

iOS Foundations II

Session 5

- UITextField
- UIImagePickerController
- UIImageView
- UIImage

UITextField

- “A `UITextField` object is a control that displays editable text and sends an action message to a target object when the user presses the return button.”
- A text field can have a delegate to handle editing related notifications.
- When a user taps into a text field, the text field becomes the first responder and it brings the keyboard on screen.
- You are responsible for making sure the text field you are editing is not covered by the keyboard.

UITextField Keyboard Dismissal

- By default the textfield does not dismiss the keyboard once the user hits return.
- The delegate of the textfield can be notified when the user hits return by implementing this method:
 - `textFieldShouldReturn(textField : UITextField)`
- In the implementation of this method, call `resignFirstResponder()` on the textfield passed in
- Demo.

UIImage

- High-level way to display an image.
- UIImage's are immutable, you cannot change them after creation. Which means they are thread safe.
- So the only way to change a UIImage to make a copy of it.
- Since they are immutable, you are not allowed to access their underlying binary image data.
- Use the UIImagePNGRepresentation or UIImageJPEGRepresentation functions to get an NSData from a UIImage.

UIImage Supported Formats

Format	Filename extensions
Tagged Image File Format (TIFF)	.tiff, .tif
Joint Photographic Experts Group (JPEG)	.jpg, .jpeg
Graphic Interchange Format (GIF)	.gif
Portable Network Graphic (PNG)	.png
Windows Bitmap Format (DIB)	.bmp, .BMPf
Windows Icon Format	.ico
Windows Cursor	.cur
X Window System bitmap	.xbm

UIImage Methods

- `class func imageNamed(String) -> UIImage`
- Returns an image object associated with a specified file name.
- Uses caching. If the image isn't in the cache, it then loads the image from the main bundle, caches it, and then returns the image.
- Since iOS 4, it is no longer necessary to put .png into your string if its a png file. Still need .jpeg though!
- If you know this image is only going to be used once, and don't need the caching, use the method `imageWithContentsOfFile` which doesn't cache. Saves memory.

UIImage Methods

- `class func initWithData(NSData) -> UIImage`
- The data passed in can be from a file or data you created.
- returns nil if it could not initialize the image from the specified data.
- no caching.

UIImageView

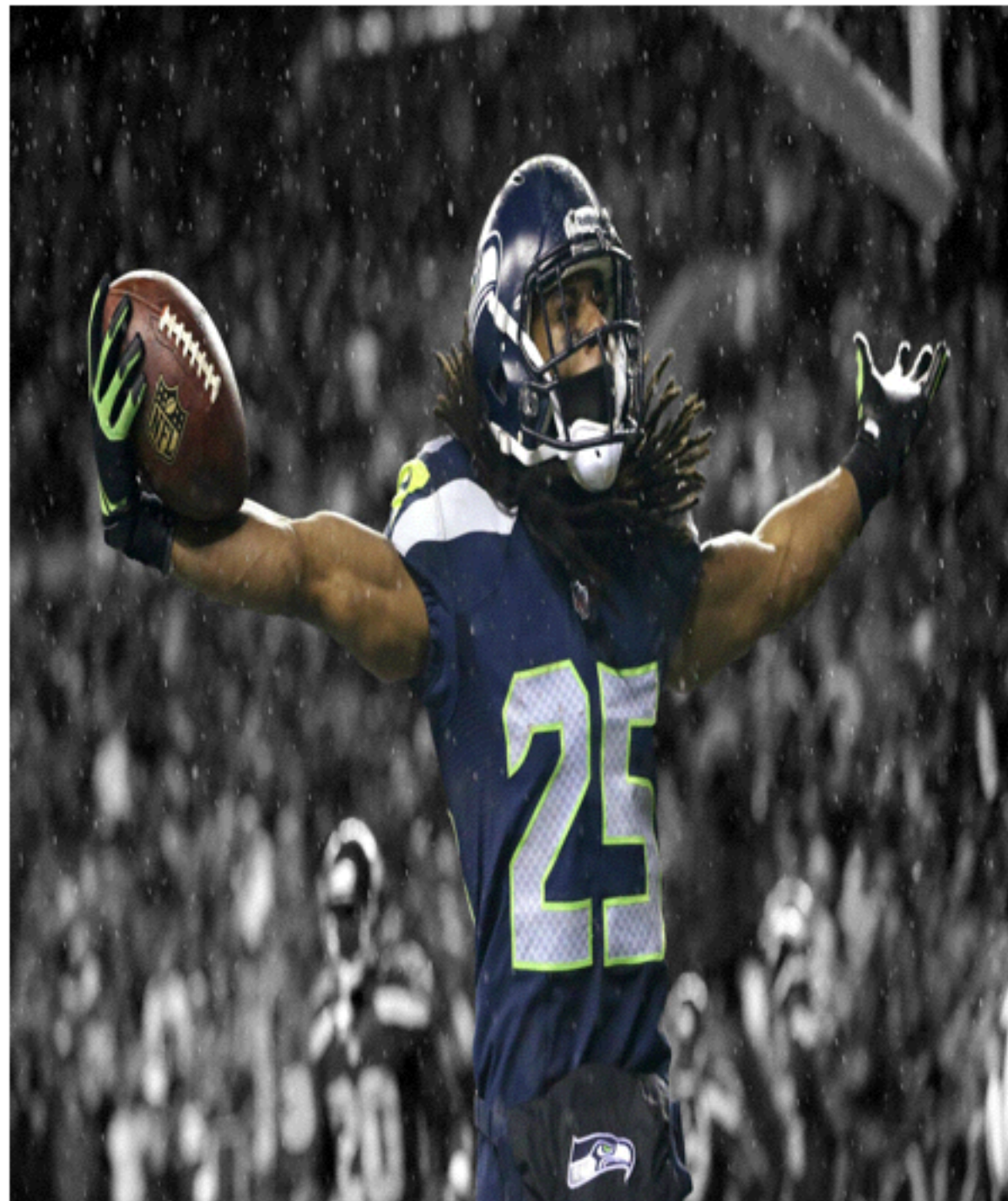
- View based container for displaying images(s)
- The image displayed is sized, scaled to fit, or positioned in the image view based on the imageView's contentMode.
- Apple recommends images displayed using the same imageView be the same size.

UIImageView Content Mode

```
typedef enum {  
    UIViewContentModeScaleToFill,  
    UIViewContentModeScaleAspectFit,  
    UIViewContentModeScaleAspectFill,  
    UIViewContentModeRedraw,  
    UIViewContentModeCenter,  
    UIViewContentModeTop,  
    UIViewContentModeBottom,  
    UIViewContentModeLeft,  
    UIViewContentModeRight,  
    UIViewContentModeTopLeft,  
    UIViewContentModeTopRight,  
    UIViewContentModeBottomLeft,  
    UIViewContentModeBottomRight,  
} UIViewContentMode;
```

- ScaleToFill: scale content to fit the size of itself by changing the aspect ratio if necessary
- ScaleAspectFit: scale content to fit the size of the view by maintaining aspect ratios. Any remaining area of the view's bounds is transparent.
- ScaleAspectFill: scale content to fill the size of the view. Some content maybe be clipped to fill the view's bounds.

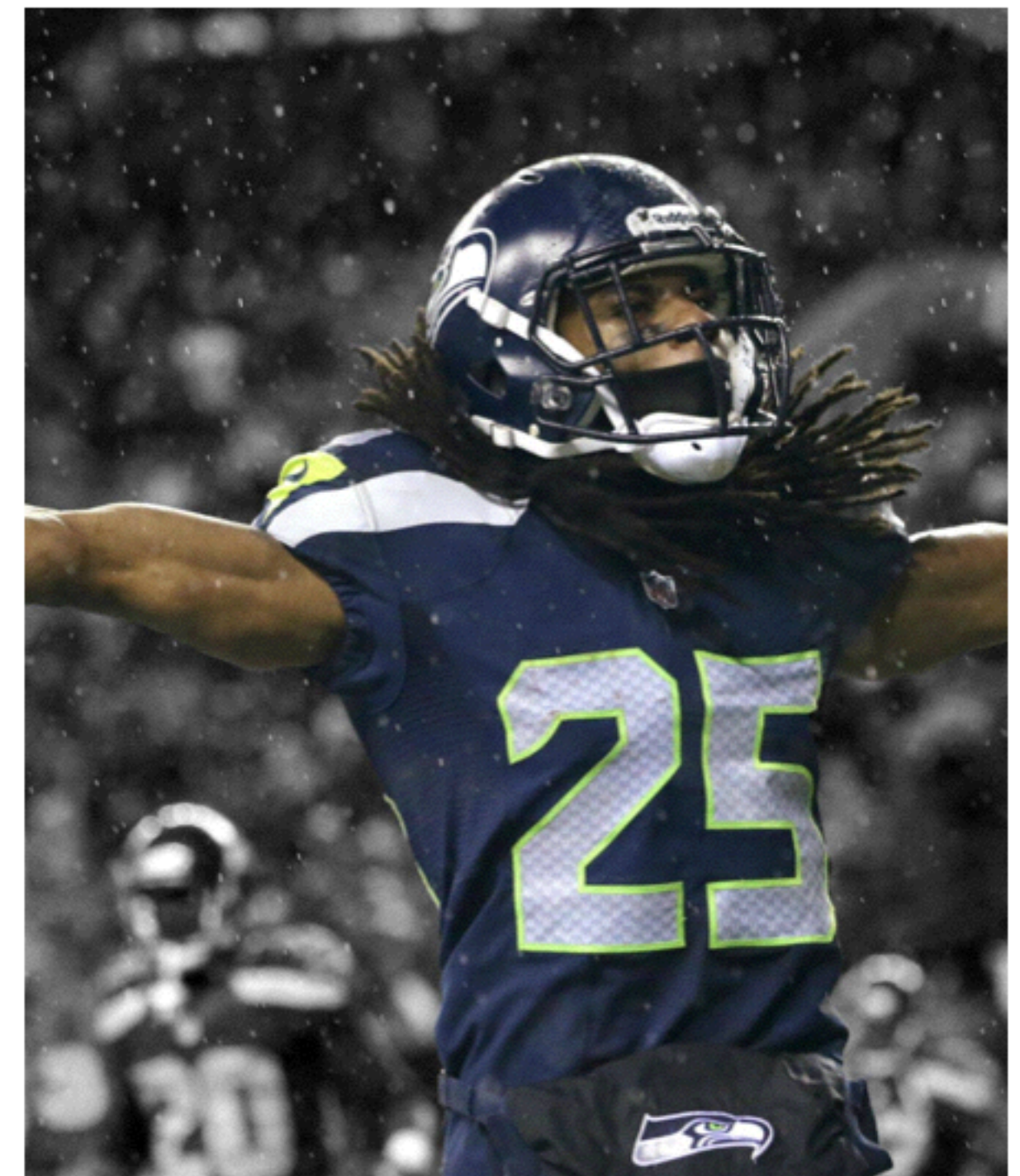
UIImageView Content Mode



ScaleToFill:



AspectFit:



AspectFill

UIImageView Optimization

- Pre-scale your images: if the imageView you using is very small, generate thumbnails of your images in a cache vs scaling large images to fit the small view.
- Disable alpha blending: Unless you are intentionally working transparency, you should mark your imageView's as Opaque.

UIImageView Animation

- Workflow for getting an image based animation:
 1. Create an array of the animation frame images
 2. set your imageView's `.animationImages` to the array
 3. set your imageView's `animationDuration`
 4. call `startAnimating` on your imageView

Camera Programming

- 2 ways for interfacing with the camera in your app:
 1. UIImagePickerController (basic)
 2. AVFoundation Framework (advanced)
- We are going to use UIImagePickerController for our roster app.
- UIImagePickerController is just a view controller that you configure, and then present.
- It has built in functionality for letting a user choose a photo by using the camera or letting them select a photo from their photo library.

UIImagePickerController

- The workflow of using UIImagePickerController is 3 steps:
 1. Instantiate and modally present the UIImagePickerController
 2. UIImagePickerController manages the user's interaction with the camera or photo library
 3. The system invokes your image picker controller delegate methods to handle the user being done with the picker.

UIImagePickerController Setup

- The first thing you have to account for is checking if the device has a camera.
- If your app absolutely relies on a camera, add a `UIRequiredDeviceCapabilities` key in your `info.plist`
- Use the `isSourceTypeAvailable` class method on `UIImagePickerController` to check if camera is available.

UIImagePickerController Setup

- Next make sure something is setup to be the delegate of the picker. This is usually the view controller that is spawning the picker.
- The final step is to actually create the UIImagePickerController with a sourceType of UIImagePickerControllerSourceTypeCamera.
- Media Types: Used to specify if the camera should be locked to photos, videos, or both.
- AllowsEditing property to set if the user is able to modify the photo in the picker after taking the photo.

UIImagePickerControllerDelegate

- The Delegate methods control what happens after the user is done using the picker. 2 big methods:
 1. UIImagePickerControllerDidCancel:
 2. UIImagePickerController:didFinishPickingMediaWithInfo: