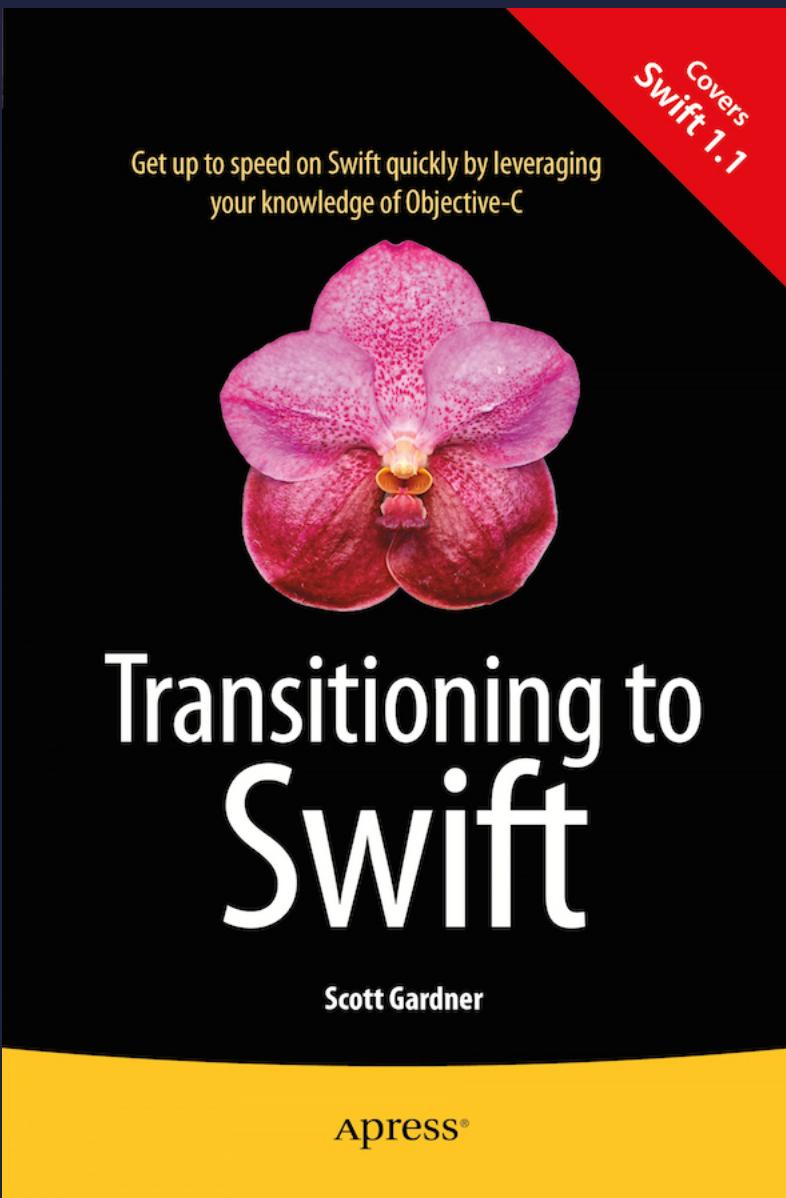


# 4 WAYS TO IMPROVE USER INTERFACE DEVELOPMENT

# SCOTT GARDNER @SCOTTEG SCOTTEG.COM



The image is a screenshot of a web browser displaying an article from the website raywenderlich.com. The header of the page includes the RayWenderlich logo, a navigation bar with links for Written, Video, Forums, Art, and Store, and a search bar. The main content area features a title "CALayer in iOS with Swift: 10 Examples" in bold black text. Below the title, there is a small bio for the author, Scott Gardner, followed by social sharing icons for Twitter and Facebook. The main article text discusses CALayers in iOS, mentioning they are the base class for views and provides 10 examples of their use. To the right of the text, there is a collage of various iOS app screenshots demonstrating different CALayer effects like gradients, shapes, and particle systems. A note at the bottom of the article section encourages readers to check out other resources on the topic.

*tl;dr* KNOW YOUR TOOLS

**KNOW WHICH TOOLS**

SEEING **IS** Believing

A man in a dark suit, white shirt, and red striped tie is looking upwards and slightly to his left with a serious expression. He is standing in front of a dark, textured wall.

TEAR DOWN THIS WALL

**BETWEEN Design AND  
DEVELOPMENT**

*Here's how...*

*...well, at least* **4 WAYS**

# 1. USE CUSTOM FONTS FOR ICONS



icomoon.io

Import Icons

search...

Moods

Untitled Set

64

IcoMoon - Free

Linecons

Add Icons From Library...

Generate SVG / PNG

Selection (6)

Generate Font F

The screenshot shows the IcoMoon application interface. At the top, there's a toolbar with standard browser controls (back, forward, search, etc.) and specific IcoMoon icons like 'Import Icons' (purple), 'Edit' (blue), and a search bar. Below the toolbar is a navigation bar with 'Moods' and a settings icon. The main area displays a 'Untitled Set' containing six mood icons: two smiling faces, one neutral face, and three sad faces. Below this set are two library sections: 'IcoMoon - Free' and 'Linecons', each with 32 icons. A red link 'Add Icons From Library...' is visible. At the bottom, there are buttons for 'Generate SVG / PNG' and 'Generate Font' (with a large bold 'F' icon).

The screenshot shows the IcoMoon font editor interface. At the top, there are navigation buttons (U+, fi, Preferences, Codes, search...), a refresh button, and a Moods section with a smiley face icon. Below this, a section titled "Quick Usage" contains text about enabling Quick Usage to automatically upload fonts. A section titled "Glyphs: 6 WOFF Size: 2560 bytes" follows, with a "Grid Size: 16" setting. Six mood icons are displayed in a grid:

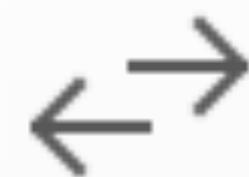
- very-happy**: Smiley face icon, code point 34, character 4.
- happy**: Smiley face icon, code point 33, character 3.
- sad**: Frowny face icon, code point 31, character 1.
- wink**: Smiley face with one eye closed icon, code point 77, character w.
- angry**: Frowny face with furrowed brows icon, code point 30, character 0.
- neutral**: Neutral face icon, code point 32, character 2.

At the bottom, there are buttons for "Generate SVG / PNG", "Selection (6)", and "Font Download".

Demo

## 2. USE NEW-*ish* XCODE FEATURES

```
@IBDesignable class MyView: UIView {  
  
    @IBInspectable var borderWidth: CGFloat = 0.0 {  
        didSet {  
            layer.borderWidth = borderWidth  
        }  
    }  
    ...  
}
```



## My View

Border Width

A text input field containing the number "22".^▼Two small, rounded, light-gray buttons with upward and downward arrows respectively, positioned to the right of the input field.

The screenshot shows the Xcode Identity Inspector interface. At the top, there are several icons: a list icon, a circular icon, a left-right arrow icon, and three square icons with blue borders. Below these are more standard file, question mark, and navigation icons.

**Custom Class**

Class: **MyView** (with a disclosure arrow and dropdown icon)

Module: **Current – CocoaConf...** (with a dropdown icon)

Designables: **Up to date**

**Identity**

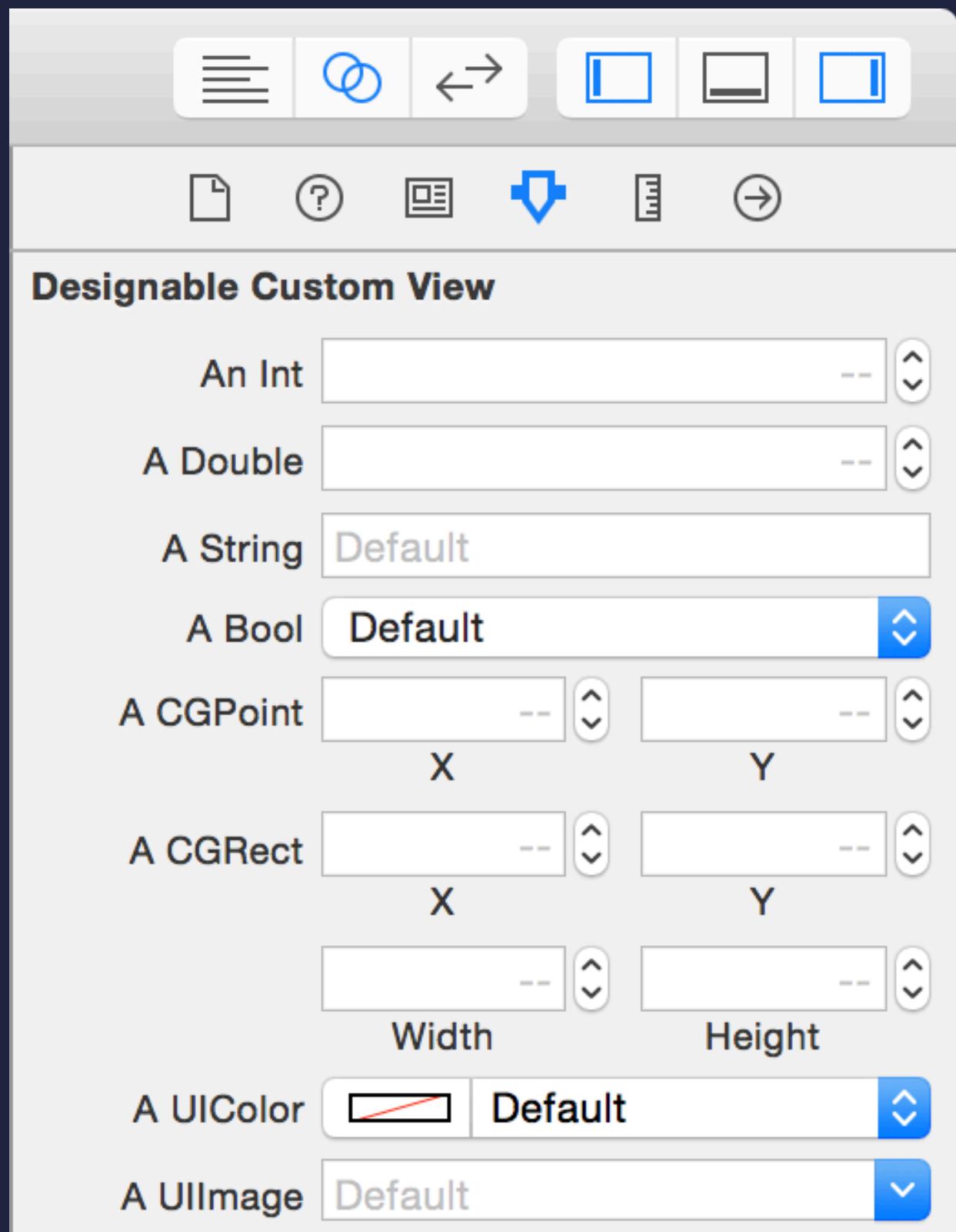
Restoration ID: [Empty text field]

**User Defined Runtime Attributes**

Key Path	Type	Value
borderWidth	Number	22

# SUPPORTED @IBInspectable TYPES

```
@IBInspectable var anInt: Int = 0 // Also UInt  
@IBInspectable var aDouble: Double = 0.0 // Also Float and CGFloat  
@IBInspectable var aString: String = "" // Also NSString  
@IBInspectable var aBool: Bool = false  
@IBInspectable var aCGPoint: CGPoint = CGPointZero  
@IBInspectable var aCGRect: CGRect = CGRectZero  
@IBInspectable var aUIColor: UIColor = UIColor.clearColor()  
@IBInspectable var aUIImage: UIImage = UIImage()
```



# AVOID THE NOID™





CocoaConf2015



By File

By Type



**CocoaConf2015**

1 issue



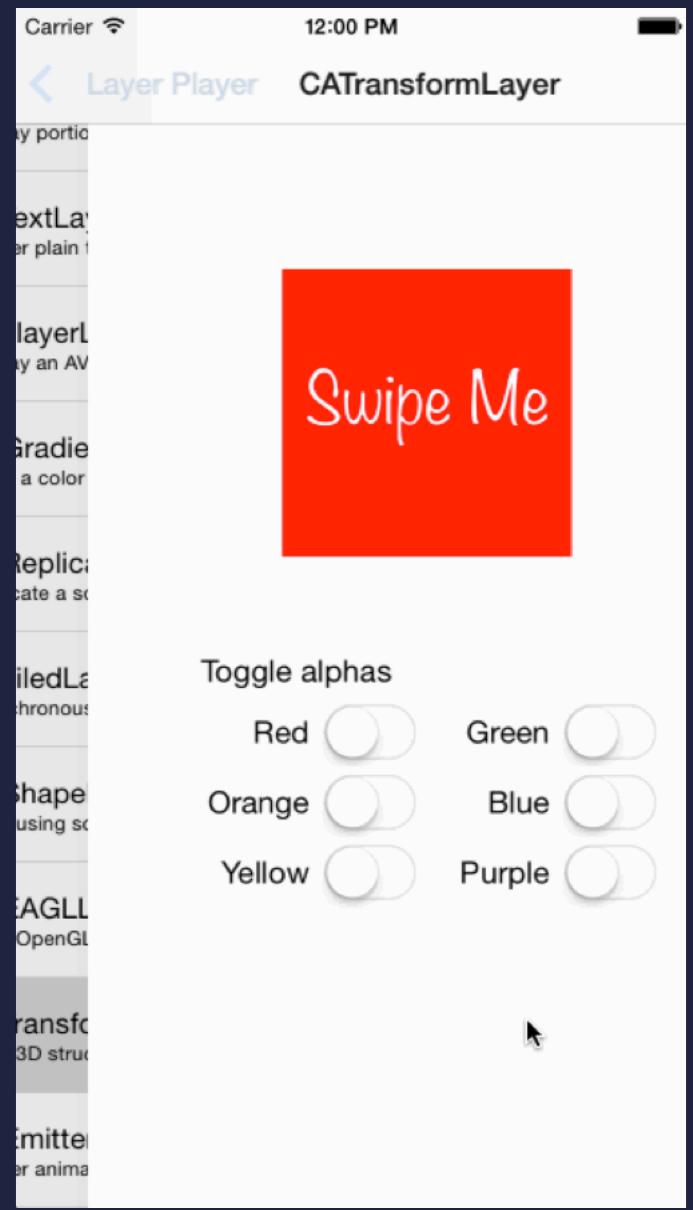
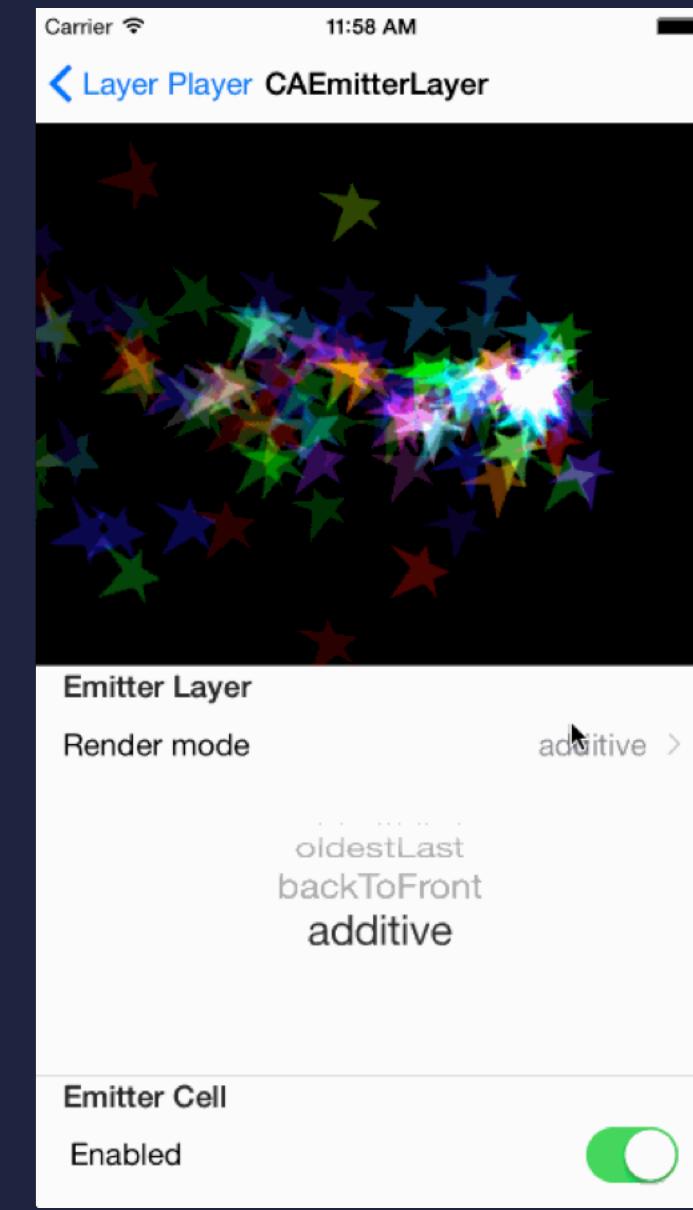
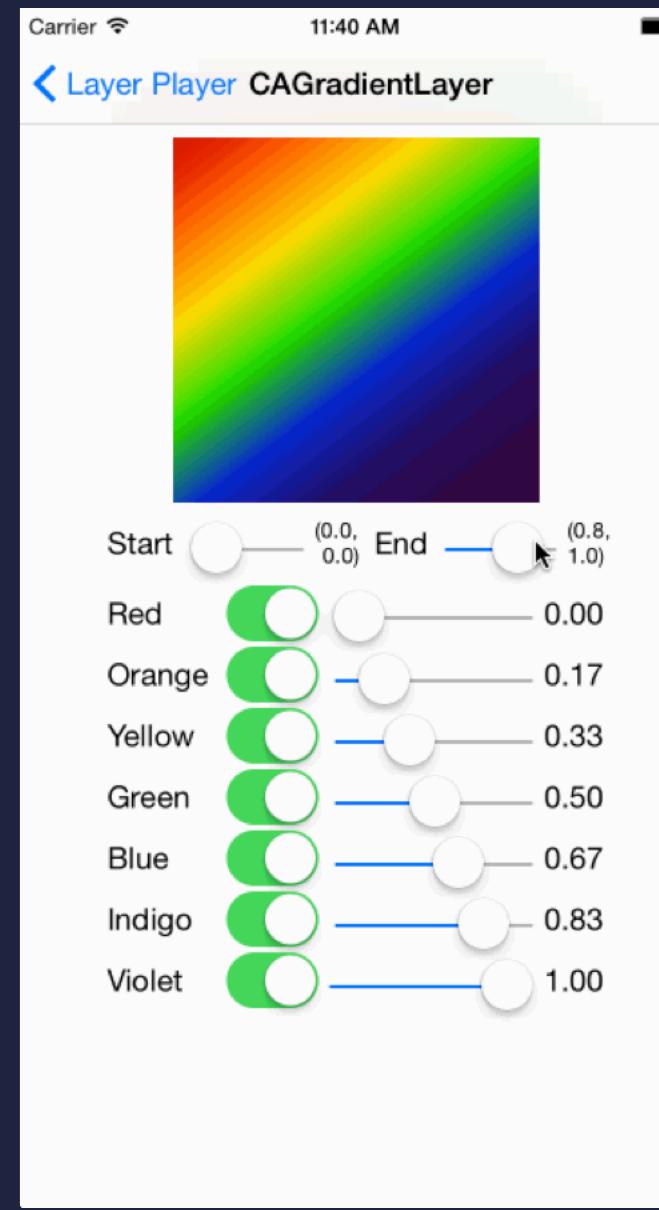
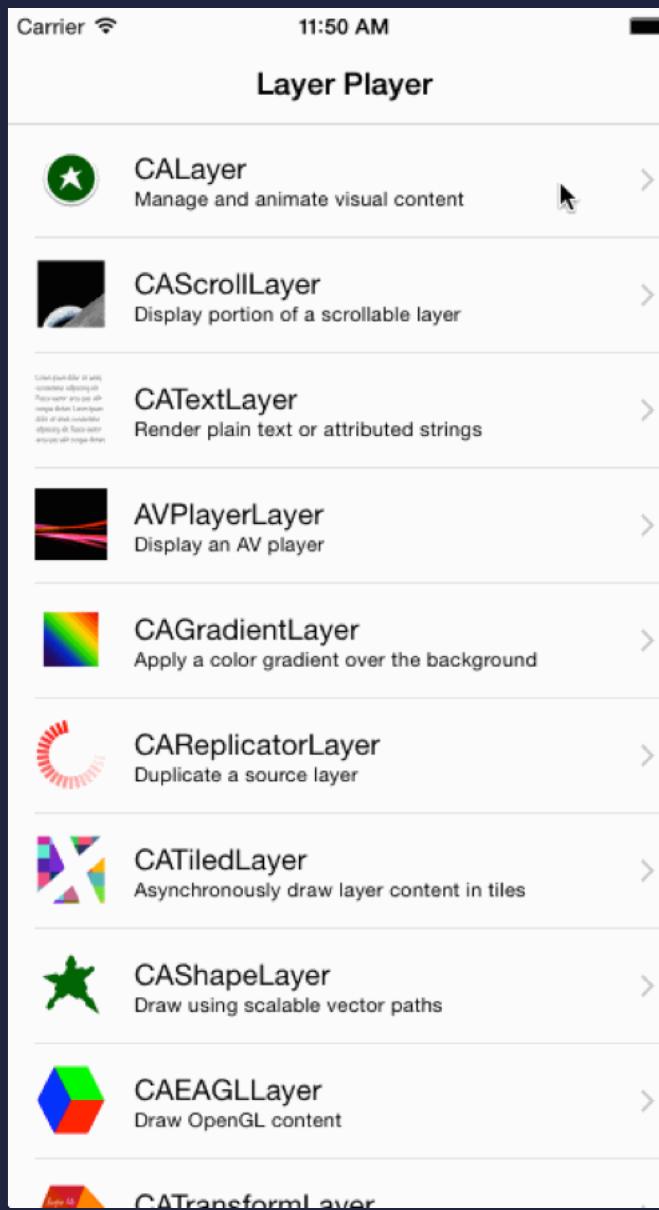
**IB Designables**



**Ignoring user defined runtime attribute...**

Main.storyboard

# 3. USE LAYERS



Demo

# 4. USE PAINTCODE





Demo

*Thanks!*



**SCOTT GARDNER**

**@SCOTTEG SCOTTEG.COM**