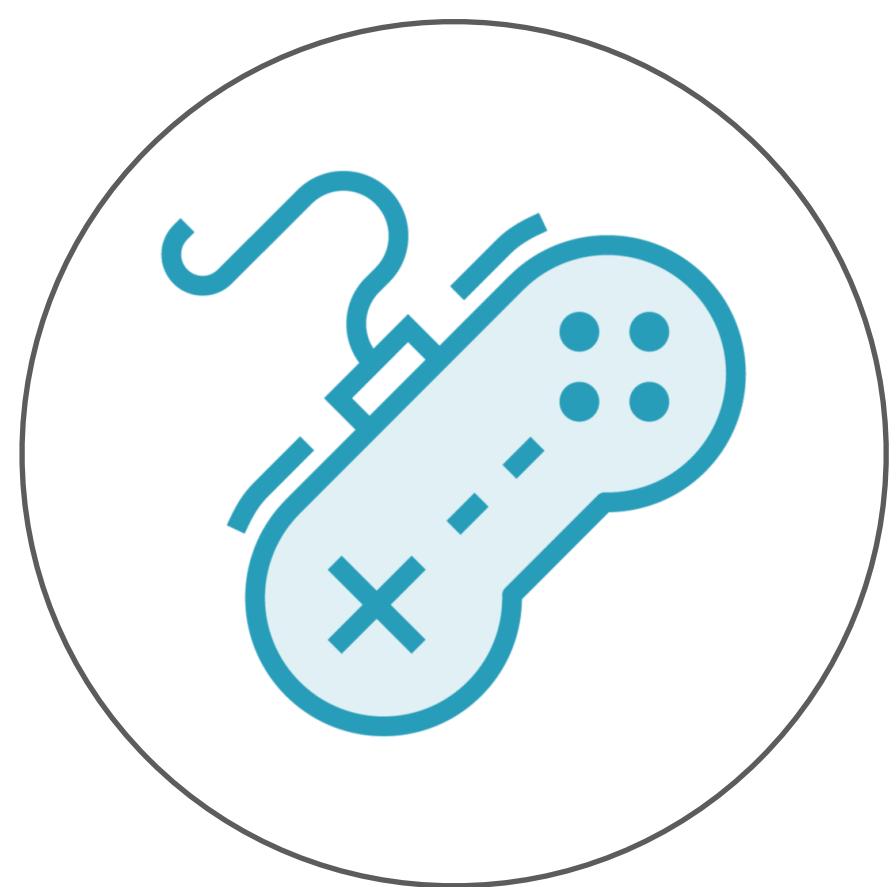


Handling User Input



Andrew Bancroft

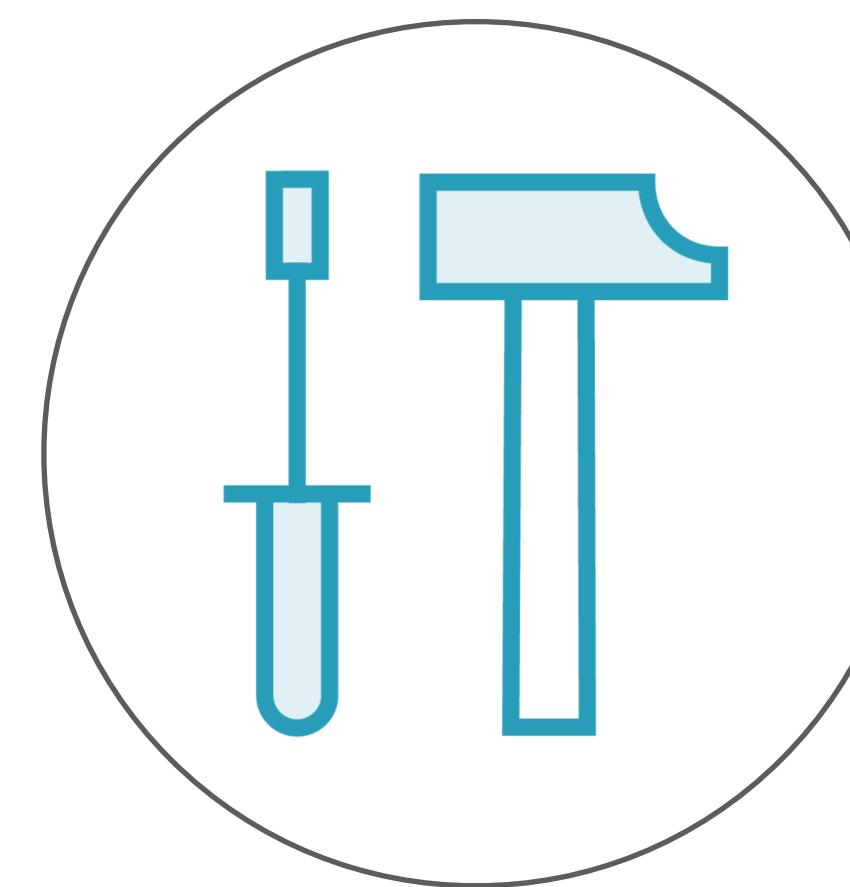
@andrewcbancroft www.andrewcbancroft.com



Game



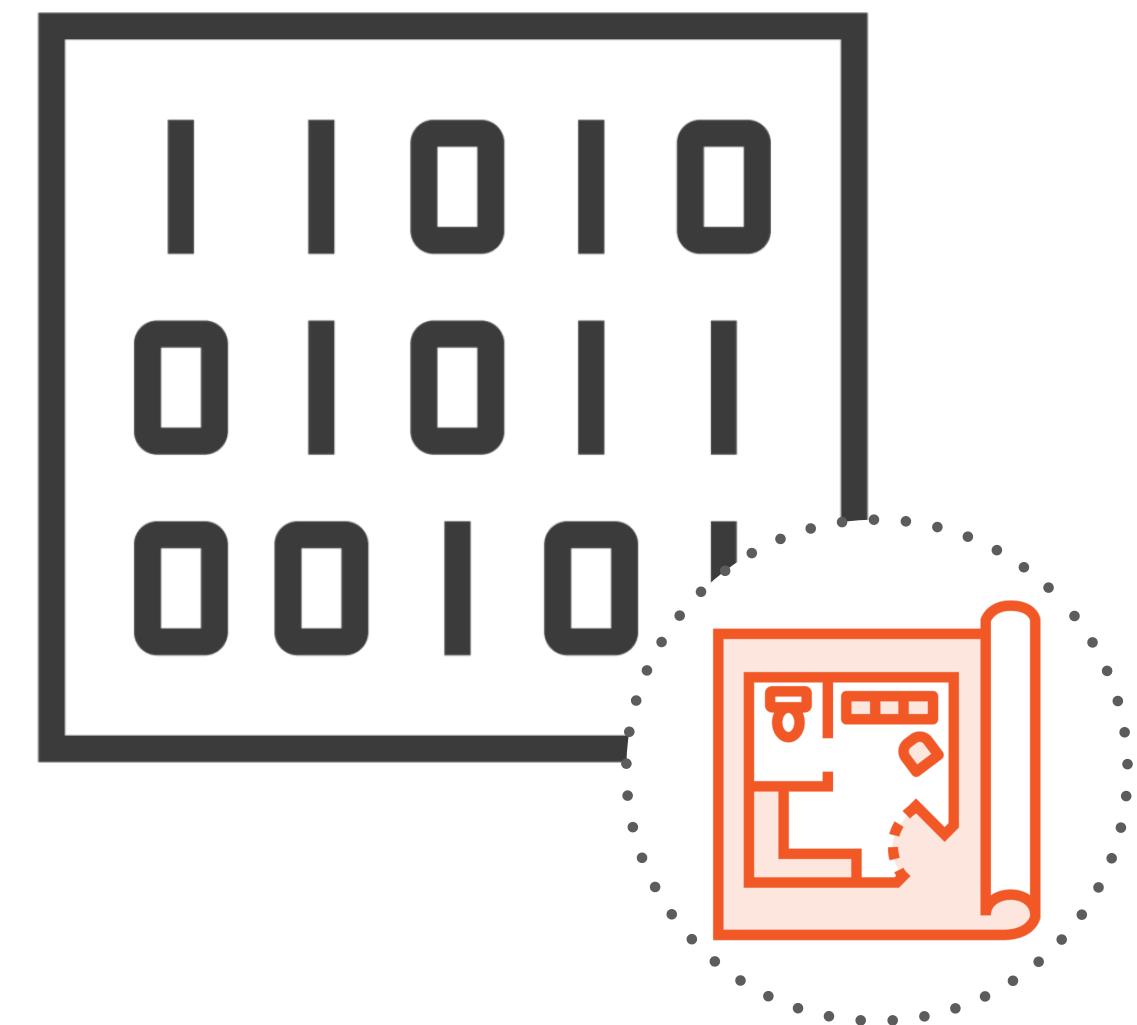
Productivity



Utility



Entertainment



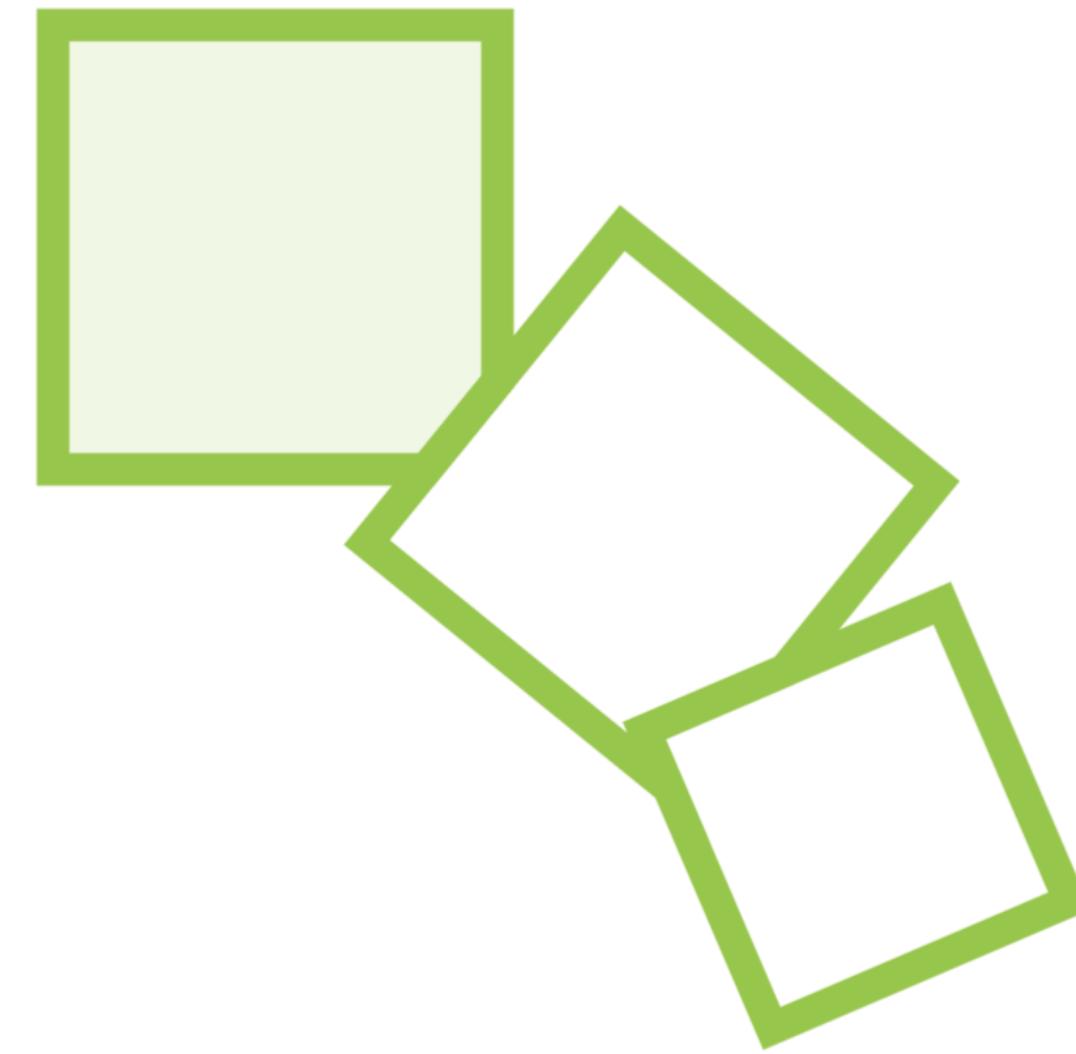
The way data is **represented** in a game is much different than how it might be represented in an app that focuses on a business process.

Data dictates what should be shown on the user's screen at any given time.

A View has one critical job:



Accurately **represent** the **data** of an application at all times in what gets displayed on the screen.



Data is **dynamic**... it can be changed.

Overview

How do we model real-world objects and concepts as data that SwiftUI can work with?

How do we integrate data into an app so that it's usable in the right views at the right time?

How do we...

- load data that's been saved**
- display it**
- change it using different editing controls with SwiftUI**
- save the changes back and preserve them?**

Overview

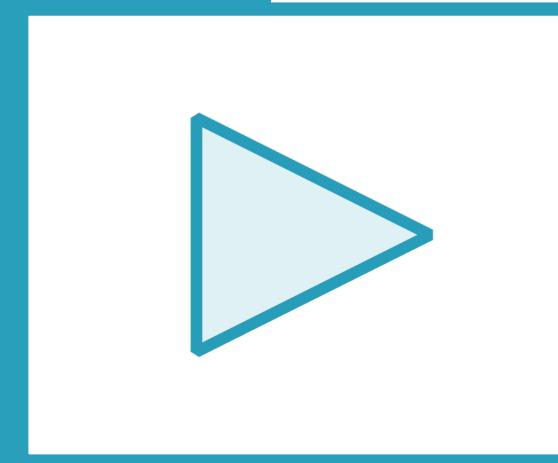
How do we model real-world objects and concepts as data that SwiftUI can work with?

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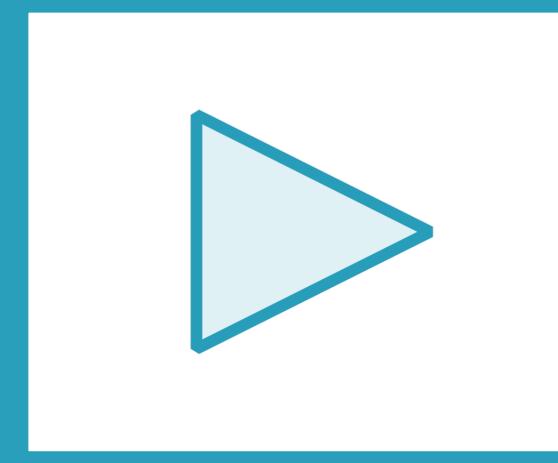
How do we...

- load data that's been saved**
- display it**
- change it using different editing controls with SwiftUI**
- save the changes back and preserve them?**

iOS App Development Learning Path Resources



iOS Getting Started



iOS Data Persistence: The Big Picture

INPUT

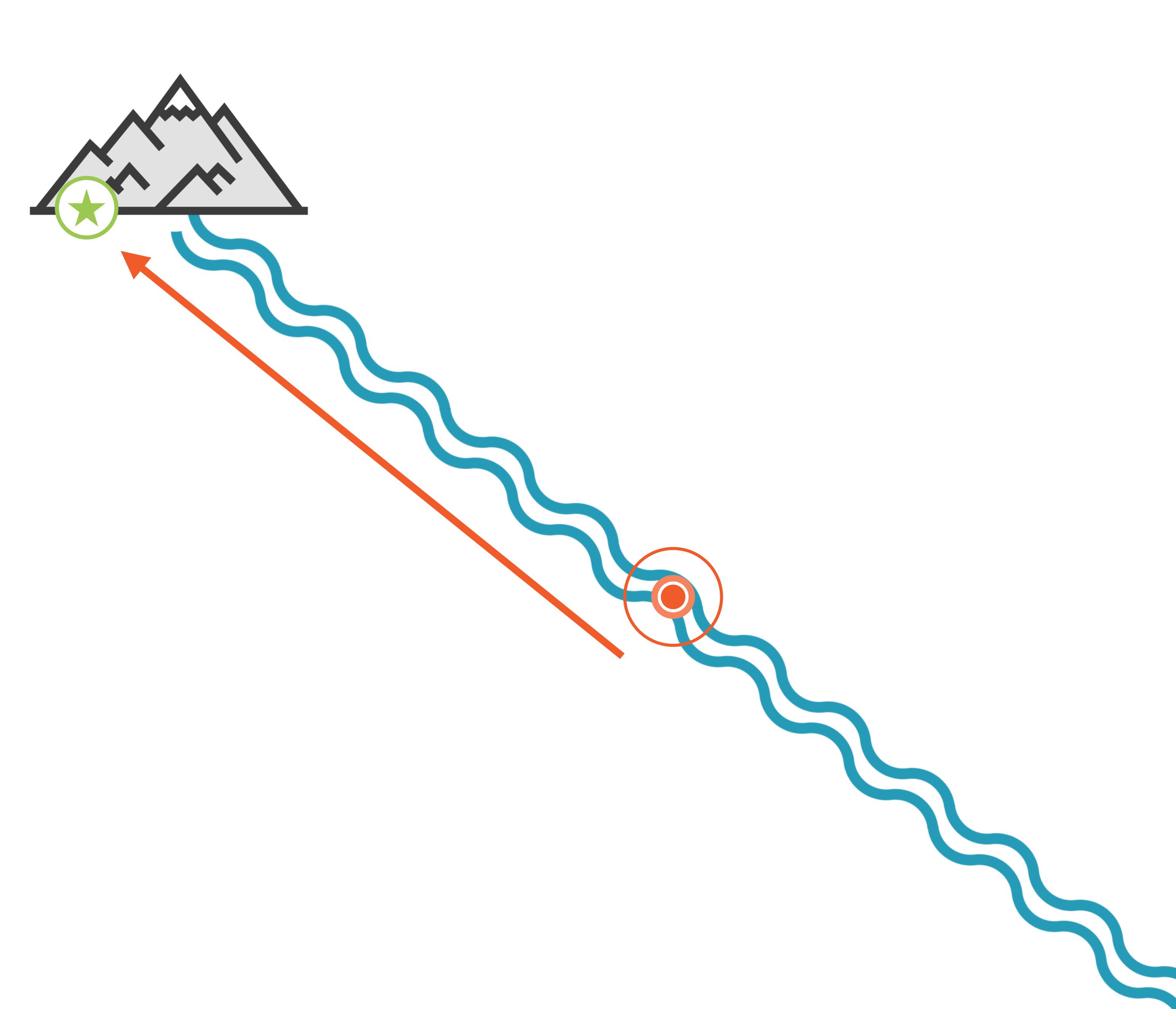


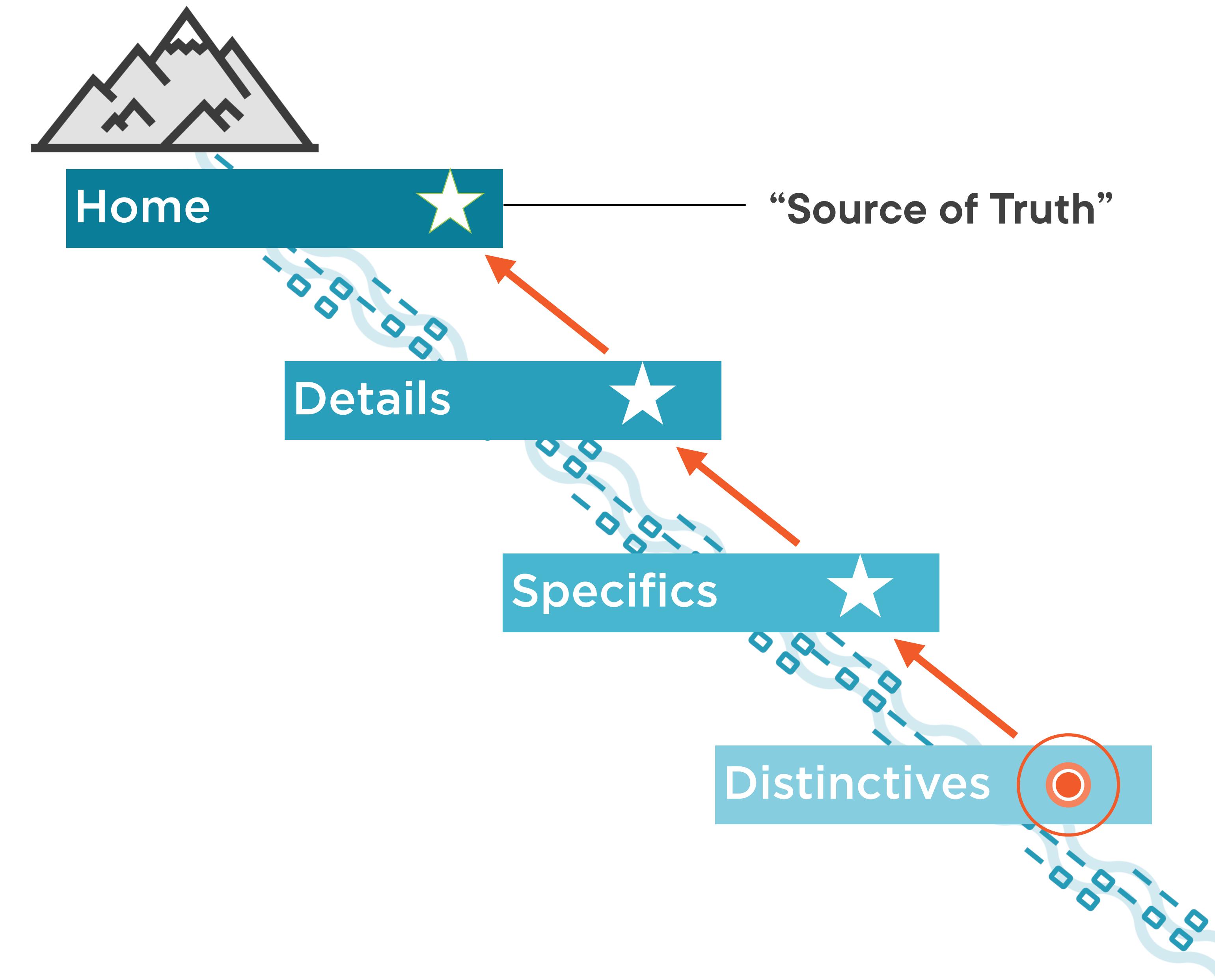
How do we initialize the data for users to interact with and establish an app's "data flow"?

Establishing an App's Data Flow











Which View(s) need data?



Where are these Views in relation to one another
in the View hierarchy?

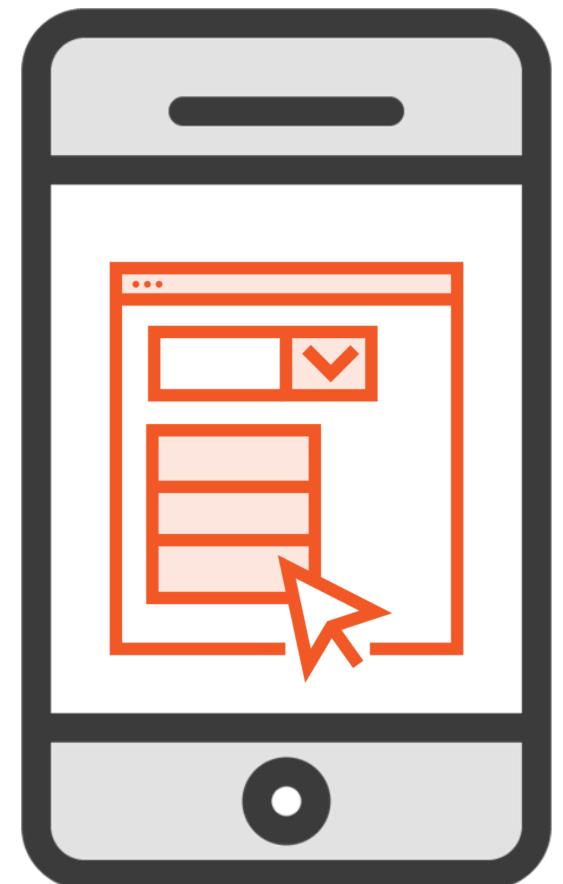


Where is the data going to come from?

- Initialize and own the data as a source of truth?
- Refer to a source of truth by letting the data be initialized elsewhere?

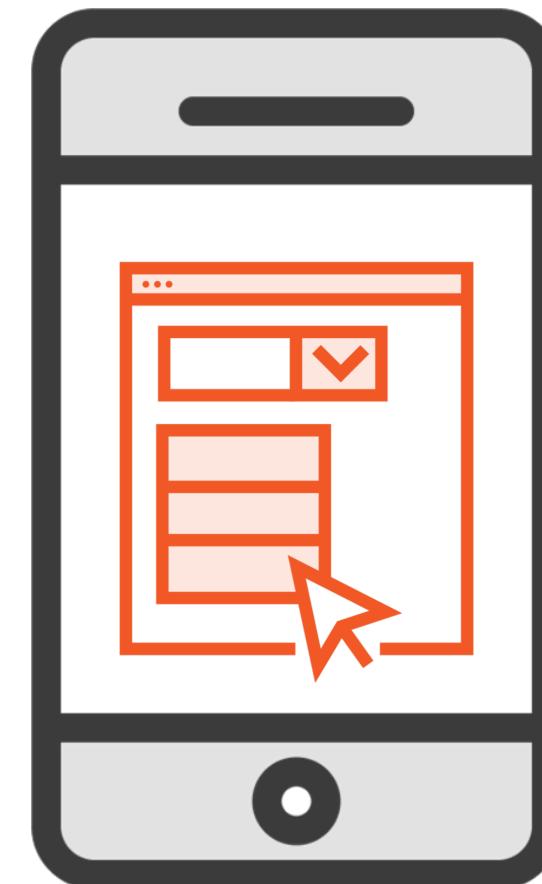


Which View(s) need data?
The **EditView**...





Where is the EditView in the View hierarchy?





App Scene WindowGroup

RenovationProjectsView

DetailView

EditView

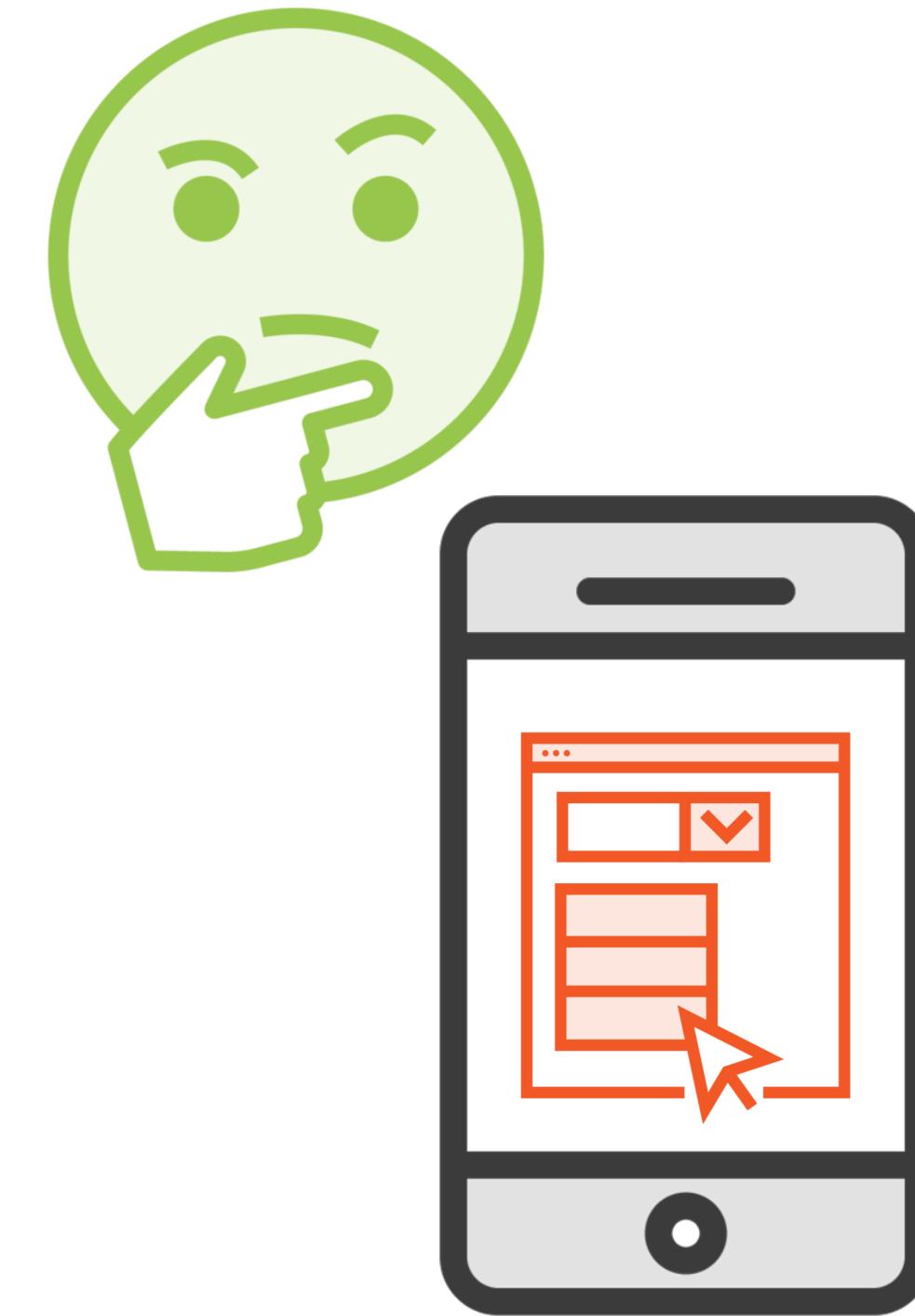




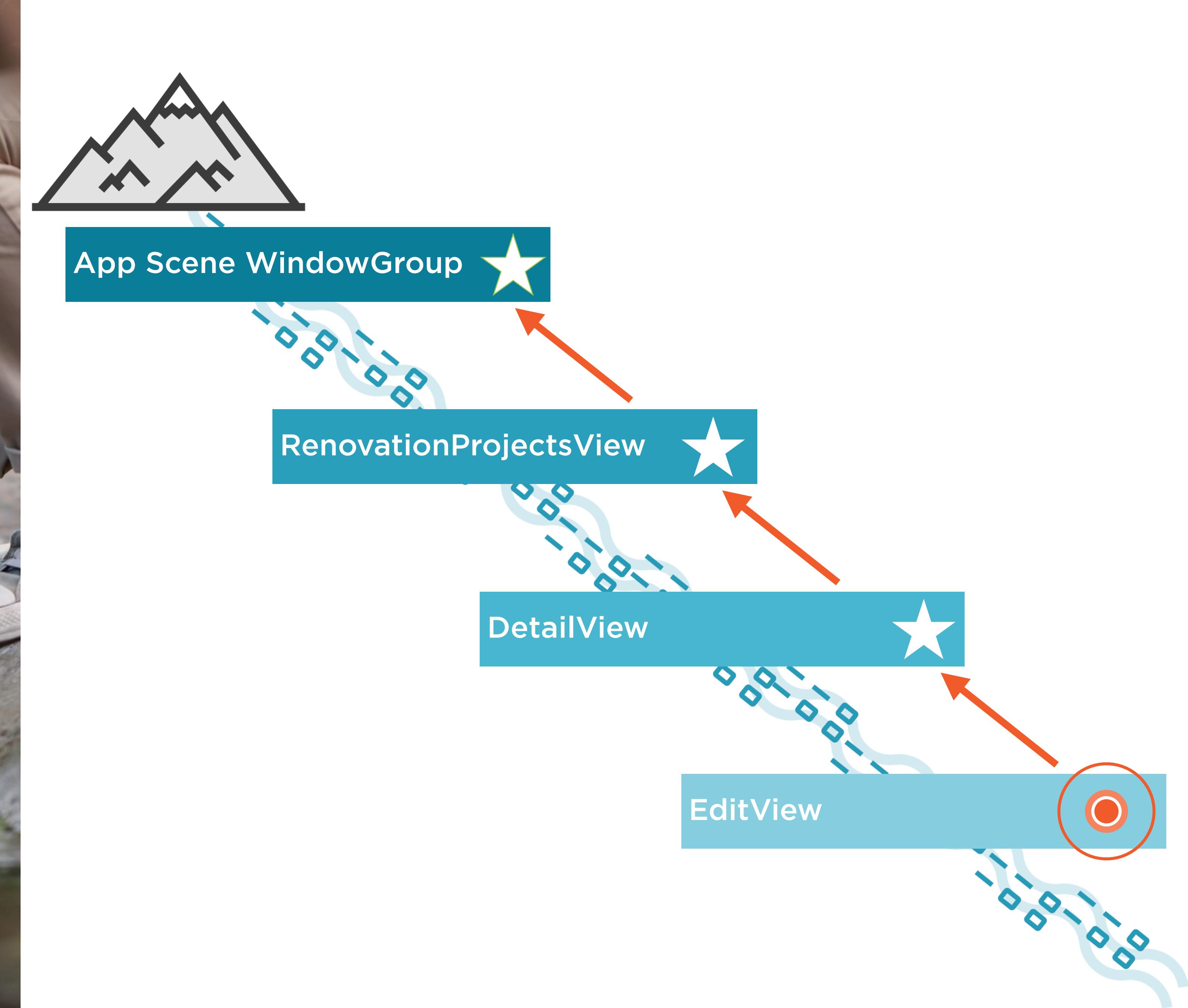
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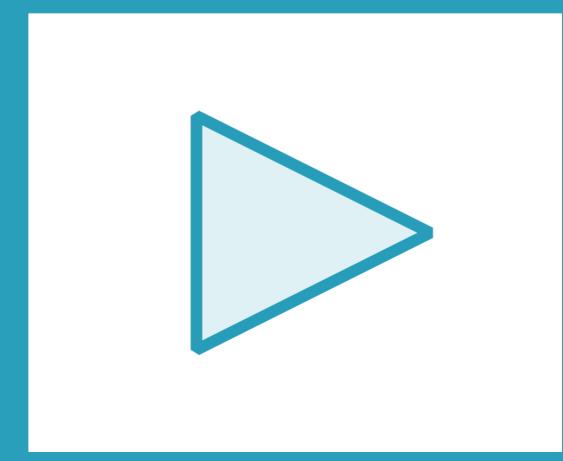




The purpose of an edit screen is to take data that **already exists** and **change it**...



iOS App Development Learning Path Resources



iOS Getting Started – Adding Behavior and Working with Data

Data Management Types

@State

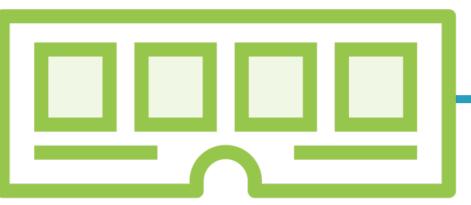
@StateObject

Value Types (Structs)

Reference Types (Classes)

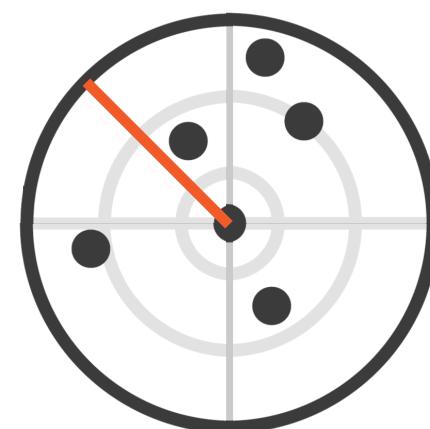


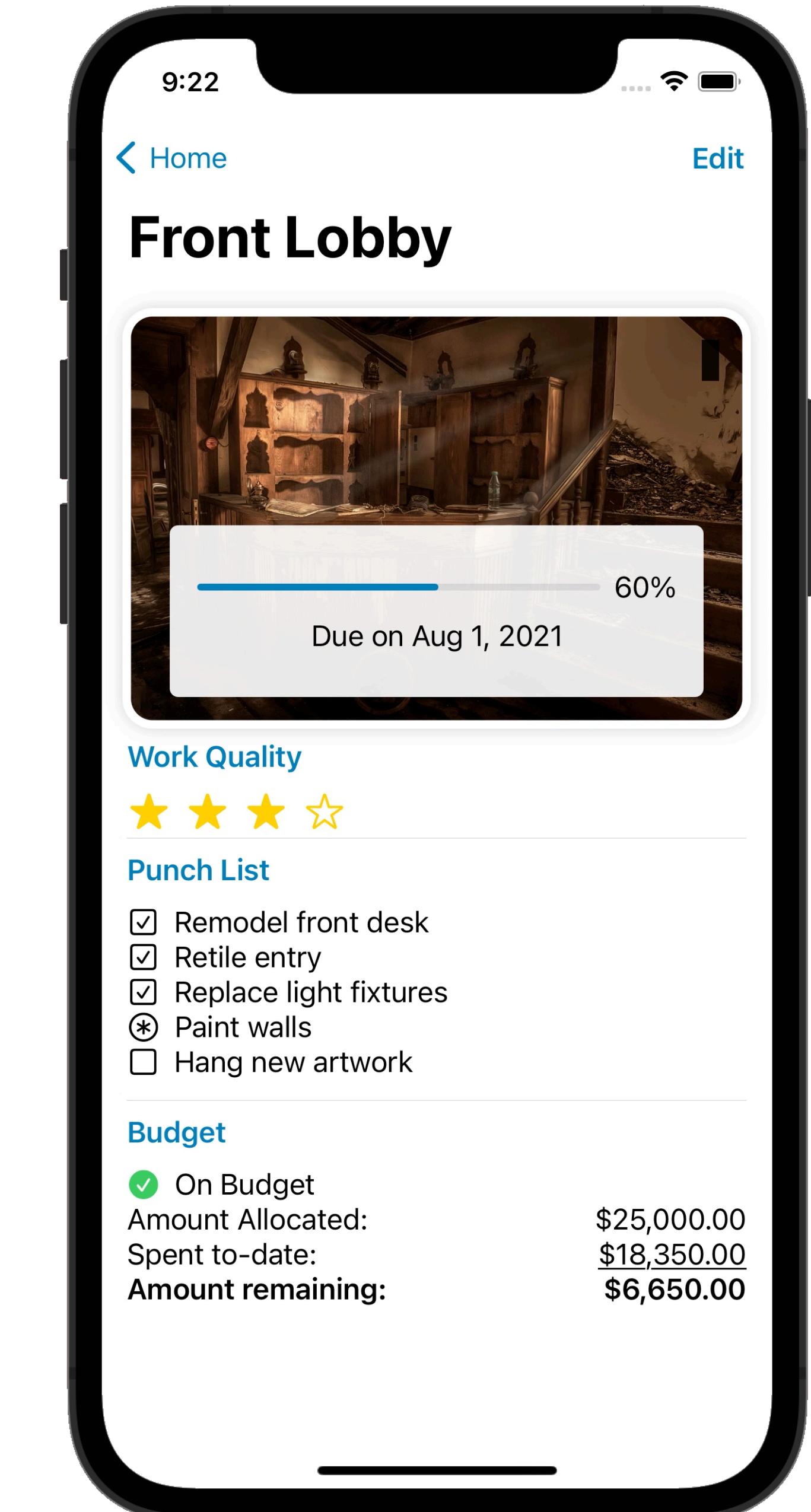
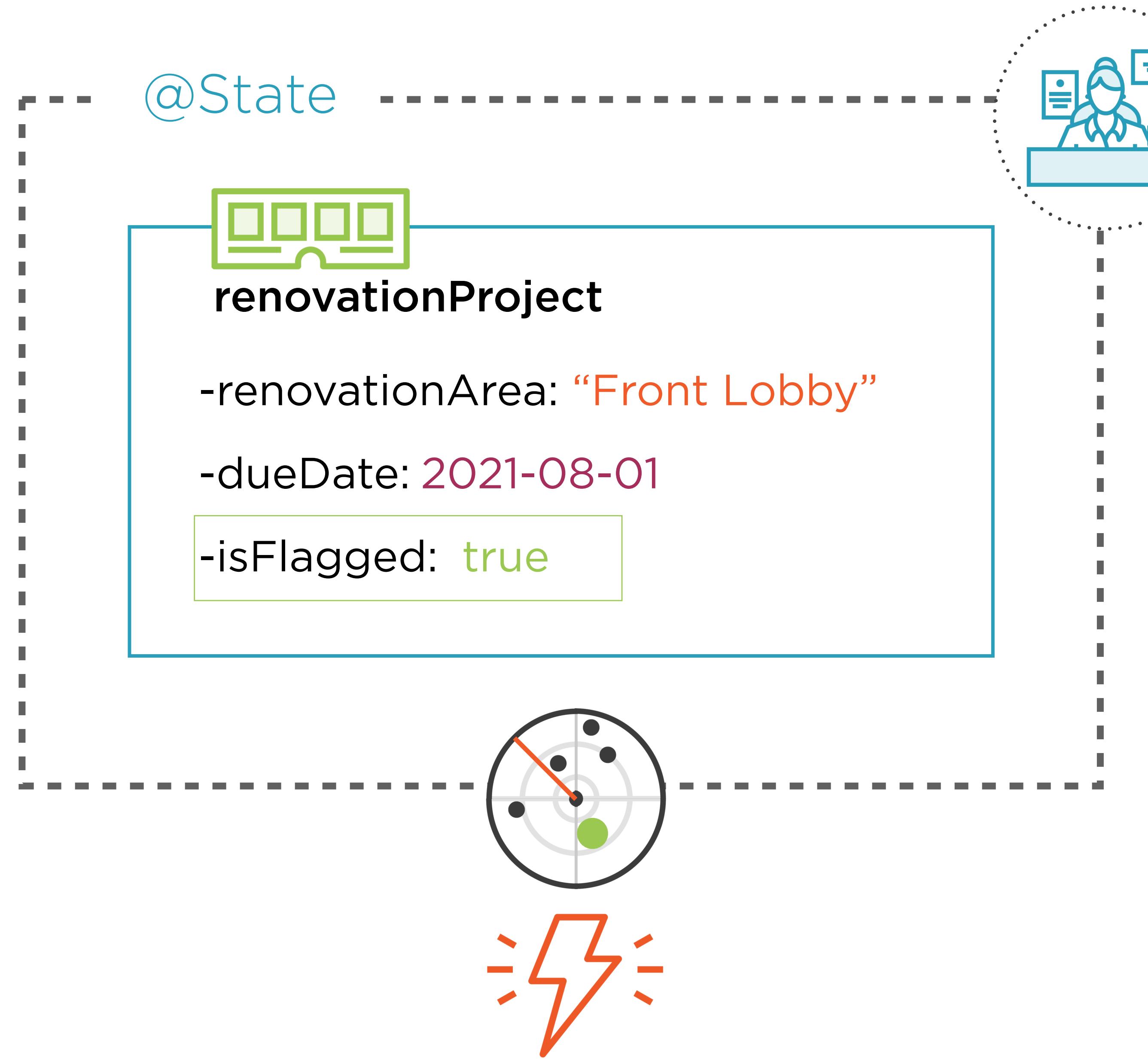
`@State`

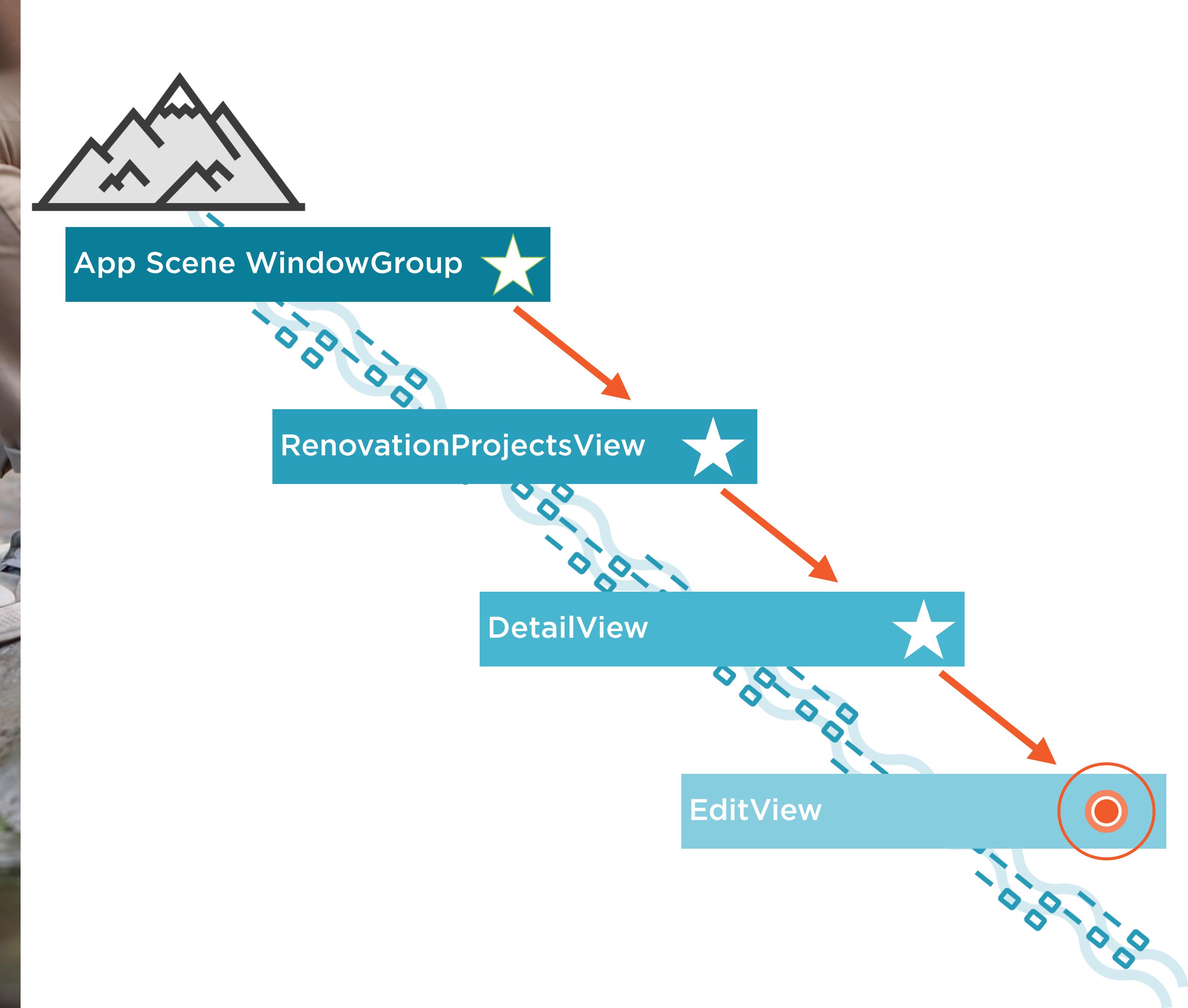


`renovationProject`

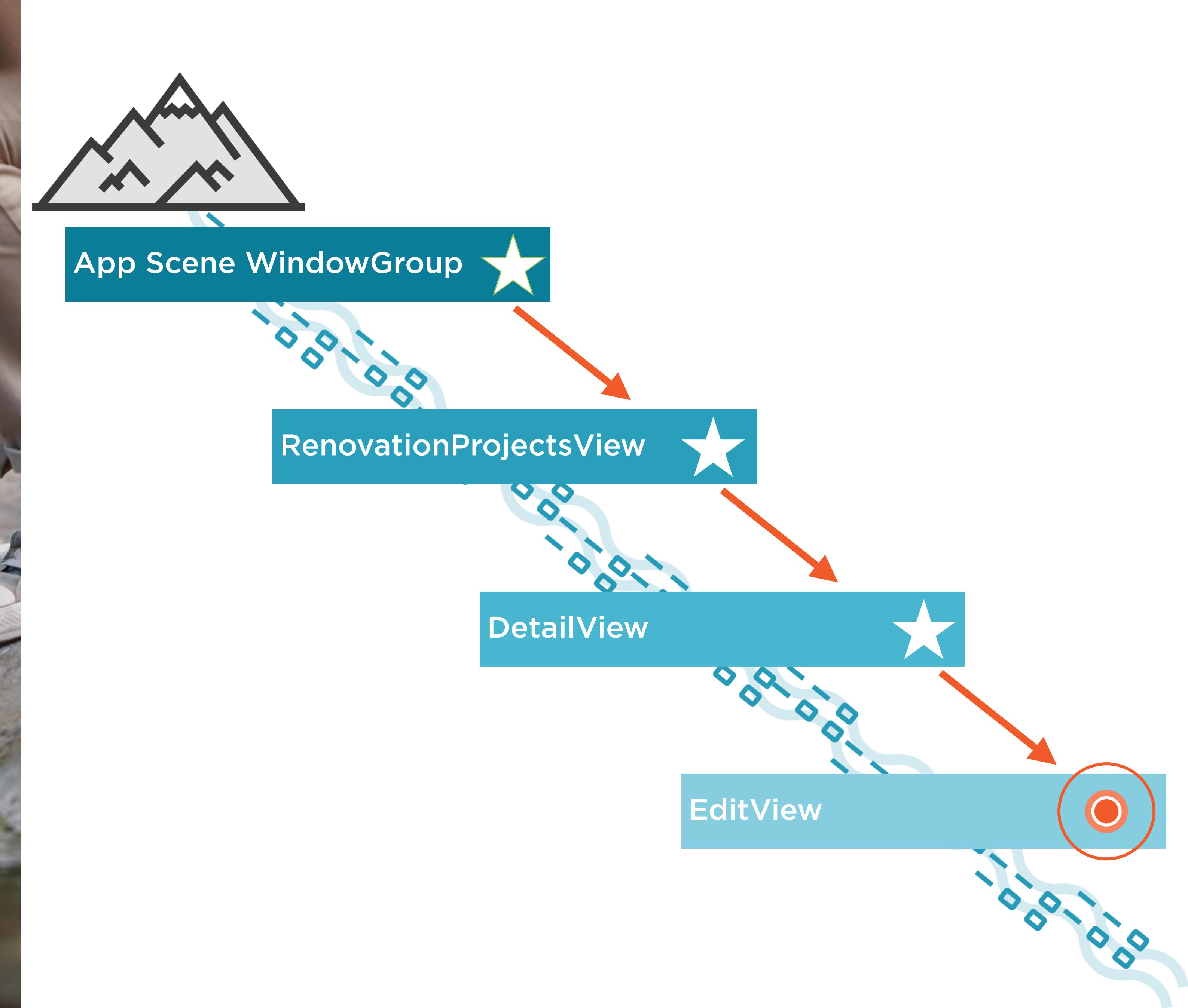
- `renovationArea: "Front Lobby"`
- `dueDate: 2021-08-01`
- `isFlagged: false`





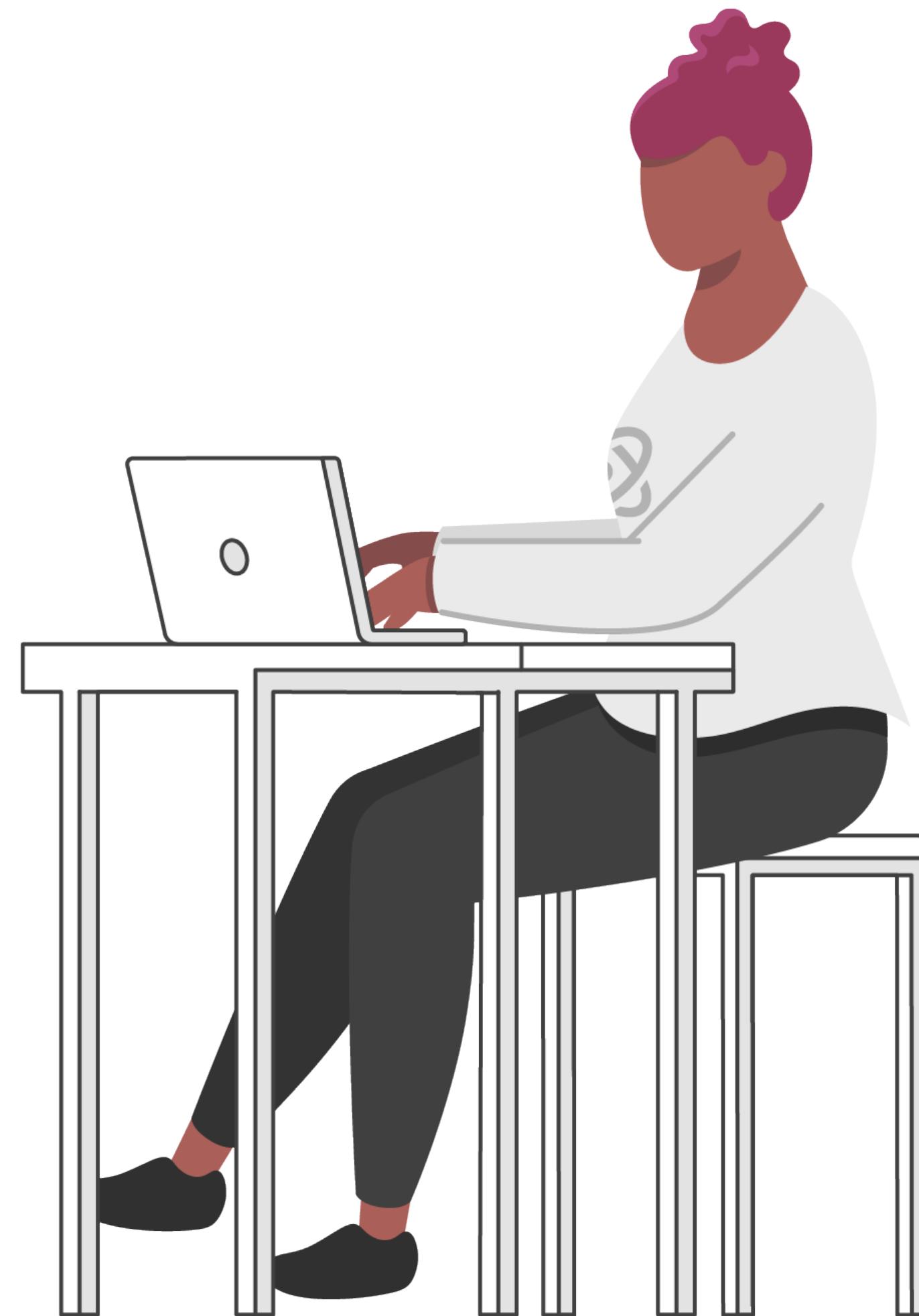


Loading and Displaying Data

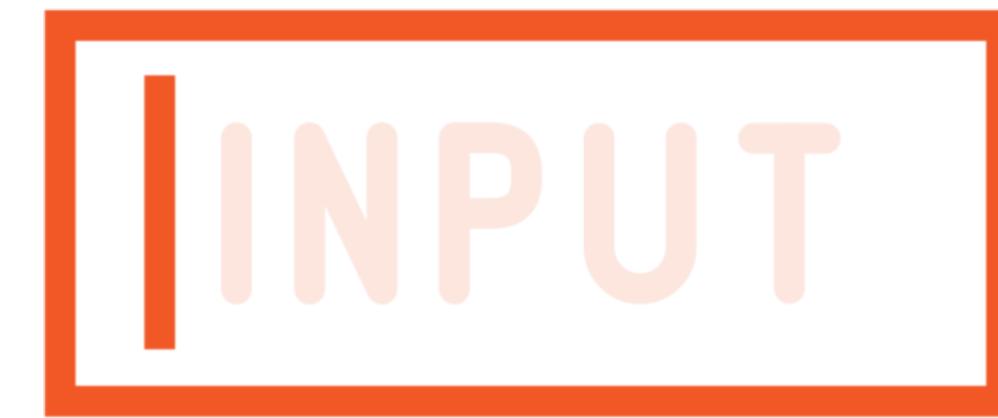


Working with JSON in Swift

Search



Try not to block the main thread
by performing potentially long-
running tasks inside an
onAppear closure.



Handling user input implies entering or changing data in some way.



How do we edit text data with Text Fields?

Editing Text Data with Text Fields

RenoTracker | Build for Previews RenoTracker: Succeeded | Today at 9:13 PM

Detail View Preview

```
1 import SwiftUI
2
3 struct DetailView: View {
4     var renovationProject: RenovationProject
5
6     var body: some View {
7         VStack(alignment: .leading) {
8             Header(renovationProject: renovationProject)
9
10            WorkQuality(renovationProject: renovationProject)
11
12            Divider()
13
14            PunchList(renovationProject: renovationProject)
15
16            Divider()
17
18            Budget(renovationProject: renovationProject)
19
20            Spacer()
21        }
22        .padding(.all)
23        .navigationTitle(renovationProject.renovationArea)
24        .sheet(isPresented: .constant(true), content: {
25            EditView(renovationProject: renovationProject)
26        })
27    }
28}
29
30
31 // MARK: Header section
32 struct Header: View {
33     var renovationProject: RenovationProject
34
35     var body: some View {
36         VStack(alignment: .leading) {
37             Image(renovationProject.imageName)
38                 .resizable()
39                 .scaledToFit()
40                 .frame(width: 360)
41                 .clipShape(RoundedRectangle(cornerRadius: 15))
```

Header section

Progress Info Card

Work Quality section

Punch List section

Budget section

Previews

Front Lobby

60%

Due on Aug 1, 2021

Work Quality

★ ★ ★ ☆

Punch List

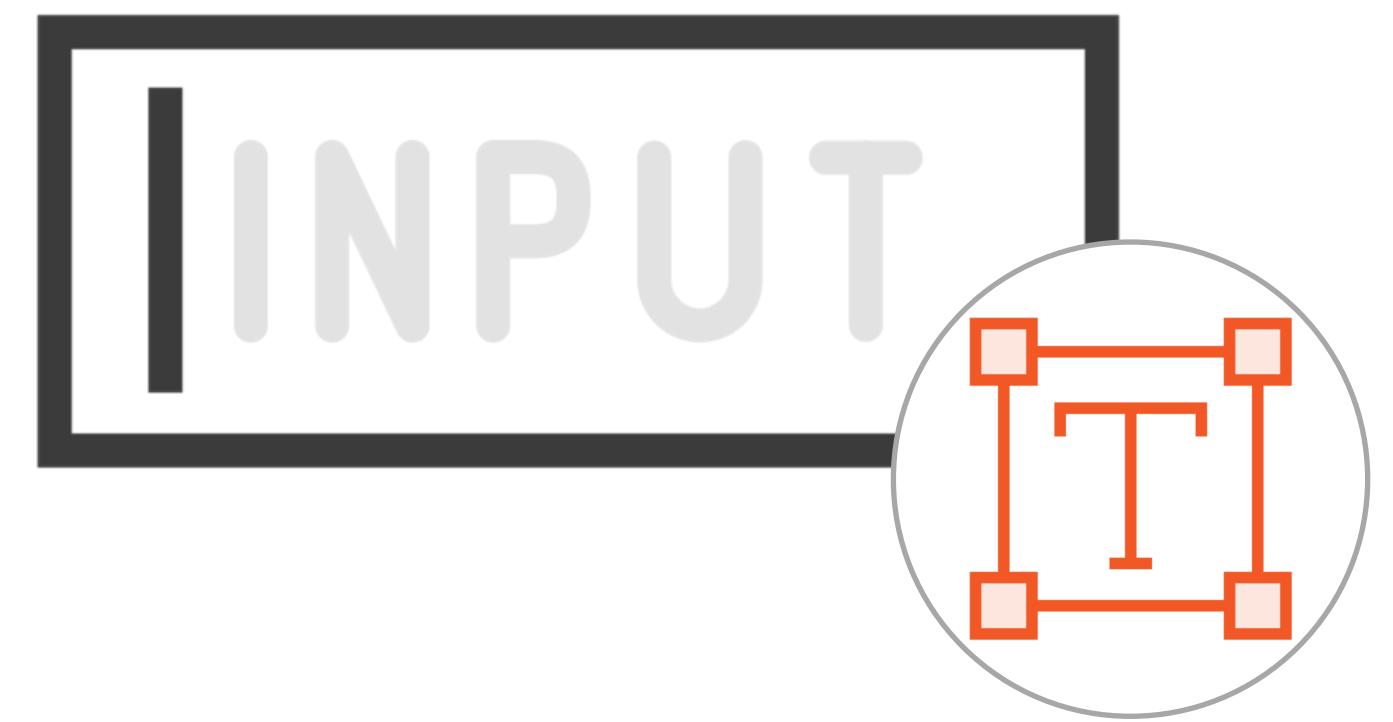
- Remodel front desk
- Retile entry
- Replace light fixtures
- Paint walls
- Hang new artwork

Budget

Over Budget

Amount Allocated:	\$15,000.00
Spent to-date:	\$18,350.00
Amount remaining:	-\$3,350.00

Front Lobby



TextField



What pieces of data from the data model
should users be allowed to change?



renovationArea

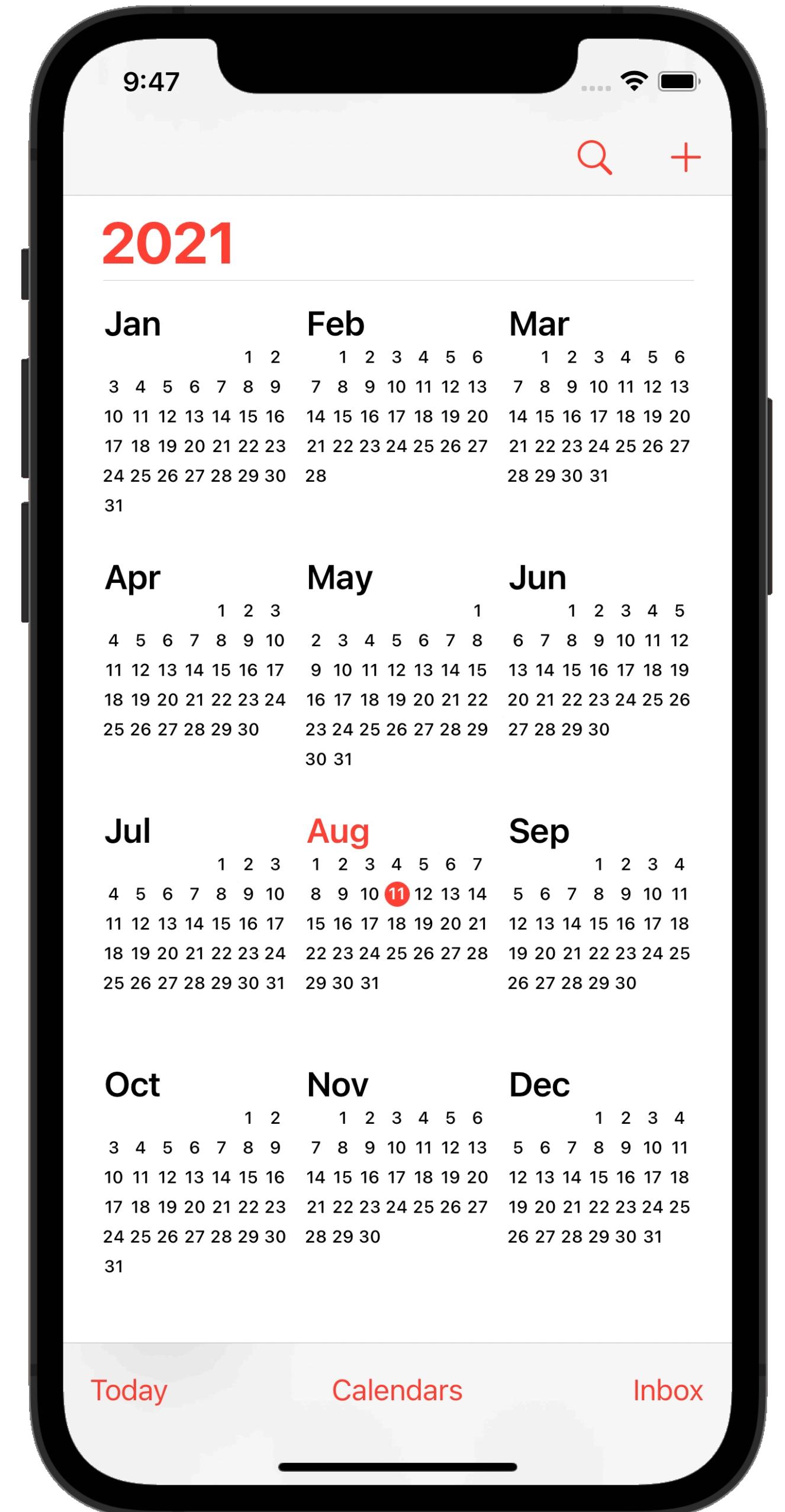
dueDate

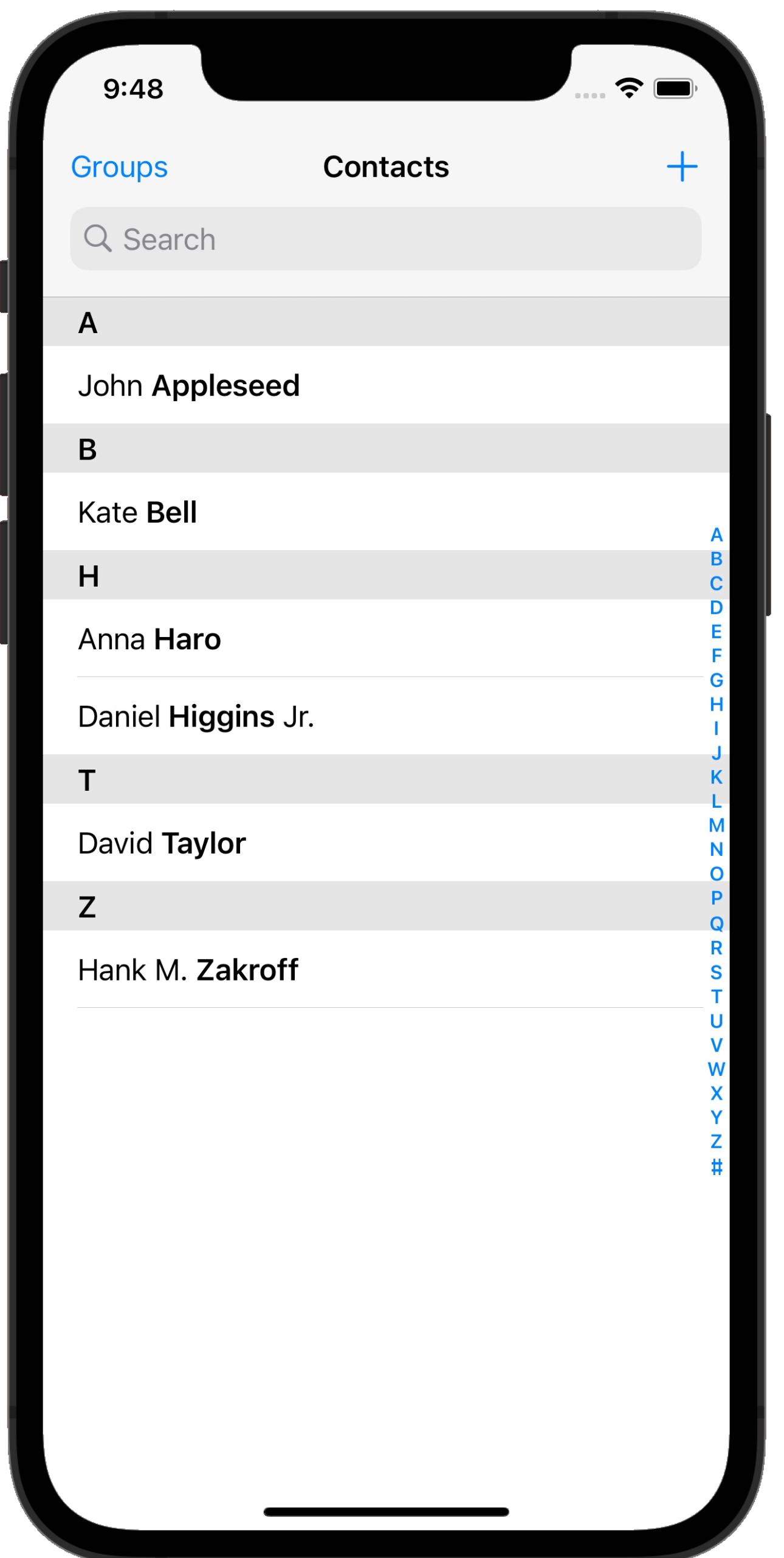
workQualityRating

isFlagged

punchList

budgetSpentToDate







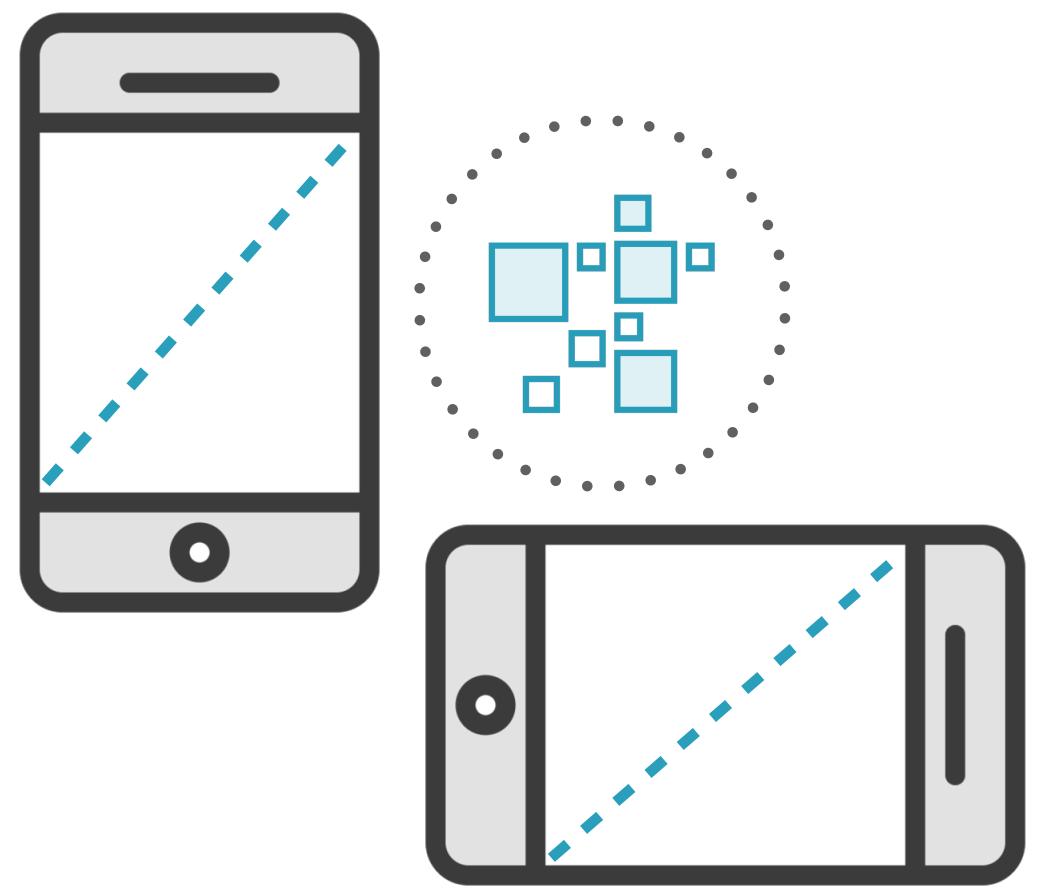
How do we persist (or cancel) data changes?

Persisting (or Canceling) Data Changes



- No way to back out and cancel changes that are made to the data
- Intentional changes that should be kept are wiped out after every relaunch of the app
- There needs to actually be a cancel button and a done button on the EditView's navigation bar

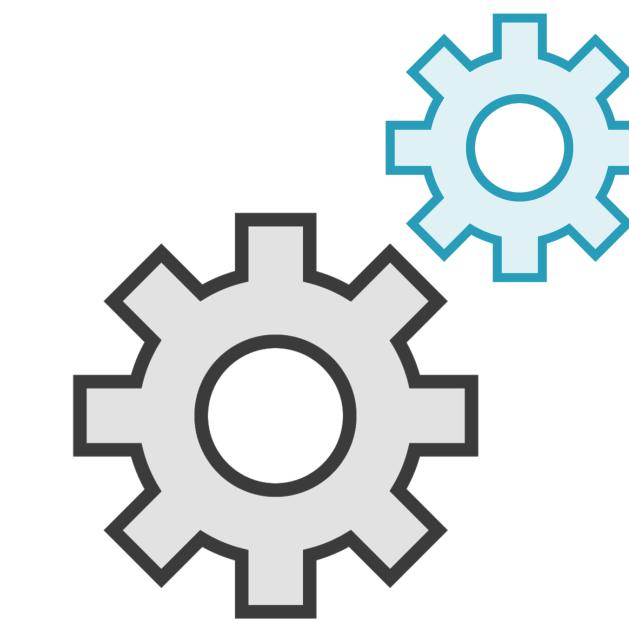
SwiftUI Environment



Device characteristics

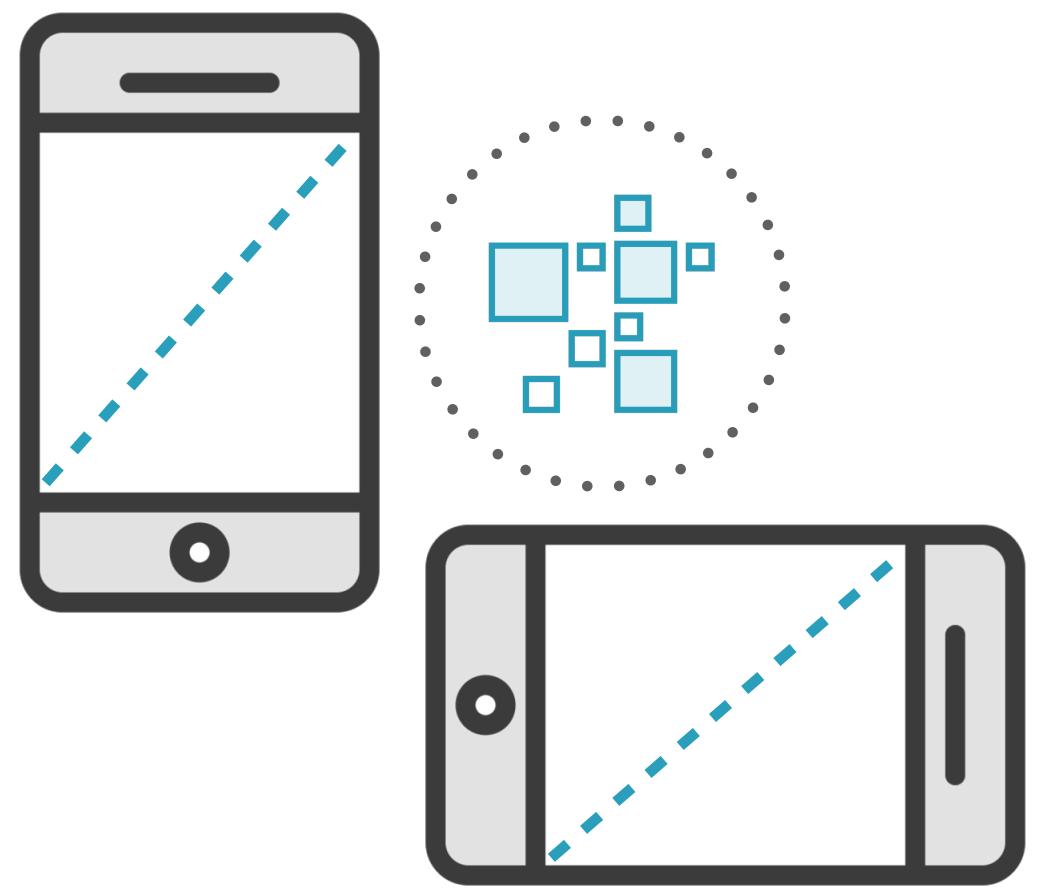


Operating system states

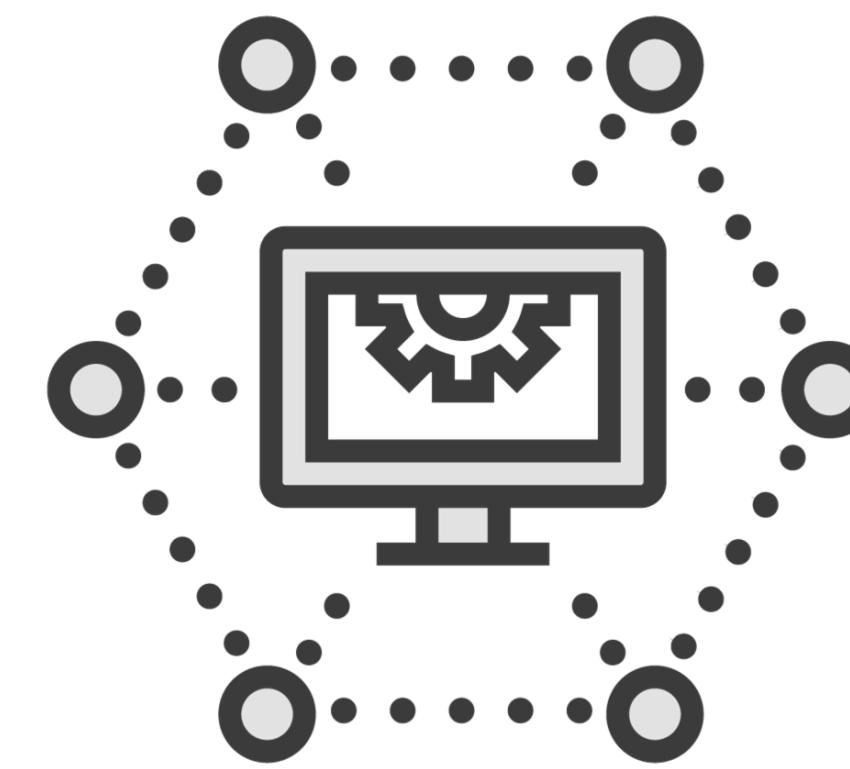


User settings

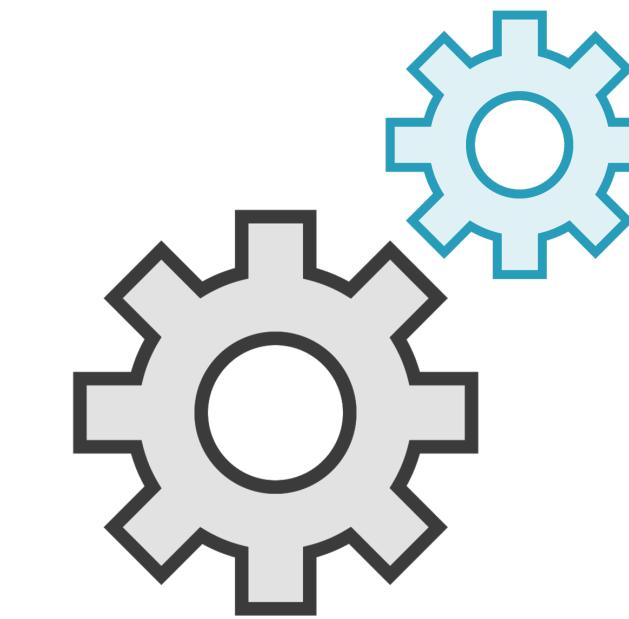
SwiftUI Environment



Device characteristics

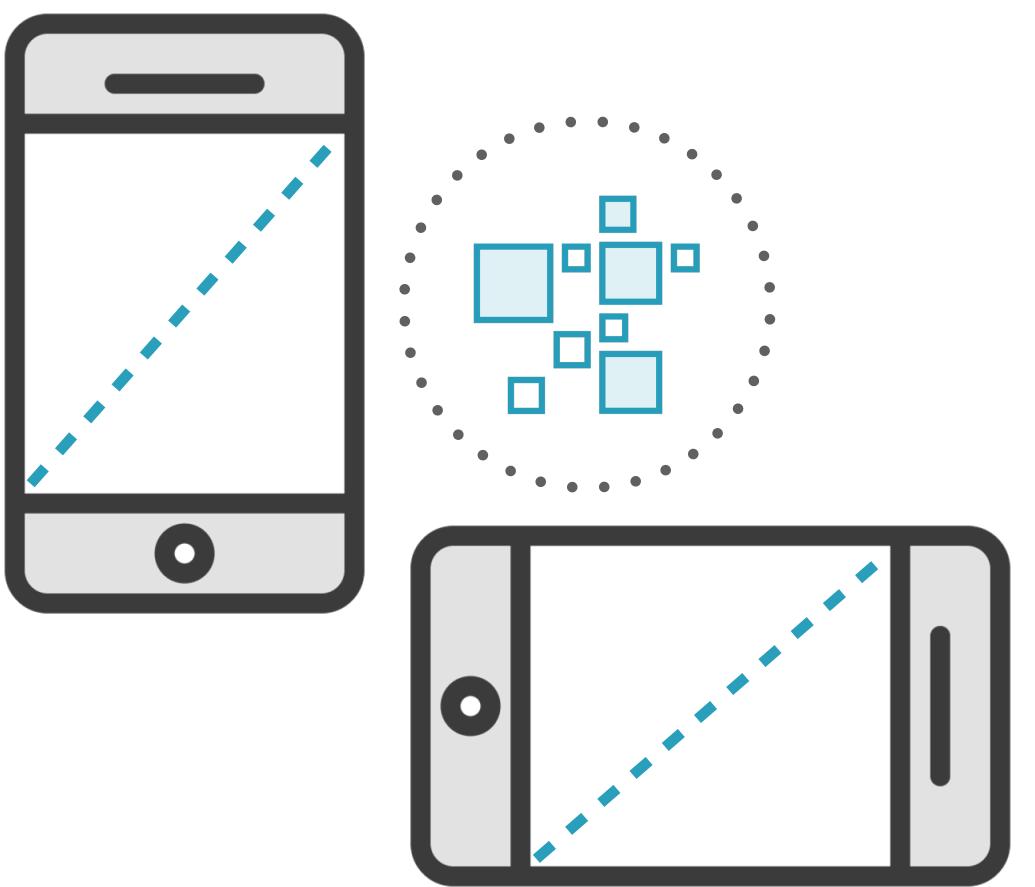


Operating system states

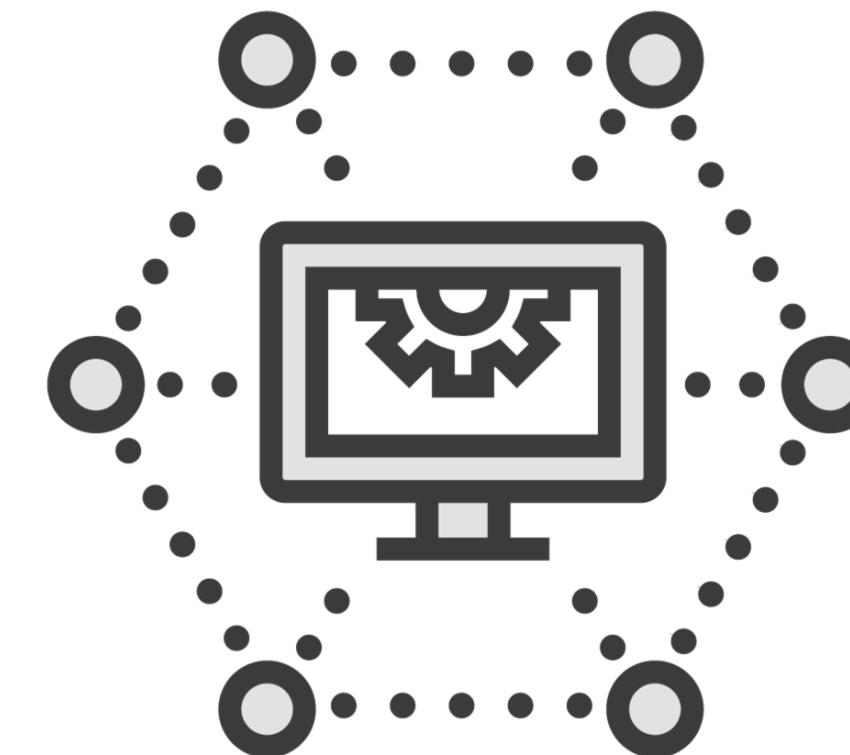


User settings

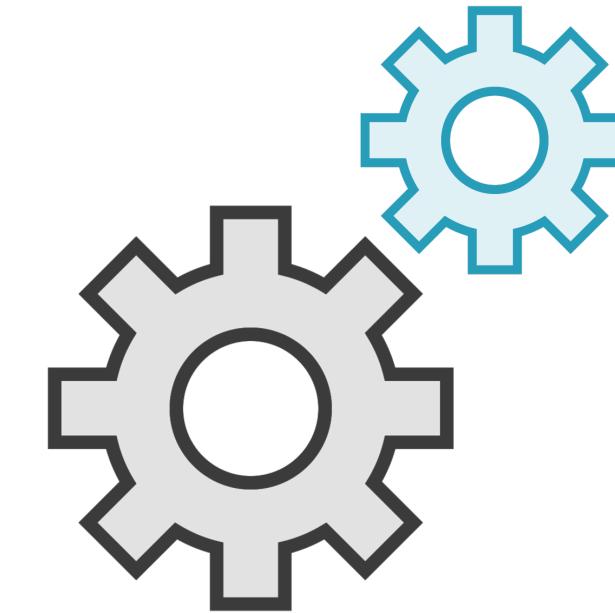
SwiftUI Environment



Device characteristics



Operating system states

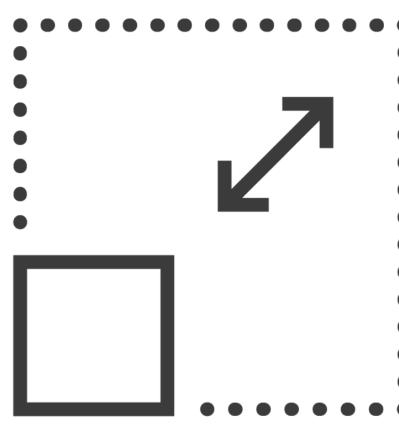


User settings

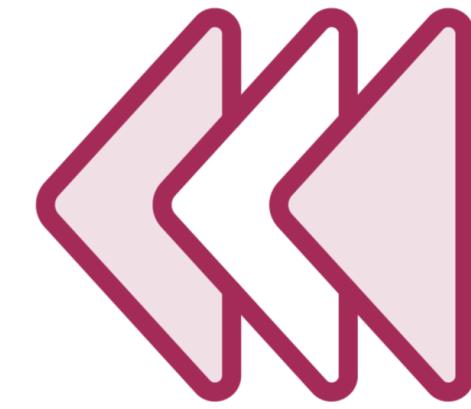
Data Lifecycle



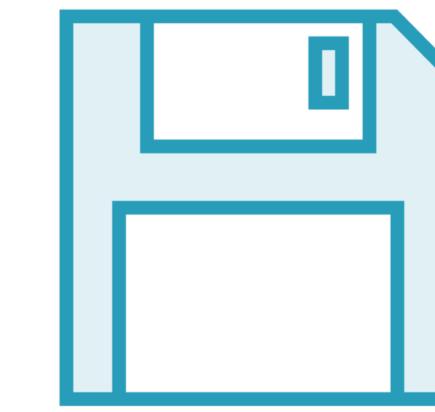
Load



Change



Cancel



Persist



renovationArea

dueDate

workQualityRating

isFlagged

punchList

budgetSpentToDate

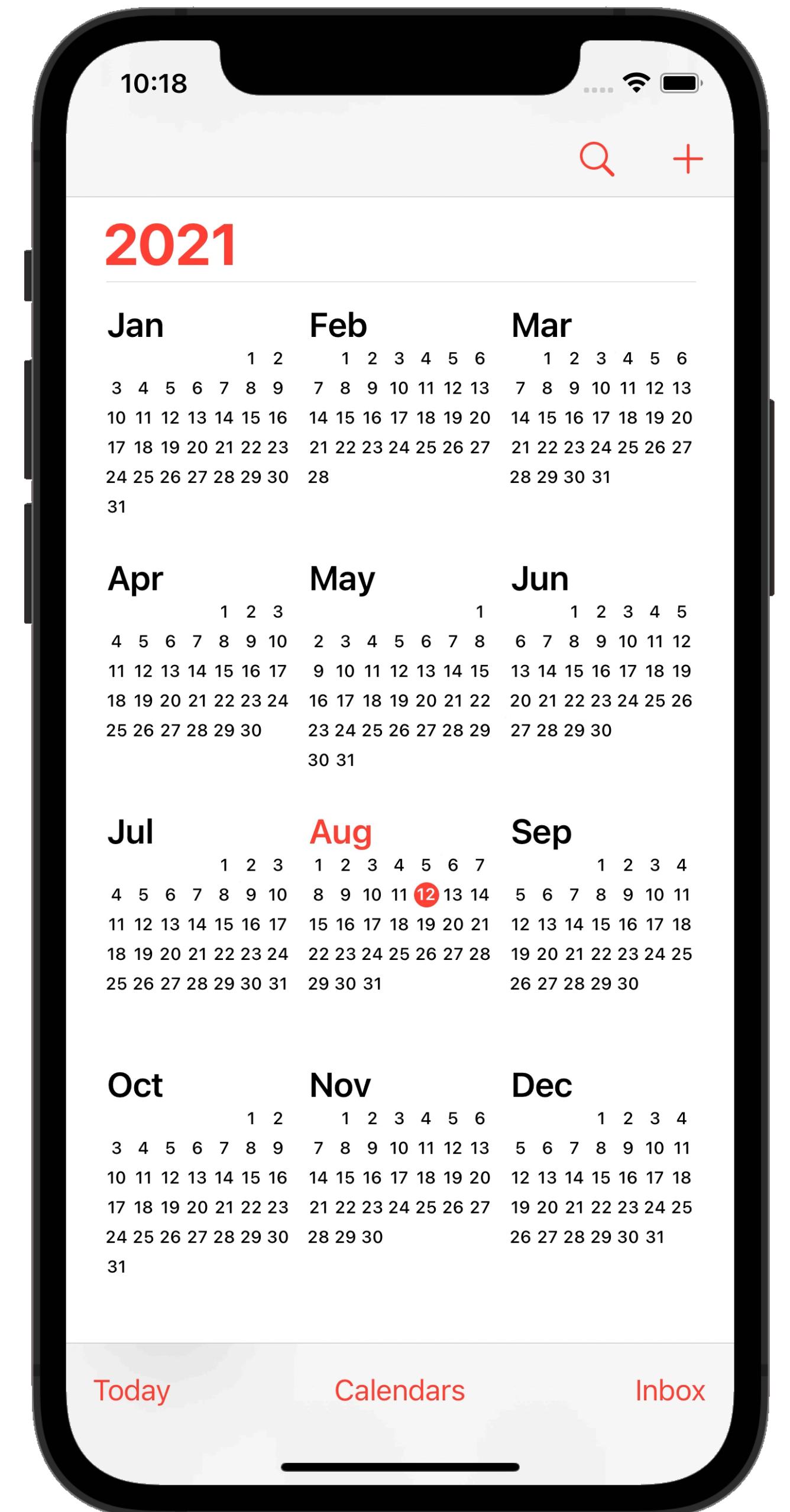


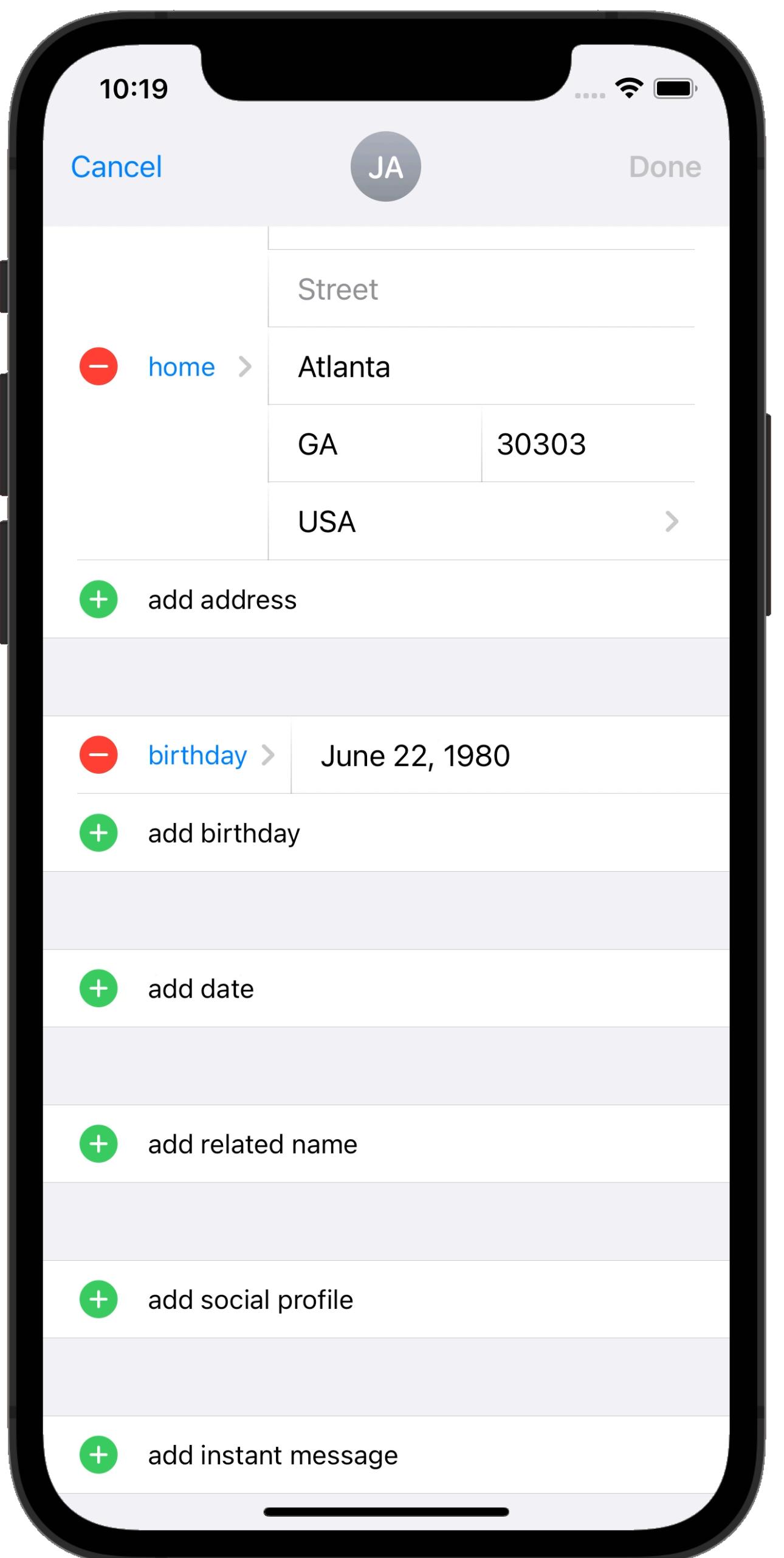
✓ **renovationArea**
dueDate
workQualityRating
isFlagged
punchList
budgetSpentToDate

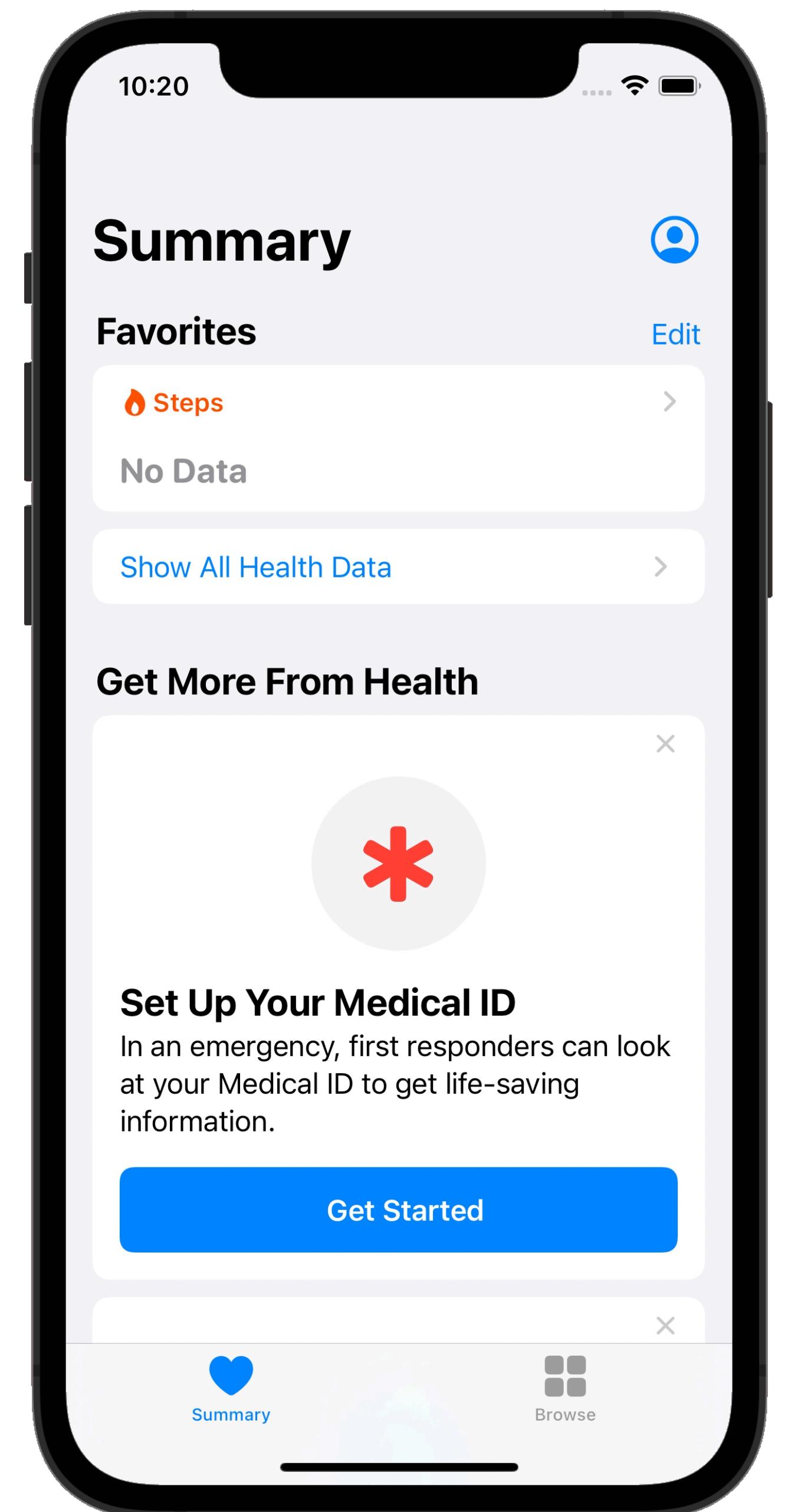


How do we implement an input control for choosing dates, displaying pop-over menus, and switching between two or more mutually exclusive options?

Working with Picker Views

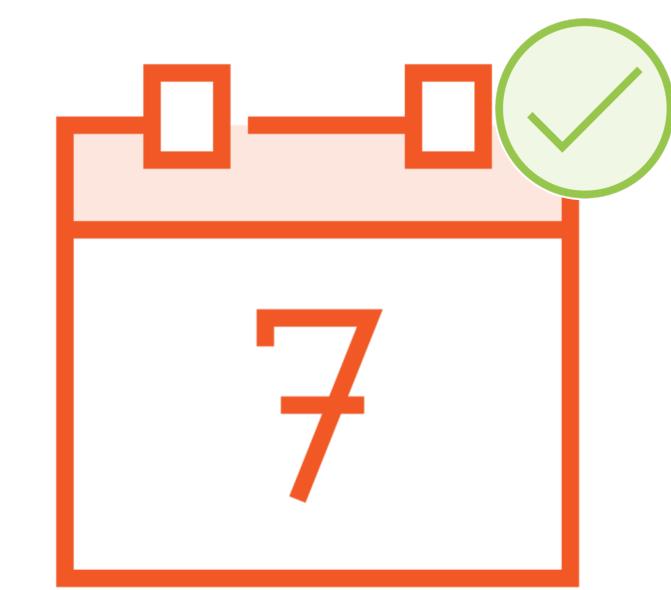








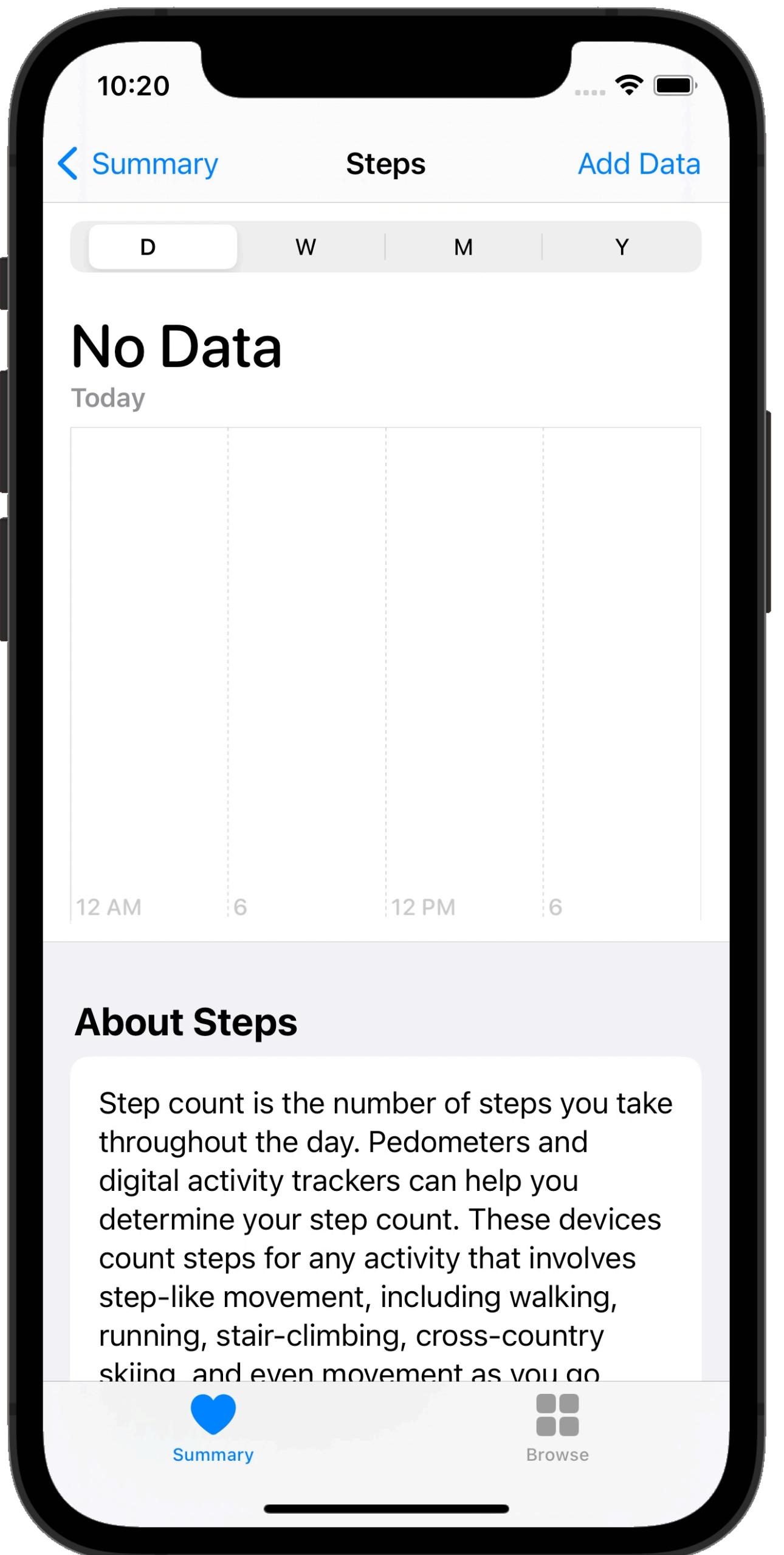
What about the other picker styles that we saw
(like the wheel-style date picker)?



DatePickerController

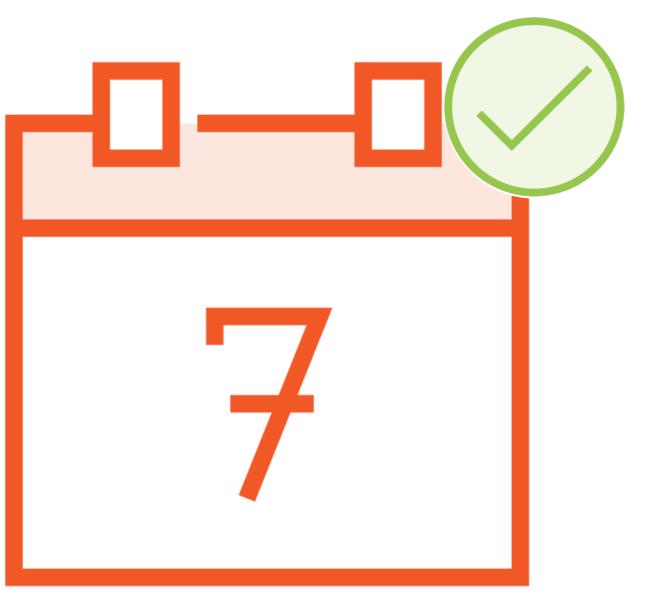


How do I create something like the segmented control
that we saw in the Health app?





Datepicker



DatePicker



Picker



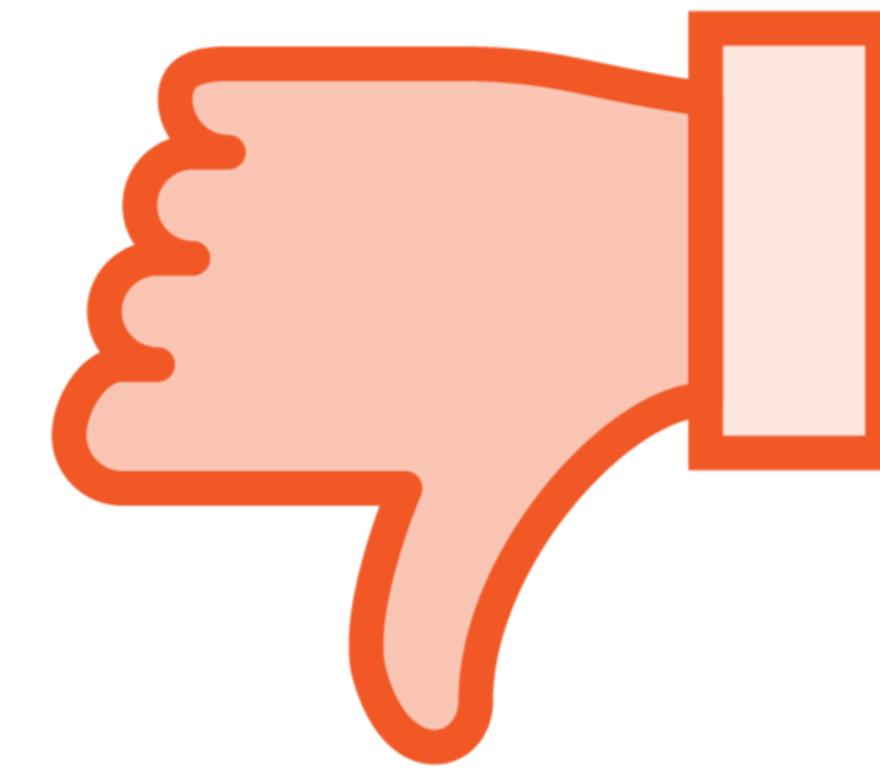
What kind of editing control should we use if the piece of data can only have one of two possible values?

True

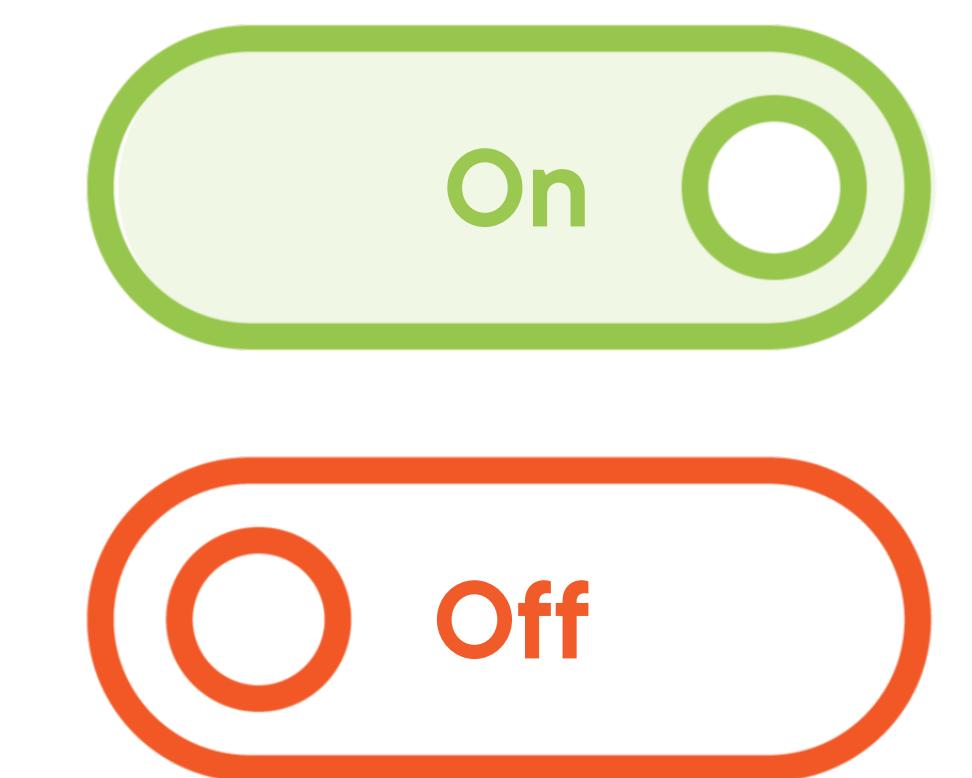
False



Yes



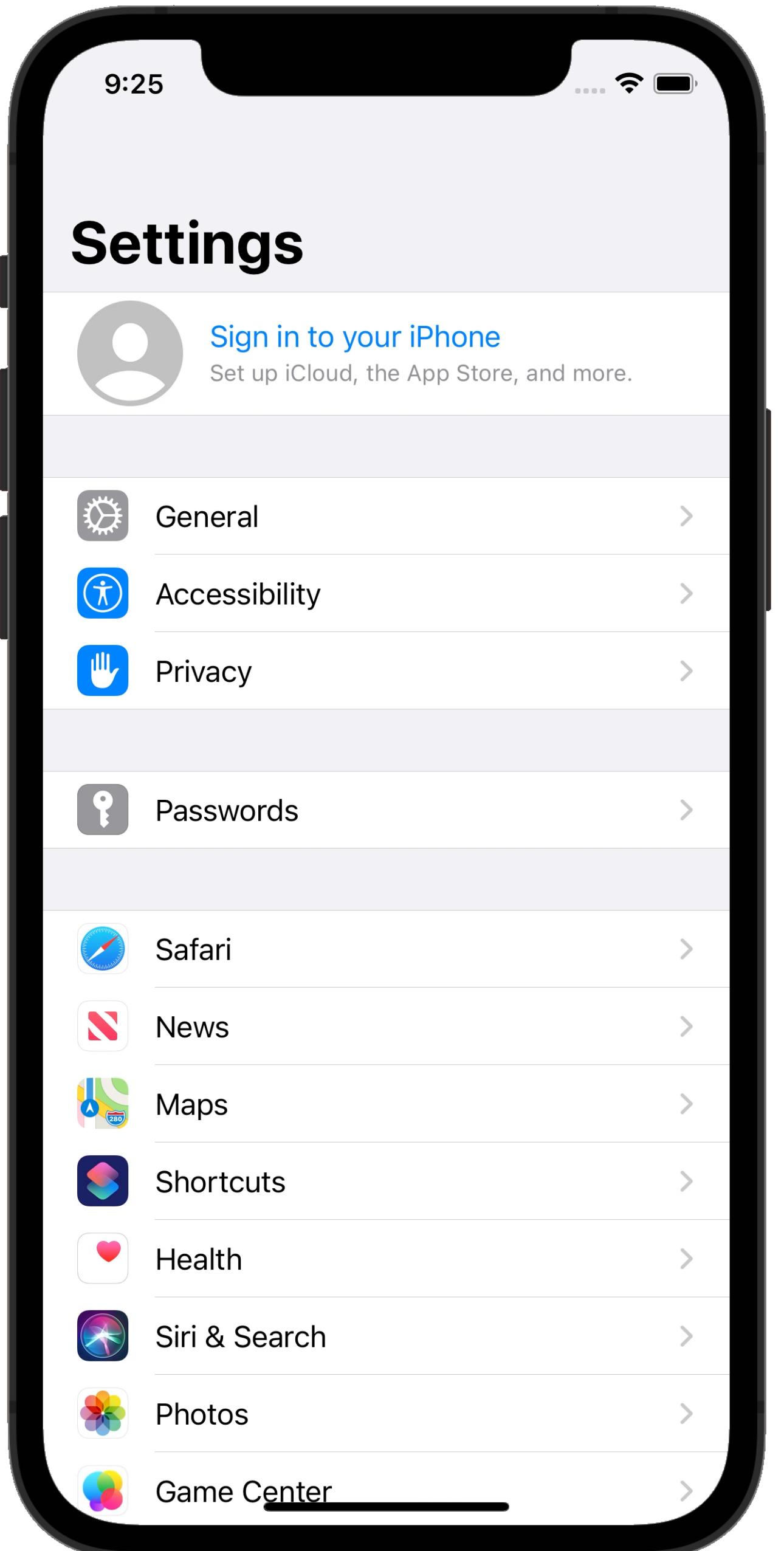
No

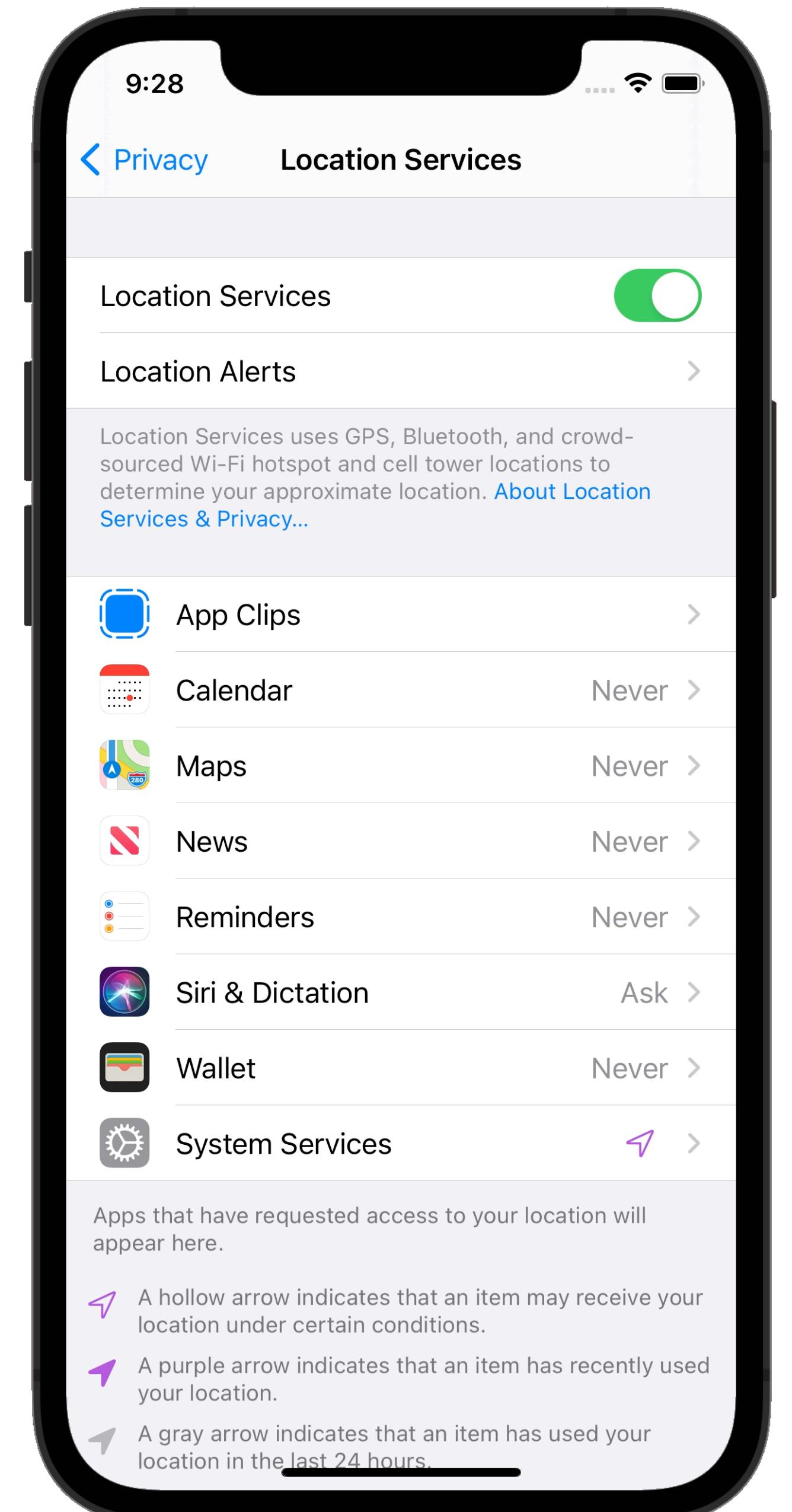


Switching Between Binary Options with Toggles



Toggle







Toggle

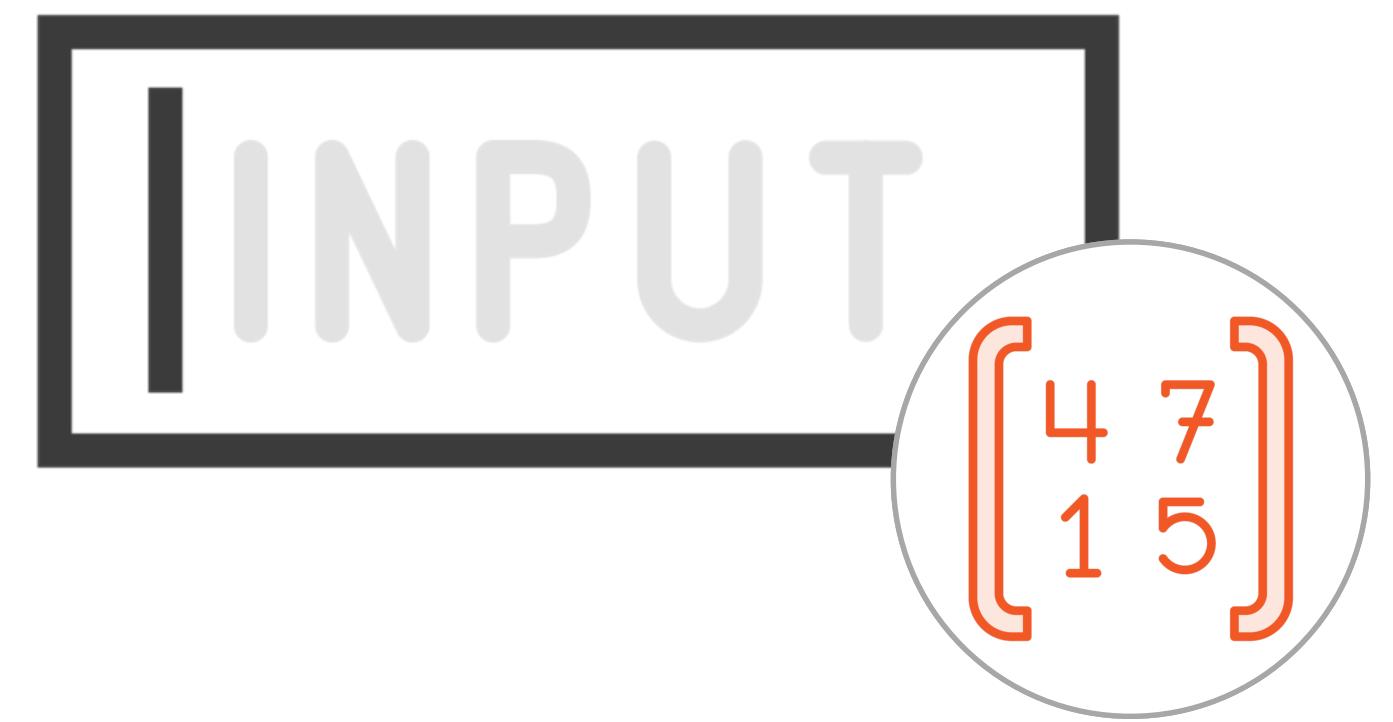
Use when you want to allow users to edit a piece of data that can only be one of two possible values.



✓ renovationArea
✓ dueDate
✓ workQualityRating
✓ punchList
isFlagged
budgetSpentToDate



- ✓ renovationArea
 - ✓ dueDate
 - ✓ workQualityRating
 - ✓ punchList
 - ✓ isFlagged
- budgetSpentToDate**



TextField

Editing Numeric Data with Text Fields



Can we use a `TextField` to edit numeric data?

Displaying Editing Controls in a Form

Summary

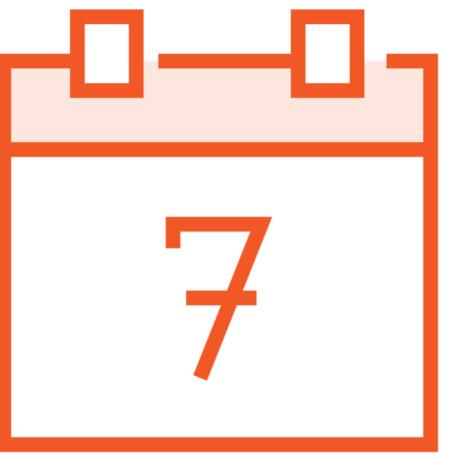
Build a data model

Establish a data flow

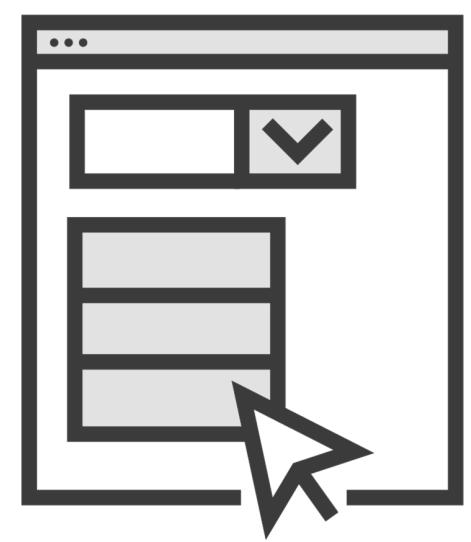
Bind data to SwiftUI's data editing controls



TextField



DatePicker

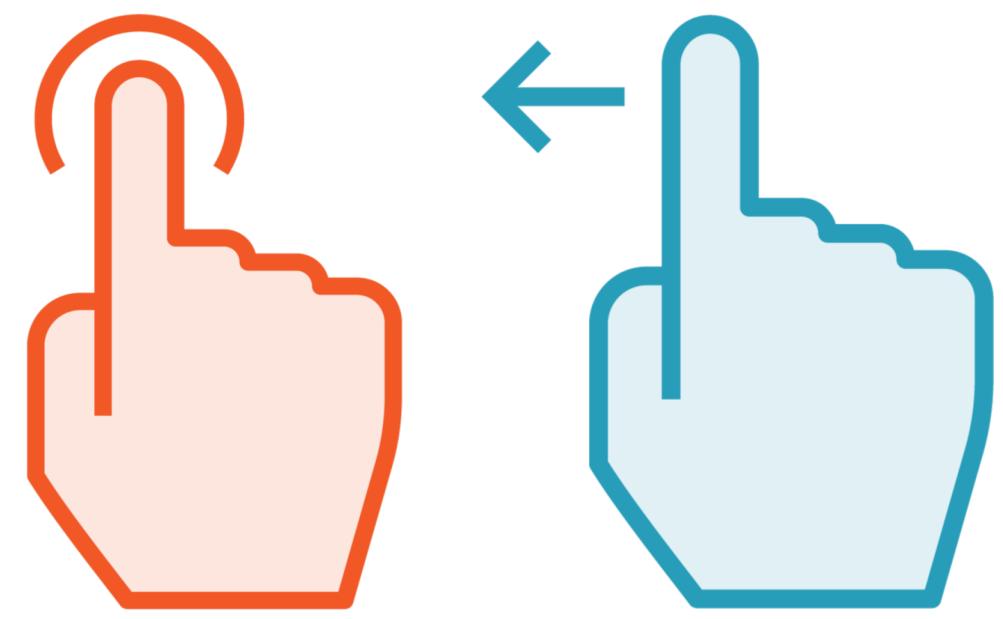


Picker

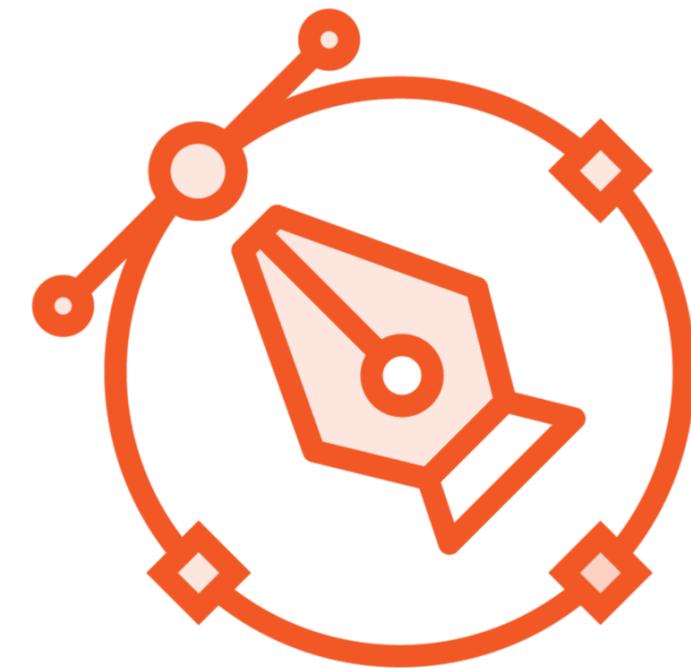


Toggle

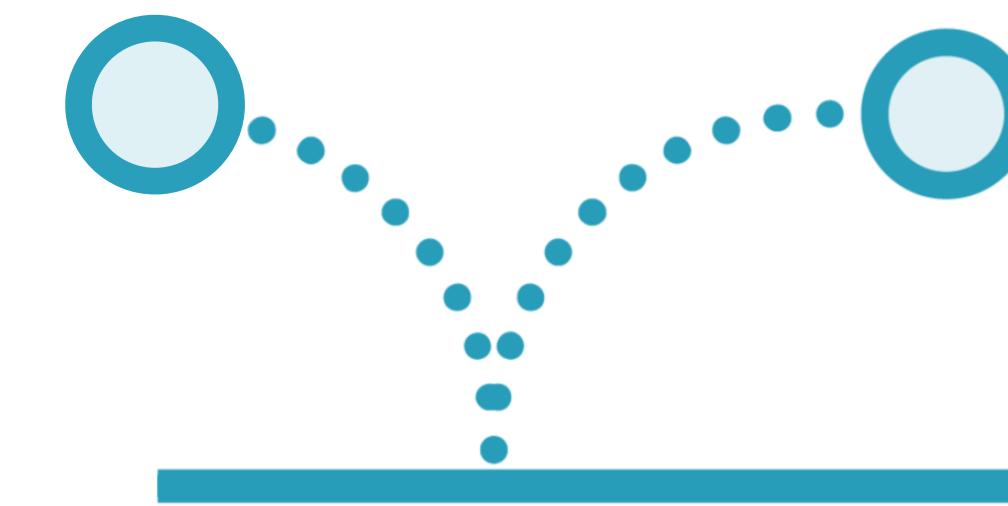
Up Next



Gestures



Drawing



Animation