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Course: Application Development for iOS

Date: May 06, 2019

Class Summary

In the class on the date provided above we were introduced IOS’s primary library for user interface objects called the UIKit. The UIKit provides developers a plethora of pre-build user interface widgets that can be used during composition of an application, saving a lot of time in the process since they do not have to be built from scratch. Each widget is interfaced through provided. The UIKit also provides animation support, document support, drawing and painting in addition to many other powerful features. The implementations of UIKit apps are done using the Model-View-Controller design pattern where the control logic, data store and user interface are separated into three distinct sections.

Below is a table showing some UIKit Widgets and their Android Counterparts

|  |  |
| --- | --- |
| UIKit Widget | Android Widget |
| UIActivityIndicatorView |  |
| UIAlertController | AlertDialog |
| UIButton | Button |
| UIDatePicker | DatePicker |
| UIImageView |  |
| UIPageControl |  |
| UIPickerView |  |
| UIProgressView | ProgressBar |
| UISearchBar |  |
| UISegmentedControl |  |
| UISlider | SeekBar |
| UIStackView |  |
| UIStepper | Slider |
| UISwitch |  |
| UITextField | EditText |
| UITextView | TextView |
| UIToolbar |  |
| WKWebView | WebView |