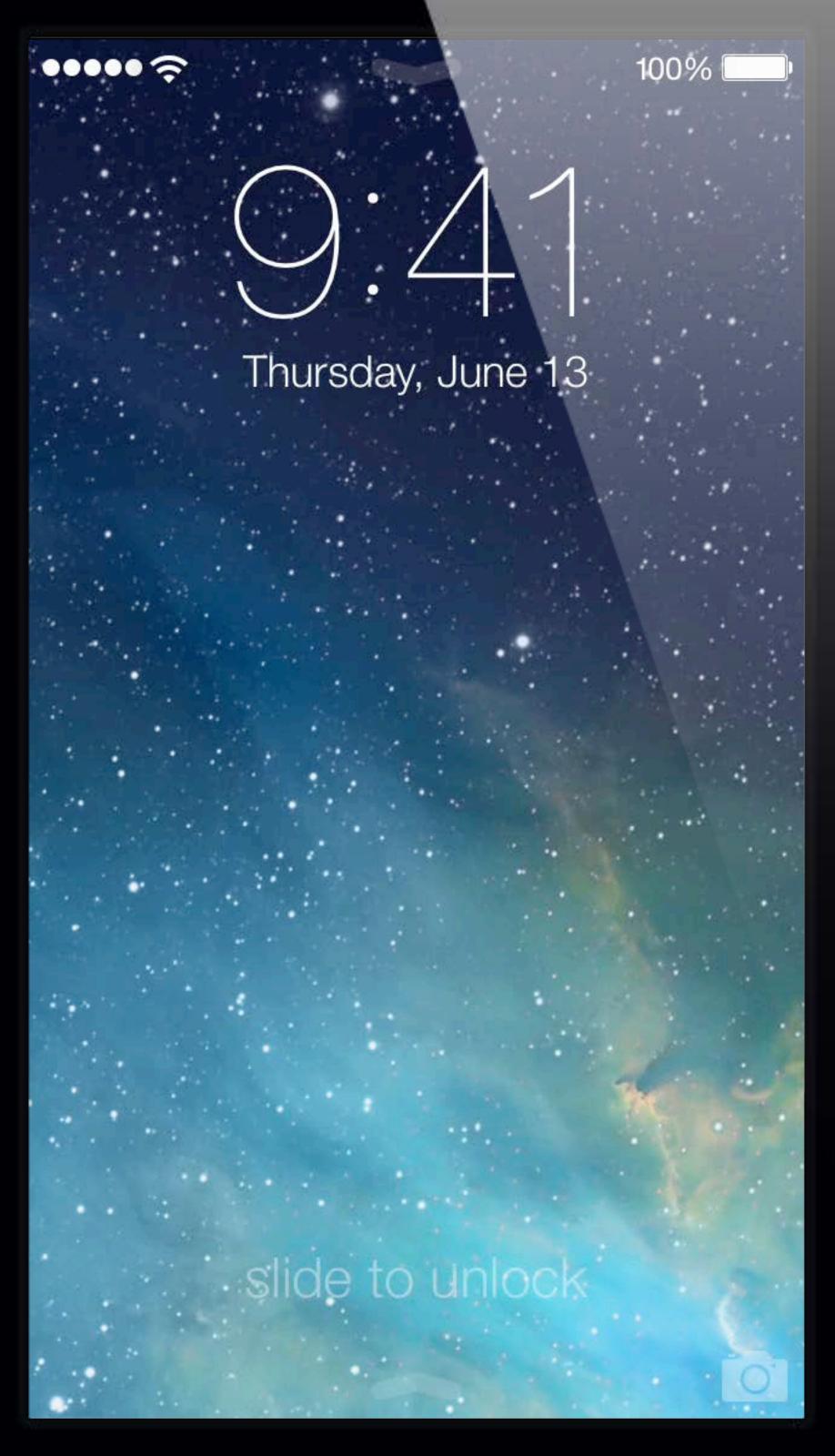
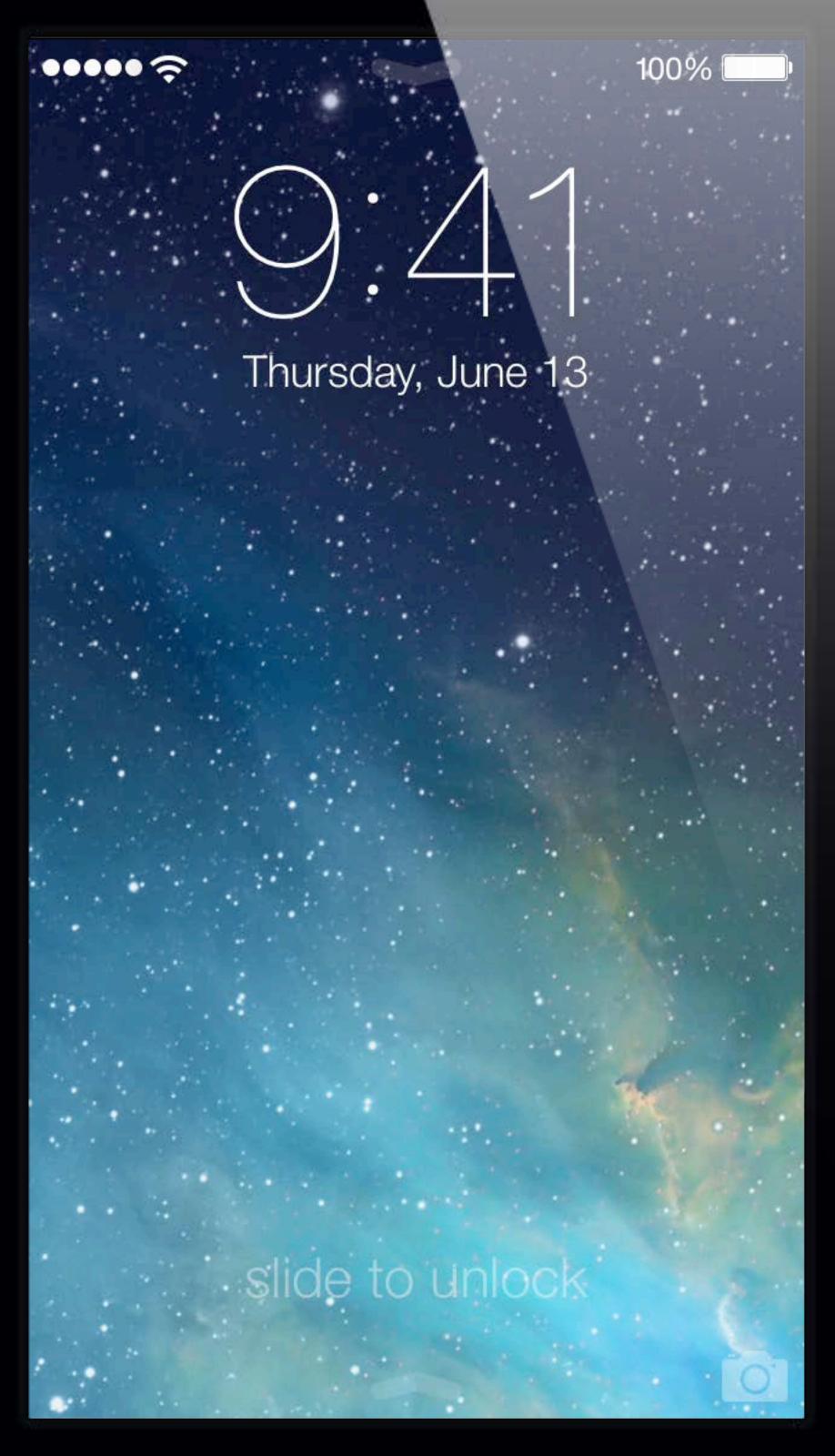
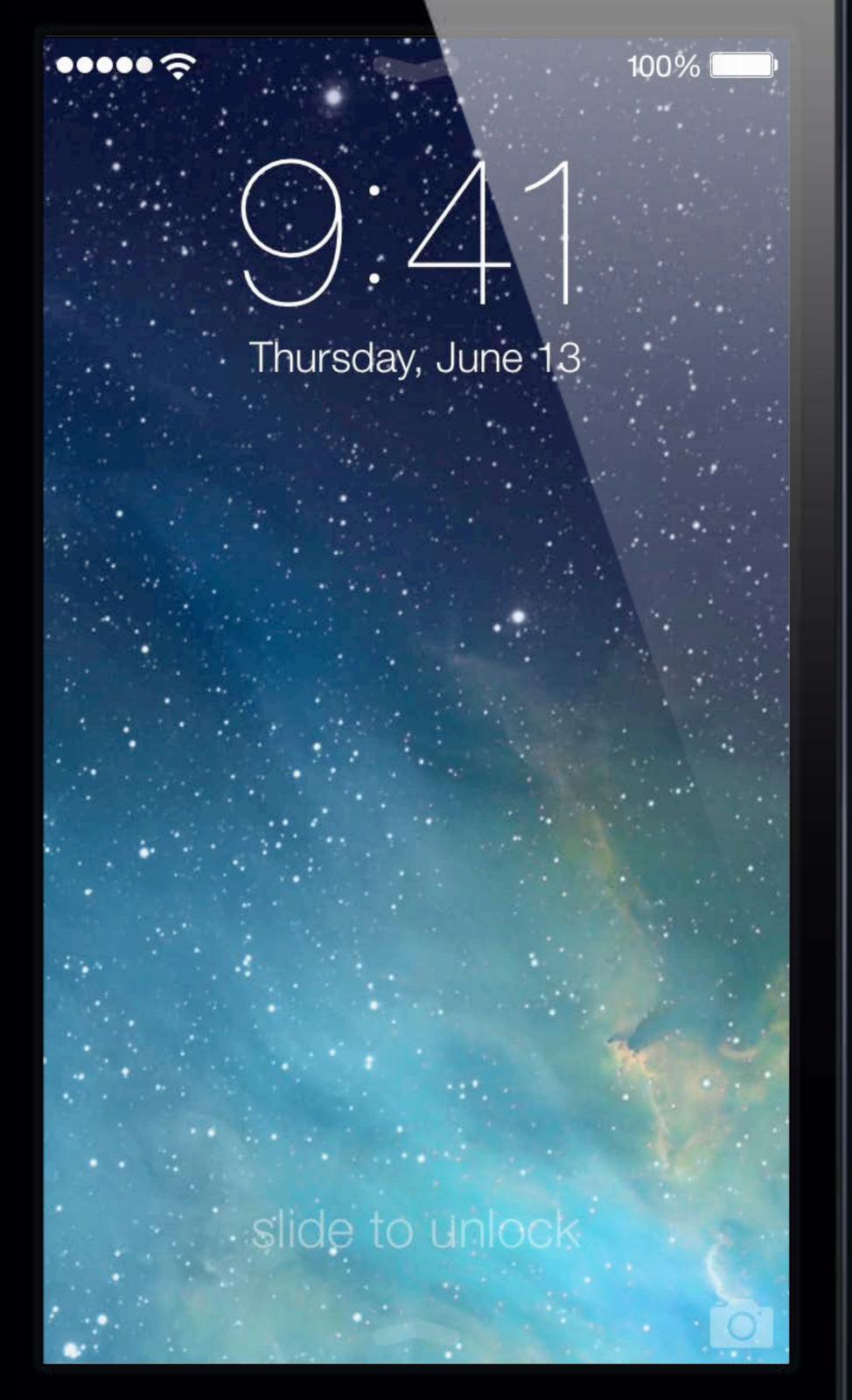
# Exploring Scroll Views in iOS 7

Session 217

Josh Shaffer and Eliza Block iOS Software







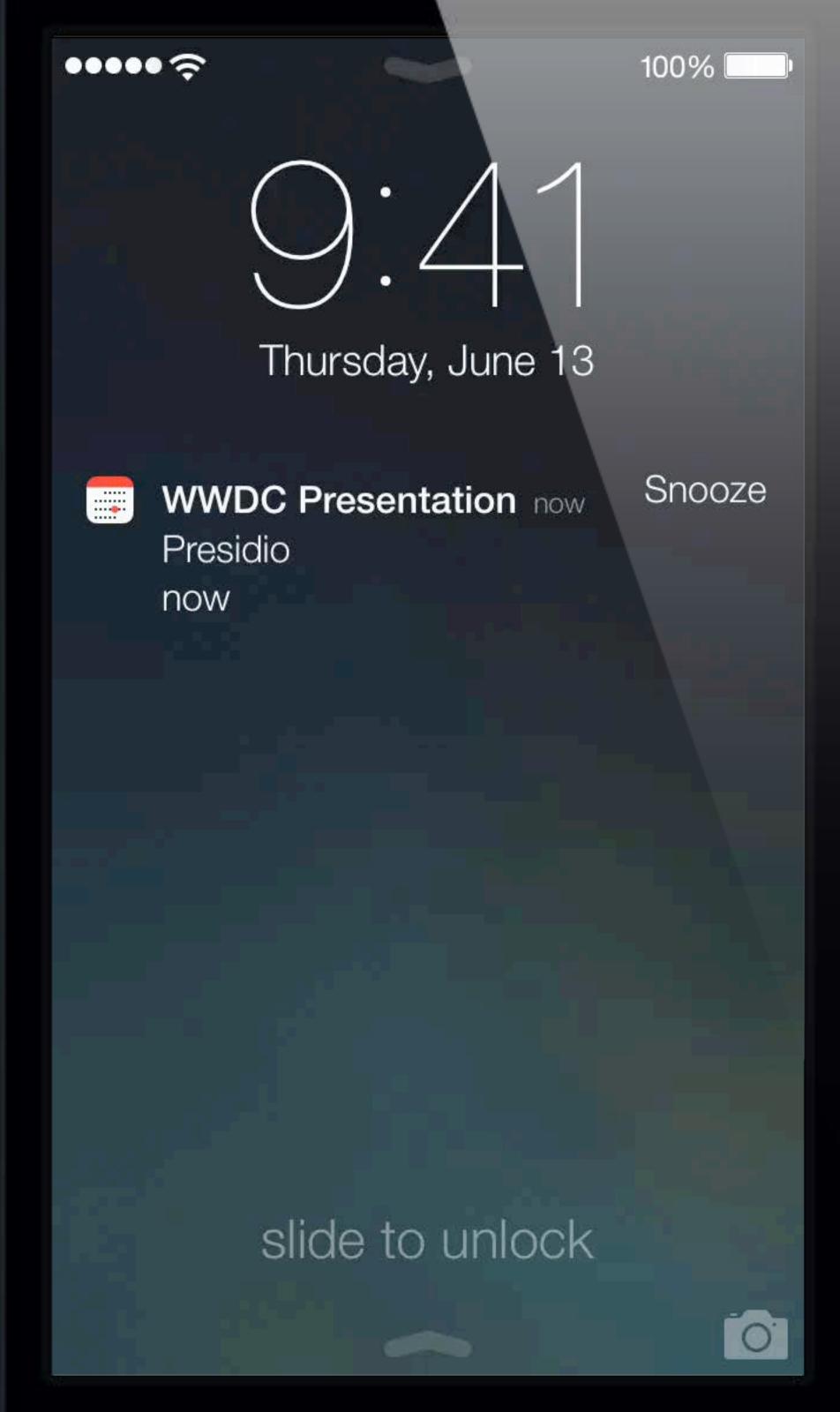
Thursday, June 13

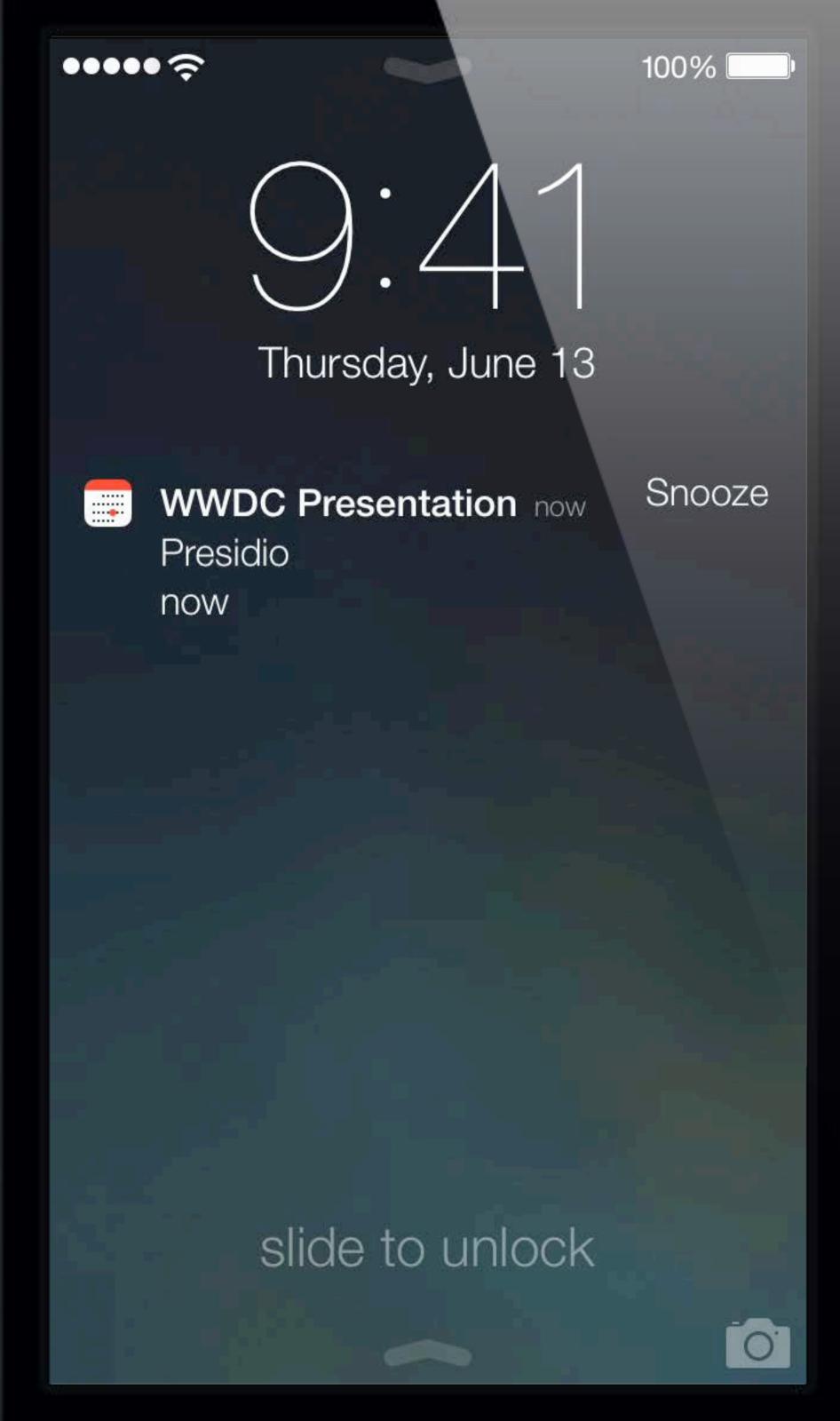


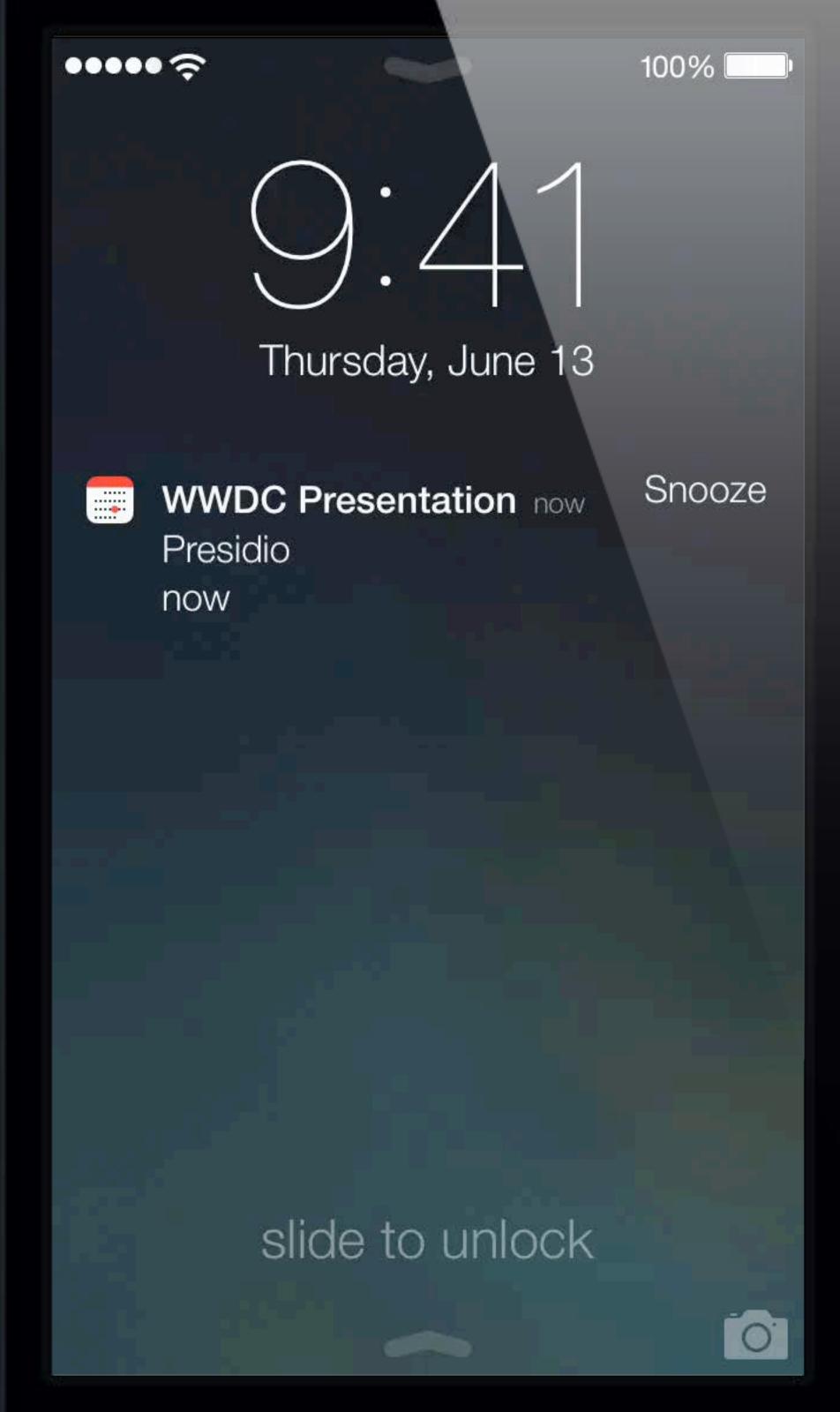


Emergency

Cancel











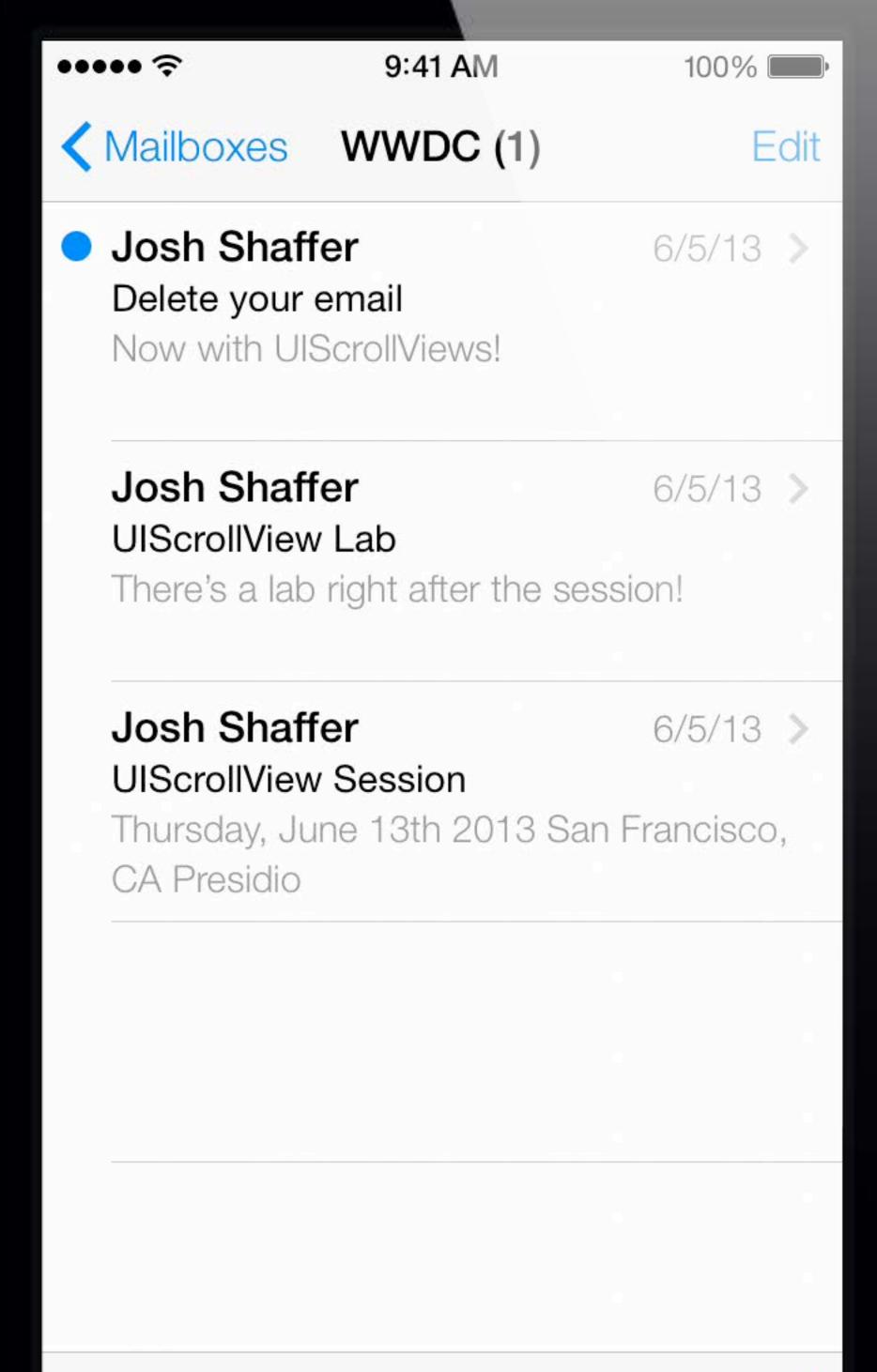
## Enter Passcode



Emergency

Delete













9:41 AM

100%





## 2017

#### JAN

1 2 3 4 5 6 7 8 9 10 11 12 13 14 29 30 31

#### FEB

1 2 3 4 22 23 24 25 26 27 28 19 20 21 22 23 24 25 26 27 28

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### JUN

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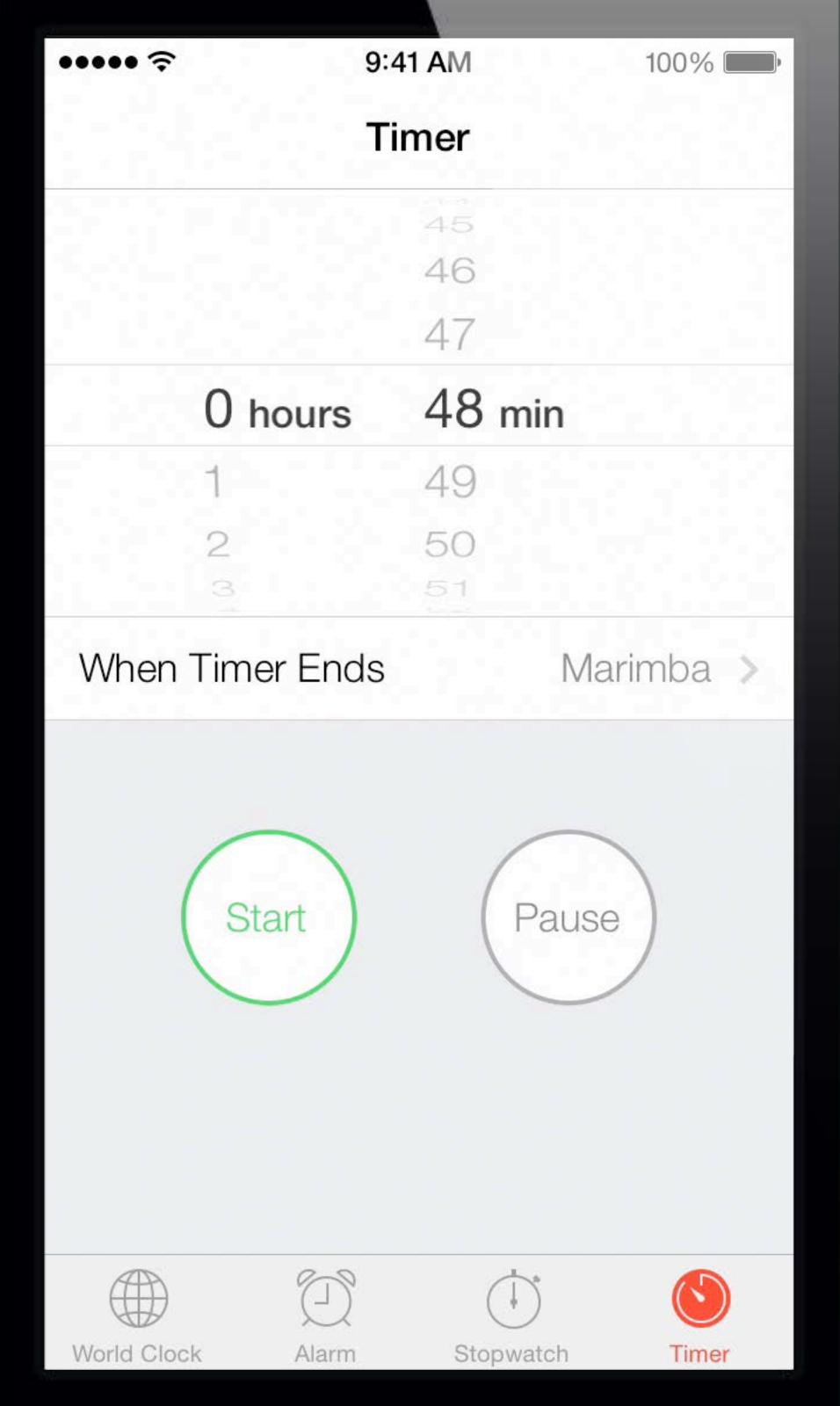
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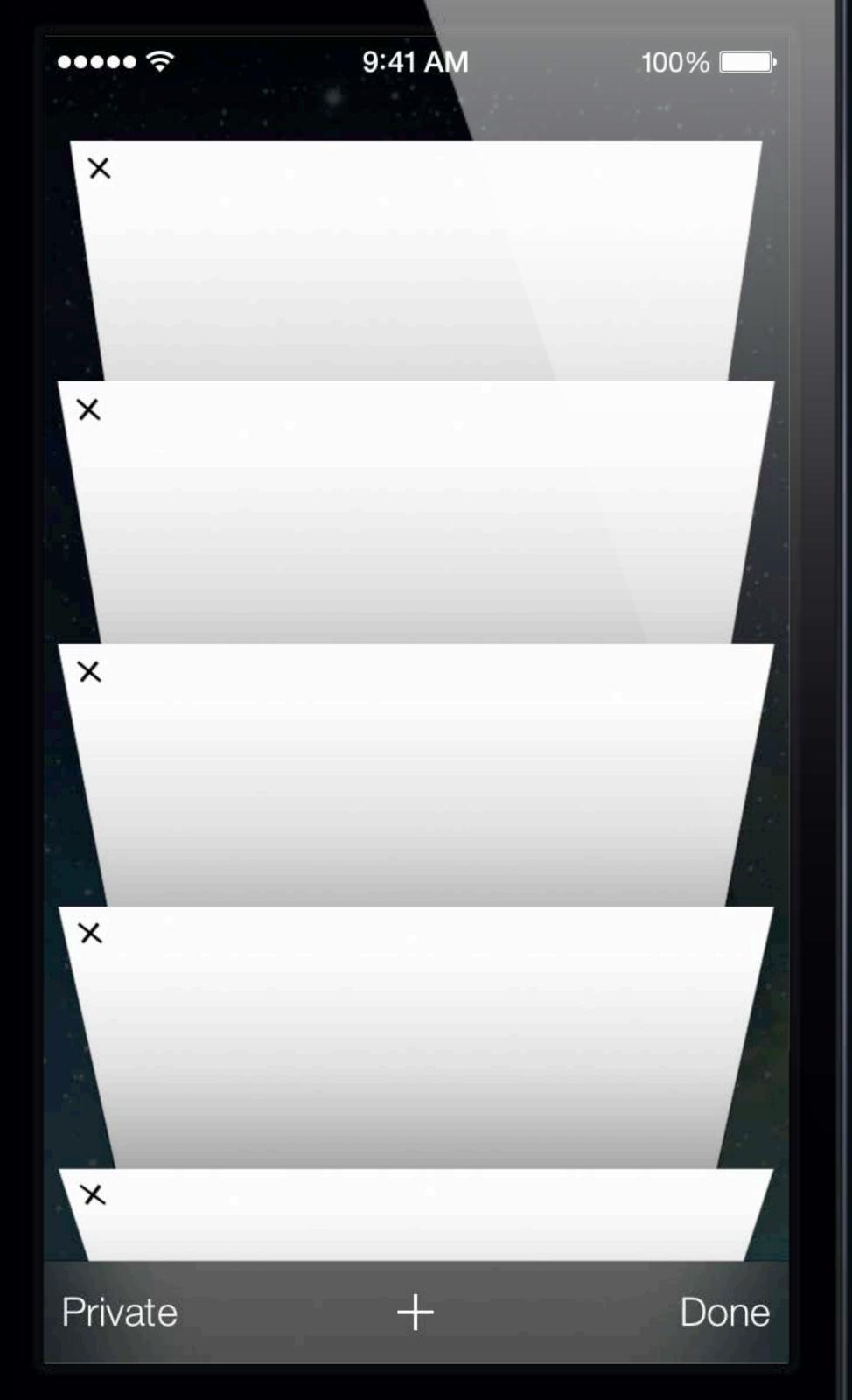
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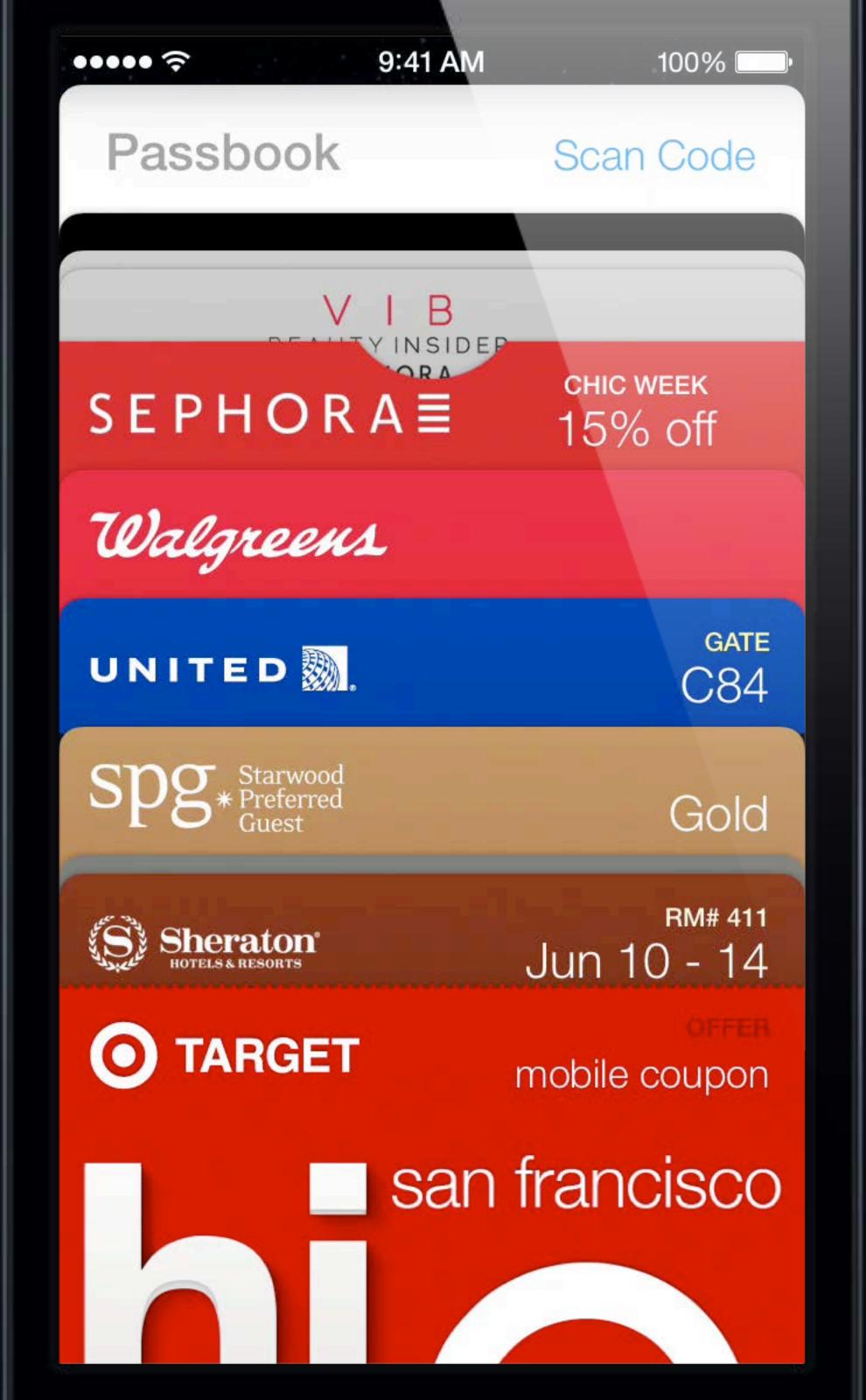
29 30 31

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Messages

**WWDC** 

Contact

Stationary header views

Custom touch handling

2012 - Enhancing User Experience with Scroll Views

Photo browsing revisited

Scrolling with OpenGL

2013 - Exploring Scroll Views in iOS 7

> Advanced nesting techniques

Scrolling with UlKit dynamics

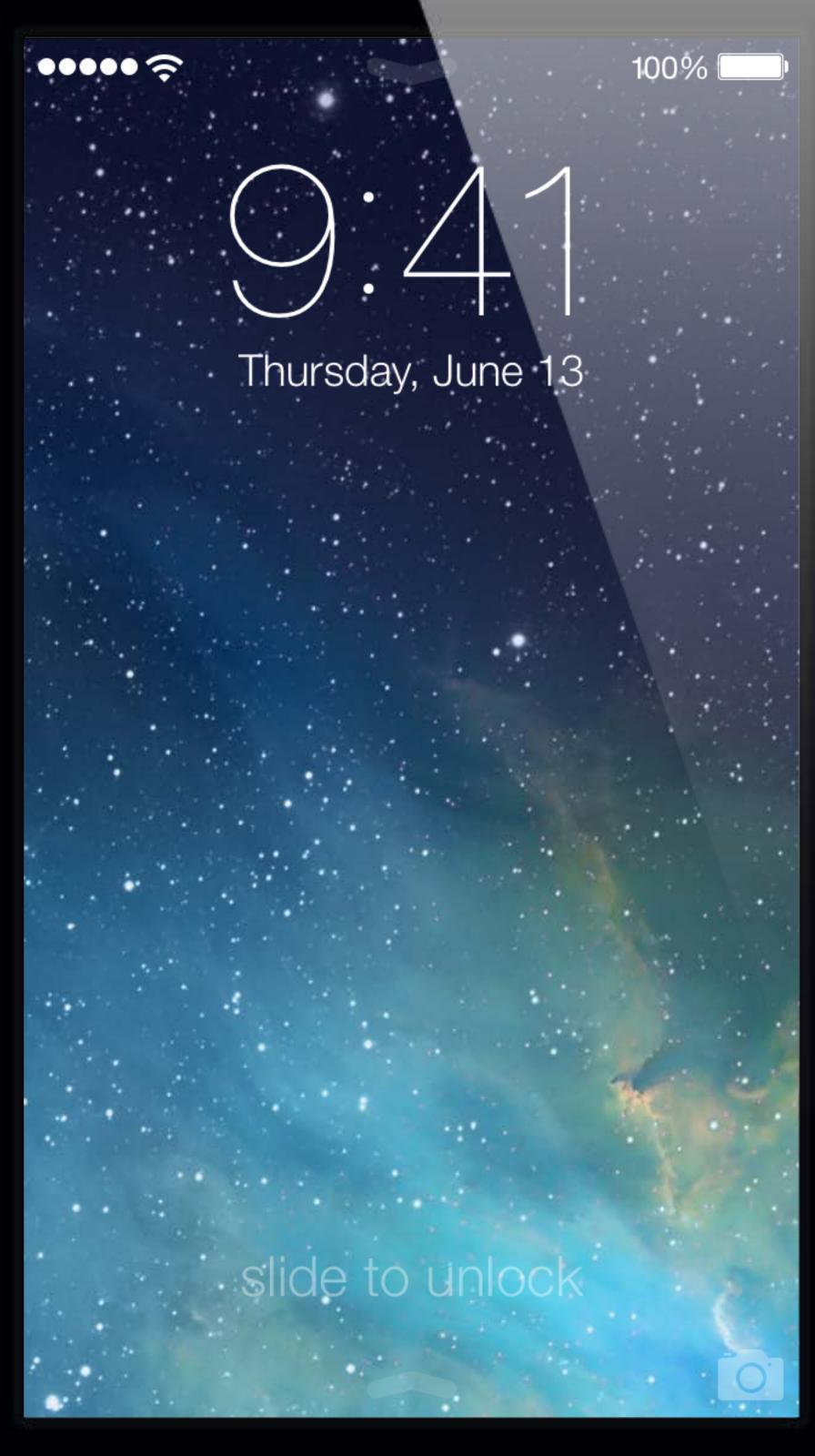
Delivered



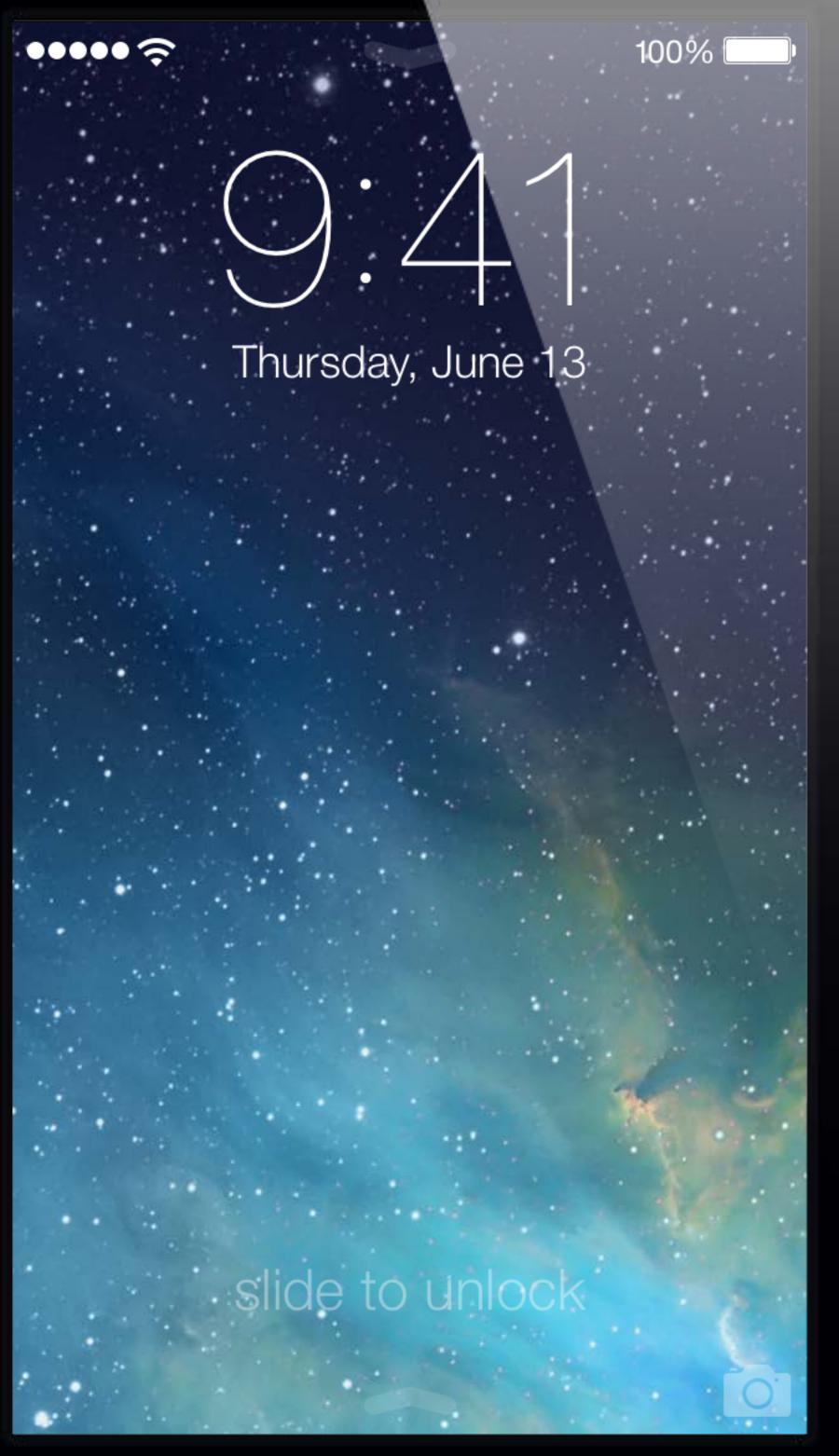
iMessage

Send

## Nested Scroll Views









Chief Chief





Chief Chief



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Thursday, June 13



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Thursday, June 13





Thursday, June 13



WWDC Presentation now

Snooze

Presidio now





Thursday, June 13



WWDC Presentation now

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Presidio now

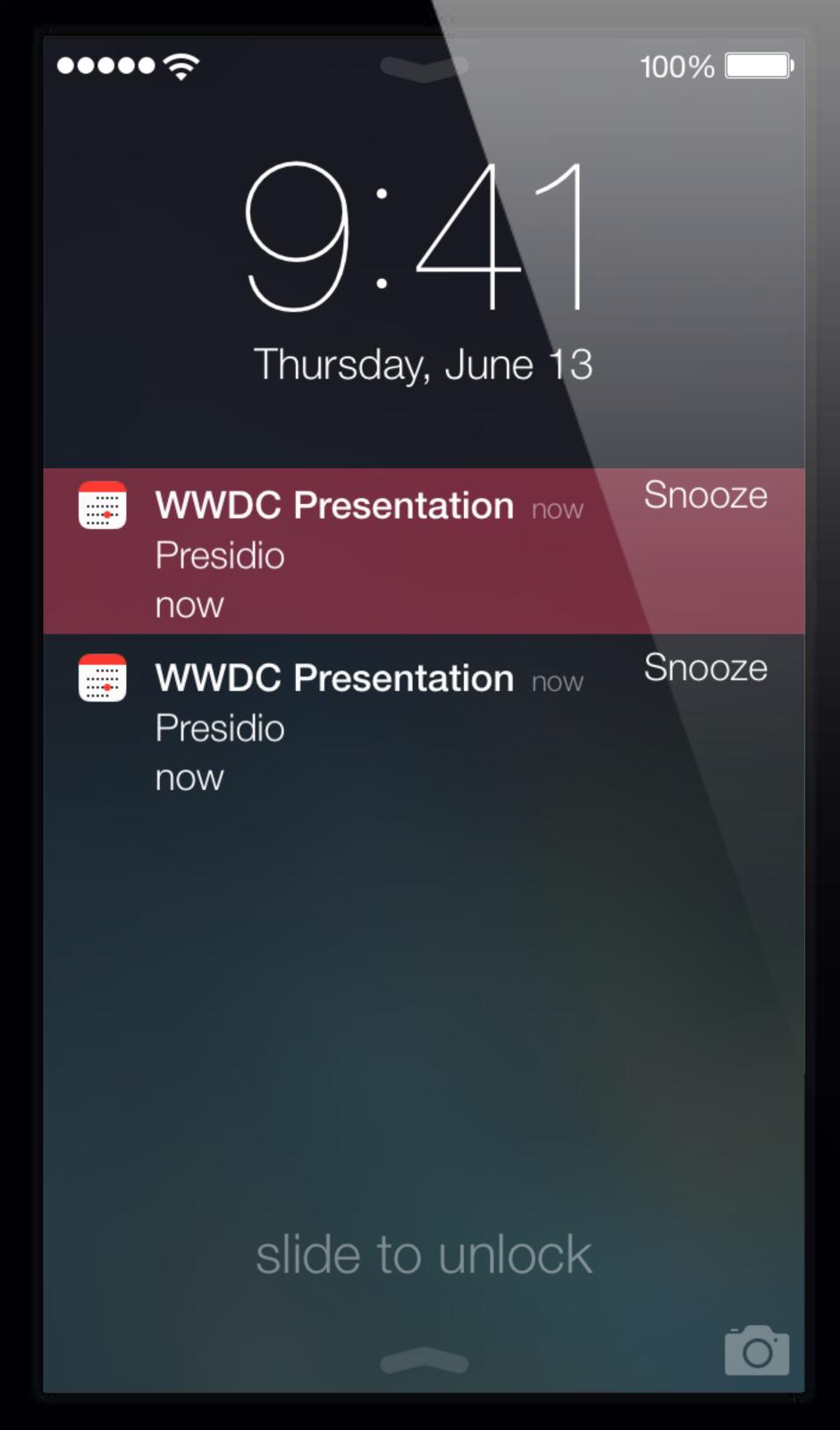


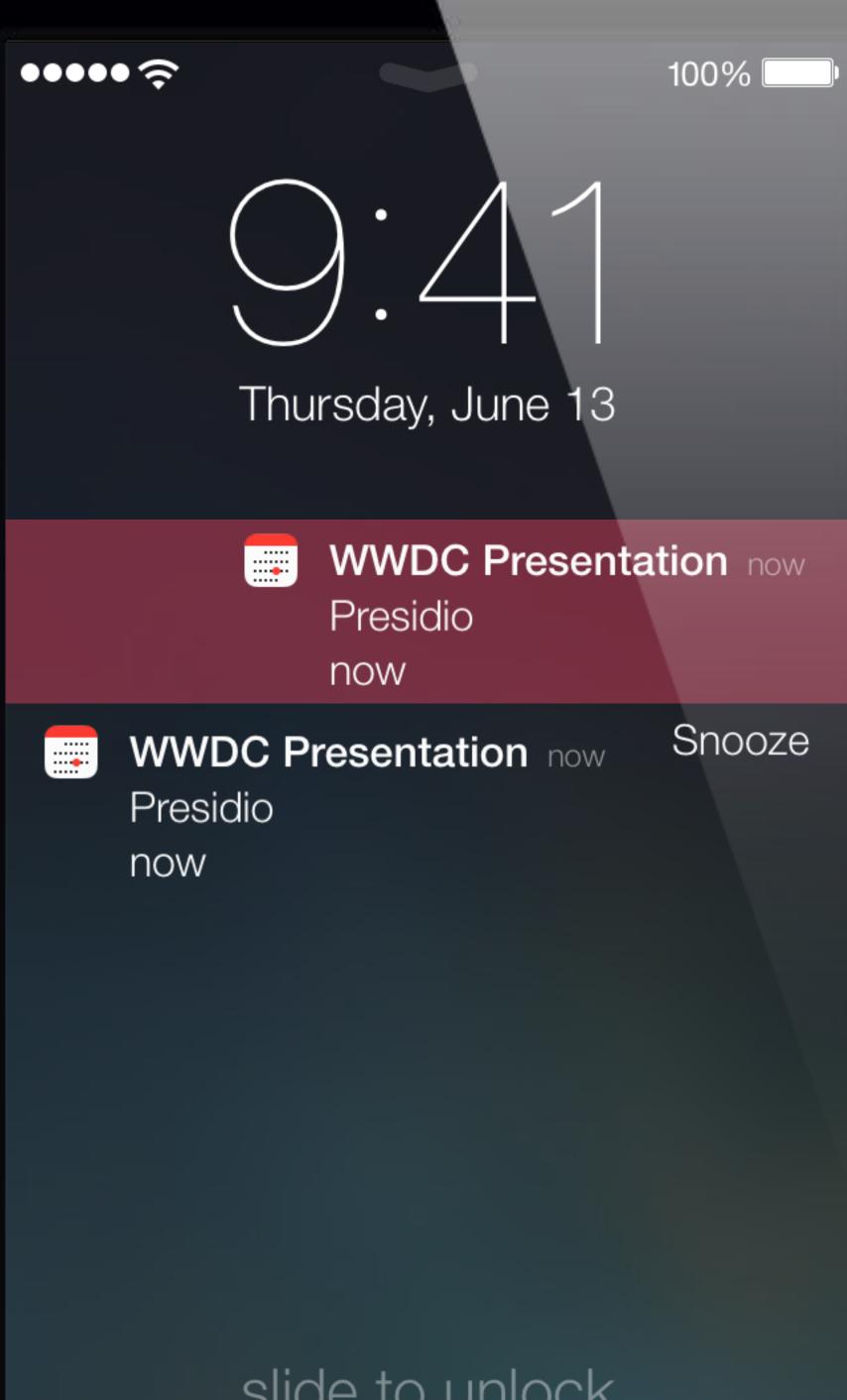
WWDC Presentation now

Snooze

Presidio now











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Enter Passcode

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**4** вні 5 JKL

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7 PQRS 8

WXYZ

Emergency

Cancel

# scrollViewDidScroll:

# Pulling the Parent Scroll View

```
- (void)scrollViewDidScroll:(UIScrollView *)scrollView {
}
```

# Pulling the Parent Scroll View

```
- (void)scrollViewDidScroll:(UIScrollView *)scrollView {
    determine delta beyond catch point
}
```

```
- (void)scrollViewDidScroll:(UIScrollView *)scrollView {
    determine delta beyond catch point
}
```

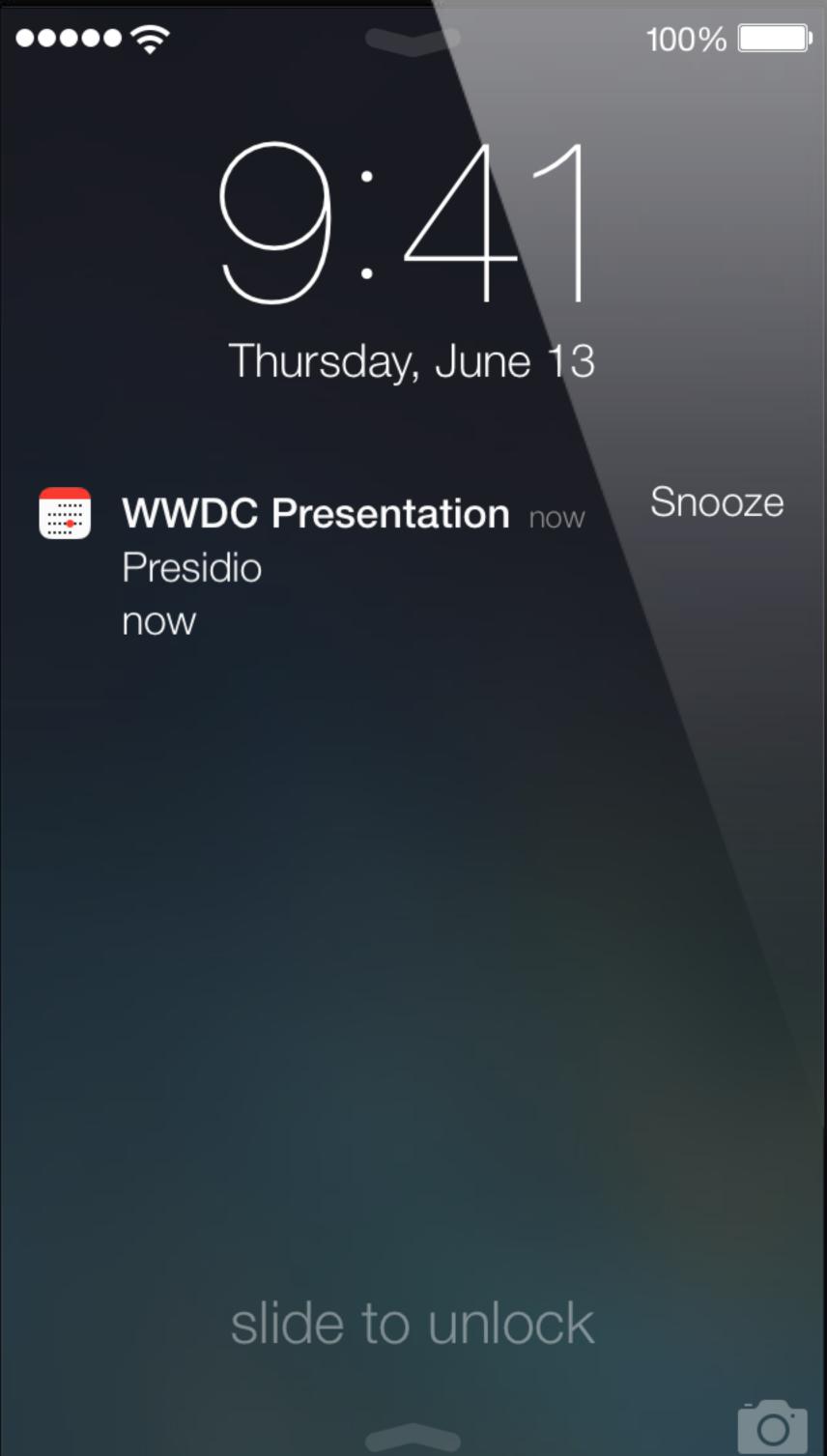
```
- (void)scrollViewDidScroll:(UIScrollView *)scrollView {
    determine delta beyond catch point
    adjust parent contentOffset by delta
}
```

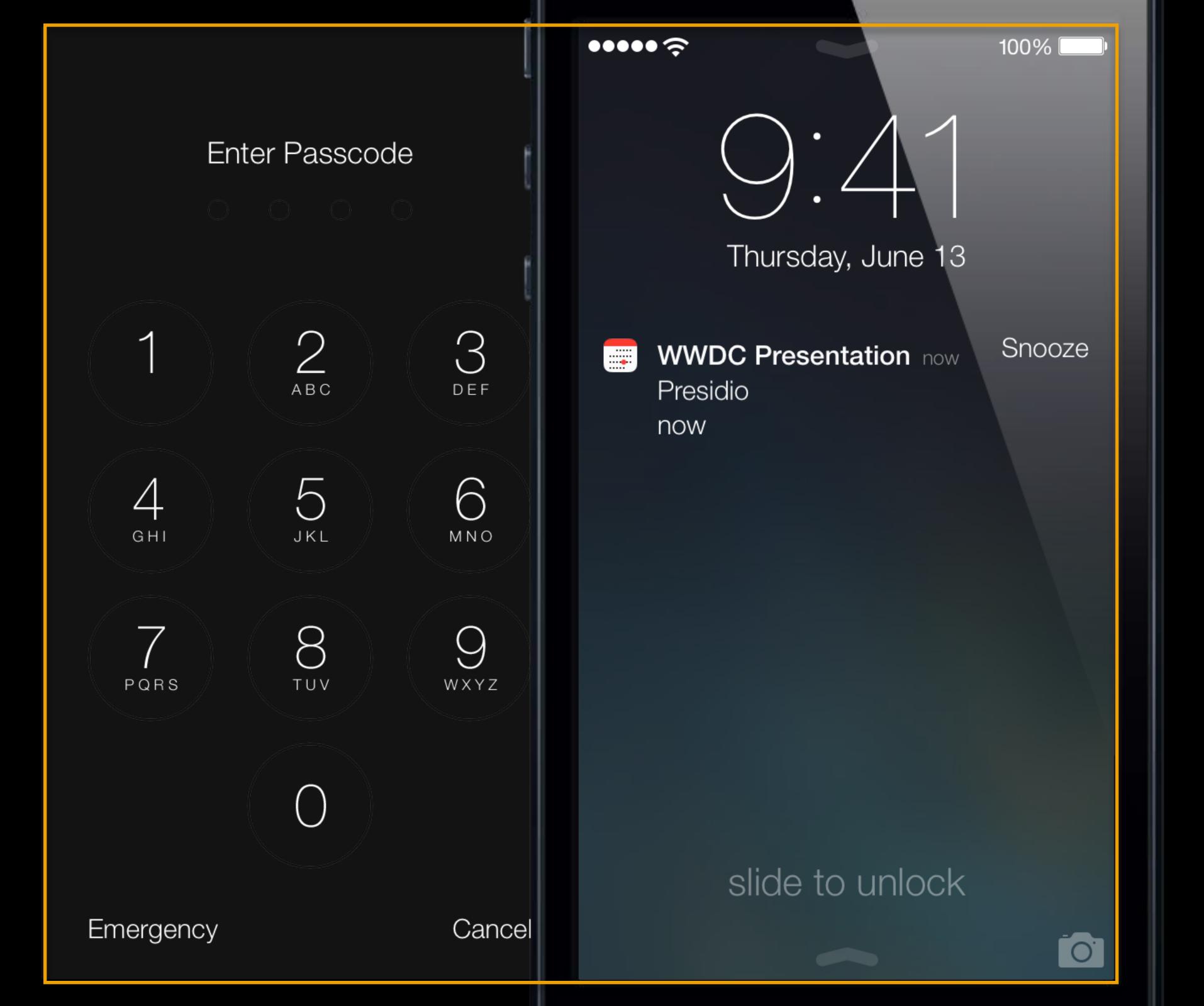
```
- (void)scrollViewDidScroll:(UIScrollView *)scrollView {
    determine delta beyond catch point
    adjust parent contentOffset by delta
}
```

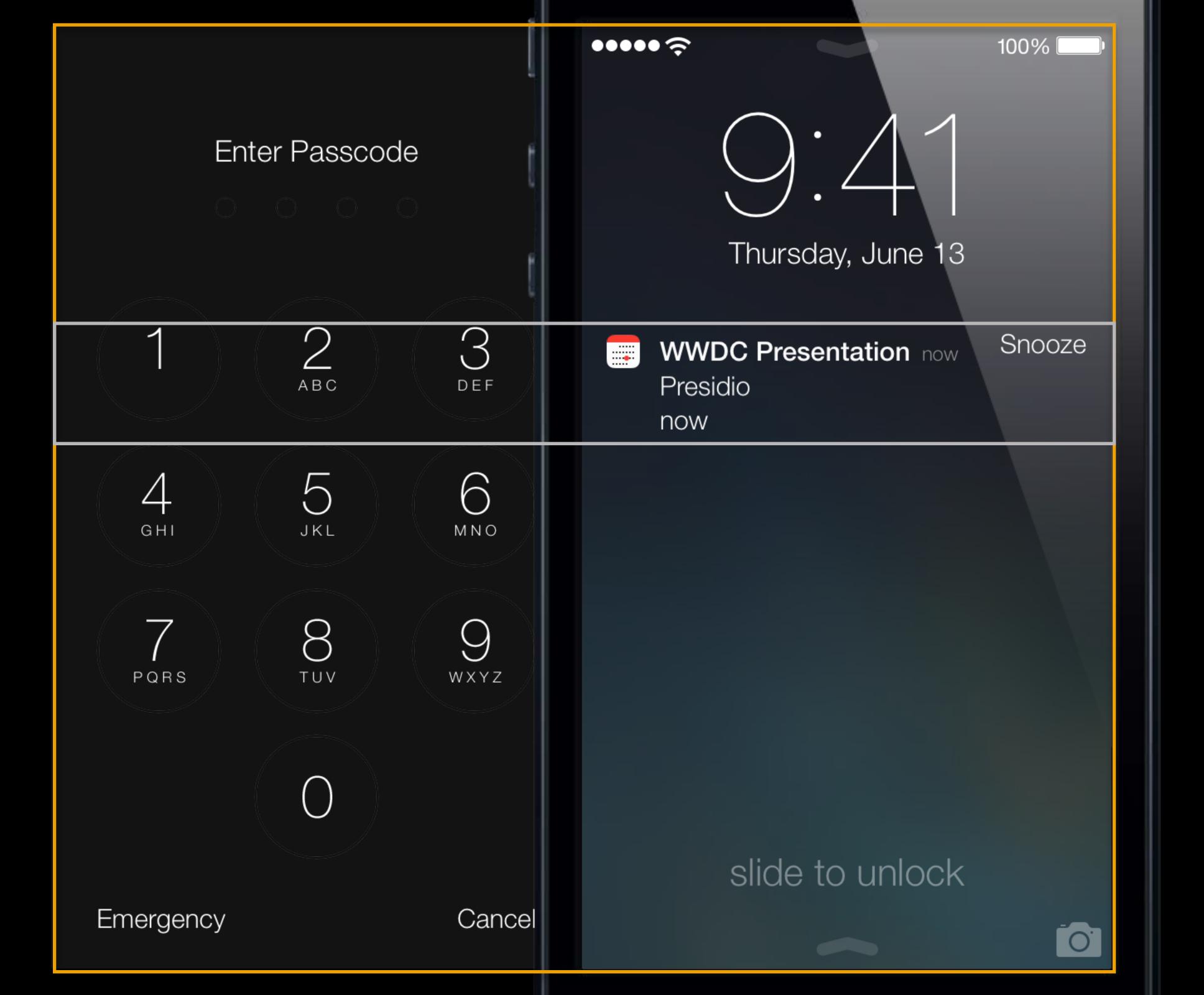
## Demo

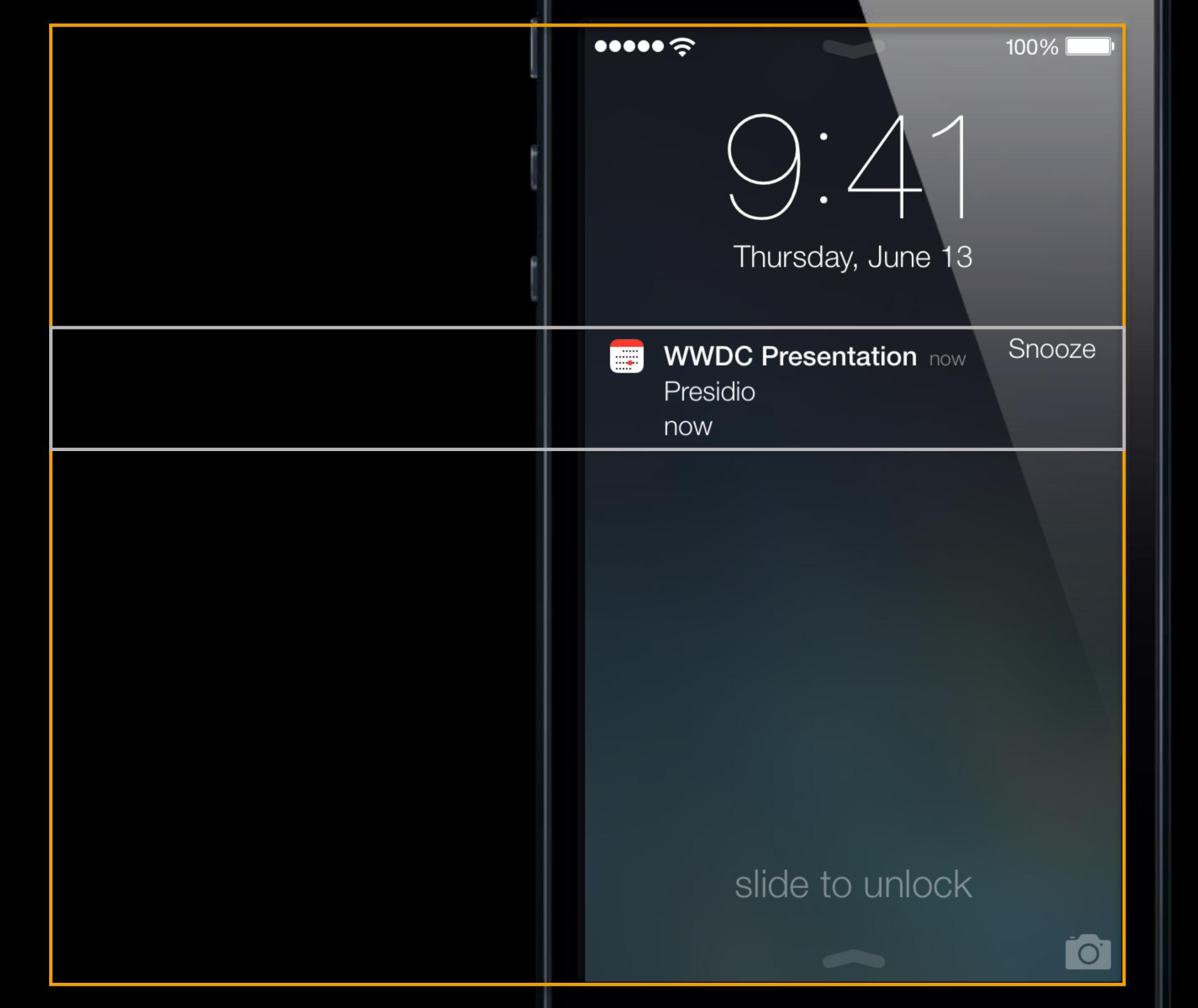
Eliza Block

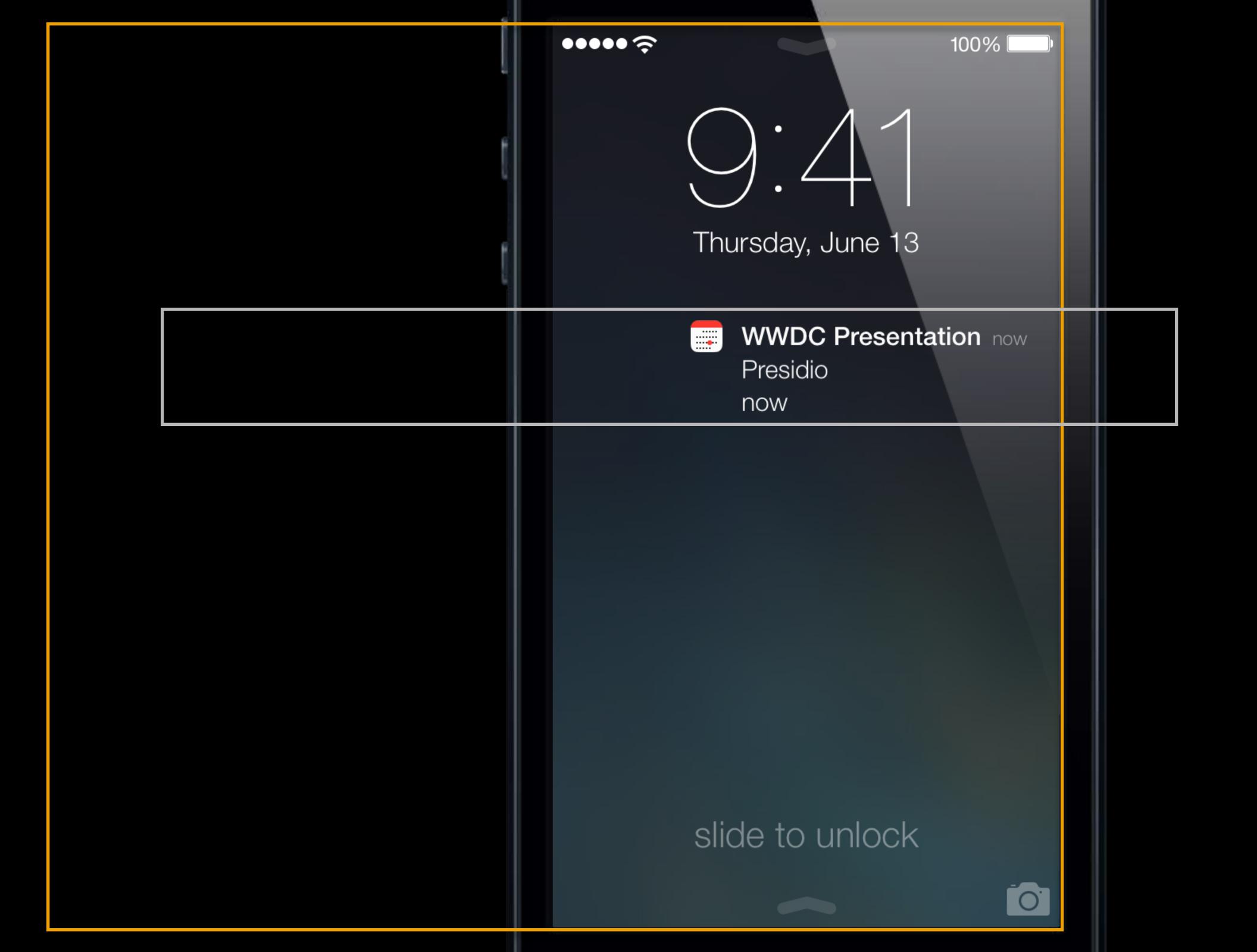


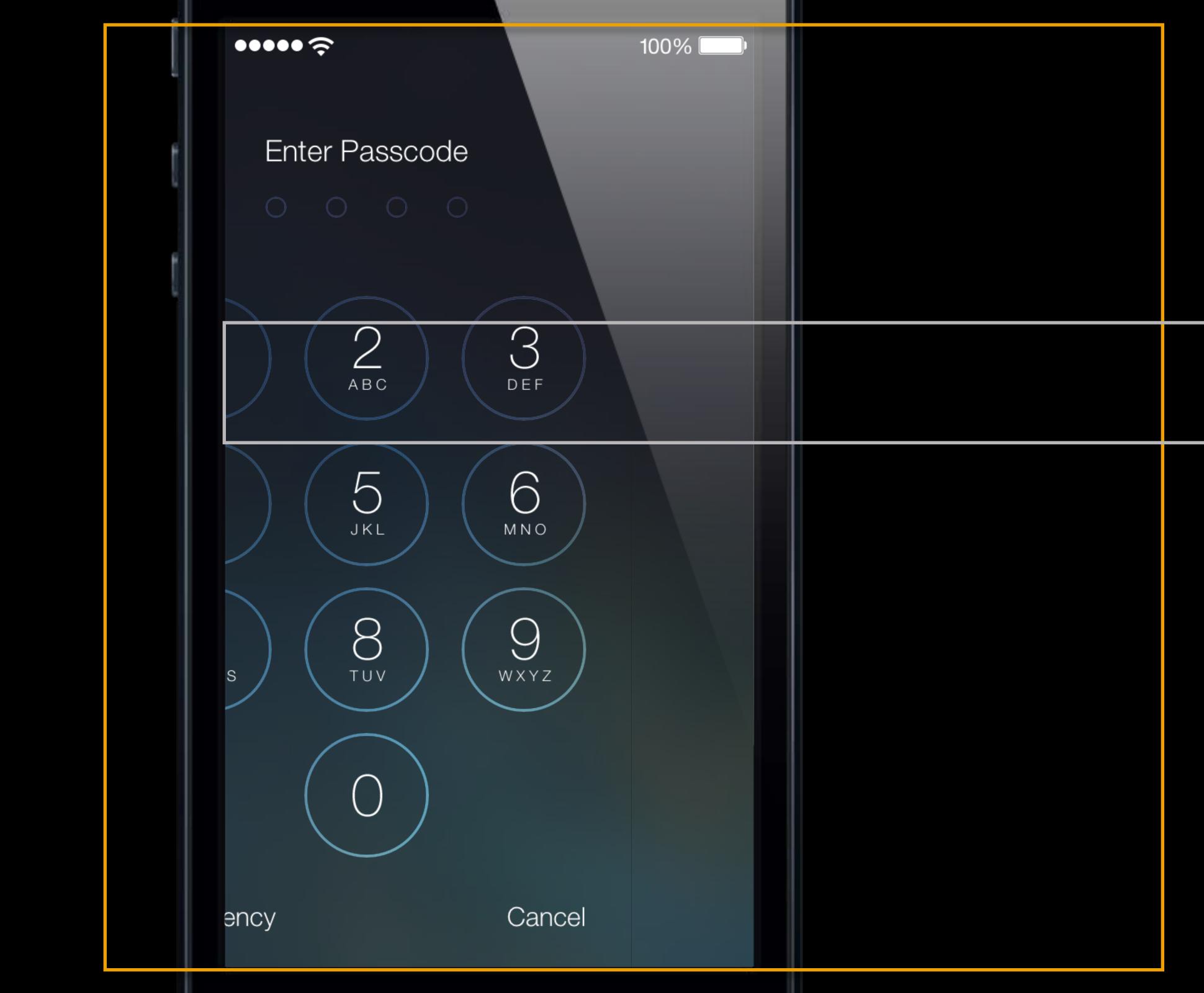


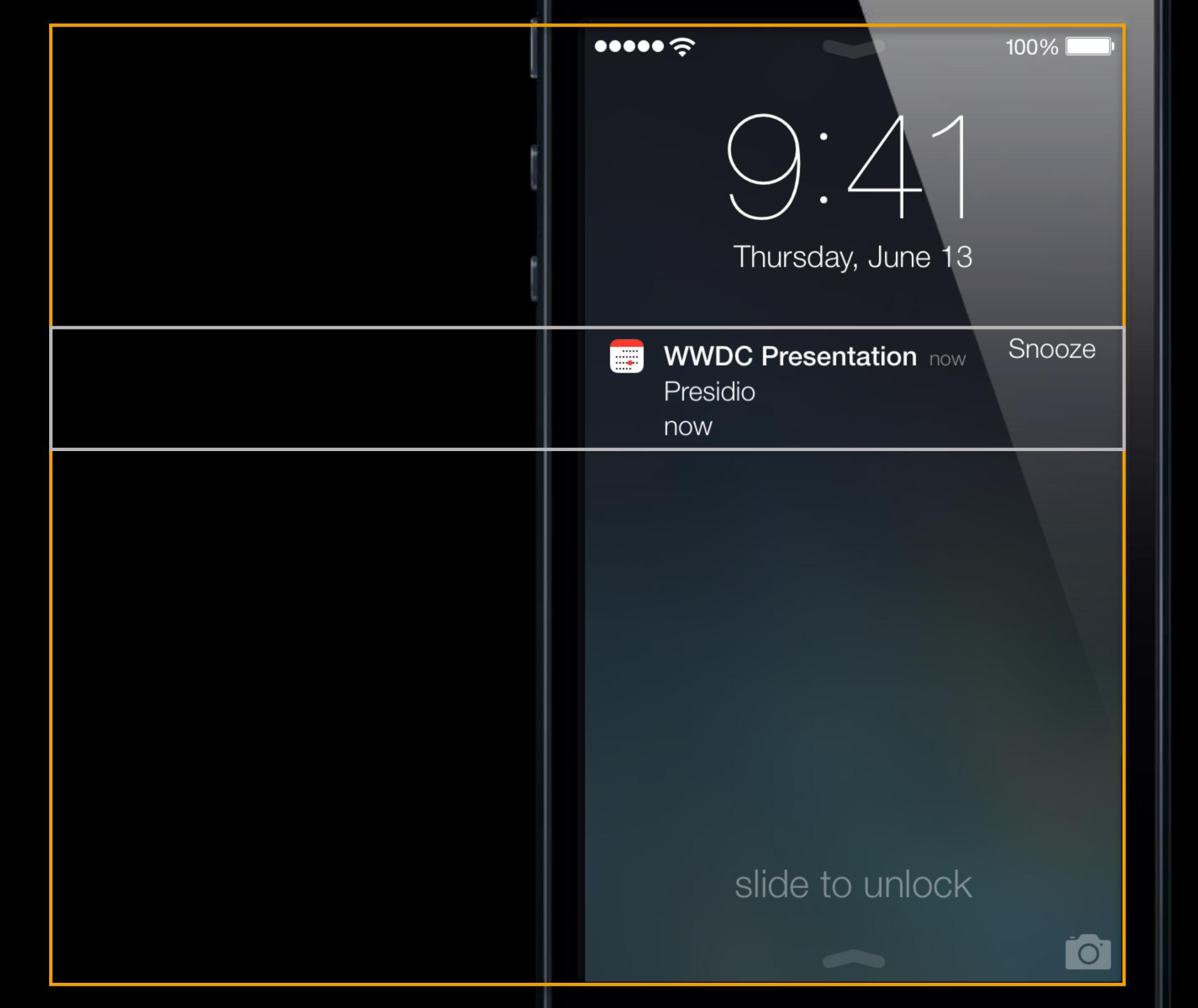


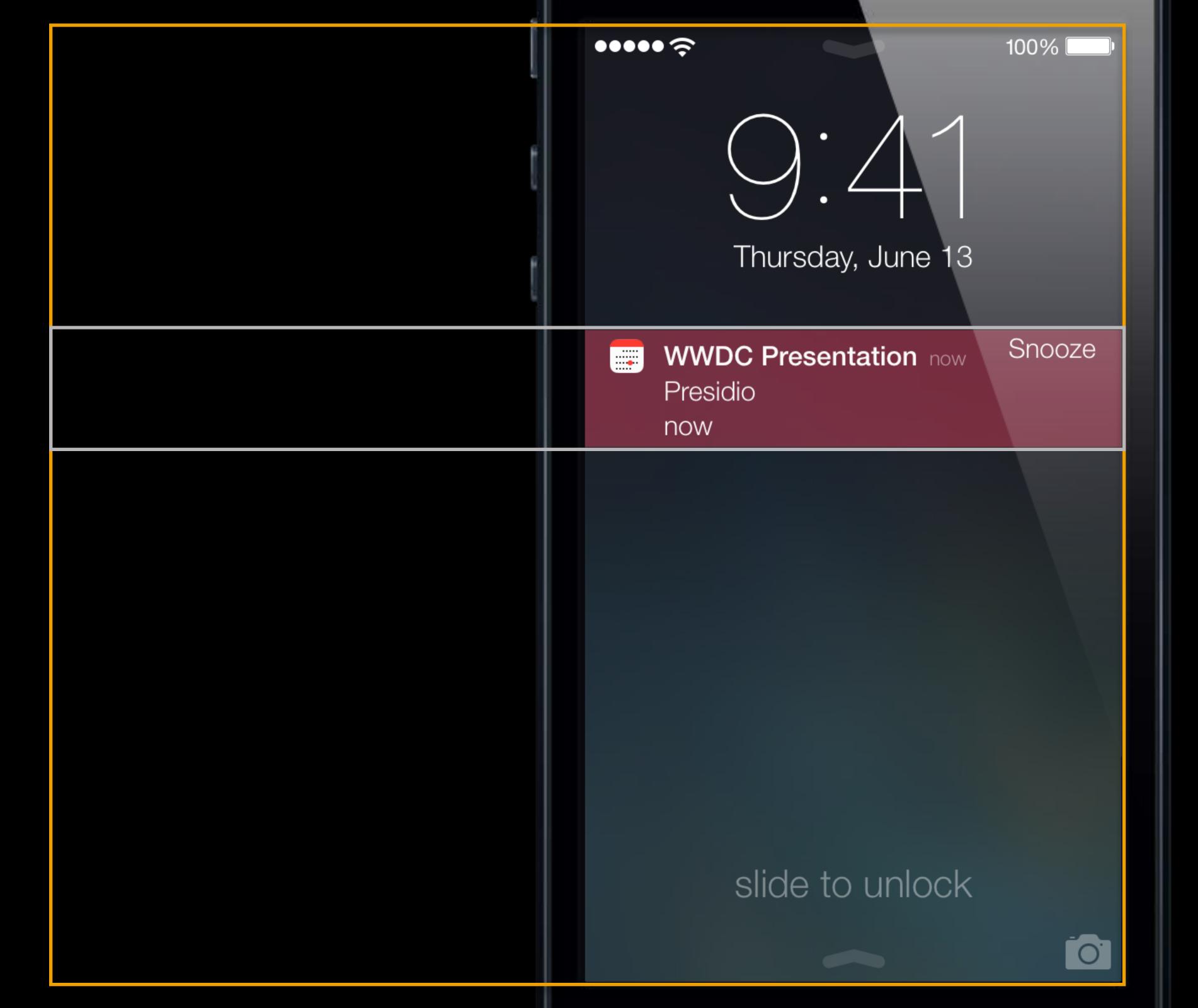


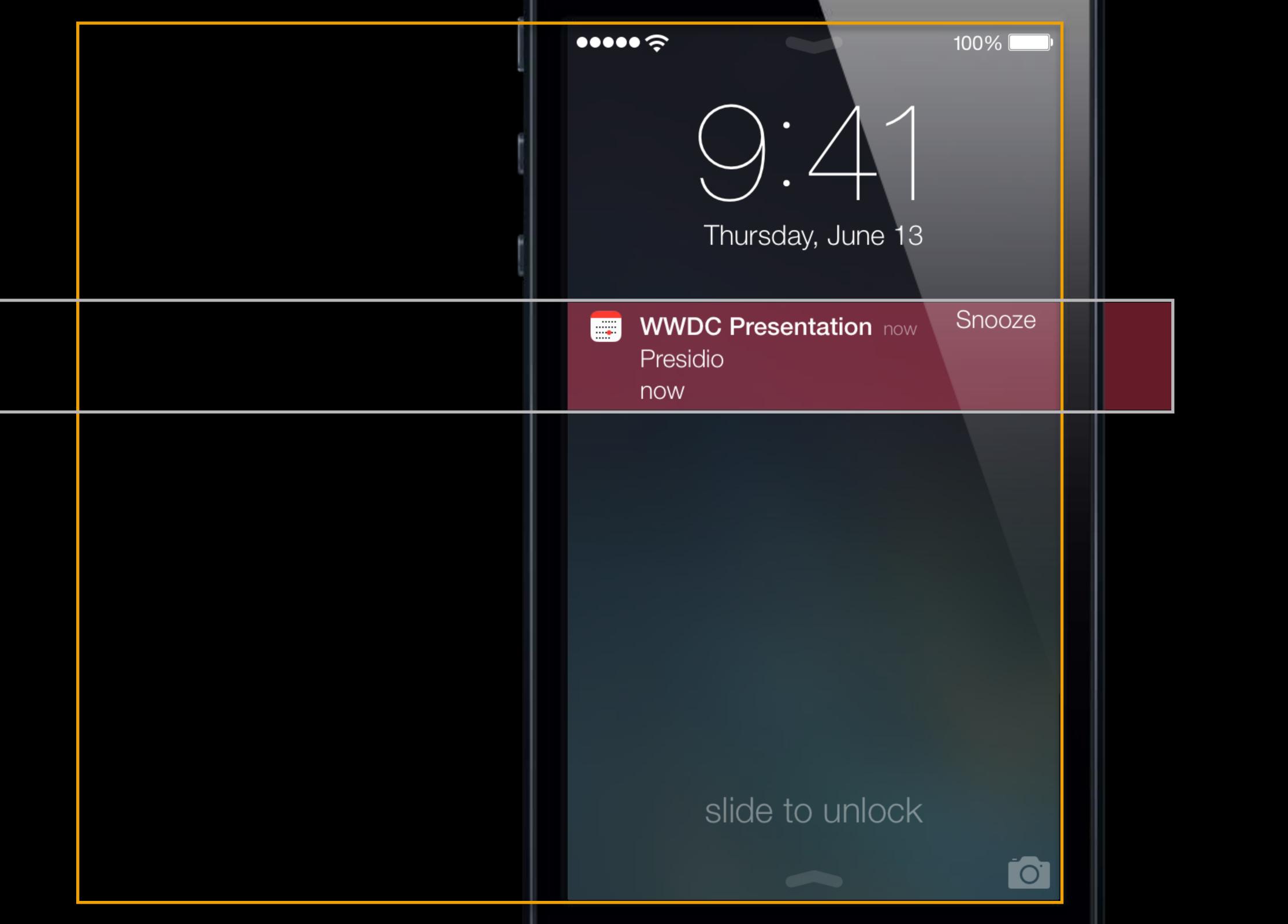


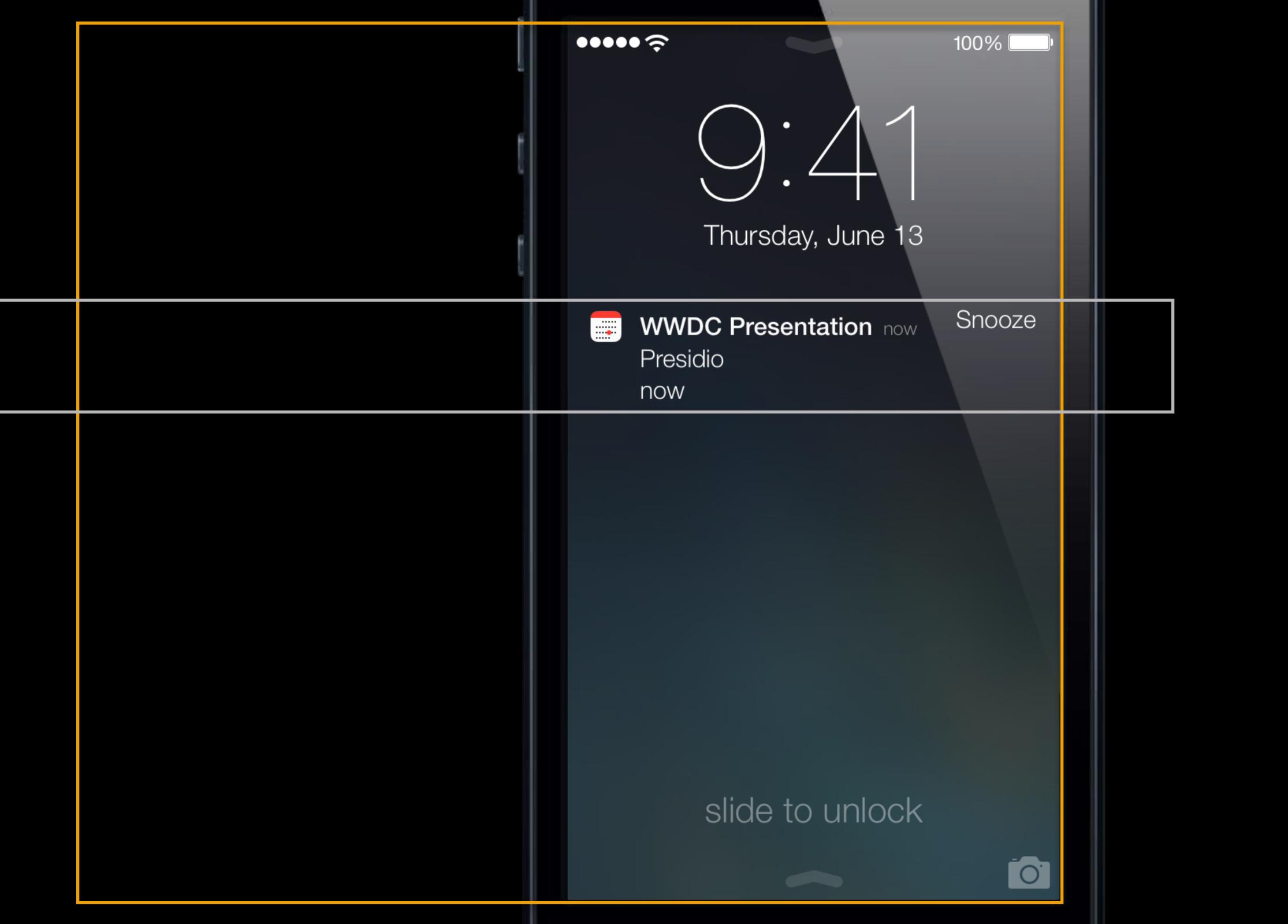


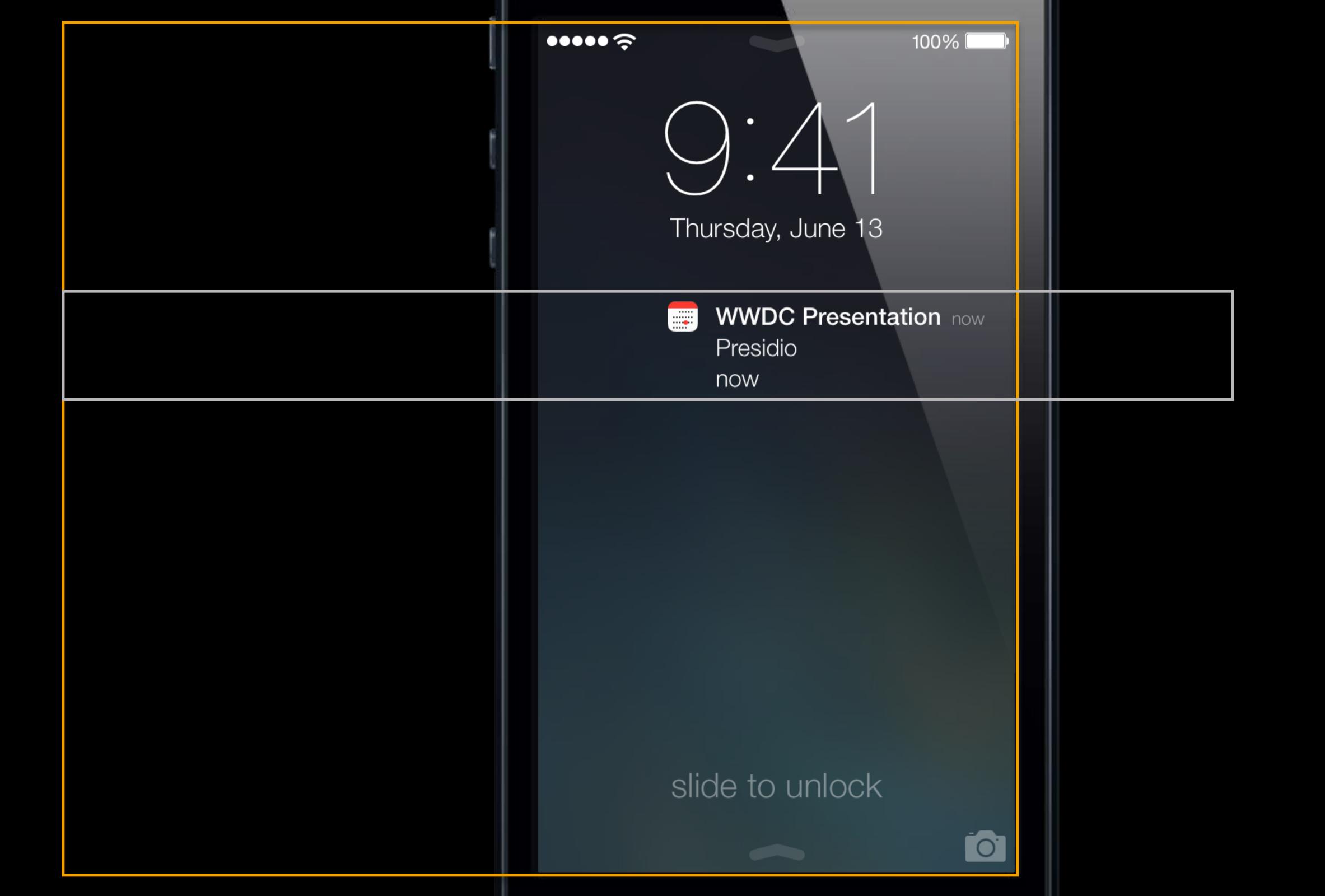


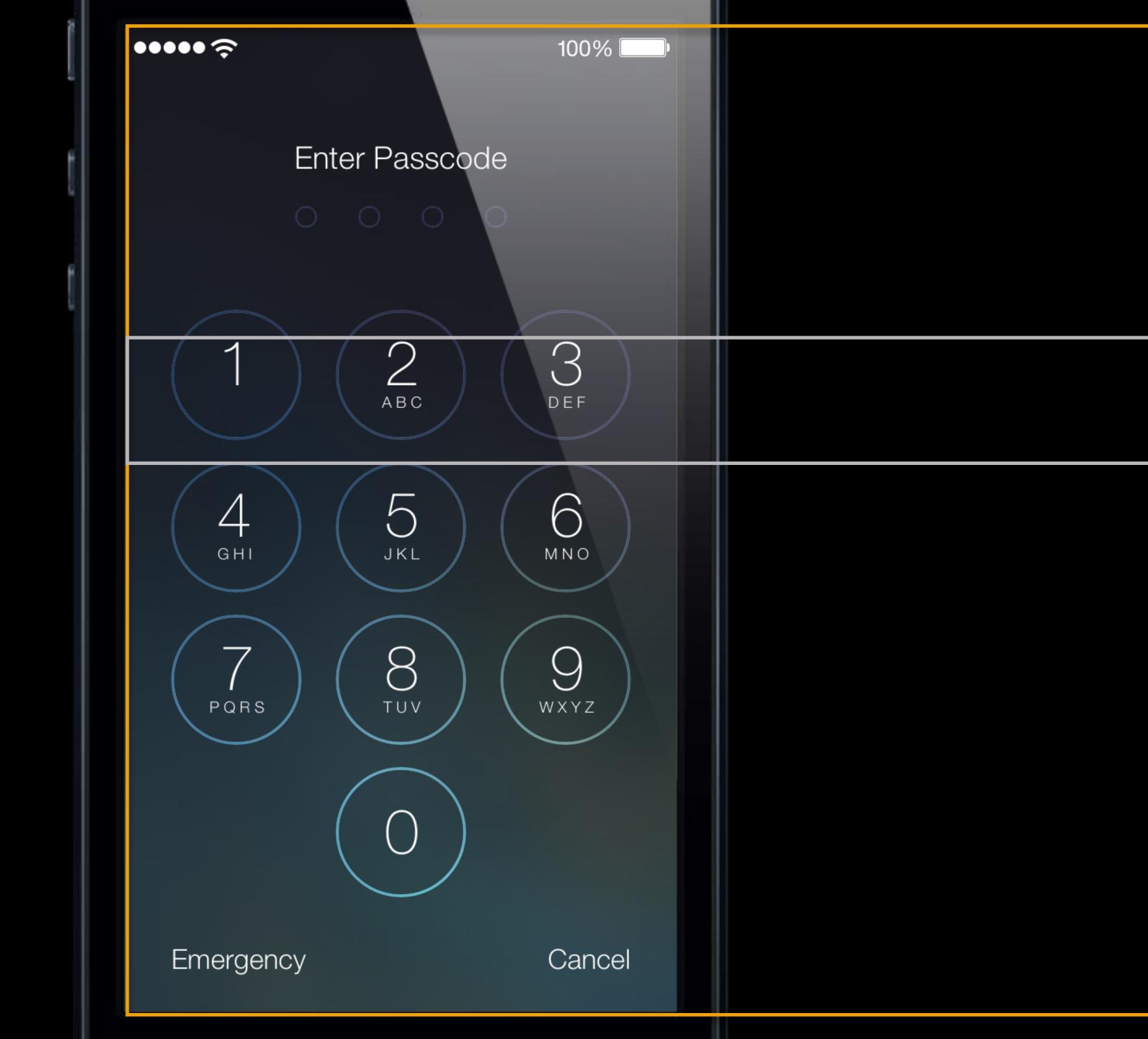


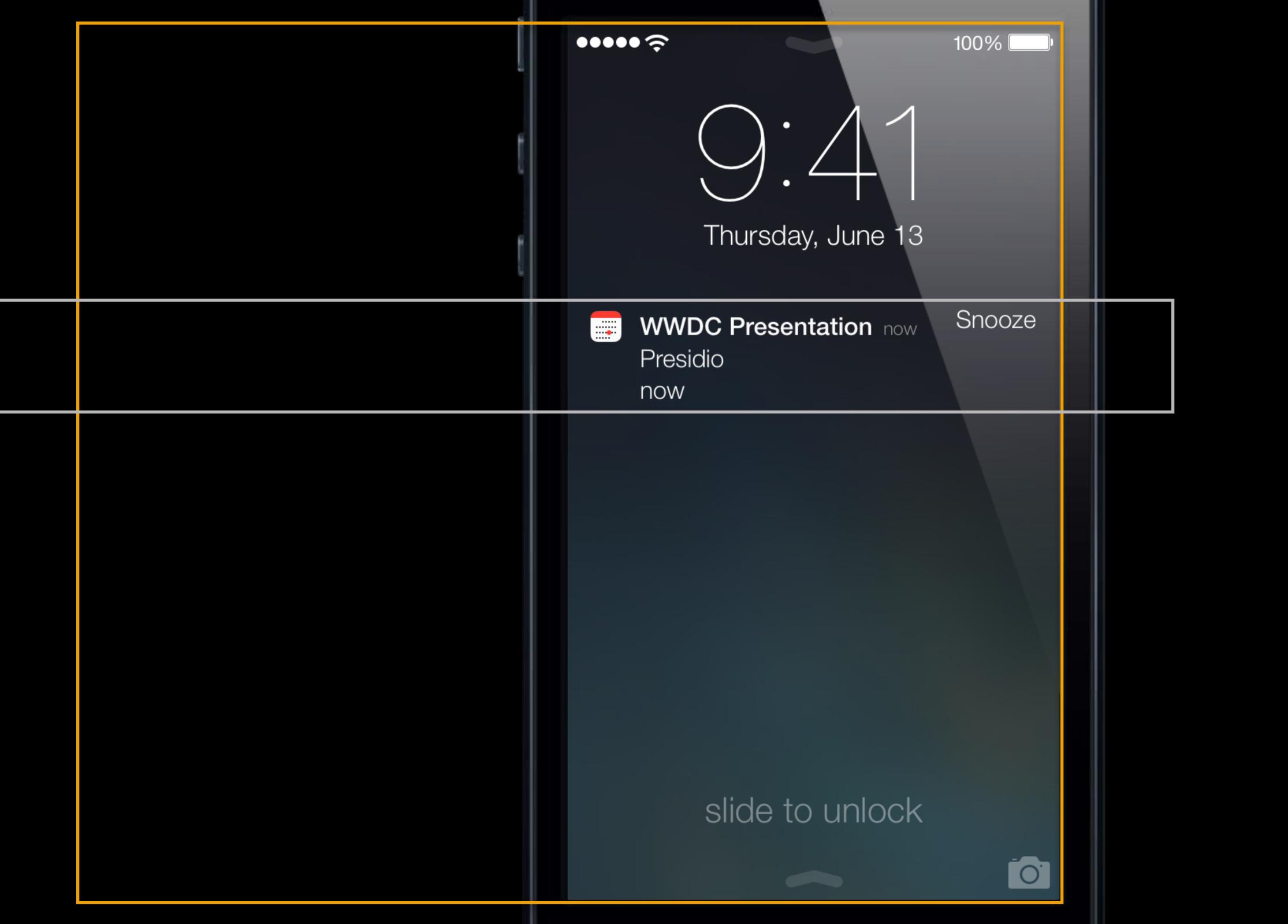


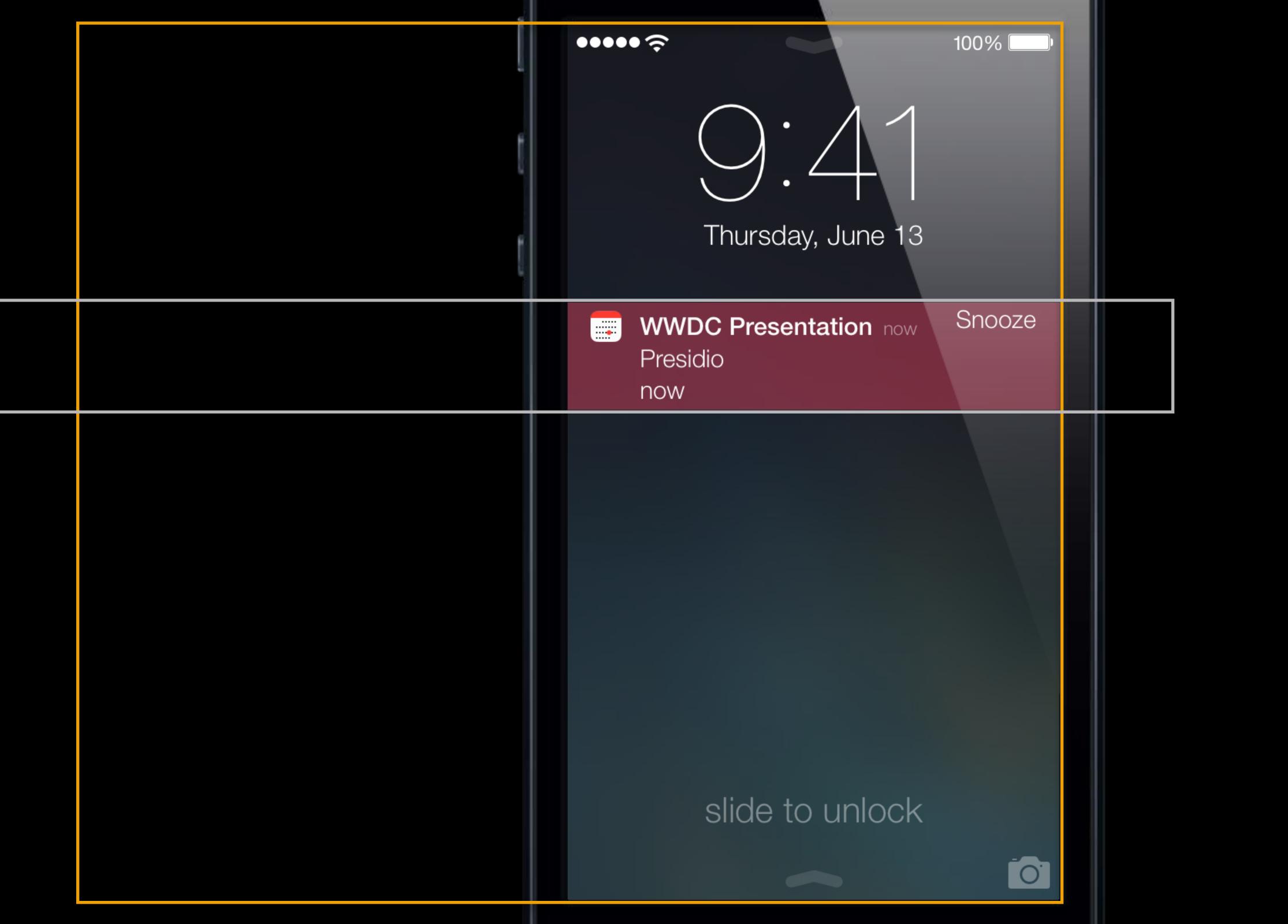


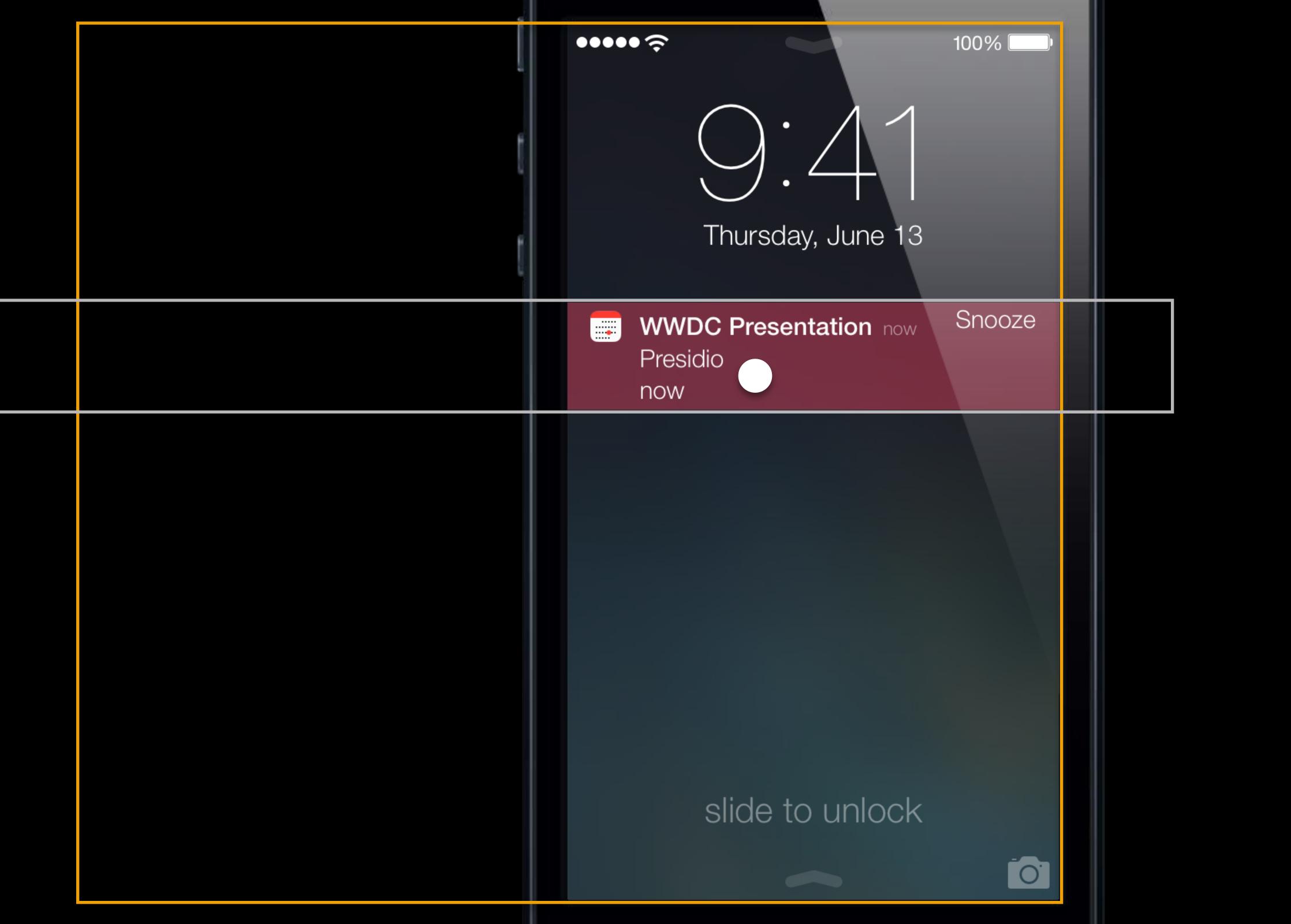


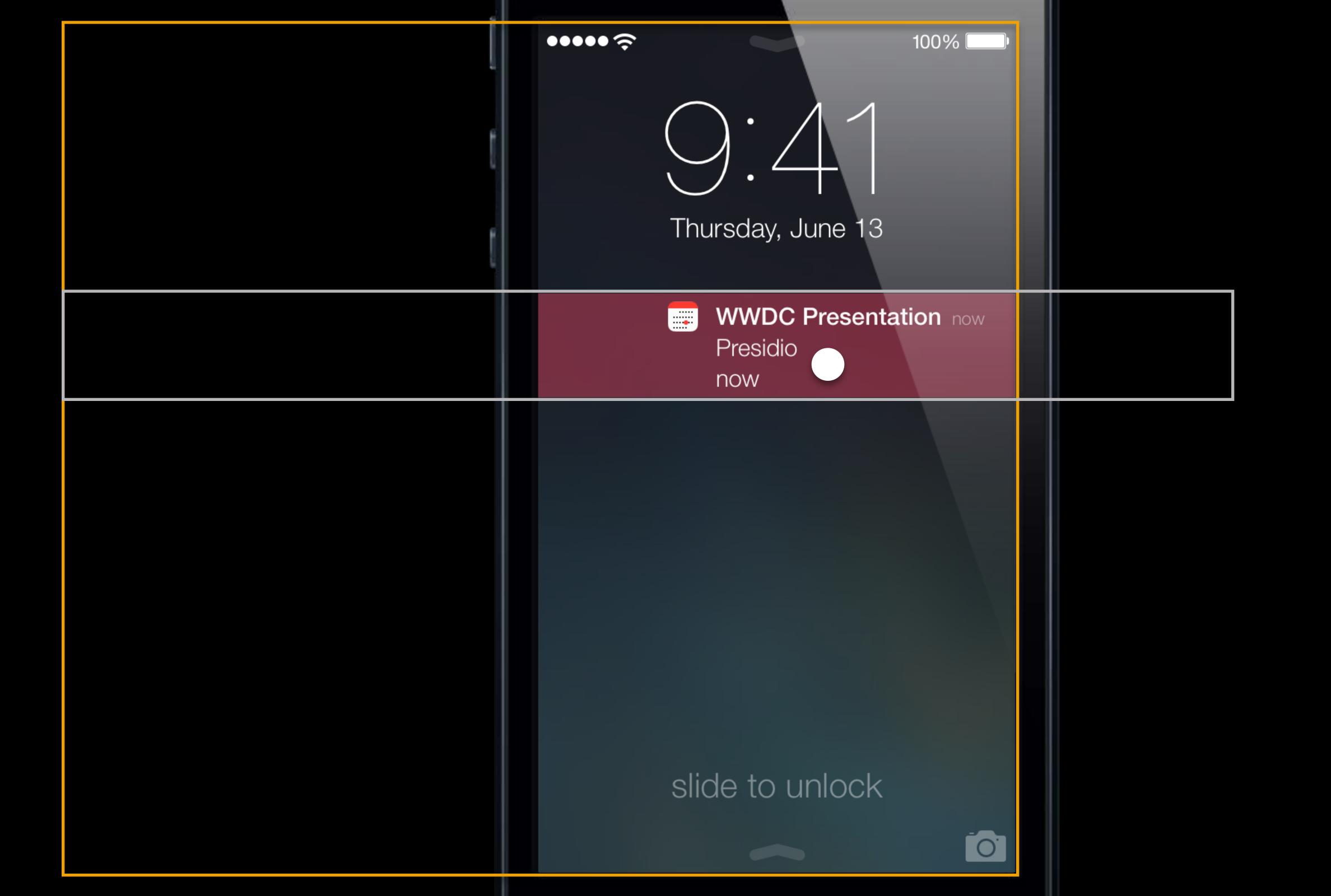


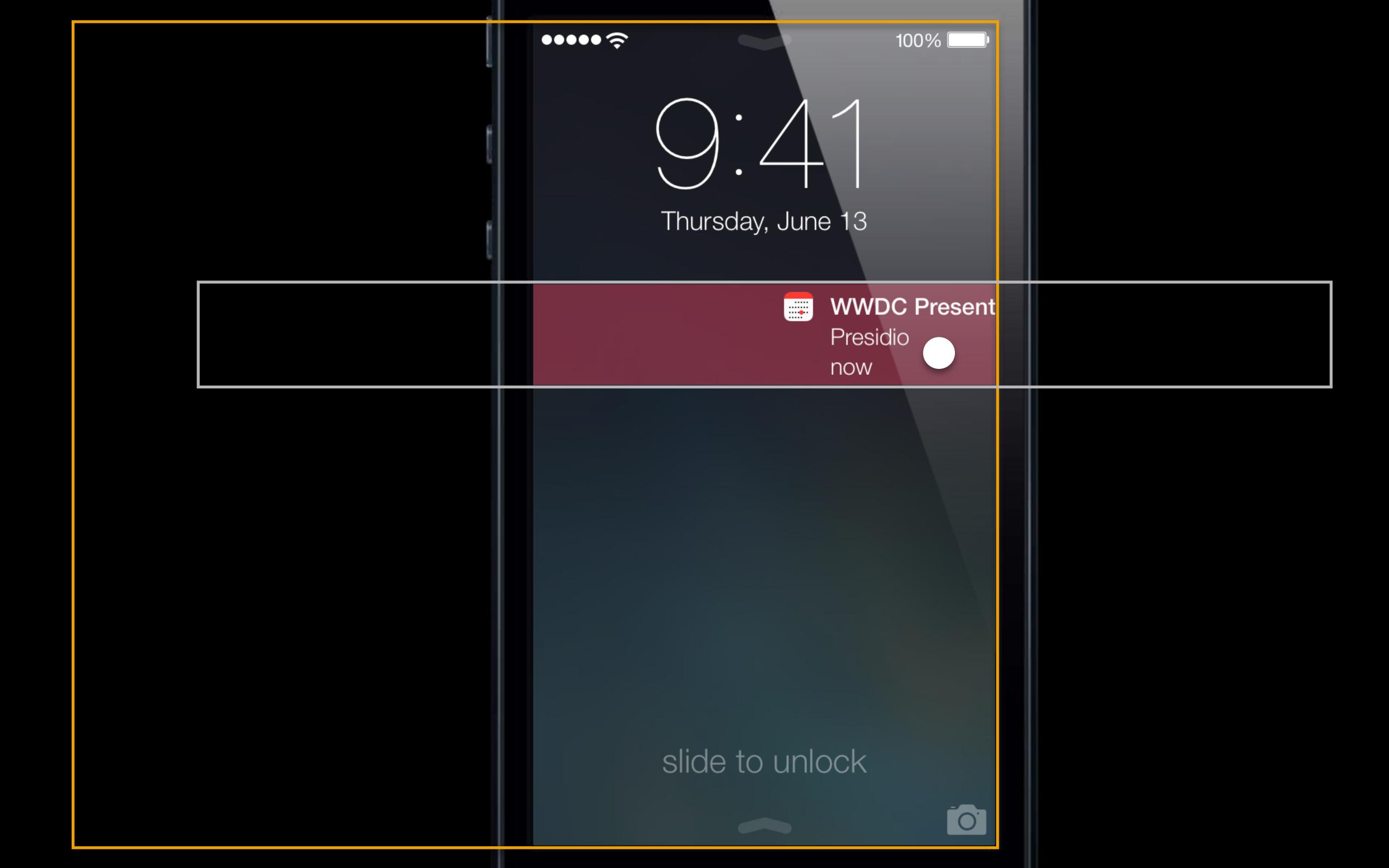


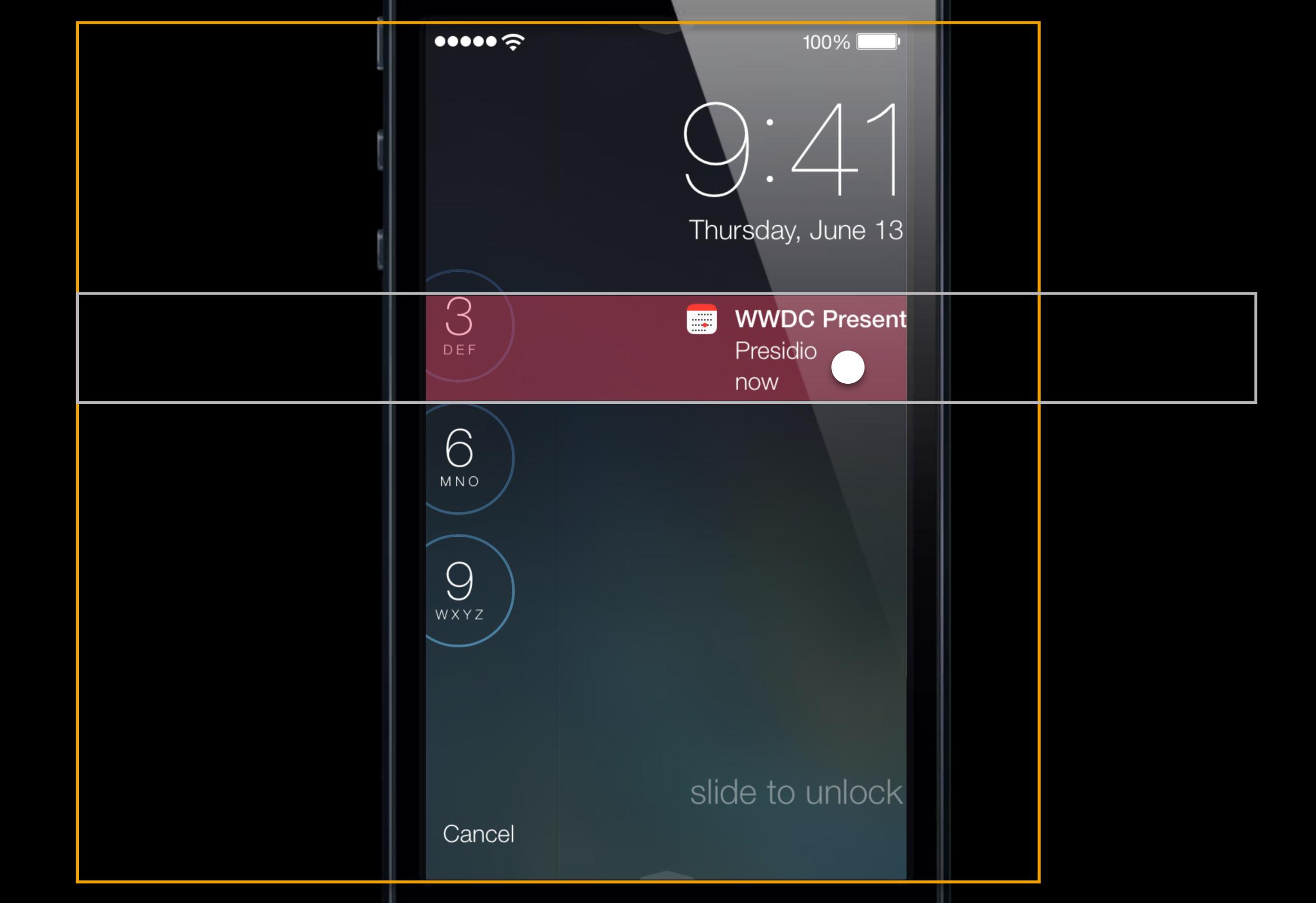


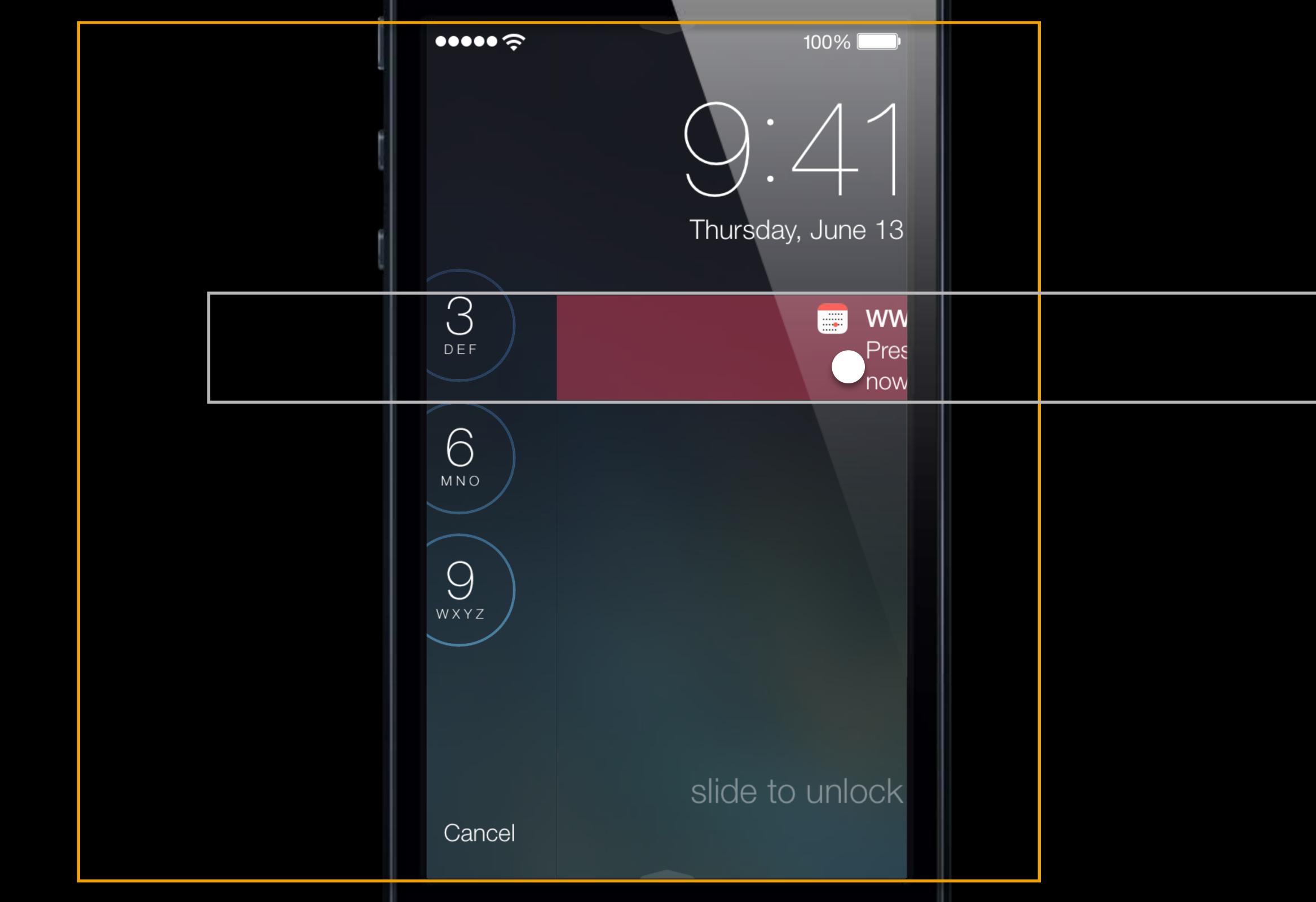


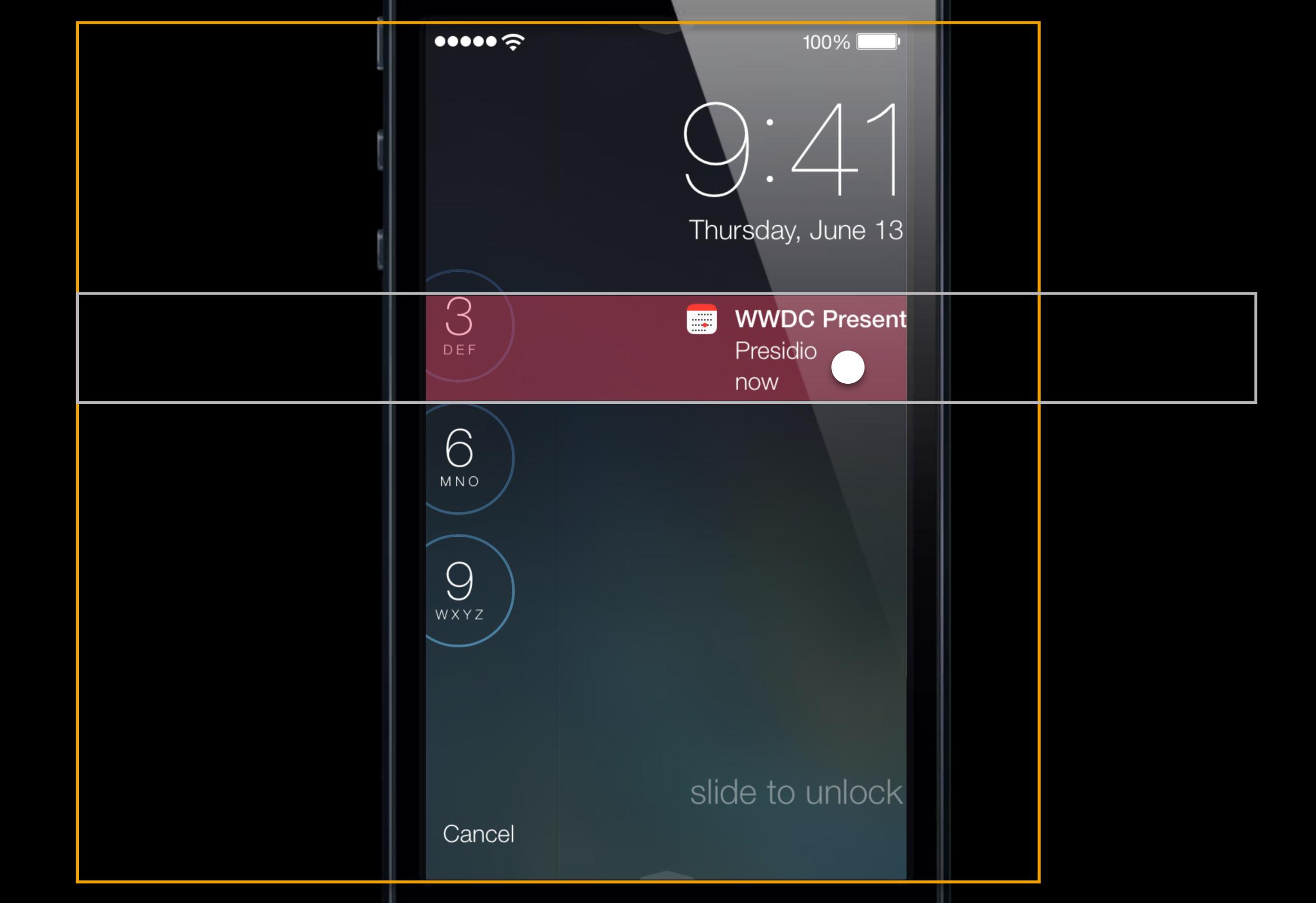


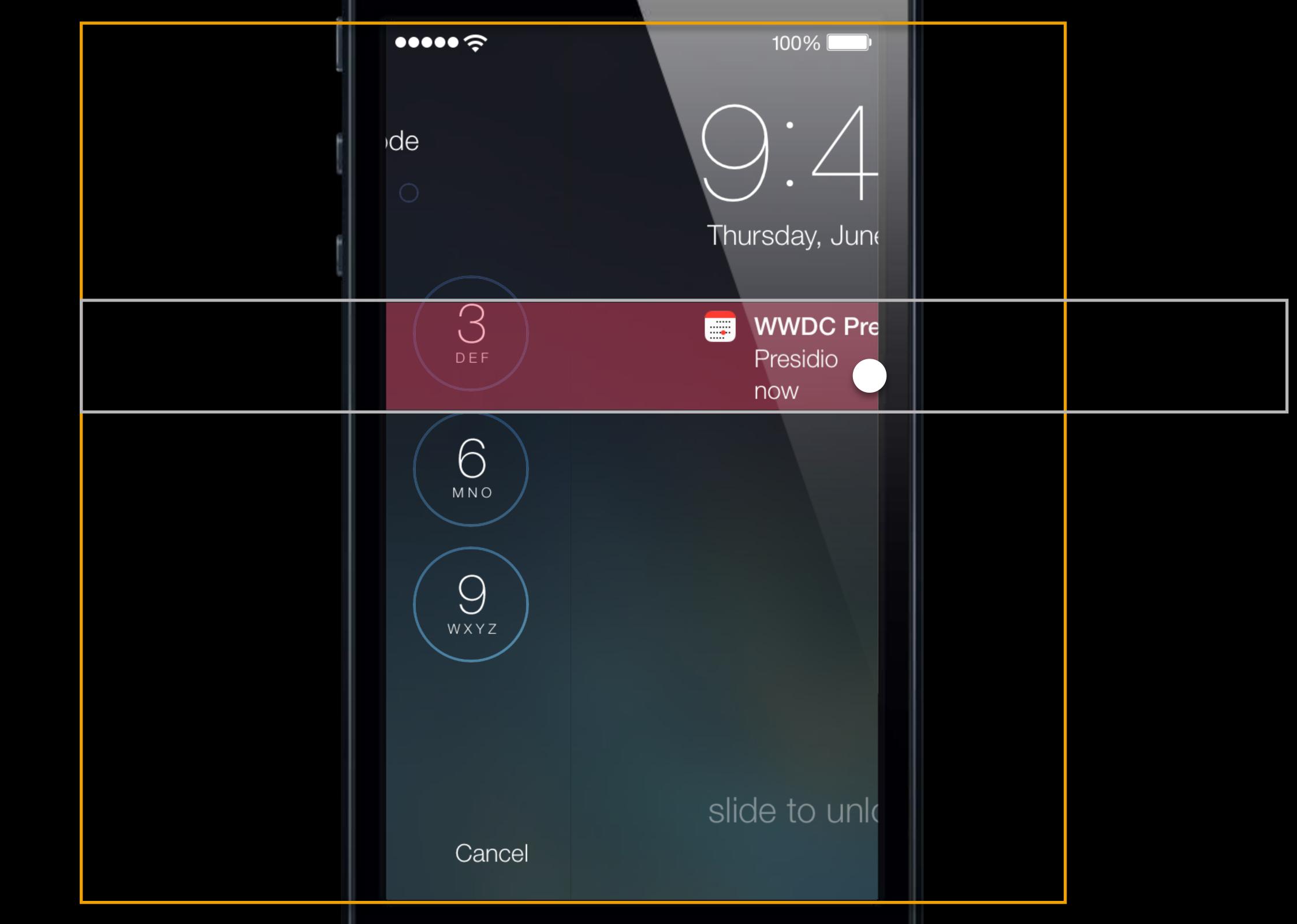


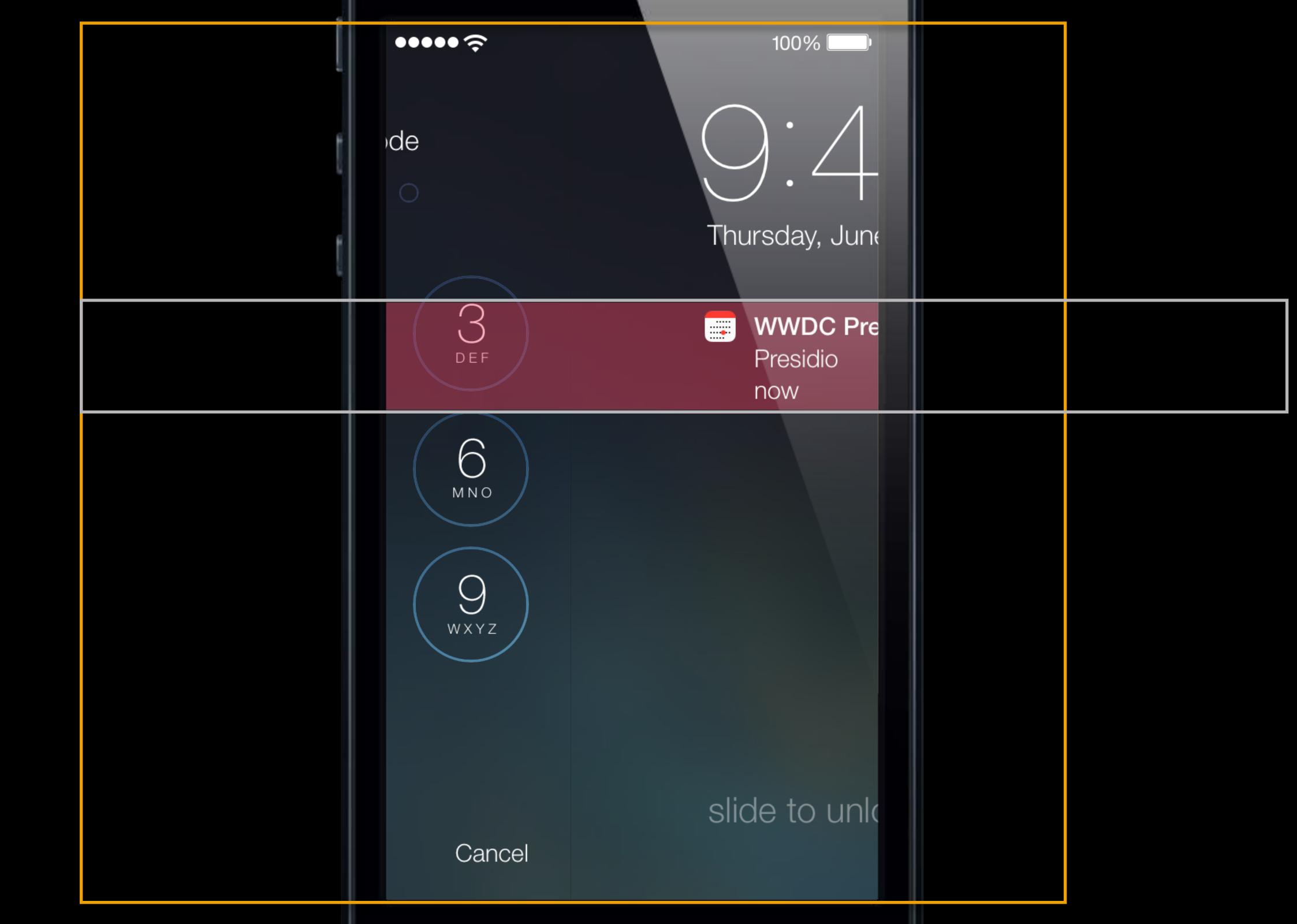


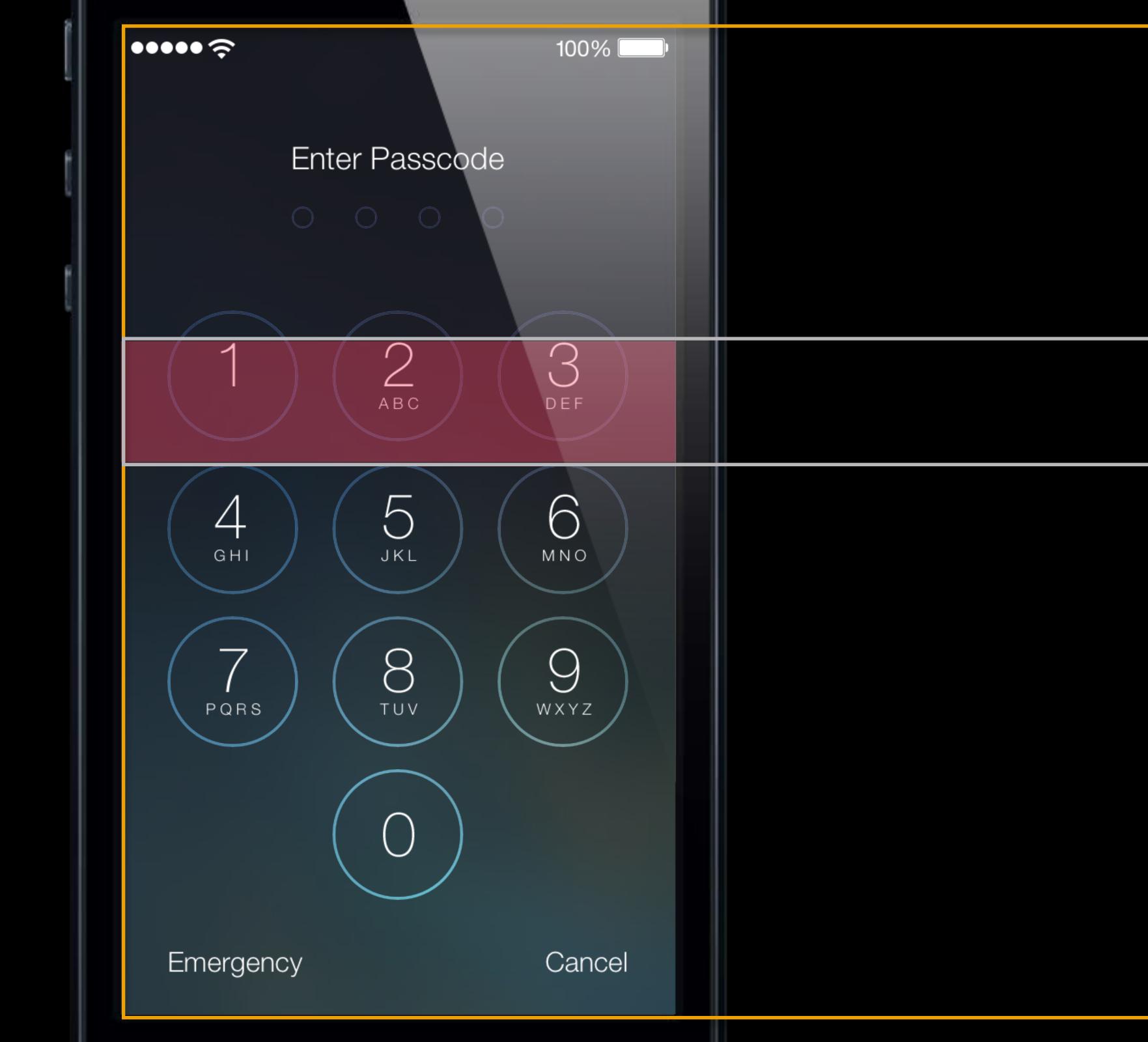












```
- (void)scrollViewDidScroll:(UIScrollView *)scrollView {
   determine delta beyond catch point
   adjust parent contentOffset by delta
}
```

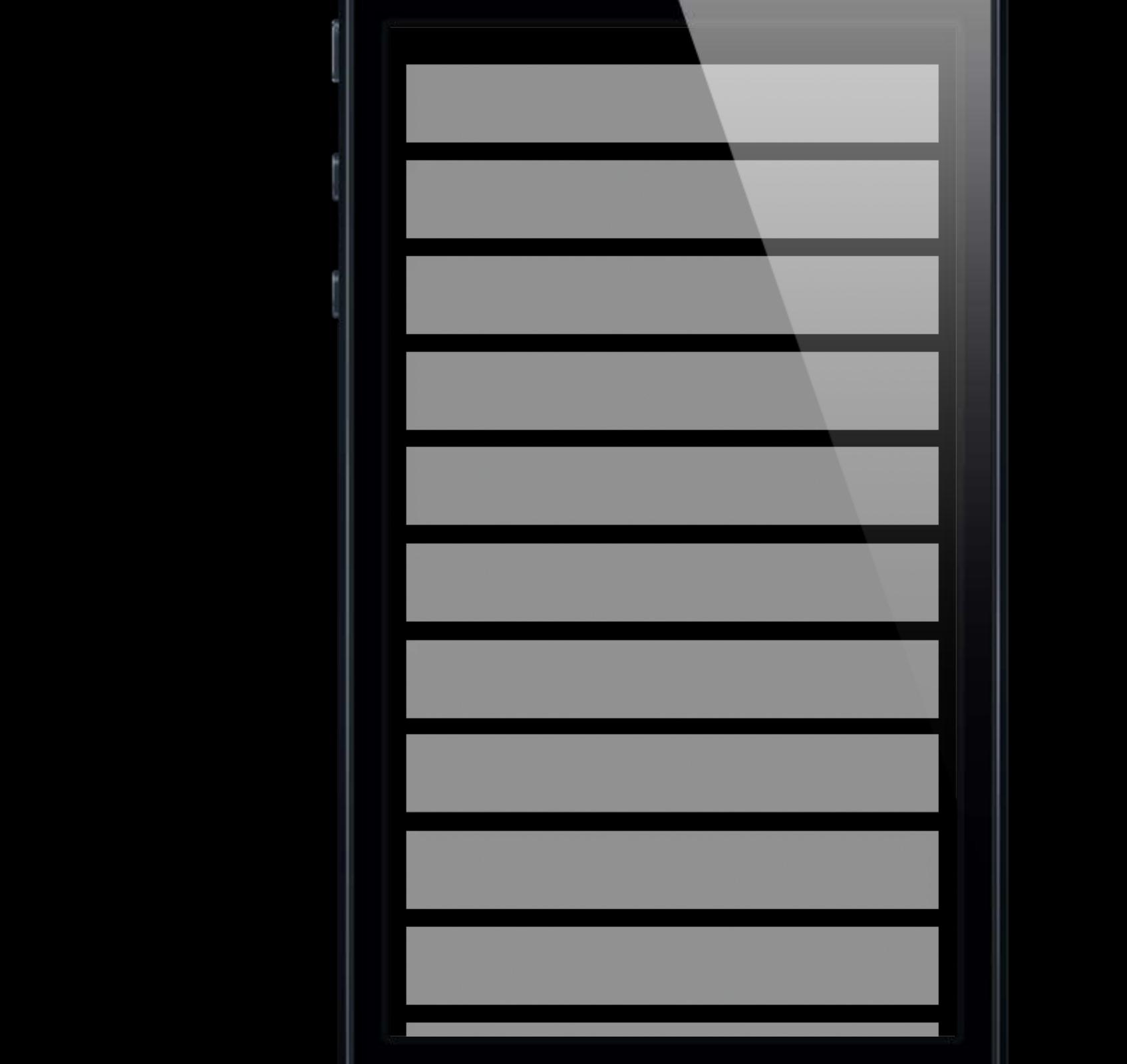
```
- (void)scrollViewDidScroll:(UIScrollView *)scrollView {
    determine delta beyond catch point
    adjust parent contentOffset by delta
    translate child by delta
}
```

## Demo

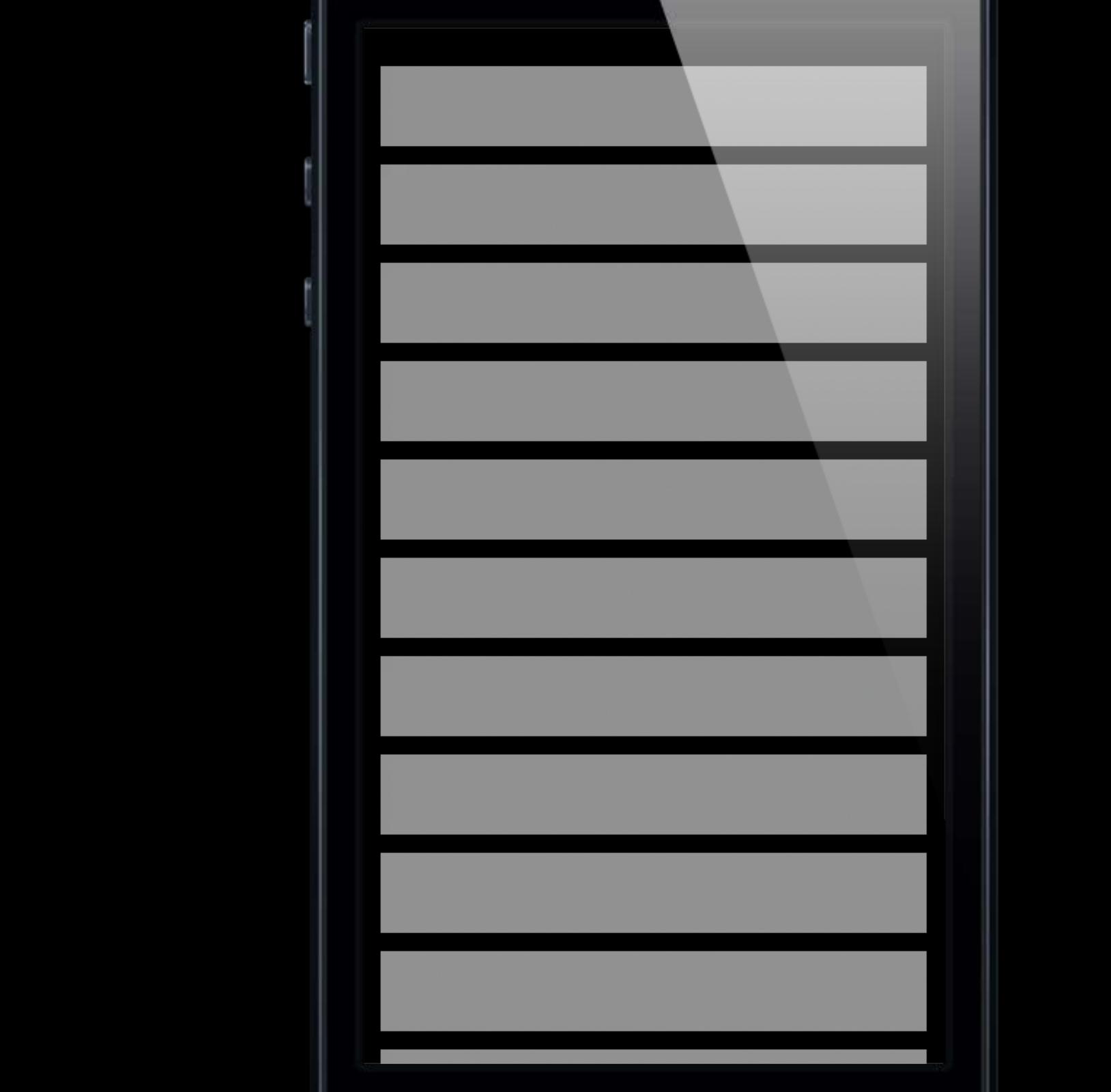
Eliza Block

# Scrolling with UlKit Dynamics

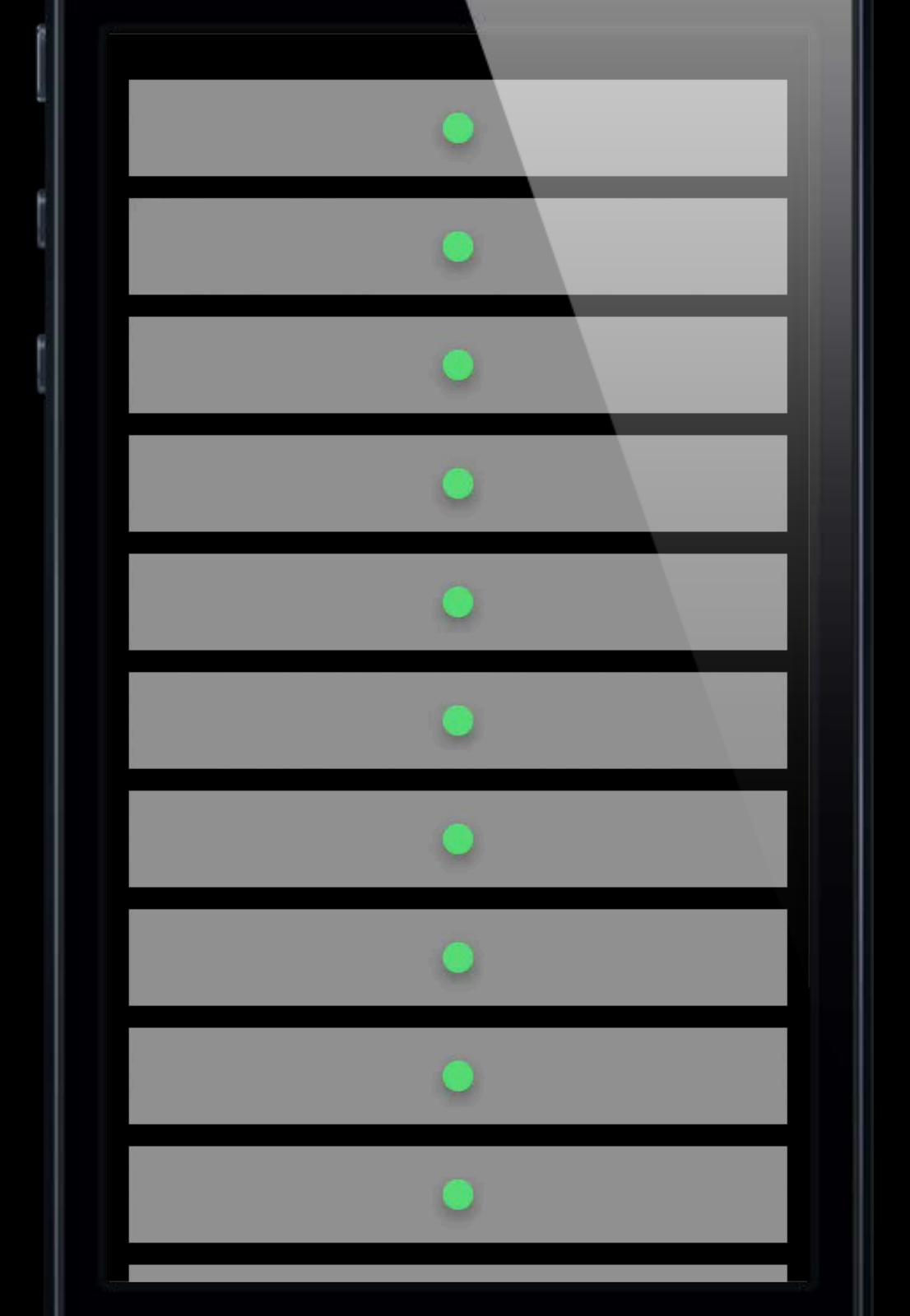












- Subclass UlCollectionViewFlowLayout
- Create UIDynamicAnimator

- Subclass UlCollectionViewFlowLayout
- Create UIDynamicAnimator
- Create UIAttachmentBehavior for each item

- Subclass UICollectionViewFlowLayout
- Create UIDynamicAnimator
- Create UIAttachmentBehavior for each item
- Stretch the attachments when scrolling

```
@implementation DynamicCollectionViewFlowLayout
 (void)prepareLayout {
  (NSArray *)layoutAttributesForElementsInRect:(CGRect)rect {
  (UICollectionViewLayoutAttributes *)layoutAttributesForItemAtIndexPath:
                                                (NSIndexPath *)indexPath {
@end
```

```
@implementation DynamicCollectionViewFlowLayout
- (void)prepareLayout {
    create UICollectionViewLayoutAttributes
  (NSArray *)layoutAttributesForElementsInRect:(CGRect)rect {
  (UICollectionViewLayoutAttributes *)layoutAttributesForItemAtIndexPath:
                                                (NSIndexPath *)indexPath {
@end
```

```
@implementation DynamicCollectionViewFlowLayout
- (void)prepareLayout {
    create UICollectionViewLayoutAttributes
  (NSArray *)layoutAttributesForElementsInRect:(CGRect)rect {
  (UICollectionViewLayoutAttributes *)layoutAttributesForItemAtIndexPath:
                                                (NSIndexPath *)indexPath {
@end
```

```
@implementation DynamicCollectionViewFlowLayout
- (void)prepareLayout {
    create UICollectionViewLayoutAttributes
    create UIDynamicAnimator and UIAttachmentBehaviors
  (NSArray *)layoutAttributesForElementsInRect:(CGRect)rect {
 (UICollectionViewLayoutAttributes *)layoutAttributesForItemAtIndexPath:
                                                 (NSIndexPath *)indexPath {
@end
```

```
@implementation DynamicCollectionViewFlowLayout
- (void)prepareLayout {
    create UICollectionViewLayoutAttributes
    create UIDynamicAnimator and UIAttachmentBehaviors
  (NSArray *)layoutAttributesForElementsInRect:(CGRect)rect {
 (UICollectionViewLayoutAttributes *)layoutAttributesForItemAtIndexPath:
                                                 (NSIndexPath *)indexPath {
@end
```

```
@implementation DynamicCollectionViewFlowLayout
- (void)prepareLayout {
    create UICollectionViewLayoutAttributes
    create UIDynamicAnimator and UIAttachmentBehaviors
- (NSArray *)layoutAttributesForElementsInRect:(CGRect)rect {
    return [_dynamicAnimator itemsInRect:rect];
- (UICollectionViewLayoutAttributes *)layoutAttributesForItemAtIndexPath:
                                                (NSIndexPath *)indexPath {
@end
```

```
@implementation DynamicCollectionViewFlowLayout
- (void)prepareLayout {
    create UICollectionViewLayoutAttributes
    create UIDynamicAnimator and UIAttachmentBehaviors
- (NSArray *)layoutAttributesForElementsInRect:(CGRect)rect {
    return [_dynamicAnimator itemsInRect:rect];
 (UICollectionViewLayoutAttributes *)layoutAttributesForItemAtIndexPath:
                                                (NSIndexPath *)indexPath {
@end
```

```
@implementation DynamicCollectionViewFlowLayout
- (void)prepareLayout {
    create UICollectionViewLayoutAttributes
    create UIDynamicAnimator and UIAttachmentBehaviors
- (NSArray *)layoutAttributesForElementsInRect:(CGRect)rect {
    return [_dynamicAnimator itemsInRect:rect];
 (UICollectionViewLayoutAttributes *)layoutAttributesForItemAtIndexPath:
                                                (NSIndexPath *)indexPath {
    return [_dynamicAnimator layoutAttributesForCellAtIndexPath:indexPath];
@end
```

```
@implementation DynamicCollectionViewFlowLayout
- (void)prepareLayout {
    create UICollectionViewLayoutAttributes
    create UIDynamicAnimator and UIAttachmentBehaviors
- (NSArray *)layoutAttributesForElementsInRect:(CGRect)rect {
    return [_dynamicAnimator itemsInRect:rect];
 (UICollectionViewLayoutAttributes *)layoutAttributesForItemAtIndexPath:
                                                (NSIndexPath *)indexPath {
    return [_dynamicAnimator layoutAttributesForCellAtIndexPath:indexPath];
@end
```

# scrollViewDidScroll:

# scrollViev DidScroll:

## contentOffset == bounds.origin

```
- (B00L)shouldInvalidateLayoutForBoundsChange:(CGRect)newBounds {
}
```

```
- (BOOL)shouldInvalidateLayoutForBoundsChange:(CGRect)newBounds {
    CGFloat delta = newBounds.origin.y - self.collectionView.bounds.origin.y
}
```

```
- (B00L)shouldInvalidateLayoutForBoundsChange:(CGRect)newBounds {
    CGFloat delta = newBounds.origin.y - self.collectionView.bounds.origin.y
}
```

```
- (B00L)shouldInvalidateLayoutForBoundsChange:(CGRect)newBounds {
    CGFloat delta = newBounds.origin.y - self.collectionView.bounds.origin.y
    shift layout attribute positions by delta
}
```

```
- (B00L)shouldInvalidateLayoutForBoundsChange:(CGRect)newBounds {
    CGFloat delta = newBounds.origin.y - self.collectionView.bounds.origin.y
    shift layout attribute positions by delta
}
```

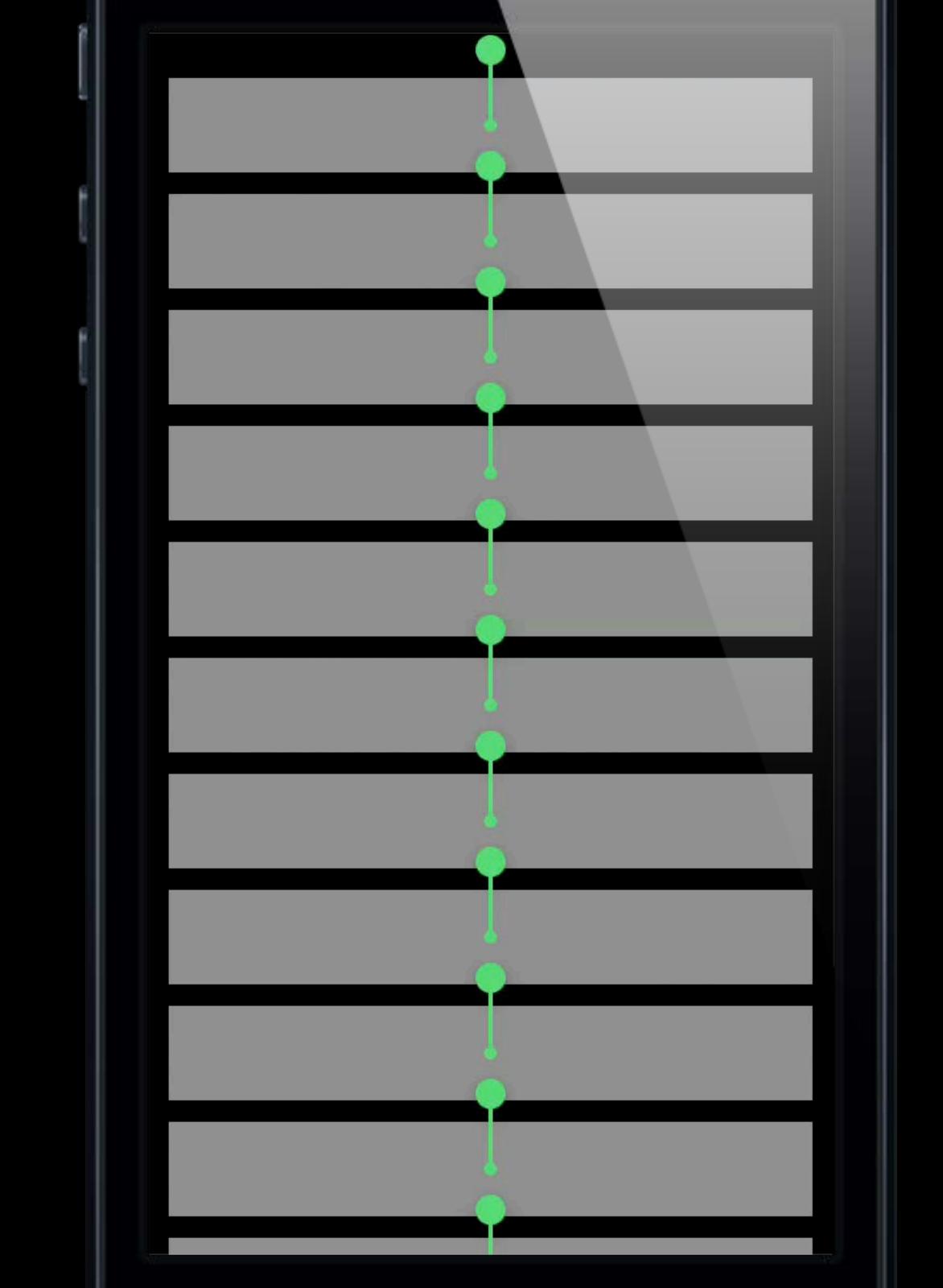
```
- (B00L)shouldInvalidateLayoutForBoundsChange:(CGRect)newBounds {
    CGFloat delta = newBounds.origin.y - self.collectionView.bounds.origin.y
    shift layout attribute positions by delta
    notify UIDynamicAnimator
}
```

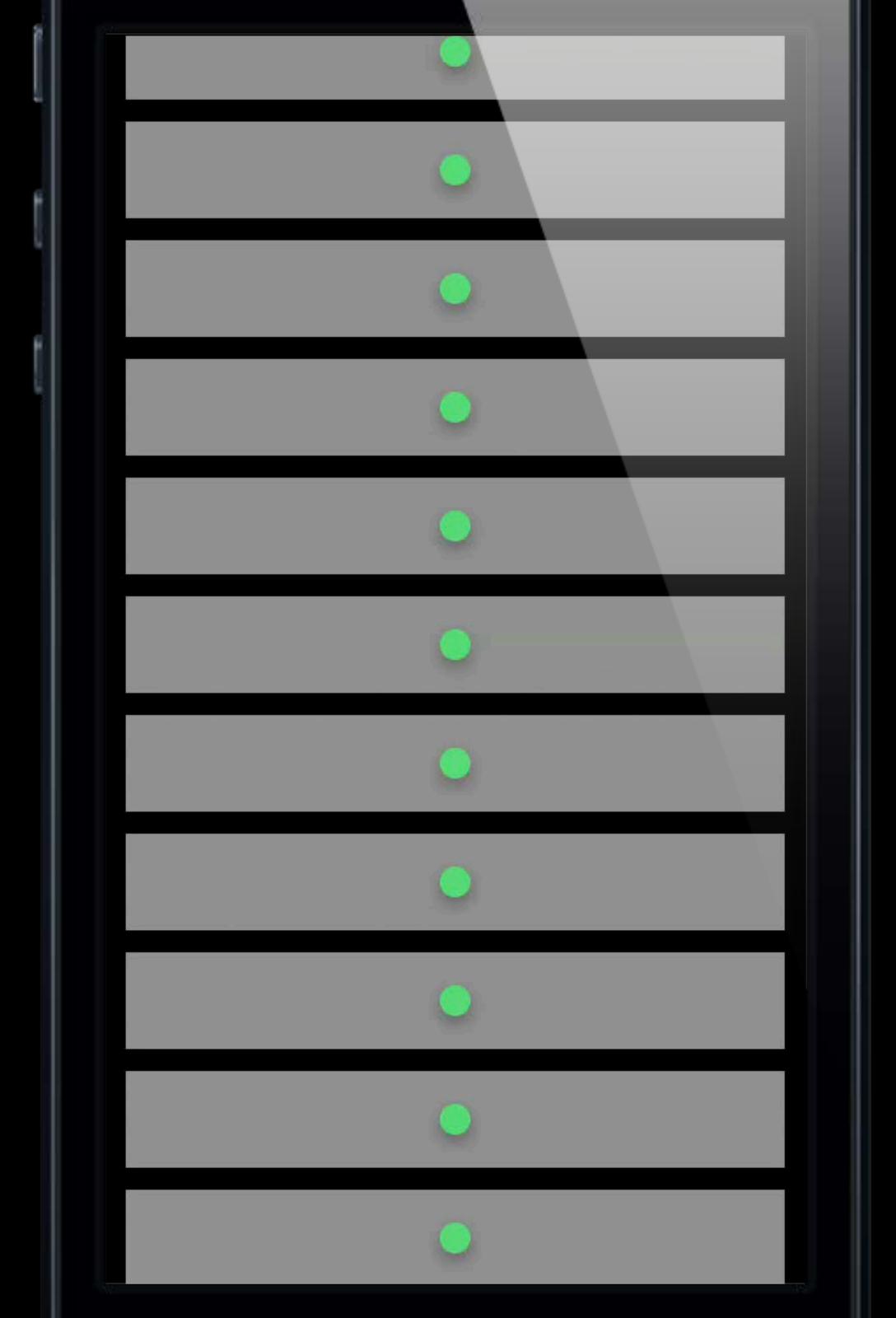
```
- (BOOL)shouldInvalidateLayoutForBoundsChange:(CGRect)newBounds {
    CGFloat delta = newBounds.origin.y - self.collectionView.bounds.origin.y
    shift layout attribute positions by delta
    notify UIDynamicAnimator
}
```

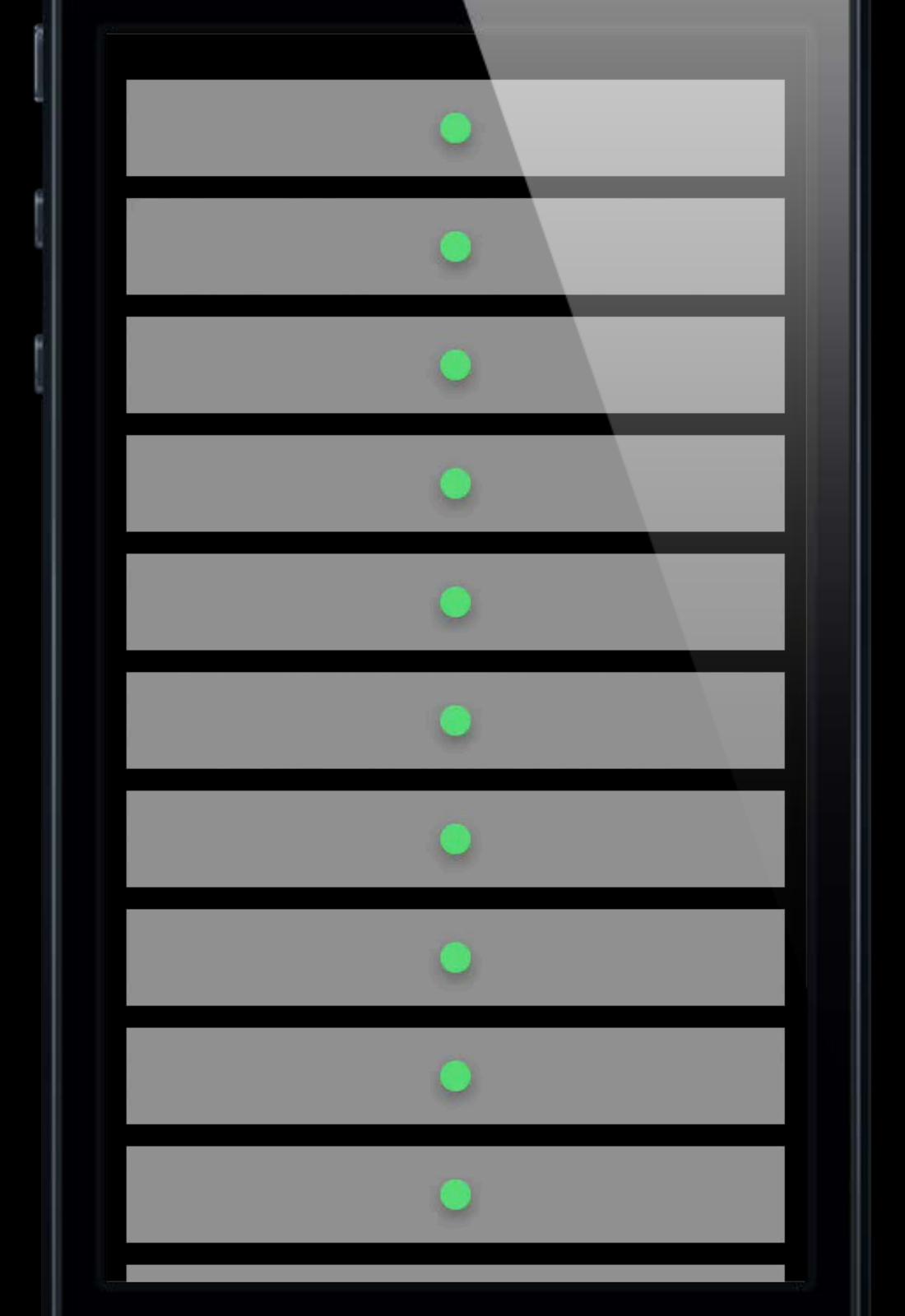
## Demo

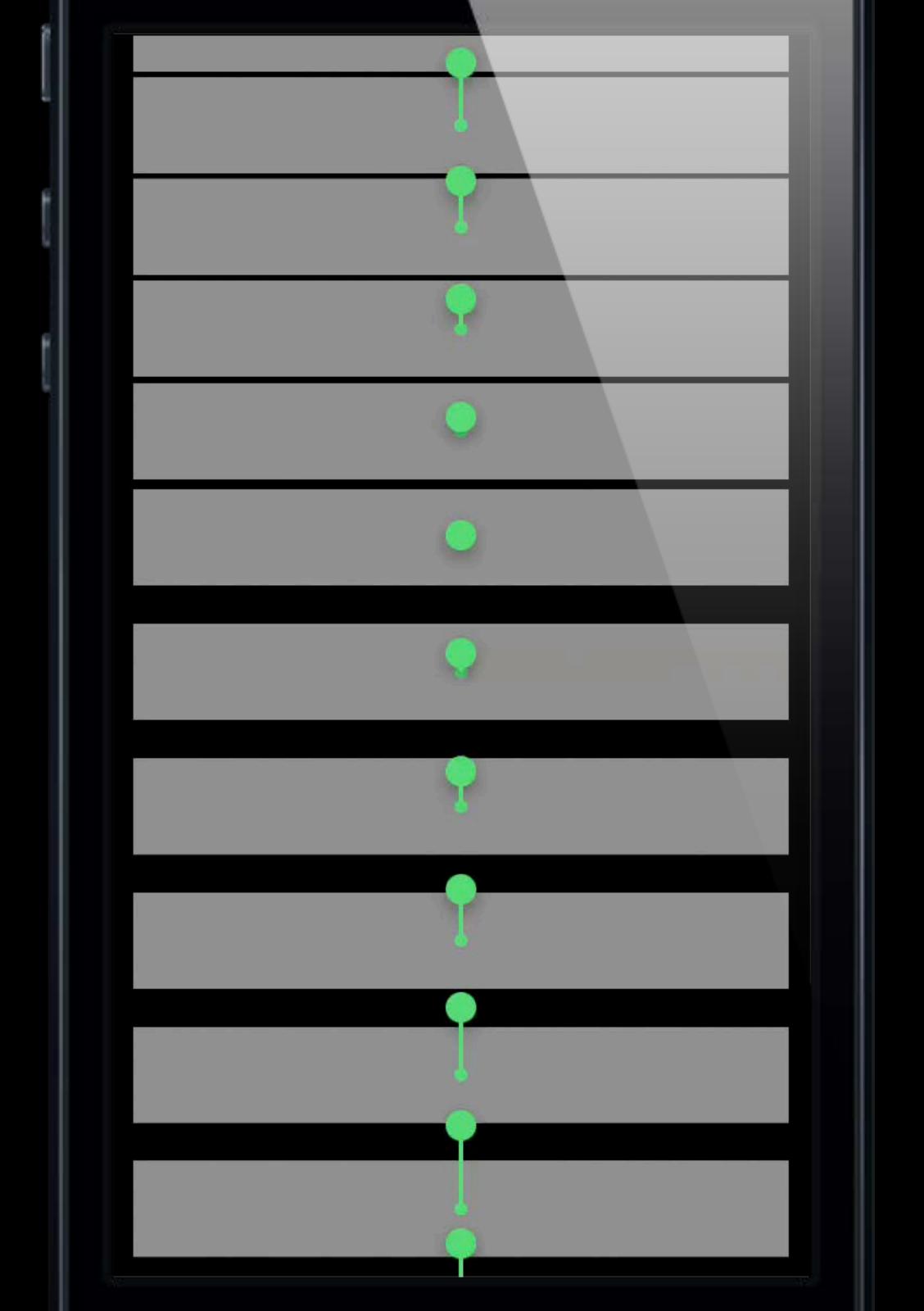
Eliza Block

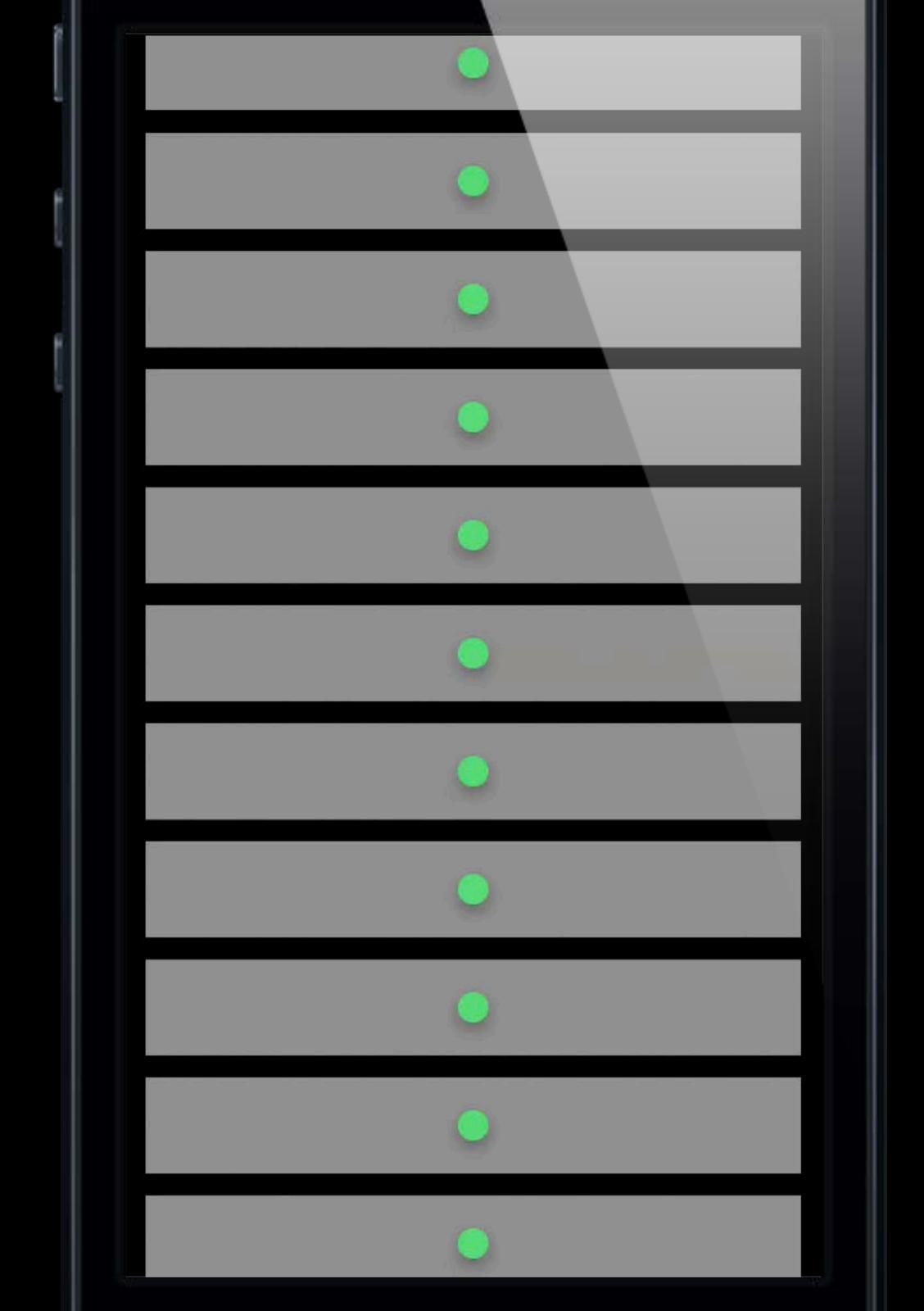












## Demo

Eliza Block

#### UIScrollView Session History

- 2009 Mastering iPhone Scroll Views
- 2010 Designing Apps with Scroll Views
- 2011 Advanced Scroll View Techniques
- 2012 Enhancing User Experience with Scroll Views
- 2013 Exploring Scroll Views in iOS 7

#### UIScrollView Session History

2009 – Mastering iPhone Scroll Views

2010 – Designing Apps with Scroll Views

2011 – Advanced Scroll View Techniques

2012 – Enhancing User Experience with Scroll Views

2013 – Exploring Scroll Views in iOS 7

#### UIScrollView Session History

- 2009 Mastering iPhone Scroll Views basics
- 2010 Designing Apps with Scroll Viewsphoto browsing, tiling
- 2011 Advanced Scroll View Techniques infinite scrolling, stationary views, interaction with gestures
- **2012** Enhancing User Experience with Scroll Views photo browsing 2.0, scrolling with OpenGL, custom deceleration
- 2013 Exploring Scroll Views in iOS 7 nested scroll views, integration with dynamics

#### More Information

#### Jake Behrens

App Frameworks Evangelist behrens@apple.com

#### Documentation

Scroll View Programming Guide for iOS http://developer.apple.com/ios

#### Apple Developer Forums

http://devforums.apple.com

#### Related Sessions

Building User Interfaces for iOS 7	Presidio Tuesday 10:15AM	
Getting Started with UlKit Dynamics	Presidio Tuesday 4:30PM	
Advanced Techniques with UIKit Dynamics	Presidio Thursday 3:15PM	

#### Labs

Scroll View, Collection View, and Table View on iOS Lab	Frameworks Lab B Thursday 11:30AM	
Cocoa Touch Animation Lab	Frameworks Lab B Thursday 2:00PM	
Cocoa Touch Lab	Frameworks Lab B Friday 9:00AM	

# ÓWWDC2013