

Preview File Edit View Go Tools Window Help

Smack > iPhone 7 Plus

Running Smack on iPhone 7 Plus

29

Smack > Smack > View > GradientView.swift > layoutSubviews()

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//

import

class

@IBDesignable

}

@IBDesignable

}

override

29

30

31

32

33

34

35

36

37

38

iOS Coordinate System.png

(0, 0) X Axis (1, 0)

Y Axis

(0, 1) (1, 1)

or.cgColor]

The screenshot shows a developer's workspace in Xcode. On the left, the Project Navigator displays the project structure for 'Smack' with files like 'GradientView.swift', 'ChatVC.swift', and 'Main.storyboard'. The main editor area shows a portion of 'GradientView.swift' with code related to an @IBDesignable class. A callout bubble from the code highlights the 'override' keyword at line 29, pointing to a preview window. The preview window, titled 'iOS Coordinate System.png', shows a 2D coordinate system with a grid. The horizontal axis is labeled 'X Axis' with points '(0, 0)' and '(1, 0)'. The vertical axis is labeled 'Y Axis' with points '(0, 1)' and '(1, 1)'. The origin is marked as '(0, 0)'. The preview also includes a small image of a person with a beard, likely the developer, in the bottom-left corner.

Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help

Smack > iPhone 7 Plus Running Smack on iPhone 7 Plus 29

Smack > Smack > View > GradientView.swift > GradientView

Smack

Smack

Model

View

GradientView.swift

Controller

ChatVC.swift

ChannelVC.swift

Supporting Files

SWRevealViewController.h

SWRevealViewController.m

Smack-Bridging-Header.h

AppDelegate.swift

Main.storyboard

Assets.xcassets

LaunchScreen.storyboard

Info.plist

Products

Pods

Frameworks

Pods

```
// Smack
//
// Created by Jonny B on 7/14/17.
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import UIKit

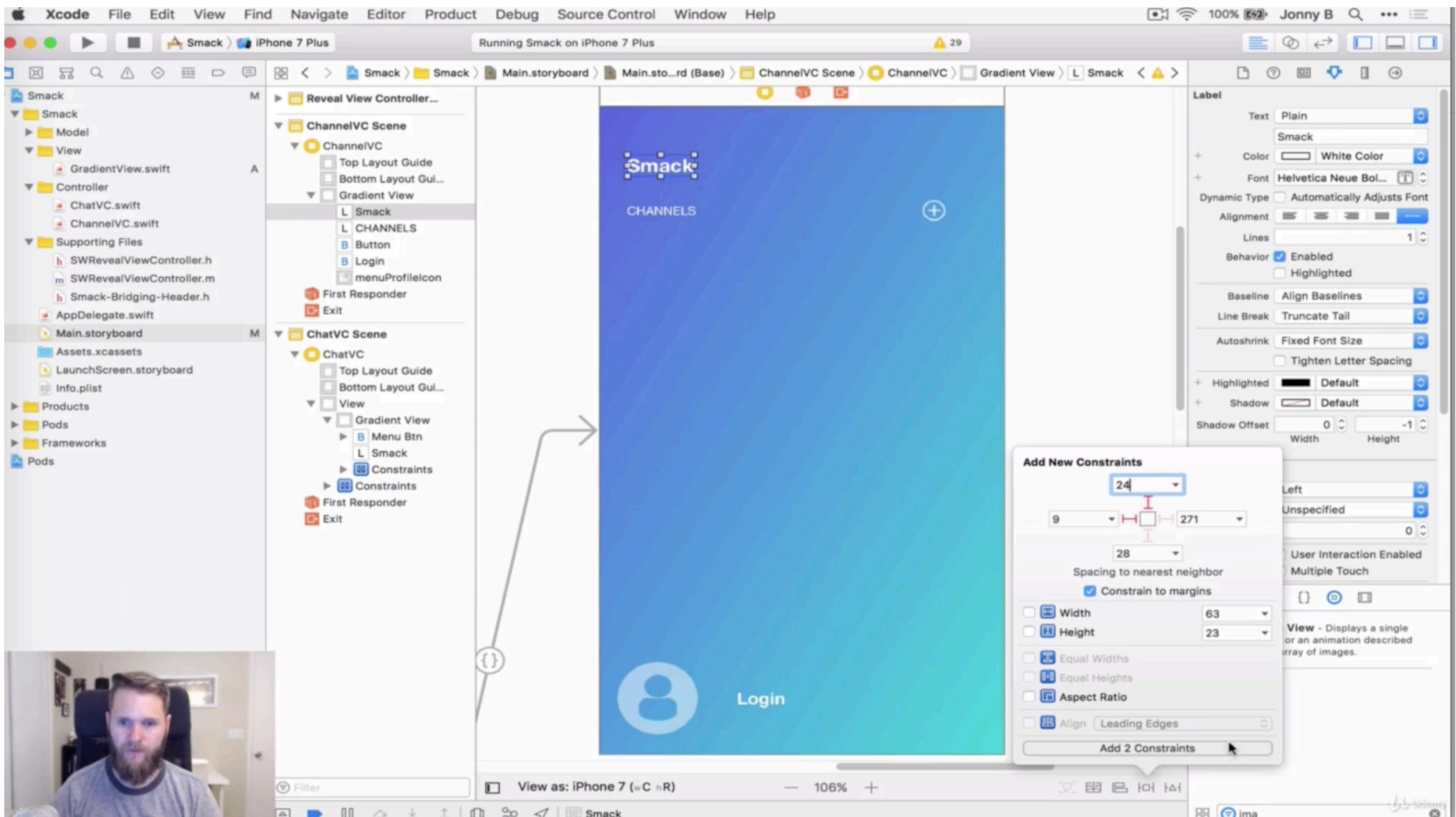
@IBDesignable
class GradientView: UIView {

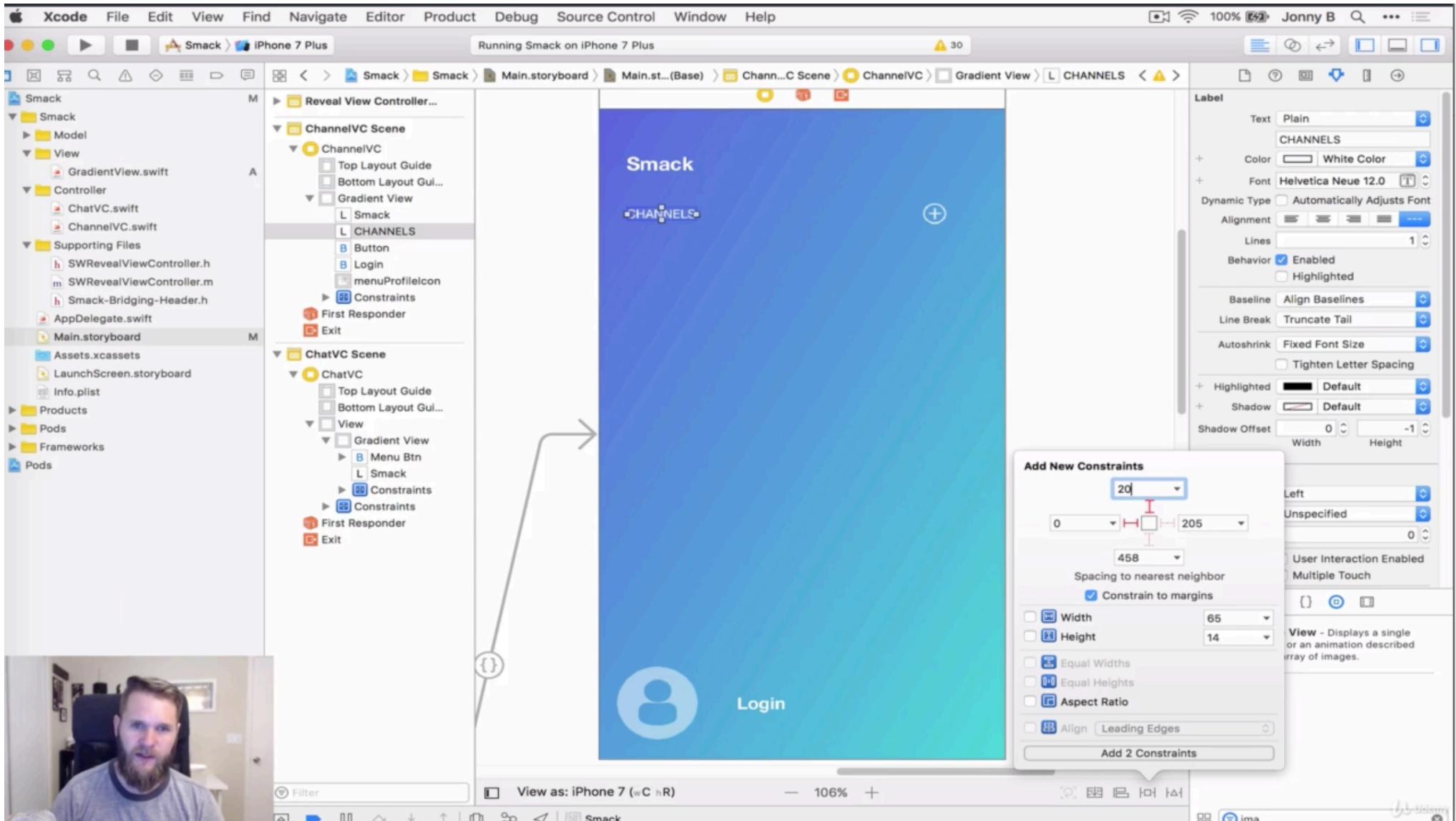
    @IBInspectable var topColor: UIColor = UIColor.blue {
        didSet {
            self.setNeedsLayout()
        }
    }

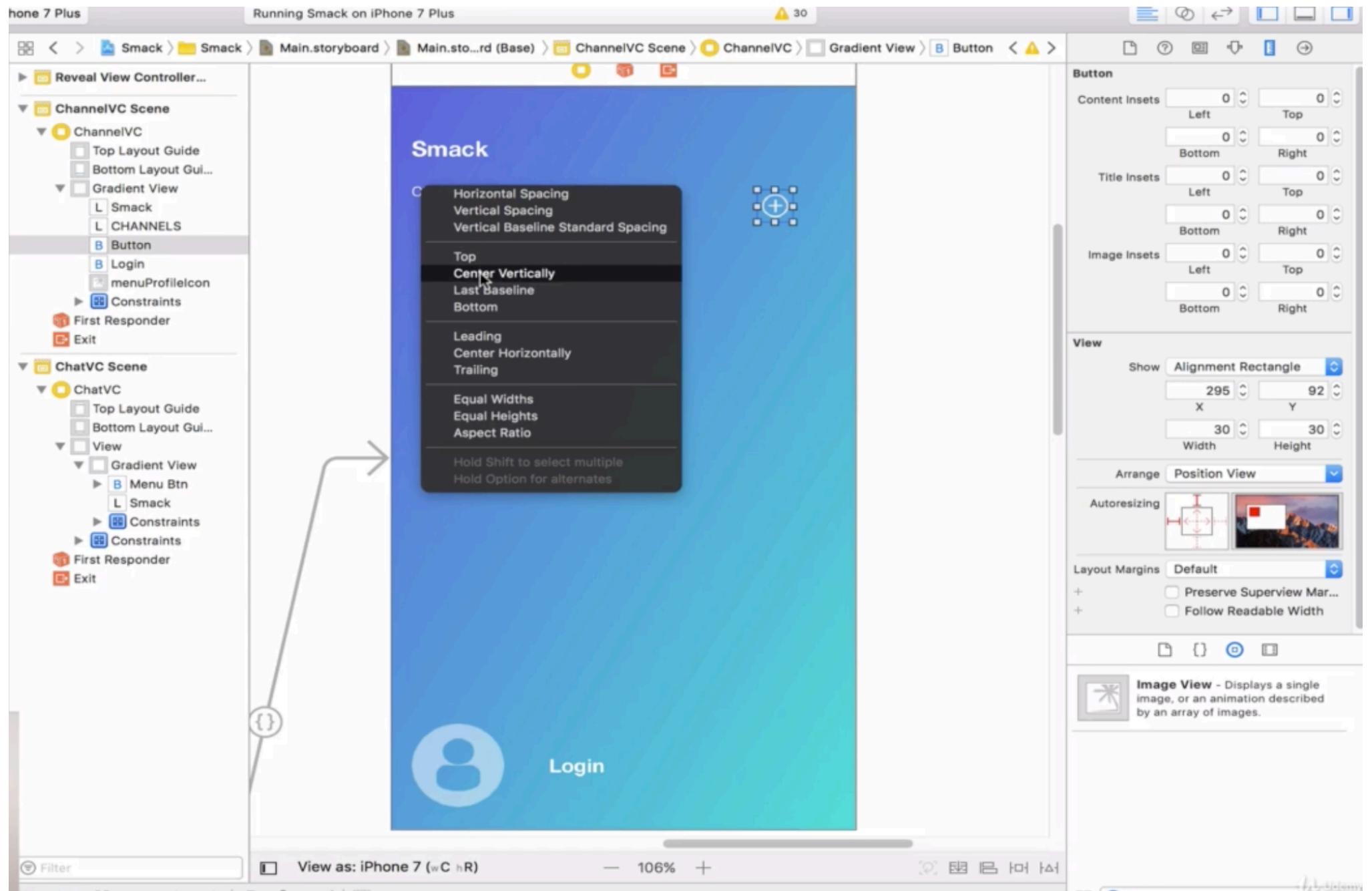
    @IBInspectable var bottomColor: UIColor = UIColor.green {
        didSet {
            self.setNeedsLayout()
        }
    }

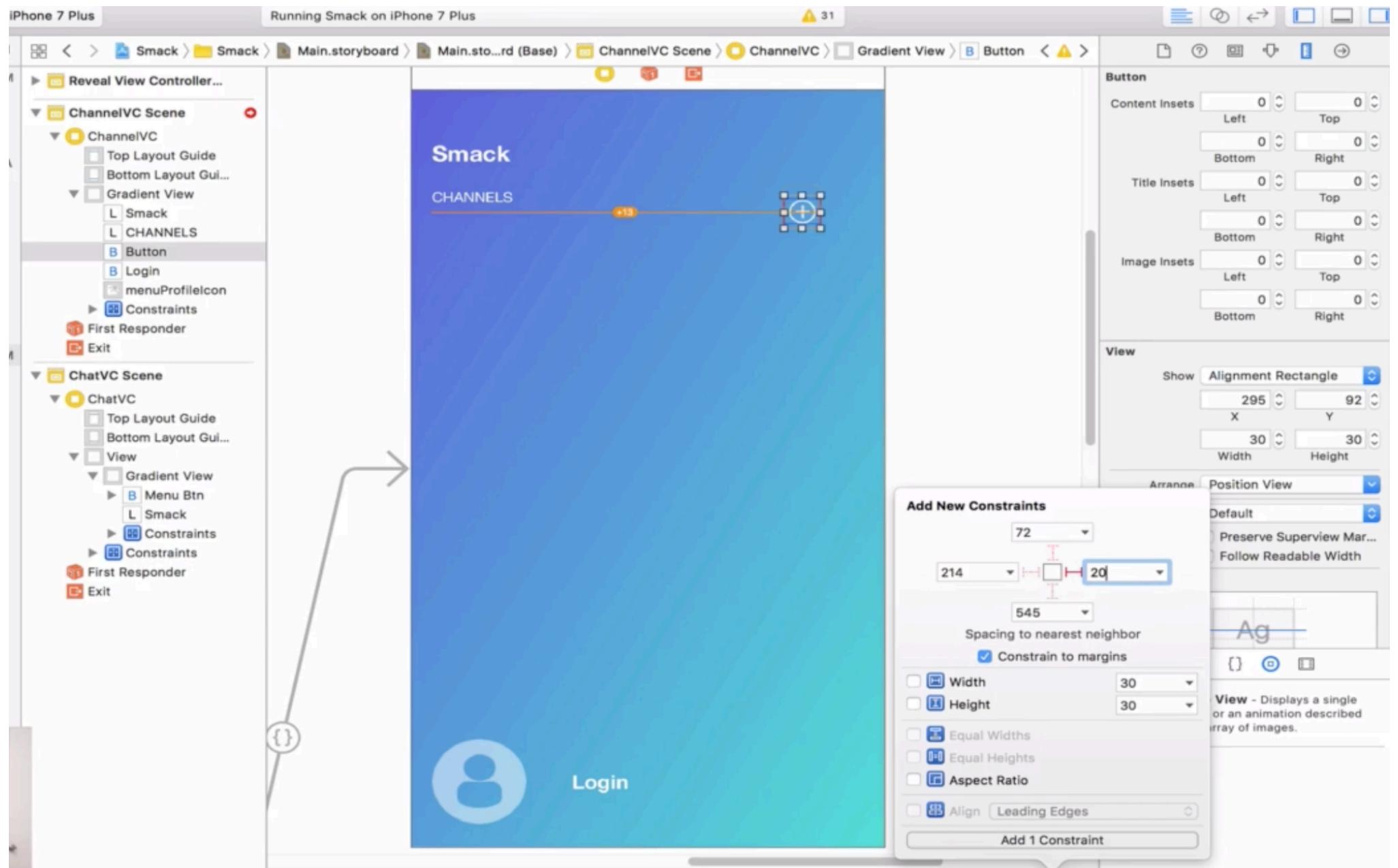
    override func layoutSubviews() {
        let gradientLayer = CAGradientLayer()
        gradientLayer.colors = [topColor.cgColor, bottomColor.cgColor]
        gradientLayer.startPoint = CGPoint(x: 0, y: 0)
        gradientLayer.endPoint = CGPoint(x: 1, y: 1)
        gradientLayer.frame = self.bounds
        self.layer.insertSublayer(gradientLayer, at: 0)
    }
}
```











Phone 7 Plus

Running Smack on iPhone 7 Plus

⚠ 30

The screenshot shows the Xcode Interface Builder environment for an iPhone 7 Plus device. The top navigation bar indicates "Running Smack on iPhone 7 Plus". The status bar shows a warning icon with the number 30.

The left sidebar displays the project structure:

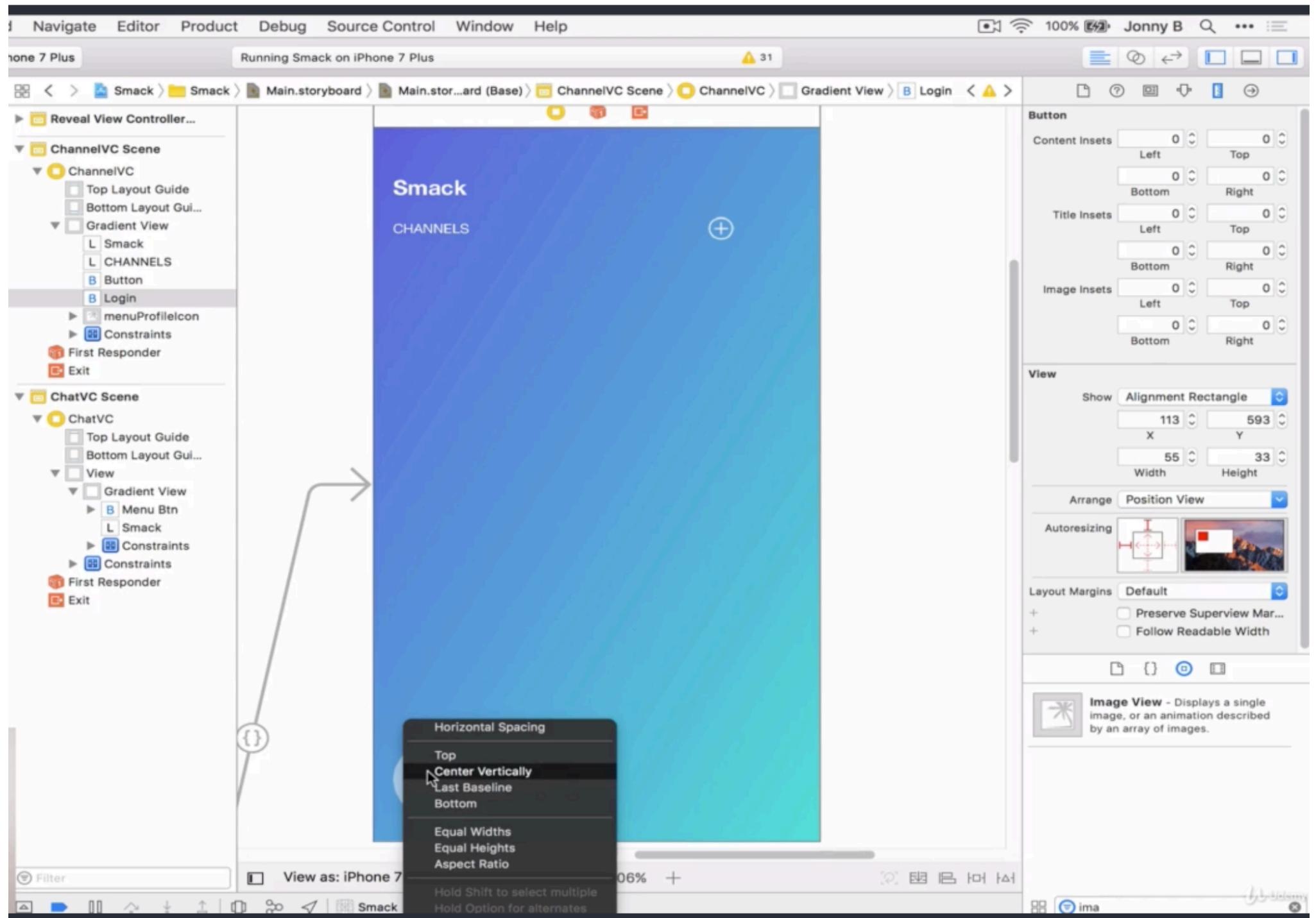
- Reveal View Controller...
- ChannelVC Scene
 - ChannelVC
 - Top Layout Guide
 - Bottom Layout Gui...
 - Gradient View
 - L Smack
 - L CHANNELS
 - B Button
 - B Login
 - menuProfileIcon
 - Constraints
 - First Responder
 - Exit- ChatVC Scene
 - ChatVC
 - Top Layout Guide
 - Bottom Layout Gui...
 - View
 - Gradient View
 - B Menu Btn
 - L Smack
 - Constraints
 - Constraints
 - First Responder
 - Exit

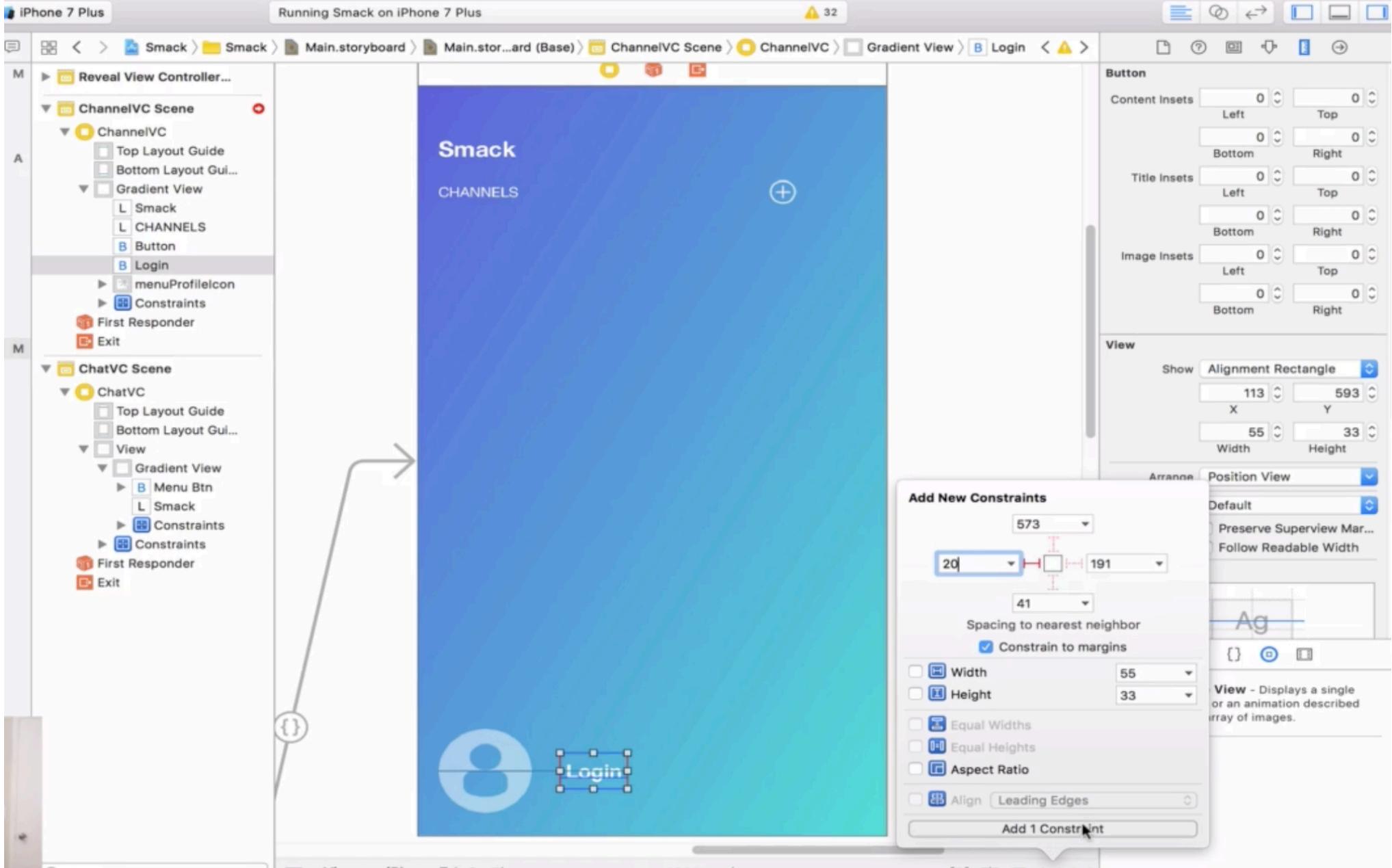
The main canvas displays the "ChannelVC Scene". It features a blue gradient background with a white circular placeholder labeled "Smack" at the top center. Below it is the word "CHANNELS". In the bottom-left corner, there is a blue placeholder containing a white "B" icon, labeled "Login".

A constraint editor overlay titled "Add New Constraints" is open in the bottom right. It shows the following settings:

- Width: 471
- Height: 31
- Spacing to nearest neighbor: 20
- Constrain to margins: checked
- Width and Height checkboxes are checked, set to 75 each.
- Other options: Equal Widths, Equal Heights, Aspect Ratio, Align Leading Edges are unchecked.
- Buttons: "Add Constraints" (highlighted), "Cancel", and "OK".

At the bottom of the interface, there are buttons for "Filter", "View as: iPhone 7 (wC hR)", and zoom controls (106%, +).





The screenshot shows the Xcode storyboard interface for the 'Smack' application. The main view is the 'ChannelVC Scene' (highlighted in yellow). The storyboard displays two main sections:

- ChannelVC Scene:** Contains a blue header with the text "Smack" and "CHANNELS". Below the header is a white area with a large blue "+" button.
- ChatVC Scene:** Contains a blue header with the text "Smack" and "CHANNELS". Below the header is a white area with a large blue "+" button.

The storyboard also includes a "Table View" section labeled "Prototype Content". A constraint editor is open for the "Table View" element, showing the following settings:

- Add New Constraints:** Width: 375, Height: 413.
- Spacing to nearest neighbor:** 20.
- Constrain to margins:** Unchecked.
- Options:** Width (375), Height (413), Equal Widths, Equal Heights, Aspect Ratio, Align (Leading Edges).

At the bottom of the storyboard, there are various Xcode interface elements including a filter bar, a "View as: iPhone 7 (wC hR)" dropdown, and a status bar showing "106%".

