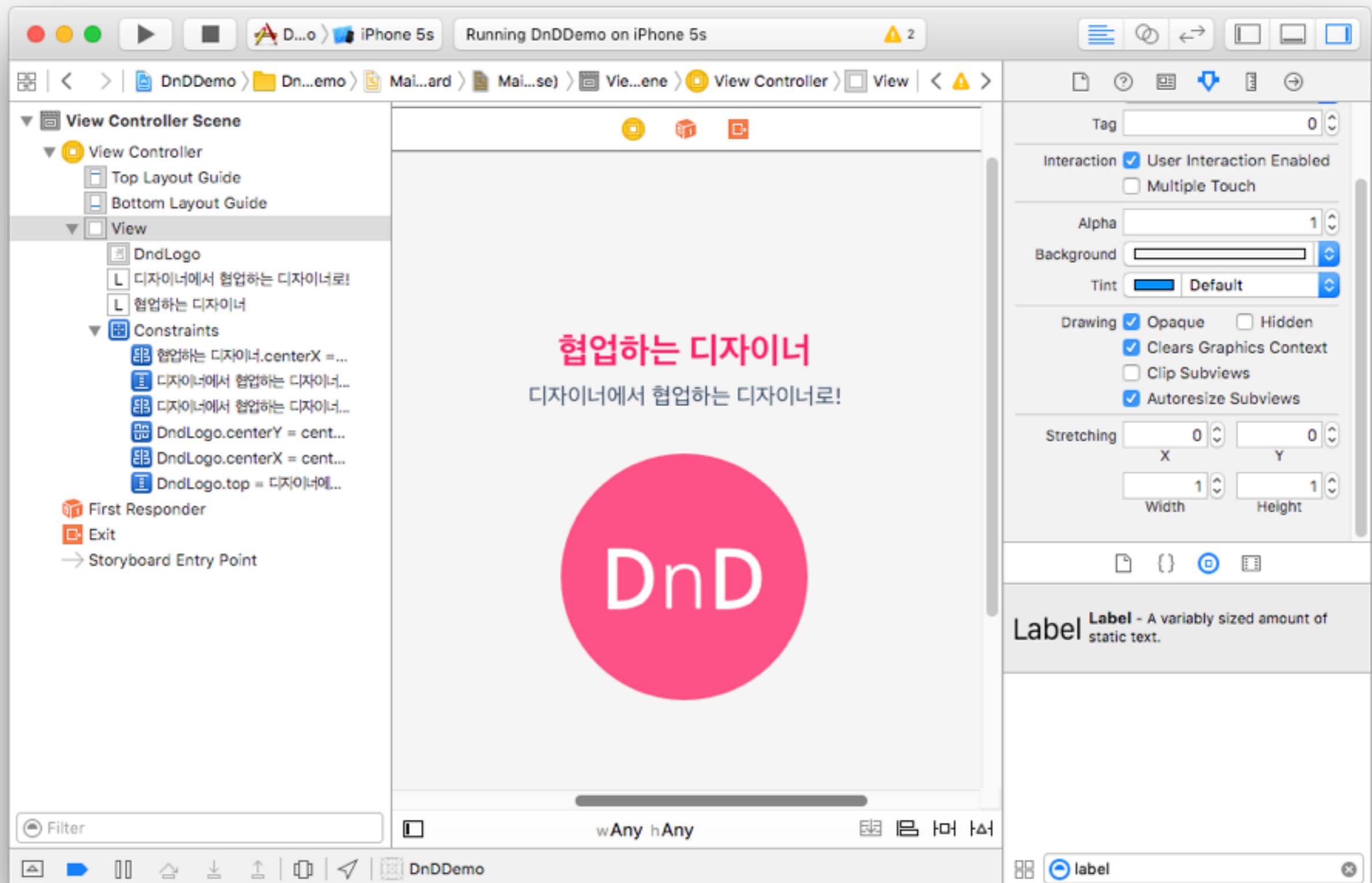


Good!

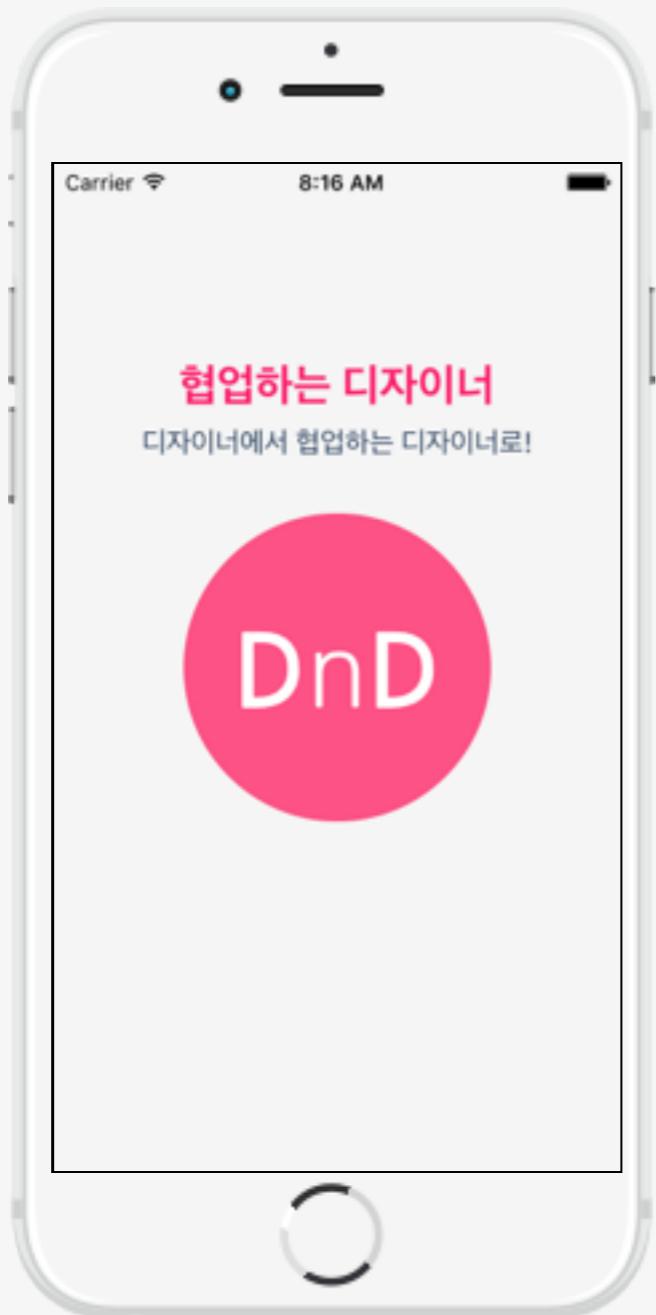
# #배경색을 넣어봅시다 View



# #배경색을 넣어봅시다 View

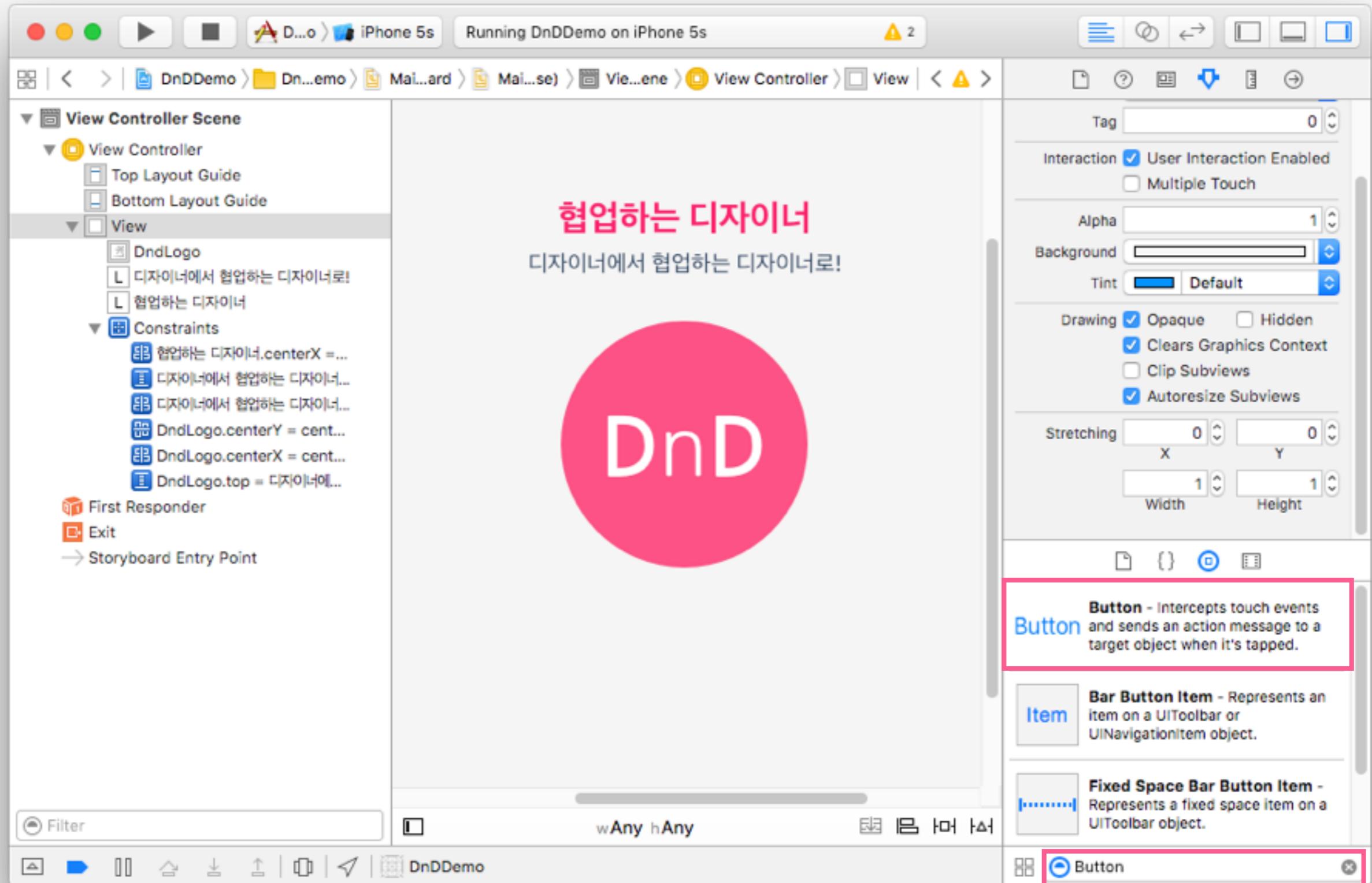


# #배경색을 넣어봅시다

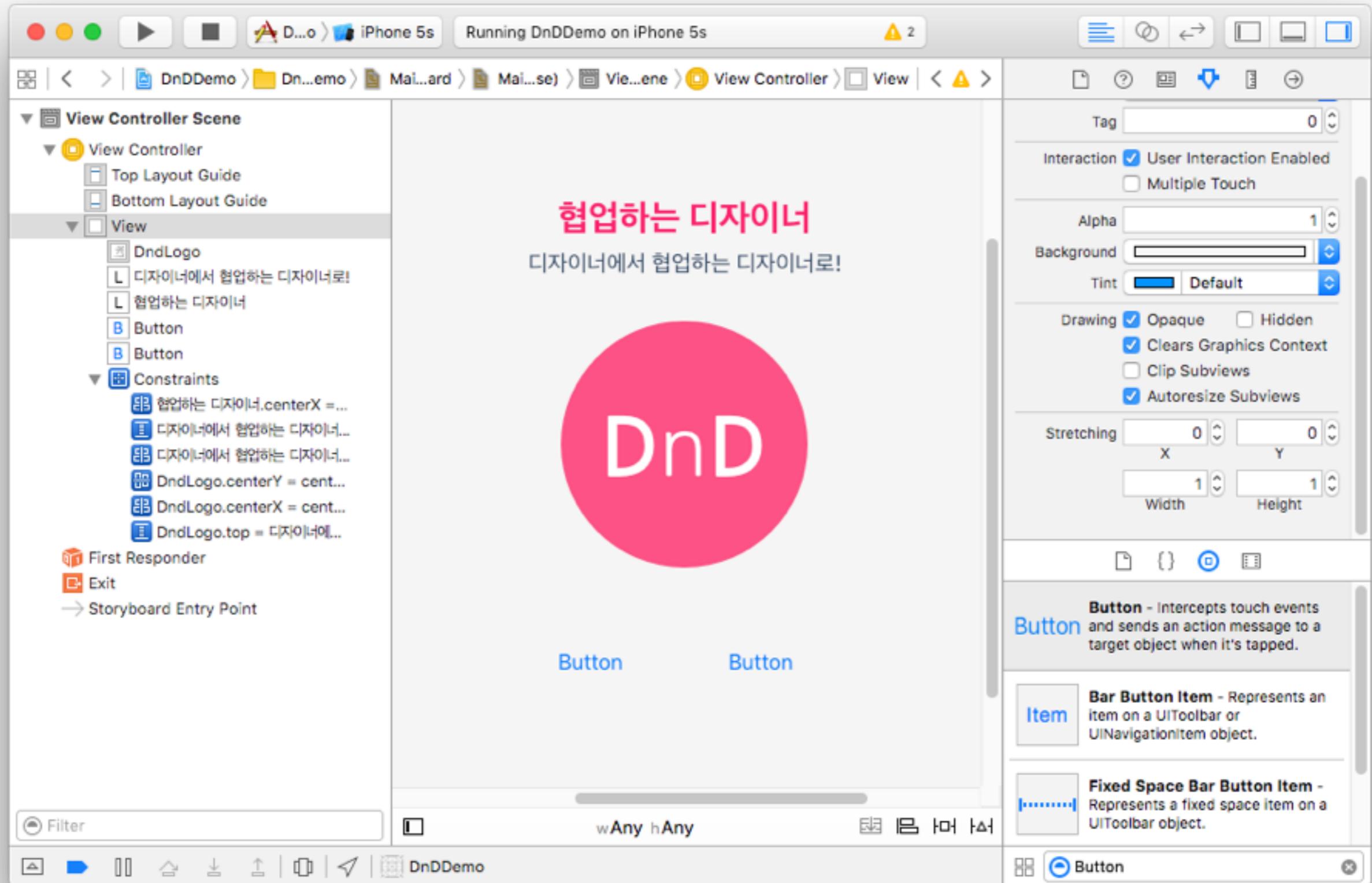


Good!

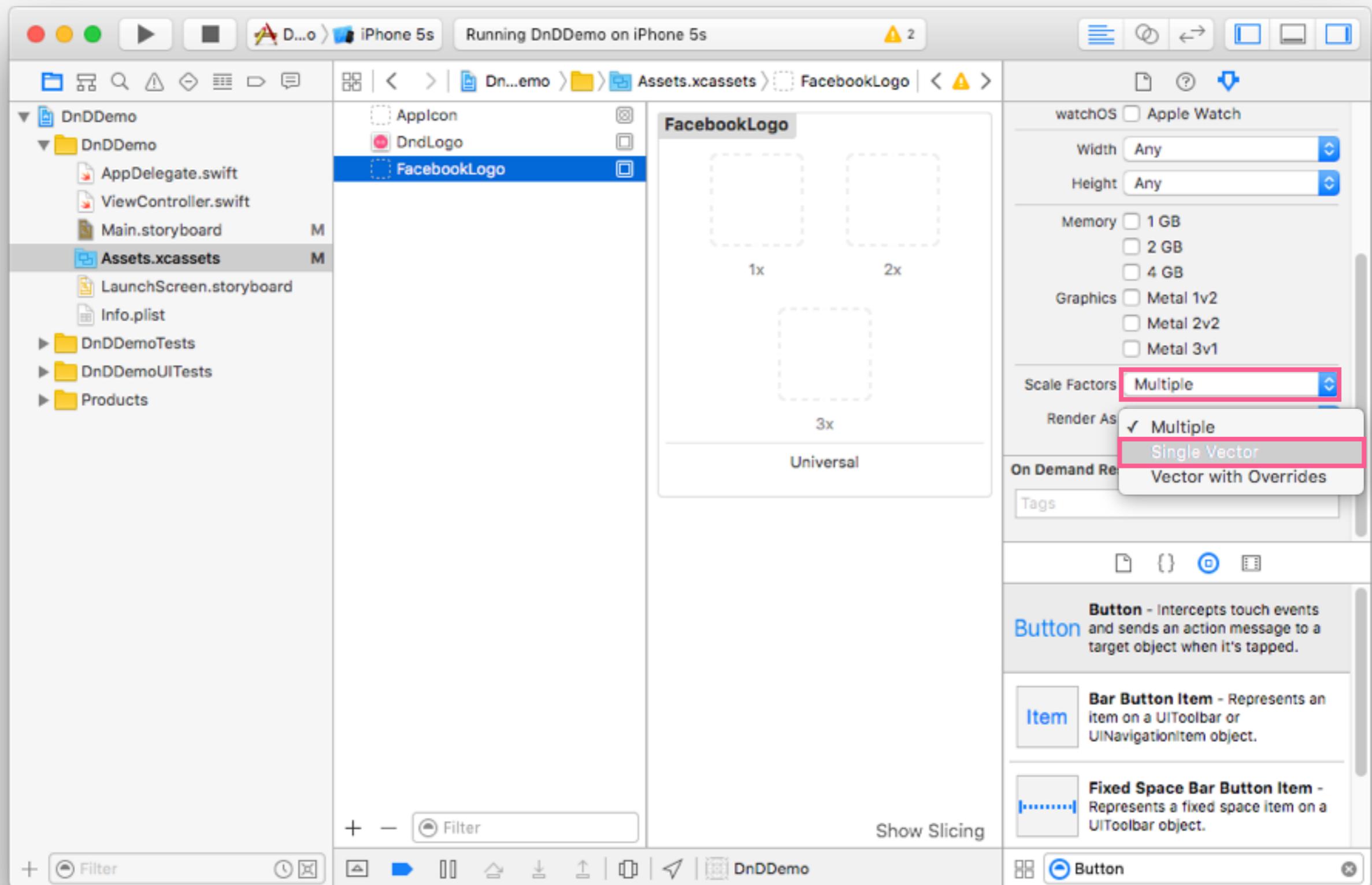
# #버튼을 넣어봅시다 Button



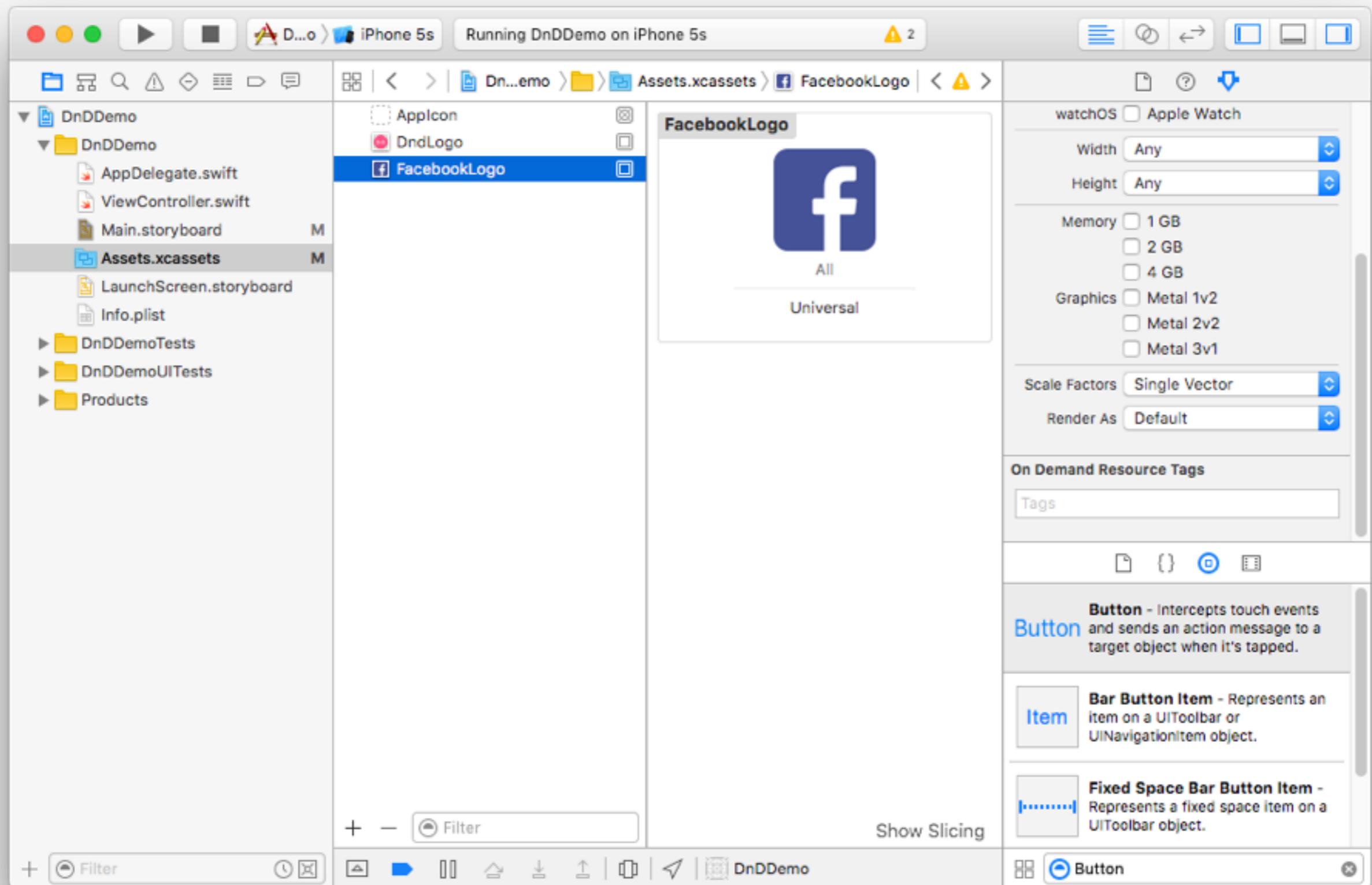
# #버튼을 넣어봅시다 Button



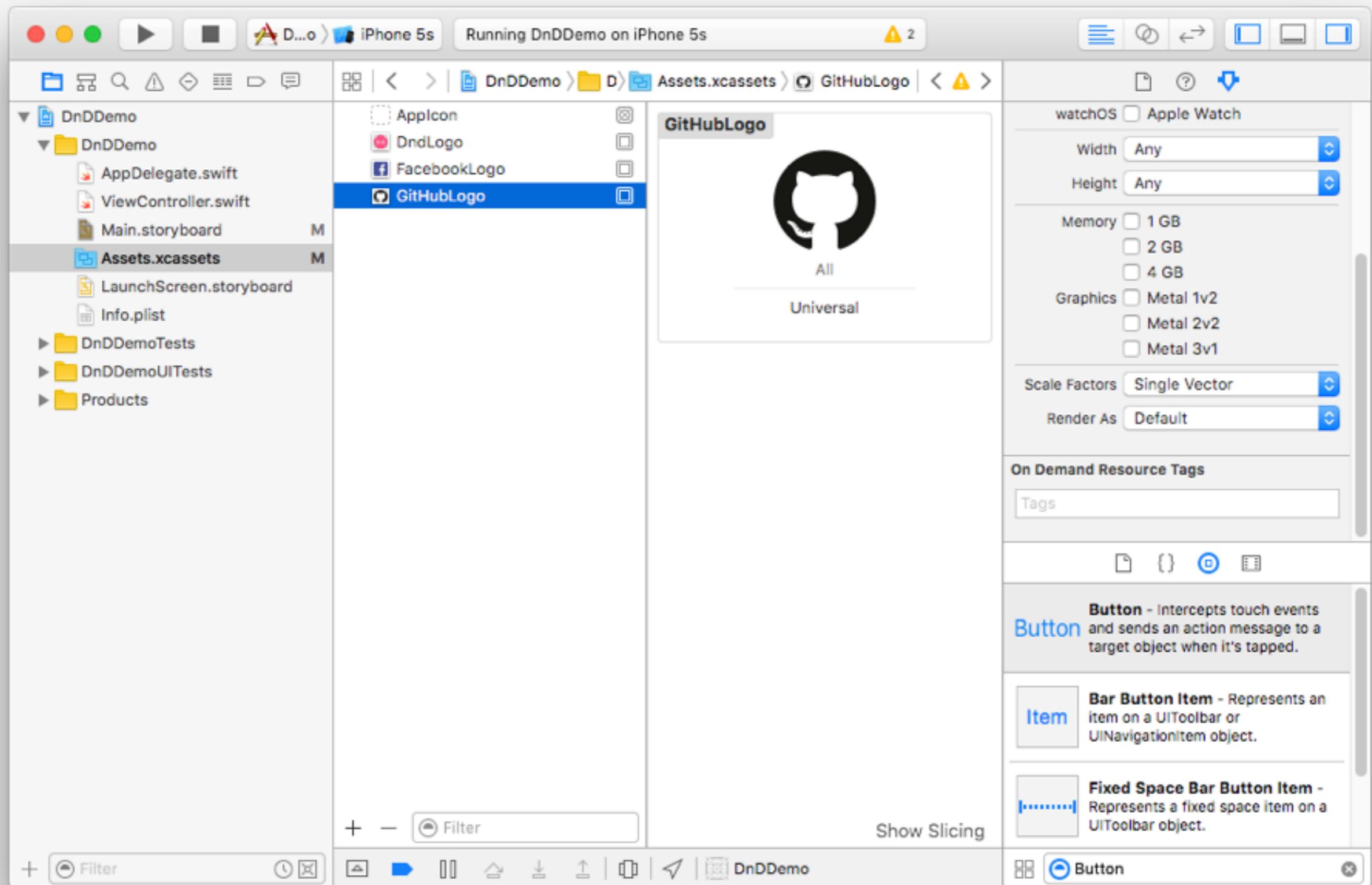
# #벡터 이미지 리소스를 추가해봅시다 Assets



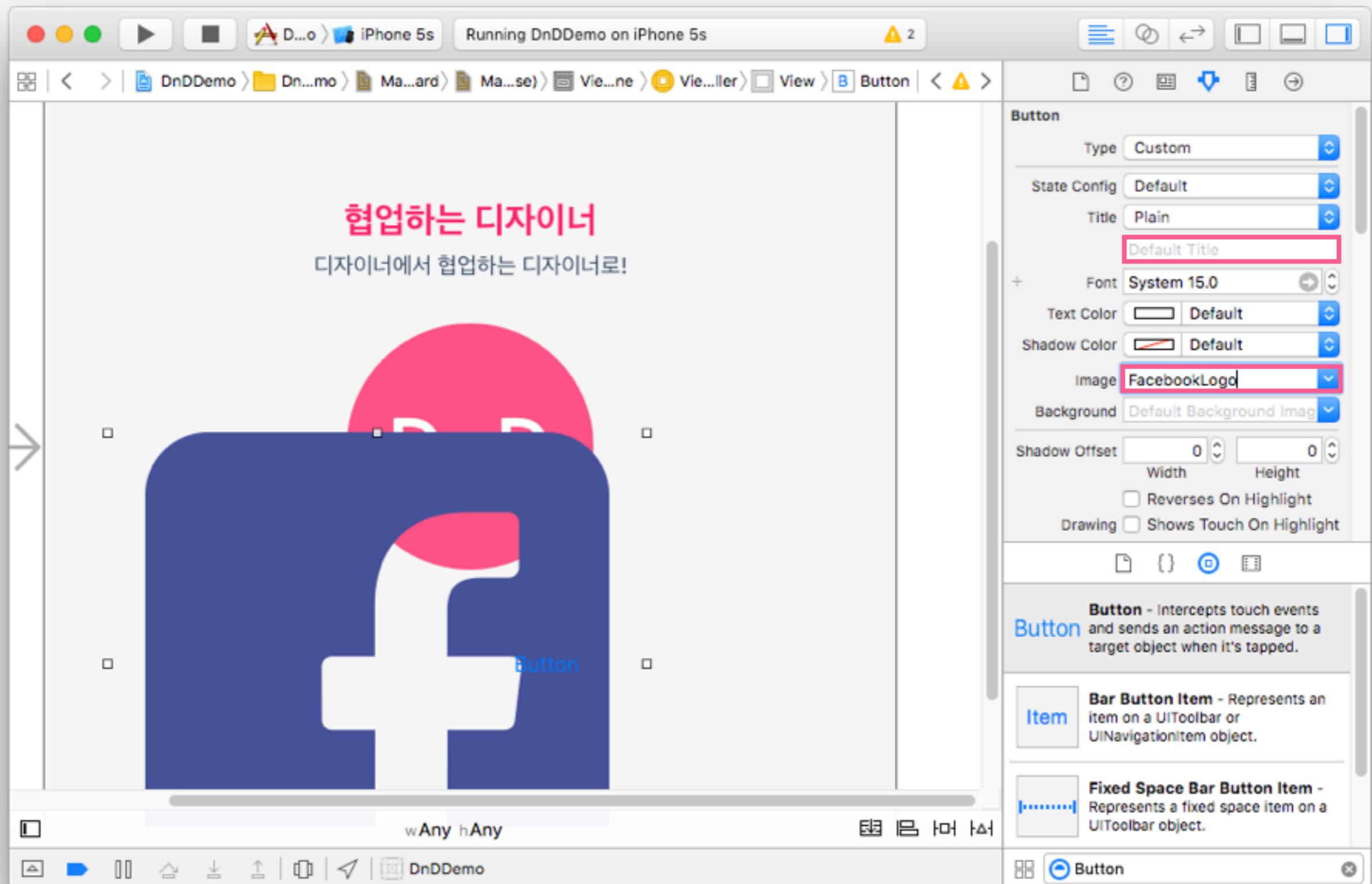
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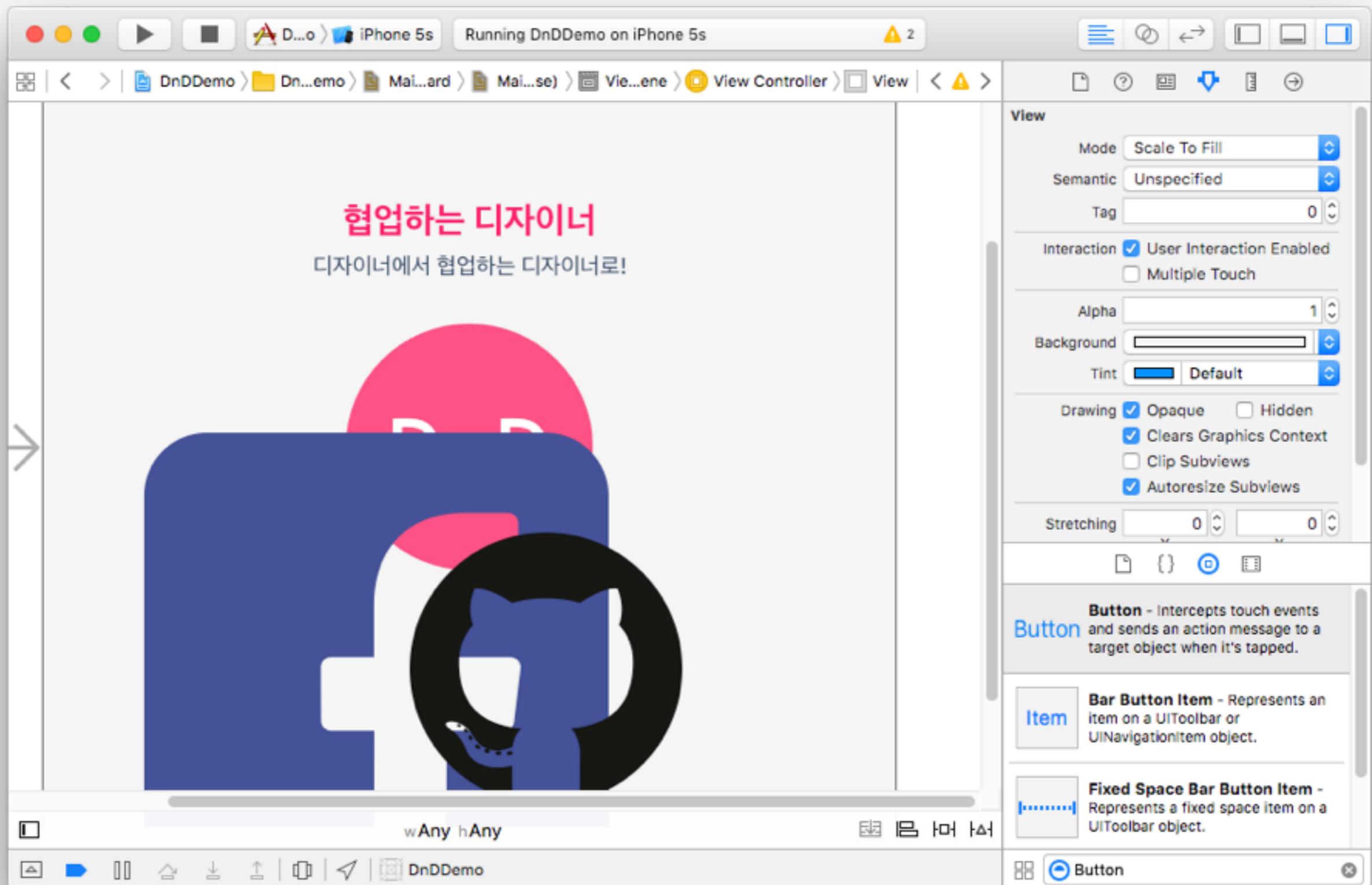
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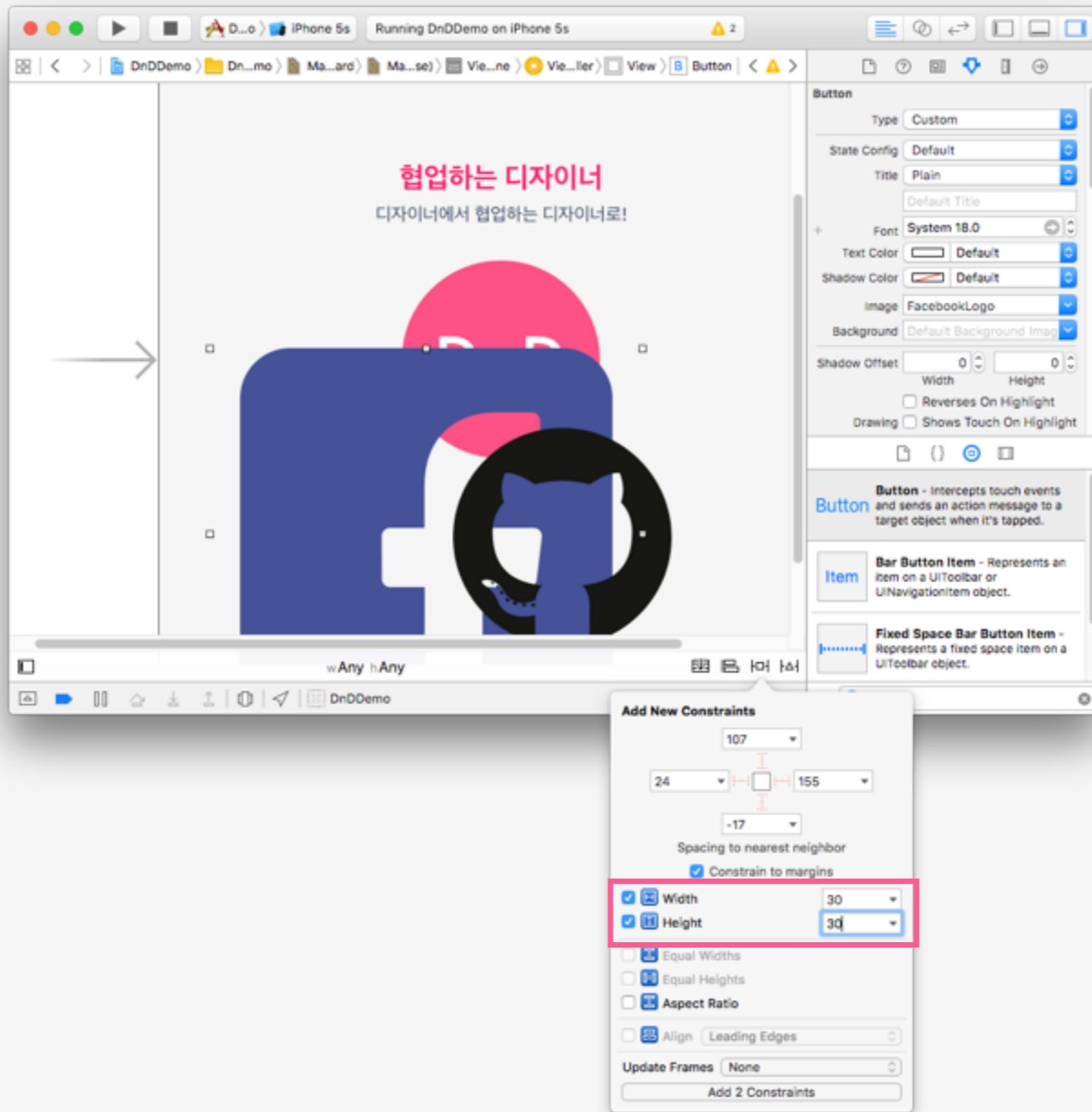
# #버튼을 넣어봅시다 Button



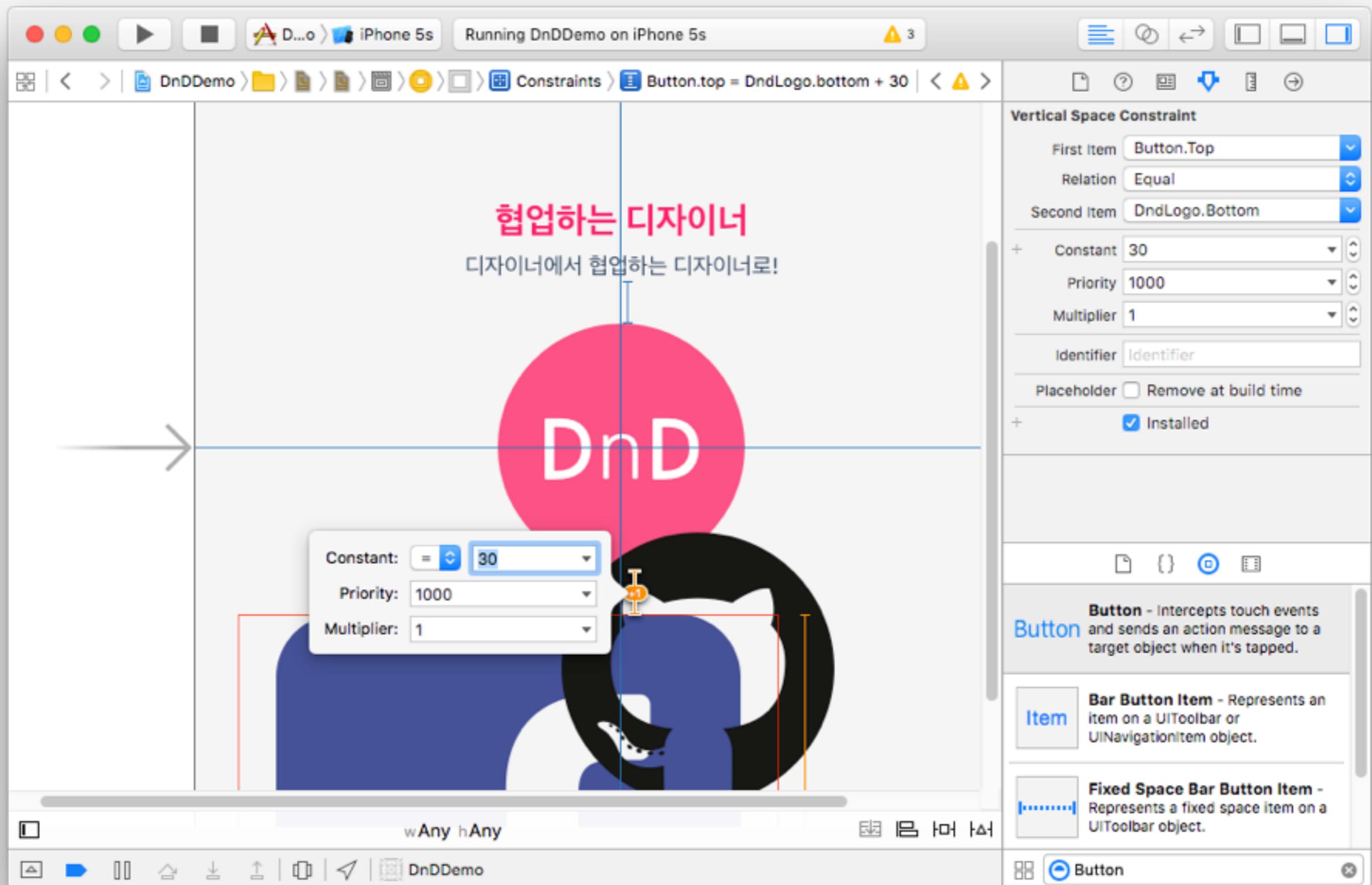
# #버튼을 넣어봅시다 Button



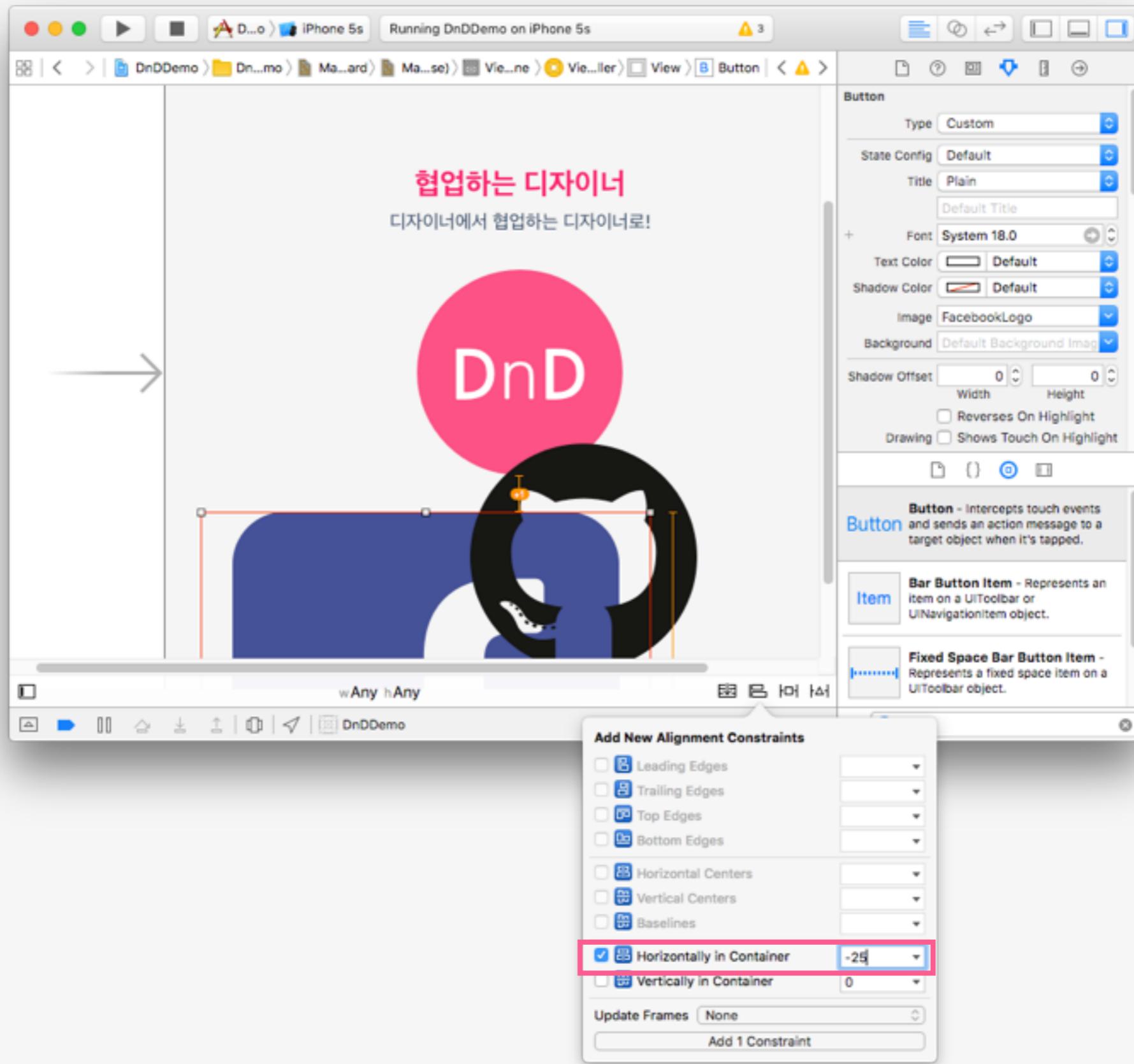
# #버튼을 넣어봅시다 Button



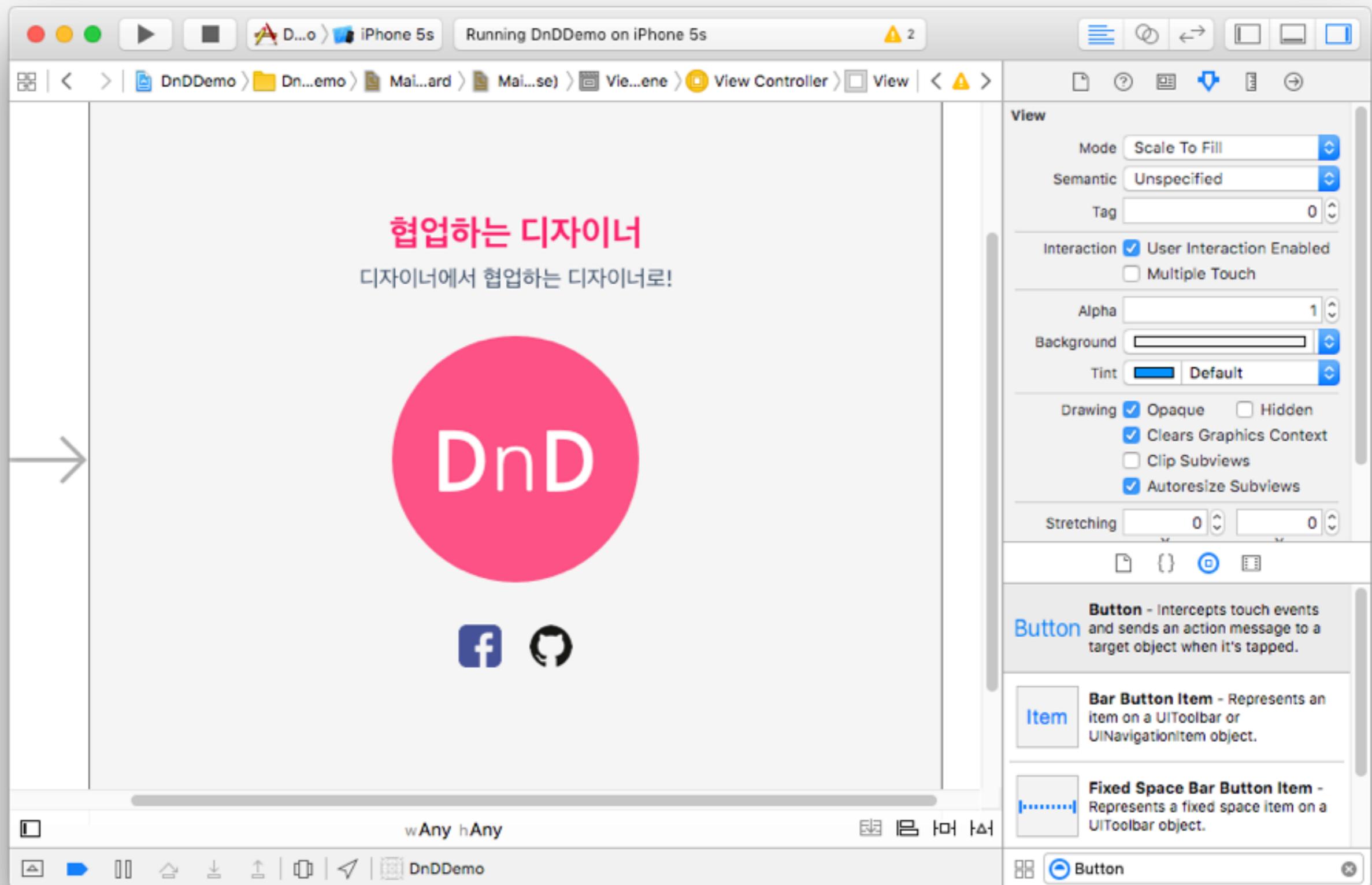
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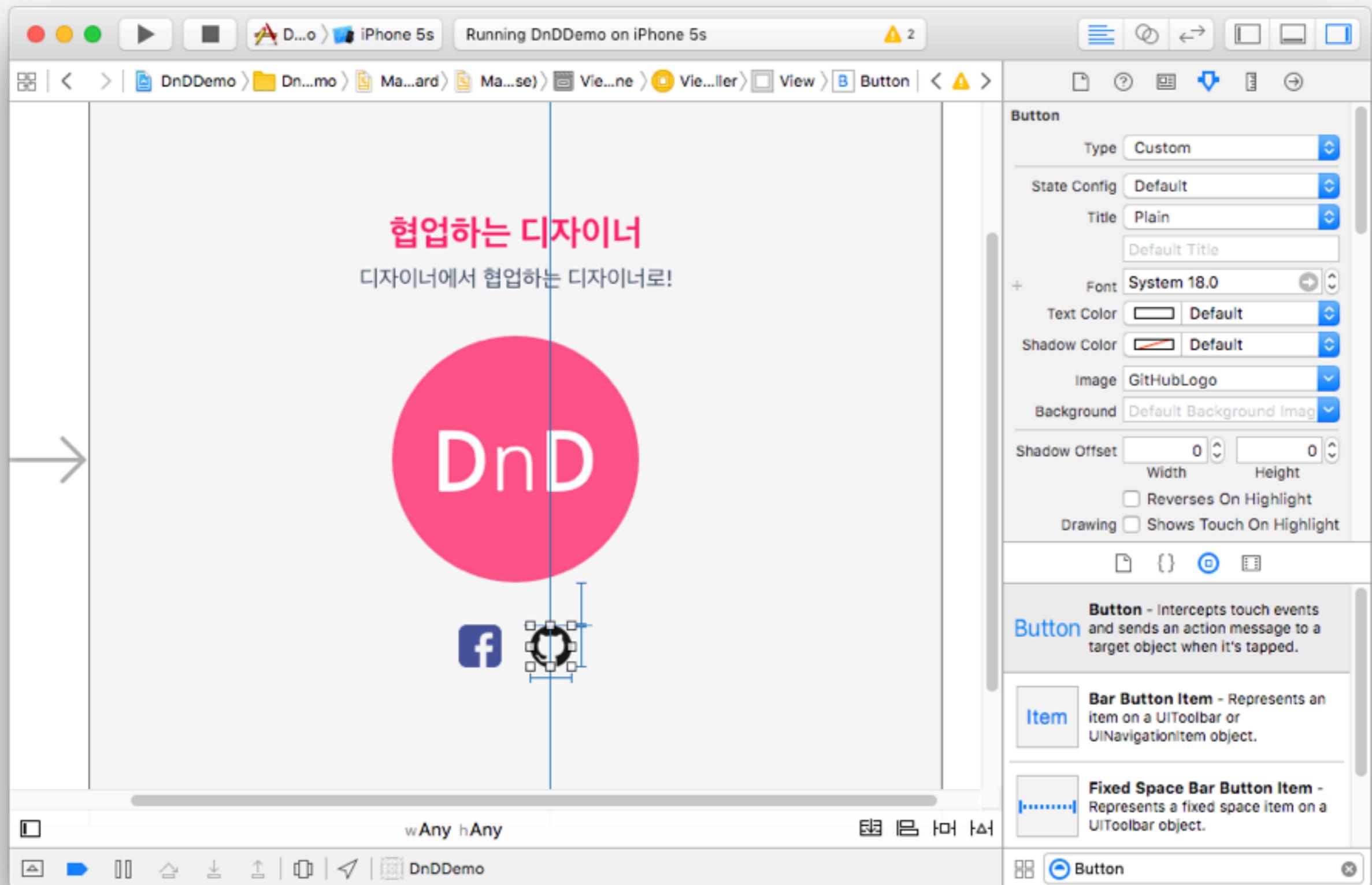


## #버튼을 넣어봅시다 Button

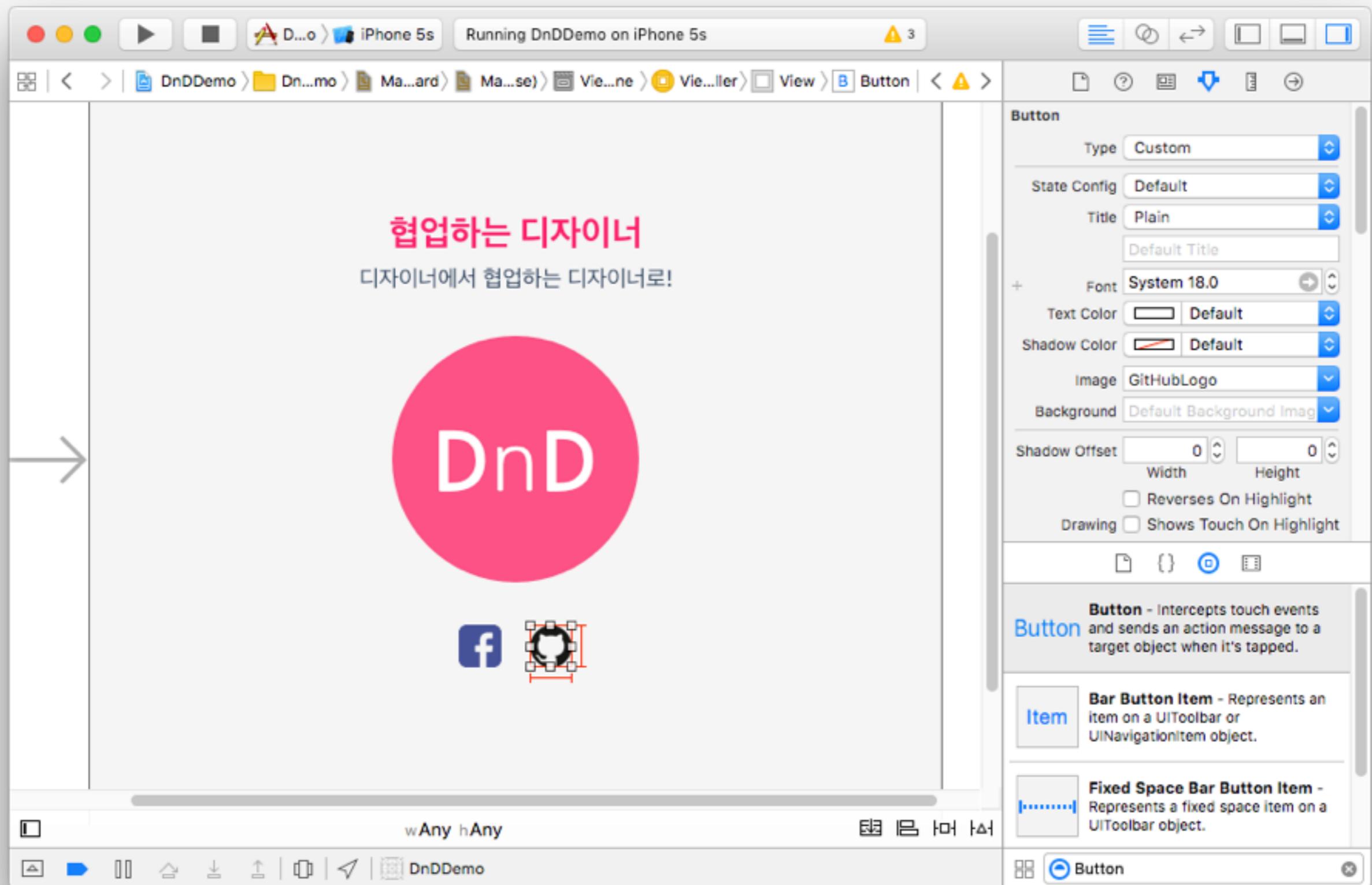


Good!

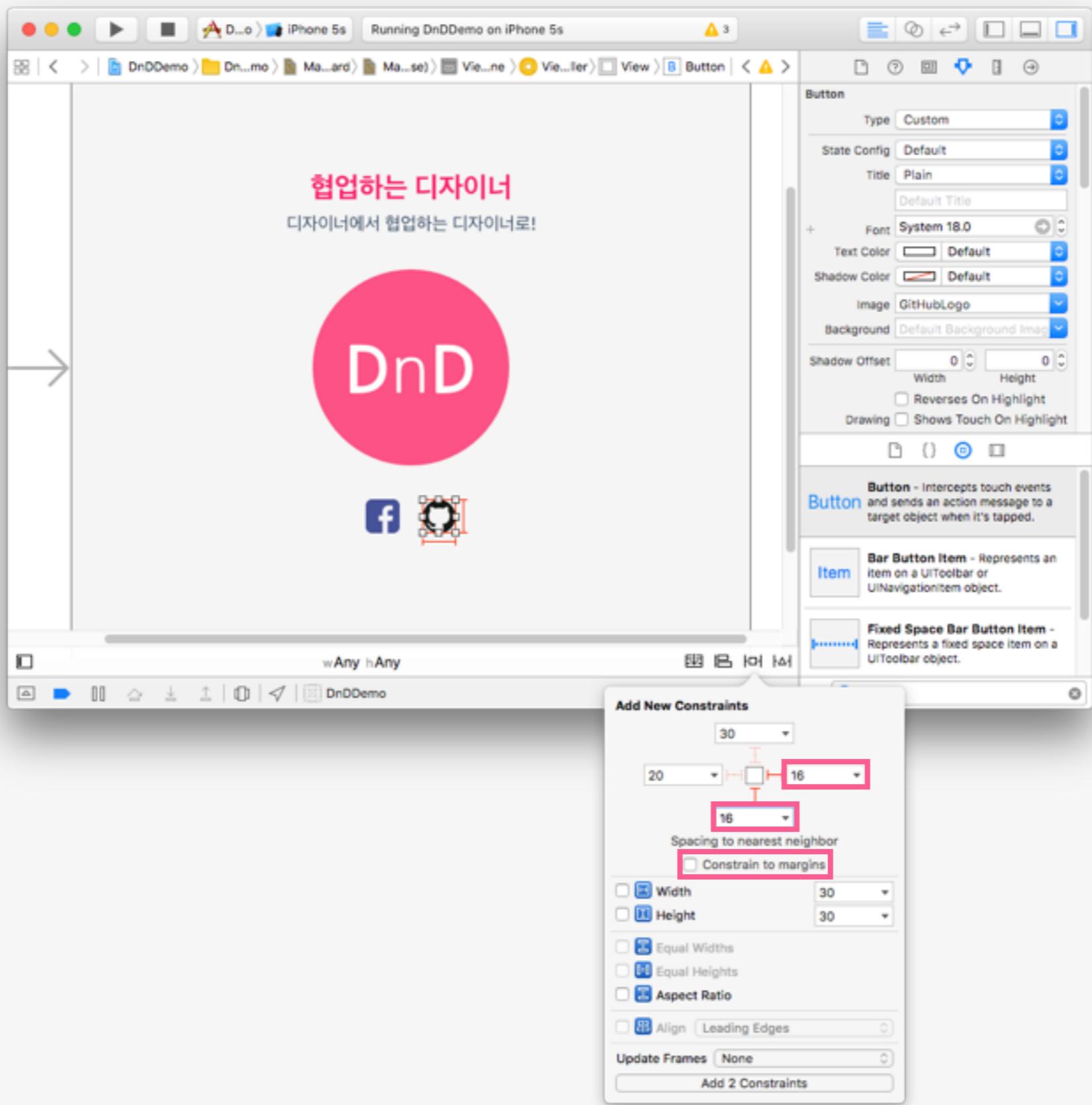
# #버튼을 옮겨봅시다 AutoLayout



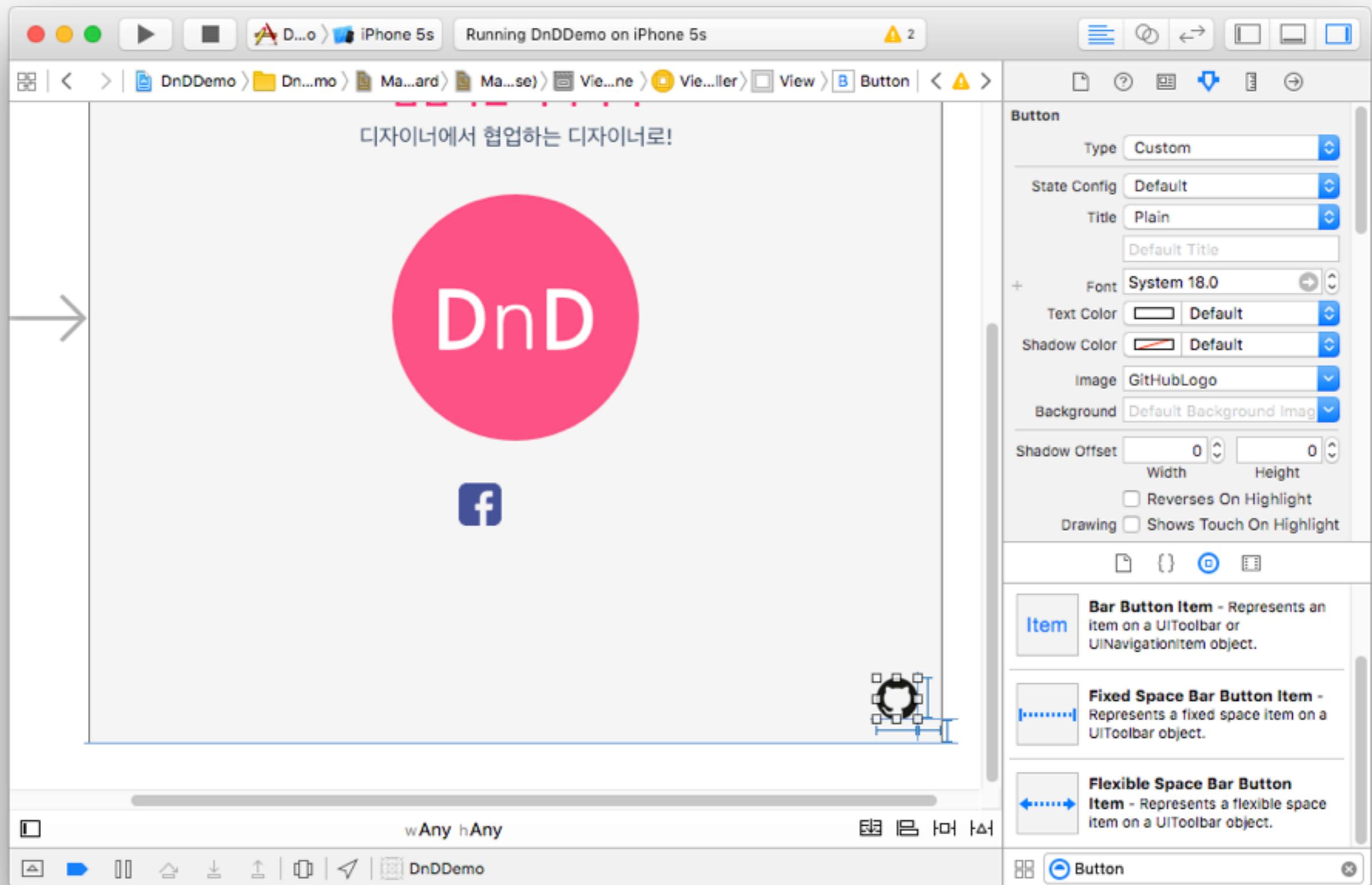
# #버튼을 옮겨봅시다 AutoLayout



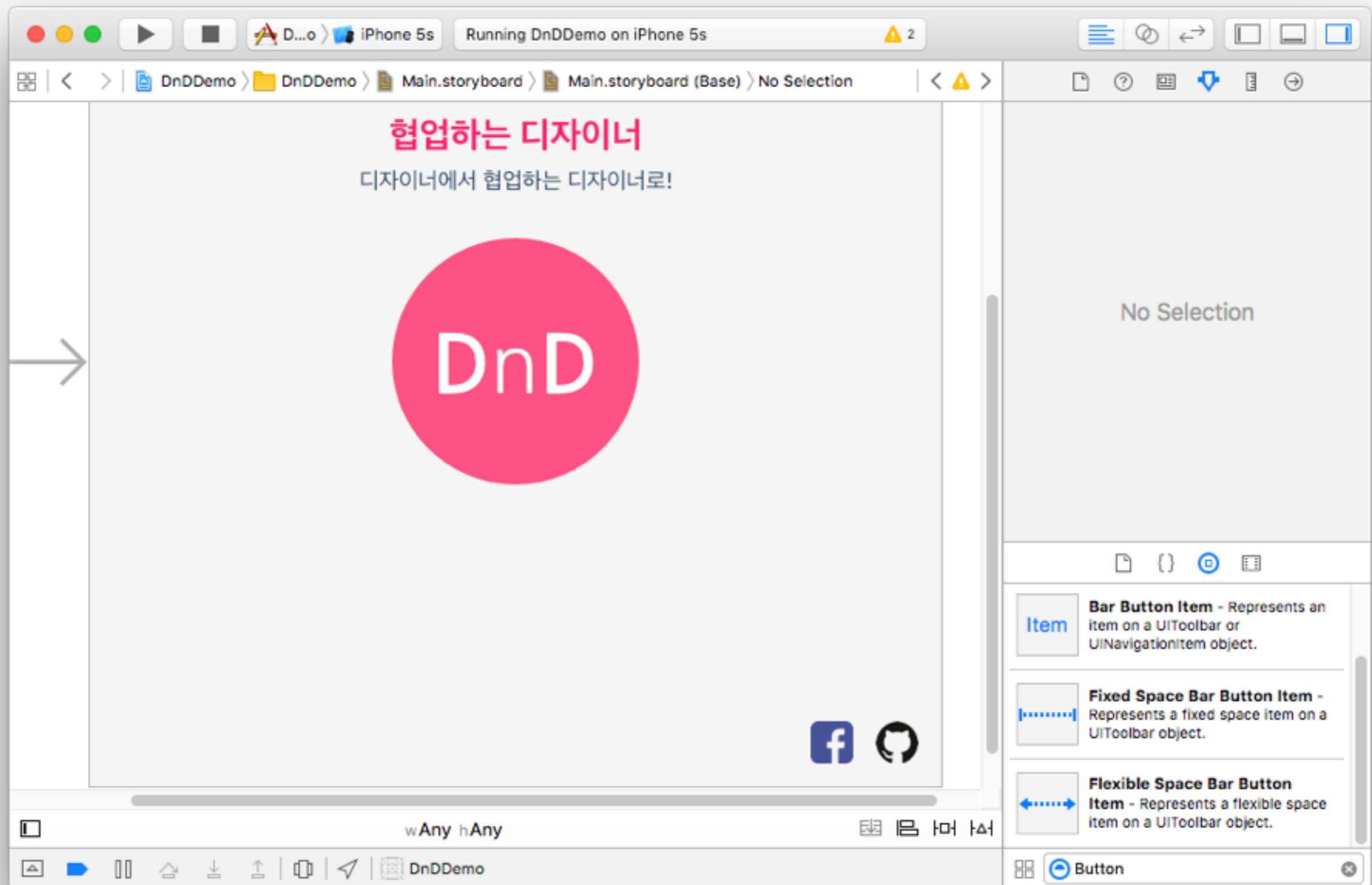
# #버튼을 옮겨봅시다 AutoLayout



# #버튼을 옮겨봅시다 AutoLayout



# #버튼을 옮겨봅시다 AutoLayout



# #버튼을 옮겨봅시다 AutoLayout



Finish!

Three

## 정리

오늘 배운 내용을 정리해봅시다

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## #정리해봅시다

### pt

해상도가 다른 폰들에서도 비슷하게 보이도록 해주는 단위  
안드로이드의 dp 와 같은 개념

### View

iOS 에 있는 View 들을 알아둡시다  
커스터마이징이 드럽게 힘들어요!

### AutoLayout

다양한 해상도에서의 뷰 배치를 해결해주는 마법사

## #References

Designer's guide to DPI

<http://sebastien-gabriel.com/designers-guide-to-dpi/>

END