UIGestureRecognizer

GestureRecognizer Type

- 탭 - Tap
- 확대/축소 - Pinch
- 회전 - Rotation
- 특정방향으로 밀기 - Swipe
- 드래깅 - Pan
- 오래 누르기 - LongPress
- 화면 모서리 드래깅 - ScreenEdgePan

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 an edge of the screen.

Long Press Gesture Recognizer - Recognizes long press gestures, based on the number and duration of taps.
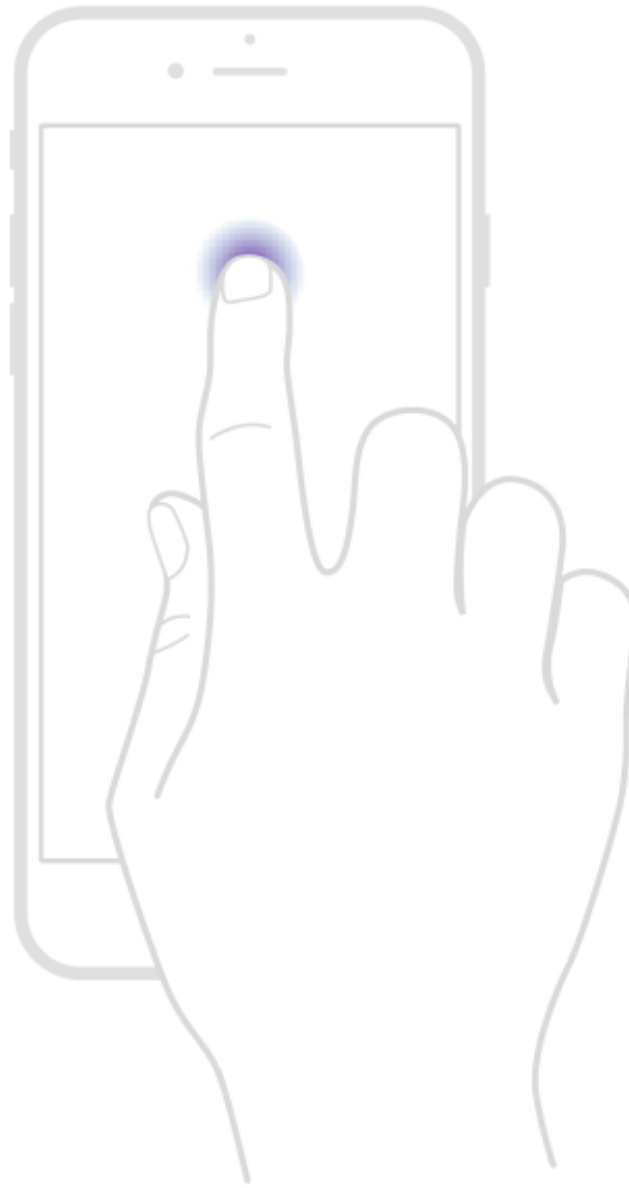
Custom Gesture Recognizer - Recognizes custom gestures. Set a custom subclass in the Identity inspector.
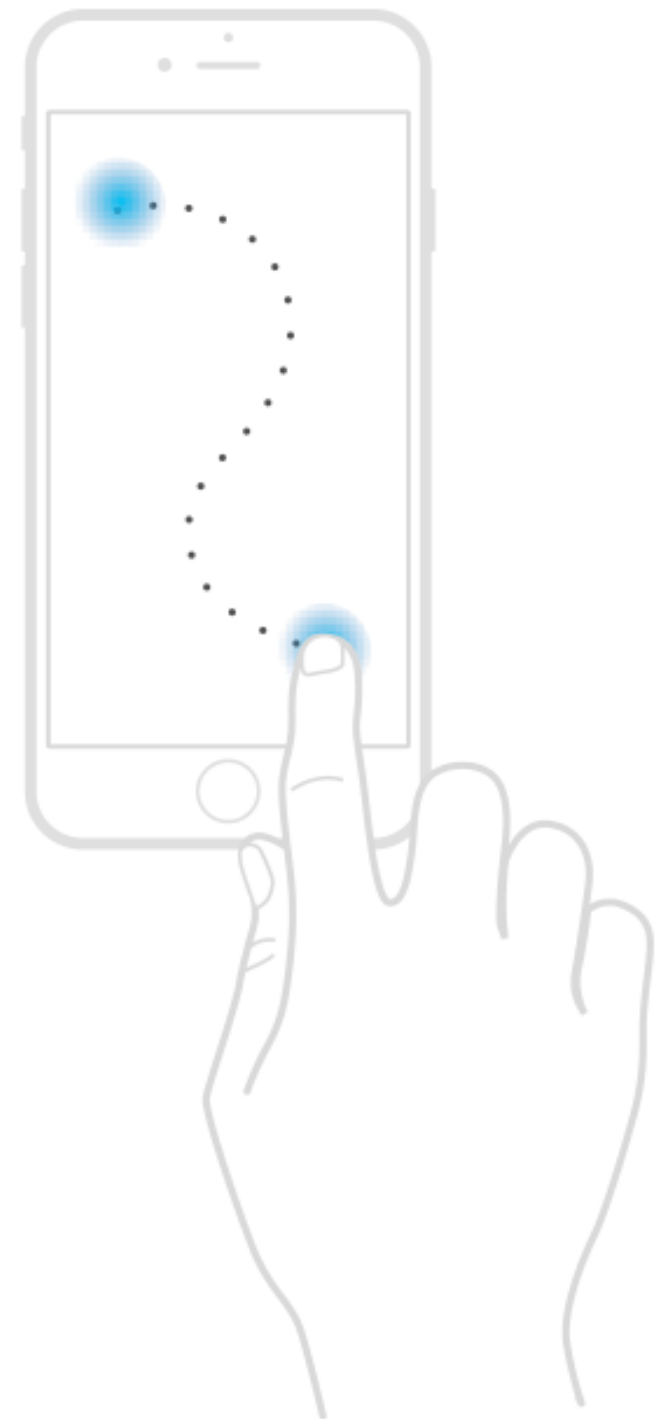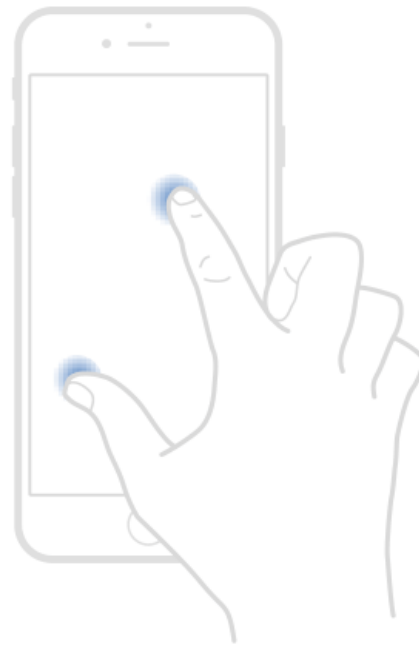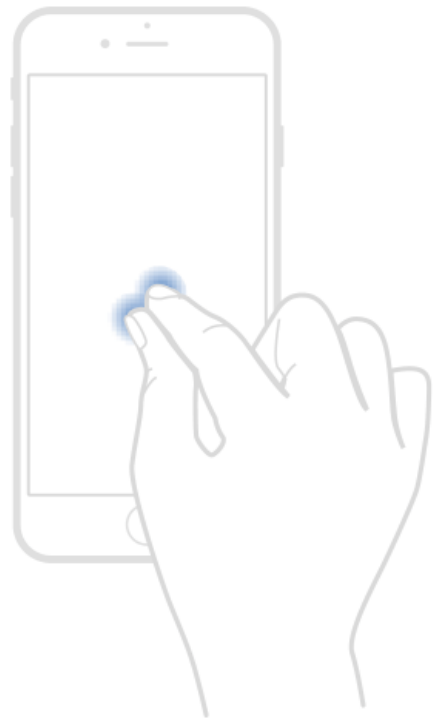
GestureRecognizer Type

Tap
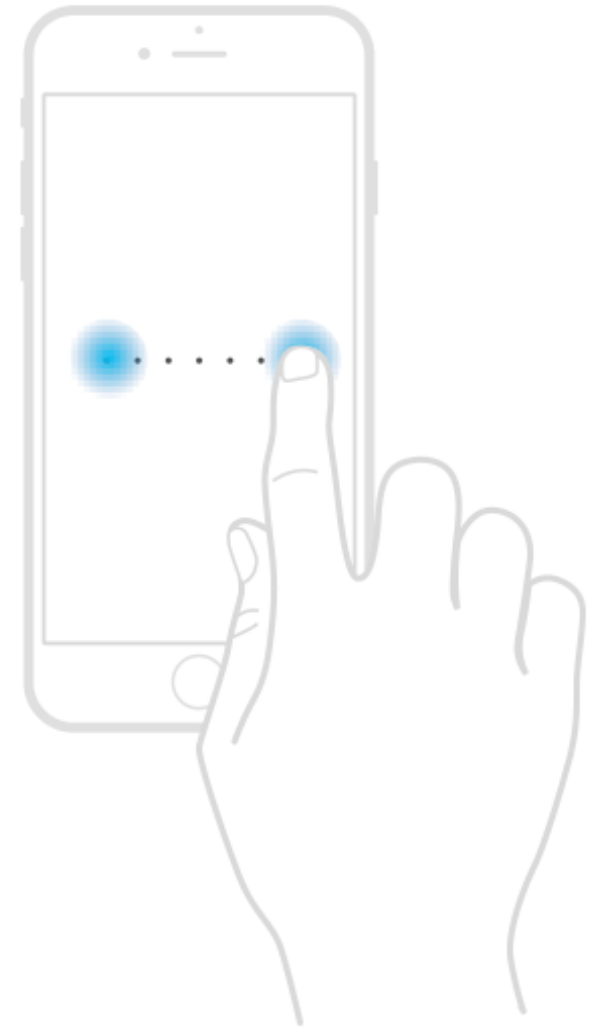(~0.1 second)
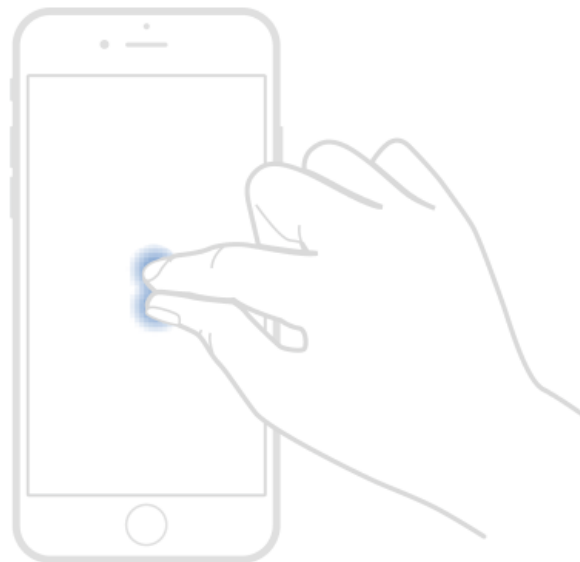
Long press
(>0.5 seconds)

Pan
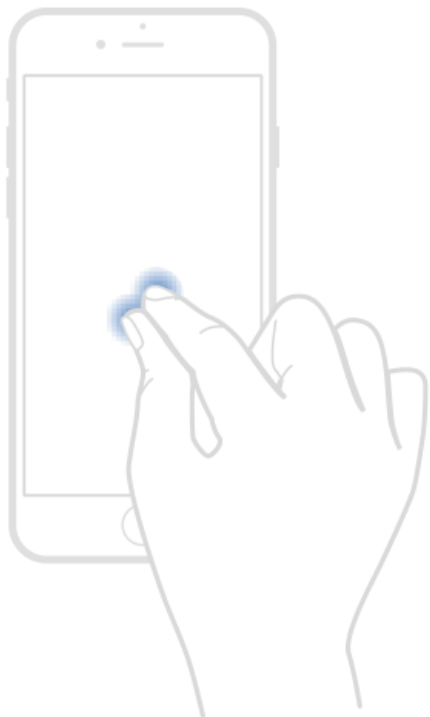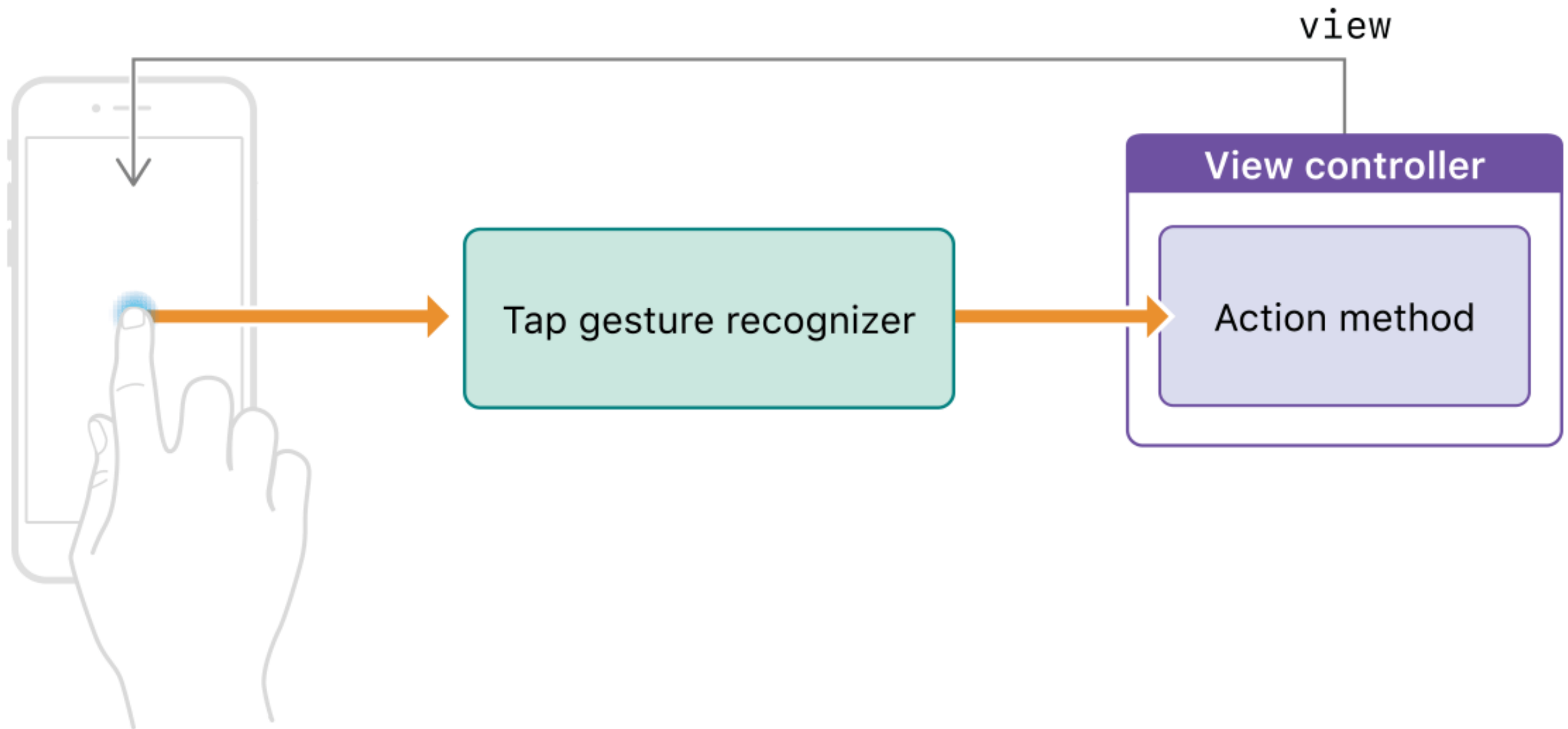
GestureRecognizer Type

Pinch

Swipe

Rotate

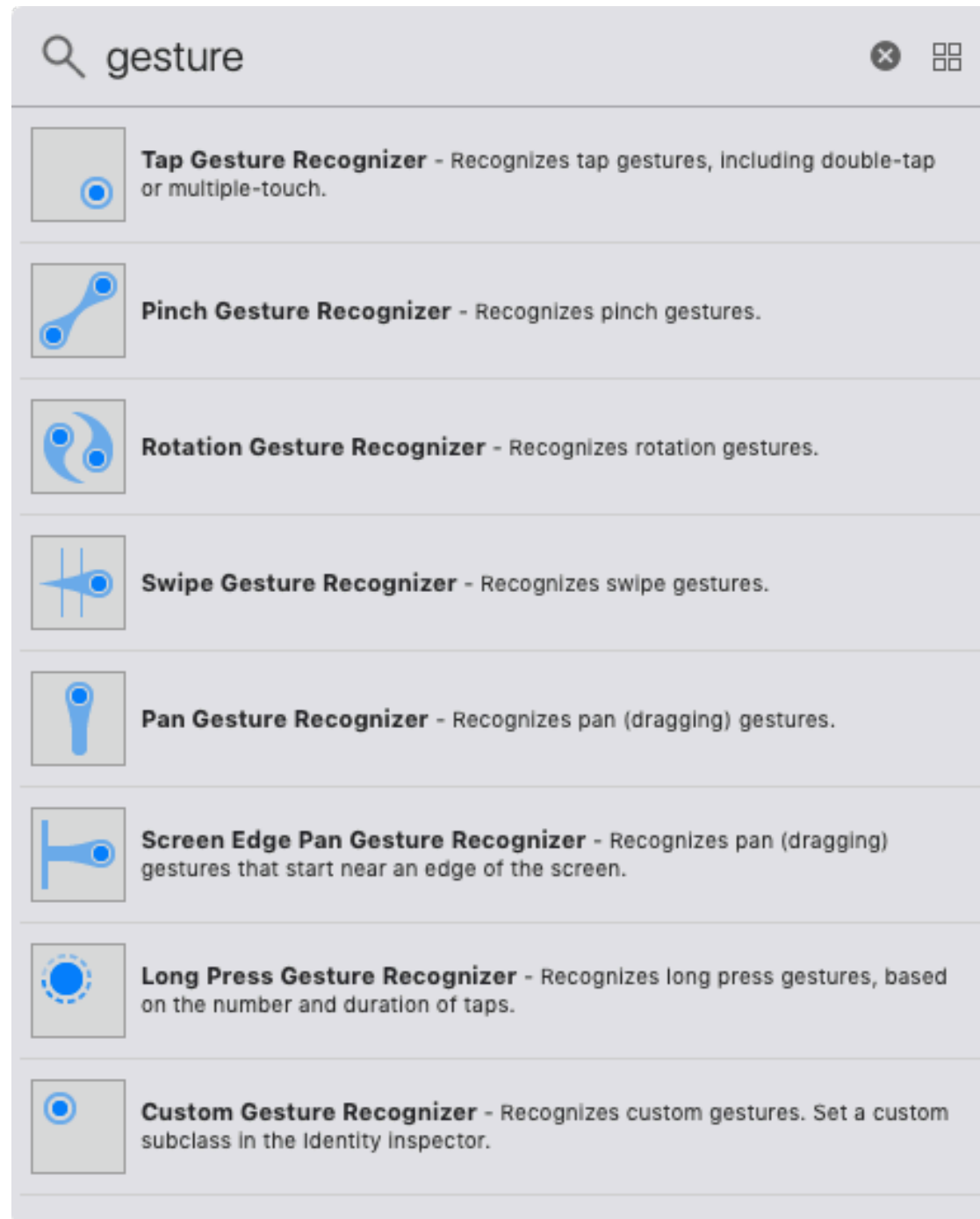# Gesture recognizer notifying its target

Code

```swift
override func viewDidLoad() {
  super.viewDidLoad()

  let tapGesture = UITapGestureRecognizer(
    target: self,
    action: #selector(handleTap(_:))
  )
  view.addGestureRecognizer(tapGesture)
}

@objc func handleTap(_ sender: UITapGestureRecognizer) {
  // code
}
```
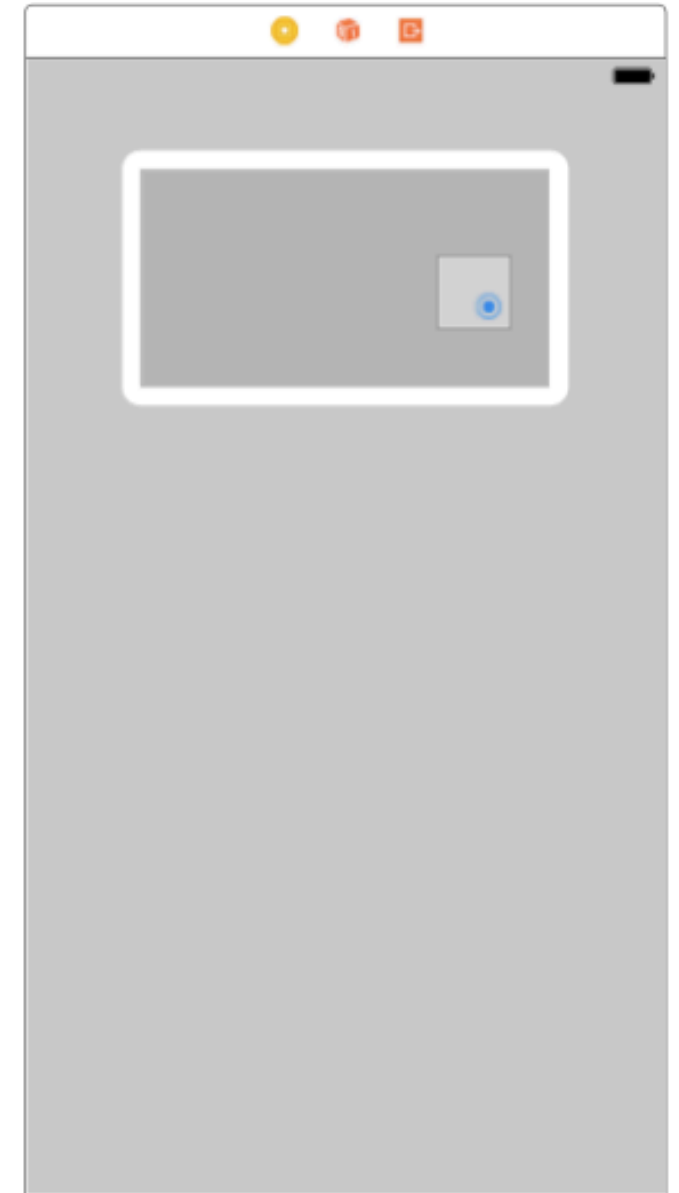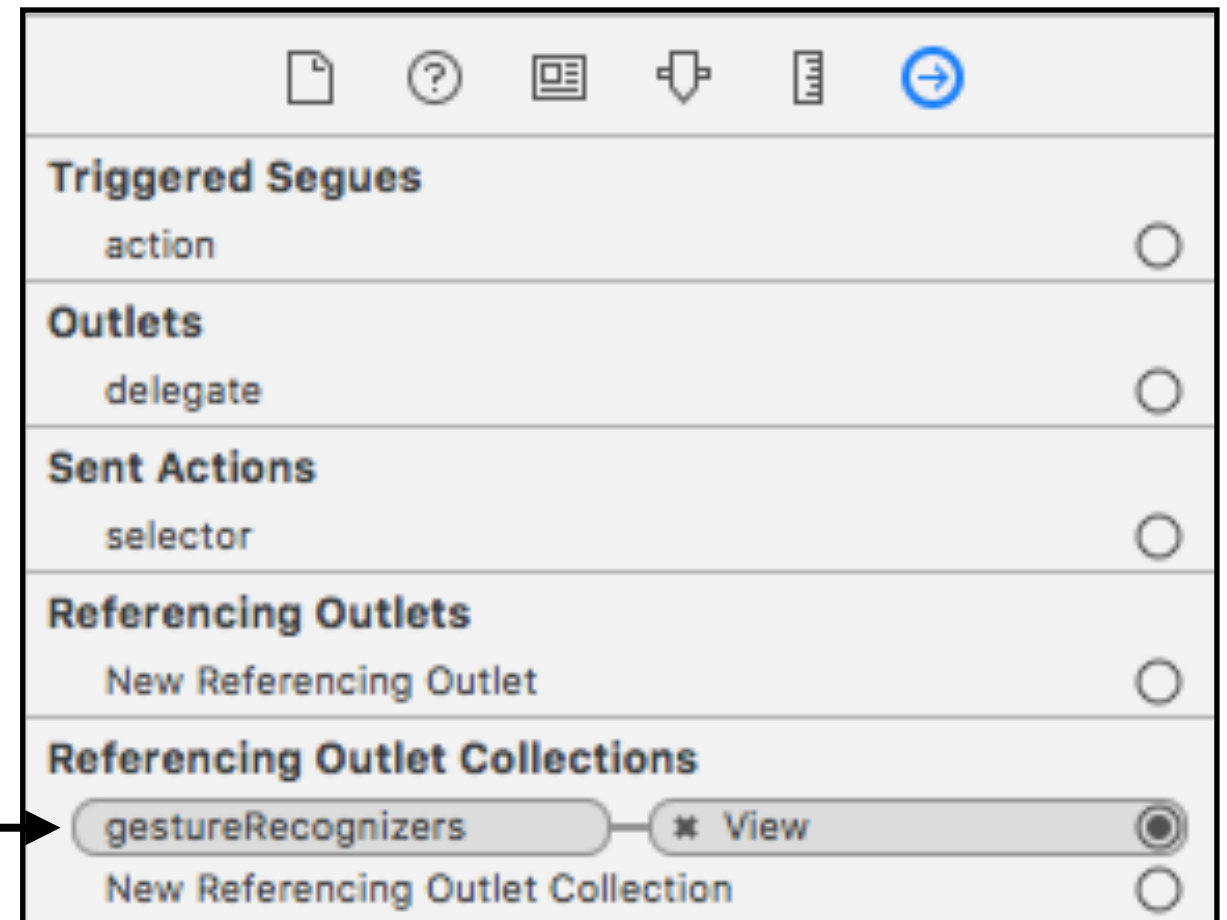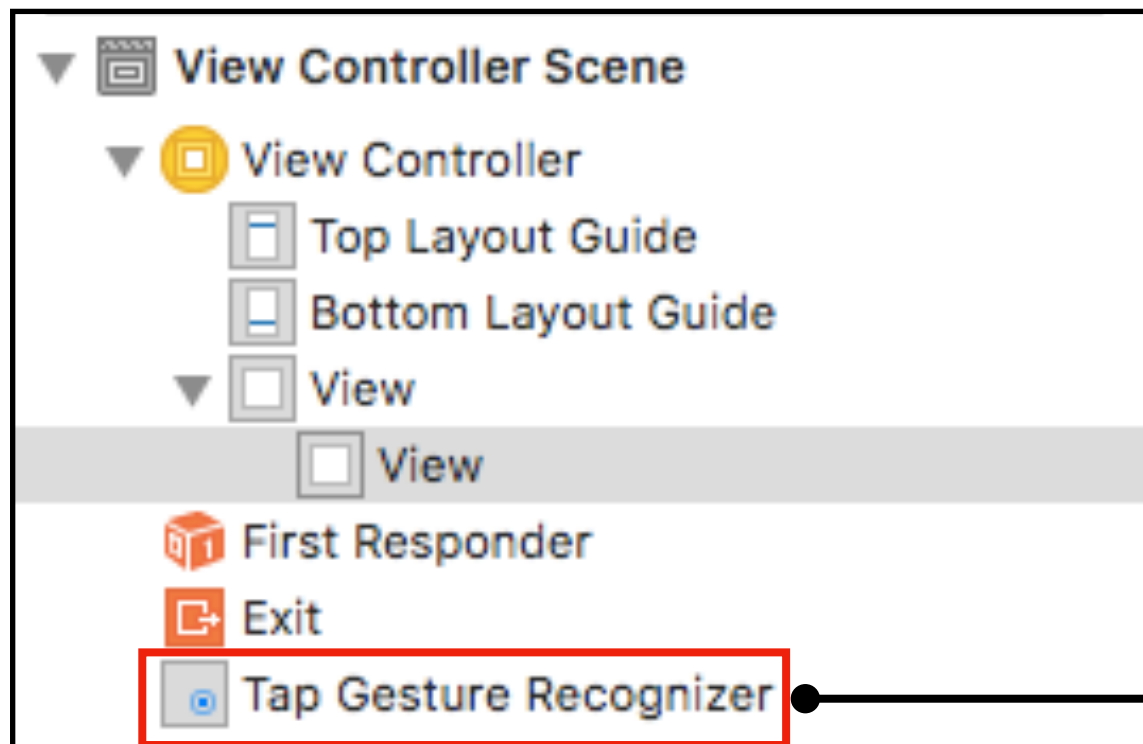
Storyboard

Drag & Drop

Storyboard

Attributes Inspector

각 **Recognizer**는 서로 다른 속성을 지님

단, 공통 부모 클래스인 **Gesture Recognizer**에 대해서는 동일

The states of a gesture
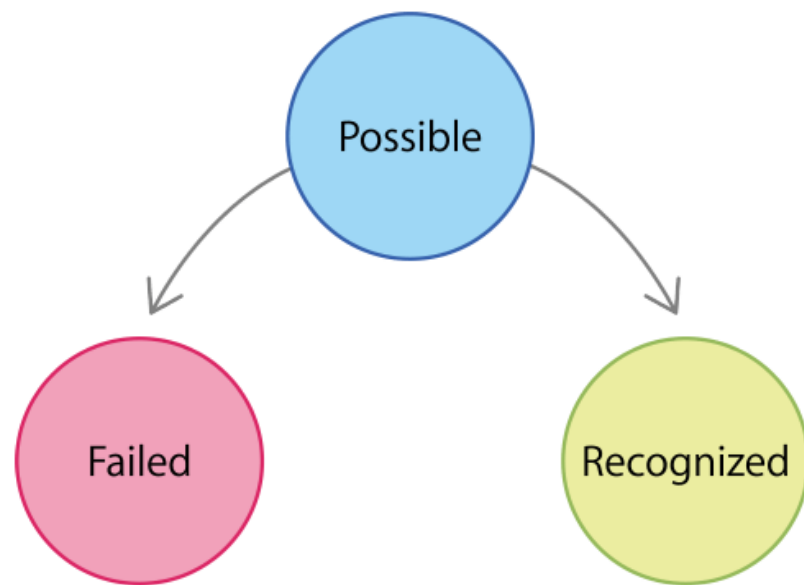
제스처가 인식되었을 때 한 번만 호출
[discrete]
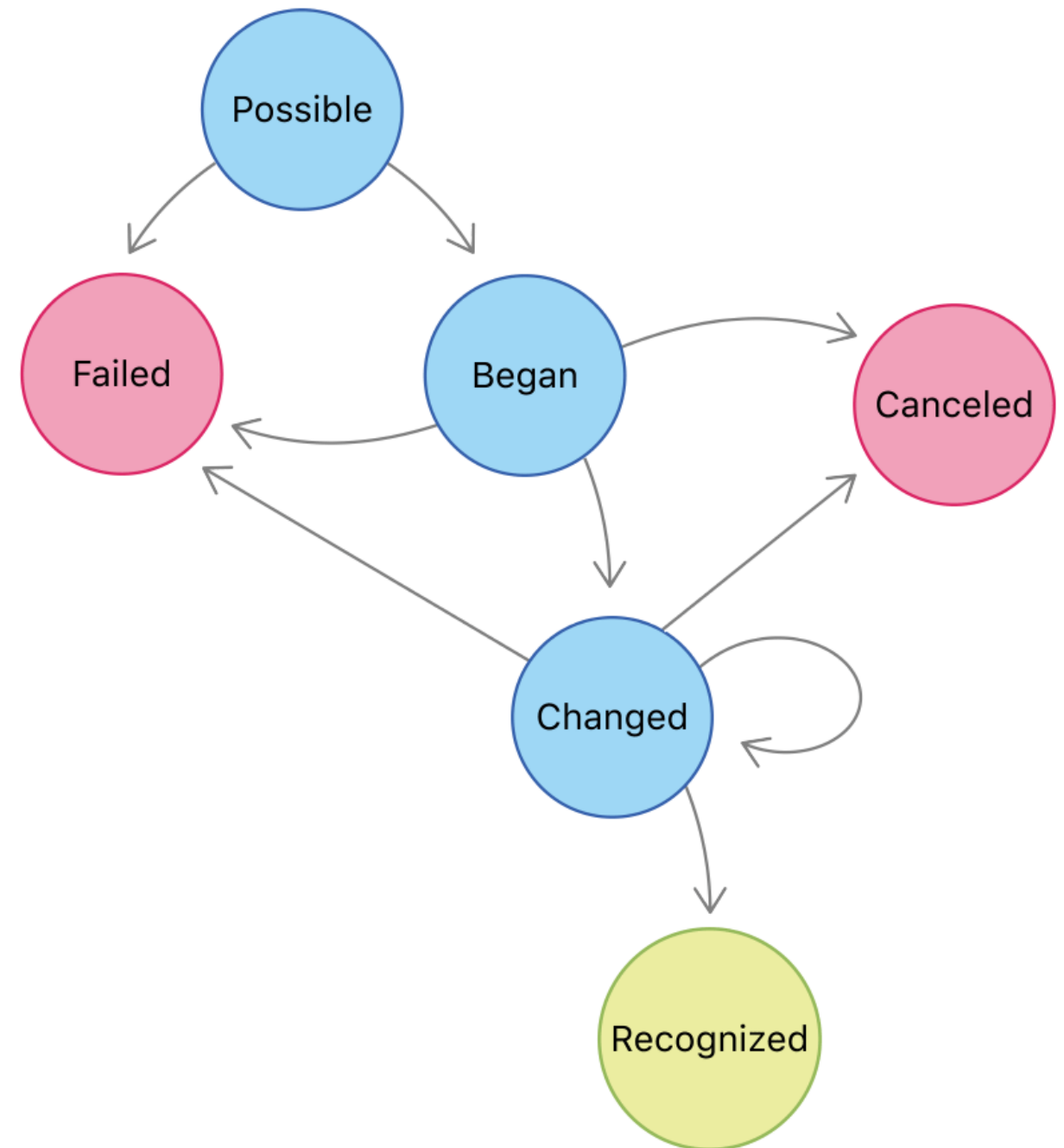
한 번 제스처가 인식된다면 action method가 계속 호출
[continuous]