

# UIGestureRecognizer

# GestureRecognizer Type

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- 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.

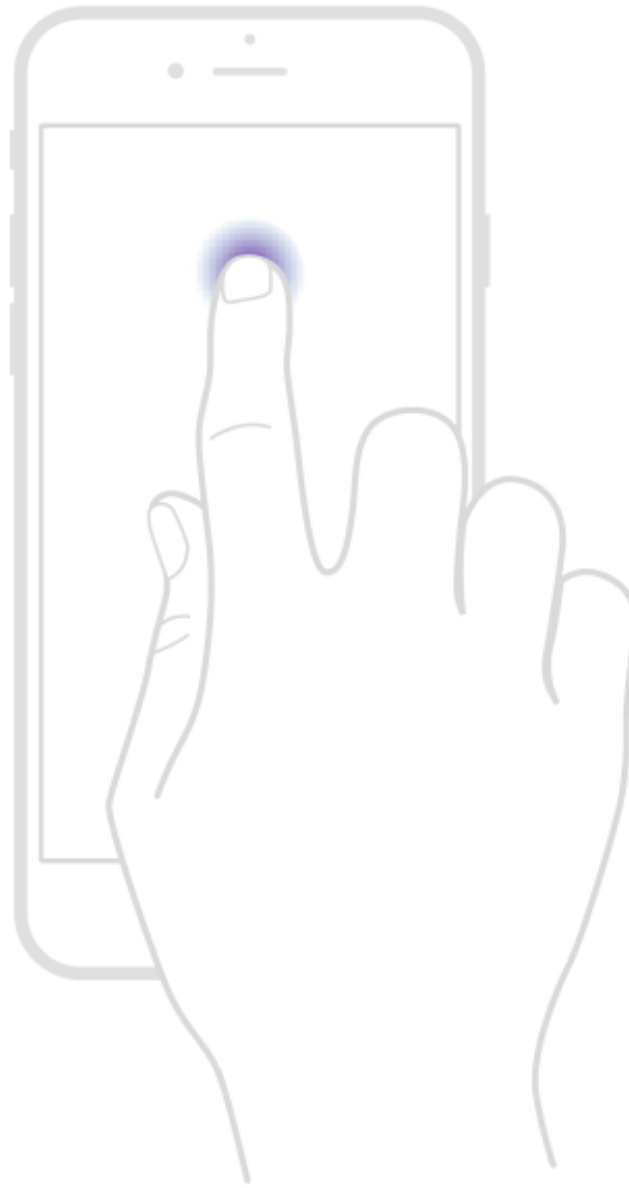


**Custom Gesture Recognizer** - Recognizes custom gestures. Set a custom subclass in the Identity inspector.

# GestureRecognizer Type

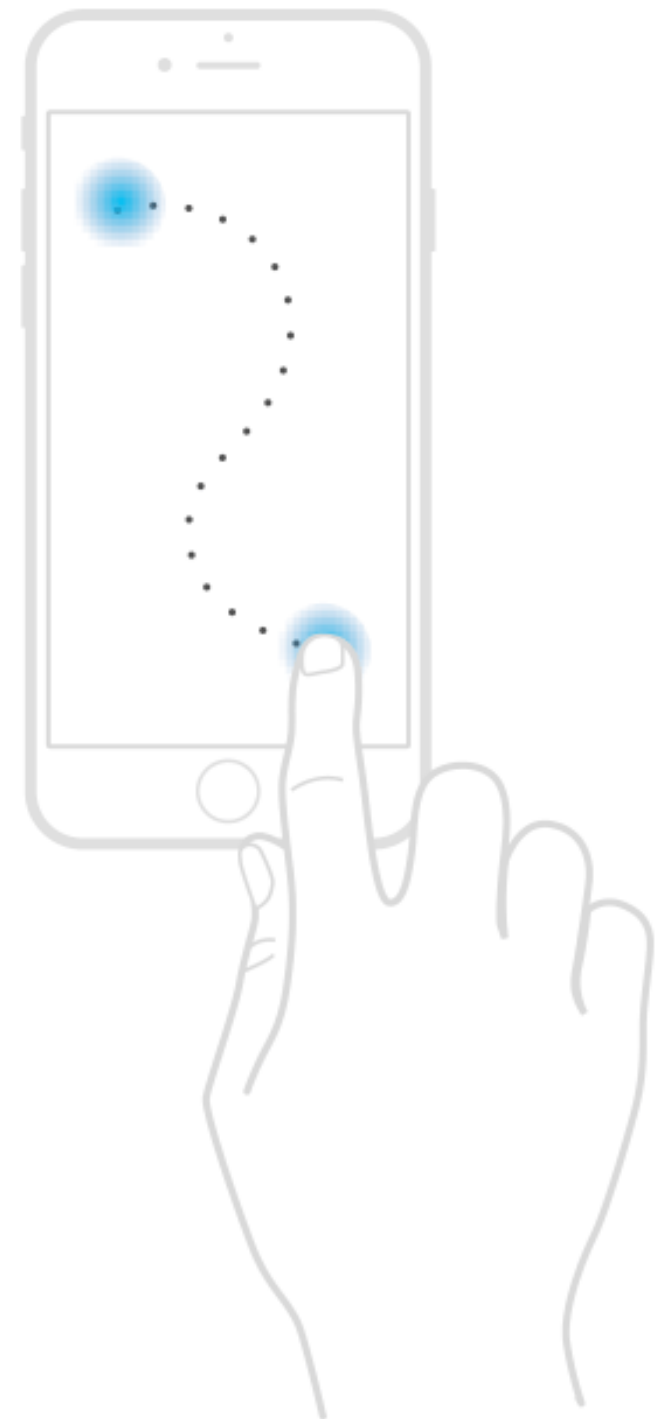


Tap  
(~0.1 second)



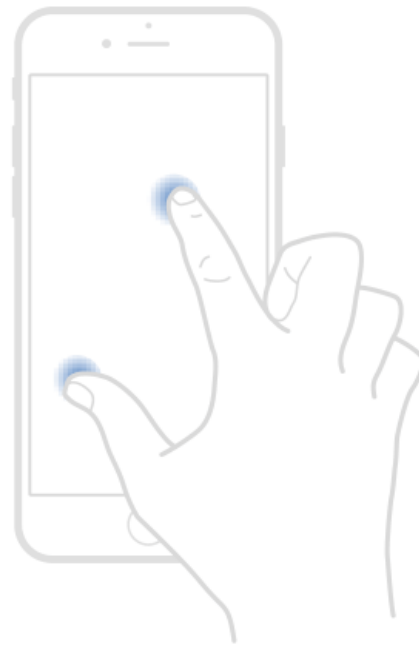
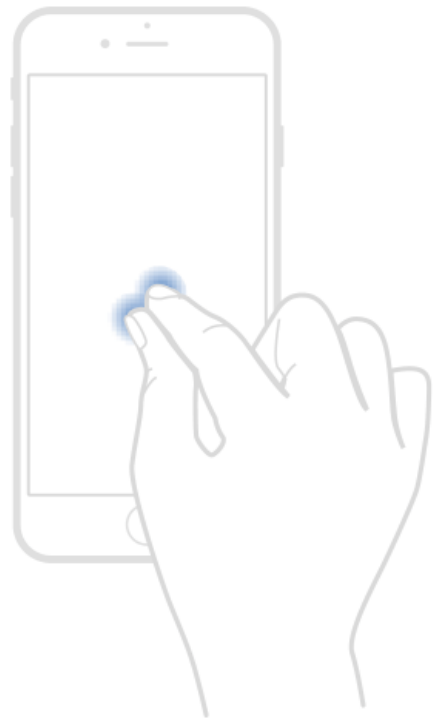
Long press  
(>0.5 seconds)

Pan

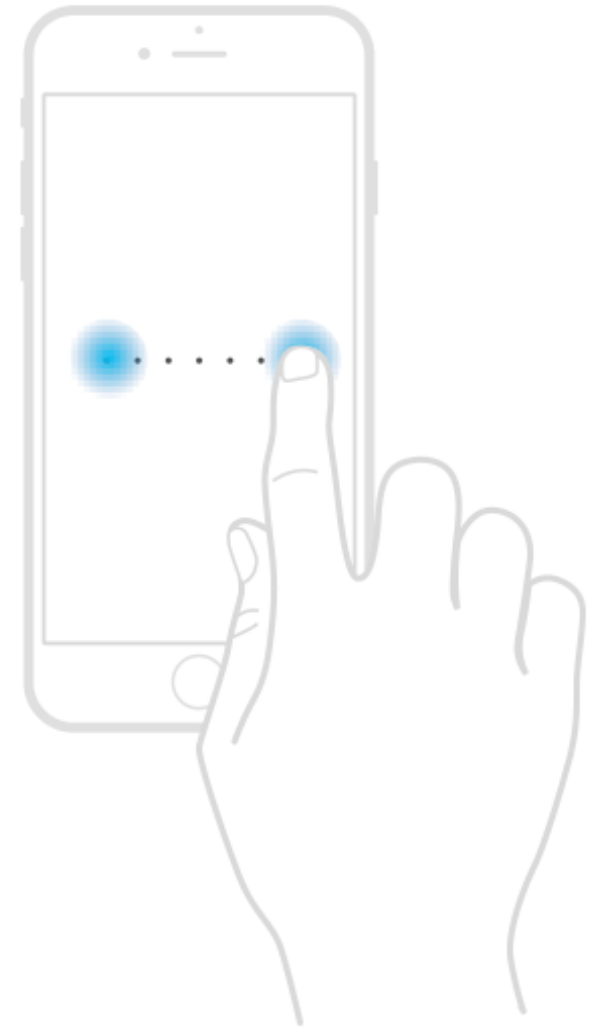


# GestureRecognizer Type

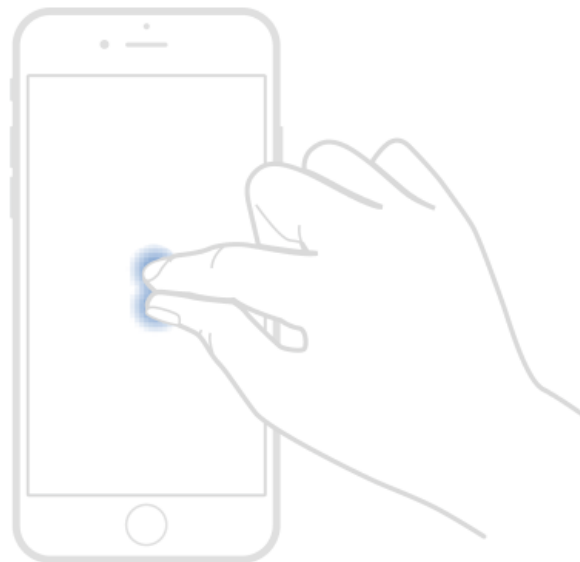
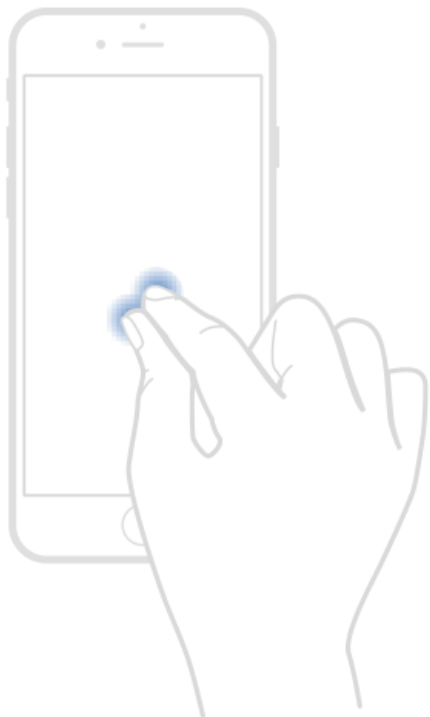
Pinch



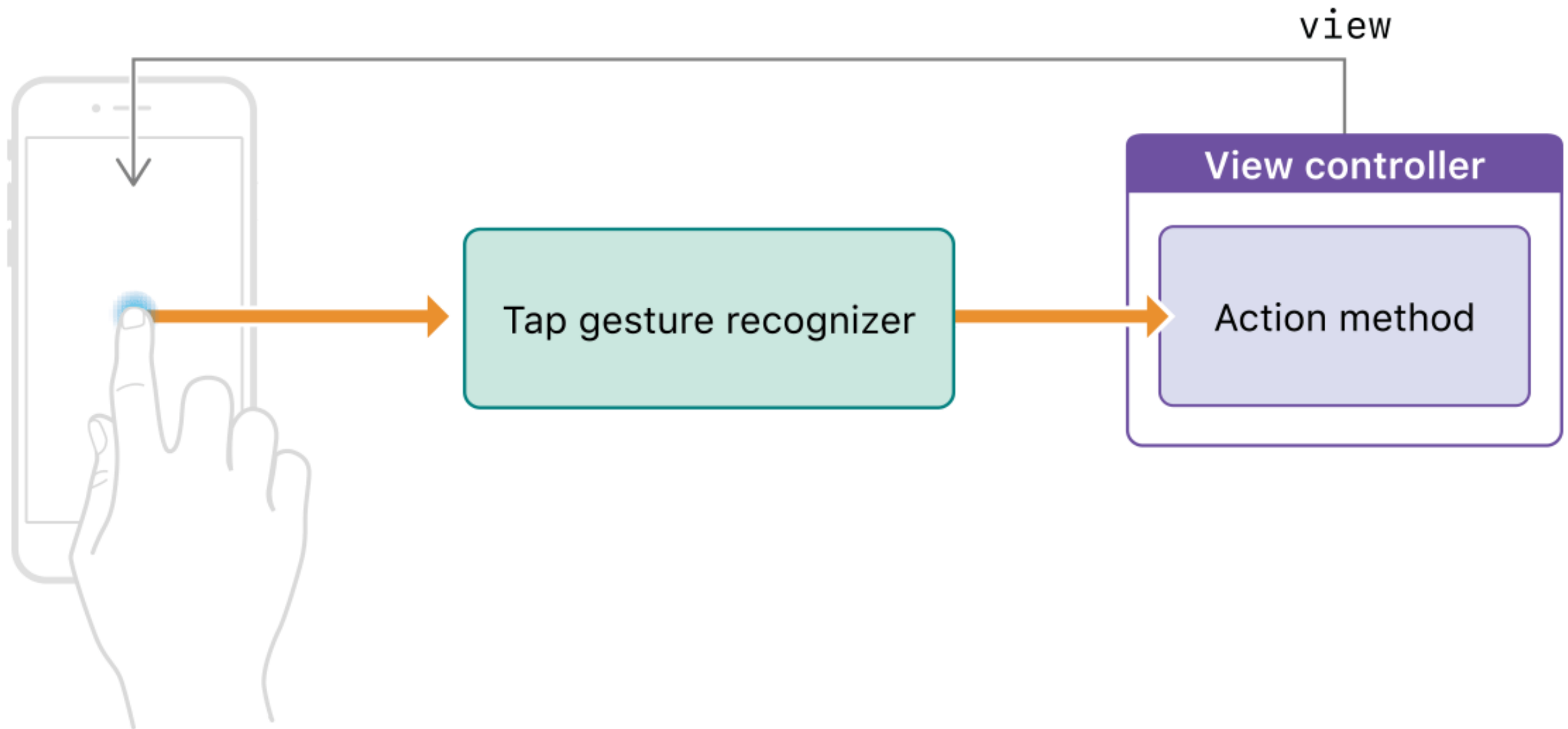
Swipe



Rotate



# Gesture recognizer notifying its target



# Code

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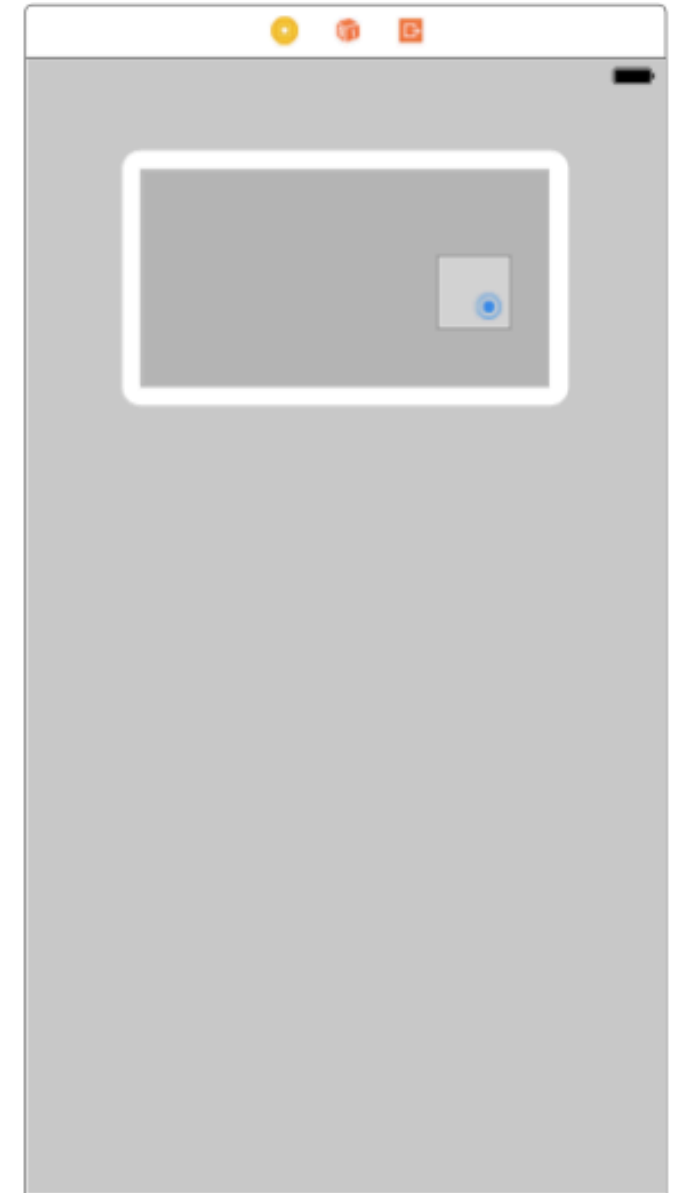
```
override func viewDidLoad() {  
    super.viewDidLoad()  
  
    let tapGesture = UITapGestureRecognizer(  
        target: self,  
        action: #selector(handleTap(_:))  
    )  
    view.addGestureRecognizer(tapGesture)  
}  
  
@objc func handleTap(_ sender: UITapGestureRecognizer) {  
    // code  
}
```

# Storyboard

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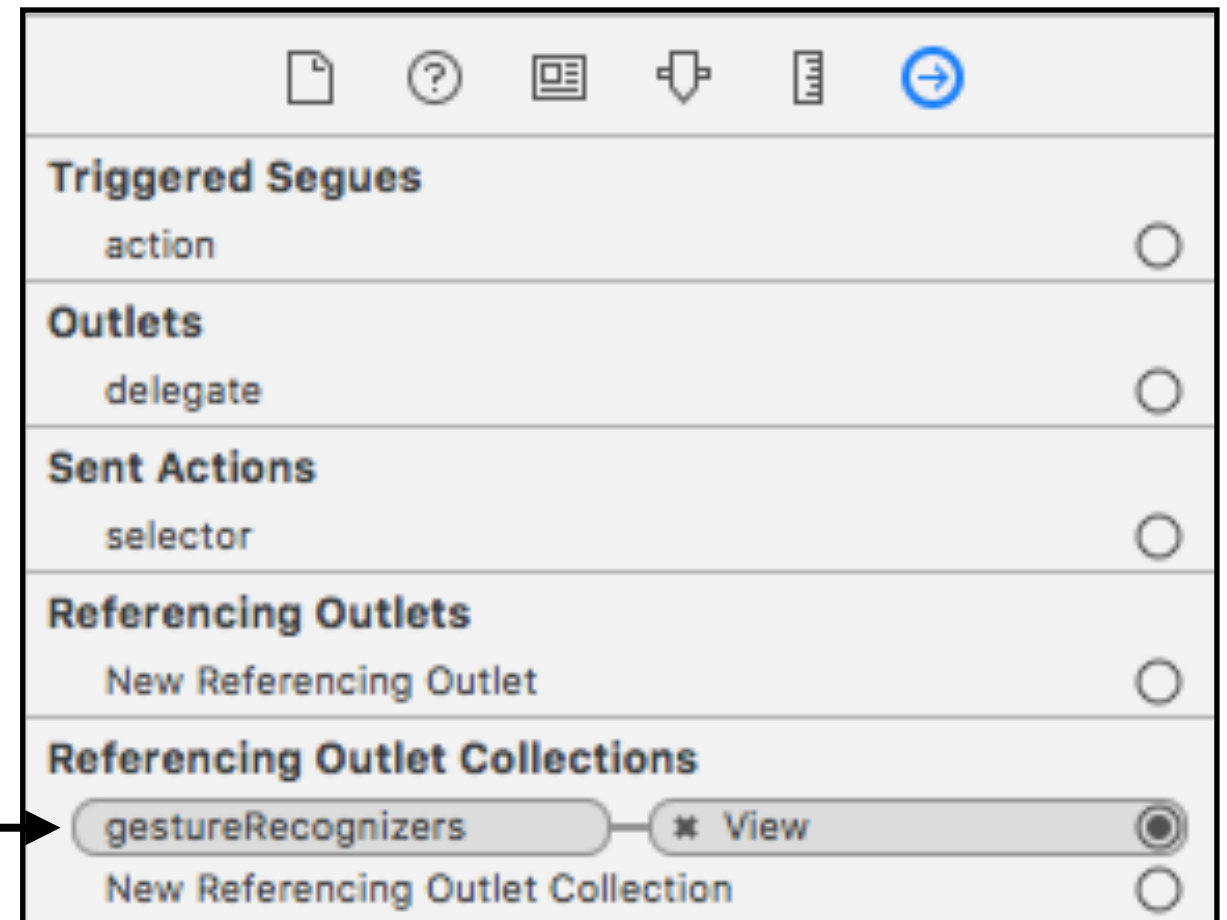
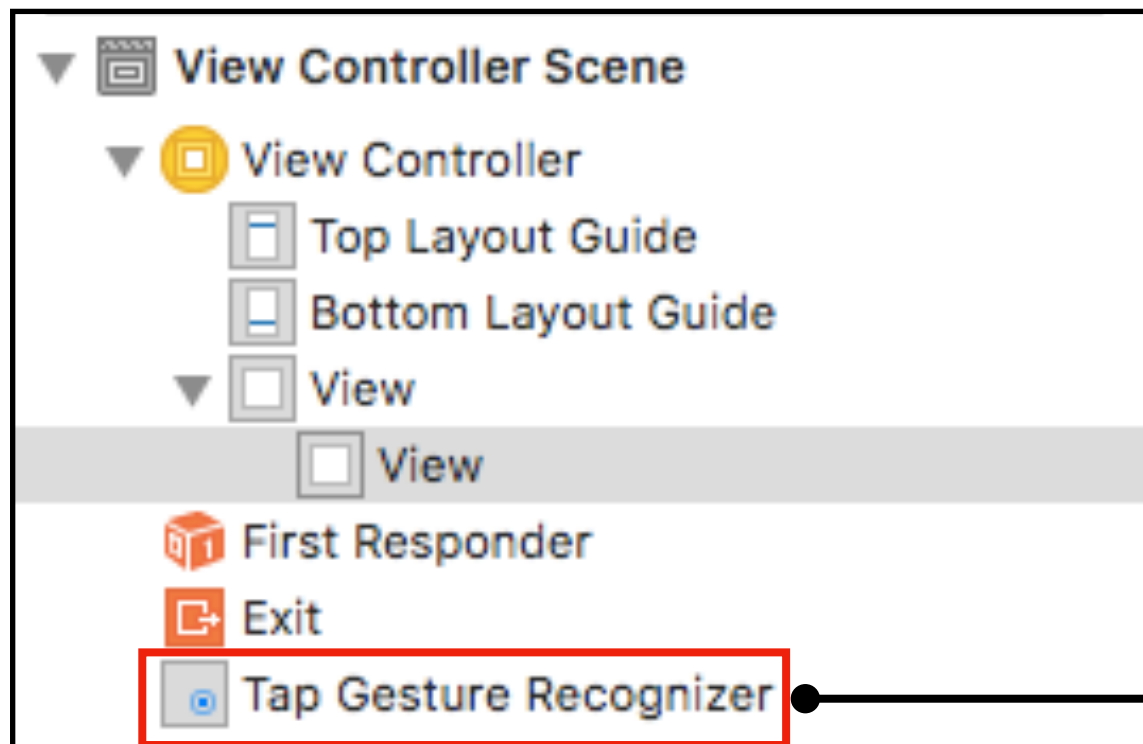


Drag & Drop



# Storyboard

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# Attributes Inspector

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각 Recognizer는 서로 다른 속성을 지님

단, 공통 부모 클래스인 Gesture Recognizer에 대해서는 동일

## Tap Gesture Recognizer

Recognize

1

Taps

1

Touches

## Gesture Recognizer

State ☒ Enabled

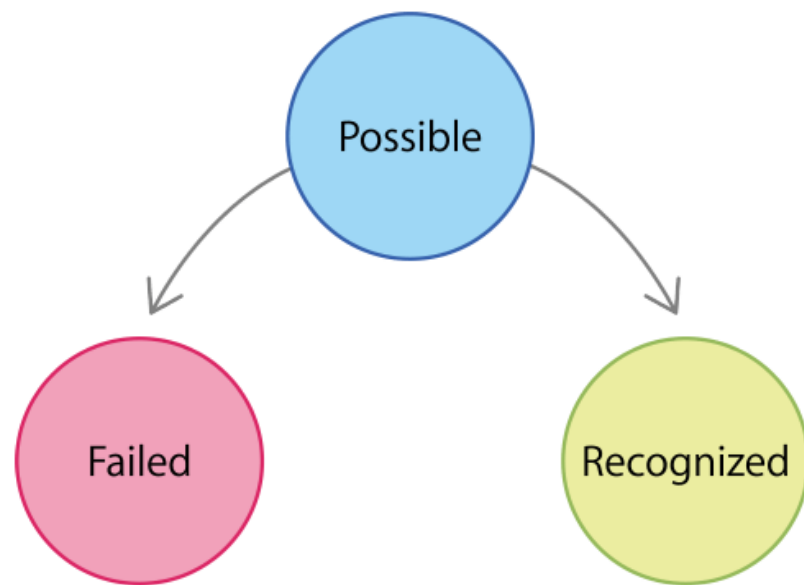
Behavior ☒ Cancels touches in view

☐ Delays touches began

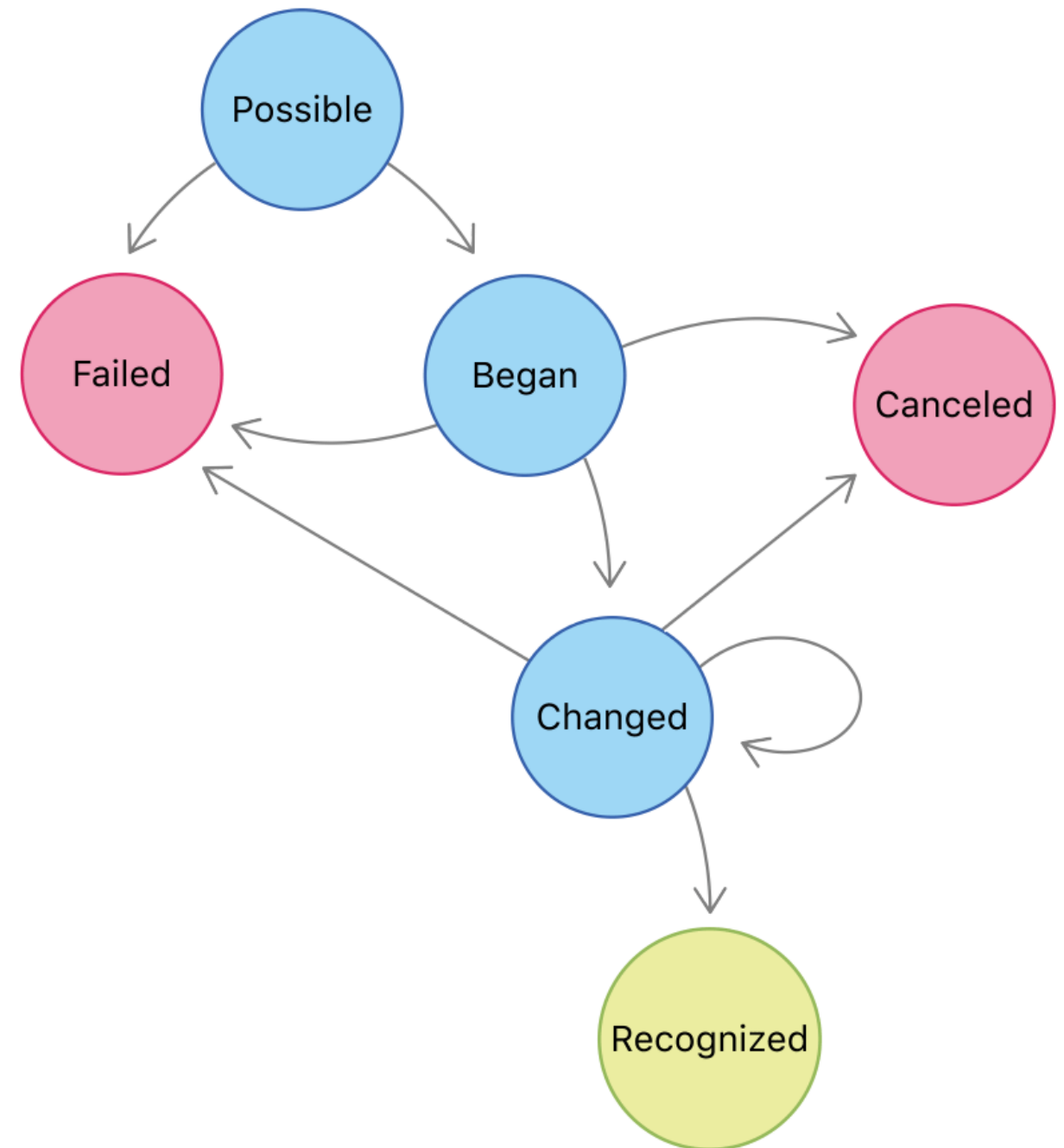
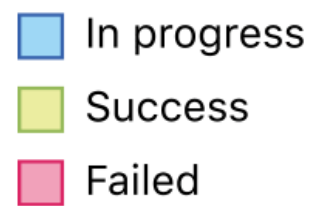
☒ Delays touches ended

# The states of a gesture

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[ discrete ]



[ continuous ]