

# CS193P - Lecture 11

## iPhone Application Development

**Text Input**

**Presenting Content Modally**

# Announcements

- Presence 3 assignment has been posted, due Tuesday 5/12
- **Final project proposals** due on Monday 5/11

# Announcements

- This week's bonus section with Steve Marmon
  - Discussing interface design for iPhone apps
  - Will be available on iTunes U

# Today's Topics

- Using the Clang Static Analyzer to find bugs
- iPhone Keyboards
- Customizing Text Input
- Presenting Content Modally

# Finding Bugs with Clang Static Analyzer

- Tool for static analysis of C/Objective-C code
- Identifies potential bugs
  - Leaks
  - Using uninitialized or released variables
  - Missing dealloc method
  - More...
- Early in development, watch out for false positives
- 100% open source!
- More info at <http://clang.llvm.org/StaticAnalysis.html>

# Running the Clang Static Analyzer

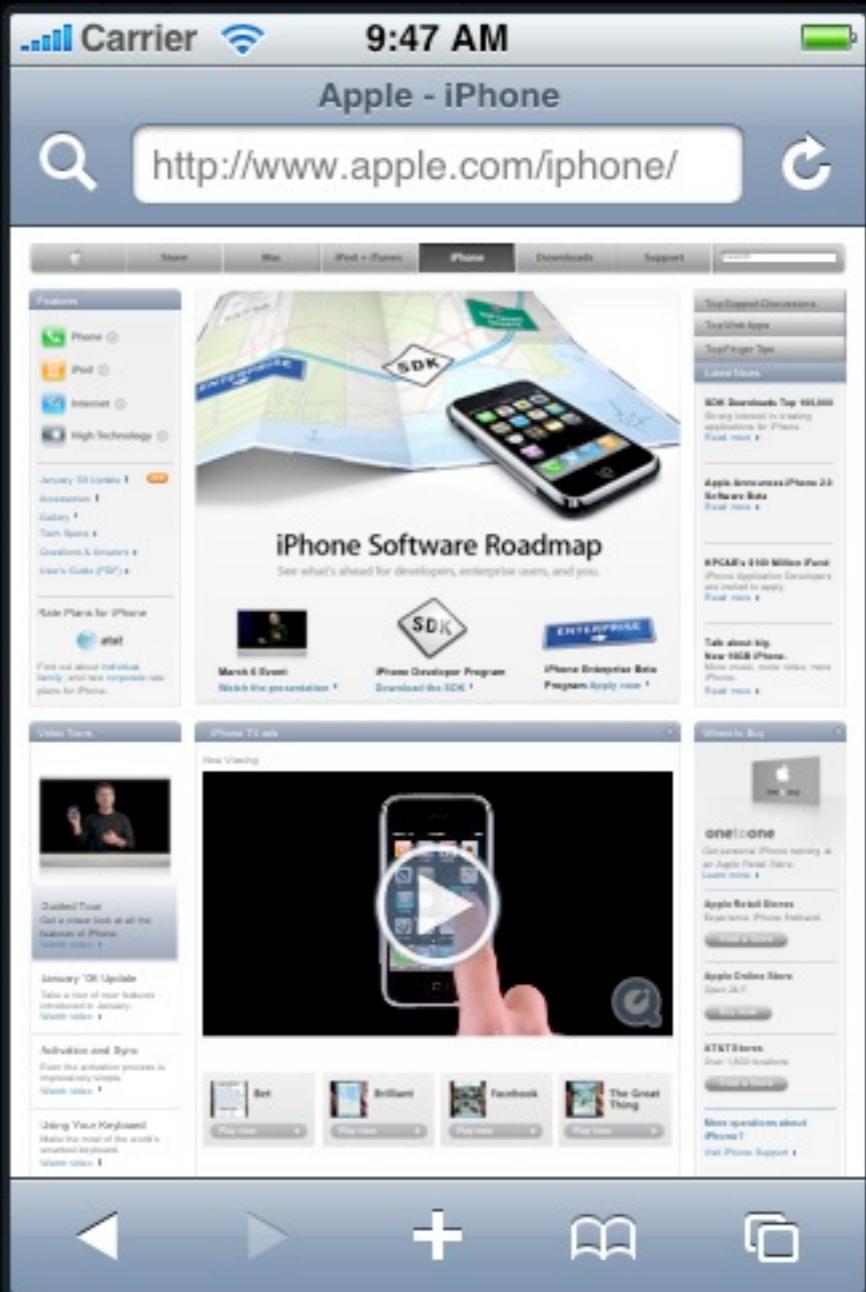
- Clean build in Xcode first
  - Ensure that nothing gets left out
- From the command line in your project directory:
  - `scan-build -k -V xcodebuild -configuration Debug -sdk iphonesimulator2.2`
  - (Customize as needed)
- Results open up in Safari when completed!

# Demo: Using the Clang Static Analyzer

# iPhone Keyboards

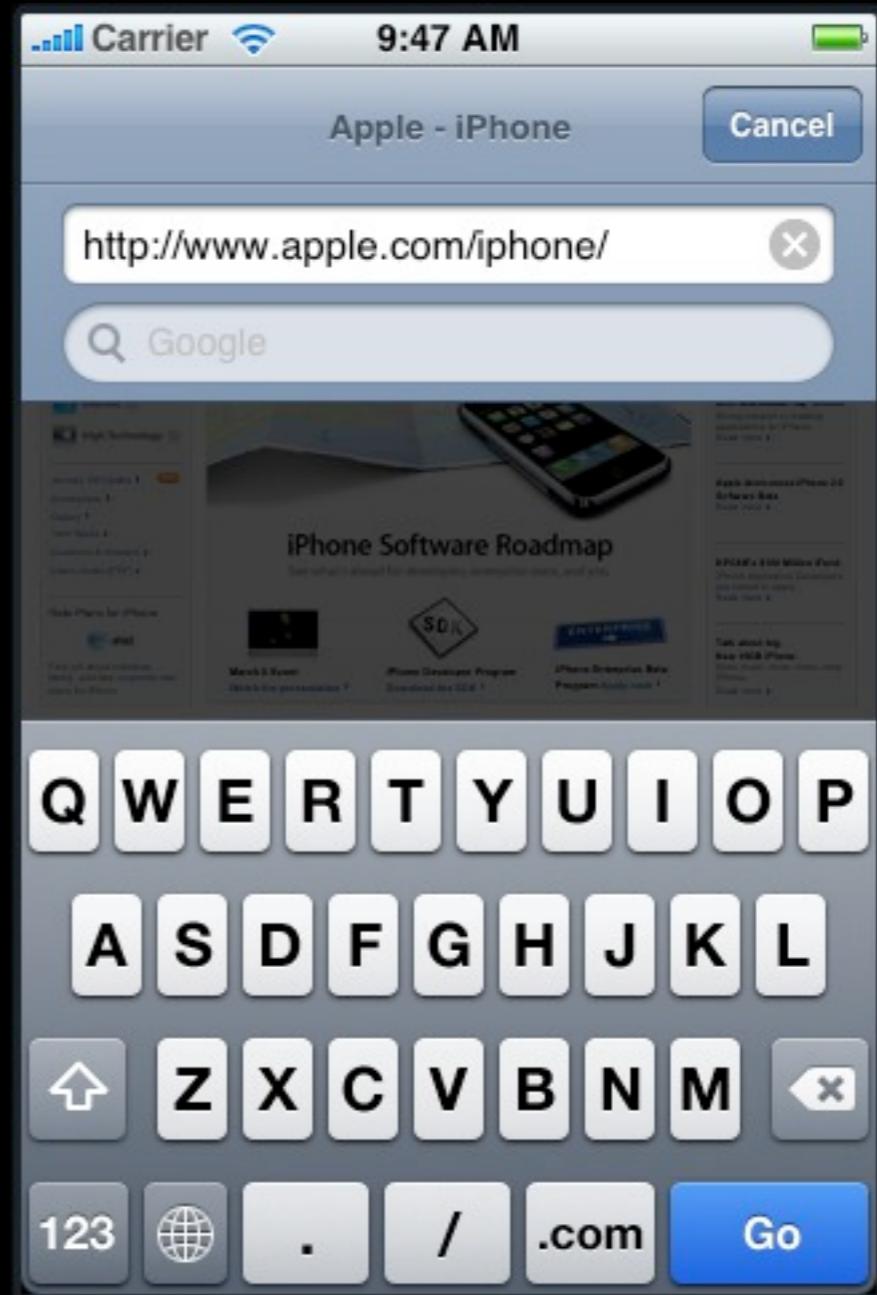
# Virtual keyboard

## Appears when needed



# Virtual keyboard

Appears when needed





# Portrait and Landscape

# Simple selection model

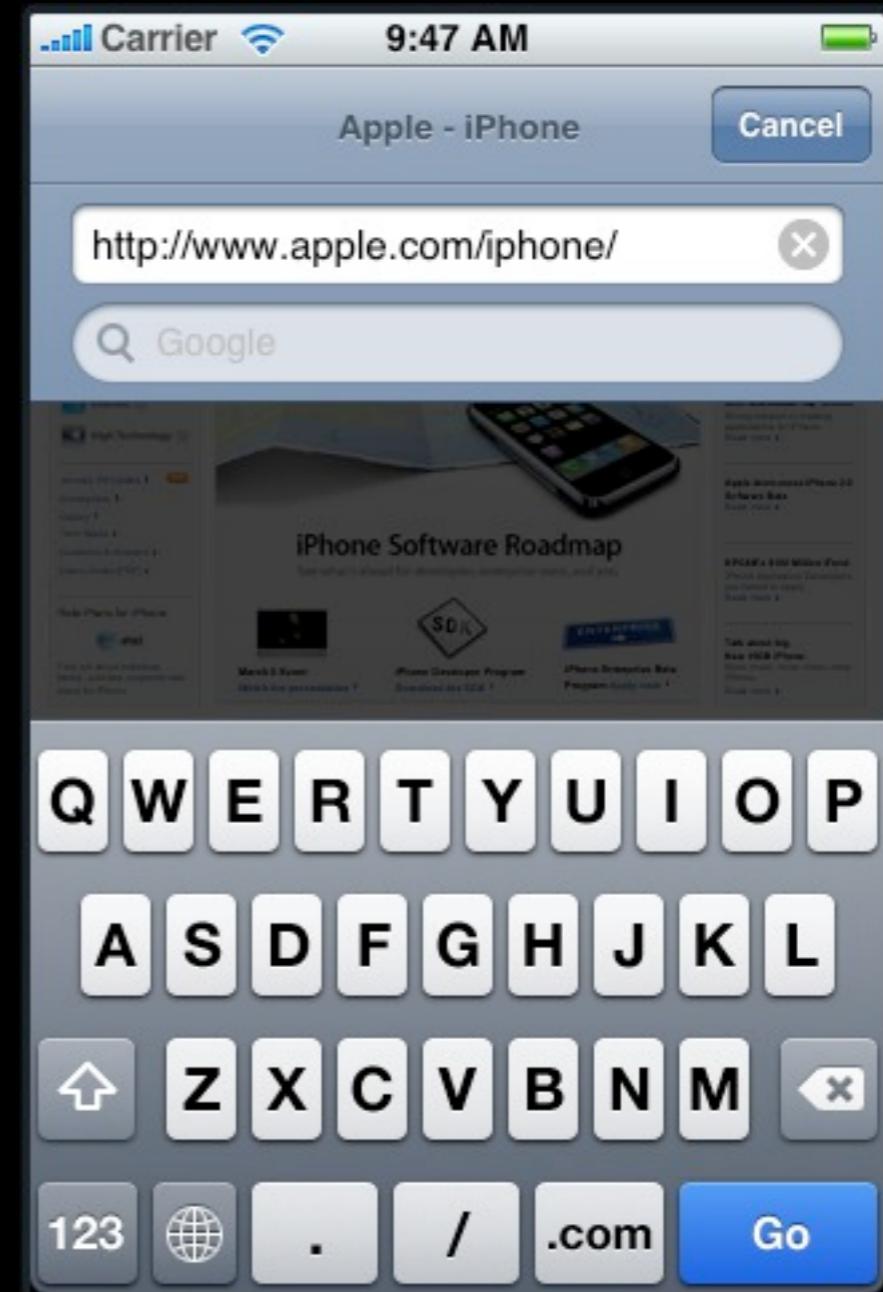
## Text loupe/magnifier



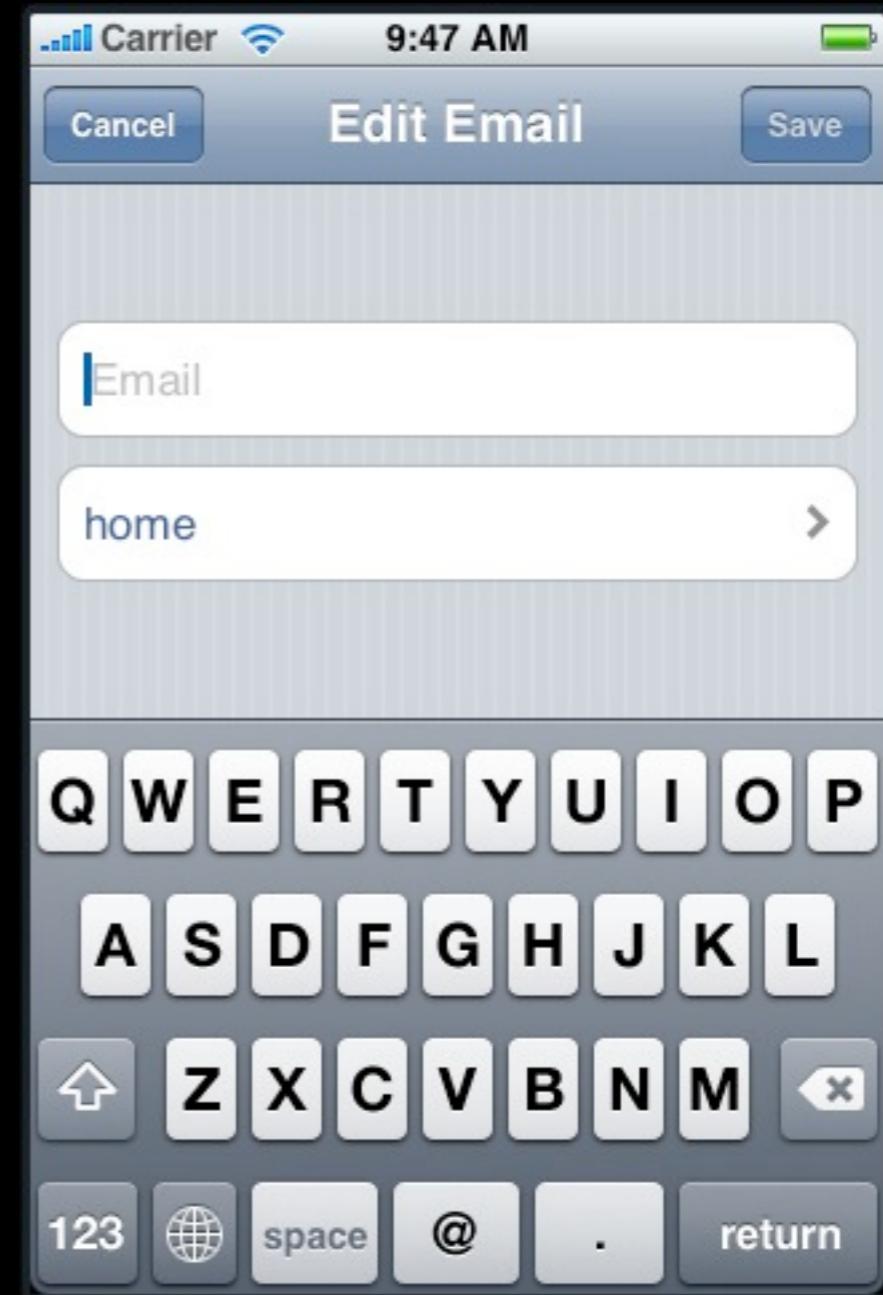
Many keyboard types  
Adapted to task



Many keyboard types  
Adapted to task



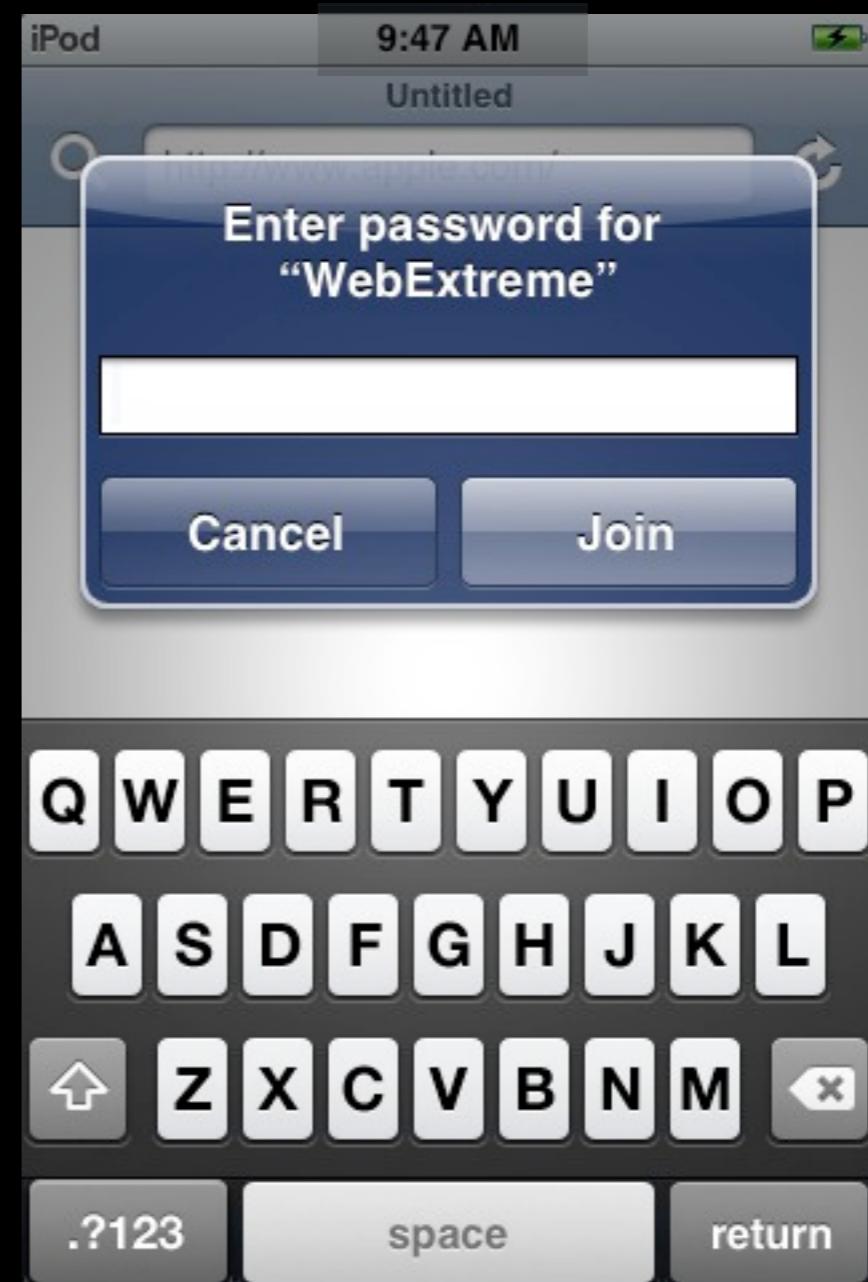
Many keyboard types  
Adapted to task



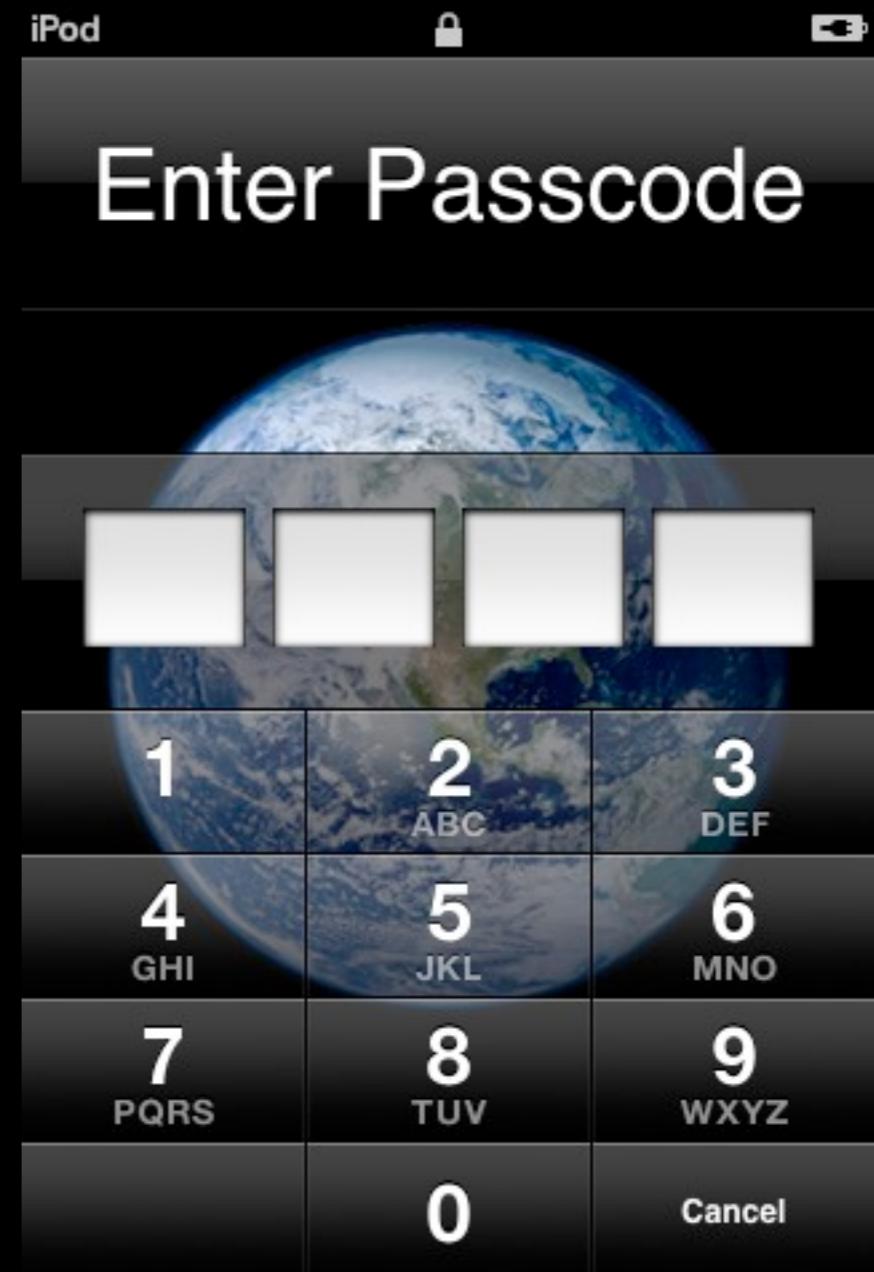
Many keyboard types  
Adapted to task



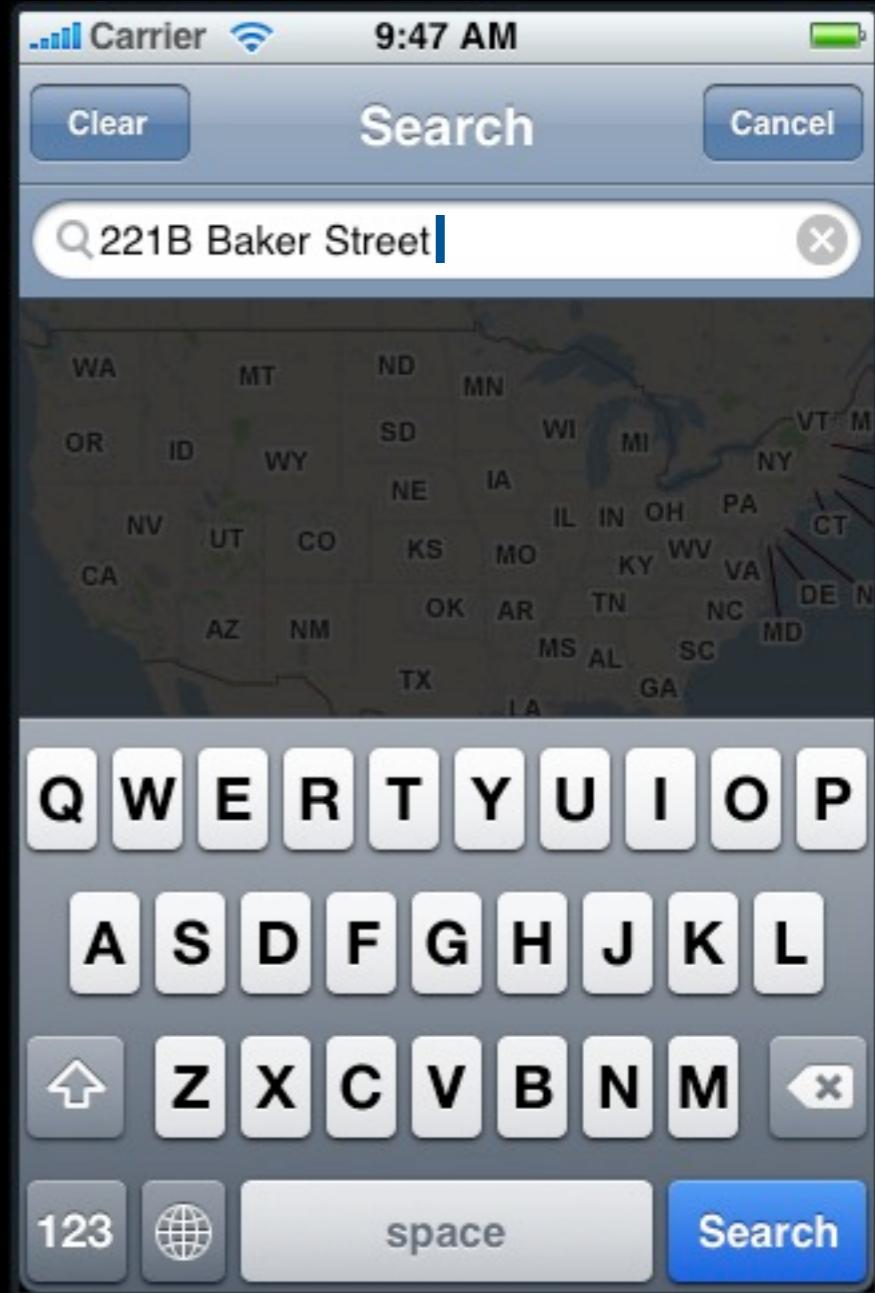
Many keyboard types  
Adapted to task



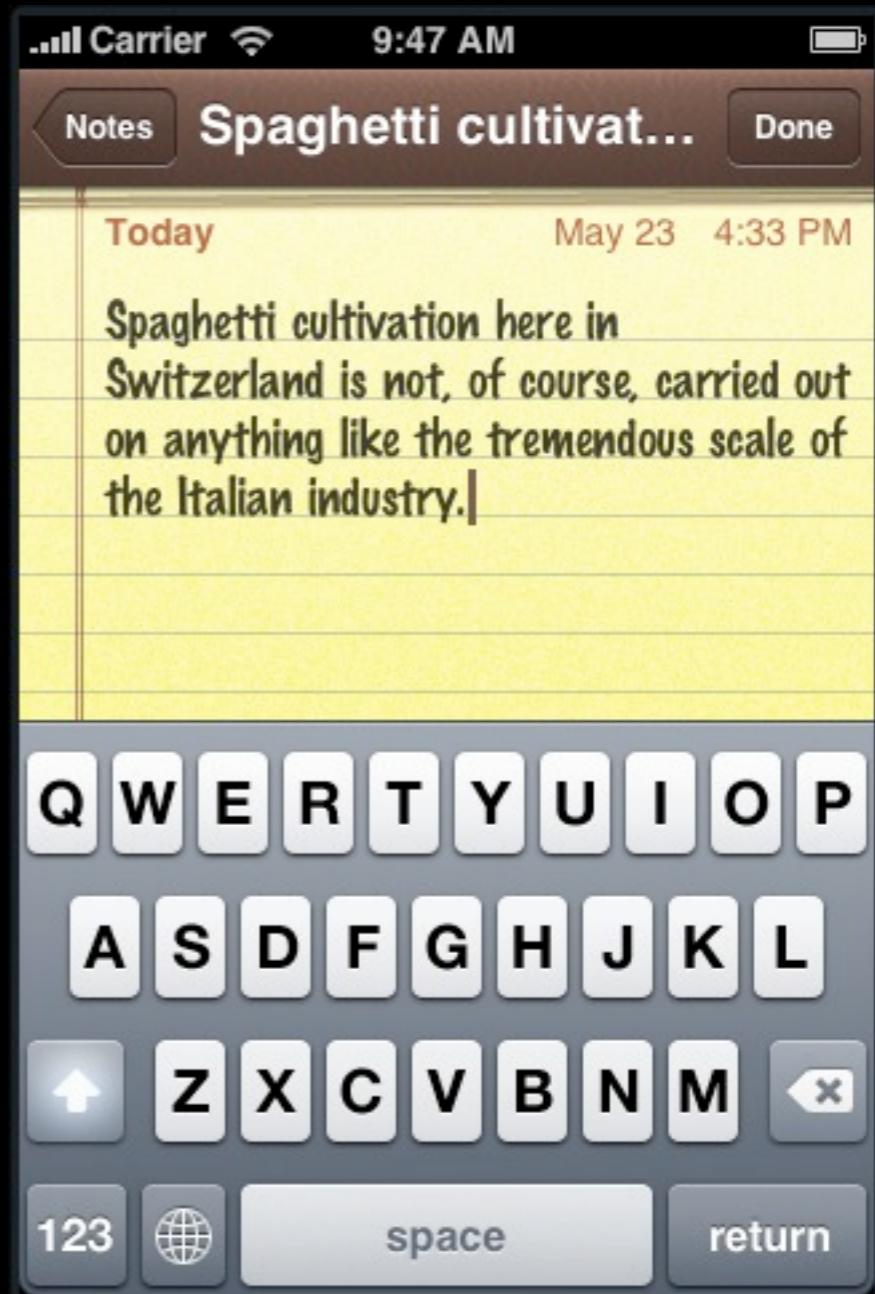
Many keyboard types  
Adapted to task



# Single line editing



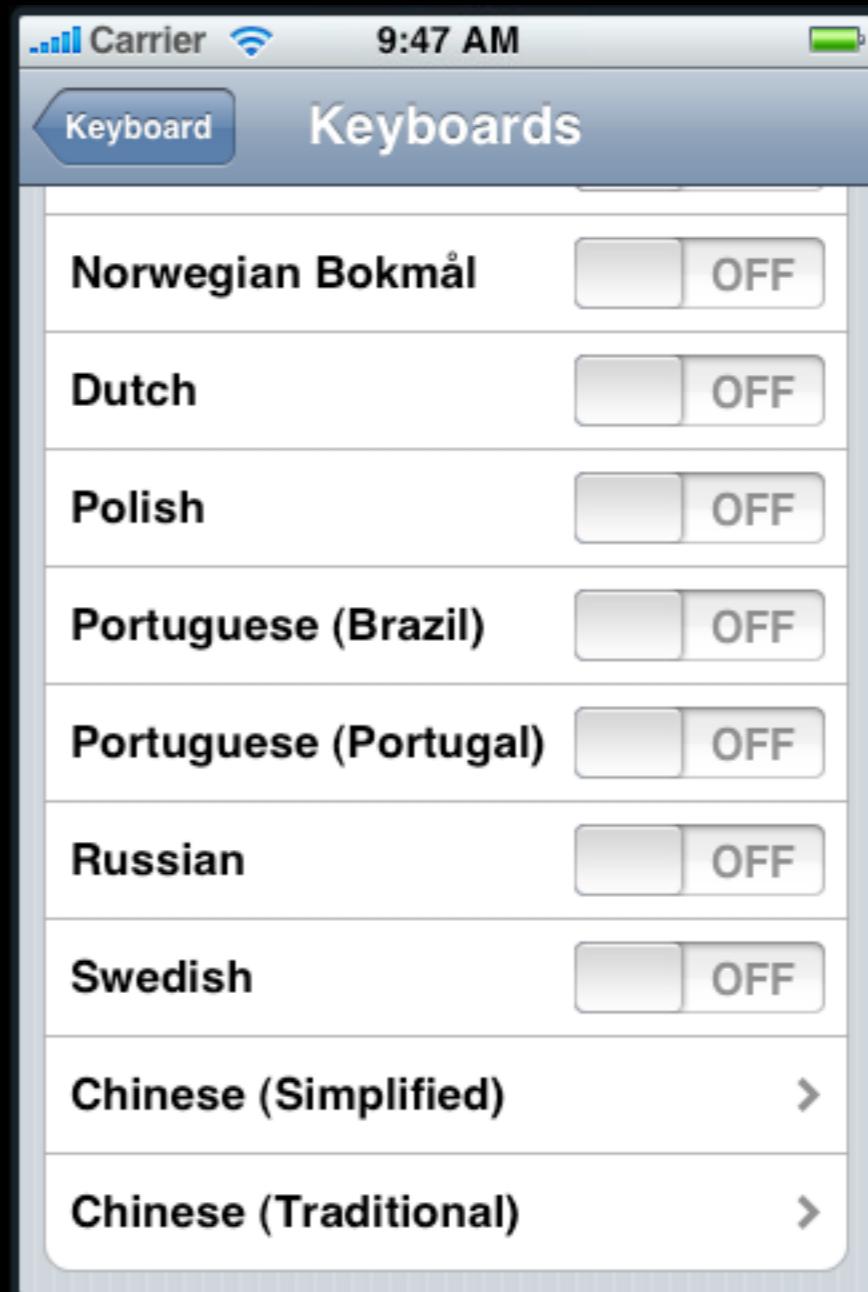
# Multi-line editing



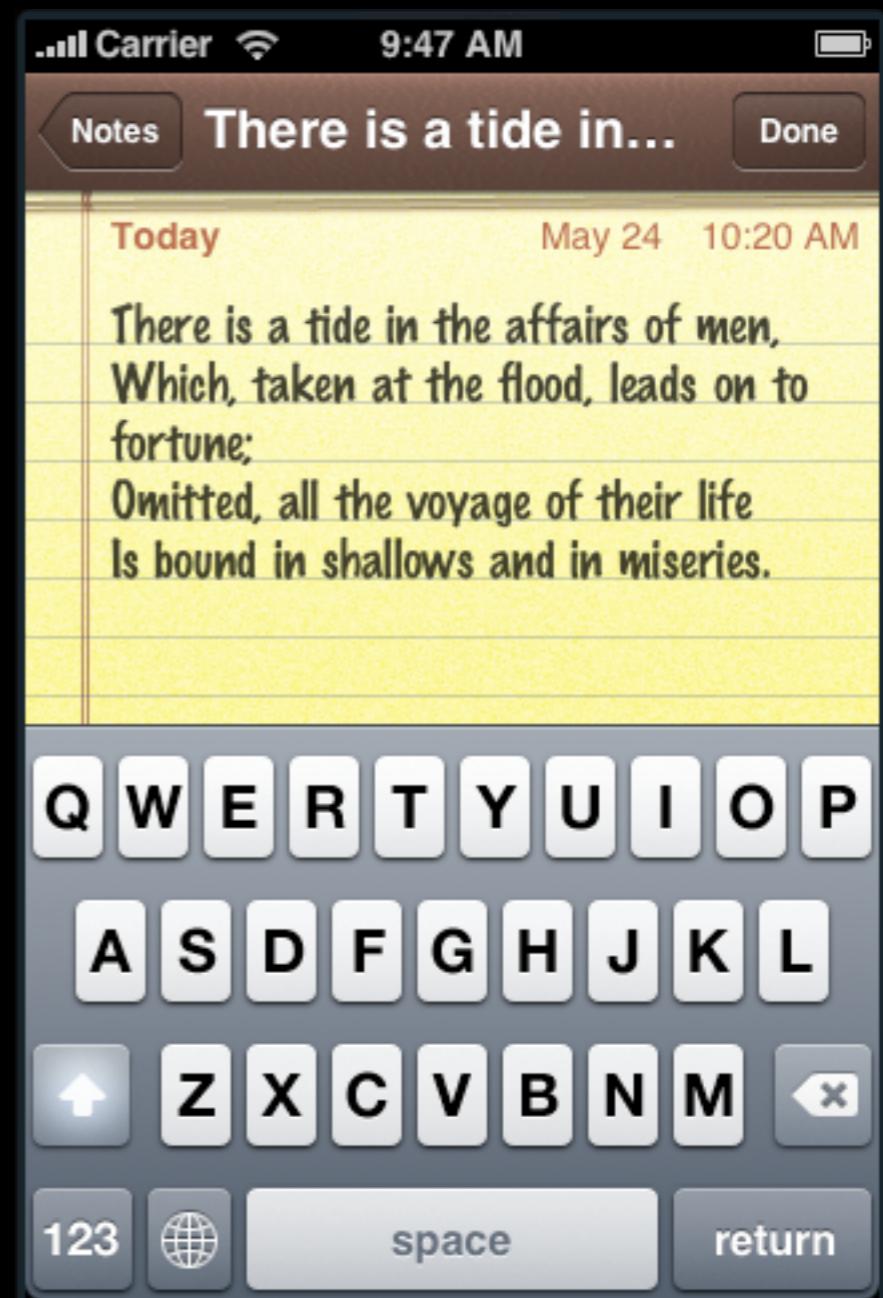
20

Languages

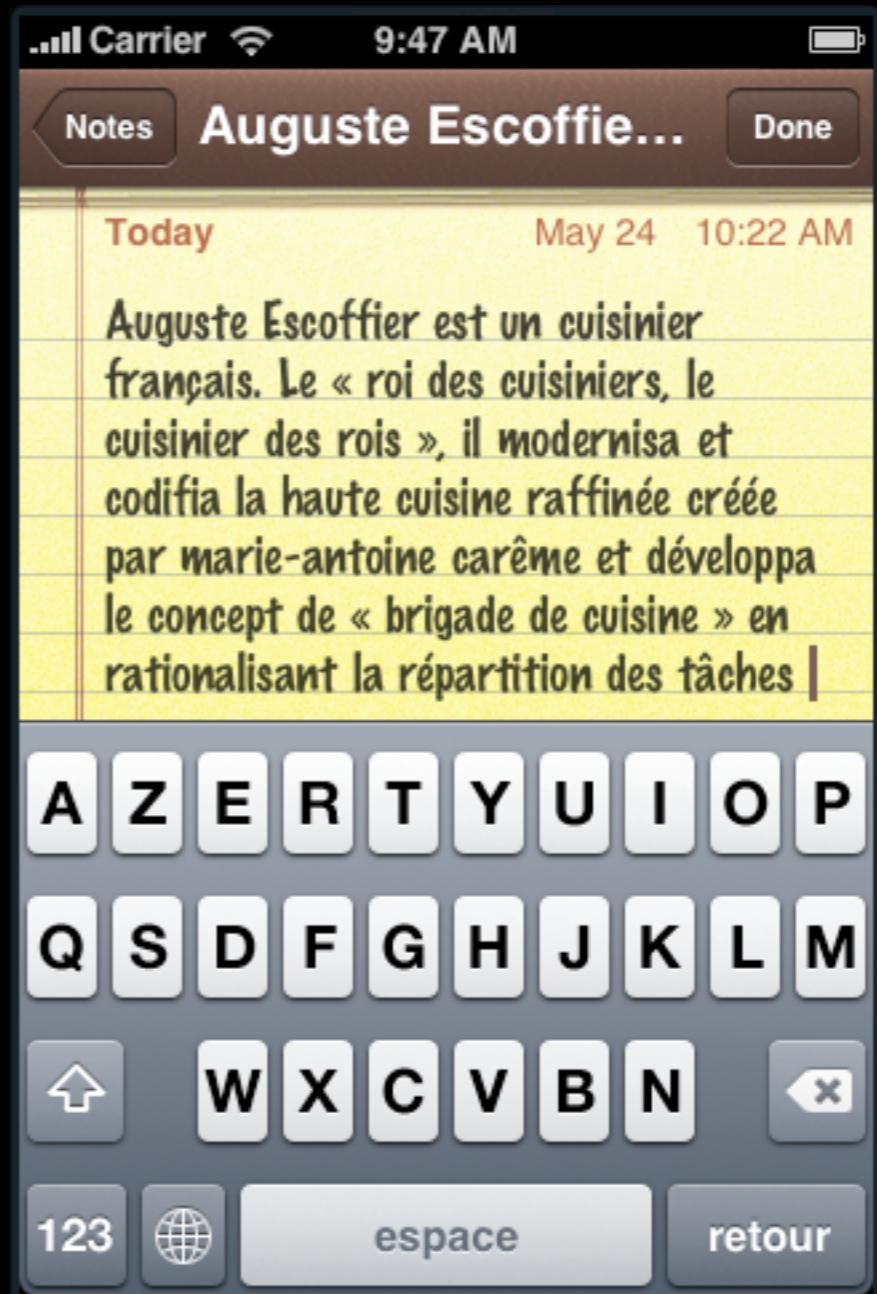
Full dictionary support



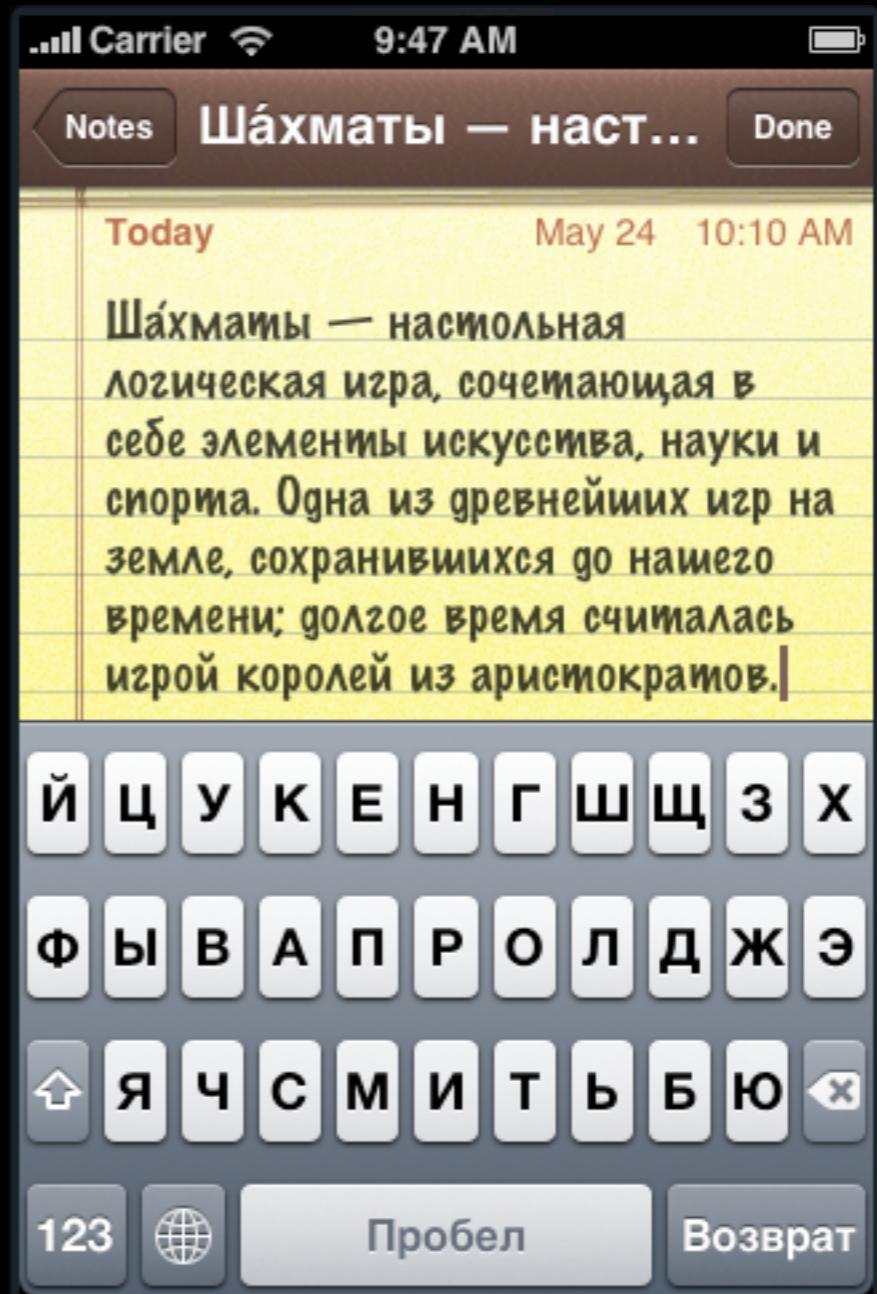
# English



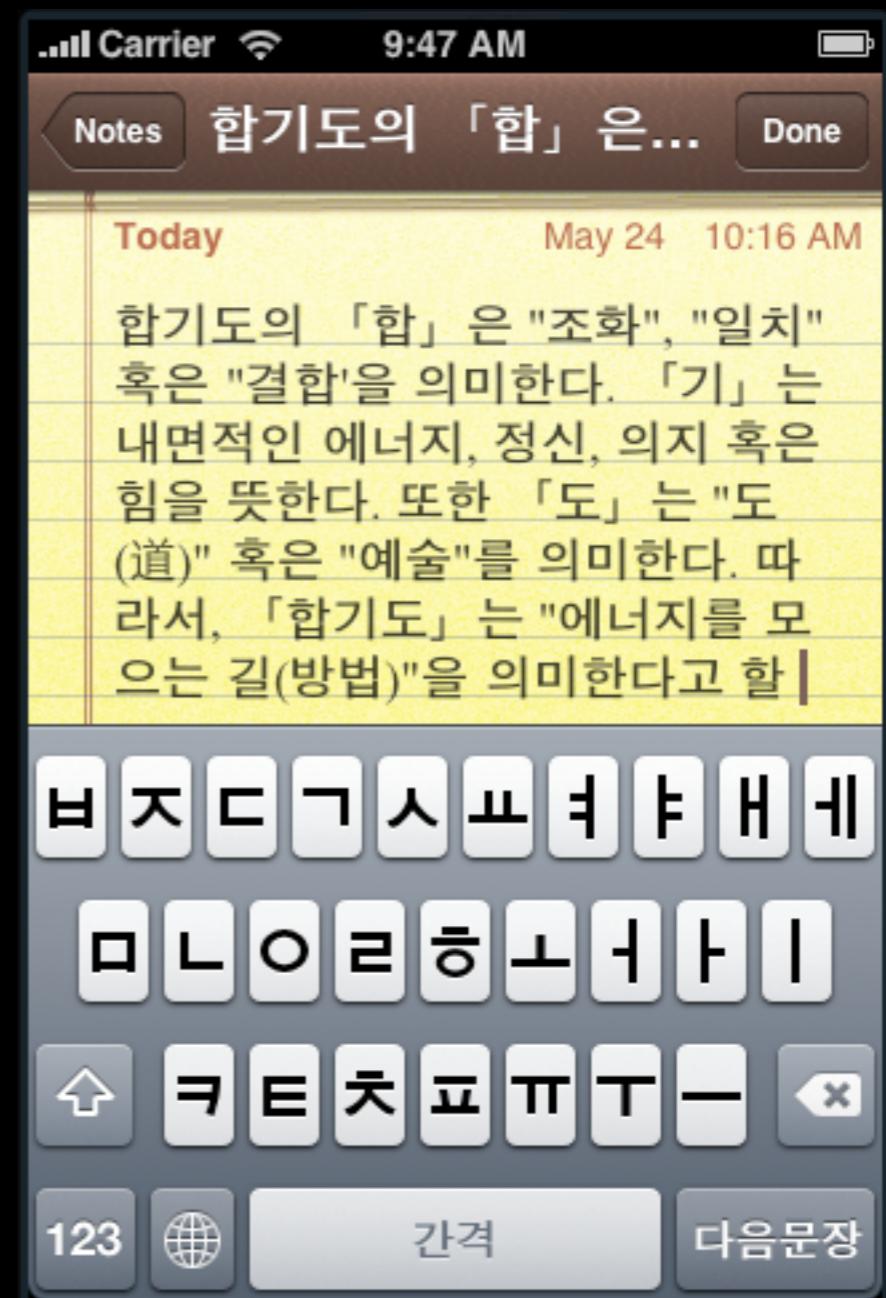
# French



# Russian



# Korean



# Japanese Romaji



# Japanese Kana



# Chinese Pinyin



# Chinese Handwriting

Simplified  
Traditional



# Customizing Text Input

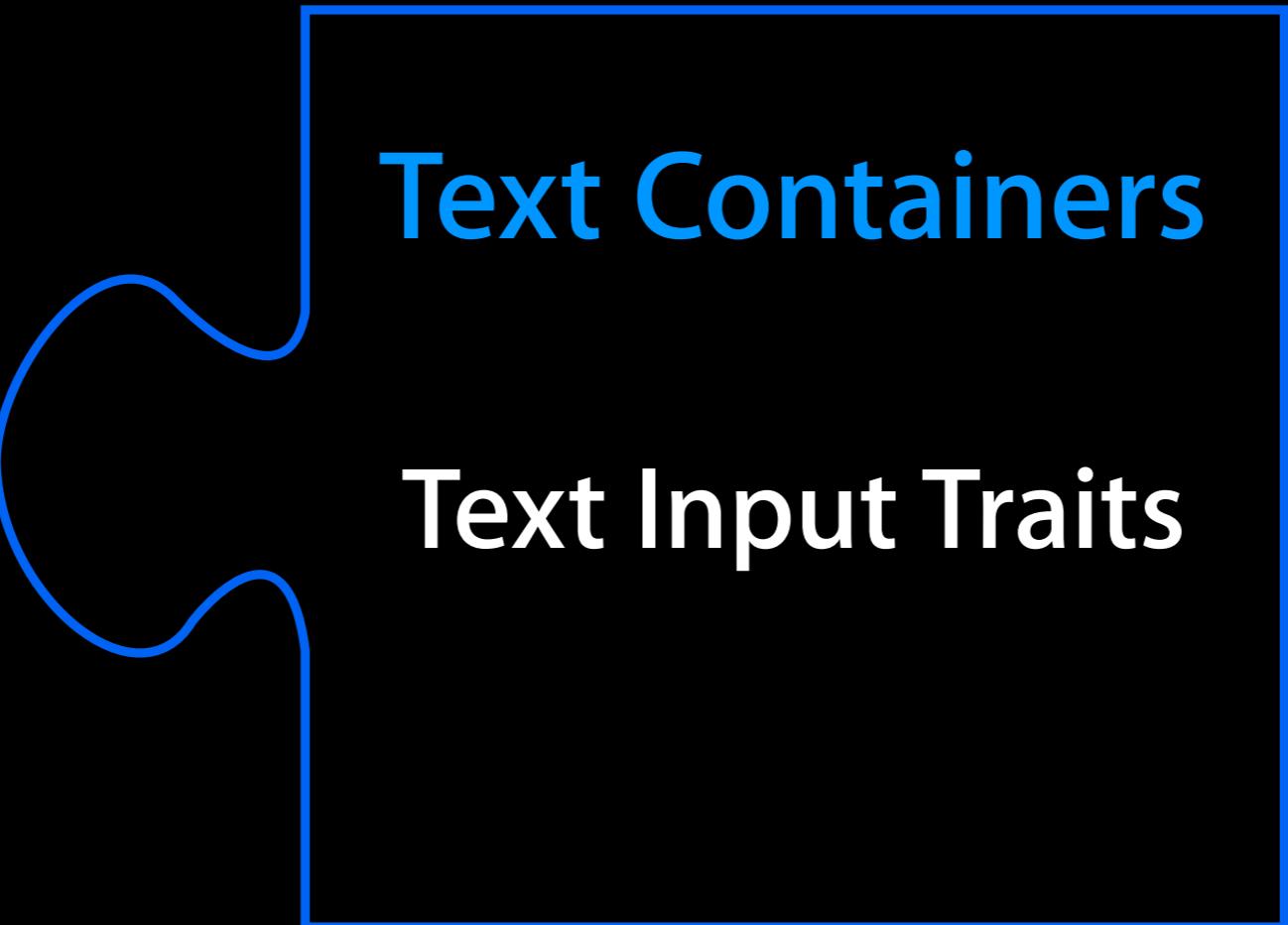
# Text Containers

## **Text Containers**

Delegates

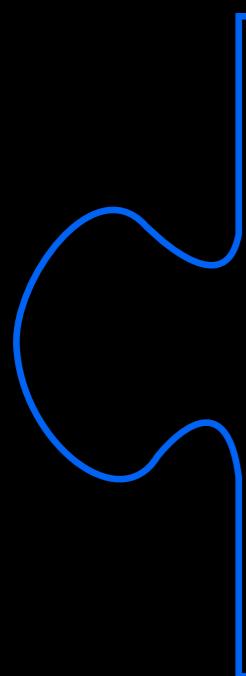
Notifications

Methods



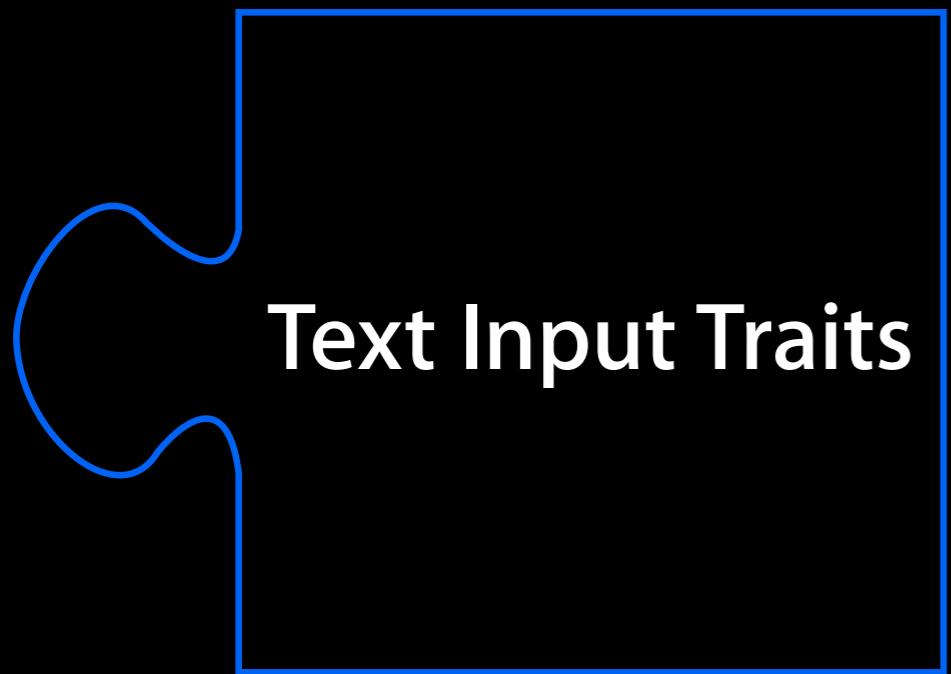
**Text Containers**

**Text Input Traits**



**Text Input Traits**

**Protocol**  
**UITextField**  
**UITextView**



## Text Input Traits

Autocapitalization

Autocorrection

Keyboard Type

Keyboard Appearance

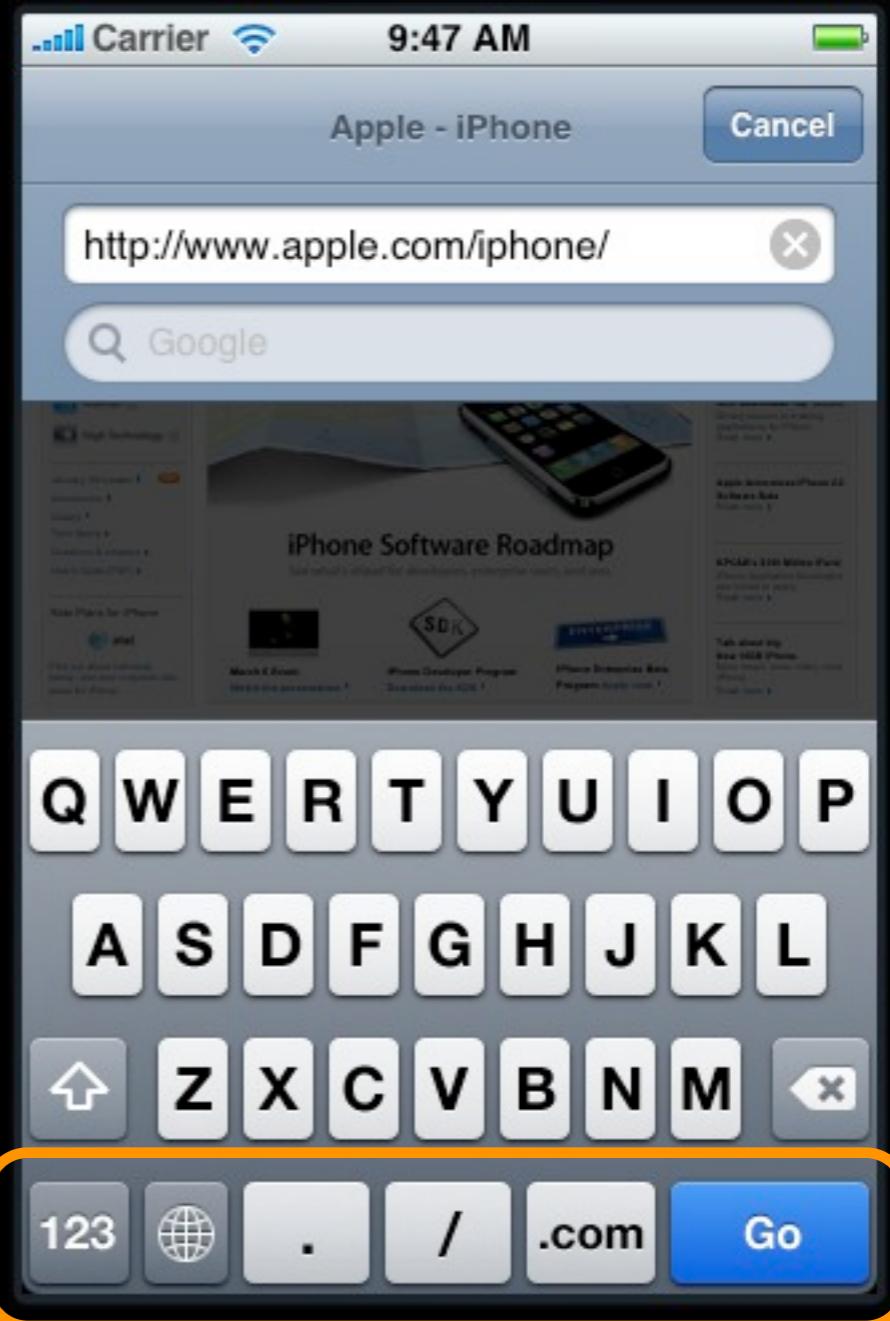
Return Key Type

Return Key Autoenabling

Secure Text Entry

## Text Input Traits

URL Keyboard  
Go button



## Text Input Traits

Default Keyboard  
*Google* button



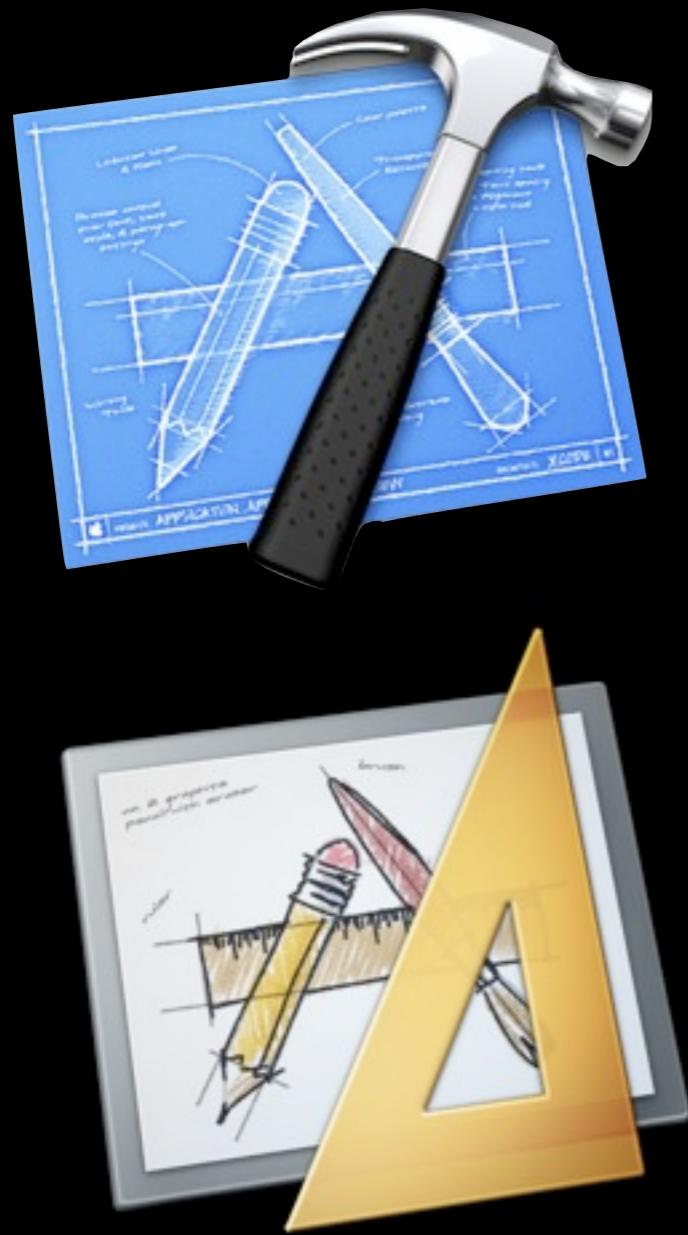
# **Text Containers**

Text Input Traits

Delegates

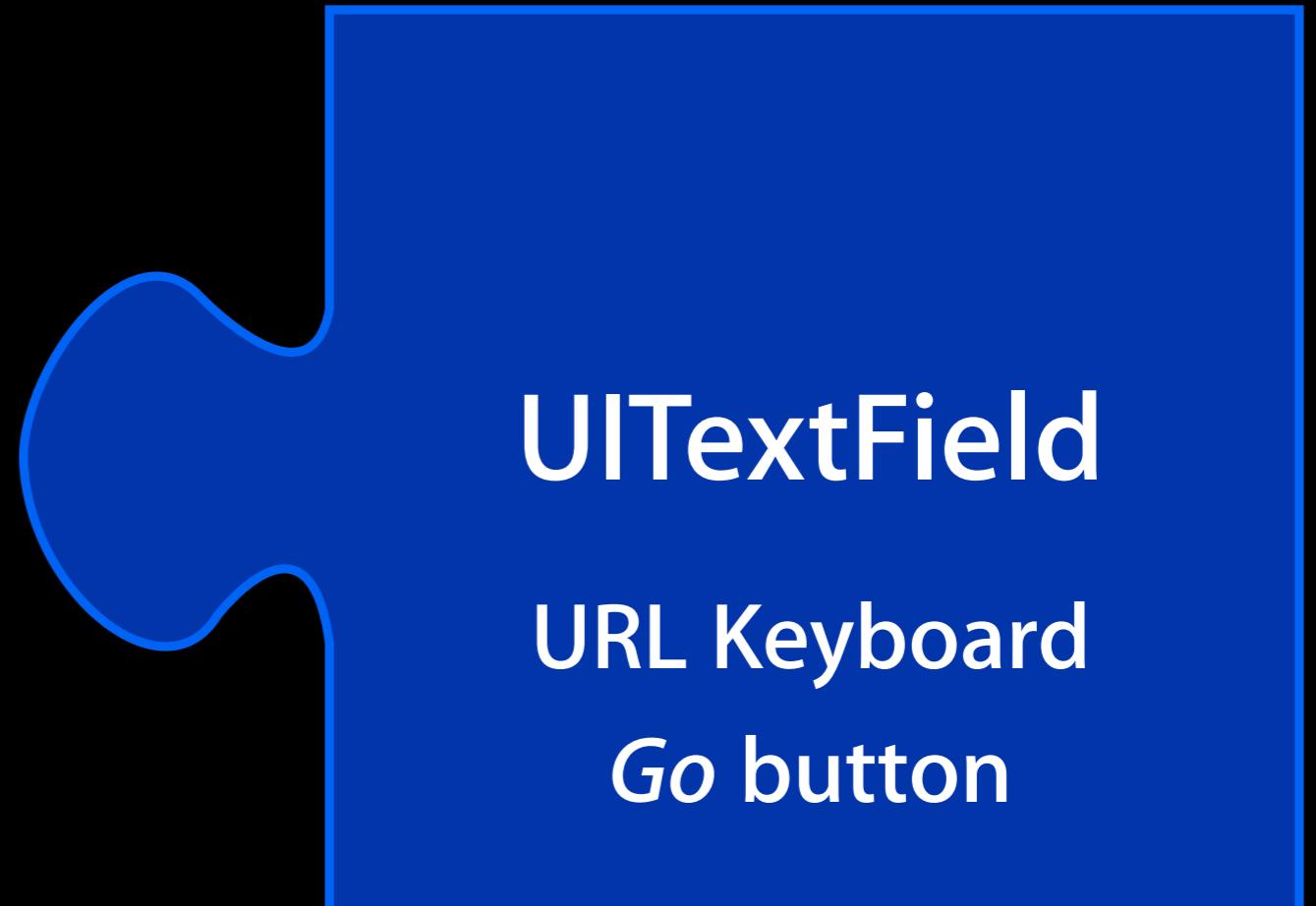
Notifications

Methods



Design time

UITextField  
URL Keyboard  
Go button

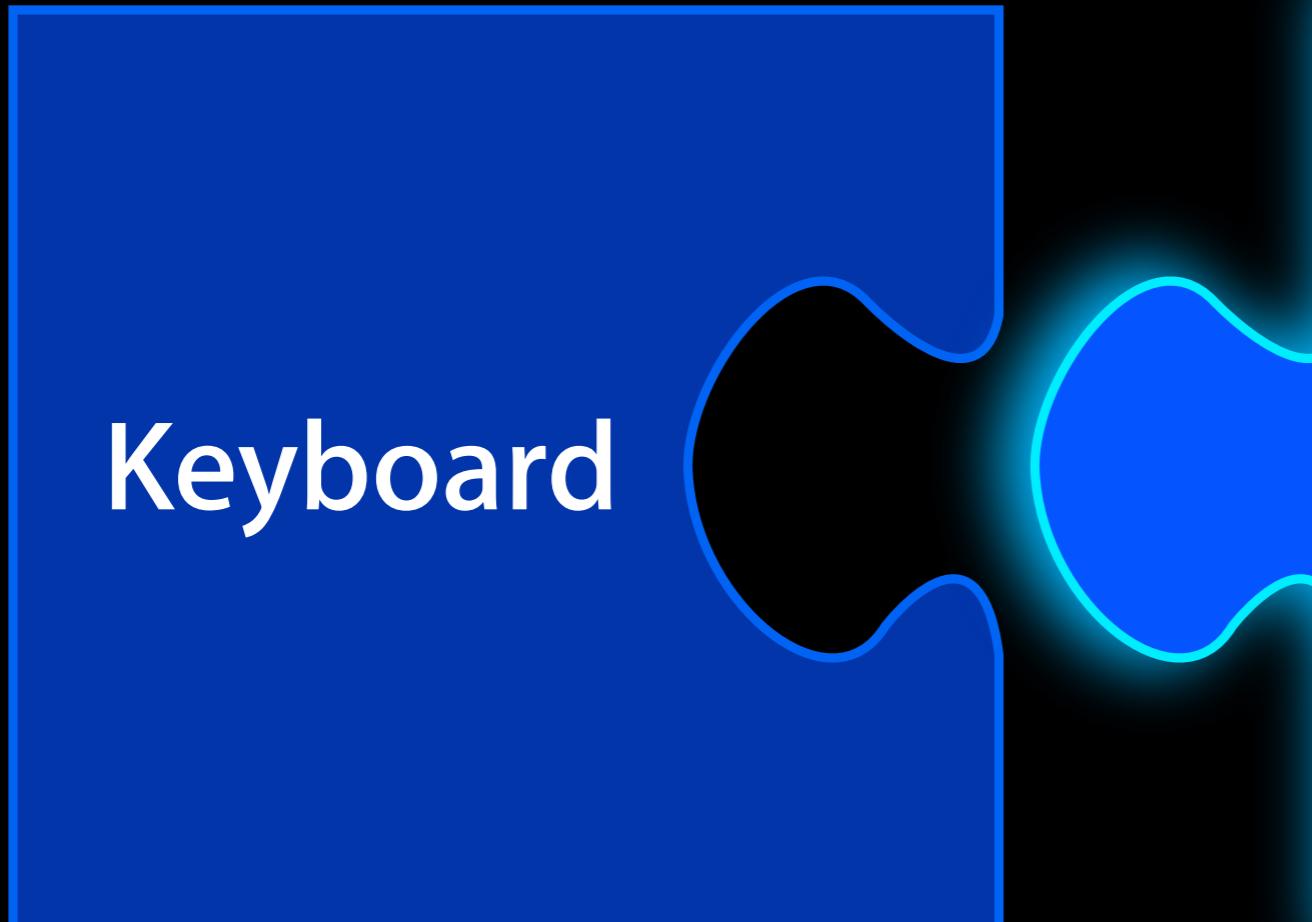


**UITextField**

**URL Keyboard**

**Go button**

**Run time**



Keyboard

UITextField  
URL Keyboard  
Go button

Become first responder

Keyboard

UITextField

URL Keyboard

Go button

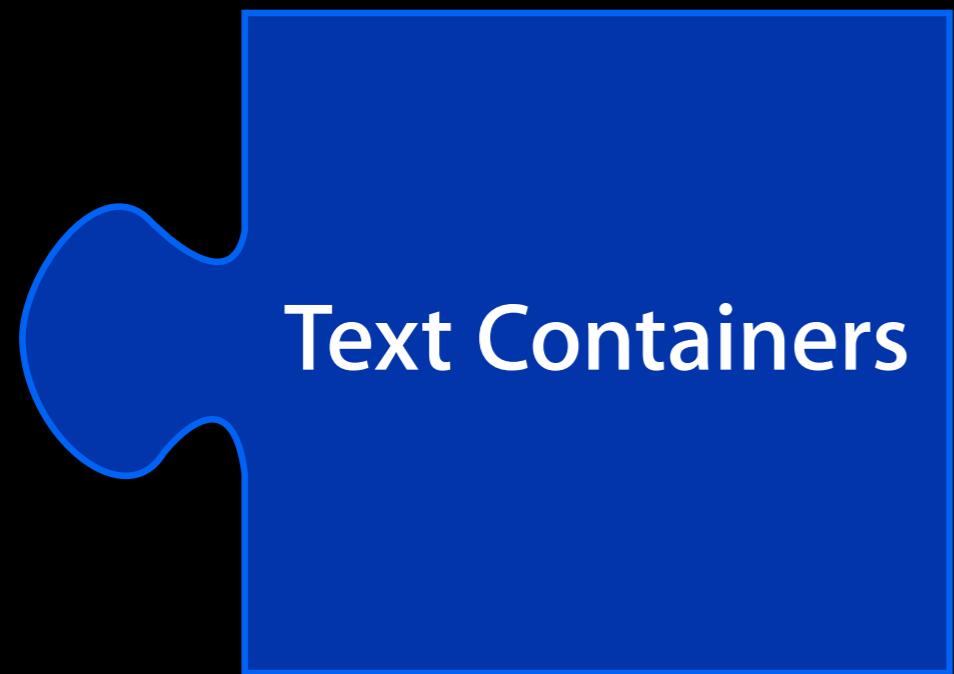
Become first responder



Keyboard  
URL Keyboard  
Go button

UITextField  
URL Keyboard  
Go button

Keyboard adopts traits



**UITextField**

**UITextView**

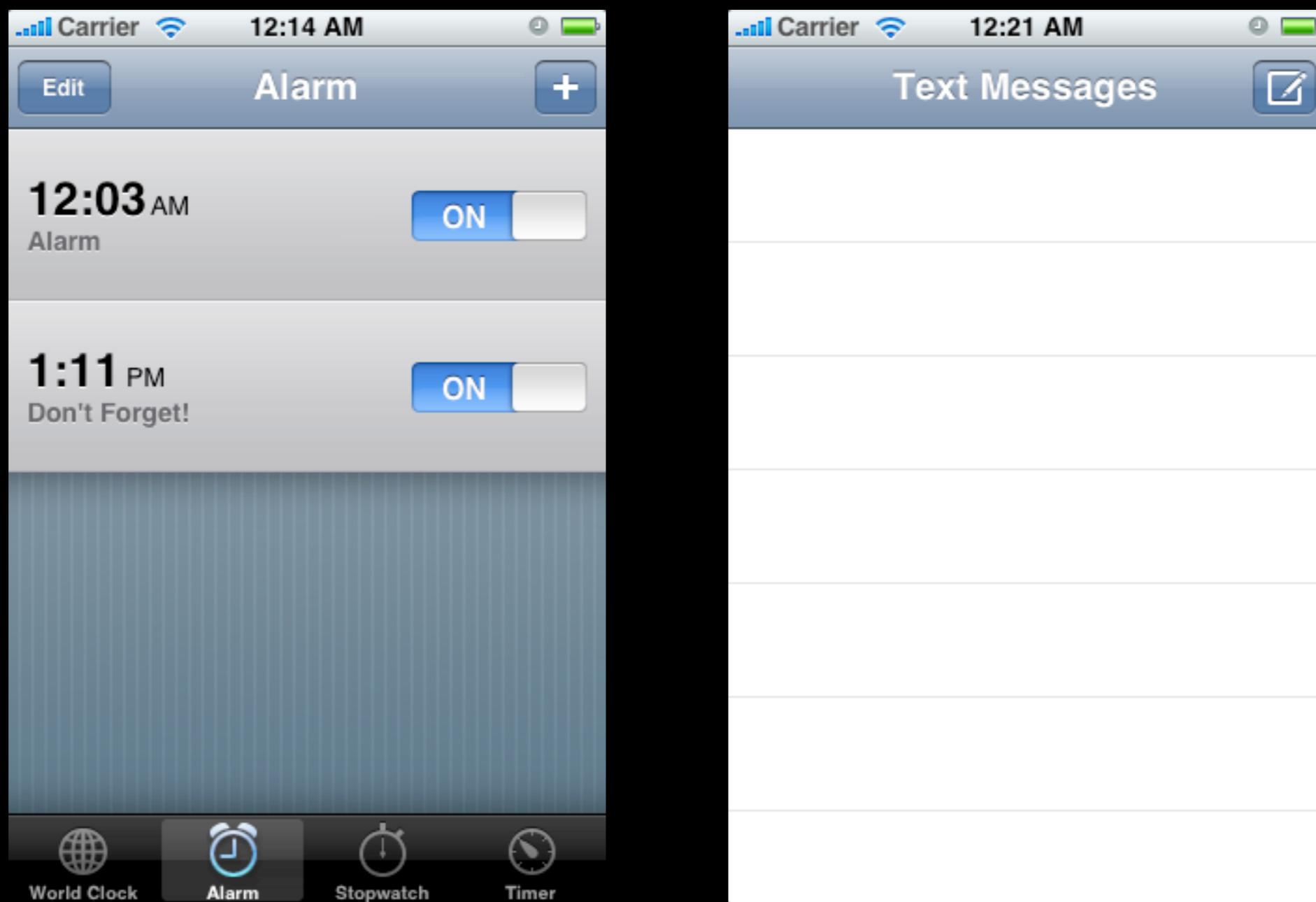
**Web Forms**

# Demo: Text Input

# Presenting Content Modally

# Presenting Content Modally

- For **adding or picking** data



# Presenting a View Controller



# Presenting a View Controller

```
// Recipe list view controller  
- (void)showAddRecipe {  
    RecipeAddViewController *viewController = ...;  
    [self presentModalViewController:viewController animated:YES];  
}
```



# Dismissing a View Controller

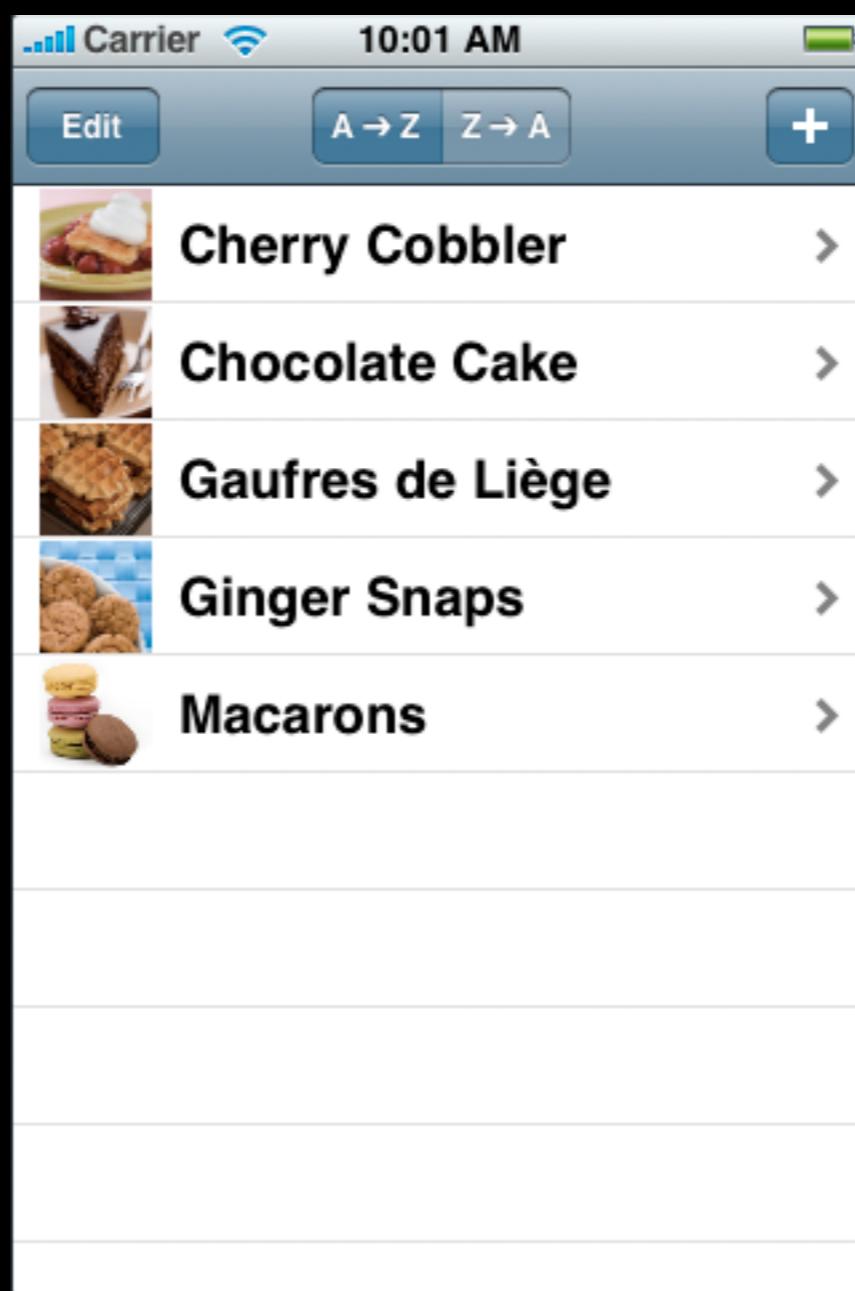


# Dismissing a View Controller

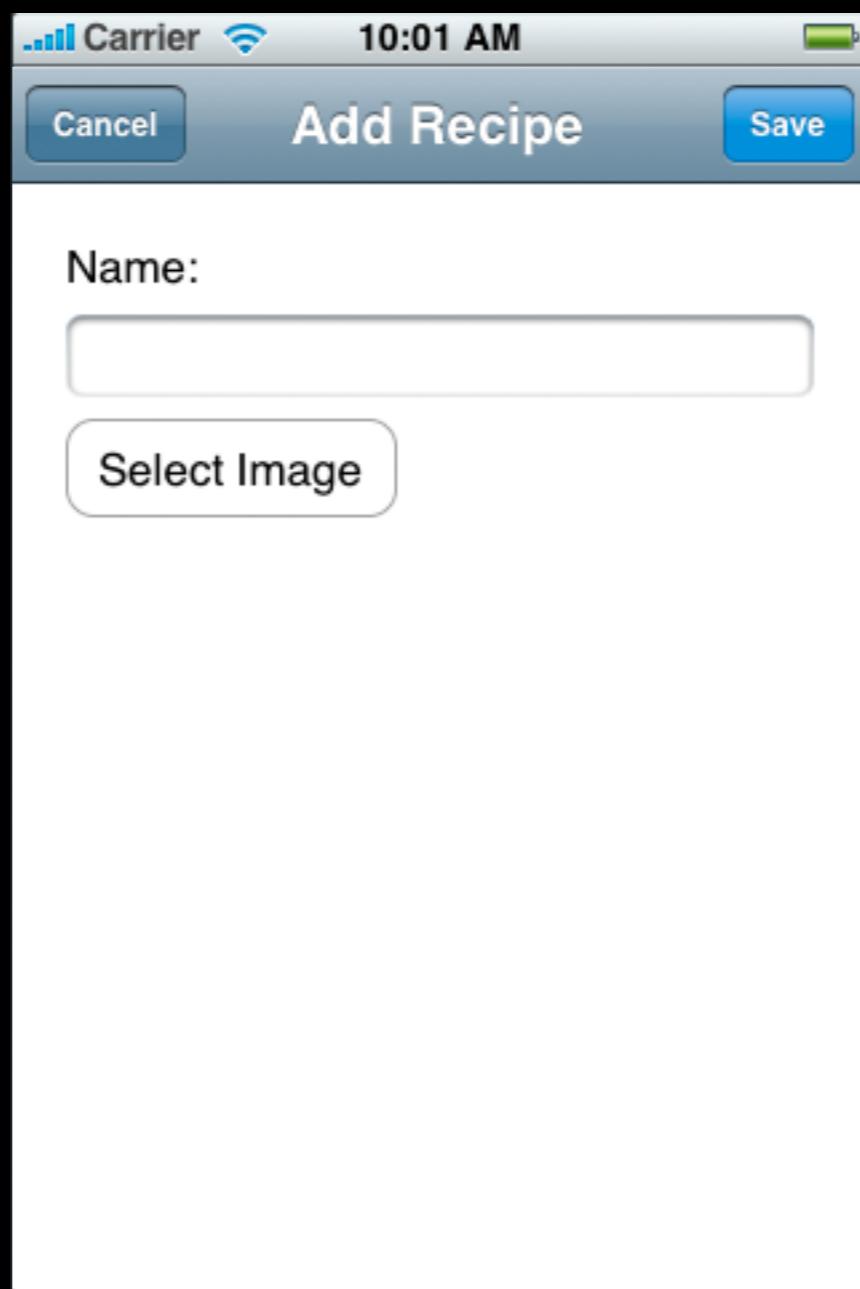
```
// Recipe list view controller  
- (void)didAddRecipe {  
    [self dismissModalViewControllerAnimated:YES];  
}
```



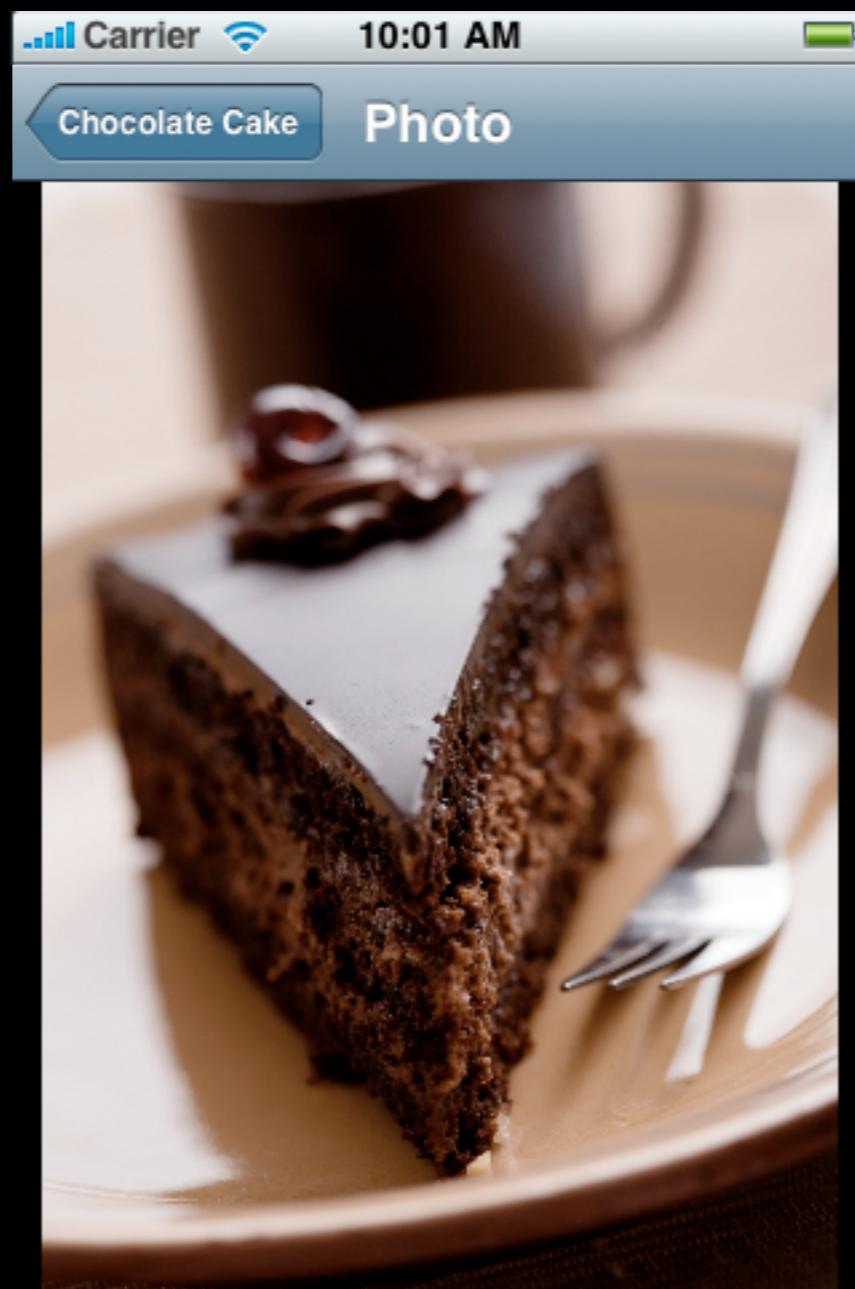
# Separate Navigation Stacks



# Separate Navigation Stacks



# Separate Navigation Stacks



# Dismissing a Modal View Controller

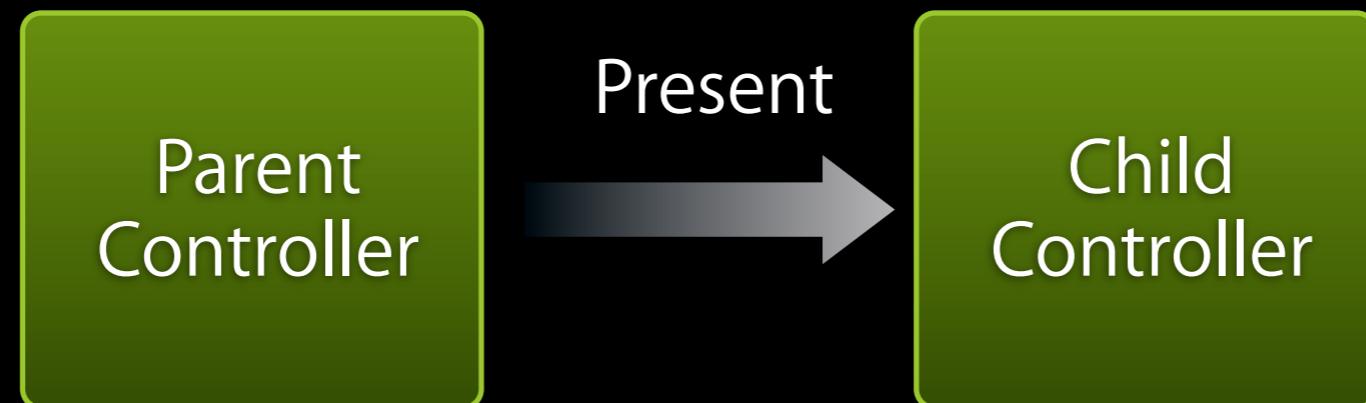
- Who should do it?
- Best practice is for the **same object** to call present and dismiss
- **Define delegate methods** for the presented controller
  - Tell the delegate when the presented controller is done
  - The delegate makes the call to dismiss



Parent  
Controller

# Dismissing a Modal View Controller

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# Dismissing a Modal View Controller

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Parent  
Controller

# Demo: Presenting Content Modally

# Presence - Part 3

# Goals for Presence 3

- Avoid expensive work on the main thread
  - Use background threads to **keep UI responsive**
  - Abstract thread lifecycle with NSOperation & NSOperationQueue
- Allow the user to update their own status
  - Present a view controller modally
  - Customize text input traits on a UITextField
  - Use a delegate callback when finished

# Questions?