

## SNAPKIT, UGESTURE, DEBUGGING

### Snapshot

- Snapshot is a cocoapod

↳ makes constraints easier, cleaner

· someView.snp.makeConstraints { make in

make.top.equalTo(view.safeAreaLayoutGuide).offset(24) } constraints top anchor

make.leading.equalToSuperview().offset(24) } constraints to view's leading anchor

make.width.height.equalTo(30) } defines height/width  
}

### UIGestureRecognizer

- touch gestures are UI recognizers

↳ main ones: UITapGestureRecognizer

UIPinchGestureRecognizer

UIPanGestureRecognizer

UILongPressGestureRecognizer

- instantiation similar to UIButton

↳ let tap = UITapGestureRecognizer(target: self, action: #selector(whenTapped(sender:)))

@objc func whenTapped(sender: UITapGestureRecognizer) {

// do stuff

}

someView.addGestureRecognizer(tap)