

RubyMotion



Quoi ?

```
child = UIViewController.alloc.init  
child.title = "Tasks"
```

```
root.presentViewController child, animated:true, completion: -> do  
  @presented = true  
end
```

```
UIViewController * child = [[UIViewController alloc] init];  
child.title = @"Tasks";
```

```
[root presentViewController:child animated:true completion:^(  
  _presented = YES;  
)];
```

Qui ?

Comment ?

Pourquoi ?

```
// LoginViewControllerTestViewController.h

@interface LoginViewControllerTestViewController : UIViewController {
    UIScrollView * _scrollView;
    UIImageView * _image;
    UILabel * _label;
    UILabel * _footer;
}
@end

// LoginViewControllerTestViewController.m

#import "LoginViewControllerTestViewController.h"

@implementation LoginViewControllerTestViewController

- (void)viewDidLoad
{
    [super viewDidLoad];

    _scrollView = [[UIScrollView alloc] initWithFrame:self.view.bounds];
    [self.view addSubview:_scrollView];

    UIView * content = [[UIView alloc] initWithFrame:_scrollView.bounds];
    [_scrollView addSubview:content];

    _label = [[UILabel alloc] initWithFrame:content.bounds];
    [content addSubview:_label];

    _image = [[UIImageView alloc] initWithFrame:content.bounds];
    [content addSubview:_image];

    UIView * footerContainer = [[UIView alloc] initWithFrame:_scrollView.bounds];
    [_scrollView addSubview:footerContainer];

    _footer = [[UILabel alloc] initWithFrame:footerContainer.bounds];
    [footerContainer addSubview:_footer];
}

@end
```

```

class LoginViewController < UIViewController
  stylesheet :login_screen

  def viewDidLoad
    super
    @scroll_view = subview UIScrollView do
      subview UIView do
        @label = subview UILabel
        @image = subview UIImage
      end

      subview UIView do
        @footer = subview UILabel
      end
    end
  end
end
end

```

```

    _scrollView = [[UIScrollView alloc] initWithFrame:self.view.bounds];
    [self.view addSubview:_scrollView];

    UIView * content = [[UIView alloc] initWithFrame:_scrollView.bounds];
    [_scrollView addSubview:content];

    _label = [[UILabel alloc] initWithFrame:content.bounds];
    [content addSubview:_label];

    _image = [[UIImageView alloc] initWithFrame:content.bounds];
    [content addSubview:_image];

    UIView * footerContainer = [[UIView alloc] initWithFrame:_scrollView.bounds];
    [_scrollView addSubview:footerContainer];

    _footer = [[UILabel alloc] initWithFrame:footerContainer.bounds];
    [footerContainer addSubview:_footer];

  }

@end

```


Pourquoi pas ?

Des questions ?