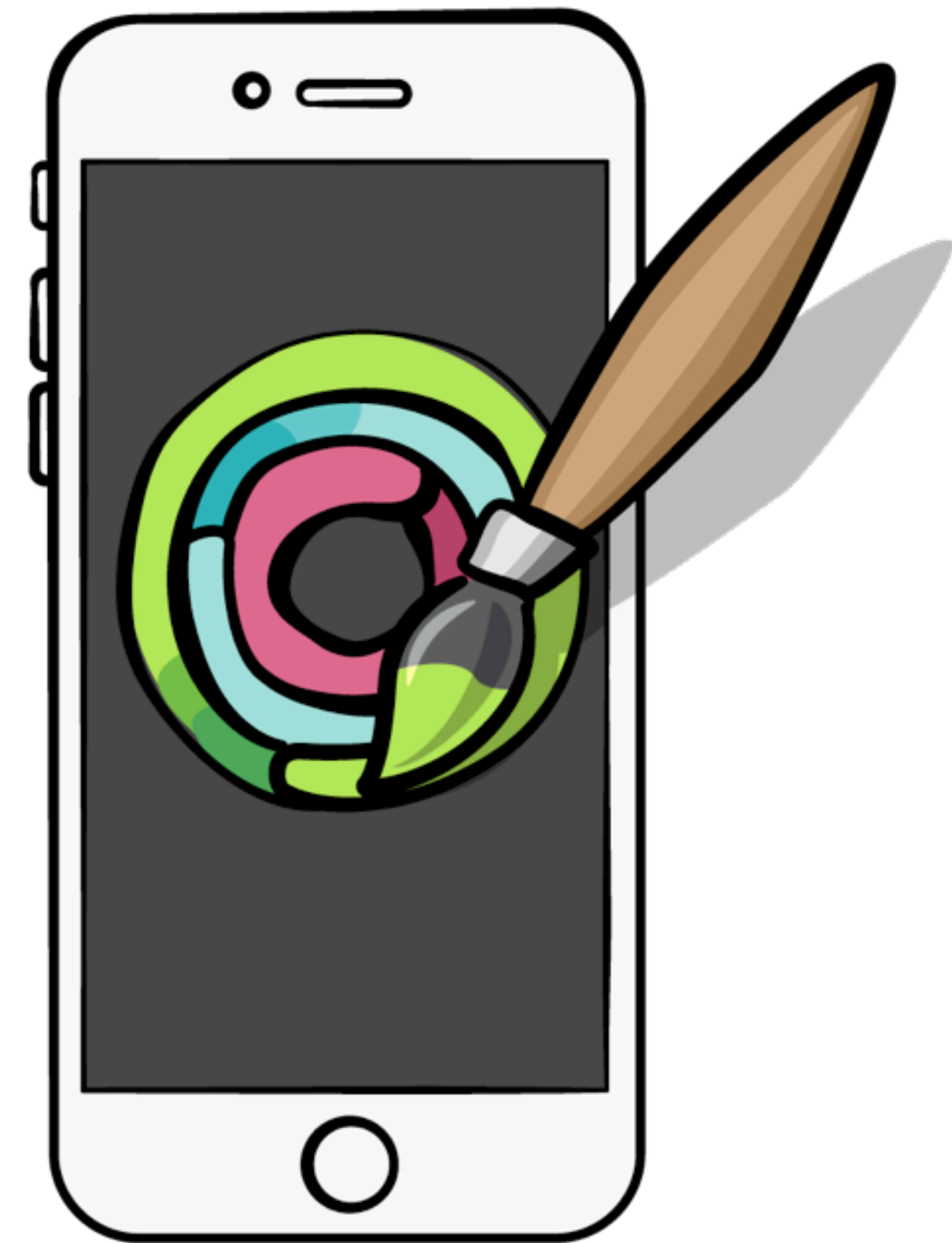
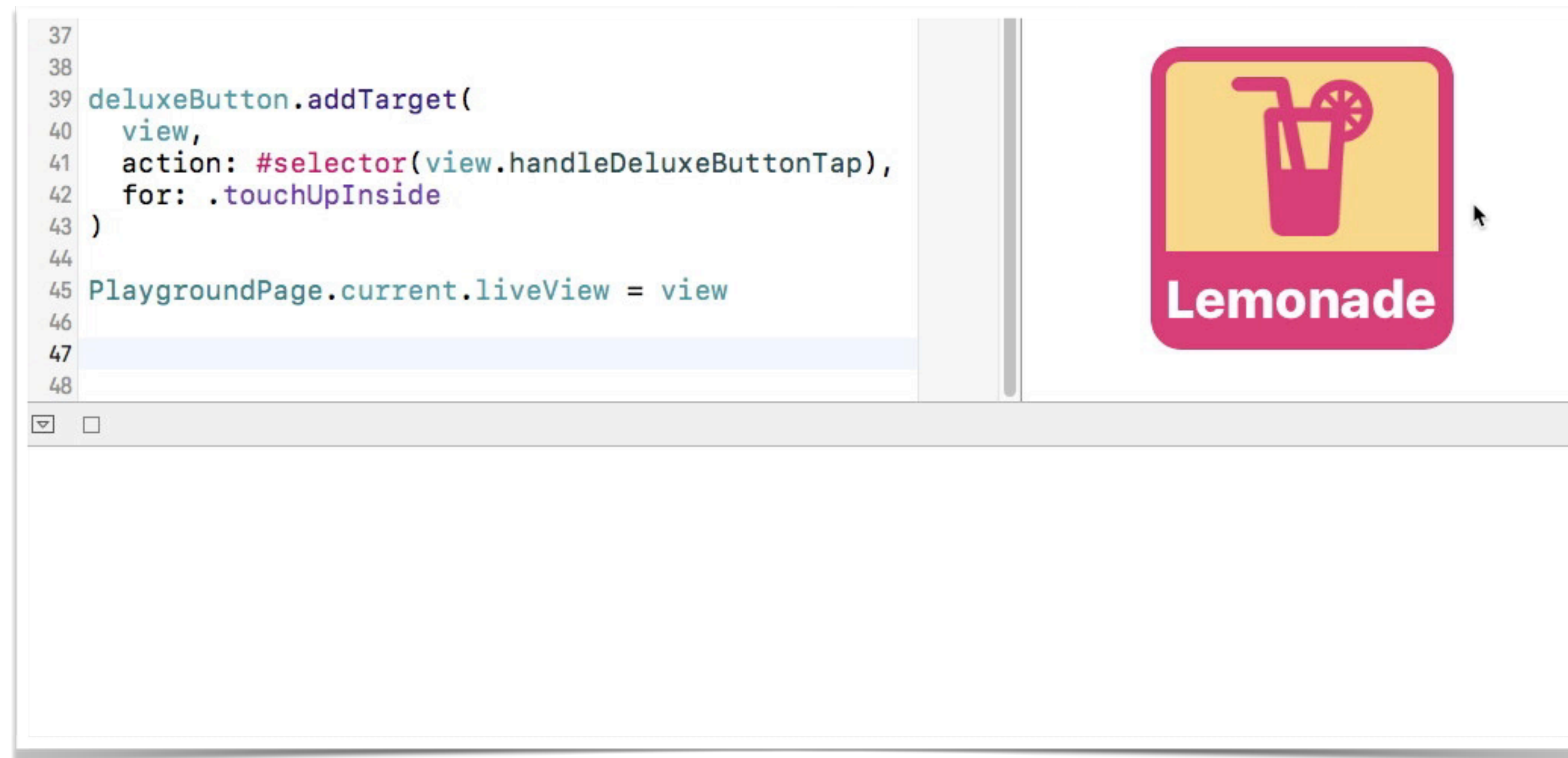


CUSTOM CONTROLS ■ IN iOS ■



PART 3: INTERACTION & UICONTROL

DELUXE BUTTON



INTERACTION PATTERNS

- ▶ Target-Action
- ▶ Delegation
- ▶ Command Pattern
- ▶ Notifications
- ▶ Key-Value Observation



TARGET-ACTION

```
button.addTarget(self, action: #selector(handleTap),  
                 for: .touchUpInside)
```

```
func handleTap(sender: UIButton) {  
    print("You tapped the button!")  
}
```

UICONTROL

```
open class UIControl : UIView {  
    //...  
    open func addTarget(_ target: Any?, action: Selector,  
                        for controlEvents: UIControlEvents)  
    open func removeTarget(_ target: Any?, action: Selector?,  
                           for controlEvents: UIControlEvents)  
  
    //...  
    open func sendAction(_ action: Selector, to target: Any?,  
                        for event: UIEvent?)  
    open func sendActions(for controlEvents: UIControlEvents)  
}
```

CHALLENGE TIME!

