UIGestureRecognizer

GestureRecognizer Type

- 탭 - Tap
- 확대/축소 - Pinch
- 회전 - Rotation
- 특정방향으로 밀기 - Swipe
- 드래깅 - Pan
- 오래 누르기 - LongPress
- 화면 모서리 드래깅 - ScreenEdgePan

Tap Gesture Recognizer - Recognizes tap gestures, including double-tap or multiple-touch.

Pinch Gesture Recognizer - Recognizes pinch gestures.

Rotation Gesture Recognizer - Recognizes rotation gestures.

Swipe Gesture Recognizer - Recognizes swipe gestures.

Pan Gesture Recognizer - Recognizes pan (dragging) gestures.

Screen Edge Pan Gesture Recognizer - Recognizes pan (dragging) gestures that start near an edge of the screen.

Long Press Gesture Recognizer - Recognizes long press gestures, based on the number and duration of taps.
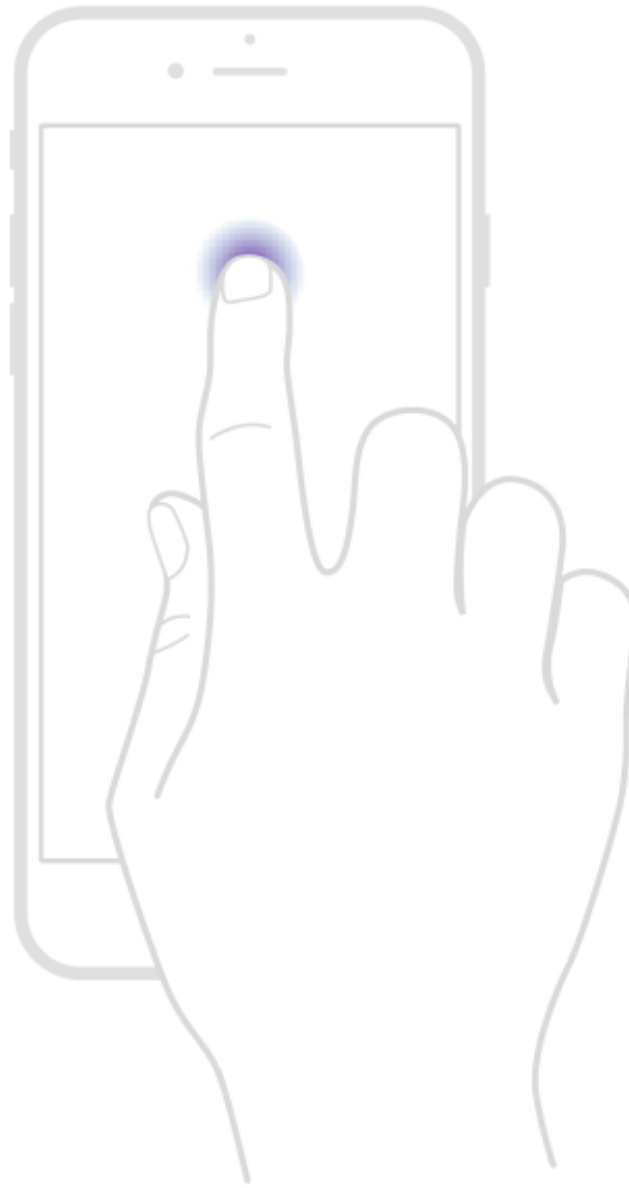
Custom Gesture Recognizer - Recognizes custom gestures. Set a custom subclass in the Identity inspector.
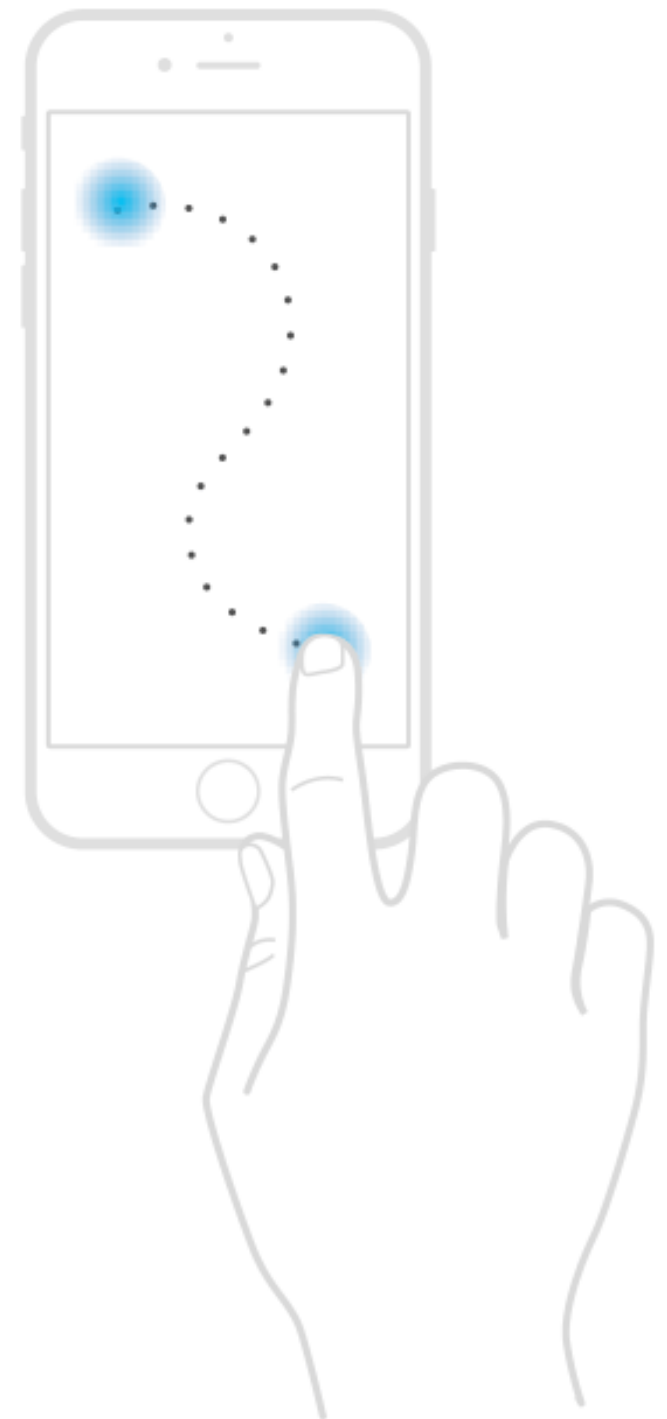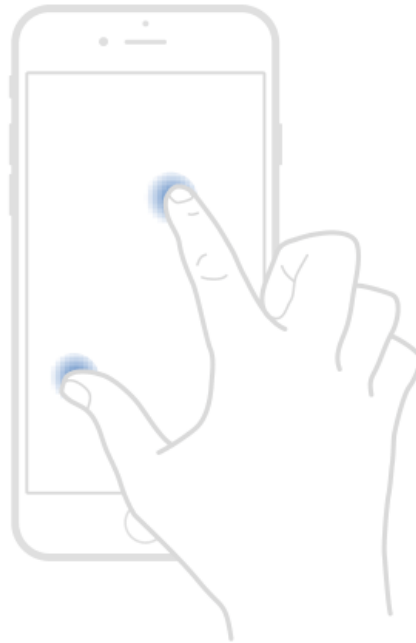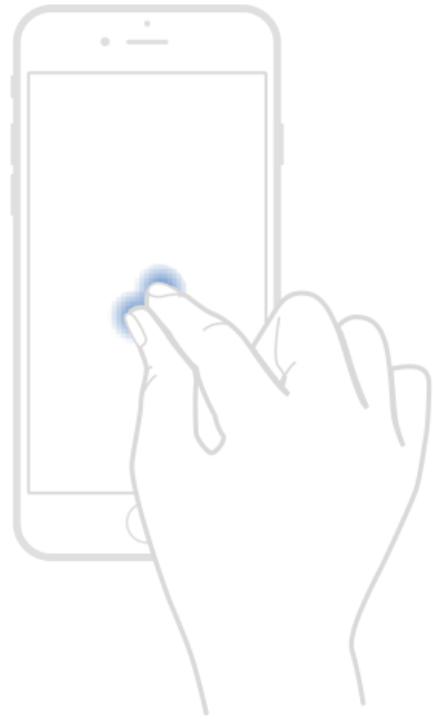
GestureRecognizer Type
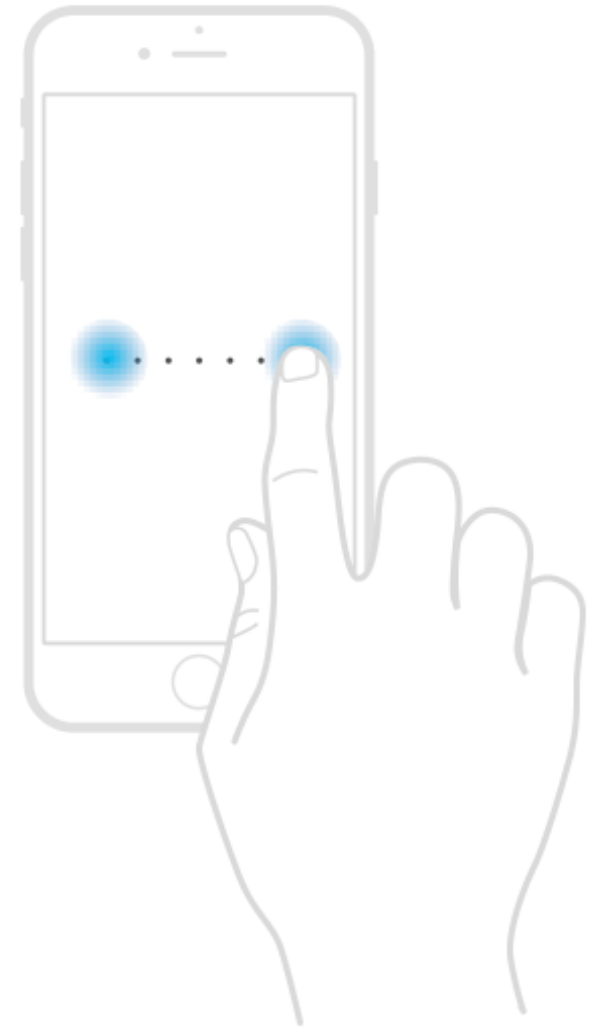
Pan

Tap
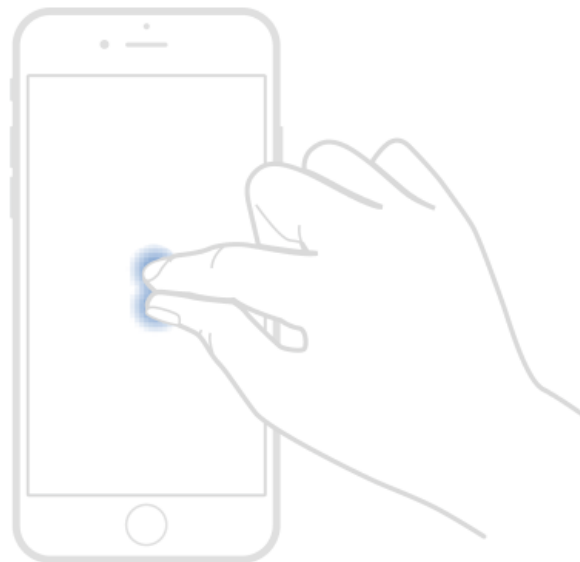(~0.1 second)

Long press
(>0.5 seconds)

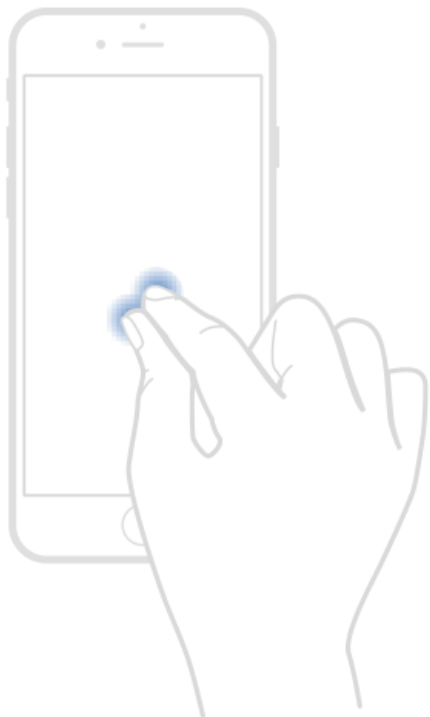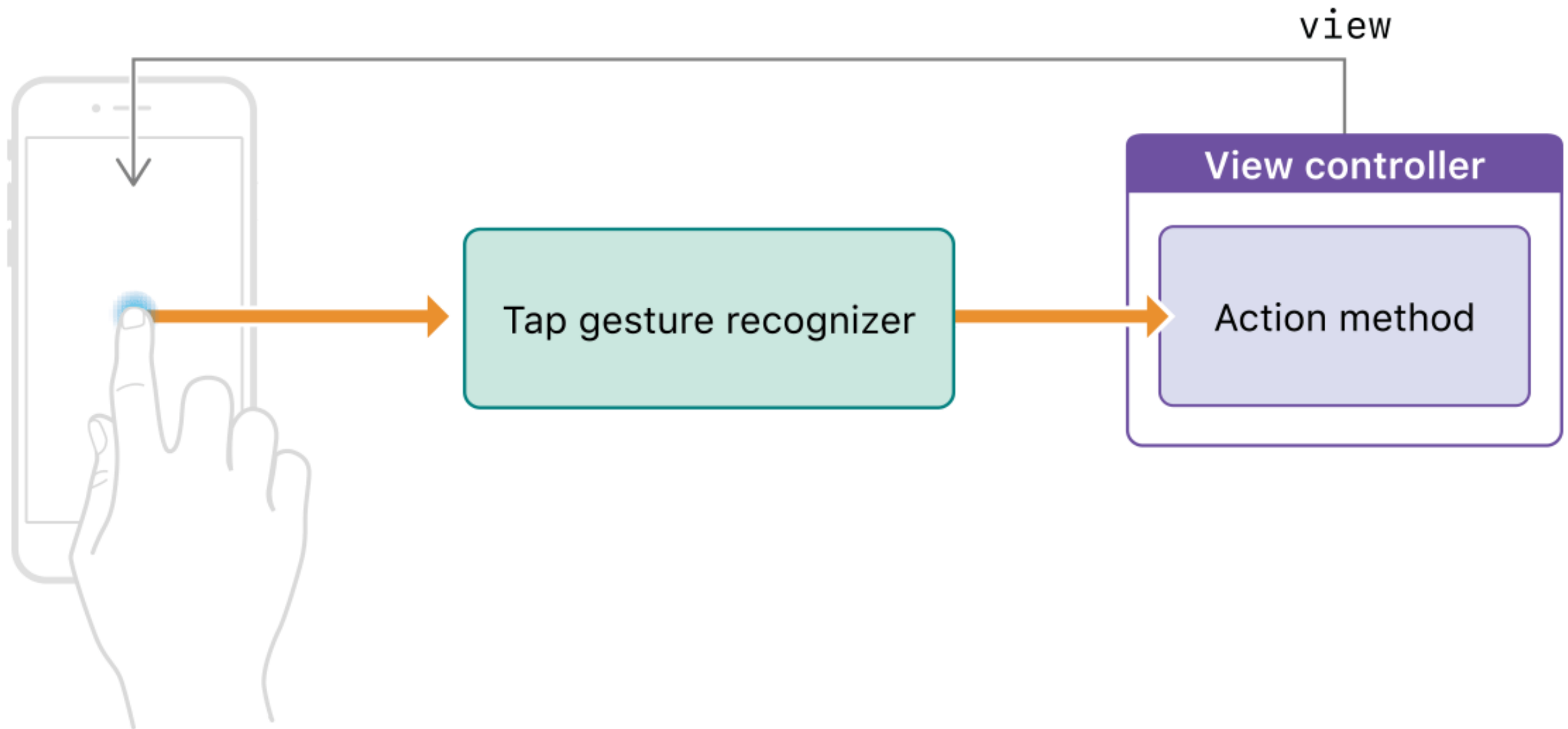# GestureRecognizer Type

Pinch

Swipe

Rotate

Gesture recognizer notifying its target

Code

```swift
override func viewDidLoad() {
  super.viewDidLoad()

  let tapGesture = UITapGestureRecognizer(
    target: self,
    action: #selector(handleTap(_:))
  )
  view.addGestureRecognizer(tapGesture)
}

@objc func handleTap(_ sender: UITapGestureRecognizer) {
  // code
}
```
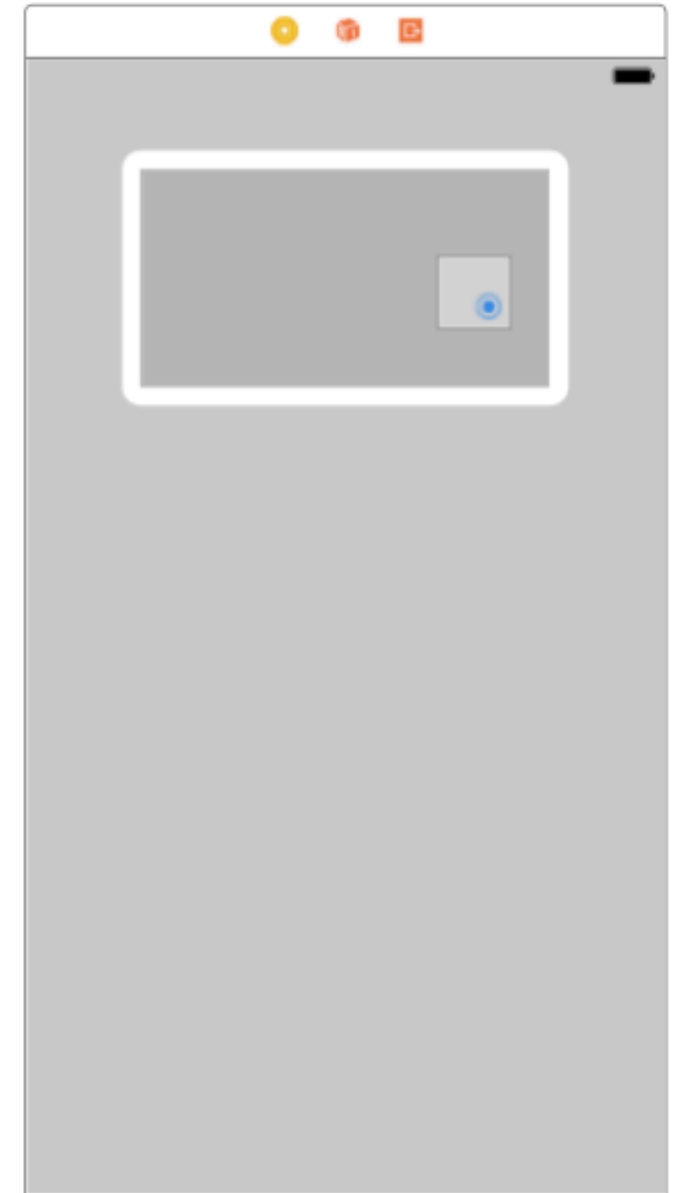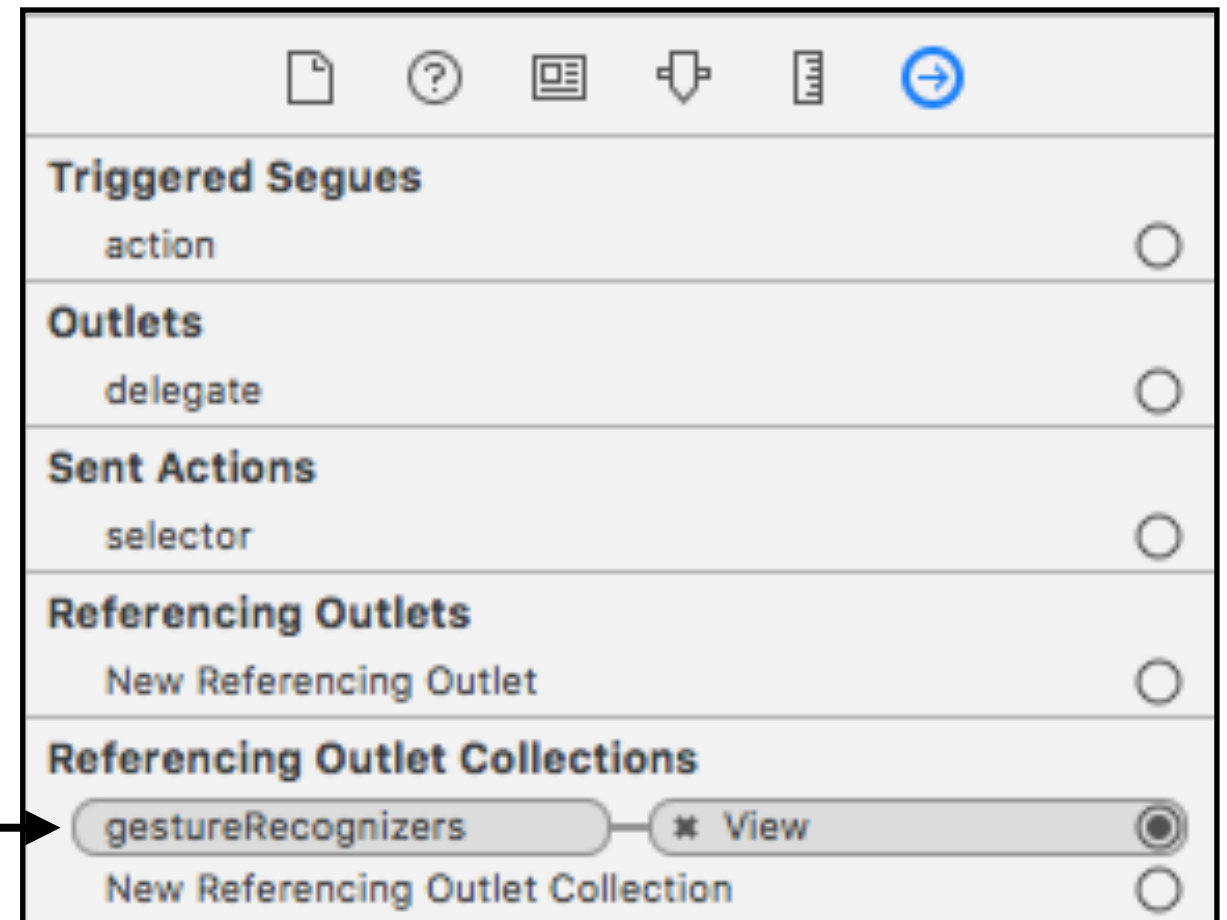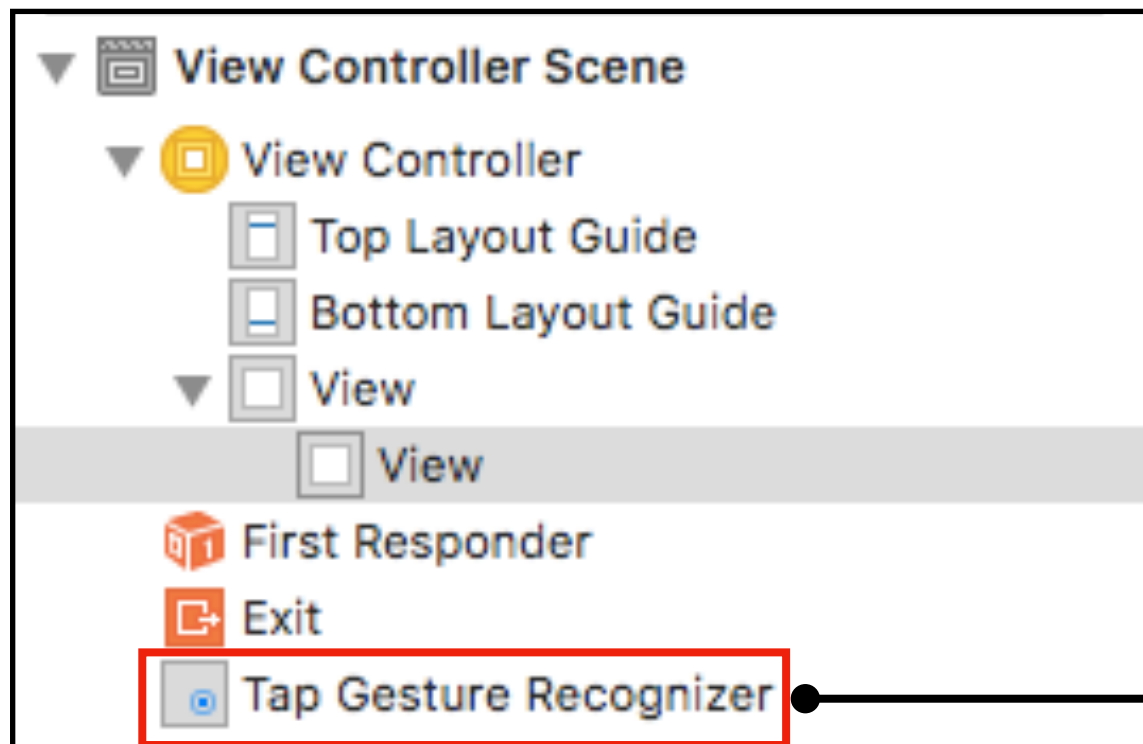
Storyboard

Drag & Drop

action으로 연결해놓고 사용

Storyboard

Attributes Inspector

각 **Recognizer**는 서로 다른 속성을 지님

단, 공통 부모 클래스인 **Gesture Recognizer**에 대해서는 동일

Tap Gesture Recognizer

Recognize 〔 1 〕 〔 1 〕
　　　　　Taps　　　　Touches

Tap은 클릭 횟수, Touches는 손가락 갯수

Gesture Recognizer

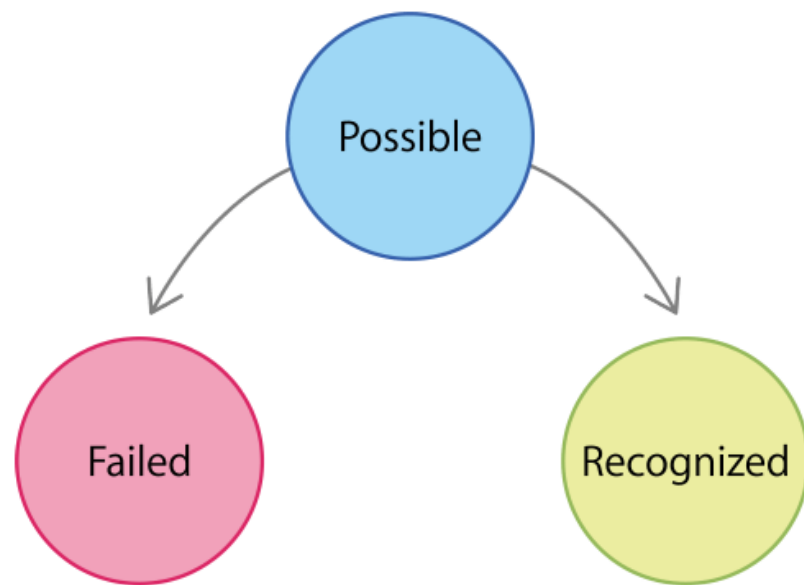State ☑ Enabled

Behavior ☑ Cancels touches in view
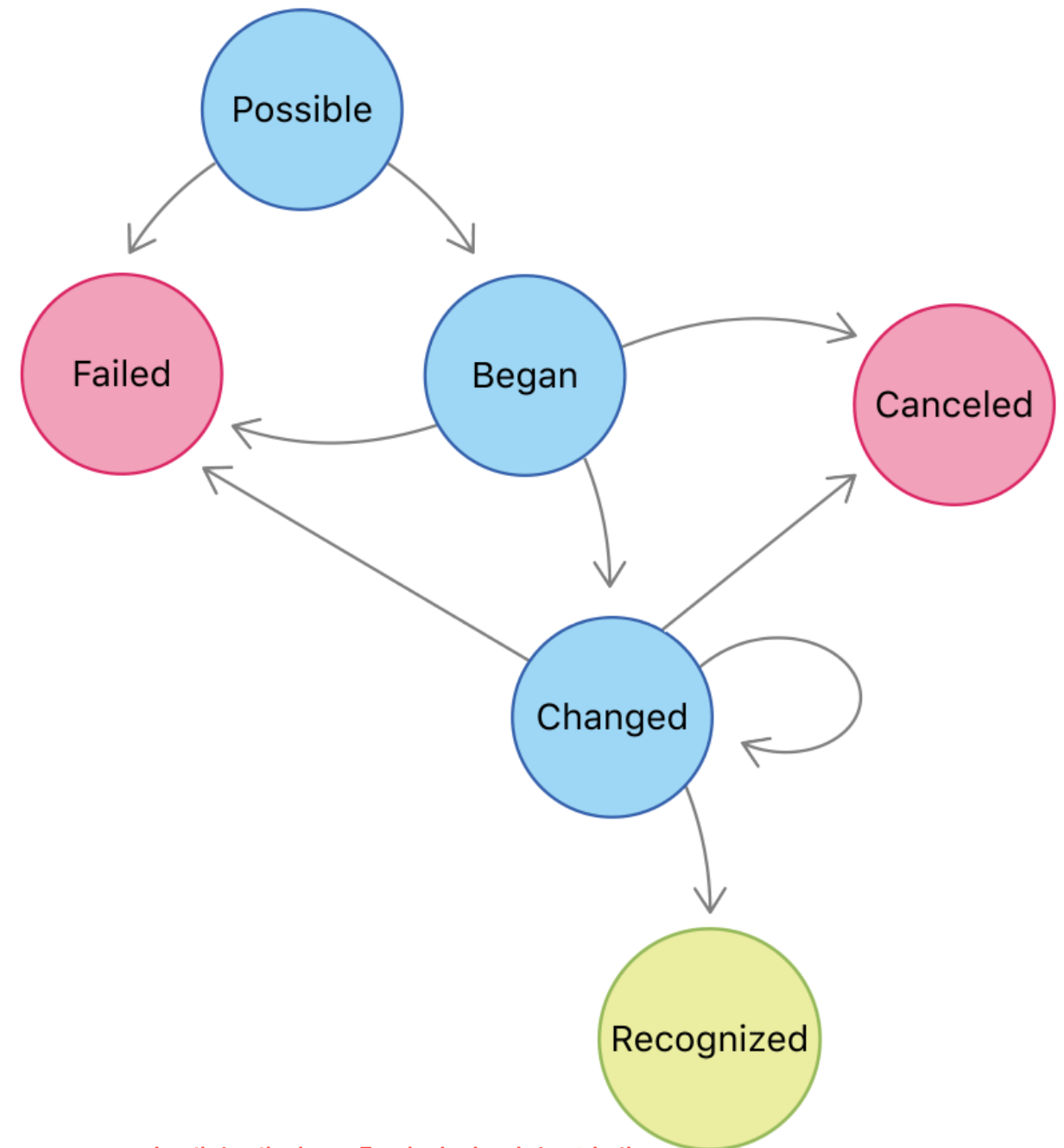　　　　　☐ Delays touches began
　　　　　☑ Delays touches ended

The states of a gesture

[discrete]

[continuous]