

Class 06-1



Stack View

Constraints

- Leading 左邊距
- Trailing 右邊距
- Leading Space to Container Margin 距離其左邊界
- Trailing Space to Container Margin 距離其右邊界
- Top Space to Top Layout Guide 距離其上邊界
- Bottom Space to Bottom Layout Guide 距離其下邊界
- Center Horizontally in Container 居視圖中部(水平左
右居中對齊)
- Center Vertically in Container 居視圖上下居中(垂直
居中對齊)



Welcome to Xcode

Version 11.3.1 (11C504)



Get started with a playground

Explore new ideas quickly and easily.



Create a new Xcode project

Create an app for iPhone, iPad, Mac, Apple Watch, or Apple TV.



Clone an existing project

Start working on something from a Git repository.



spritekit_cat

~/Desktop/xcode



ScrollView

~/Desktop/xcode



Cat

...16 iOS/範例程式/CHT/第8章 程式碼/8.7 尋路



Myspritekit

~/Desktop/xcode



cat

~/Desktop/2016 iOS/pr6 4h



MySpritekit

~/Desktop/2020_Ios/MySpritekit



Myspritekit02

~/Desktop/xcode



Angelica Fighti

~/Desktop/Legend-Wings-master

Open another project...

Choose options for your new project:

Product Name: StackView

Team: Add account...

Organization Name: hpc

Organization Identifier: hpc

Bundle Identifier: hpc.StackView

Language: Swift

User Interface: Storyboard

Use Core Data

Use CloudKit

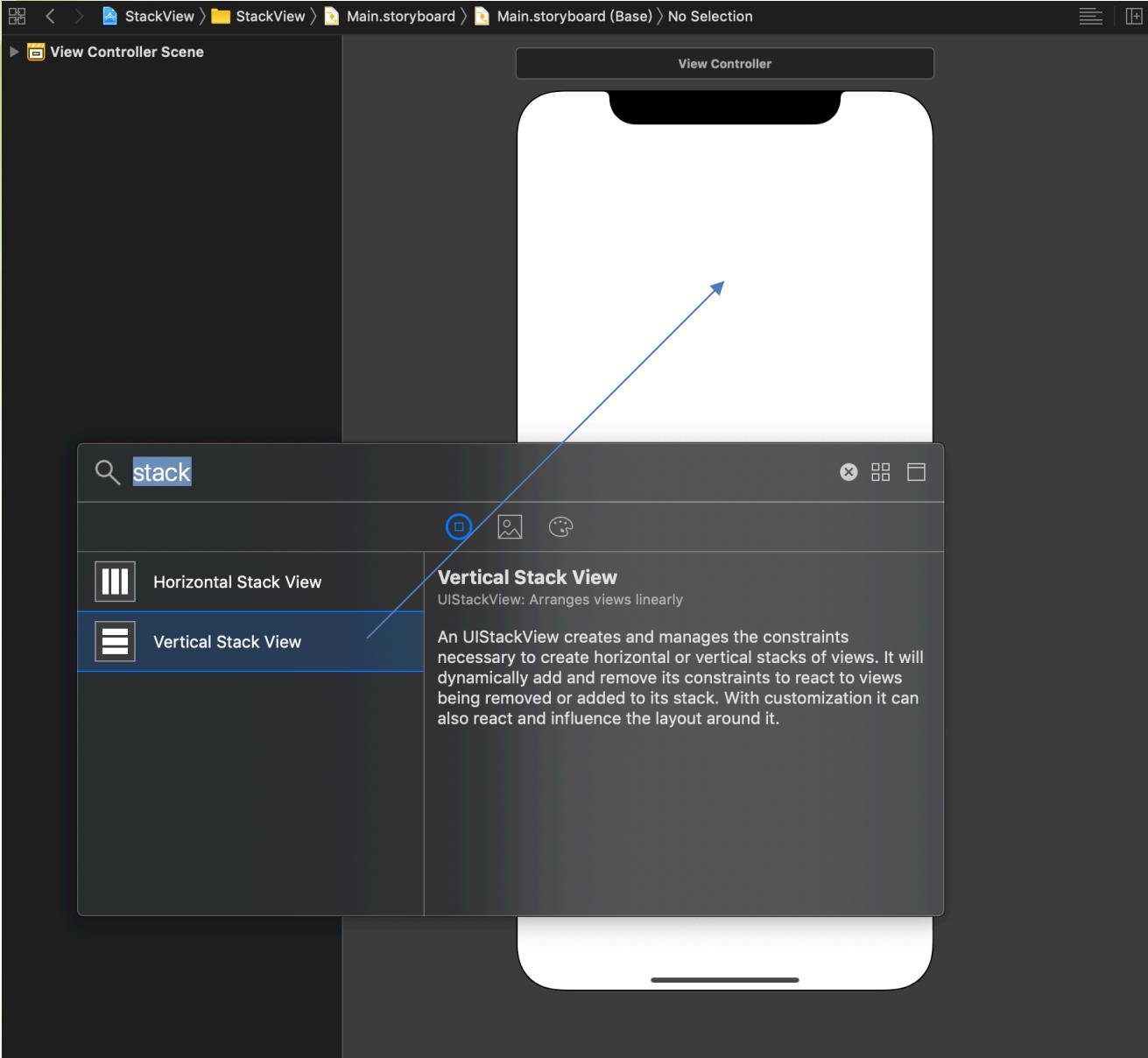
Include Unit Tests

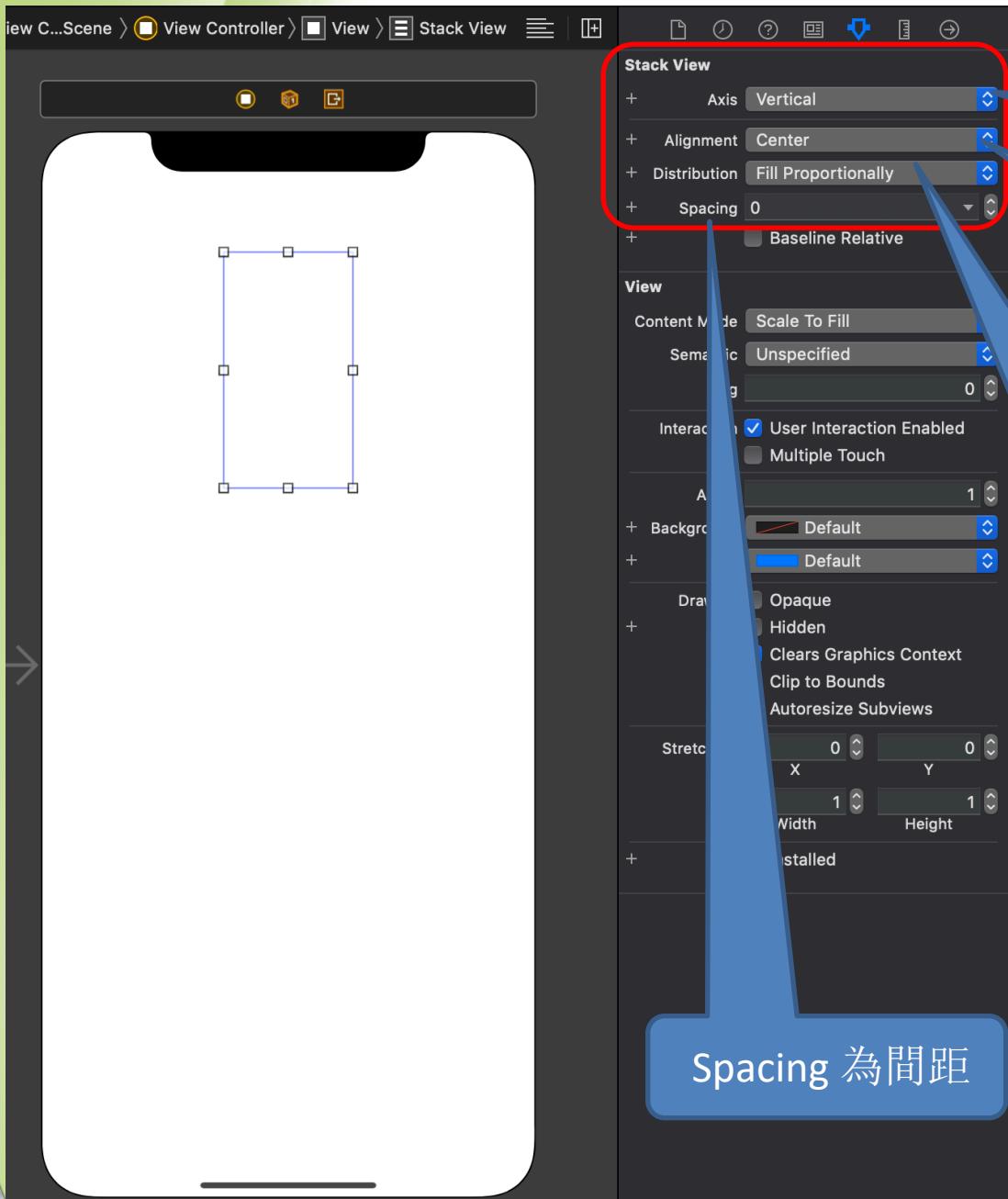
Include UI Tests

Cancel

Previous

Next





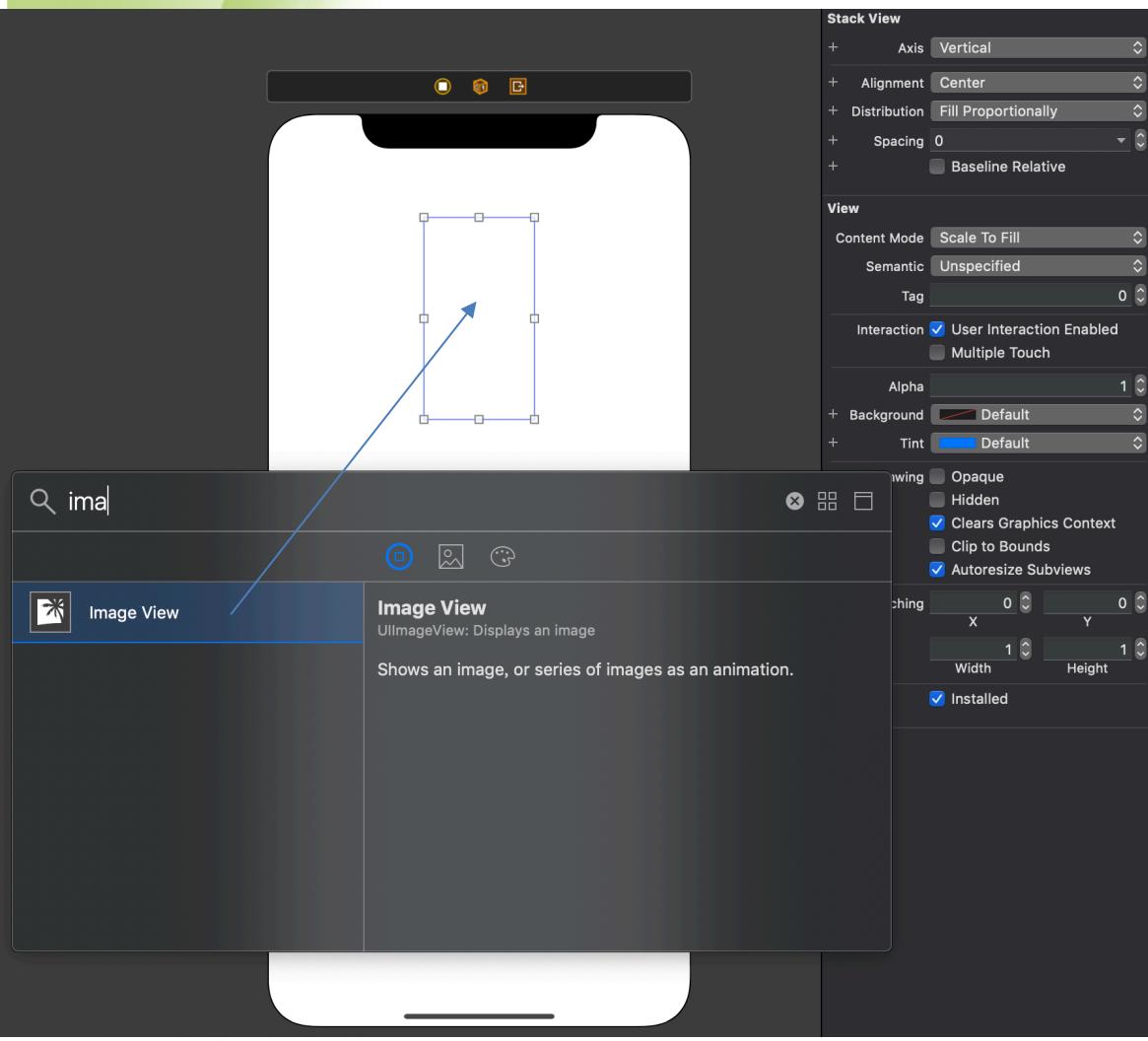
指視圖以垂直或水平佈局

向中心對齊

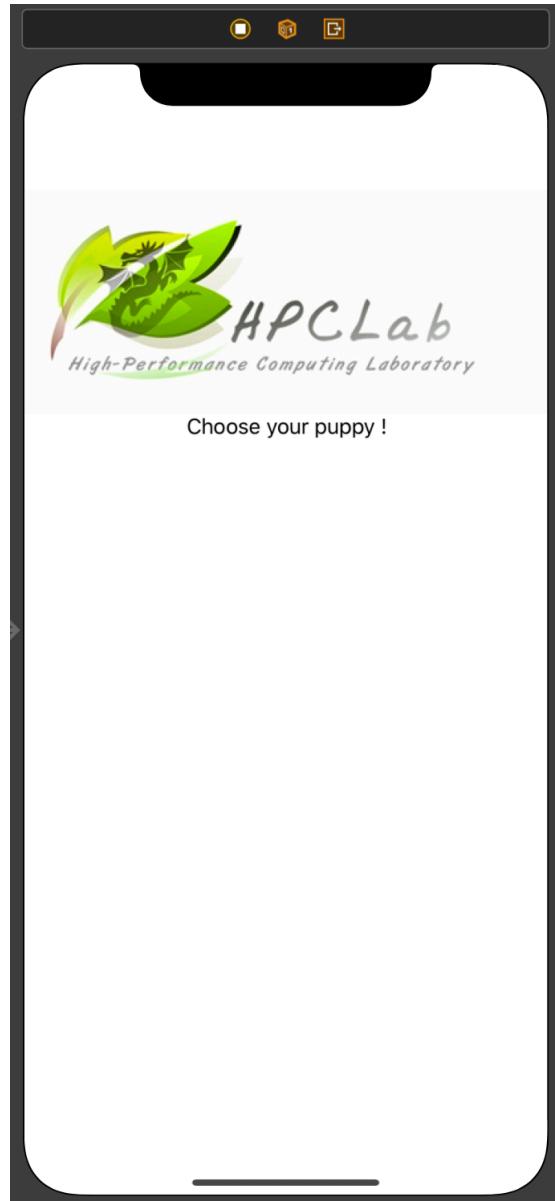
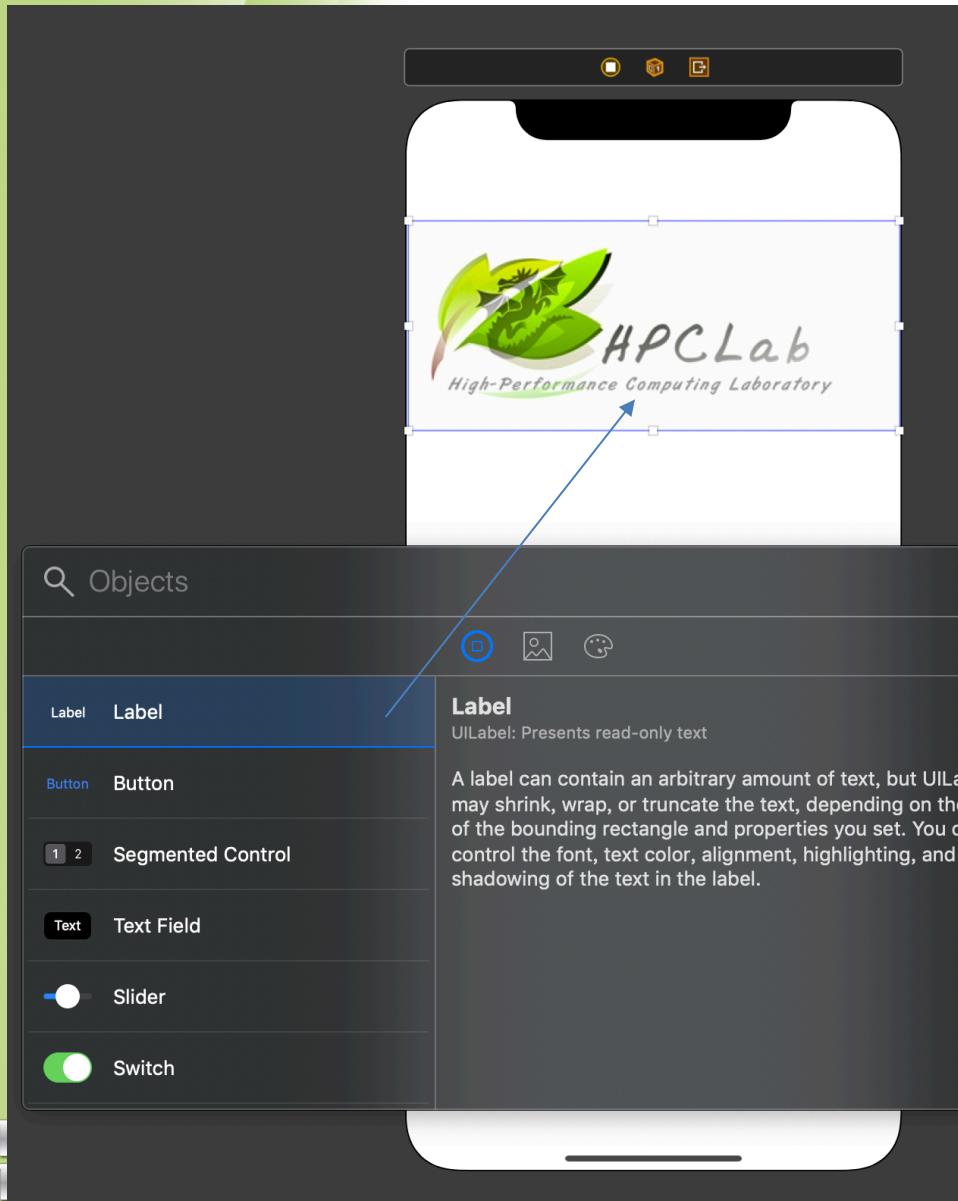
定義所佈置視圖大小與位置
Fill Proportionally 則是會根據 **StackView** 的寬或高按比例分配給其中的子視圖。

Spacing 為間距

將素材放入Assets
Imageview 圖片選擇為HPC



對於嵌入到StackView中的元件它將自動幫你佈局Constraints
但StackView本身還是要與Layout 做Constraints



需要做 Constraints 設定

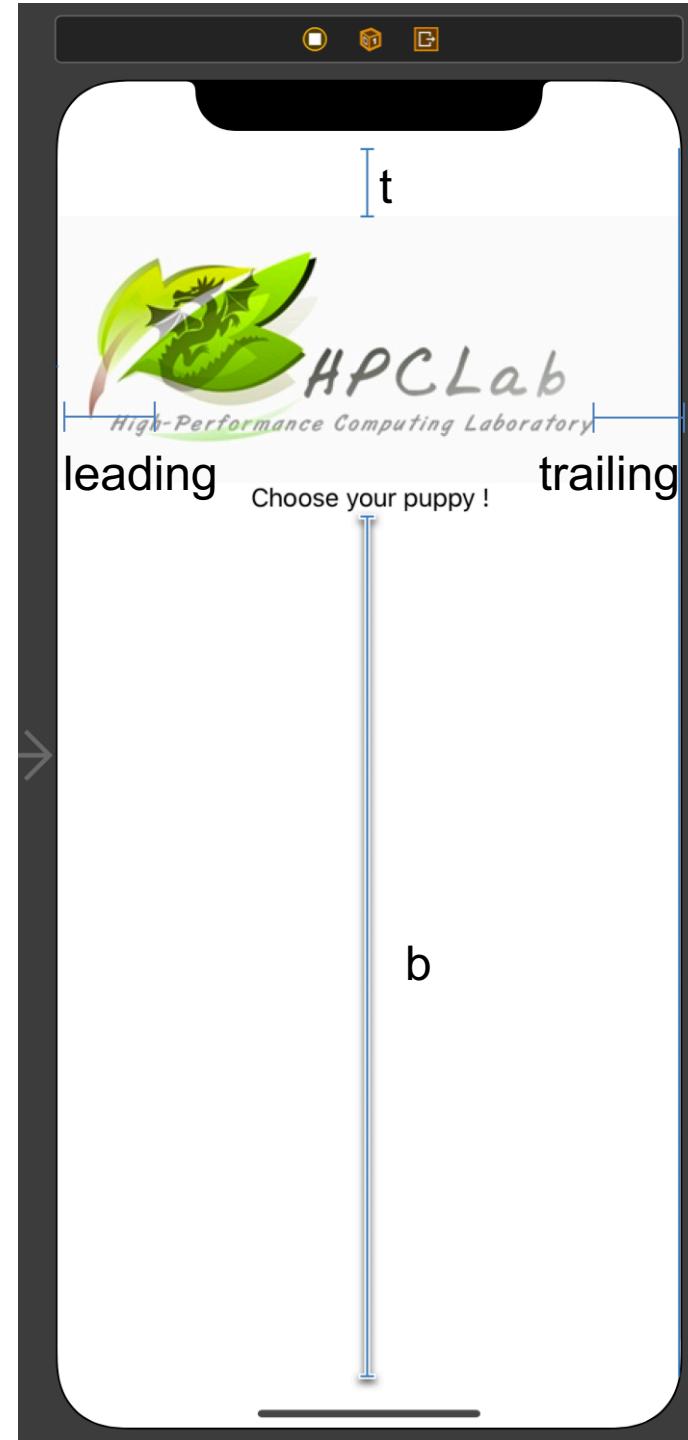
- Leading Space to Safe Area
- Bottom Space to Safe Area
- Trailing Space to Safe Area
- Top Space to Safe Area

Center Horizontally in Safe Area
Center Vertically in Safe Area

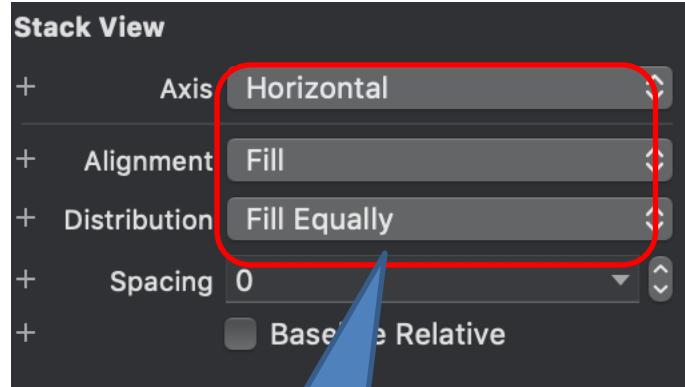
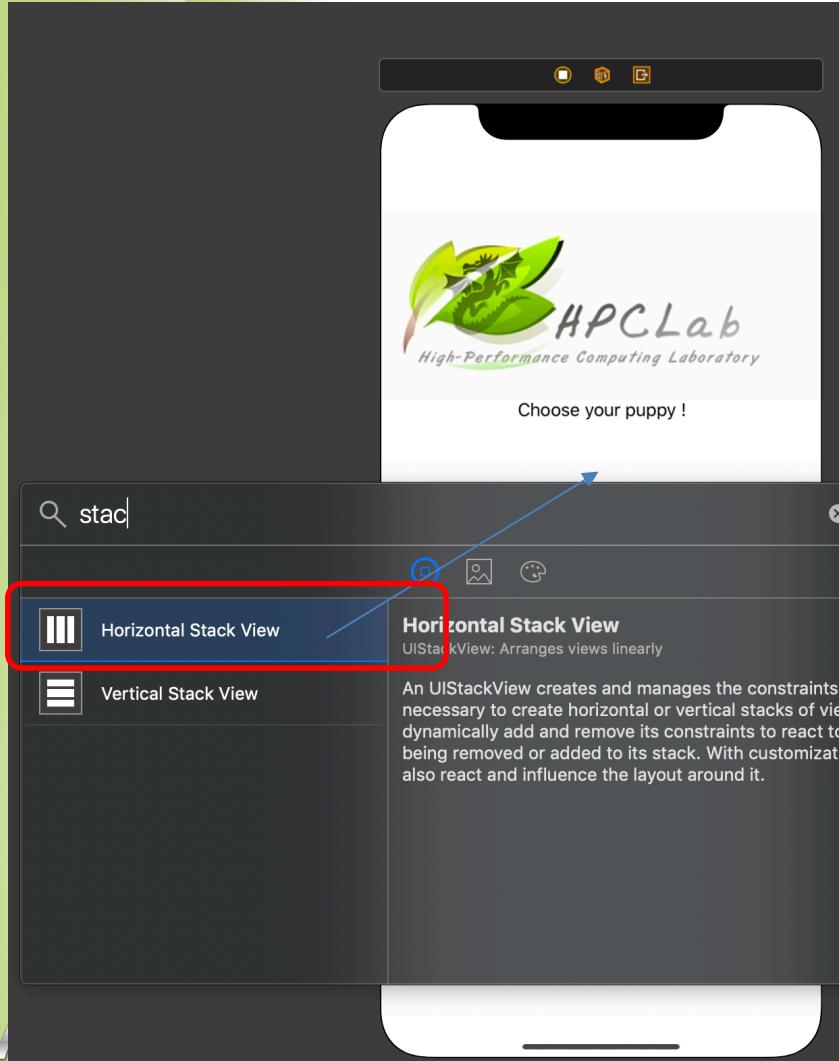
Equal Widths
Equal Heights
Aspect Ratio

Hold Shift to select multiple
Hold Option for alternates

確保位置不會因不同的
Device而跑掉

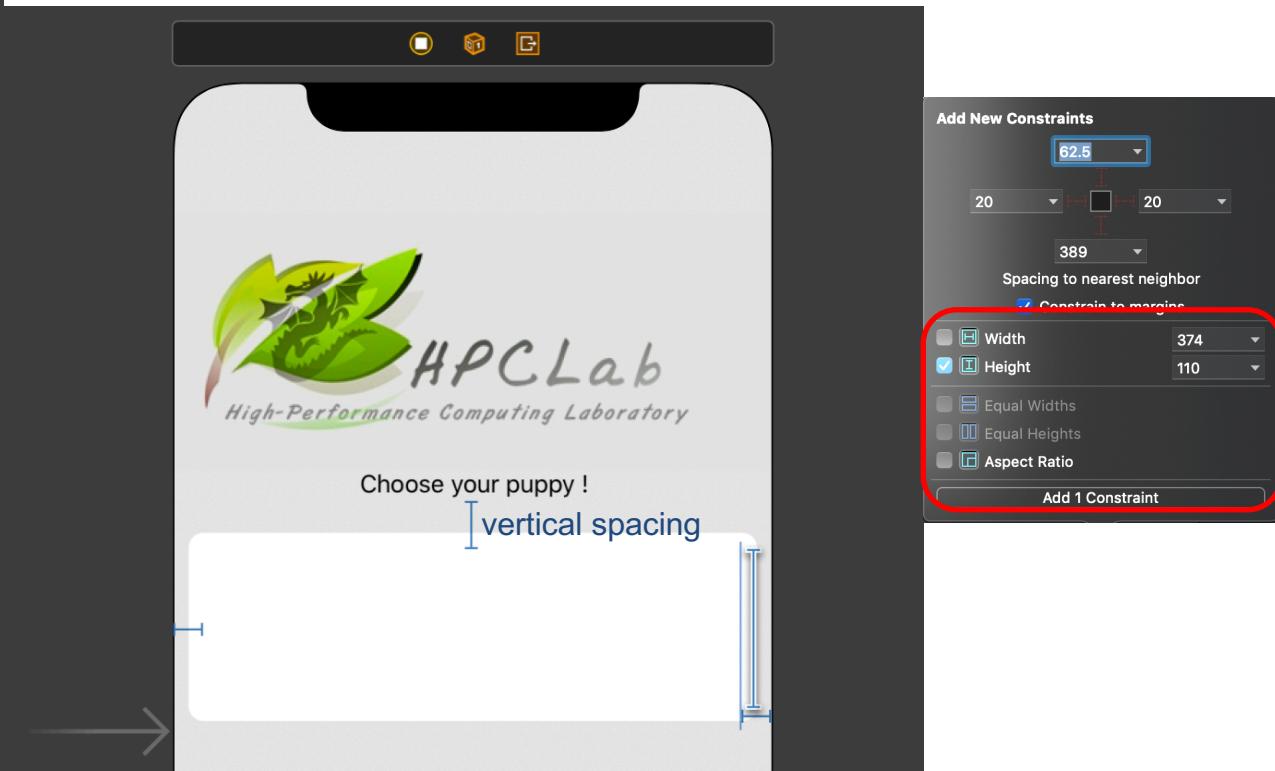
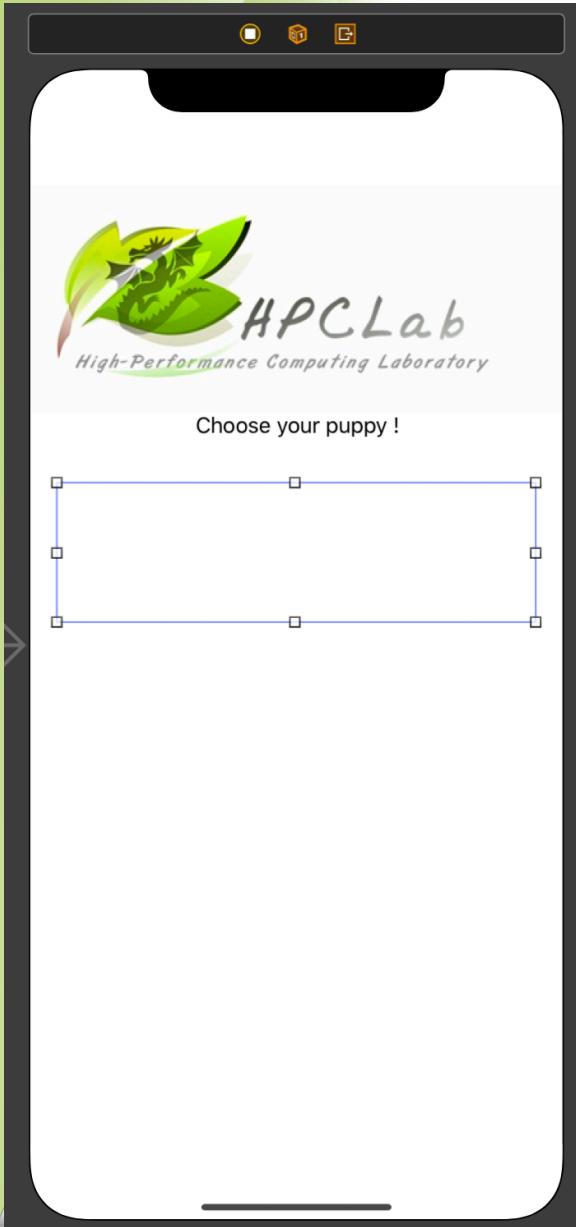


此stackview不要放入
第一個stackview之中



子視圖的高或寬保持一致

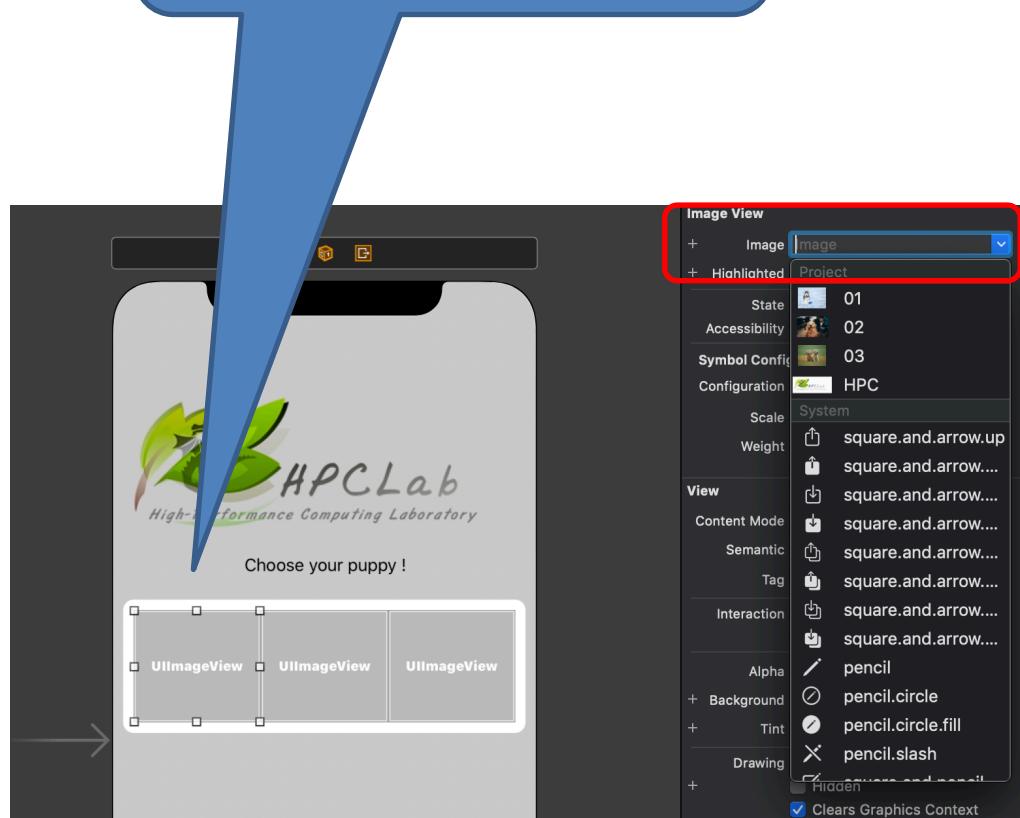
先做Constraints 設定
分別為左、右、Height
和與第一個StackView 的 vertical spacing Constraints



由於剛剛的 Distribution 屬性設定為自動調整佈置，所以 3 個 imageView 大小會相同



選取相對應的圖片



11:17 PM Wed Apr 15

100%



Choose your puppy !



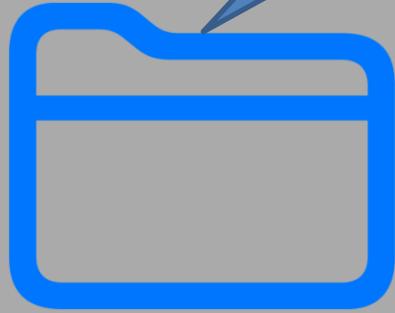
Choose your puppy !



Static Table View

Click !

4:24



Name

Restaurant Name

Type

Restaurant Type

Location

Restaurant Location

Have you been here ?

Yes No

4:28

Photos

4:24



Photos

Cancel

Moments



All Photos

6



Recents

6



My Albums

Name

Restaurant Name

Type

Restaurant Type

Location

Restaurant Location

Have you been here ?

Yes No



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MySpritekit

~/Desktop/2020_iOS/MySpritekit



Myspritekit02

~/Desktop/xcode



Angelica Fighti

~/Desktop/Legend-Wings-master

Open another project...

Choose options for your new project:

Product Name: STV

Team: Add account...

Organization Name: hpc

Organization Identifier: hpc

Bundle Identifier: hpc.STV

Language: Swift

User Interface: Storyboard

Use Core Data

Use CloudKit

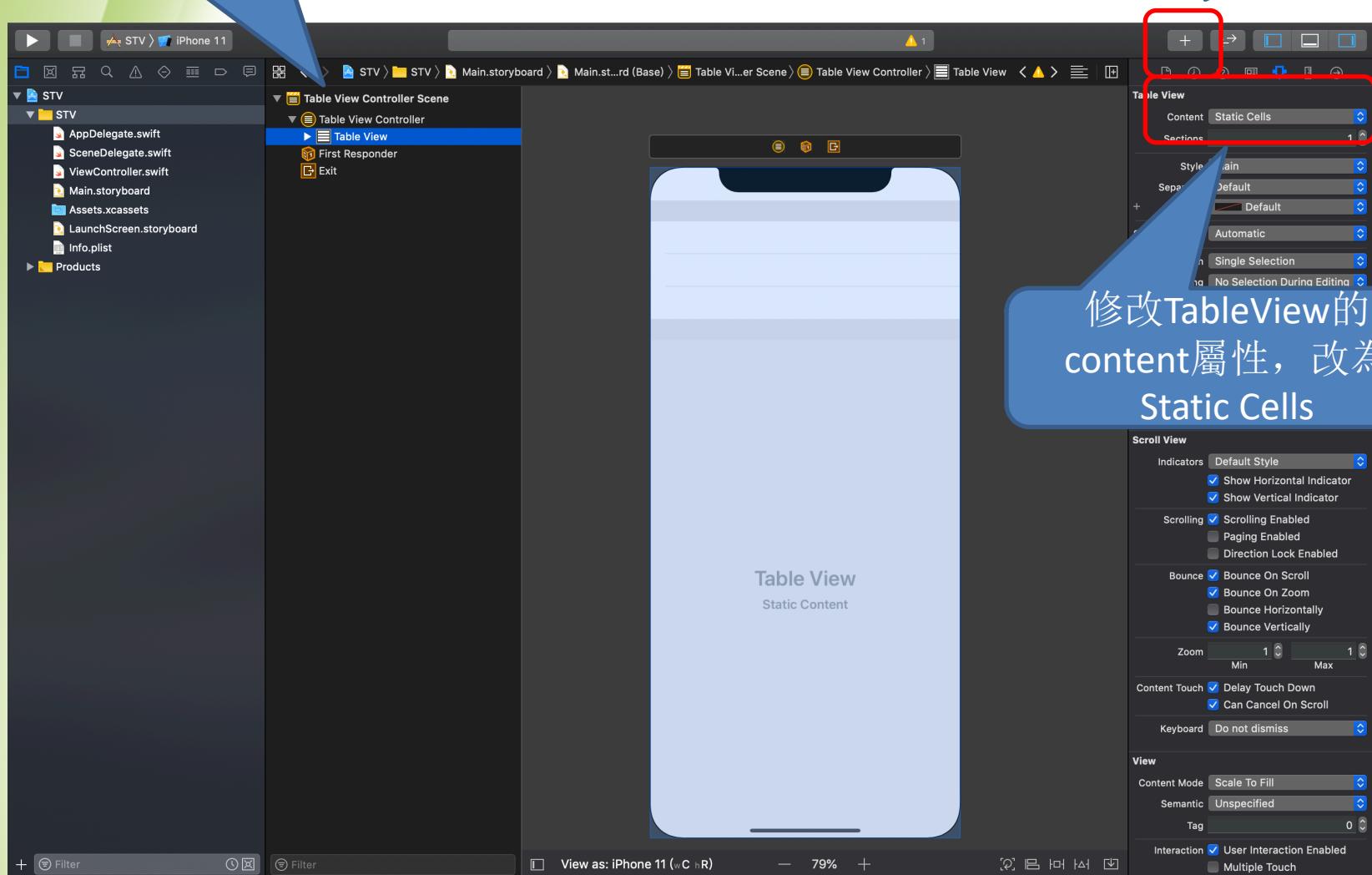
Include Unit Tests

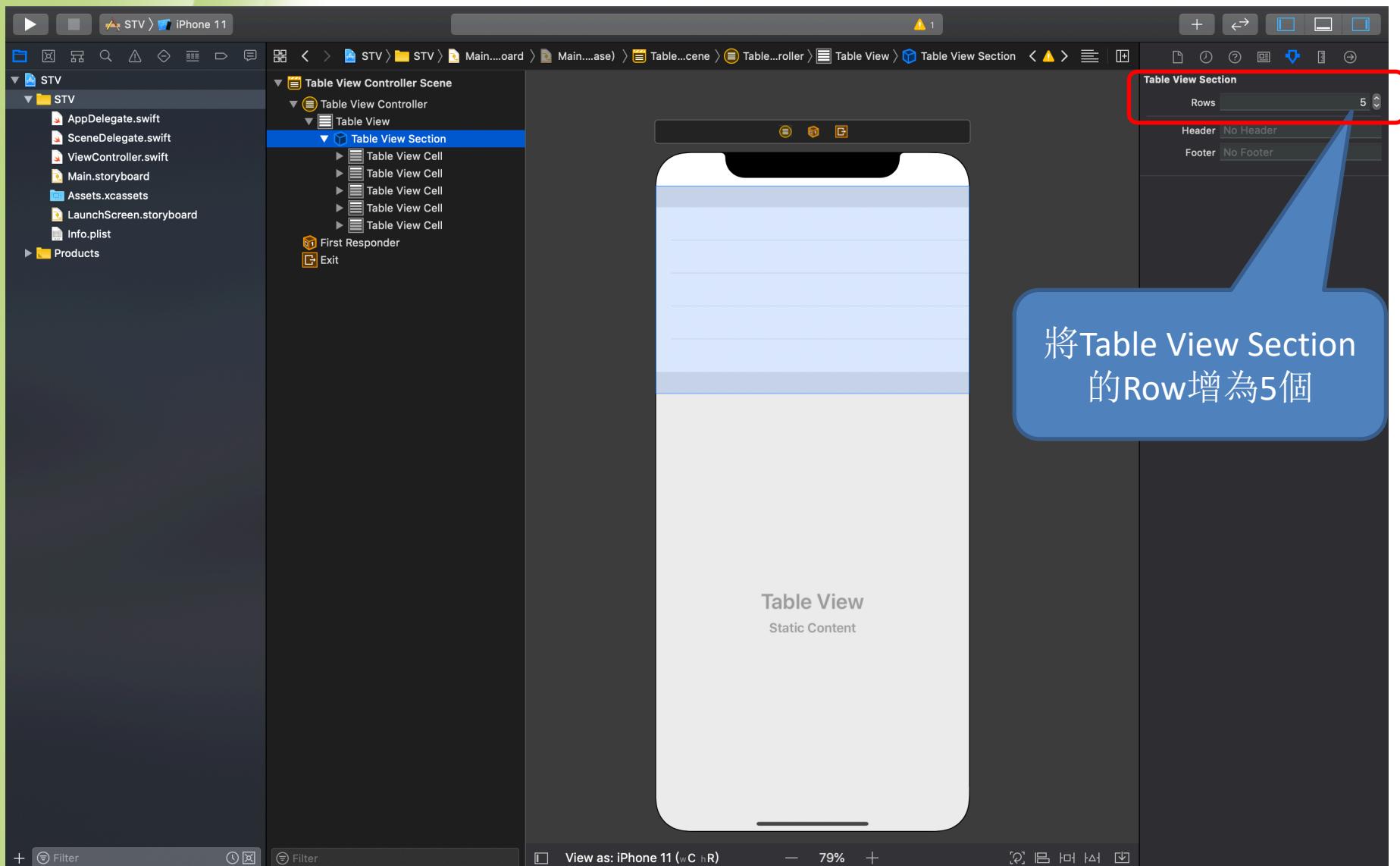
Include UI Tests

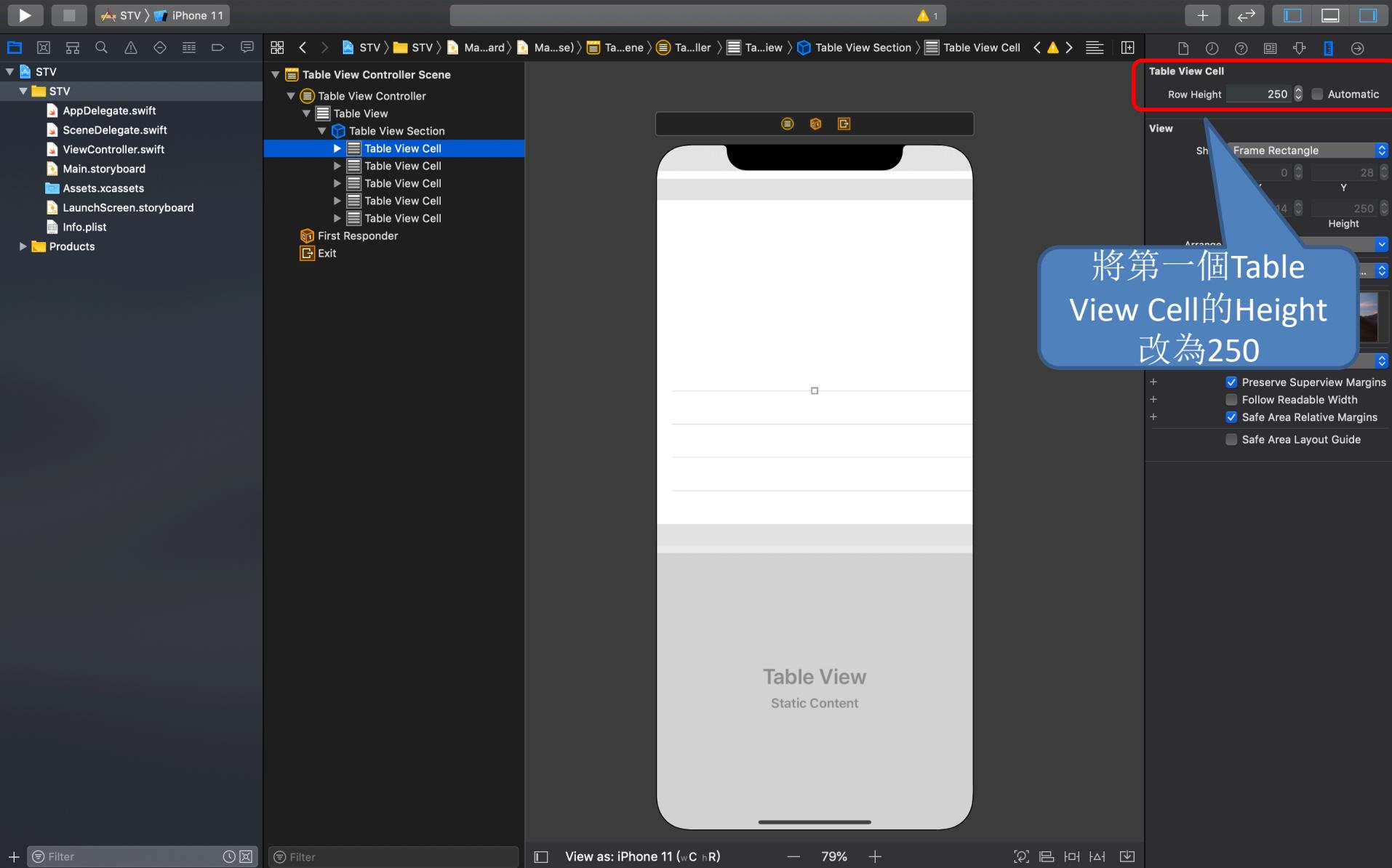
Cancel

Previous

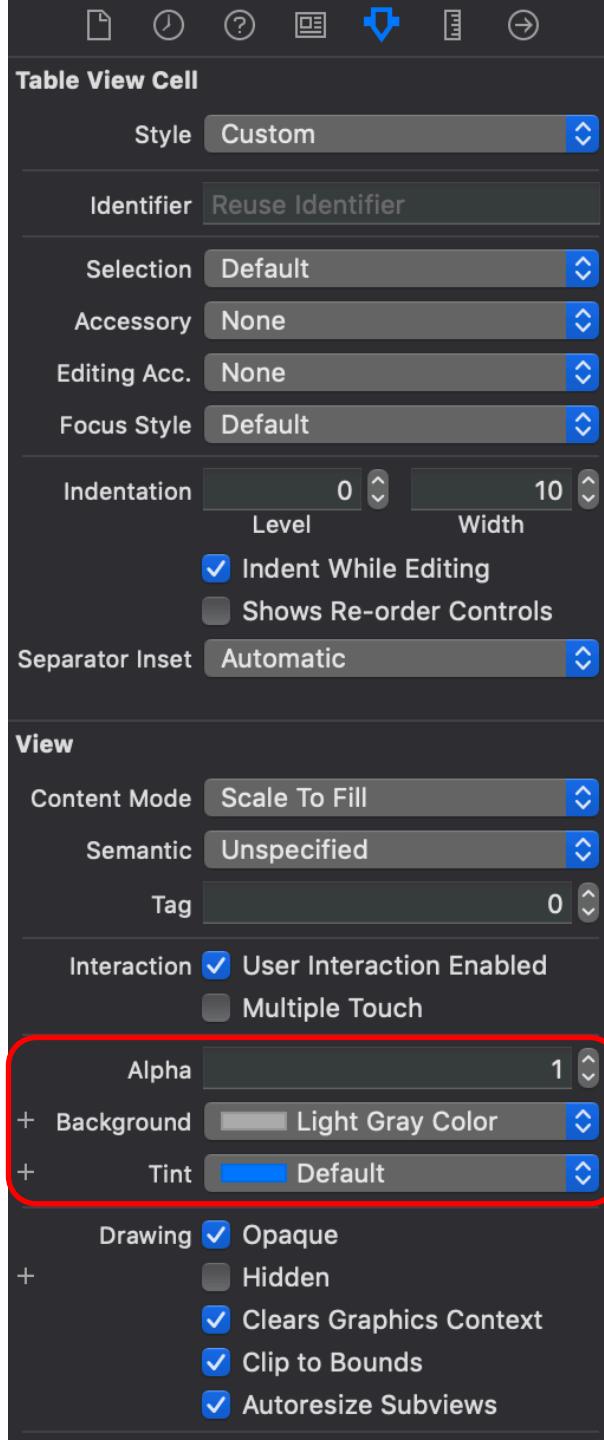
Next



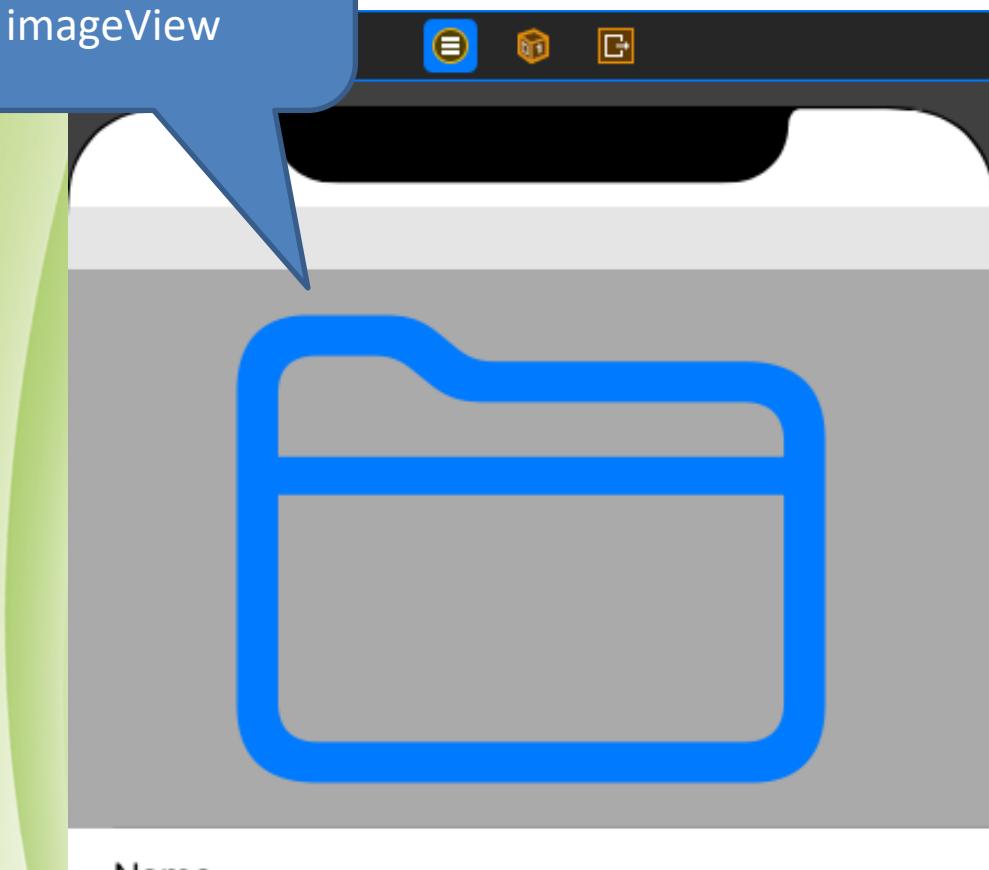




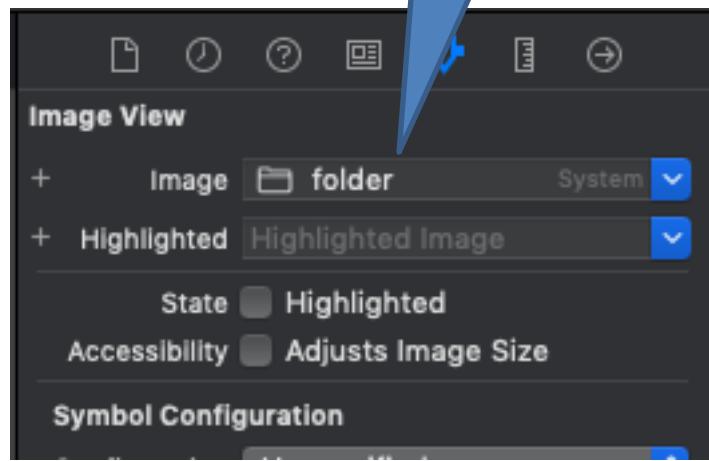
The first Table View Cell



在第一個Table View
Cell 中加入一個
imageView



選擇folder 圖像



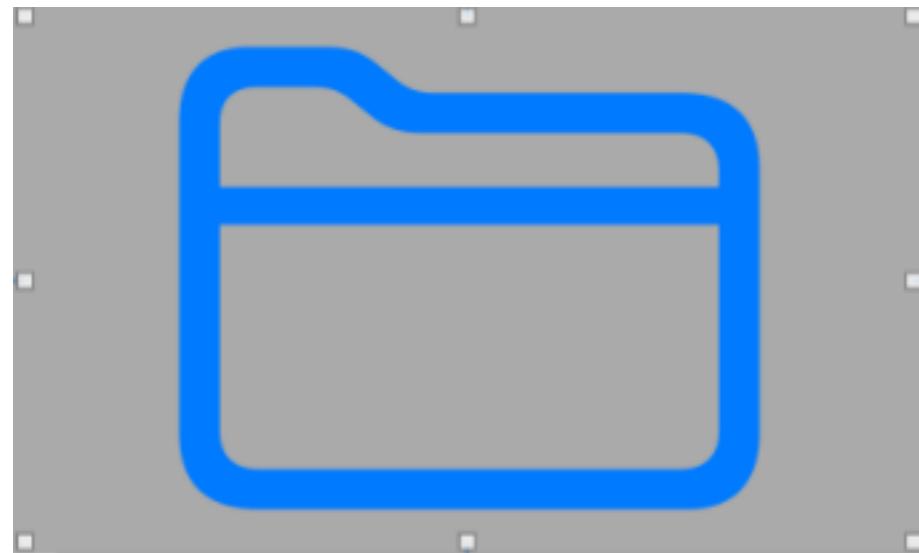
請拉適當大小
並加入Constraints，
包含Height Constraints

- Leading Space to Safe Area
- Bottom Space to Safe Area
- Trailing Space to Safe Area
- Top Space to Safe Area

Center Horizontally in Safe Area
Center Vertically in Safe Area

Equal Widths
Equal Heights
Aspect Ratio

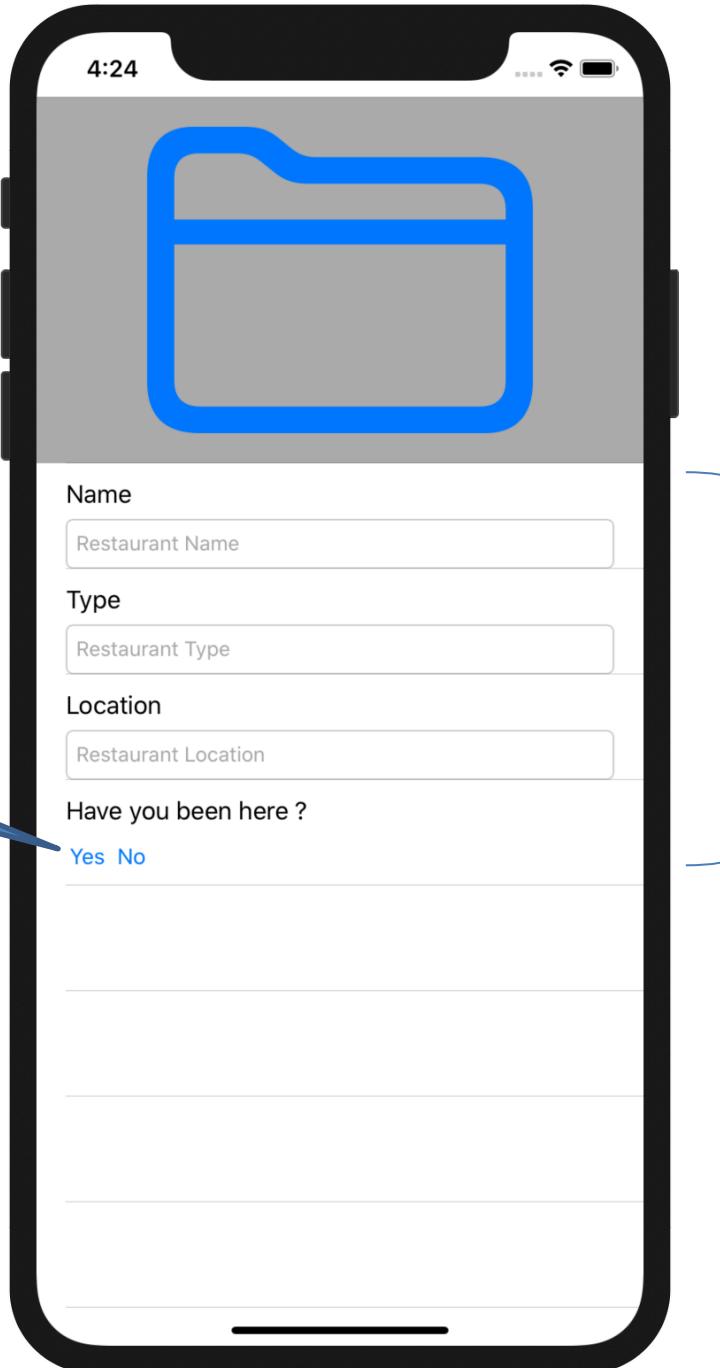
Hold Shift to select multiple
Hold Option for alternates



修改至如圖所示

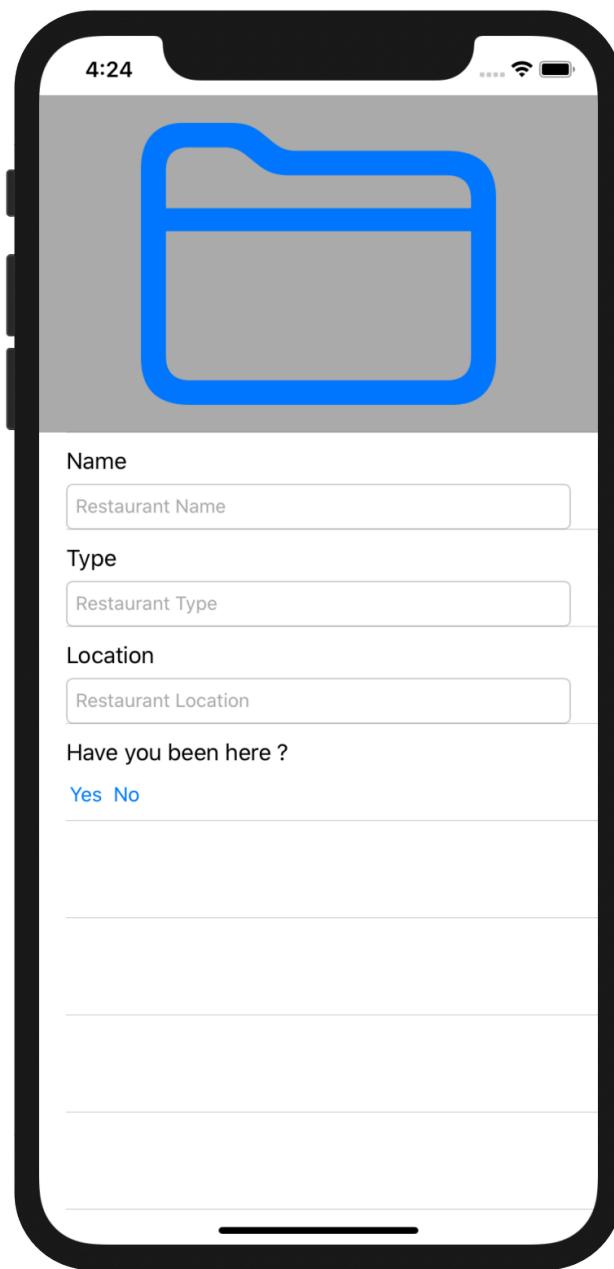
Label
TextField
stackView

包含兩個button
的StackView



皆需設定
Constraints
(對各自 TableView Cell
中的contentView設定)

Run it



Choose options for your new file:

Class: MyPickerController

Subclass of: UITableViewController

Also create XIB file

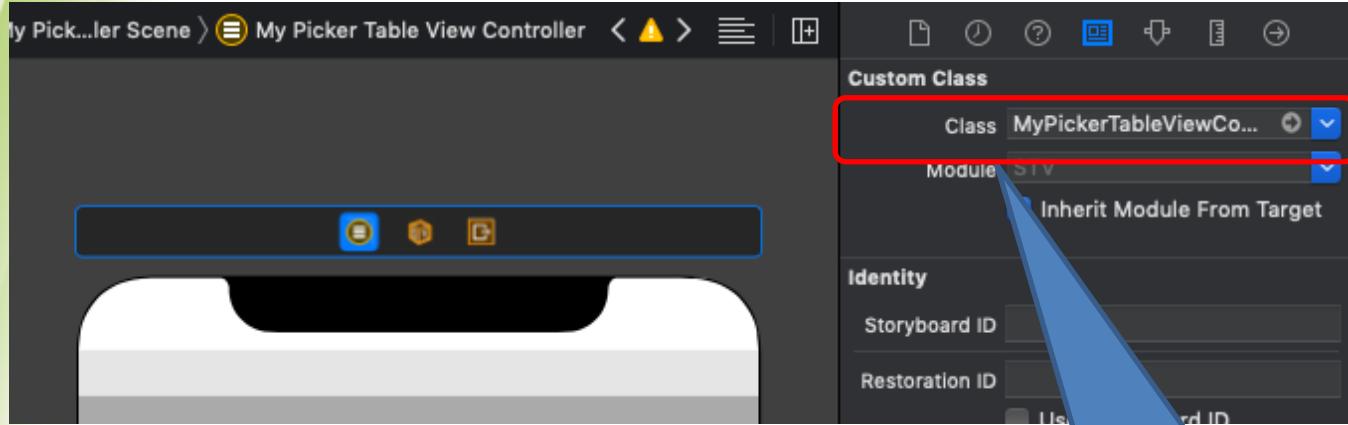
Language: Swift

Cancel

Previous

Next

```
7 class MyPickerTableViewController: UITableViewController ,  
8     UIImagePickerControllerDelegate, UINavigationControllerDelegate {
```



```
20 /*  
21     override func numberOfSections(in tableView: UITableView) -> Int {  
22         // #warning Incomplete implementation, return the number of sections  
23         return 0  
24     }  
25  
26     override func tableView(_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int {  
27         // #warning Incomplete implementation, return the number of rows  
28         return 0  
29     }  
30 */  
31 /*
```

請將此函式註解掉

UIImagePickerController 用於拍照、
錄影、從相簿選擇東西的系統介面

```
25    override func tableView(_ tableView: UITableView, didSelectRowAt indexPath:  
26        IndexPath) {  
27        if indexPath.row == 0 {  
28            let imagePicker = UIImagePickerController()  
29            imagePicker.sourceType = .photoLibrary  
30            imagePicker.delegate = self  
31            imagePicker.modalPresentationStyle = .popover  
32            show(imagePicker, sender: tableView)  
33        }  
34    }
```

設定彈出顯示的模式為
popover

設定相片來源為裝置
內的相簿

由tableview展示出我們
所宣告的視圖控制器

當選擇照片時，將呼叫
UIImagePickerControllerDelegate的
function imagePickerController

```
◎ @IBOutlet weak var MyImage: UIImageView!
10 func imagePickerController(_ picker: UIImagePickerController,
11     didFinishPickingMediaWithInfo info: [UIImagePickerController.InfoKey : Any]) {
12     let image = info[UIImagePickerController.InfoKey.originalImage] as! UIImage
13     MyImage.image = image
14     dismiss(animated: true, completion: nil)
}
```

此函式用於解散我們的
imagePickerController
(即返回)

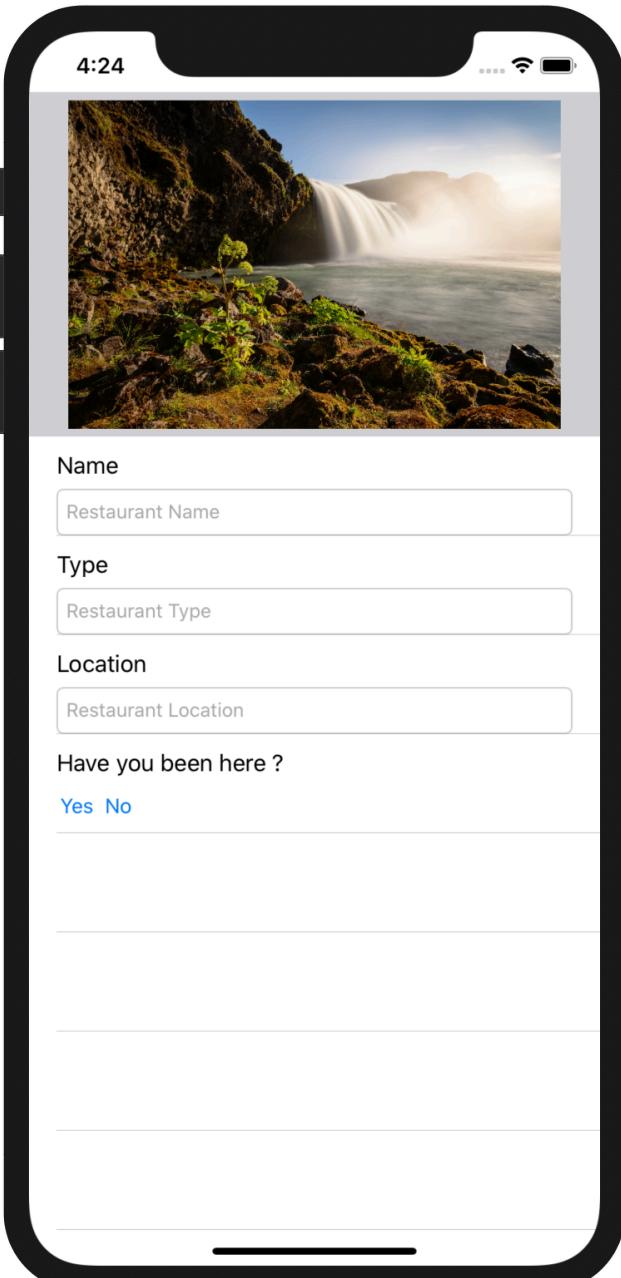
選取到照片後，
將imageView設置為
所選照片

◎ 10 11 12 13 14 }

Click “+”
add Privacy – Photo Library Usage Description

Key	Type	Value
▼ Information Property List	Dictionary	(16 items)
Privacy - Photo Library Usag...	String	
Localization native development re...	String	\$(DEVELOPMENT_LANGUAGE)
Executable file	String	\$(EXECUTABLE_NAME)
Bundle identifier	String	\$(PRODUCT_BUNDLE_IDENTIFIER)
InfoDictionary version	String	6.0
Bundle name	String	\$(PRODUCT_NAME)
Bundle OS Type code	String	\$(PRODUCT_BUNDLE_PACKAGE_TYPE)
Bundle versions string, short	String	1.0
Bundle version	String	1
Application requires iPhone enviro...	Boolean	YES
► Application Scene Manifest	Dictionary	(2 items)
Launch screen interface file base...	String	LaunchScreen
Main storyboard file base name	String	Main
► Required device capabilities	Array	(1 item)
► Supported interface orientations	Array	(3 items)
► Supported interface orientations (i...	Array	(4 items)

Run it



iPhone 11 — 13.3